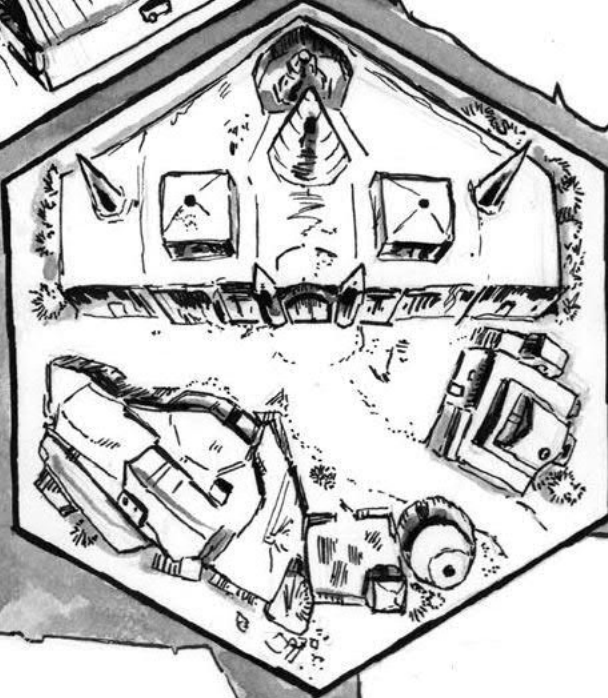
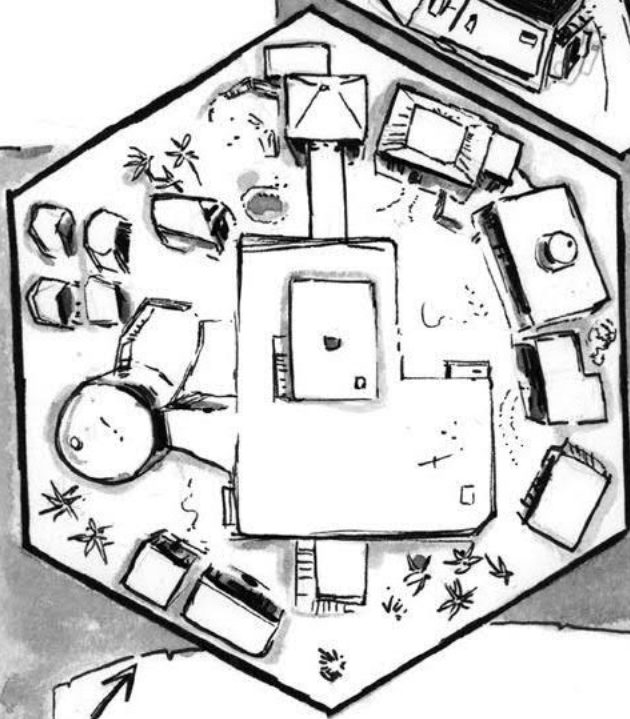
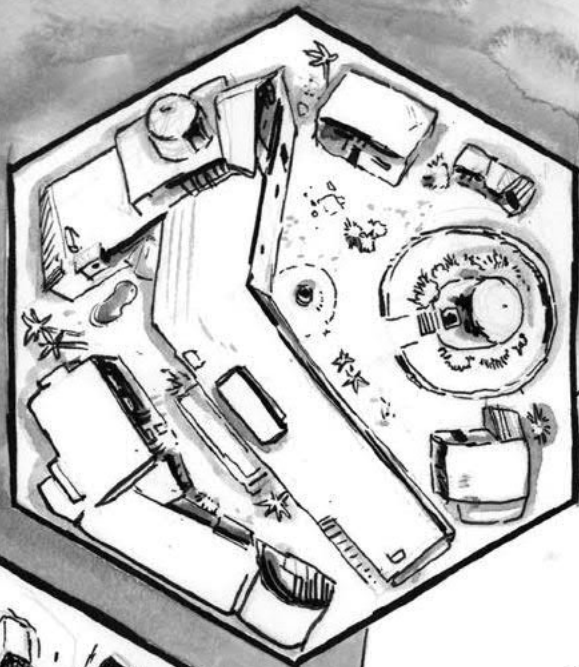
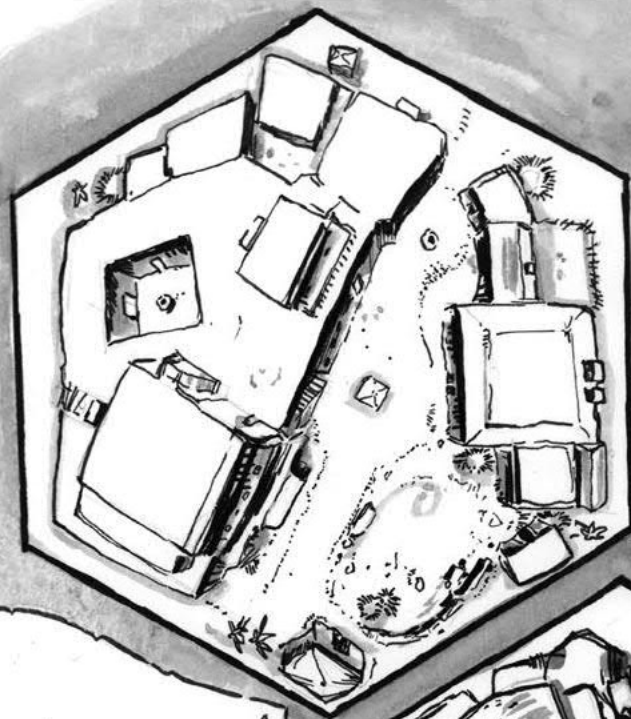


DUNGEON
CRAWL
CLASSICS
LANKHMAR

LANKHMAR:
CITY OF THE
BLACK TOGA





LANKHMAR: CITY OF THE BLACK TOGA

A City Book for DCC Lankhmar

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INTRODUCTION



Dominate the Land of Lankhmar and crouching at the silty mouth of the River Hlal in a secure corner between the grain fields, the Great Salt Marsh, and the Inner Sea is the massive-walled and mazy-alleyed metropolis of Lankhmar, thick with thieves and shaven priests, lean-framed magicians and fat-bellied merchants – Lankhmar the Imperishable, the City of the Black Toga. – Induction

Welcome to Lankhmar, the City of the Black Toga and the greatest metropolis in Nehwon. Within the walls of this grand city await a host of adventures, misfortunes, dangers, and treasures for those who are brave—or foolish—enough to seek them out. This supplement is designed to assist the DCC Lankhmar judge in creating adventures set in Lankhmar and to work as an inspirational resource for urban-based adventures. The judge will find a bevy of information about Lankhmar proper as well as numerous tables to help describe the city, kick off adventures, and complicate the lives of the PCs. Although expressly designed for DCC Lankhmar campaigns set in the City of Sevenscore Thousand Smokes, this supplement can also be used for any DCC RPG (and other role-playing games) adventures occurring in a large fantasy city setting.

This book provides the judge with an overview of Lankhmar, giving him a broad picture of the city, its different districts, various civic bodies and trade organizations, and residents of renown. It also contains rules to quickly create unique neighborhoods for the player characters to inhabit and visit.

Section One: A Guide to the City of Lankhmar describes the city overall, presenting the judge with a look at how life operates in Nehwon's largest metropolis. This chapter details the city's appearance, its defenses, government and legal systems, organizations, atmosphere, street scenes, and various districts. Useful tables are provided for the judge's convenience, allowing him to swiftly generate inhabitants, random encounters, adventure ideas, and rumors for the player characters to encounter. While effort has been made to provide the judge with all the basic information necessary to create and adjudicate adventures in Lankhmar, there remains a great deal of blank canvas for him to recreate the City of the Black Toga according to his personal interpretation of Leiber's work.



Section Two: Lankhmar Rogues' Gallery covers some of the city's most famous and infamous residents – beginning with Fafhrd and the Gray Mouser! DCC RPG stats are provided for the heroes along with details on their history and personalities. The remainder of the chapter describes other notable occupants ranging from the average city watch constable to Lankhmar's corrupt nobility to its more notorious underworld figures. Describing every important NPC in Lankhmar would require a much larger book, but the figures presented in this chapter are ones the PCs might easily rub shoulders (or cross swords) with.

Section Three: The Neighborhood is a collection of tables and guidelines allowing the judge to quickly create interesting areas in the city and fill them with fascinating figures, places to meet and carouse, secrets to be discovered, and adventure ideas to kick off campaigns. Whether the characters call them home or are just visiting, these neighborhoods provide ample opportunities for escapades, danger, and intrigue, and are vastly useful for a judge running city-centric adventures in Lankhmar.

USING THIS WORK

We set out to write a DCC Lankhmar supplement especially designed to be used at the table and not one intended to be read, studied, and memorized prior to play. We didn't want to produce yet another fantasy city book filled with chapter after chapter of things the reader could already surmise. We're going to assume you already know general facts such as "the harbor has a lot of docks" about Lankhmar (and other major fantasy cities).

Although we've strived to fill this sourcebook with useful tables and interesting facts about Lankhmar, it is impossible for us to surpass the work of Fritz Leiber, himself. This supplement should be treated as a secondary information source after the stories of Fafhrd and the Gray Mouser themselves. Judges seeking to run a campaign set in Lankhmar should read Leiber's stories, especially those set in and around Lankhmar, as primary reference material.

SUGGESTED READING


Any DCC RPG judge preparing to run a DCC Lankhmar campaign should first read at least a handful of Leiber's Nehwon stories. A judge intending to set the campaign in Lankhmar City is especially directed to the tales listed below. Reading these particular stories will help ensure the campaign feels right to players familiar with Leiber's work as well as guide the judge in further fleshing out the material provided in this booklet.

These stories are presented in chronological order according to their events in the lives of Fafhrd and the Gray Mouser. Those marked with an asterisk are the most germane to running a Lankhmar city-based campaign.

- Ill Met in Lankhmar*
- Jewels in the Forest
- Thieves' House*
- The Bleak Shore
- Claws From the Night*
- The Price of Pain-Ease
- Bazaar of the Bizarre*
- The Cloud of Hate*
- The Two Best Thieves in Lankhmar*
- The Swords of Lankhmar*
- The Bait
- Beauty and the Beasts
- Under the Thumb of the Gods
- The Mouser Goes Below

SECTION ONE:

A GUIDE TO THE CITY OF LANKHMAR

 Lankhmar City is the oldest metropolis on Nehwon, a city steeped in history, mystery, and corruption. For all but the eldest of wizards, Lankhmar has always existed, secure in its place of power and influence. The cutpurse and merchant alike have little time or inclination to contemplate otherwise.

THE HISTORY OF LANKHMAR AND OTHER AGREED-UPON LIES

The graybeards dedicated to unearthing the secrets of the past have gleaned a few facts about Lankhmar's prolonged history and share these hoarded jewels of lore with few others. Their research into the past revealed that Lankhmar began as a small village that grew around a number of ancient stone temples and towers that were discovered on the banks of the River Hlal millennia ago. The originators of these dark fanes is unknown, but it's believed that the villagers paid homage to inhabitants of one such temple, the entities known today as the Gods of Lankhmar, who grudgingly allowed the village to eventually flourish into the city it is today.

The realm of Lankhmar, although imperishable, has waxed and waned down the centuries. A millennium or more ago, the lands of Lankhmar stretched from Quarmall in the south to the Trollstep Mountains of the distant north. Conflicts with native cultures, poor political decisions by reigning Overlords, and simple misfortune have since reduced the nation of Lankhmar to its present size, but has failed to topple Lankhmar from its position of foremost land and city in Nehwon. Today, Lankhmar is still a vibrant, militarily, economically, and politically robust metropolis that influences the entire world of Nehwon.

THE LOOK OF LANKHMAR

A visitor standing outside the massive walls of the Imperishable City glimpses a sight akin to a great beast slumbering on a riverbank. Crenulated walls fashioned from ancient, massive stones surround the city, caging in its riot of buildings and teeming populace. Rising above the walls, the visitor sees spires, towers, minarets, garrets, and high-pitched rooftops forming a jagged silhouette against the sky. These structures cluster together like corpses of trees, being most noticeable in the northern expanse of the city where the Street of the Gods and its many fanes runs close to the minaret-crowned Rainbow Palace and redoubtable fortress of the Citadel. Philosophers' garrets and astrologers' towers line the Street of the Thinkers to the south of the Street of the Gods, further adding to the aerial growths. The skyline drops

lower as one turns his gaze south, but even in these low-lying areas of the city, the rooftops of tenements, grain silos, and the odd and ancient forbidden temple can be glimpsed.

The air above Lankhmar is black with smoke from countless chimneys, forges, charnel pits, garbage fires, incense censers, crucibles, and so forth. This pollution is further darkened by the regular river fogs and sea mists that roll over the city when the sun plunges towards the horizon. It is little wonder that Lankhmar is also known as the City of Sevenscore Thousand Smokes and that the color black is the official hue of its nobility and civic forces.

Inside the city walls, the streets wind crookedly in many places, the surrounding buildings seeming to lean drunkenly across the thoroughfares, often turning the city's mazy alleyways gloomy with shade even at high noon. The roads, depending in which quarter one finds himself, are paved with ancient stones, tiled with ceramic bricks mortared with brass, lined with uneven cobbles, or simply expanses of filthy, stinking mud that seldom dries. Whatever their makeup, the streets of Lankhmar are never empty during the daytime; each is awash with humanity, livestock, wagons, carts, palanquins, horses, mules, and even stranger beasts, as its inhabitants strive to earn enough smerduks to survive another day.

Like a beast, Lankhmar is ever-hungry, consuming without appeasement the contents of innumerable wagons, ships, caravans, trader's packs, and smuggler's bags. It also seems to possess a hunger for lives and not a morning passes without the sound of the Death Cart's bell being heard in the streets, calling out for and collecting the dead of the previous evening.

Lankhmar is a place where, as the Northern barbarian, Fafhrd, once observed, all adventurers, either big or small, have their beginnings. The city, with its excitement, riches, and dangers, sings a siren song that draws would-be adventurers from nearly every land in Nehwon. Many disappear into the city's underbelly, never to be heard from again. A few, however, write their names in the annals of Nehwon's history. What shall be the fate of your player characters?

THE POWERS THAT BE

No city can survive for millennia without someone to oversee its well-being, monitor and cultivate its trade, and prevent disorder and anarchy from destroying the metropolis from within. These various authorities ensure Lankhmar stands for another thousand years and can be both useful allies and deadly foes to all its residents and visitors.

LANKHMAR'S GOVERNMENT

Lankhmar, both the city and the surrounding nation, is ruled by the Overlord, an autocratic despot that wields sole power over the city—in theory. In truth, the Overlord's power depends on the personality of the current potentate, his ability to intimidate the various nobles, guild masters, and advisory councils beneath him, and his desire to involve himself in civic matters. In the past, some Overlords have been iron-fisted tyrants while others mere figure-heads manipulated by his advisors and the city's nobility.

The Overlord is assisted by his Inner Council, an advisory body comprised of lesser nobles, military commanders, influential guild masters, and assorted government officials such as the Great Collector of Taxes, the City Seneschal, Warden of the City Watch, and others. Between the Inner Council's knowledge and his own network of spies, the Overlord generally has a clear understanding of events affecting his city and surrounding land—should he choose to concern himself with such matters. As noted above, not all Overlords place the well-being of their subjects and lands in the highest priority.

Beneath this upper echelon of government are the myriad civic bodies responsible for the day-to-day survival of Lankhmar, a byzantine labyrinth of corrupt bureaucrats more concerned with lining their own pockets with graft than improving city conditions. Although there are always a few noble-minded officials in Lankhmar's government, they are few and far between, and the residents know that nothing ever gets accomplished in the city without someone being paid off or threatened. Such is the price of living in the greatest city in Nehwon.

THE GUILDS

Lankhmar's nobility share their power grudgingly with the various guilds who call the city home. These (mostly) crafting and mercantile organizations are widespread and cover a vast array of businesses and trades. Each is dedicated to improving the lot of its members, seeking to influence trade agreements, lowering tariffs and taxes on good produced by its tradesmen, and granting Lankhmar's middle class a voice in the court of the Overlord. There are nearly 100 trade guilds in Lankhmar, ranging from the tiny Gravediggers' Guild to the mighty Moneylenders' Guild.

The most powerful of these trade and mercantile guilds is the **Guild of the Grain Merchants**. This organization is the richest in the city, its fortune based on the other golden treasure to be found in Nehwon: wheat. Without a steady supply of grain from the vast wheat fields outside the city to feed its residents and a surplus to sell abroad, Lankhmar would dry up and blow away like chaff in a gale. The Guild of the Grain Merchants is rich enough that it serves the role of Lankhmar's bank. Merchants, nobles, and others in need of turning coin into easily transferable forms of currency

KNOWN OVERLORDS OF LANKHMAR

Lankhmar City is ancient and a full roster of its previous Overlords would be beyond the scope of this book even if they were all known. In truth, Leiber's stories provide little information about the Overlords of Lankhmar aside from details necessary to tell a given tale. The following Overlords are mentioned in the Fafhrd and Gray Mouser stories. Additional details are given when known.

- **Karstak Ovartamortes**: Reigning Overlord when Fafhrd and the Gray Mouser first arrive in Lankhmar.
- **Glipkerio Kistomercus**: Overlord during the Rat Plague, Glipkerio sired at least one daughter (Innesgay) and was renowned for his peculiarities. These included his sadistic desires, his pathological fear of inadvertently consuming hair, and his desire to travel to distant world-bubbles aboard a specially designed vessel. Glipkerio vanished and is believed dead following the events of the Rat Plague.
- **Radomix Kistomercus**: Cousin of Glipkerio and succeeds him as Overlord after Glippy's death. He was formerly known as Radomix Kistomercus-Null, but he dropped the "Null" after his ascension. Radomix was known for his pacific nature, his love for all creatures (especially his seventeen cats), and a true desire to improve life and conditions in Lankhmar. He was assassinated less than a year after he ascended to the Overlordship, slain by a jealous relative who poisoned the claws of one of Radomix's feline friends.
- **Pulgh Arthonax**, also known as **Arth-Pulgh**: Overlord during Fafhrd and the Gray Mouser's trip and subsequent emigration to Rime Isle. Pulgh detests adventurers, especially "fair-complected, big ones like Fafhrd."

entrust their hard cash with the Guild of the Grain Merchants who then issue letters of credit (after taking a small percentage as a fee). These letters of credit are as good as gold in most every civilized land around the Inner Sea.

Not all guilds are necessarily focused on trade, however, instead promoting the agendas of very specialized individuals. The most famous of these is the **Thieves' Guild**, that brotherhood of criminals who are the masters of every form of larceny imaginable in the city. This misogynistic cadre of thieves has its fingers in a thousand pies, raking in unimaginable fortunes from countless criminal and quasi-legal acts committed daily around the city. Their headquarters is known to all the street-savvy residents of the city, but the Guild has no fear of

the city constables ever crossing their threshold. Many say the Thieves' Guild is the true government of Lankhmar and the Overlord only serves at their whim."

The **Beggars' Guild** of Lankhmar is a sub-guild of the Thieves' Guild and its membership pays a percentage to not only their own guild masters but to the Thieves' Guild as well. In return, guild beggars are seldom hassled by the city's inhabitants or watch constables, knowing that the seemingly-blind mendicant in the street has the formidable crime network to back him up. The Beggars' Guild serves as spies and informers for the Thieves' Guild, reporting news and gossip the criminal masterminds might profit from.

The **Slayers' Brotherhood** is a guild of swords-for-hire, bravos, bullies, bodyguards, and similar men and women who make their livings with their physiques and skill of arms. This collection of mercenaries sells their services to any who can afford them, acting as everything from personal protection to shop guards to leg breakers. Many members are paid a retainer by the Thieves' Guild to be on hand whenever violence is required to punish the thieves' enemies.

Hidden at the heart of the Slayers' Brotherhood is the **Assassins' Order**, an elite circle of hired killers. The Assassins' Order is overseen by the Master who, along with the guild Recorder, accepts death warrants for individuals, then dispatches the requisite assassins to terminate that target. Such is the dedication of its members that these assassins assume the title of "Death of [target's name]" until the victim is slain.

Skirting the line between criminality and respectability are two more of Lankhmar's guilds, both existing in dependence of the other: The **Pimps' Guild** and the **Whores' Guild**. These organizations monitor and profit from the numerous procurers and harlots that work inside the city, setting rates, providing protection for its members, dealing with troublesome clients, and otherwise ensuring that the sex trade remains profitable for its practitioners. Not every pimp or prostitute in the city is a member of these guilds; there are untold freelancers and part-time workers who turn tricks in their homes or alleyways without either Guilds' knowledge. However, most established bordellos, high-cost courtesans, whoremasters, and the like do pay their dues to the appropriate Guild. As might be expected, the Pimps' Guild house is located on Pimp Street and the Whores' Guild house stands close by on Whore Street.

The last specialized guild of note is Lankhmar's **Sorcerers' Guild**. This organization's membership is comprised of hedge magicians, wise women, seers, astrologers, alchemists, conjurers, mediums, palm-readers, and other semi-skilled magic workers, but few true wizards. Ostensibly dedicated to the study of magical knowledge and the instruction of sorcerous techniques, the guild is largely a hotbed of bickering, gossip, slander, and backbiting that

accomplishes little. Sorcerer's Guild members are given a license and a plaque indicating their good standing in the guild to display to clients. Currently, the most powerful sorcerer in the guild is a 3rd-level wizard. Most true wizards guard their magical knowledge carefully and wouldn't be caught dead possessing membership in the Guild.

AUTHORITY AND DEFENSE

A city the size of Lankhmar requires a standing army to both defend its populace and a dedicated civic body to maintain law and order. The soldiery of Lankhmar are responsible for manning the city walls, defending its gates, and, when emergencies require, putting down riots and assisting the watch constables. The supreme commander of Lankhmar's armed forces is the Captain General, who reports directly to the Overlord.

The soldiery of Lankhmar are easily recognizable by their browned-iron cuirasses and helmets and the pikes they carry. Higher-ranking soldiers such as sergeants and captains carry swords in place of pikes and companies of bow-armed archers supplement the pikemen on the city's walls. Lankhmar's soldiers are quartered in either the South Barracks near the Grain Gate or in the Citadel itself. Those of higher rank are permitted to marry and divide their time between home and the city barracks.

In addition to the land troops of Lankhmar, the city also maintains a naval force that operates out of a private harbor at the base of the Citadel. The city's war galleys are manned by sailors and defended by the Lankhmarines, an elite branch of Lankhmar's soldiery. The primary duties of Lankhmar's navy is defending important shipments to and from the city and sinking the pirates and Sea Mingols that seem to plague the Inner Sea every season.

Daily law and order in the streets is maintained by the watch constables, a black-uniformed police force that patrols the city, arrests suspects, and maintains the Great Gaol. This police force operates out of watch houses situated around the city and have secondary stations at watch posts positioned at the crossroads of many of the city's major thoroughfares. City constables carry metal-capped cudgels and heavy, barbed-headed darts when they patrol the streets, and maintain armories of heavy weapons at the watch houses in case of riot, invasion, or other emergencies.

Lankhmar's watch is notoriously corrupt and most accept bribes to let lesser offenders avoid being taken into custody. A PC attempting to bribe a constable should first make a Luck check (modified as determined by the judge) to see if it's possible the watchman is open to accepting a payoff, followed by a Personality check to determine if the bribe is accepted. The Personality check DC is 10 by default, but can be increased or decreased depending on how much money the character is offering and the severity of the offense he committed.

CRIME AND PUNISHMENT

Although corrupt, the judicial system of Lankhmar is efficient and experienced, and unless the appropriate bribes are forthcoming, criminals in Lankhmar swiftly find themselves facing one of Lankhmar's tribunals and sentencing is quickly passed. Lankhmar magistrates conduct their courts while masked, concealing their identities behind ornate vizards to protect them from revenge-minded family members of the condemned. The concept of criminal rehabilitation is unknown in Nehwon and convicted criminals face mutilation, enslavement, or death for high crimes.

An arrested PC is typically either held at a local watch house or sent to the Great Gaol, depending on the severity of the crime committed. A pickpocket or brawler would be held at a watch house, while a murderer would be moved to the Great Gaol. Regardless of where the criminal is imprisoned, he faces tribunal judgement in 1d6 days, modified by Luck, allowing little time for his associates to build a case in his defense or break him out of prison.

The fate of a PC facing a tribunal is in the hands of Luck and whatever defense he and his friends can muster. The PC must make a Luck check with a DC dependent on the crime he is accused of. The check is modified by pertinent factors working for or against the accused. All modifiers are cumulative.

Offense Severity	Luck Check DC
Minor (brawling, limited property damage, petty theft)	10
Moderate (destruction of public property, assault, pickpocketing)	14
Severe (murder, robbery, rape, arson)	17
Greater (attempted murder of a noble, treason against Lankhmar, mass murder)	20



Additional Factors	Luck Check Modifier
Multiple Witnesses Against	-1d
Multiple Witnesses For	+1d
Eloquent Speech by the Accused	+1 or PC's Personality modifier (take the highest)
Bribed Magistrate	+2d/-2d depending on if the magistrate was bribed for or against the accused
Accused is a Known Offender	-2
Character Witness	Personality modifier of most influential witness
Other Miscellaneous Factors	As determined by judge

A PC who fails the Luck check is found guilty and is sentenced according to the severity of the crime. The sentence is typically enacted 1d3 days after the tribunal, allowing one last chance for his allies to rescue him or otherwise see to his freedom.

Severity of Crime	Punishment/Sentence
Minor	Fine (1d100 gold rilks) or 2d24 days enforced hard labor
Moderate	Public whipping (1d5 temporary Stamina damage) plus fine and/or enforced labor as above
Severe	50% chance of mutilation or branding or 50% chance of permanent enslavement
Greater	Death

ATMOSPHERE IN LANKHMAR

The City of the Black Toga is just as much of a character in Leiber's stories as the Twain themselves. Without Lankhmar's night smog, its Street of the Gods, its forbidden towers and black temple to the Gods of Lankhmar, and its infamous Plaza of Dark Delights, the stories of Fafhrd and the Gray Mouser would lose the essential color that lifts Leiber's tales above those of lesser fantasists. The judge running an adventure in Lankhmar should strive to make the city as real as possible in the minds of the players. The following details and tables will aid the judge in breathing life (and adding the crucial stink) into Lankhmar.

Buildings

Buildings in Lankhmar are predominantly of wooden construction, interspersed with brick and stone structures. Almost all are at least two stories in height, with even taller buildings being more common. Due to the predominantly warm climate of Lankhmar and snow rarely falling on the city, many roofs tend to be either flat or have a shallow pitch, something the thieves of the city use to great advantage. The "rooftop road" is regularly traveled by the city's demimonde who wish to avoid notice from the city watch below. This upper world is crowded with cisterns, pigeon coops, laundry lines, chimneys, and other obstacles that both hinder traffic and provide cover. Along the narrower streets of the city, the buildings tend to loom towards one another over the cobblestones, making it an easy manner to leap across to the opposite side of the street. Even on broader thoroughfares it's possible to cross to the other side, as Lankhmar has many overpass bridges connecting the upper floors of buildings and businesses. Thieves and other rooftop travelers employ these to travel across even the widest city streets.

If the PCs suddenly dart into a building or the judge needs to quickly determine what types of buildings are in the party's immediate proximity, a quick series of d6 rolls on the table below will provide the necessary details.



Table 1-1: Random Lankhmar Building (Roll 3d6)

Roll	Construction Method	Building Function	# of Stories
1	Brick	Shop	2
2	Brick	Shop with private home above	3
3	Wood	Storage (warehouse, stable, etc.)	3
4	Wood	Private home	4
5	Wood	Public building (tavern, inn, etc.)	5
6	Stone	Empty/abandoned	6

Air Quality and Lighting

Lankhmar is famous for its night fogs, smog, and miasmas that regularly drift through its streets and alleys, but these are not the only substances that cloy the air. As a metropolis with thousands of residents, the reek of humanity and its endeavors also assails the nose. Judges should not skimp on such details when describing the city streets, and the following table provides a quick means of generating both how clear the air is and how rank it smells. Roll 1d6 to determine the air clarity and 1d14 to decide what predominant odors are in the air.

Table 1-2: Lankhmar Air Quality (Roll 1d6 & 1d14)

Roll	Air Clarity (add +2 to roll after dark)	Predominant Odors (roll 1d5 times)
1	Clear	Dead fish
2	Clear	Burned fat
3	Clear	Horse dung
4	Faint mist/fog	Sausage gone stale
5	Moderate mist/fog (+2 bonus to stealth checks, -1 penalty to ranged attacks)	Cheap temple incense
6	Heavy mist/fog (+3 bonus to stealth checks, -2 penalty to ranged attacks)	Rancid oil
7	Dense mist/fog (+1d to stealth checks, -1d to ranged attacks)	Moldy grain
8+	Pea soup (+2d to stealth checks, -2d to ranged attacks; combatants are considered blinded in melee)	Slaves' barracks
9	-	Embalmers' tanks
10	-	Unwashed bodies
11	-	The Great Salt Marsh
12	-	The River Hlal
13	-	Cheap wine
14	-	Perfume

Lighting in Lankhmar varies wildly from street to street and district to district. The slums are nearly pitch-black after sundown, lit only by the rare candle stub pulled from a midden or a trash fire lit to stave off rats and other more dangerous vermin. By contrast, the Street of the Gods is aglow with leviathan oil-burning street lamps, flaming cressets, sacrificial fires, and colorful lanterns all through the night.

The following table can assist the judge in determining the ambient light on any given street or alley. Roll 1d6 and consult the chart below.

**Table 1-3:
Lankhmar Lighting Table**

Neighborhood	Lighting Conditions (Roll 1d6)		
River Quarter	Well-lit (1-2)	Dimly-lit (3-5)	Dark (6)
Citadel & Rainbow Palace	Well-lit (1-5)	Dimly-lit (6)	-
Noble District	Well-lit (1-3)	Dimly-lit (4-5)	Dark (6)
Temple District	Well-lit (1-5)	Dimly-lit (6)	-
Forbidden Temples	Dimly-lit (1)	Dark (2-6)	-
Crafts Quarter	Well-lit (1-2)	Dimly-lit (3-4)	Dark (5-6)
Slums	Dimly-lit (1-3)	Dark (4-6)	-
Rich Men's Quarter	Well-lit (1-3)	Dimly-lit (4-5)	Dark (6)
Carousing Quarter	Well-lit (1)	Dimly-lit (2-4)	Dark (5-6)
Plaza Quarter	Well-lit (1)	Dimly-lit (2-3)	Dark (4-6)

- **Well-lit** neighborhoods impart a -2 penalty to hide in shadows checks.
- **Dimly-lit** neighborhoods do not affect stealth checks, but all ranged attacks are treated as if one range band further (short range become medium range, medium range becomes long range, and long range attacks are impossible). These modifiers are cumulative with those due to air clarity (see Table 1-2 above).

- **Dark** neighborhoods have the same penalty to ranged combat as dimly-lit areas, plus targets are treated as if they have cover. Defenders in melee combat are considered blind. Hide in shadows checks enjoy a +1d bonus. These are *not* cumulative to bonuses due to air clarity (see Table 1-2).

COST OF LIVING

It's said that one can live like a king in Lankhmar...so long as he has the fortune of an emperor. There is a reason that a substantial percentage of the city's populace dwells in cramped tenements and filthy squats instead of clean and spacious private homes. The cost of living in Lankhmar is high, and not only because the price of goods and services is above average.

As a city filled with graft and readily embracing bribery as the means to accomplish anything, Lankhmar swiftly empties the purses of its inhabitants, insidiously draining away funds through a hundred unexpected taxes, tariffs, tolls, bribes, license fees, palm grease, fines, and similar legal and quasi-legal extortions. Nothing gets done in the city without someone being paid for it, a fact the judge should use frequently against the PCs' money pouches.

For example, on an average day an adventurer might awaken to find he owes a few extra smerduks to the innkeeper for damages incurred during the previous evening's carousing. If he wants clean water to bathe in, that's an extra few agols not included in the price of the room. He gets downstairs and discovers the kitchen is closed and a silver smerduk or two must be paid to the cook to get a breakfast of leftovers.

Hitting the streets, clean and fed, the adventurer crosses paths with a local city constable who implies that unless the PC makes a contribution to the "watch retirement fund," news of what he was up to with a powerful Duke's daughter might become public knowledge. The adventurer can either pay the fine or get physical (likely resulting in his arrest and a whole new world of bribes, payoffs, and fines). After grudgingly slipping the watchmen a handful of gold rilks, the PC next enters a local shop to discover the price of steel has gone up due to new trade tariffs introduced by the Overlord and the cost of a new longsword has doubled since yesterday. He sighs and pays the shop keep.

Having had his fill of Lankhmar's constantly outstretched hand, the adventurer decides to leave the city for good... only to encounter a stiff gate toll to all travelers arriving and departing Lankhmar.

One of the primary goads that keep PCs adventuring and plotting in the city is the spectre of poverty. The judge should never allow the party to become too wealthy and Lankhmar's sea of outstretched hands can easily reduce their funds to more manageable levels. Simply introduce whatever "costs of living" deemed necessary and charge them appropriately.



ENTERING THE CITY

Lankhmar is ringed by a formidable defensive wall fashioned from massive stone blocks hauled down from the Mountains of Hunger ages ago. This crenelated fortification measures 20' thick and stands 40' tall, its expanse broken by intermittent towers rising 50' high or more. The walls almost entirely surround the city, its circuit broken only at the city's waterfront.

Visitors wishing to enter Lankhmar either arrive by ship, stepping easily onto the stone docks and quays of the riverfront, or they must pass through one of the four gates that control access to the city. These gates are the Grand Gate, the Grain Gate, the End Gate, and the Marsh Gate.

The **Grand Gate** is the "front door" of the city, linked to the major roads that spread from Lankhmar to various lands around Nehwon. Trade caravans, travelers, farmers bringing their crop to market, and other common visitors pass through the Grand Gate, paying a toll of one smerduk per head and three smerduks for each wagon or cart.

The **Grain Gate** is restricted to wagons and carts bearing the golden crop that feeds the city and produces much of its wealth. Wagons entering through the Grain Gate are heavily inspected and taxed according to the quantity of grain they are bringing into the city. Upon paying the levied tax, the wagon driver or caravan master is issued a chit as a receipt and the wagon(s) can then proceed up Grain Street to deliver their cargo to the grain silos along the waterfront. This tax ranges from 3% to 5% of the total value of the grain cargo. Due to the steady exchange of money at the Grain Gate, security is tight and Lankhmar soldiers stand ready to deal with trouble-makers.

The **End Gate** is one of the city's smallest entrances and favored by those lacking funds to enter the Grand Gate or wishing to keep a low profile. No wagons or carts are al-

lowed entrance through the End Gate and travelers cannot bring more than five mounts into the city via the End Gate. The entrance toll here is 2 agols per person and 5 agols for mounts. The End Gate guards are known to readily accept bribes to turn a blind eye to travelers seeking to enter the city unrecorded or to ignore the occasional ambush.

The **Marsh Gate** sees the least traffic, giving way as it does directly into the Great Salt Marsh, a route traveled by only the very brave or desperate. Like the End Gate, wagons and carts are prohibited at the Marsh Gate. The Marsh Gate is free to enter during daylight hours, but a 5 tik toll is levied after dark on all travelers.

THE STREETS OF LANKHMAR

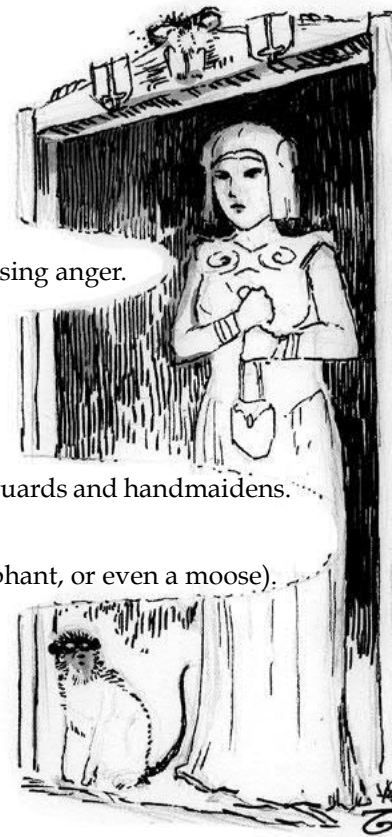
If Lankhmar City is the heart of Nehwon, as most Lankhmarts consider it, the streets of the city are the arteries through which its lifeblood flows. First-time visitors to the city are often stunned by the panoply of Lankhmar, dumbstruck by the diversity, crowds, and frantic energy of the streets. They are also then typically robbed by one of the countless cutpurses that prey upon these newcomers, but such is life in Lankhmar.

Life-long residents of the city as well as veteran adventurers are known to say that "Trouble is often just outside your door in Lankhmar." Sometimes an adventure begins simply by stepping out into the street and the judge is encouraged to make the avenues of Lankhmar lively places filled with interesting characters and exciting events.

A judge can quickly populate a street in Lankhmar with colorful people and potentially-interesting events with the following table. Simply roll as many times as the judge sees fit and inform the PCs of what is happening in their close proximity. Judges can disregard results that seem out of place for the party's current whereabouts or substitute his or her own designs as needed.

Table 1-4: Lankhmar Street Scene

Roll d%	Street Scene Character or Event
1	A group of Northern barbarians arguing with a Lankhmart merchant.
2	A curtained litter carried by four bulky eunuch slaves.
3	A small mob of children playing games amidst the traffic.
4	A wagon that has lost a wheel and is blocking traffic, creating frayed nerves and rising anger.
5	A bandage-wrapped vagabond begging for coins.
6	A pompous-looking sorcerer with harried apprentice in tow.
7	A pushcart merchant hawking his wares.
8	A knot of old men intently playing a board game and drinking gahveh.
9	A group of beautiful young noblewomen out on a daytrip accompanied by armed guards and handmaidens.
10	A spindly-looking priest reeking of incense and carrying a bundle of scrolls.
11	A traveler from a distant land mounted on an odd animal (such as a camel, an elephant, or even a moose).
12	A trio of hired Slayers' Brotherhood bravos on their way to a job.
13	A funeral procession of weeping mourners, dirge music, and a prepared corpse.
14	Washerwomen carrying baskets of laundry perfectly balanced atop their heads.
15	A fresh corpse people are stepping over.



- 16 A mangy-looking dog seeking scraps.
- 17 Two neighborhood women gossiping from their upper-floor windows.
- 18 A hired crier proclaiming the latest news or advertising a recently-opened business.
- 19 Laborers loading/unloading a cargo wagon.
- 20 Piled garbage being picked through by the poor and/or rats.
- 21 A loyal slave performing errands for his or her master.
- 22 A fleeing pickpocket pursed by his victim, the city watch, or both.
- 23 A merchant scrubbing the stoop in front of his shop.
- 24 An upper-floor occupant emptying a chamber pot into the gutter below.
- 25 A lazy-eyed whore looking for business.
- 26 A group of armed toughs strutting proudly down the thoroughfare.
- 27 A madman spouting gibberish and/or prophecy and being largely ignored.
- 28 A rat-catcher with the day's bounty of dead rats draped over one shoulder.
- 29 A hungry minstrel desperately trying to earn his daily bread.
- 30 An acting troupe either performing or on their way to/from a performance.
- 31 A crew of workmen building/repairing a nearby building/road/sewer.
- 32 A quartet of fur-clad, filthy Mingols.
- 33 A pair of rival merchants arguing in front of their shops.
- 34 A drunkard half-conscious in a pool of his own vomit.
- 35 A strolling wine-seller with cups and small cask.
- 36 A dung-sweep and his cart.
- 37 A flock of pigeons or other birds (maybe even Beloved of Tyaa).
- 38 A mysterious cloaked figure attempting to escape notice.
- 39 A patrol of six city watchmen keeping an eye out for trouble.
- 40 A group of goodwives doing their daily shopping.
- 41 A nervous-looking romantic awaiting the arrival of his/her beloved.
- 42 A gang of guild thieves casing potential targets.
- 43 A merchant looking despondently at broken inventory dropped in the street.
- 44 Dyers with blue-stained hands carrying their wares.
- 45 A young boy carrying cages filled with poultry.
- 46 Old women complaining about the quality of goods today.
- 47 A troupe of jugglers spinning knives and balls in the air, busking for coins.
- 48 A pale-looking sage squinting against the bright daylight.
- 49 A pair of out-of-work mercenaries looking for jobs.
- 50 A cautious farmer and his wide-eyed son carting their produce to one of the city's markets.
- 51 A rug-seller carrying a large, rolled-up carpet on his broad shoulders.
- 52 Well-dressed grain merchants and their attendants heading to the grain silos.
- 53 An elegant dame accompanied by a trio of yapping lap dogs and two handsome, burly bodyguards.
- 54 A group of slavers leading a line of chained slaves to the auction block.
- 55 A junkman collecting rags and other discarded wares for reselling.
- 56 A silent, robe-clad traveler from the Eastern Lands watching the street with disgust.
- 57 A group of successful timber traders from the Land of the Eight Cities looking to celebrate their good fortune.
- 58 A fruit-seller carrying baskets of cool dates, apples, and similar produce for sale.

- 59 A livery-dressed messenger on his or her way to deliver an important letter.
- 60 An ordinary-looking street vendor who is in truth one of the Overlord's many spies.
- 61 A gang of street urchins looking to steal food or valuables from a distracted merchant.
- 62 A fortune-teller sitting on a blanket, casting lots/reading palms/consulting the cards.
- 63 A herdsman driving his herd of cattle/sheep/goats to market.
- 64 A group of dockmen, tough-looking and roughly-dressed, looking for trouble.
- 65 A black-garbed nun of the Gods of Lankhmar slowly perambulating and praying.
- 66 A quartet of robed figures moving brashly down the street. They are Nehwon Ghouls come to town on macabre business.
- 67 A sleepy-eyed astronomer and his two assistants heading home after a long night of consulting the stars.
- 68 A tattooed stranger from the Eastern Lands with a wavy-edged knife thrust in his belt.
- 69 An empty cart with a boney mule waiting patiently for its master to return.
- 70 A circle of young men throwing dice and laughing heartily.
- 71 A rangy-limbed storyteller performing a tale for a group of children and old women.
- 72 A garishly-dressed pimp and his ladies strutting the street.
- 73 A pair of glassblowers carrying a load of fragile wares to a client.
- 74 A ubiquitous melon seller with a cart of precariously-stacked fruit.
- 75 A group of noble guardsmen on furlough and looking for drink and companionship.
- 76 An adventuring Lankhmart warrior marching proudly and at ease down the street.
- 77 A cloaked and pale-skinned emissary from nigh-fabled Quarmall in town on clandestine business.
- 78 A trio of brave—or foolish—freelance thieves looking for potential victims.
- 79 A cataract-eyed crone with dirty shawl and twisted gait creeping slowly along.
- 80 A cluster of tall, blond barbarians from the North in town on business.
- 81 A black-robed physician on his way to visit a patient.
- 82 A harried clerk carrying ledgers and scrolls on his way to meet with his master.
- 83 A bald-headed philosopher mumbling to himself.
- 84 A trio of off-duty Lankhmarines looking for a good time.
- 85 A tiny black kitten perched on a fence or wall and watching the street intently.
- 86 A black toga-clad noble patriarch with his heir and their bodyguards in tow.
- 87 A guild beggar looking to pickpocket those who stoop to give him alms.
- 88 A young trade apprentice trying to woo a shop girl.
- 89 A convicted criminal with a stump for a hand and a brand on his cheek.
- 90 A frantic father searching for his child.
- 91 A dwarf jester en route to his employer's manor.
- 92 A strange woman, jet black on one half of her body and alabaster white on the other.
- 93 A street lamplighter on his way to/from his evening tasks.
- 94 A marching company of Lankhmar soldiers headed to/from the Citadel.
- 95 A group of exhausted field workers returning from the grain fields.
- 96 The city Death Cart piled high with the day's corpses.
- 97 An agent of the Assassins' Order disguised as a [roll again on this table to determine disguise].
- 98 A group of Ilthmarts clutching talismans of the Rat God.
- 99 A giggling troupe of dancing girls being pursued by admiring men.
- 100 A notable Lankhmar resident (choose an NPC from the Rogues' Gallery in Section Two).



NEIGHBORHOODS OF LANKHMAR

There are several districts scattered throughout the city. Each of these neighborhoods, called quarters by the native Lankhmarts, is home to a certain social class, trade, occupation, or economic purpose. The boundaries between these quarters are vague with a certain overlap between two or more neighborhoods at their verges. Despite these gray areas, the quarters can easily be generalized for our exploratory and descriptive purposes.

Each quarter is covered in some detail in the following pages, providing a brief glimpse at the general characteristics of the neighborhood, a list of any places of interest, and one to three tables to help the judge quickly introduce adventures, encounters, people, and other bits of color to assist in adjudicating a DCC Lankhmar campaign set in the city. While not every facet of each quarter could be covered in the space allotted, it's our hope that the judge will find the information presented helpful in his further elaboration of the city for his own campaign.

EVENT CHAINS

Each Lankhmar neighborhood or place of interest detailed in the book is provided with an Interesting Event table. These tables are designed to help the judge create spur of the moment occurrences that, should the PCs become involved with them, might provide a session or more of entertainment and adventure.

These tables may also be used to quickly construct more elaborate adventures, complex strings of events that lead the PCs all across Lankhmar as they uncover connections between the events. The judge can roll on multiple event tables in different areas and then weave the results into a grander scheme. This is called an event chain.

For example, the judge is preparing for an evening's DCC Lankhmar game and needs a potential adventure for the PCs to become involved with. He's been meaning to use the Street of the Gods more in his campaign as he is a fan of "Lean Times in Lankhmar." Knowing the party ended the last session at the docks, he decides to construct an event chain beginning on the riverfront, winding its way through the Plaza of Dark Delights, and finally ending on the Street of the Gods. He rolls once on each of those areas' event tables and reads the results.

The Dock event result is a cautious stranger approaching the party, looking to hire them to help smuggle something out of Lankhmar. But what cargo could this be? The Plaza of Dark Delights roll determines the cargo is blasphemous religious goods, which easily ties into his plans to end the adventure on the Street of the Gods. In a few minutes, the judge takes these scraps of information and weaves them together into the following event chain:

The PCs meet a dealer in blasphemous religious goods along the waterfront. His inventory was recently stolen by progressive priests of Aarth, who stormed his merchant tent in the Plaza of Dark Delights and confiscated his goods. He believes they intend to destroy them in a rite at their main temple on the Street of the Gods. The merchant asks the PCs to accompany him back to the Plaza, where he knows a hidden underground route that will bring them undetected into the cellars of Aarth's temple. Once there, he wants them to acquire the goods and help get them to a waiting ship on the docks where they'll be brought to Ilthmar for safe-keeping.

With just three rolls and a little brainstorming, the judge has come up with an adventure to keep the players occupied for one or more game sessions.

THE QUARTERS OF LANKHMAR

Below are described the eleven notable districts of the City of Sevenscore Thousand Smokes, presenting useful details, residents, rumors, and adventure ideas for the judge to use in his DCC Lankhmar campaign. The tables provided are intended to be used either at the table when the characters have taken an unexpected turn and the judge quickly needs new ideas or challenges to confront the party, or in between game sessions when the judge plans for future adventures in the City of the Black Toga.

The quarters described below are:

- **The River Quarter:** Home to Lankhmar's docks and grain silos, the River Quarter is a place for honest trade and villainous skullduggery alike. For many visitors, the River Quarter is the first city district they encounter. Many an adventure begins in the River Quarter and not a few end here as well—usually when a body is dumped in the Hlal to hide a foul crime.
- **The Citadel and the Rainbow Palace:** This part of the city houses its defenders and its great potentate, the Overlord of Lankhmar. Seldom visited by anyone except on official business, adventurers entering this district are likely to have either done something very right or horribly wrong.
- **The Noble Quarter:** The villas and manors of Lankhmar's upper crust are gathered in this opulent neighborhood. Scheming nobility, vile cults, depraved demoiselles, and adventurers employed by the city's upper class all can be encountered here.
- **The Street of the Gods (Temple Quarter):** Lankhmar's unusual religious practices call this area home. From rising cults swiftly leapfrogging their way up the city's ecclesiastical thoroughfare, to the opulent temples of the established religions, to the black fane of the Gods of Lankhmar, this district houses the city's spiritual heart.
- **The Forbidden Temples:** Blasphemous and forgotten fanes squat in this neighborhood, rotting, crumbling, and ignored by the city at large. Whether remnants from an outlawed religion or the temples of forsaken gods predating the city's founding, these dark churches house many mysteries and far more dangers.
- **The Crafts Quarter:** This broad section of the city is home to its merchants, tradesmen, and guilds. It is here where fortunes are made or lost, where unscrupulous traders cut their competitors' throats (both figuratively and literally), and where adventurers come to reequip before their travels take them outside of Lankhmar.
- **Thieves' House:** The headquarters of Lankhmar's notorious and powerful Thieves' Guild, this district is comprised of a single, sprawling building whose passages aren't fully known even by the thieves who dwell there. The heart of the city's criminal underworld, Lankhmar's thieves spend their careers either desiring to be accepted within its walls or hoping never to step foot inside them.
- **The Slums:** There are several neighborhoods in Lankhmar occupied by the impoverished, the desperate, and the mad. These expanses of decaying tenements are home to all manner of folks, from honest but poor families to minor gang warlords to sinister cabals intent on spreading evil. Avoided by the cautious, the city's slums make perfect starting points for adventures.
- **Rich Men's Quarter:** Inhabited by the affluent residents of the city who cannot claim nobility, this district is well-patrolled and home to lavish villas and small manses. Although placid to outward appearances, this district is a hot bed of intrigue and decadence.
- **The Carousing Quarter:** The city's tenderloin, the Carousing District is where all the city's debased appetites are slaked. Home to a hundred taverns, gaming houses, bordellos, and other dens of ill-repute, the Carousing Quarter numbers many adventurers among its residents—including the famed Fafhrd and the Gray Mouser.
- **Plaza of Dark Delights (The Plaza Quarter):** Bordering Lankhmar's legendary nocturnal marketplace, the Plaza of Dark Delights, the Plaza Quarter is also where the city's more respectable population goes for recreation. Music halls, theatres, salons, and similar reputable establishments are found in this district. It is also home to the city's sole parkland, the Park of Pleasure.

THE RIVER QUARTER

Trade is the lifeblood of Lankhmar. The city is simply too large to provide for its own needs and its continued existence depends on the commodities it imports to feed and clothe its residents. The money collected from tariffs and taxes on exported goods to other lands help fill the city coffers. The majority of this trade is centered on the riverside docks that line the eastern bank of the Hlal. The hum of commerce seldom ceases on the dockside as ships depart and arrive laden with goods and those who make their living off those ships ply their trades.

Not all commerce along the docks is legal in Lankhmar. In the shadowy alleys between dilapidated warehouses and in the backrooms of wharf-front taverns, a more sinister clientele goes to work. A skiff rowed silently across the silt-laden waters of the river might be crewed by fishermen starting their day or by cutthroats depositing their latest victim beneath the murky waters.

Places of Interest

- **Home of Muulsh the Moneylender:** Home to one of the most reviled usurers in Lankhmar, this manor was bought as a gift for Muulsh's wife, Ayta. Those seeking to borrow sums from the moneylender must cross his threshold, hat in hand.
- **The Grain Silos:** These towers contain Lankhmar's stores of wheat, corn, and other dry goods intended to feed its populace or be traded abroad. Black-uniformed guards and rat-catchers alike regularly patrol both the silos and the surrounding streets.
- **House of the Grain Merchants:** This lavish guild house is headquarters to the powerful Guild of the Grain Merchants. From its roof, one can observe grain ships departing for foreign lands or watch over the vast fields of wheat that grow outside the city.
- **Tower Temple of Winged Tyaa:** This decaying tower was shuttered by the Overlord long ago. It stands disused close to the riverbank and not far from the other Forbidden Temples of the city. The current status of the cult of Winged Tyaa is unknown, but some say the goddess has at least one high priestess in the city.

Table 1-5: Interesting Events in the River Quarter

Roll d12	Event
1	A ship of unusual design is unloading at a quay. This vessel might be that of an emissary from a foreign land, the creation of a strange sorcerer, or a ship blown off-course from outside of Nehwon. A veiled figure watches the PCs with interest. If approached, he or she has a business proposition for them.
2	A fire breaks out on a ship moored to the docks and the flames threaten nearby ships. Frantic sailors fight to extinguish the blaze. The PCs might assist or take advantage of the distraction to steal unwatched valuables.
3	A press gang looking to fill a ship's roster prowls the streets and docks in search of easy pickings. Weak-looking or inebriated PCs might be targeted while stronger adventurers could be offered a job helping out the press gang.
4	A group of cloaked figures hustles a large bundle from a ship into a nearby building. The bundle could be pirate loot, a kidnapping victim, or simply a tremendous fish.
5	Slumming noble rakes cross paths with the PCs. The rich youths might offer insults, try to pick a fight, or join the adventurers as fellow debauchers, granting a bonus to their carousing.
6	A cargo crane unloading a ship malfunctions, dropping a heavy load of boxes and barrels onto the wharf below. An innocent bystander or the PCs themselves might be directly beneath the heavy load and in grave peril. Was this an accident or was it sabotage—or even a possible assassination attempt made to look like a misfortunate occurrence?
7	A bloody body lies overlooked in the shadows, a trail of gore leading to the edge of the wharf. Something came from the river and killed the unfortunate soul. Was it a skilled assassin, or Simorgyan menace, or something even stranger that haunts the silt-filled river?
8	A cautious individual approaches the party, gently probing them with questions to determine their willingness to skirt the law for pay. The person needs help in transporting some cargo unnoticed by the harbormasters and customs inspectors and is willing to pay if the PCs lend a hand.
9	A grain ship is overrun by rats despite the crew's efforts to drive them off. As the rodents stuff themselves on the golden cargo, they seem to work with unnatural coordination and determination. Are the rats from Lankhmar Below or under the influence of magical power or divine will?
10	The PCs are stopped by a mixed group of customs inspectors and city watchmen who patrol the docks. The patrol questions the adventurers and inspects them and their belongings, looking for contraband. How things proceed from there depend on whether the PCs acquiesce to the search or if they are indeed smuggling illicit objects.
11	A dealer in ships approaches the PCs with a vessel for sale. The price is ludicrously low and likely an once-in-a-lifetime opportunity. The ship is in fine repair and well worth the price—except for one small flaw. That flaw could be anything: it could be stolen; it could be haunted; or it could be doomed to sink by the Sea King's wrath.
12	A tavern brawl suddenly spills out from dockside dive, catching the PCs up in its melee. The adventurers must fight their way free of the brawl. Spilling blood in the otherwise good-natured dust-up quickly turns the combatants against the PCs and earns them the enmity of sailors up and down the quay.

Table 1-6: Random Ship Details

Roll d12	Ship Name	Ship's Cargo	Captain
1	The Weasel	Grain	Quivv
2	The Kelp Princess	Mercantile goods	Malgor
3	The Mongrel	Weapons and ironwork	Ferik
4	The Leviathan	Slaves	Ekim
5	The Ilthmar Pride	Empty	Majul
6	The Harlot of the Waves	Exotic foodstuffs and beverages	Oovor
7	The Jackal	Timber/stone/other building materials	Slinoor
8	The Porpoise	Livestock	Habadd
9	The Sea Cat	Oil (lamp/leviathan/olive/etc.)	Kroom
10	The Nighthawk	Raw materials (cotton bales, wool, etc.)	Noska
11	The Jellyfish	Wine, beer, or other potent potables	Garett
12	The Ocean Queen	Passengers	Oan

THE CITADEL AND THE RAINBOW PALACE

Visible from nearly everywhere in Lankhmar—and a constant reminder of who truly rules the metropolis, despite what the Thieves' Guild might claim—are two tremendous constructions of impenetrable stone and colorful, gleaming marble: Lankhmar's Citadel and the Rainbow Palace, home of the Overlord, his family, and an army of servants, advisors, and sycophants.

Both these locations stand atop a hill of sea-sculpted stone that rises over the city proper. The Citadel, with its network of walls, towers, and central keep, stands above the River Hlal to the west of the Rainbow Palace. The Citadel is home to a majority of Lankhmar's armed forces and the city's navy harbors in a sea-walled dock at the base of the hill below the formidable fortification. Lankhmar's Captain General, commander of all Lankhmart forces, dwells in the Citadel and the barracks have a standing force of 1,000 soldiers and 500 Lankhmarines stationed at the Citadel during peace time, but these numbers can easily double when war threatens the city.

The Rainbow Palace is a collection of inter-connected buildings, many of which sport square-tipped minarets, each finished with stone of a different hue, giving the palace its name. The Blue Minaret stands the tallest of the towers and it's said that one can see Ilthmar from atop its spire. The Overlord's lavish personal quarters reside in the center of the Palace network, inaccessible to anyone without a direct invitation and defended by hundreds of guardsmen, servants, and staff.

The Rainbow Palace is surrounded by garden-like grounds encircled by a stout wall patrolled by Lankhmar's soldiers and palace guards. The green grounds hold countless fruit and blossoming trees, scenting the palace and grounds with delicious and enticing odors year-round. Rumor holds that some of the trees are artificial and house concealed watch posts, secret lovers' hideaways, and hidden sally ports leading to various parts of the city.

PCs visiting the Rainbow Palace or the Citadel might encounter some of its more prominent underlings. These individuals can serve as allies, contacts, or foils to the party depending on how they are treated and the PCs' schemes.

Table 1-7: Interesting Events in the Rainbow Palace

Roll d6	Event
1	The Overlord is conspiring with the Master of the Thieves' Guild to obtain a vital document of statecraft that has fallen into the hands of a rival city. PCs with connections to the Guild (either allies or enemies) may find themselves drawn into the scheme to recover the document either as trusted operatives or patsies destined to take the fall.
2	Advisors to the Overlord have convinced him that all wizards must apply for a license in order to practice sorcery in Lankhmar. The cost for these licenses is ruinous for many hedge wizards and witches and a coalition is forming to enact a mighty curse on the Puissant Overlord of the city.
3	Negotiations with the Land of the Eight Cities over the price of grain have broken down, leading to an increase in privateers prowling the sea lanes outside of Lankhmar. The Overlord is issuing letters of marque to any adventurous sea captains willing to sink these Eight-City pirates.
4	The Overlord's daughter is being married to a foreign noble and a week-long festival is planned for Lankhmar in celebration. During the celebration, the Overlord plans to have a troublesome noble (either local or visiting) assassinated and needs catspaws to do his bidding. The PCs might serve nicely.
5	New trade tariffs are driving the cost of certain luxury goods sky-high. Unscrupulous merchants, the Thieves' Guild, and get-rich-quick schemers are smuggling these goods into the city as fast as possible. The party may be approached to assist these smugglers, help the watch constables scotch them, or go into business as smugglers themselves.
6	The Inner Council of Lankhmar, the Overlord's chief advisory committee, has deemed the PCs' neighborhood to be a hotbed of criminal activity/a potential disease hotspot/the lair of anti-Lankhmar agents and seeks to condemn the buildings and drive out the locals. Can the party oppose the Rainbow Palace's plans or is it true "you can't fight city hall"?





Table 1-8: Eight Underlings of the Rainbow Palace & The Citadel

Roll d8	The underling is...
1	Samanda, the fat and pompadour-adorned mistress of the Palace's kitchens. She is cruel and domineering, a terror to the kitchen staff and Palace slaves. She has the Overlord's ear, however, and can put in a good word for the PCs if they get on her good side.
2	Reetha, one of the countless nude and depilated slaves of the Rainbow Palace. Reetha is romantic at heart and may be smitten by a handsome PC. She dreams of revenge on the cruel Samanda, but, like most of the Palace's slaves, is conditioned to submit to the kitchen mistress' whip. Reetha overhears much in the Overlord's audience chamber and would share that information with allies.
3	Olegnya Mingolsbane, the elderly Captain General of Lankhmar. Mingolsbane has seen countless wars and skirmishes over his nearly seventy years of service to Lankhmar and possess an encyclopedic knowledge of all matter martial. However, he drones on and on when recounting past glories and military strategies, boring his audience to tears. Allies of Mingolsbane can rely on him for military favors – up until he is slain during the Rat Plague.
4	Drorik, butler of the Rainbow Palace. This droll, lanky servant is master of one of the Overlord's many wine cellars and has access to the finest vintages. He knows all the juiciest gossip in the Palace and can easily find out if one has raised the ire or notice of the Overlord. Drorik is always on the lookout for rare vintages of potent potables and a gift of them would swiftly win his good favor.
5	Zil, a young messenger who often makes the rounds both within and outside of the Rainbow Palace, delivering his missives and small packages. Zil knows all the fastest ways in and out of the Citadel, Palace, and nearby Noble Quarter and can be bribed to delay delivery of messages or even share their contents with those who treat him well.
6	Sergeant-at-Arms Yulla, beleaguered quartermaster. Yulla is tasked with ensuring Lankhmar's forces are properly equipped, but with graft rampant in the city, he regularly finds that funds and materials have been embezzled or sold on the black market. He has a wide knowledge of where Lankhmar forces are stationed or patrolling and will trade that knowledge for anything that makes his job easier.
7	Changrin, a palace interpreter. Changrin is a master of several different languages, both written and spoken, and serves as one of the Overlord's interpreters when delegates from foreign lands come calling. He has access to the Palace's library and its wealth of tomes, scrolls, and manuscripts, many of which are found nowhere else in Nehwon.
8	Meela, Palace laundress. Meela oversees the Palace's laundry and seamstresses, and is responsible for purchasing linens, bedclothes, and other cloth goods for the Rainbow Palace. She organizes shipments of these goods to and from the Palace and can be bribed to help smuggle persons into and out of the Palace and the nearby Citadel for a sizeable payoff.

THE NOBLE QUARTER

The air in this neighborhood seemingly reeks with money, power, decadence, and outrageously-priced perfume. The manors, mansions, and estates that lie behind high walls and iron gates are home to Lankhmar's elite, those who occupy the social ladder beneath the Overlord himself. Adventurers are seldom welcome here unless they have clandestine business with the nobility of Lankhmar. Even then, they are more often admitted through a rear gate where the idle rich gossipers won't observe them.

The Noble Quarter extends from just outside the Rainbow Palace south to Temple Street. Its eastern border is Wall Street and it runs west to just beyond Silver Street. The streets here are clean and well-patrolled and lit by leviathan-oil lamps in the evening. Riffraff tarrying too long here are quickly encouraged to move along.

Random Nobles

The judge in need of a spur-of-the-moment member of the noble class can roll 1d12 five times on table 1-10, once per column, to swiftly create a noble employer, foil, or outright adversary for the PCs.



Table 1-9: Interesting Events in the Noble Quarter

Roll d8	Event
1	Two of the noble families are preparing for a lavish wedding between their scions. Not everyone is pleased with the match and the elders of both families expect trouble. In need of extra security beyond the Slayers' Brotherhood and family guards, they grudgingly seek to hire the PCs as sellswords.
2	Two noble houses are feuding in private, carrying on a private and secret war away from the public eye. Both sides seek disposable agents to carry out their vendettas and the PCs will do nicely. The payment is high, but so are the risks. And can the nobles be trusted?
3	The PCs stumble upon a crime in progress, likely a burglary but other criminal acts are possible. The adventurers can intervene in hopes of winning the gratitude of the noble family being robbed, but doing so will likely earn them the wrath of the Thieves' Guild or other criminal faction.
4	The party overhears a clandestine meeting occurring on the opposite side of a manor wall or other secluded spot. The conspirators are planning some scheme they'd prefer to keep secret. The PCs may potentially use this knowledge to their own advantage, as blackmail, or in hopes of currying favor with those being targeted by the conspiracy.
5	An abused slave or servant seeks vengeance against his or her master and is looking for the party's assistance. If they are willing to act on the abused individual's behalf, they will be rewarded with information they might find valuable (blackmail secrets, location of hidden vaults inside the mansion, and so forth). If they rebuff the servant, he or she may seek vengeance on the adventurers, hoping to slay them before they can inform the master of the scheme.
6	An eccentric black sheep of one of the noble families takes a liking to the PCs and befriends them, much to his relatives' dismay. While the friendly noble's affections are sincere, the rest of the family seeks to convince the party to stay away from the young scion, employing any means necessary to convey their disapproval of the friendship.
7	A noble requires an alibi for one of his or her unsavory activities and is seeking someone to vouch for them. The noble offers a large sum of coins to those willing to avow he or she was elsewhere when certain events occurred. PCs agreeing to provide alibis earn the noble's good will, but if their lies are revealed they may face anything from imprisonment to murder attempts.
8	A noble house is seeking curiosities to raise their status or provide an unusual diversion to a life of excess. They might desire a fierce, rare creature for their menagerie or an ancient and priceless relic liberated from a foreign tomb. They're hiring brave but poor adventurers to complete the job.

Table 1-10: Random Lankhmar Noble

Roll d12	Title	Name	Appearance	Interest	Disposition Towards Adventurers
1	Lord	Yannin	Old	Wine	Hates them
2	Lady	Fellux	Ugly	Wealth	Is secretly jealous of them
3	Duke	Toulv	Beautiful	Religion	Considers them disposable tools
4	Duchess	Norghilmo	Plain	Lust	Loves them
5	Count	Reaniv	Obese	Torture	Neutral towards them
6	Countess	Ulm	Scrawny	Warfare	Considers them a necessary evil
7	Patriarch	Aurlomar	Muscular	Rare pets	Owes a debt to some of them
8	Matriarch	Phrolg	Graceful	Sorcery	Was once one
9	Earl	Illumost	Disheveled	The arts	Considers them bores
10	Dame	Grevnull	Antiquated	Ships and the sea	Wants all of them killed
11	Viscount	Parafor	Exotic	Ancient texts and language	Lives vicariously through them
12	Demoiselle	Lulmiph	Hirsute	Murder	Is disinterested in them

IMPORTANT RESIDENTS OF THE NOBLE DISTRICT

Several dozen families live in Lankhmar's Noble Quarter, inhabiting the manor houses and mansions that stand behind the privacy and protection of high walls. Many are faceless aristocrats far removed from the commoner, while the power and peculiarities of others touch the lives—for good or ill—of Lankhmar's lower classes.

The following nobles dwell in the Noble District and may become entwined in the plots of the PCs.

- **Duke Danius:** This petty noble harbored a great fear of Death, a phobia Fafhrd and Mouser learned of when they stole the Duke's garden house and used it as a residence for a brief period. Duke Danius perished in the Shadowland, a fitting punishment for one who challenged Death. He is survived by his twin daughters Fralek and Fro.
- **Demoiselle Ivmiss Ovartamortes:** The niece of Overlord Karstack Ovartamortes, Ivmiss is a winsome and slightly under-age Demoiselle of Lankhmar. She has demonstrated, on at least one occasion, to have a fondness for underworld rogues.
- **Lord Snarve Kistomercus:** The nephew of Overlord Glipkerio Kistomercus, Lord Snarve is an aspiring thief who engages in criminal activities out of boredom and ennui rather than financial gain. He is an

honorary member of the Thieves' Guild, who allow him his peculiarities in return for another noble puppet they can manipulate.

- **Countess Kronia:** Much like Lord Snarve, the Countess Kronia is a thief and pickpocket, but does so out of madness. She is tall and gaunt, and was once a great beauty, but insanity has laid waste to her charms. Countess Kronia is also known as "She of the Seventy-Seven Secret Pockets," a sobriquet earned from the countless hidden pockets sewn into her once-lavish gowns.
- **Lord Rannarsh:** Owner of a lavish library, Lord Rannarsh was a rich and greedy noble who desired jewels above all other treasures. He perished in the lands south of Lankhmar City, dying in the treasure house/trap known as the House of Urgan of Angarngi. The fate of his home in Lankhmar, as well as any heirs, is unknown.
- **Igrik of the East:** Not yet a noble, Igrik of the East owns a modest manor in the Noble Quarter and is determined to buy his way into both a title and acceptance among the city's elite upper ranks. He is known for his lavish parties and peculiar curios. More information on Igrik and his manor can be found in the DCC Lankhmar adventure, *Masks of Lankhmar*.



THE STREET OF THE GODS (TEMPLE QUARTER)

Stretching from the Marsh Gate to the River Hlal runs Lankhmar's famous (or infamous) Street of the Gods, the city's ecclesiastical district. Temples, fanes, and tabernacles line both sides of the broad thoroughfare, growing in grandeur and ostentatiousness the further one proceeds towards the riverfront. Interspersed among the temples are shops selling incense, prayer beads, livestock for sacrifices, and, of course, wine shops (Lankmarts believe that religion and minds addled or soothed by drink go nicely together).

During the day, the Street of the Gods is active, especially closer to the Marsh Gate where up-and-coming prophets, priests, and priestesses espouse the glory of their gods or grimly fight against being driven from the city due to unpopularity. It is after dark, however, that the Street truly comes alive, transforming into a near-carnival atmosphere as the temples and Street fill with worshipers, onlookers, wine sellers, criminals, and others drawn by the mystical pulse of the thoroughfare.

The Street of the Gods serves as the center of the Temple Quarter, but does not comprise its entirety. The Quarter extends both north and south of the Street of the Gods, stretching to Temple Street to the north and the Street of the Thinkers to the south. Buildings in these parts of the Temple Quarter are largely dedicated to ecclesiastical supplies such as sacrificial animals, incense, housing for pilgrims and lay clergy, and similar purposes.

Places of Interest

- **Temple of the Gods of Lankhmar:** This squat, black building appears more crypt than temple. Only the bell tower rising above it indicates it is more than a mausoleum. The Temple was one of the Forbidden Temples that stood along the river prior to Lankhmar's settlement and is home to the feared Gods of Lankhmar. The street in front of the Temple is dark during the evening hours as no lamplighter is willing to approach it after dusk.
- **Thieves' Meet:** The crossroads of the Street of the Gods and Silver Street is a gathering place for Lankhmar's criminal underworld. All manner of thieves, alley-bashers, cutpurses, and bravos congregate here near sundown before starting their evening tasks. Rumors and news are exchanged, boasts are uttered, and business is transacted either amongst each other or with Ogo the Blind or Nemias of the Dusk, two fences with business establishment at this crossroads.
- **The Great Library:** Situated on the Street of the Thinkers is a tremendous stone building that appears more fortified redoubt than scholarly institution. This is the Great Library, home to Lankhmar's largest collection of written knowledge. No documents can be removed from its extensive collection, but the Library employs a number of scribes who will transcribe text for a fee. The Library charges five smerduks as an entrance fee to discourage vagabonds and less dedicated scholars.

Table 1-11: Interesting Events on the Street of the Gods

Roll d8	Event
1	The priest of an up-and-coming deity is being shaken down by one of Lankhmar's religious protection rackets. He begs for help against the thugs, looking imploringly at the PCs. Assisting him earns them an ally on the Street of the Gods, but earns the ire of the extortionist.
2	A religious feud between two street priests is getting fierce with both sides willing to commit violence to move further up the avenue. One (or both) of the clergymen approach the party, offering to pay them to "convince" the rival to surrender.
3	The high Patriarch/Matriarch of one of Lankhmar's established temples has died and the streets are clogged with worshippers attending the elaborate funeral. Thieves and pickpockets work the Street in vast numbers and tempers grow high as the throng of worshippers impacts the smaller cults looking to preach their gospels. The PCs might cut purses themselves, be hired to protect the smaller priests from the teeming crowd, or be hired to work security for the funeral.
4	Rumors run through the Street of an impending calamity (plague, invasion, etc.) and the temples are more crowded than usual as the normally lackadaisical Lankhmarts seek religious comfort. Is there any truth to the rumors, or is it a scheme born on the Street to increase attendance and swell church coffers?
5	With a bellow and the screams of bystanders, a great beast runs amok down the Street, goring and trampling those unable to get clear of its path. The creature was intended as a burnt offering for one of Lankhmar's main deities but it escaped its cage and is now a menace. PCs stepping in to slay the beast might be hailed heroes, but earn the ill-will of the temple who intended to sacrifice the very expensive-to-procure creature.
6	One of the upstart priests is drawing great numbers of converts based on his miraculous powers. The priest is able to perform mystical acts that even the Sorcerers' Guild can't reproduce. Rival cults seek to reveal him as a hoaxer while the truly devout seeking something to believe in flock to his side. Is the priest a fraud or is he actually working the will of his god? Could he be the first true cleric in Nehwon?
7	A street-side priest points directly at one of the PCs during his sermon, screaming that the "god has marked you! Abase yourself before the Ineffable Power!" Is this simply theatrical preaching or has the priest had a vision of the PC's future?
8	Streetwise or imposing-looking PCs are approached by Pulg or his rival Basharat with offers of work. The extortionist is looking for new muscle to shake down street priests for protection money. The pay is good, but the new-hires quickly discover not everyone rolls over to thugs and become the targets of a religious crusade.

Priests and Gods

It may become necessary to quickly determine the appearance of a random street priest or one who is venerated in an as-yet undetailed temple. Rolls on both of the following charts resolves these questions quickly.

Table 1-12: Random Priest on the Street of the Gods

Roll d10	The priest is...
1	A wild-eyed madman with flesh scorched from the desert sun of the Eastern Lands.
2	A one-armed Mingol dressed in furs dyed brilliant colors and ringing a large gong.
3	A blind, beautiful woman dressed in a gossamer gown and bearing a glass-studded lash. Her skin beneath the gown is a spider's web of scars.
4	A trio of identical triplets dressed in togas and bearing garish paint on their faces. One bears a rusty sword, the second a hay rake, while the third carries an ostrich plume fan.
5	A hunchbacked dwarf who sings with a castrato timbre.
6	A Kleshite man dressed in cloth-of-gold robes and wearing a miter of fake gems.
7	A child priest who doesn't speak, but draws complex renderings of his god in colored chalk.
8	A skinny, bearded Lankhmart man attended by a mob of teenaged boys and girls.
9	A saffron-robed mystic from Far Kiraay burning pungent incense and striking bells.
10	A blind ascetic who burned out his own eyes to appease his god.

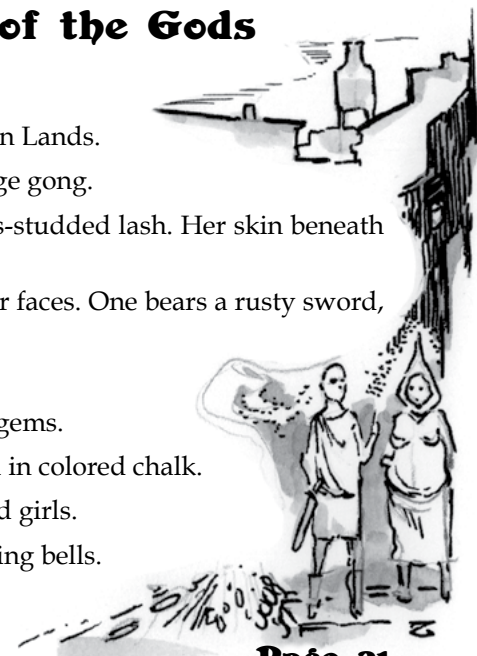


Table 1-13: Random Deity on the Street of the Gods (Roll d16)

Roll	Deity	Roll	Deity
1	The Great God	9	The Gods of Trouble
2	Aarth	10	The Elder Ones
3	Ilala	11	The Cold Woman
4	Mog the Spider God	12	The Dark Gods
5	Glaggerk	13	The Fiend
6	The Red God	14	Titchubi
7	Hesset	15	Votishal
8	The Nameless God of Dooms	16	Cult of the Beasts

The above is not a complete roster of all the gods to be found in Nehwon, but a list of those most likely to have temples to or priests of along the Street of the Gods. In addition to these gods there are Kos, Odin, Loki, the Nehwon Earth God, Skama, Winged Tyaa, The Rat God and the Shark God of Ilthmar, the Hates, and so forth.

THE FORBIDDEN TEMPLES

Squatting near the river, flanking both Nun Street and the Street of the Thinkers, are the accursed fanes known to Lankhmarts as the Forbidden Temples. These antediluvian structures of glossy dark stone and weathered pale rock were built by unknown hands in some dim age and the city founders beheld them with a mixture of profound respect and abject fear. Some say Lankhmar's founders breached one of the temples and discovered the resting place of the Gods of Lankhmar. What eldritch bargains may have been struck in the mists of history will likely never be known, but the city and the eldritch fanes have dwelled in uneasy cohabitation ever since.

The majority of these ancient temples and towers line the western edge of the city, standing closest to the Hlal. From the Street of the Gods, where the Temple of the Gods of Lankhmar stands and stretching south to the verge of the Crafts Quarter where the Tower of Tyaa rises on the riverbank, these temples to gods forgotten or banished punctuate the city like bones protruding from a rotting corpse. City law stipulated death to any found trespassing in the dusty rooms and decaying gardens of the forbidden temples, but since when do such penalties deter adventurers?

Table 1-14: Interesting Events in the Forbidden Temples

Roll d8	Event
1	A new cult or perhaps a revived ancient one seeks to renew the worship of a forgotten god of old and have occupied one of the temples. Their ways of worship are vile and living sacrifices are required to awaken the slumbering deity. When one of the PC's allies (or a PC himself) is captured by the cult, the party must come to the rescue.
2	A rival of the Gods of Lankhmar awakes deep in the bowels of a temple. A rival to the Gods of Lankhmar or perhaps a god outcast from their ranks in the days of prehistory, the newly-awakened enemy seeks to destroy the Black Boned Ones and subject the city to its own mastery. The Gods of Lankhmar reach out to the heroes of the city, demanding they stand with them against this rival.
3	Whispers have been heard coming from one of the temples, speaking prophecy, magical incantations, or simply gibberish in a sibilant tongue. When these words begin plaguing the PCs' nightly dreams, they threaten the adventurers' minds with madness. The whispers and who or what is speaking them demands investigation.
4	Rumors of a fabulous treasure concealed inside one of the temples spreads throughout Lankhmar, inciting various factions to claim it for themselves. The PCs may ally themselves with one of these contesting groups or make their own bid to grab the treasure. Betrayals, alliances of necessity, and pitched battles inside the ancient temple are sure to follow.
5	One of the temples collapses in a roar of falling masonry, terrifying those in the surrounding neighborhood. The Overlord demands someone investigate the collapse and ascertain if it poses a danger to the city. Unwilling to risk the lives of his men, a local watch captain seeks to hire adventurers to look into the matter and chooses the PCs to do the dirty work. What they discover inside the ruin may place all of Lankhmar at risk.
6	The PCs discover that only they can see one of the Forbidden Temples. Others simply cannot acknowledge its presence, claiming the adventurers are madmen if they insist there is something there. Is this the result of magic gone awry, a god's meddling, or an even weirder reason?
7	An upstart criminal syndicate with dreams of overthrowing the Thieves' Guild is operating in one of the temples, using its mystique and reputation to remain undiscovered. The PCs may be offered membership in this brazen organization or be commanded to seek them out and put an end to its existence. But the organization may not be the only thing lurking in the temple...
8	One of the PCs awakens one morning to find himself splayed out on the street directly in front of the shuttered gates to one of the Forbidden Temples. He has no memory of how he arrived there. He awakens at the same location every subsequent morning, even if restrained and watched, seeming to become incorporeal and vanish to observers. What is responsible for this strange nightly relocation and what mysteries lie inside the temple?

THE CRAFTS QUARTER

Like a rich man's belt supporting his money-heavy purses, the Crafts Quarter stretches across the middle of Lankhmar City, centered on Crafts Street and stretching to the Street of the Thinkers to the north and Barter Street to the south. This district is home to numerous stores, workshops, tradesmen guild halls, and marketplaces. It's said that almost any legal goods or wares can be bought in the Crafts Quarter – and not a few illegal ones as well, if you know the right shops or merchants.

The Crafts Quarter is crowded during the daylight hours, regularly patrolled by watch constables. The more affluent merchants often employ hired swordsmen as shop guards to ensure they and their wares are protected when the watch isn't nearby. At night, the district is dark and quiet as honest merchants and craftsmen are asleep in their beds, resting before tomorrow's renewed business dealings.

Places of Interest

- **Jengao the Gem Merchant:** Jengao is one of the foremost jewelers in Lankhmar and operates a profitable business on Cash Street. Jengao's success makes him a favorite target of the Thieves' Guild as the prideful jeweler refuses to pay the criminal syndicate protection money. Despite

his efforts to protect his business, which include purchasing a watch leopard and bribing the city to establish a constable police post at the nearby intersection of Silver Street and Cash Street, he is still burgled at least twice a year. He's considering taking drastic measures such as hiring adventurers to stop the harassment.

- **Rokkermas and Slaarg, Stonemasons:** Near the intersection of Cash Street and Gold Street is the business of Rokkermas and Slaarg. The two masons operate separate workshops on either side of Cash Street, each connected to the other by one of the city's many overhead passages. Both the buildings and overpass are adorned with statuary and stone porticos as examples of the stonemasons' skill and to advertise their wares.
- **Glulditch Court:** This quiet cul-de-sac is overlooked by the city at large. It is home to several hardworking tradesmen and merchants, but is more infamous for the single abandoned building that faces the court. This home was once owned by Lord Suttar, who conducted quiet pursuits away from the prying eyes of his fellow nobles. Rumors of hidden riches concealed in the building occasionally draw thieves to infiltrate the vacant house. Few are ever heard from again. More information on the house and its contents are found in the adventure, *No Small Crimes in Lankhmar*, included in this boxed set.

Table 1-15: Interesting Events in the Crafts Quarter

Roll d8	Event
1	While shopping at a particular store, the merchant hints that he has some "exotic wares" for sale for discriminating connoisseurs like the PC(s). If they come back after dark, he'll show them wonders undreamed of. Is he on the level or is he in league with some of the PCs' enemies, attempting to lure them into an ambush?
2	A merchant approaches the party seeming very intent on purchasing a minor trinket they possess. He offers an unusually high price for the object, stating he's a collector and wishes to buy the "paltry item" for personal reasons. Is the object just an ordinary item or does it have hidden value or purpose the PCs are unaware of?
3	"Stop, thief!" The cry rings out in the street. As the PCs look about to see the guilty party, they realize fingers are pointed directly at them! Has one of the party's past crimes caught up with them, is this a misunderstanding, or could it be a ruse implemented by their enemies?
4	A merchant offers the party a single night's work acting as his shop guards. His usual protectors have fallen ill and he has an important after-hours meeting with a client he doesn't entirely trust. The job seems easy enough, but when the merchant turns up murdered, the party becomes the prime suspects in his death.
5	A merchant dealing in commodities the party would find useful (clothes, weapons, armor, etc.) is shuttering his doors and everything is priced to move. Unfortunately, the merchant's business has failed because he deals in shoddy goods. If the PCs stock up on the so-called deals, caveat emptor!
6	While shopping, the party catches the merchant concealing an unusual object for his trade (a clothier with a tremendous gem, a glassblower with a rod of orichalcum, or a grocer with an ancient helm decorated with odd sigils). Why does the merchant have such a wonder and exactly how protected might it be?
7	A guild thief stages a confrontation with a PC in front of a business, drawing the owner's attention. While the confrontation occurs, the thief's allies quickly riffle the store's strongbox. When the crime is later discovered, the merchant implicates the PC as an accomplice and the watch is on the lookout for him.
8	A merchant the PCs deal with often and is on good terms with is being shaken down for protection money by the Thieves' Guild or a local gang. He pleads with the party to intercede and stop the blackmailers for good.



Shops and Shopkeepers in the Crafts Quarter

Judges needing a quick store or merchant can roll 1d10 on each of the columns on the below table to determine a store's name, its owner and their disposition, what the business sells, and an interesting quirk about the owner or store if desired.

Table 1-16: Random Shops in the Crafts Quarter

Roll d10	Shop Name	Owner	Goods for Sale	Owner's Disposition	Owner or Shop Quirk
1	[Owner's] Shop of Marvels	Hulgha	Foodstuffs	Morose	Has a watch leopard protecting shop
2	Best Bazaar	Skorvus	Weapons	Suspicious	Is in the process of being robbed
3	[Goods] and Sundries	Tiltilia	Clothes	Loquacious	Employs a guild sorcerer
4	[Owner's] Fine [Goods]	Ong	Glassware	Jovial	Speaks with a heavy accent/doesn't speak Lankhmarese
5	Market of Dreams	Chevyra	Books, scrolls, and scribe equipment	Miserly	Charges less to female/male clients and double to the opposite sex
6	Trader's Paradise	Urmum	Furniture	Drunk	Is a front for illegal activities
7	[Owner's] Wonders	Kroakyl	Whitesmith and silversmith	Fastidious	Has a relative in high/low places (Thieves' Guild, city watch, etc.)
8	Cheap [Goods]	Wyllum	Exotic imports	Nervous	Seals all deals with a drink of foul liquor
9	Lankhmar's Most Exquisite [Goods]	Jurkler	Armor	Charming	Makes wagers to set final sales price on goods
10	[Owner's] Store	Poulvin	Household and farm implements	Bland	Is a spy for the Overlord and can summon the watch in moments

THIEVES' HOUSE

Squatting on the western side of Cheap Street and flanked by Murder Alley and the Street of the Silk Merchants is the dark, hulking mass of a building seldom visited by the honest inhabitants of Lankhmar. This ancient structure is Thieves' House, home of the city's infamous Thieves' Guild. Its front door is always open, even (and especially) in the dark of night, but it is rare that anyone except its nefarious inhabitants pass through that portal, watched by hidden guards both within and without the large building.

Past its front doors, with guards concealed both above and below its threshold, runs a long straight corridor that belies the labyrinthine interior of Thieves' House. Those who've visited this headquarters of crime rarely have an idea of how twisted the rooms and hallways leading off from this arrow-straight entrance way truly are, and even the thieves themselves have forgotten many of the secrets that lie in long-disused storerooms and in walled-up cellars.

The residents of Thieves' House consider themselves to be the secret masters of Lankhmar, benevolent despots who allow commerce to continue unmolested so that they can regularly plunder the nest of the "hen that laid brown eggs with a ruby in the yolk," to quote an old thief proverb.

Sexist to the last, the Thieves' Guild allows no women to join their ranks or enter their House. Only the Master Thief, the leader of the criminal syndicate, is free to shirk tradition, much to the displeasure of his underlings. While all freelance thieves in Lankhmar operate under a death sentence if caught, female thieves are especially hated by the Guild. Women freelancers who practice their craft in defiance of the Guild are either crazed (such as the Countess Kronia), vengeance-minded (like Vlana, Fafhrd's slain lover), or cunning and dangerous enough to be left alone (as is Alyx the Picklock). Female PCs face an elevated risk if they choose a life of crime, but those who triumph against the odds are sure to be rewarded with legendary status in the criminal underworld of Lankhmar.

Table 1-17: Interesting Events at Thieves' House (Outsiders)

Roll d8	Event
1	The PCs are chosen as targets of the Guild. The reason for this might be personal or simply because rumors (true or false) have spread that they possess great wealth. If the party has regular lodgings, they are burgled. If not, the group may find themselves stalked by pickpockets or simply alley-bashed when least expecting it.
2	The Thieves' Guild approaches the party with the intent to hire them as part of a criminal enterprise. The PCs possess specialized skills unavailable to the Guild (spellcasting, fighting prowess, knowledge of a location or land, as determined by the judge) and are thus desirable to assist the criminal masterminds. The payoff is high, but the chances of betrayal are even higher.
3	The Guild has been hired by one of the PCs' rivals to deprive them of a useful/valuable resource. This could be a magical object, a spellcaster's grimoire, a treasure map, or other such item. The guild thieves are simply doing their job and might reveal who hired them if paid/coerced enough.
4	The Guild hears word of the PCs' activities. If the party has been stealing without Guild sanction, they become targeted for death. The PCs will either have to flee for their lives or demonstrate such formidability that the Guild backs down and grants them permission to thief in Lankhmar.
5	A powerful person in Lankhmar takes an interest in the party and pays to have them watched. The Beggars' Guild is set to the task of keeping an eye on the PCs' activities and wary party members may notice an increase of beggars in their vicinity in the days ahead. If confronted and interrogated, the beggars are unlikely to know who set them after the party. Only the Beggarmasters or higher-ups in the Thieves' Guild possess that information. Do the PCs dare venture to Thieves' House to seek further answers?
6	A rumor spreads that the thieves of the Guild are preparing for a secret rite of great importance said to occur once in every Sevens-Cycle deep in the bowels of the Thieves' House. It is whispered that every guild member will be in attendance, leaving the upper floors of the House unguarded. Are the PCs daring enough to rob the robbers? Are the rumors even true – and if they are, how will the Bones of the Guild Masters take such an intrusion on that most sacred of nights?
7	Whispers of an intra-guild war spreads throughout the underworld of Lankhmar. The thieves are fighting among themselves for control of the guild, dragging their allies in the Beggars' Guild and the Slayers' Brotherhood into their war. Some outside parties see this as the perfect time to smash the Guild's criminal stranglehold and are recruiting agents to help bring down the crime syndicate.
8	A guild thief is arrested and faces a particularly reform-minded magistrate. The Guild needs someone with no known ties to speak at the thief's tribunal and provide an alibi to the judge. Doing so wins them the goodwill of the thief and the Guild, but puts the PC under the scrutiny of powerful city figures, none of whom are happy with being lied to.

MASTERS OF THE THIEVES' GUILD

The Thieves' Guild is ancient and has been led by untold Master Thieves down the years. Those who achieved this high rank were once honored in death, entombed with great pomp and circumstance in the Thieves' Sepulcher beneath the House. Master Thieves in more recent years have come to less noble ends. Leiber's stories reveal the identities of three Master Thieves during the years Fafhrd and the Gray Mouser adventured on Nehwon. The PCs may have interactions with one or more of these dubious luminaries of Lankhmar's underworld.

- **Korvas:** Master Thief when Fafhrd and Mouser first came to Lankhmar. He flaunted Guild tradition by permitting Ivlis the dancer to visit Thieves' House and help plot with him. Korvas died beneath the

strangling hands of the skull Ohmphal, killed for failing to respect the Guild Masters of old.

- **Slevya:** Slevya became the Master of the Thieves' Guild in the wake of Korvas' death. His reign was short-lived, ruling just a single day before he too perished for failing to honor the ancient Master Thieves.
- **Hamomel:** He was Master Thief during Fafhrd's and Gray Mouser's time on Rime Isle. Hamomel bears great hatred for the Gray Mouser, who lured away a dozen promising apprentices from the Guild to serve as his crew and henchmen. His anger went so far as to put a death warrant on the Mouser's head, but the Assassins' Order failed to slay the small thief.

If a PC or the party are members of the Thieves' Guild, the following table can be used to draw them into events that are occurring outside of the public eye.

Table 1-18: Interesting Events at Thieves' House (Guild Members)

Roll d5	Event
1	The guild member(s) are ordered to assist in a crime, one that pits them against fierce obstacles such as formidable guards, fiendish traps, or deadly beasts. If the crime succeeds, the guild thieves have a large payday coming, but if they fail, it's likely they'll never leave the scene of the crime alive.
2	The guild member(s) are assigned a student with orders to show them the ropes. The PC is expected to take this new protégé on his crimes and demonstrate the proper way to succeed in Lankhmar's underworld. The student may be gifted, inept, cunning, or utterly stupid, each of which presents its own hazards and complications.
3	The guild member inadvertently insults a fellow guild thief, earning his animosity. The rival may seek to undermine all the PC's schemes, spread false gossip about the character, or even challenge him to a thief's duel.
4	The Bones of the Guild Masters seek out the PC(s) for a special task, one that involves great danger and esoteric challenges. The Bones of the Guild Masters refuse to take "No" for an answer, but a successful thief earns a boon from these weird and ancient creatures.
5	The PC discovers an old map or scrap of forgotten lore in a disused or hidden place inside Thieves' House. This discovery points towards a lost treasure of immense value. He can keep this information to himself and seek the hoard alone (or with his fellow PCs) or reveal it to his fellow guildmates. If kept a secret, he stands to keep the entire treasure trove for himself, but risks severe punishment from the Guild for such an unsanctioned crime. If he tells his superiors of the discovery, however, he may only see a fraction of the wealth for himself. Does greed overcome loyalty?

THE SLUMS

There are several neighborhoods in Lankhmar where poverty reigns greater than the whims of the Overlord, where hovels and tenements grow like fetid mushrooms in the shade cast by the city's spires, temples, and grand manors, and where the search for meager food to keep oneself alive for another squalid day is the chief occupation of its residents. Welcome to the slums.

Lankhmar's poverty-stricken neighborhoods are home to the desperate, the mad, local gangs claiming turf so poor that the Thieves' Guild refuses to claim it, and those seeking to avoid the notice of enemies. The watch constables seldom enter the slums and only do so in large numbers

to protect themselves from angry mobs with nothing else to lose. Adventurers looking to hide or seeking cheap lodging may take up residence in the slums, but should sleep with weapons close at hand and their money well-secured to their persons.

The tenements of the slums are decaying structures, many of which rise six or seven floors and rival some of the metropolis' towers in height. These former grand buildings are now home to hundreds of poor Lankhmarts who live in filth-streaked and vermin-infested rooms—if they're lucky. Far too many unfortunates call the gutters their beds. Gangs regularly claim one or two tenements as their turf, extorting food and meager coin from the residents. When one gang is cut down, another quickly rises to replace it, repeating the process.

The slums of Lankhmar extend from just south of the Marsh Gate to the verge of the Plaza Quarter at the end of the city. The Slum, the Carousing Quarter, and the Plaza Quarter all overlap at various points along their borders, creating neighborhoods that house all the evils of the slums with the peculiar attractions and pleasure houses of the Carouse and the Plaza Quarter. Adventurers will likely find cheap but potentially dangerous housing and recreation in these mingled blocks.

Places of Interest

- **Shop of Nattick Nimblefingers:** This small, two-story shop and home is the workplace and home of the tailor to the poor, Nattick Nimblefingers. The tailor's shop is situated on Cheap Street just south of the intersection with the Street of the Thinkers. Nattick sometimes plays

host to the Gray Mouser when the small thief needs a place to lay low.

- **The Rat's Nest:** A wretched cellar tavern located off of Plague Alley, this seedy dive is frequented by mercenaries, worn-out harlots, and casual killers. Sums change hands over bouts of the wrist-game, which, aside from the gyrations of tired, emaciated dancing girls, serves as the tavern's only form of entertainment.
- **The Temple of the Hates:** Secreted beneath the streets of the slums is a vast, low-ceilinged and many-pillared chamber where the hidden adherents of the Hates gather to perform their vengeful rites against Lankhmar's privileged. Entrance to this subterranean fane is known only by the faithful but connections to tenement cellars and the city's sewers are likely.

Table 1-19: Interesting Events in the Slums

Roll d10	Event
1	A local gang decides to shake the party down for "toll money." They outnumber the PCs two-to-one and are veteran street brawlers, but unarmored and armed only with daggers and clubs. They might make useful allies if the party can sway them to their side.
2	With a resounding crack, a decaying building collapses, spilling a horde of black-furred rats into the streets, biting and nipping at bystanders as they escape the rubble. Was this a mere accident that startled the vermin or a sortie masterminded by the rats of Lankhmar Below?
3	A sickly resident is wracked with bloody coughs, spewing gore-flecked phlegm onto an unlucky PC. Unless a saving throw is made, the character comes down with the same strain of disease. The illness could potentially be an exotic one, sending his allies searching the city for a cure before the disease claims his life.
4	A veritable army of street urchins flock around the party, begging for coins, food, clothes, or anything to alleviate their daily sufferings. Giving the children anything only exacerbates the mob's numbers. Several deft-handed children attempt to steal from the party, vanishing into a nearby tenement.
5	A watch constable has been ordered to enter the slums and apprehend a wanted criminal, but various impediments prevent him from having back-up. He first commands and then pleads with the PCs to help watch his back. If they acquiesce, they have the opportunity to make a useful ally among Lankhmar's police force...assuming they survive the trip into the slums.
6	Screams echo from within a tenement or hovel, a sure sign of everyday slum violence occurring. Do the PCs mind their own business or step in to help? Either decision should have both a benefit and a complication to the PCs' lives (failing to help, for example, keeps them from making enemies in the slums, but they later discover the victim was a friend of theirs).
7	A street battle breaks out around the party as rival gangs clash in the garbage-strewn streets of the slums. The PCs must fight their way to safety, but killing a gang member marks them for revenge at a later date. Can they escape with their lives without making enemies?
8	A string of grisly murders rocks the slums as half-eaten bodies are discovered at dawn for several weeks. The city constables are disinterested in investigating so long as the crimes remain in the slums. Do the PCs choose to become involved and if so, who is responsible? A deranged mad man or perhaps a Nehwonian Ghoul strayed far from home?
9	Rumors are spreading of a firebrand speaker rousing the slum's residents to take up arms against their oppressors. The orator is advocating a march on the Rich Men's and Noble Quarters to take what the oppressed deserve—food, money, respect, etc. Nervous nobles are pleading for the Overlord to intervene and the city watch is hiring leg-breakers to stamp out these meetings and bring the firebrand out of the slums for apprehension. Is the party interested in work?
10	Mysterious drumming and chanting is heard in the dark of night, seeming to originate from within one of the festering tenements. The slum residents refuse to speak of what is occurring inside, but several strangled bodies have been found around the city on the mornings after these strange performances. Is there a connection?



RICH MEN'S QUARTER

The Rich Men's Quarter, as its name implies, is home to Lankhmar's upper class that lack noble title. These wealthy residents run the gamut from high-ranking guild masters flush with bribes and kickbacks, successful trading company owners, retired adventurers, and fallen noble scions banished from their family estates. The streets are clean, the lamps are always lit at night, and both the city watch and private guards keep the residents safe around the clock.

The Rich Men's Quarter is situated in the southern part of the city, arranged in close proximity to the Southern Barracks. Its borders are considered to be Grain Street to the west and Carter Street to the east. The district extends north to Barter Street and south to the Great Gate Road. Within these boundaries, one finds many large villas, often with small private walled gardens. During the day the Quarter bustles with the comings and goings of servants, messengers, watch patrols, hired guards, private palanquins, and throngs of house slaves all engaged in their daily business. At night, the streets are quiet except for the footsteps of house guards and watchmen patrol-

ling the streets and the occasional distant sounds of a late night banquet.

Adventurers and other riff-raff who tarry in the Quarter are quickly instructed to move along by the watch or house guards unless they can prove they have business in the neighborhood. Shifty-looking characters found in the Quarter after dark may even be arrested on "suspicion of nefarious plotting" and held overnight in the Great Gaol or a local watch house just to be safe.

Judges requiring a quickly-generated wealthy resident of the Quarter can roll on Table 1-10: Random Lankhmar Noble on p. 19, disregarding any title.

Place of Interest

- **Southern Barracks:** Built into the wall of the city is a small fortress that houses part of the city's soldiery. This southern barracks is home to 2,000 soldiers, but can house up to twice that number during wartime. Interestingly, the Southern Barracks cannot only be secured to prevent enemies from entering, but to imprison the occupants as well, a safeguard implemented to deter military coups against the Overlord.

Table 1-20: Interesting Events in the Rich Men's Quarter

Roll d8	Event
1	A cadre of house guards or a watch patrol is surreptitiously arresting someone they deem a suspicious-looking character. The figure eyes the PCs pleadingly, mutely hoping they might intervene. It's then that the party notices the perpetrator is a known ally of the group wearing a subtle disguise. Why is he in the neighborhood incognito and will they leap to his aid?
2	A private house guard contacts the party, claiming to be disgruntled with his employer. He offers to provide them with information necessary to rob his master if they split the haul with him. Is he telling the truth or is this a city watch sting operation?
3	A PC notices that one of the slaves hurrying about the Quarter is an old acquaintance: perhaps a friend from childhood, an ex-lover fallen on hard times, or a fellow foreigner sold into bondage. The slave has some liberty, but desires their full emancipation. Will the PC help their old friend and risk angering a rich merchant, the city watch, and others?
4	The party acquires an old map or scroll during their adventures that tells of a buried fortune hidden inside the city walls. Upon following the document's instructions, they discover the proverbial "X" lies directly under a rich man's private garden. How do they quietly dig up the loot—and is it even still there?
5	The party receives an invite to meet with a resident of the Quarter: a retired adventurer who scored big in his youth and retired with a fortune in looted jewels. The aging man knows Death will soon claim him and he wants one last chance at glory before he dies. He desires to accompany the party on a grand adventure and is willing to make them his heirs if they agree. Unfortunately, the former adventurer is both inept and has old foes looking to settle a score with him...and anybody else accompanying him.
6	A secret cult of bored, debauched moguls meets in the Quarter in a hidden temple and engage in all manner of illicit and debase behavior. The cult bribes the watch to look the other way and they operate without censure or obstruction. When the cult abducts an ally of the party to suffer in their foul rites, the PCs are the only ones willing to stand up to the cult and free their friend.
7	An accident occurs one evening when a lamplighter starts a conflagration that draws the attention of Quarter residents. Will the PCs rush to help extinguish the blaze and perhaps earn the commendation of the rich residents, or will they take advantage of the distraction and help themselves to some unwatched objects of value?
8	An eccentric occupant of the Quarter is known to seek curious items to add to his home. The crazed collector desires driftwood from the shores of legendary Rime Isle, dried potentate's dung, the hair of an Invisible of Stardock, and other weird objects. With the provenance almost impossible to prove for these objects, a fast-talking group of adventurers could easily take advantage of his eccentric desires.

Adventurers entering into the Quarter are likely to be confronted by watch constables or private guards if they appear sordid or raise suspicions that they are up to no good. Those who can navigate the streets unchallenged, however, have the opportunity to meet some of the neighborhood's interesting residents and regulars. The following table represents a mere handful of these colorful NPCs.

Table 1-21: Eight Curious People Found in the Rich Men's Quarter

Roll d8	The curious person is...
1	Davrin, a congenial house guard who often strikes up conversation with interesting-looking people in the Quarter. Davrin eagerly listens to tall tales and thrilling stories, and knows a great deal about goings-on in the Quarter. When Davrin gets excited, he often reveals secrets he probably shouldn't.
2	Tregg, a city watchman who has discovered he can make far more money by taking bribes to look the other way than he can from his job's meager wages. The watchman can be bribed to be absent (or present) at a certain location with no questions asked.
3	Queescreaquiliana, a veiled woman always accompanied by three burly guards. Queescreaquiliana is a mer-woman, a captive bride of one of the neighborhood's petty tyrants. She desperately seeks to escape her land-bound husband and return to the sea, but her guards keep a close eye on her when she's outside of her villa.
4	Torbatu, a mute house slave covered with strange tattoos and curious scars. He is magically bound to a foreign sorcerer in a distant land (Quarmall, Eevamarensee, Tisilinilit, etc.) who is using the mystic connection to spy on events in his owner's house. Torbatu is aware of this connection, but desires to end it and become free from the wizard's bondage.
5	Eluana, a high-priced courtesan. Claiming to be trained in the seductive arts by the Wizards of Azorkah, Eluana arrives and departs the Quarter on a veiled palanquin carried by four Kleshite bearers. Eluana possesses enough blackmail material to keep her in the lavish lifestyle she's accustomed to for the rest of her life.
6	Brogga, an astronomer with many clients among the city's upper class. He casts horoscopes of questionable veracity for the Quarter's residents, allowing them to make business decisions. For a price, he might even falsify a horoscope or two, spurring his clients to perform rash actions to stave off an unlucky future.
7	"The Lost Overlord" is a young, deluded son of one of the Quarter's families. He is mad and believes himself to be the rightful ruler of Lankhmar. He is usually kept confined in his family's villa, but occasionally escapes until found and returned home by servants or the city watch (who are familiar with his peculiarities). He is uncannily convincing and people unfamiliar with his madness might believe his tale.
8	Kerrig, a street cleaner foreman. Kerrig is tasked with supervising the night-time cleaning crews that keep the gutters free of trash and the cobblestones scrubbed. He worked his way up to his position and has thorough knowledge of the drains and sewers beneath the streets and where they each lead to. He may even have contacts among the rats of Lankhmar Below.

THE CAROUSING QUARTER

Nestled between the legitimate business neighborhoods of the Crafts Quarter and overlapping the slums adjacent to the Plaza Quarter is Lankhmar's tenderloin, known to its frequenters as the Carousing Quarter (or simply "The Carouse"). The neighborhood's unofficial borders are Pimp Street to the east, Carter Street to the west, the Street of the Gods to the north, and Cash Street to the south.

The Carousing Quarter is home to numerous dive bars, bordellos, flea-bag inns, gambling houses, fighting pits, and other rough-and-tumble entertainment venues. Vice and crime is rampant, giving the district both a fearsome reputation among honest, upstanding Lankhmarts while simultaneously enticing slumming aristos seeking the city's forbidden pleasures. The watch constables patrol the Carousing Quarter with regularity, but turn a blind eye so long as they receive their weekly bribes. The watch's primary duty is rescuing slumming nobles and out-of-town visitors who get themselves in over their heads with the locals.

This neighborhood is home to the infamous taverns, The Silver Eel and The Golden Lamprey, and is a regular home to the famed adventurers and thieves, Fafhrd and the Gray Mouser.

The Carousing Quarter draws adventurers and other denizens of Lankhmar's demimonde like flies to a corpse and makes a perfect starting location for DCC Lankhmar campaigns.

Places of Interest

- **The Silver Eel:** The infamous Silver Eel is located out of the way on Dim Lane. The tavern is a favorite watering hole for just about every social class in Lankhmar. Sailors, soldiers, tradesmen, fighting men, and even slumming aristos all are regulars at the Eel. The tavern enjoys a modest notoriety as the preferred drinking dive of Fafhrd and the Gray Mouser, and those seeking to hire the Twain (or other likeminded adventurers) know to begin their search at the Silver Eel.

- **The Golden Lamprey:** A rival to the Silver Eel, the Golden Lamprey is a similar drinking establishment, sharing both comparable clientele and name—a fact that has been a point of contention between the two taverns since the Lamprey first opened. Located on Cash Street at the intersection of Whore Street, the Golden Lamprey’s regulars skew slightly more towards tradesmen and working girls, in addition to actors looking for excitement away from the Plaza Quarter.
- **The Bath House:** This establishment is more than a place of cleanliness. Although it provides both steam baths and bathing pools to visitors, the Bath House is also home to illicit affairs, pleasant music, exotic foodstuffs, surreptitious business deals, and the occasional murder. Adventurers looking for a break from the rowdy taverns and/or in need of a good soaking are encouraged to visit this establishment on Carter Street.

Table 1-22: Interesting Events in the Carousing Quarter

Roll d10	Event
1	A group of successful freelance thieves have brazenly encroached on businesses under the protection of the Thieves’ Guild, sparking an underworld war between the rival gangsters. PCs with ties to the Guild are expected to help crack down on the freelancers, while parties lacking connections with Lankhmar’s official crime syndicate may be approached to aid the upstarts.
2	A popular new illicit entertainment venue opens in the Carouse, drawing a tremendous numbers of visitors. Soon thereafter, it’s noticed that not every guest makes it home, vanishing without a trace. Is the venue a front for some dark cult of Death worshippers, a training ground for the Assassins’ Order, or the lair of some supernatural or monstrous entity?
3	Fire! Alarm gongs ring as a blaze erupts in the Carouse, sending drunken and half-dressed visitors into the streets. Bucket brigades form as the residents try to save their homes and businesses. As the PCs watch or help fight the blaze, a red-cloaked figure is seen slipping away. A fire sorcerer of the Eastern Lands is afoot in the Carouse with nefarious plans in mind.
4	A watch constable introduces himself to the party, saying he’s the new beat cop in the district. He bluntly informs the party that unless they start paying him each week, he intends to make their lives difficult so long as they remain in the Carousing Quarter. Do the PCs fork over the cash or do they try to persuade the constable they get a free pass?
5	A new bordello caters to clients with “discriminating tastes,” bringing in courtesans from odd lands and unusual cultures (Eevamarensee, Simorgya, and even the City of the Ghouls). They require daring adventurers to seek out and obtain new workers. Do the PCs assist the bordello’s owners or free the enslaved courtesans already inside?
6	Rumors of a pair of ghosts spotted near Bones Alley behind the Silver Eel begin to spread throughout the District. Longtime residents of the neighborhood recall a fire that happened there once and that two women died in the blaze. Are the restless spirits of Vlana and Ivrian haunting the site of their deaths or is something else responsible?
7	Pickpockets are dropping dead in the street for no discernable reason after attempting to lift the purses of a lavishly-dressed female from an unknown land. The Thieves’ Guild wants the woman found and executed if it’s proven she’s killing guild members. What exactly is happening here and what strange powers does the mysterious woman possess?
8	Rival taverns have taken to hiring thugs and brutes to duke it out in the streets, fighting for their employer’s reputation and honor. These daily street fights have become popular spectator sports and large sums are wagered on the outcomes. The PCs are approached to participate, either as hired fighters or to sabotage a rival team.
9	Surreptitious word spreads through the Carousing District of a grand heist being plotted by one of the few freelance thieves allowed in the city. The heist is daring and targets a victim hitherto believed immune to burglary. The risks are high, but so is the payout. Do the PCs offer their assistance in the great crime or use the information to their own benefit?
10	A number of legendary revels have happened in the Carousing District of late, leaving satisfied smiles and horrible hangovers in their wake. The debauched residents of the Carouse have never witnessed such epic festivities. A strange newcomer appears to be the focus of these debaucheries, a stranger who goes by the unusual name of Bacchus...

Random Encounters in the Carousing Quarter

It's likely that any campaign featuring a group of adventurers with questionable morals will likely spend a majority of time in and around the Carouse. The following encounters are sudden occurrences akin to "wandering monsters" in dungeon-centric adventures. These run-ins with locals have less overall impact on the campaign than the events listed above, but instead spice up an evening's gaming or provide a momentary diversion from bigger concerns in the PCs' lives.

Table 1-23: Carousing Quarter Random Encounters

Roll d14	Encounter
1	Drunken aristos racing their horses down the narrow alleys of the Carouse! Gangway!
2	A young maiden being accosted by a group of drunken toughs. A lady in distress or a diversion to lure the party into an ambush?
3	A patrol of 2d4 watch constables looking for troublemakers and spoiling for a fight.
4	A PC is bumped into by a passerby. The bumper is (roll 1d5): (1) a drunk Northern barbarian; (2) a child pickpocket; (3) a clumsy reveler; (4) a strange cultist from the Street of the Gods; (5) a known acquaintance.
5	A body comes flying out of an upper story window and lands near/on the party. The body is (roll 1d5): (1) dead; (2) a fleeing thief; (3) an adulterous lover caught in <i>flagrante delicto</i> ; (4) a brawler knocked through the window; (5) an assassin intent on killing one of the PCs.
6	A group of tavern-boys and stable-hands playing Rat-Snake. They invite the party to throw dice with them.
7	A group of drunken laborers carrying a small, stolen house down a narrow alley.
8	A group of alley-bashers intent on robbing the party.
9	Lovely ladies and/or fancy lads trying to attract the party's attention.
10	A shady merchant selling trinkets in an alleyway.
11	A rabid dog.
12	A torch-bearer hiring out his light and company, escorting visitors to their destinations.
13	A beggar asking for alms. There's a 50% chance he's actually (roll 1d5): (1) a spy for the Overlord; (2) a cut-purse; (3) a religious fanatic; (4) insane; (5) an old friend/enemy of the party.
14	A crier advertising a new entertainment venue (tavern, dancing hall, pit fight arena, etc.). There's a 75% chance he is also providing another service (such as procuring drugs or gambling).



PLAZA OF DARK DELIGHTS (THE PLAZA QUARTER)

Surrounded by the towers and tenements of Lankhmar and situated seven blocks south of the Marsh Gate is a long open piazza covered with dark flagstones. During the daylight hours, this place is an empty expanse, an oasis of elbow-room in the overcrowded city. Come night-fall, however, it transforms itself into the Plaza of Dark Delights, one of Lankhmar's most curious landmarks.

The Plaza of Dark Delights is part of the city's underworld, a literal black market. In its stalls and beside splayed-out blankets and open-mouthed baskets, the merchants of the Plaza sell their wares—objects of questionable legality and dubious morality. By tradition, all business in the Plaza of Dark Delights is conducted in whispers and the vendors' stalls are lit by the soft dimness of imprisoned glow-worms, bottled foxfire, and glowing firepots with a single, tiny window. In the darkness the red lanterns rock in time to the swaying of harlots' hips as they dangle from prostitutes' belts and philosophers gather to debate

and discourse. Drug peddlers, thieves, and assassins linger at the fringes of the Plaza, awaiting custom.

But the Plaza is not all this Quarter has to offer. Just south of the Plaza of Dark Delights lies the Park of Pleasure, Lankhmar's only public park. During the day, the Park serves as a respite from the frantic pace of city life and provides the urban residents with a taste of pastoral beauty among the soot and smoke of Lankhmar. Once evening falls, the Park, like the Plaza itself, changes guises, becoming a rendezvous for lovers, a place of philosophers to contemplate the cosmos, and for thieves to plot their schemes, all within the security and privacy of the curious closet trees that fill the Park.

The streets beyond the Plaza and Park are home to entertainment venues that provide a higher class of talent than those of the Carousing Quarter. The Plaza Quarter contains many of Lankhmar's theatres, music halls, salons, and similar spots. Actors, performers, and other artistically-minded residents reside in the Plaza Quarter when they can afford it.

Table 1-24: Interesting Events in the Plaza Quarter

Roll d8 Event

- | | |
|---|---|
| 1 | The new reform-minded warden of the watch is determined to drive out the nocturnal merchants of the Plaza of Dark Delights. This campaign is an affront to Lankhmar tradition and neither the residents of the Plaza Quarter nor the merchants themselves are pleased. Rumors spread of imminent raids on the Plaza of Dark Delights, and the merchants are hiring swordsmen to protect their businesses from the city watch. |
| 2 | A small theatre troupe is having wild success with a new play that tweaks the nose of one of Lankhmar's nobles. The noble wants the play shut down and is threatening the troupe with violence unless they cease performing. The actors are looking to hire additional security. |
| 3 | A curious disease threatens the closet trees of the Park of Pleasure. Without the trees for privacy, the nocturnal goings-on in the Park will surely cease. Plaza Quarter residents are offering to pay handsomely anyone who can find a cure for the arbor plague. |
| 4 | A group of acrobats who call the Plaza Quarter home are moonlighting as burglars and second-story men without the Thieves' Guild's sanction. The nimble troupe has hit several big scores and shows no signs of stopping. The Guild wants them dead, but allying with the troupe offers significant riches. |
| 5 | A homeless beggar was discovered torn apart inside a closet tree in the Park of Pleasure. Something stripped the vagrant down to the bare bones. People are reluctant to visit the Park after dark now and Plaza residents fear for their lives. Is this the work of a human murderer or a more monstrous slayer? |
| 6 | Patrons of a new music hall report strange hallucinations after attending certain performances. They experience seemingly-prophetic visions of impending doom and panic begins to fill the Quarter. Is the music to blame—especially the notes of the peculiar young virtuoso who performs nightly at the hall—or is something else going on? |
| 7 | An actors' tenement has become even more rat-infested than usual with residents reporting being attacked by the brazen vermin. Is this an attempt to drive out the actors by rivals or the first foray by the rats of Lankhmar Below to take control of the city? |
| 8 | A Plaza merchant has a lead on a new source of exotic or esoteric goods, but dealing with the source requires that he undertake a journey far from Lankhmar. He is hiring bodyguards and guides to help him on his travels. The risks are high but the pay is higher. The trip might take the merchant and the party to any one of Nehwon's nigh-legendary locales such as Stardock, the Forbidden City of the Black Idols, Sayend, or even the Shadowland. |

Vendors in the Plaza of Dark Delights

The Plaza of Dark Delights offers a bevy of merchandise and services. PCs may travel to the Plaza in search of all manner of wares. Table 1-25 may be used to stock the judge's own version of the Plaza of Dark Delights or to determine what a vendor has for sale when a PC ducks into his place of business.

Table 1-25: Plaza of Dark Delights Merchant

Roll d20	Merchant deals in...	Roll d20	Merchant deals in...
1	Curses	11	Creepy animals/insects
2	Exotic herbs and poisons	12	Telling fortunes
3	Blackmail	13	Fencing esoteric stolen goods
4	Procuring and pandering	14	Acids and other strange chemicals
5	Charms and counter-charms	15	Death masks and funeral shrouds
6	Stolen goods	16	Forged documents
7	Blasphemous religious accoutrements	17	Leather goods made from human skin
8	Exotic weapons	18	Narcotic substances and supplies
9	Obscure tomes and grimoires	19	The dreams of others
10	Curios looted from tombs and graveyards	20	Maggots, lye, and other body-disposal methods

Wanderers in the Darkness

The following table provides the judge with a random assortment of NPCs who frequent the Plaza of Dark Delights. If the PCs seek to pick a pocket, accost a stranger, or inadvertently pick a fight, a simple roll or choice determines who they are facing off against.

Table 1-26: Random NPCs in the Plaza of Dark Delights

Roll d20	NPC is...	Roll d20	NPC is...
1	A whore with a red lantern swinging from her hip.	13	A deft pickpocket posing as a connoisseur of curious goods.
2	A merchant from Quarmall seeking rare goods for the subterranean city.	14	A slumming Lankhmar noble. He has 2d4 members of his house guard watching him close by.
3	A spy for the Overlord observing who does business with whom.	15	A slum dweller purchasing poison to kill his/her spouse.
4	A leprous beggar seeking an exotic cure for his affliction.	16	A superstitious Mingol.
5	A high priced harlot seeking trade. She is dressed as (roll 1d8): (1) a slave girl; (2) a noble's page boy; (3) a beggar-girl; (4) a fighting prince of the Eastern Lands; (5) a hamadryad; (6) the Sea King's concubine; (7) a school girl; (8) a priestess of one of the Gods of Lankhmar.	17	A drunk Northern berserker.
6	A mid-level member of the Thieves' Guild.	18	One of Ningauble's gentles (see <i>Through Ningauble's Cave</i> for more info). Roll again on this table to determine type..
7	A powerful sorcerer.	19	A visitor from another world. Roll 1d7: (1) Karl Treuherz, employee of Hagenbecks Zeitgarten; (2) a speculative trader from Cashamash; (3) a scholar-priest of Tyre; (4) a vagabond princess from Arilia, the World of Air; (5) an unscrupulous filcher from the fantastical city of Ourdh; (6) a free-spirited wanderer from San Francisco; (7) a grizzled mariner from strange seas beyond the edge of the world.
8	An undercover member of the city watch.	20	A notable NPC of the city. Choose one or more from Section Two: Lankhmar Rogues' Gallery .
9	A drug addict seeking his fix.		
10	An innocent farmer visiting the big city.		
11	An underling of a mercantile or trade guild.		
12	A hired killer of the Assassins' Order stalking his victim.		

SECTION TWO:

LANKHMAR ROGUES' GALLERY

More overview of Lankhmar would be complete without including its two famous heroes, Fafhrd and the Gray Mouser. A description of each is provided below along with DCC Lankhmar stat blocks for the Twain. There are three separate sets of game stats presented, chronicling the Twain's career from 1st-level adventurers around the time of the events of "Ill Met in Lankhmar," during their prime (up to the Rat Plague) and for their semi-retirement on Rime Island (post- "The Frost Monstremer"). As always, the judge can alter the provided stats should they not fit his personal vision of the duo's capabilities.

Fafhrd

The famous Northern barbarian, Fafhrd, stands out amongst the civilized denizens of Lankhmar. He stands nearly seven feet tall with a muscular physique that attracts women and intimates men. Fafhrd wears his copper-hued hair long and shaggy, occasionally restraining it with a leather headband. His green eyes peer out from a face that was kept shaven clean in his youth, but later sported a short beard. Fafhrd is seldom seen without his broadsword, Graywand, which he wields like a fencer, and often fights with either his dagger, Heartseeker, or a light hand axe in his left hand. He sometimes dons a chainmail hauberk if he anticipates a particularly pitched battle. In his later life, Fafhrd lost his left hand due to the manipulations of the outcast god, Odin, and wears a wooden cuff with a hook over the stump.

Fafhrd was trained as a Singing Skald and is a competent singer and balladeer. He is a skilled sailor, navigator, and mountaineer, and comfortable in both the dim alleys of Lankhmar and the wilds outside of it. Fafhrd has been known to experience premonitions, a gift undoubtedly inherited from his witchy mother, Mor. He is slightly more religious than his comrade, having once been an acolyte of Issek of the Jug and raised to respect Kos of the Dooms in the cold northern homeland.

Although easily mistaken for an ignorant outlander, Fafhrd is much more civilized than his barbaric frame and appearance suggests. His early naiveté was burned away by the stark reality of so-called civilized Lankhmar and he is now well-acquainted with both the good and the bad of civilization. Fafhrd hasn't entirely given up his barbaric ways and is an unrepentant brawler, drinker, and carouser. Despite his wildness, Fafhrd has his own curious code of honor that prevents him from ignoring a challenge or a woman in distress. He is a bit of a risk-taker, a trait he shared with his father, and still maintains a few of his youthful superstitions. Fafhrd can be riotously boisterous and outgoing, but is also prone to melancholy and introspective moods. Fafhrd is seldom far from his companion, the Gray Mouser.

Fafhrd (as a youth): Init +3; Atk broadsword +1d3+3 melee (1d8+deed die+2) or hand axe +1d3+2 melee (1d6+deed die+2) or short bow +1d3+2 ranged (1d6+deed die); AC 15; HD 1d12+6; MV 30'; Act 1d20; SP d3 deed die, critical threat range 19-20, lucky weapon (broadsword "Graywand") +1 to attack, Mountaineer, Singing Skald; SV Fort +3, Ref +3, Will +1; AL N (with L tendencies).

Fafhrd (in his prime): Init +6; Atk broadsword +1d6+3 melee (1d8+deed die+2) or hand axe +1d6+2 melee (1d6+deed die+2) or short bow +1d6+2 ranged (1d6+deed die); AC 15; HD 4d12+12; MV 30'; Act 1d20; SP d6 deed die, critical threat range 19-20, lucky weapon (broadsword "Graywand") +1 to attack, Mountaineer, Singing Skald, Agent of Supernatural Entity (Ningauble of the Seven Eyes); SV Fort +4, Ref +4, Will +2; AL N (with L tendencies).

Fafhrd (semi-retired): Init +8; Atk broadsword +1d8+3 melee (1d8+deed die+2) or hand axe +1d8+2 melee (1d6+deed die+2) or short bow +1d8+2 ranged (1d6+deed die); AC 15; HD 6d12+16; MV 30'; Act 1d20+1d16; SP d8 deed die, critical threat range 18-20, lucky weapon (broadsword "Graywand") +1 to attack, Mountaineer, Singing Skald, Agent of Supernatural Entity (Ningauble of the Seven Eyes); SV Fort +6, Ref +4, Will +3; AL N (with L tendencies).





The Gray Mouser

Little is known about the early life of this small man with the hands of a conjurer and the face of a jester. Even his true name is unknown. The Gray Mouser speculates he may have been born in the beggar city of Tovilyis, but he doesn't know for certain. Some rumors say he was rescued from slavery and grew up on the street of Lankhmar before finding a surrogate father and sorcerous mentor in the white wizard, Glavas Rho. Upon Rho's death, the Gray Mouser returned to the City of the Black Toga to begin his thieving and adventuring career.

The Gray Mouser stands just under five and a half feet tall and is always encountered dressed in gray tones. He prefers a tunic and cloak of loose-woven silk and wears mouse-skin boots. The Mouser is dark of hair and eye and has the dusky skin of the lands south of Lankhmar. Like his namesake, the Mouser can be cruel, self-centered, and fastidious, and demonstrates a penchant for bravado and boasting.

Mouser wields his sword, Scalpel, and dagger, Cat's Claw, in battle, fighting in a two-weapon style. The Mouser never wears armor, relying on his speed, small stature, and agility to protect him during a skirmish. Mouser was trained in the wizardly arts but is by no means a master of them. His interest in magic remains largely a scholarly one, but he occasionally will work a spell (with unpredictable results) if the situation calls for it or if he believes it will impress others.

Like his comrade, Fafhrd, the Gray Mouser has little use for gods or his wizardly mentor, Sheelba of the Eyeless Face. However, he regularly finds himself (along with Fafhrd) drawn into their machinations, scheming, and the occasional curse or geas. He puts more faith in his comrade-in-arms and split soul, Fafhrd, than any other creature in Nehwon. This doesn't prevent the small thief from hurling the stray insult at his sword-brother though.

The Gray Mouser (as a youth): Init +3; Atk longsword ("Scalpel") +1d3+1 melee (1d8+deed die+1) and dagger ("Cat's Claw") +1 melee (1d4+1) or sling +3 ranged (1d4+1);

AC 16; HD 1d6+3; MV 30'; Act 1d20 or 1d20+1d16 when fighting two-weapon; SP thief skills, Former Wizard's Pupil (1d14+2 to spell checks), Martial Training (d3 deed die with longsword); SV Fort +2, Ref +4, Will +1; AL N (with C tendencies).

The Gray Mouser (in his prime): Init +3; Atk longsword ("Scalpel") +1d4+3 melee (1d8+deed die+1) and dagger ("Cat's Claw") +3 melee (1d4+1) or sling +5 ranged (1d4+1); AC 16; HD 4d6+6; MV 30'; Act 1d20 or 1d20+1d16 when fighting two-weapon; SP thief skills, Former Wizard's Pupil (1d14+3 to spell checks), Martial Training (d4 deed die with longsword), Agent of Supernatural Entity (Sheelba of the Eyeless Face); SV Fort +3, Ref +5, Will +2; AL N (with C tendencies).

The Gray Mouser (semi-retired): Init +3; Atk longsword ("Scalpel") +1d5+5 melee (1d8+deed die+1) and dagger ("Cat's Claw") +5 melee (1d4+1) or sling +7 ranged (1d4+1); AC 16; HD 6d6+8; MV 30'; Act 1d20+1d14 or 1d20+1d16+1d14 when fighting two-weapon; SP thief skills, Former Wizard's Pupil (1d14+3 to spell checks), Martial Training (d5 deed die with longsword), Agent of Supernatural Entity (Sheelba of the Eyeless Face); SV Fort +3, Ref +6, Will +3; AL N (with C tendencies).

OTHER NOTABLE INHABITANTS

Not all Lankhmarts are bold adventurers; many are more concerned in surviving another night in the dark, twisting streets of the Imperishable City. These individuals may cross paths with the PCs during their nocturnal exploits, serving as allies, enemies, or providers of useful goods and services.

Atya

This comely woman with raven-black hair was known by the citizens of Lankhmar as the trophy wife of Muulsh the Moneylender, but she was far more than that. Atya was secretly the high priestess of the Winged Tyaa, goddess of birds, and worked clandestinely to restore the veneration of the goddess to Lankhmar. Using the Beloved of Tyaa, Atya began a long campaign of avian terror on the inhabitants of the city,

stealing the riches she believed were the rightful tribute to Winged Tyaa. Ultimately, her secret identity was discovered by Fafhrd and the Gray Mouser, and Atya is believed to have fallen to her death into the River Hlal. Whether she actually drowned in the silt-filled waters or was carried back to Winged Tyaa's secret and sacred sanctuary in the Mountains of Darkness is unknown.

Atya might come into the campaign merely as a bystander if the PCs have dealings with her husband, Muulsh, or they could cross paths with her and her avian servants as they explore one of Lankhmar's forbidden temples. Although she poses little physical threat herself, Atya surrounds herself with the Beloved of Tyaa, who are a much greater hazard to life and limb of any crossing the high priestess of Winged Tyaa.

Atya: Init +0; Atk knife +0 melee (1d3); AC 10; HD 1d6; MV 30'; Act 1d20; SP command Beloved of Tyaa (up to 2d12 birds loyally obey her), *invoke patron (Winged Tyaa)* +4 to spell check; SV Fort +1, Ref +2, Will +2; AL C.

Basharat

Basharat is Pulg's chief rival for the religious protection racket of Lankhmar City, snatching at opportunities the "Number One Racketeer" overlooks or ignores. Although he earns a steady income from these lesser faiths, Basharat hungers for more and seeks to depose Pulg from his position. Basharat has a cutting sense of humor and is not adverse to employing insult atop injury when triumphing over another. The Number Two Racketeer seldom dirties his hands with violence, allowing his cadre of bravos and toughs to express his displeasure for him.

Basharat: Init +1; Atk dagger +2 melee (1d4+1); AC 12; HD 3d6; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +3, Will +4; AL N.

Bwadres

Bwadres is a lean, bedraggled figure of advanced age who first came to the attention of Lankhmar as the sole priest of Issek of the Jug. Senile and decrepit, Bwadres had little success advancing the worship of his god until Fafhrd became his acolyte, upon which the prospects of both Issek of the Jug and Bwadres greatly improved. He eventually became high priest of the popular faith until Issekinaity was broken in the city by the jealous Gods of Lankhmar. Bwadres vanished along with his faith, assumed to be a victim of the Gods of Lankhmar's displeasure.

Bwadres of Issek of the Jug: As Acolyte (DCC RPG p. 432), without the harmful spell ability.

City Watch Constable

Any one of the city's black-uniformed watchmen who patrol the streets, accept bribes, and occasionally arrest criminals. Watch constables are trained to use their cudgels to incapacitate criminals and can inflict subdual damage without the normal -1d penalty to damage. Constable cud-

gels also inflict 1d10 damage when striking from behind, instead of the normal 1d4 club damage, allowing them to swiftly render suspects unconscious and hustle them off into custody.

City Watch Constable: Init +0; Atk cudgel +2 melee (1d4+1/1d10+1) or dart +1 ranged (1d4+1); AC 13; HD 1d8; MV 30'; Act 1d20; SP subdual damage without penalty; SV Fort +1, Ref +1, Will +0; AL N.

Demoiselle Hisvet

Cunning, spoiled, and dangerous, the Demoiselle Hisvet is daughter of the influential grain merchant and sorcerer, Hisvin. Hisvet cuts a stunning figure through the courts of Lankhmar, turning heads with her slim physique, pale skin, and pure white hair. Only her slightly elongated incisors lend truth to the rumor that Hisvet is part of a long bloodline of human-and-rat hybrids who scheme to enslave Lankhmar. She is usually encountered in the company of her body slaves, either the marooned Queen of Arilia, Frix, or several lesser servants with only numbers for names. Hisvet has many allies among the rats of Lankhmar Below and seeks to displace her father's position on the Circle of Thirteen, the secret rat-governing body of the underworld. In the wake of the Rat Plague, Hisvet went into hiding with her father, either taking refuge in Ilthmar (where she is venerated as a saint) or in the tunnels of Lankhmar Below. Although forced into hiding, her dreams of power remain undaunted.

Demoiselle Hisvet might be encountered prior to the events of the Rat Plague, a time when she's solely known as the comely daughter of a power grain merchant. She may toy with a PC's affections, use a *Dart of Emotions* to enslave him (or her) with love, or otherwise manipulate the party to unwittingly assist the goals of the Rats of Lankhmar. After the Rat Plague, Hisvet is more concerned with her own personal power and deposing her father. She employs adventurers as unwitting patsies to further that agenda.

Demoiselle Hisvet: Init +2; Atk dagger +1 melee (1d4) or hand crossbow +2 ranged (1d6); AC 12 (14 in leathers); HD 2d6; MV 30'; Act 1d20; SP owns *Darts of Emotions* and has access to Hisvin's Potions (see *Judge's Guide to Nehwon* p. 87); SV Fort +1, Ref +3, Will +3; AL C.

Eyes of Ogo

To the underworld of Lankhmar, Ogo the Blind is one of the city's many fences, specializing in stolen jewels, gems, and similar treasures. The assumedly fat and blind man conducts his trade near the intersection of the Street of the Gods and Silver Street, meeting clients in a darkened room where the gloom nullifies any advantage his sighted clientele would otherwise possess. He is served by a slip of a girl known as the Eyes of Ogo.

In truth, there is no Ogo the Blind. He is a façade created by the Eyes of Ogo, a talented actress and ventriloquist who uses her skills to create the appearance of Ogo the Blind. She

appears young, with pale straight hair, a delicate figure and somewhat dusky skin. Wide eyes peer from a child's face. Despite her youthful appearance, the Eyes is older than she seems and well-versed with the underworld of the city. She employs five Mingol swordsmen (who are unaware of their true employer) to protect "Ogo" and herself should any try to take advantage of the blind fence. The Eyes of Ogo is both a business associate and sometimes lover of her fellow fence, Nemia of the Dusk, whose business stands in close proximity to her own.

Eyes of Ogo: Init +1; Atk none; AC 12; HD 2d6; MV 30'; Act 1d20; SP pick pockets +10, ventriloquism; SV Fort +1, Ref +3, Will +1; AL N.

Frix

Frix was once a princess (and later a queen) in her native land of Arilia, the World of Air. She became shipwrecked on Nehwon and rescued from demonic attackers by Hisvin. For saving her life, Hisvin forced the marooned noble to serve his daughter, the Demoiselle Hisvet, until Frix had saved her life thrice-over. Frix's oath bound her to Nehwon and to Hisvet until she saved the Demoiselle's life a third time during the Rat Plague, upon which she returned to Arilia.

Frix is a beautiful, seemingly-human woman whose dark skin and hair proved a perfect counterpoint to her mistress' pale flesh and white locks. Frix bears a mischievous streak, but her impish character was tinged with sadness and an evident detachment whenever she thought of her rightful place in Arilia. This detachment often manifested in her tendency to narrate events as they happen as if she were a player on the stage rather than a participant. Once she was freed from her service, she revealed her ability to fly, streaking away from Nehwon like a blue comet.

Frix may be encountered in either the service of Hisvet should the PCs meet her prior to the Rat Plague, or as a visiting noble returning to Nehwon aboard one of Arilia's sky ships. In the latter case, she is accompanied by a cadre of six handmaids, each a skilled sky sailor and fighter. She assists Hisvet's own schemes while in the Demoiselle's service, acting as her agent and messenger. As Queen of Arilia, Frix has her own plots and goals to achieve and may require the aid of earthbound adventurers in fulfilling them. She might desire revenge on Hisvin and if the party has made enemies of the fugitive grain merchant, she may use them to further her vendetta against her former enslaver.

Frix, Queen of Air: Init +3; Atk (as slave) none or (as queen) saber +3 melee (1d8); AC 13; HD 2d8; MV 30' or fly 60'; Act 1d20; SP supernatural flight (only as queen); SV Fort +2, Ref +4, Will +4; AL N.

Glinthi the Artificer

Glinthi the Artificer learned his trade in the Eastern Lands as an apprentice to Gorex, chief deviser of cunning devices for the King of Kings of Horborixen. From that esteemed

genius, Glinthi gleaned the knowledge of constructing complex mechanisms utilizing screws, springs, clockwork, and other innovative components. He is known as the foremost creator of such contraptions in Lankhmar. Glinthi is a skinny, lithe-fingered man with russet skin and a bald pate. He is seldom encountered without at least three magnifying monocles strapped to his forehead or dangling from his neck.

Glinthi can create any manner of clockwork, collapsing, spring-powered, or similar mechanisms and spends most of his days making everything from specialized burglary tools for the Thieves' Guild to toys for noble children. His on-hand stock is limited, as most of his work is custom, but the judge is free to fill his cramped, untidy shop with any manner of devices the PCs might find interesting...assuming they can afford Glinthi's high prices.

Glinthi the Artificer: Init +3; Atk spring-loaded dagger +1 melee (1d4) or concealed bolt thrower +3 ranged (1d6+1); AC 10; HD 1d6; MV 30'; Act 1d20; SP owns and constructs numerous dangerous and interesting mechanisms; SV Fort +1, Ref +3, Will +1; AL N.

Hisvin

Hisvin is an elderly, seemingly-human male with a long nose, a wrinkled visage, and white, scraggly beard. He is unusually spry for his age and is often encountered wearing a black leather, cheek-flapped skull cap and a black toga indicating his noble status. He proclaims himself to be a sorcerer in addition to being one of the foremost grain dealers in Lankhmar Land, a role that has earned him both immense wealth and status. What was unknown until the events of the Rat Plague was that Hisvin was one of the rat-blooded nobility in league with the rats of Lankhmar Below. He even sat on the rats' governing Circle of Thirteen under the guise of "Lord Null." Hisvin is usually accompanied by up to four Mingol bodyguards with stats as Bandit heroes (see DCC RPG p. 432).

Hisvin plotted with the rats of Lankhmar Below to become the rulers of the city and land of Lankhmar, rising up to reclaim the metropolis that legend holds was once the demesne of rat-kind. When their plot was scotched by the heroics of Fafhrd and the Gray Mouser, both he and his daughter fled from Lankhmar, their current whereabouts unknown. Regardless of where the rat-blooded grain merchant may be hiding, it's likely his dreams of power remain unbroken and that he will once again attempt to seize greater control of Lankhmar and its non-ratty inhabitants. Such schemes might bring him into contact with lower class adventurers like the PCs, leading them on with promises of wealth and power, only to betray them when his goals are achieved.

Hisvin: Init +2; Atk dagger +1 melee (1d4) or hand crossbow +3 ranged (1d6); AC 12 (14 in leathers); HD 3d4; MV 30'; Act 1d20; SP spellcaster (+5 to spell checks), access to Hisvin's Potions (see *Judges Guide to Nehwon* p. 87); SV Fort +3, Ref +3, Will +3; AL C.



Ivlis

Ivlis is a flame-haired beauty that many initially dismiss as the dim-witted mistress of more powerful men, but she is in truth far more than she appears. Smart and ambitious, Ivlis is well-versed in using her physical charms and cunning to win her way into the hearts and confidences of influential men. So skilled, in fact, she even achieved a measure of acceptance amongst the notoriously male-centric Thieves' Guild of Lankhmar by becoming the favored mistress of its then-leader Krovas. She escaped the massacre of the Thieves' House that claimed Krovas' life and allied herself for a time with Fafhrd and the Gray Mouser. She's since gone on to further build her fortune and power in the City of the Black Toga. If she has a weakness, it's her slight superstitious streak and she is known to consult witches and oracles for advice about her future and the potential success of her schemes. Ivlis is served by her maid, Freg, who some claim bore the bastard son of the Gray Mouser.

Ivlis could be encountered by the PCs as either an ally or a foil. She might be seeking them as patsies in a scheme or as a rival for a particular treasure or the patronage of a powerful noble. Ivlis is not a fighter and avoids physical confrontations, but her charms have won her the loyalty of many a bravo and her coin can hire protectors from the Slayers' Brotherhood as needed.

Ivlis: Init +1; Atk dagger +0 melee or +1 ranged (1d4); AC 12; HD 2d6; MV 30'; Act 1d20; SP seductive (+1d bonus on all social skill checks); SV Fort +1, Ref +3, Will +3; AL N.

Lankhmar Soldier/Lankhmarine

These soldiers and naval warriors are encountered around the city, either on-duty or off. They man the city gates collecting tolls, patrol the walls and harbors, and stand guard at the Citadel and the Rainbow Palace. PCs might cross paths with them as either law-abiding citizens or threats to the security of the city. The following stat blocks represent the average soldier or Lankhmarine. Officers and veterans will possess superior stats and fighting prowess.

Lankhmar Soldier: As Man-at-Arms (see DCC RPG p. 434), equipped with polearm instead of axe.

Lankhmarine: Init +1; Atk spear +3 melee (1d8) or bow +3 ranged (1d6); AC 14; HD 2d8; MV 25'; Act 1d20; SP none; SV Fort +2, Ref +1, Will +1; AL varies.

Muulsh the Moneylender

Muulsh is a fat and unhandsome man in his mid-forties, one who has made his living lending sums to businesses and nobles in need of monies and charging only mostly usurious rates in return. This practice has made him very rich, but ill-regarded in Lankhmar's social circles. For a period, Muulsh was married to Atya, unaware of her role as high priestess of Tyaa. Their marriage was an unpleasant one despite Muulsh's attempts to win his wife's affections with gifts and expenditures designed to please her, even purchasing her family's old estate so that she might dwell there. These gifts went unappreciated. After Atya's death (or disappearance), Muulsh vowed to avoid marriage and instead enjoy the pleasures his money—if not his looks—could procure.

Muulsh mostly does business with established merchants and nobles, individuals with collateral he can collect if they default on their payments, but it's possible that an adventurer in dire straits might be able to procure a loan from the moneylender if he sees potential to enhance his fortune by doing so. Another possible way that Muulsh might cross paths with the PCs is his villa, formerly owned by the family of Atya. The PCs might decide to rob Muulsh's home or perhaps the money-lender approaches them about strange noises that are coming up from the mansion's cellars. An investigation into these leads to the legacy of Winged Tyaa in Lankhmar.

Muulsh the Moneylender: Init -1; Atk dagger +1 melee (1d4); AC 9; HD 1d6; MV 30'; Act 1d20; SP none; SV Fort +2, Ref -1, Will +2; AL N.

Nattick Nimblefingers

One of the Gray Mouser's oldest friends in Lankhmar, Nattick is a tailor dwelling in the slums in the eastern end of the city. His skill with thread and needle is famous amongst the poor of Lankhmar who rely on him to extend the life of their threadbare garments for another season. The Gray Mouser employs Nattick to tailor his gray garments of loosely-woven silk. Nattick has been known to grant shelter to the Mouser when the thief requires a place to lay low or simply catch up on his sleep. He might offer similar service to other favored customers.

Nattick Nimblefingers: As Peasant (DCC RPG p. 434).

Nemia of the Dusk

Nemia of the Dusk is Lankhmar's only (known) female fence, who, despite the innate misogyny of the criminal underworld, has nevertheless built a successful career in the demimonde. Nemia possesses long, dark hair and the full-blossomed charms of a mature woman. She conducts

business in the soft twilight of her establishment, using the gloom to accentuate her beauty and to set the mood for her curious business practice of amorous dalliances with clients she deems attractive. Nemia is guarded by a trio of Kleshite stranglers and her pet cat, a white-furred feline named Ixy. She is both a business associate and sometimes lover of her fellow fence, the Eyes of Ogo, whose business stands in close proximity to her own.

Nemia of the Dusk: Init +0; Atk knife -1 melee (1d4-1); AC 11; HD 1d6+1; MV 30'; Act 1d20; SP pick pockets +7; SV Fort +2, Ref +1, Will +2; AL N.

Ourph

Ourph the Mingol is a known associate and loyal lackey of Fafhrd and the Gray Mouser. Rumor holds that the aging Mingol swore himself to their service after the Twain spared his life in the Forbidden City of Black Idols. Ourph is devoted to the two adventurers, but seldom leaves Lankhmar with them unless their exploits take to the high seas. Ourph is an expert sailor and generally cares for the adventurers' ship when it is docked in Lankhmar. Like many Mingols, Ourph is superstitious and prone to premonitions. However, his upbringing makes him reticent of sharing his premonitions even with Fafhrd and Mouser, speaking only after they have come true.

Ourph: Init +1; Atk scimitar +1 melee (1d8) or Mingol bow +2 ranged (1d6+2); AC 11; HD 2d6; MV 30'; Act 1d20; SP expert sailor, premonitions; SV Fort +2, Ref +2, Will +3; AL N.

Pulg

Known as the "The Number One Racketeer of Religions in Lankhmar" during his prime, Pulg makes a comfortable living extorting money from the up-and-coming (or down-and-going) religion sects that crowd the Street of the Gods. Pulg controls a number of thugs and bravos who shake down his clients for protection money. Those who fail to pay the extortion find their congregations vanish, their godly miracles fail, and they often endure a broken bone or two. Despite his penchant for violence and even murder, Pulg has acquired religion in his own odd manner. He collects tokens from each of his clients, safeguarding them in a traveling case that he keep close to him. Pulg's base of operations is unknown, but he often conducts business out of a rented back room in the Silver Eel.

Pulg's criminal career was cut short when he experienced a religious epiphany during the manifestation of Issek of the Jug. Some speculate he even served as an unwitting agent in preparing the god's acolyte, Fafhrd, to receive the god of peace. After the god's manifestation, Pulg became Issekianity's grand vizier and worked tirelessly to expand the sect's influence. Like most of the other members of the religion, Pulg vanished in the strange events three years after the sect's founding, when it's said the Gods of Lankhmar drove the cult to extinction.



Adventurers in Lankhmar might encounter Pulg both prior to and after his conversion to Issekianity during their exploits in the city. If they meet Pulg before his religious epiphany, they could do so either working for him as part of his extortion racket or when hired by an up-and-coming priest on the Street of the Gods to protect him from the racketeer's bullies. After Pulg embraces Issek, he is only encountered when the PCs' activities intersect with those of the church of Issek. They could find that Pulg is now attempting to drive rival faiths out of Lankhmar and act to thwart him or be approached by the vizier to help spread the good word of Issek into some of the seedier sections of the city.

Pulg: Init +1; Atk (prior to conversion) short sword +2 melee (1d6) or (after conversion) none; AC 11; HD 3d6; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +2, Will +3; AL (prior to conversion) N, (after conversion) L.

Rivis Rightby

Rivis Rightby is one of Lankhmar's numerous bladesmiths, a crafter of daggers, knives, swords, and axes. He practices his trade out of a small, two-story shop near the intersection of Crafts Street and Cheap Street, an establishment easily overlooked. Despite his modest shop, Rivis is extremely talented and a close-kept secret among Lankhmar's adventuring populace. The brawny, blond-haired man produces blades of exceptional quality for a modest price. Any sword, dagger, axe, or knife crafted by Rightby has a 5% chance of possessing a +1 bonus to either attack rolls or damage. So far, Rivis's skill has gone unnoticed by the Thieves' Guild, to whom he pays the usual protection fees. If they were to learn of his ability, they'd certainly demand a large cut of his profits, causing Rivis to ask his clientele (including the PCs) for assistance.

Rivis Rightby: Init +1; Atk sword +2 melee (1d8+1); AC 12; HD 1d8+2; MV 30'; Act 1d20; SP master bladesmith; SV Fort +3, Ref +2, Will +1; AL N.

SECTION THREE: THE NEIGHBORHOOD

Whether they are recent arrivals to the City of the Black Toga or lifelong residents about to embark on an adventuring career, the party requires a place to begin their exploits. Lankhmar is a giant, teeming metropolis and it is impossible for anyone to take in the entire city at once. Both adventurer and judge are advised to slowly become acclimated to Lankhmar's intrigues and dangers on a small scale before swimming in its deeper and darker waters of unseemliness.

STARTING NEIGHBORHOODS IN LANKHMAR

Judges beginning a DCC Lankhmar campaign in the city itself will find it easier to detail a small section of the city to serve as a starting point and base of operations for the party. Rather than present you with a single possibility filled with fine detail, DCC Lankhmar provides the tools to create a unique neighborhood in the City of Sevenscore Thousand Smokes. The following tables can be used to quickly fashion any confined region within the city with just a handful of dice rolls.

STEP ONE: Neighborhood Layout

The judge should create a small sketch map of the neighborhood. This can be as easy as drawing a handful of intersecting lines, some straight and some winding, to indicate the various streets and alleys crisscrossing the neighborhood, then adding a dozen or more squares and rectangles to indicate buildings, or a much more lavish affair drawn on graph paper and employing Table 1-1 on p.7 to generate each building's size, make, and purpose. Leave room for changes and additions, however, as the next few steps will further expand and enrich your starting neighborhood map.

STEP TWO: Base of Operations

Each neighborhood has one or more places or businesses where locals congregate to recreate, gossip, and socialize. These locale make perfect places for the PCs to spend their free time, lodge, or conspire. Roll a d20 on the table below to determine the nature of the neighborhood's social center and the PCs' potential base of operations.

Table 3-1: Base of Operations

Roll d20	Result
1	Tavern
2	Inn
3	Bordello
4	Pit Fighting House
5	Gambling Den
6	Guild Hall
7	Theatre
8	Slave Market
9	Bazaar

10	Public Well
11	Poppy House
12	Fortune-Teller's Shop
13	Bathhouse
14	Animal Fighting Arena
15	Bistro/Street Cafe
16	Unskilled Laborers' Meeting Place
17	Ruined/Abandoned Building
18	Dance Hall
19	Artists'/Explorers'/Scholars' Salon
20	Elite/Secret Club



STEP THREE: Street Names

To spice up your neighborhood, choose a few of the larger streets and alleys and give them proper Lankhmarian names. The judge can either use his own imagination, pick from the possibilities below, or determine them randomly by rolling a d20 and a d8 and reading the results on the following table.

Table 3-2: Random Street Names

Roll	First Name (d20)	Second Name (d8)
1	Offal	Street
2	Sweat	Road
3	Spirits	Lane
4	Filth	Alley
5	Mud	Court
6	Blood	Walk
7	Star	Narrows
8	Soot	Way
9	Rat	-
10	Midden	-
11	Long-goose	-
12	Rot	-
13	Cutpurse	-
14	Slave	-
15	Iron	-
16	Salt	-
17	Roach	-
18	Toiler	-
19	Tallow	-
20	Gibbet	-

STEP FOUR: Interesting Residents

A neighborhood without residents is only a collection of buildings and streets. The judge needs some interesting denizens to bring the neighborhood to life, serve as allies and enemies of the party, and to provide hooks for adventures in Lankhmar. The judge can roll a random number of times on the following table to get him started. Anywhere between six and eight interesting NPCs should be enough to begin with; additional intriguing residents can be introduced as the campaign progresses.

Table 3-3: Interesting Neighborhood Residents

Roll d30	The NPC is...
1	A street urchin seemingly capable of getting into any place he/she desires.
2	A buxom matron with 1d12+6 children who are constantly getting into trouble.
3	A corrupt watch constable charged with policing the neighborhood.
4	A secretive sorcerer who rents a garret room overlooking the neighborhood.
5	A Northern barbarian who boasts he's Fafhrd's blood brother.
6	A talent agent for the Thieves' Guild.
7	A simple laborer or merchant who is actually a spy for the Overlord.
8	A rat-catcher who is in league with the rats of Lankhmar Below.
9	One of Ningauble's gentles (see <i>Through Ningauble's Cave</i> for more details on these agents).
10	A retired thief with a bone to pick with the Thieves' Guild.
11	An escaped gladiator from the arenas of the Mad Duke.
12	A fence serving the needs of freelance thieves.
13	A fortune-teller who reads runes and interprets dreams.
14	A blind Mingol who knows the mysteries of the sea.
15	A counterfeiter with a bootleg mint in his cellar.
16	A harlot claiming to be a kidnapped noble from a foreign city.
17	A recruiter for the Slayers' Brotherhood.
18	A spy for Lord Quarmal.
19	A professional dueler who fights other's challenges for money.
20	A rug-seller who secretly smuggles goods and people into and out of the city.
21	A pigeon- and dove-keeper who secretly venerates Winged Tyaa.
22	A disgraced priest banished from the Street of the Gods.
23	A hedge wizard who cultivates medicinal fungus in one of the building's cellars.
24	A blacksmith who knows Eastern metalworking secrets, allowing him to make exceptional weapons.
25	A thief who collects blackmail information about prominent locals and passes it along to the guild.
26	A former servant of the Rainbow Palace who knows many of its secret ways and hidden meeting rooms.
27	An alcoholic poet who scribes epic verse for the price of a wine bottle.
28	A dancer who secretly serves the priesthood of the Rat God of Ilthmar.
29	A beggar who has forsworn all earthly possessions to rid himself of a horrid curse acquired in curious pursuits.
30	A Nehwonian Ghoul who covers his/her body and lives secretly in the neighborhood.

STEP FIVE: Neighborhood Secret

Every neighborhood in Lankhmar is home to myriad secrets, scandals, mysteries, and schemes hidden behind the faces of its occupants and concealed within its buildings' walls. The judge should roll once or twice on the following table to determine what secret the neighborhood holds. Longtime residents might know of this secret but hide it from outsiders or newcomers or be as unaware of it as the newest inhabitant.



Table 3-4: Neighborhood Secret



Roll d20 Secret

- 1 The lost hoard of a long-dead miser is concealed within the walls/under the floorboards of one of the neighborhood's buildings.
- 2 An ancient cesspit/potter's grave lies under the streets of the neighborhood. The foul miasmas that sometimes seep up from it cause sickness and insanity.
- 3 A neighborhood resident traffics in illegal goods for one of Lankhmar's criminal kingpins. Strangers frequent the resident's home/place of business at odd hours.
- 4 Several prominent members of the community are worshippers at the Temple of Hate.
- 5 An alleyway serves as a drop point and "bulletin board" for thieves. They hide loot and tools in secret cavities and leave messages for their fellows in coded graffiti marked on its walls.
- 6 The mummified corpse of a long-ago murder victim is secreted in the walls of one of the neighborhood's buildings. The murderer is a well-respected member of the community.
- 7 Kidnapped citizens or shanghaied sailors are kept in a hidden cellar beneath the neighborhood before being sent off to their fate in distant lands or aboard the ships of greedy captains.
- 8 Spells tend to go awry more often in the neighborhood thanks to a lost magical object/strange idol/unknown geological formation present in the community.
- 9 Once a year, the first born child of a neighborhood family dies under mysterious circumstances. This is the work of an agent of Death serving his morbid master.
- 10 The entrance to a secret tunnel leading underneath the city walls is hidden in the neighborhood. This is both a convenience to the criminal underworld and a security threat in times of war.
- 11 A noble has a hidden love nest for illicit trysts concealed within the neighborhood.
- 12 A safe house for freelance thieves who've angered the Thieves' Guild is hidden in the neighborhood. Freelancers can hide there until they can escape Lankhmar and run for their lives.
- 13 A rooftop cistern hides an illicit alchemy laboratory where drugs and poisons are concocted.
- 14 A proper password spoken at a neighborhood tavern or gambling den grants access to a forgotten stretch of sewers that runs beneath most of Lankhmar—including the Rainbow Palace!
- 15 Civic executions were carried out in the neighborhood square long ago. The blood of the condemned has affected the soil, causing it to produce macabre results when consumed or used in spellcasting.
- 16 The neighborhood is structurally unsound. Crumbling sewer tunnels, a precariously supported roof cistern, eroding soil, or similar complications make it ripe for destruction. Even a minor earth tremor could cause wide scale catastrophe.
- 17 An arsenal of old weapons and armor lies hidden in the neighborhood. Originally assembled by would-be rebels determined to oust the Overlord, the rebellion was broken before it could occur. The weapons lie dusty and forgotten.
- 18 An ancient and forgotten statue to the God of Thieves stands atop a building in the neighborhood, its weathered form obscured by chimney pots and dove cotes.
- 19 The rats of Lankhmar Below maintain a spy post under one of the roofs in the neighborhood, observing the comings and goings of Man.
- 20 A neighborhood resident is a cannibal, his hunger due to a prolonged captivity amongst the Ghouls. He indulges in his epicurean desires whenever the opportunity presents itself, so long as he can operate with discretion.

STEP SIX: Adventure Seeds

Once the PCs have completed their Meet, the judge must either create new adventures for them to pursue or present them with opportunities to embark on their own schemes and derring-do. This table gives some possibilities for adventures located entirely within or at least beginning in the PCs' home neighborhood. A wise judge will pick or roll up at least three potential adventure ideas and lay the necessary groundwork for the PCs to become involved in their events or intrigues. These adventures can be further elaborated on using the Event Chain method described in Section One (p. 13) of this book.

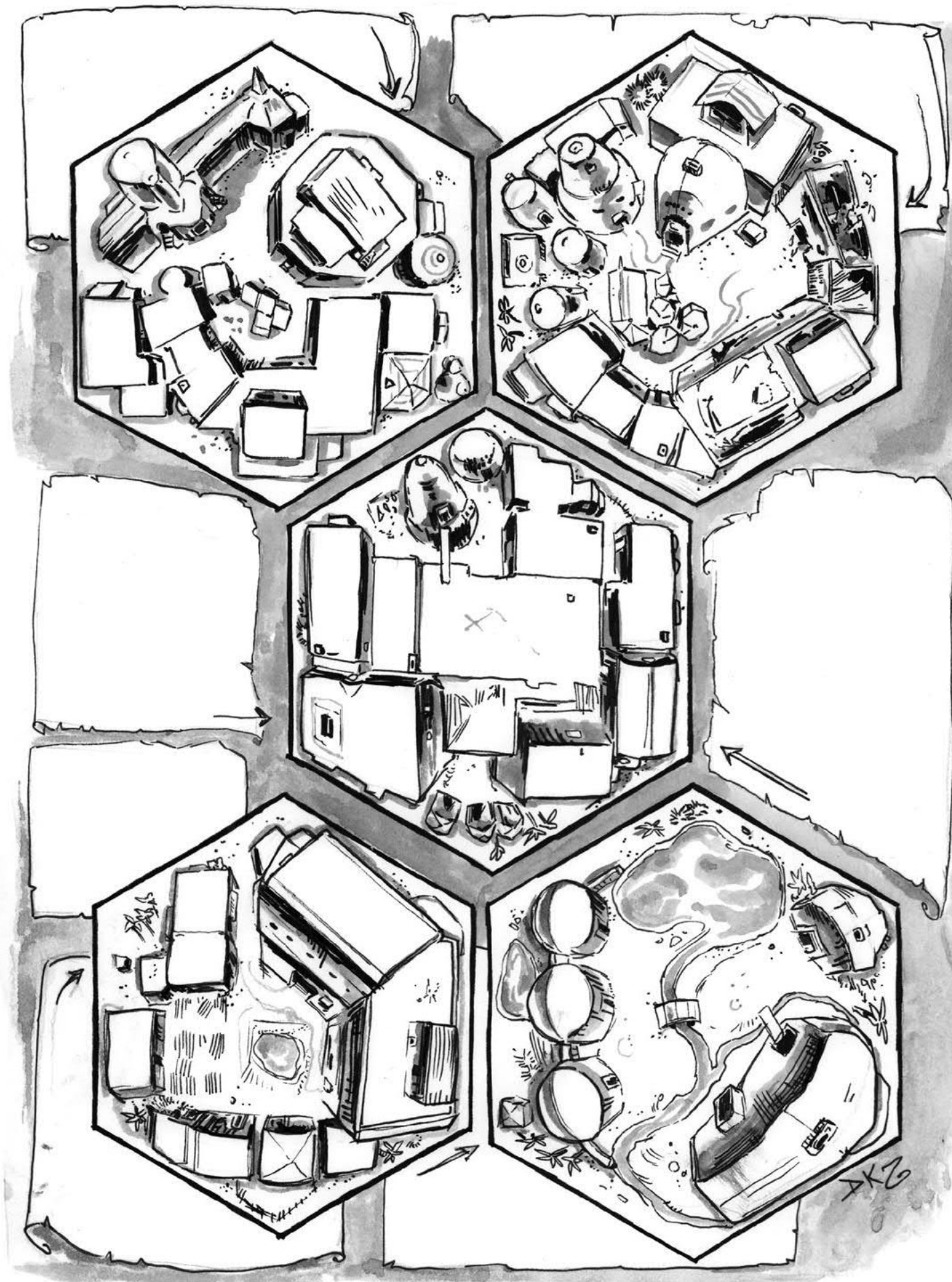
Table 3-5: Adventure Seeds



Roll d20	Adventure Plot
1	The rats of Lankhmar Below are poisoning the neighborhood well, sickening residents and killing the young and the weak.
2	An aged map presumed long lost is up for sale in the back room of the neighborhood's most popular night-spot. The map purportedly shows a secret way of accessing a noble's vault.
3	A neighborhood child has gone missing from his bedroom during the night. Did he run away from an abusive parent to live on the streets or was he abducted by someone (or something) with a nefarious plan?
4	A scout from the Mad Duke of Ool Hrusp has arrived seeking new warriors for his master's arena. He is organizing an ad-hoc street fighting contest to determine the best candidates. However, the most formidable contestants soon begin turning up dead.
5	A witch foresees a horrible catastrophe (fire, plague, massacre, etc.) about to fall upon the neighborhood. The PCs can attempt to warn city officials, but they are received with skepticism. The adventurers must prevent catastrophe from occurring.
6	A ghost is haunting the neighborhood bordello, affecting its business. The madam seeks someone to lay the spirit to rest, but some of the whores are enjoying the attention the haunting is causing and might conspire to stop the exorcism.
7	Serpents are appearing in unlikely places, biting and poisoning those unlucky enough to tread upon them. Is this a case of escaped animals intended for sale or the machinations of a sinister cult from Klesh at work in the city?
8	A shady agent for an anonymous party is hiring sellswords and thieves for a job. Few details are forthcoming until the hired agents' discretion can be assured, but once they're in for certain, the plot is revealed: a burglary of the temple of the Gods of Lankhmar!
9	Money starts changing denominations in the neighborhood's businesses. Smerduks become agols and tiks become valueless chunks of wood. Is this sorcery or larceny at work?
10	A shadowy figure begins purchasing buildings in the neighborhood, driving out occupants by force when they refuse to sell. Who is behind the coerced sales and why do they need the buildings in the neighborhood?
11	A stranger moves into the neighborhood, obviously hailing from a distant land (the Steppes, the Eastern Desert, Quarmall, etc.). Soon after his/her arrival, unusual events occur throughout the neighborhood leading to injuries and obvious supernatural effects. Is the stranger to blame? If not, can the PCs convince the residents of that before a lynch mob forms?
12	A string of murders rocks the neighborhood, sending the locals cowering behind barred doors once the sun goes down. Clues point to an unusual trigger for the murder (phases of the moon, name of the day, what type of coronet the Overlord was wearing that day, etc.), leading to speculation that the killer is a madman. But what if there is a sorcerous purpose to the murders?
13	A forgotten clue to a lost fortune concealed somewhere in the neighborhood turns up in a public place, sparking a race among numerous parties to be the first to claim the riches. The PCs can get involved or unwittingly find themselves between the gold-mad searchers and their goal.
14	A new gang forms in the neighborhood and begins shaking down local businesses for protection money. The merchants might appeal to the PCs to act as protectors from the gang or the PCs might seek to join the burgeoning criminal enterprise. If the PCs are the thuggish-type, the gang might even be a threat to their own crime ring!



- 15 An annual festival brings the community together in a day of celebration and feasting. It quickly becomes apparent that something is amiss as fights break out during the festival over the smallest slights and misunderstandings. The celebrants all seem to be under some dire spell or the victims of blood rage. Can the PCs find the cause before they themselves are afflicted?
- 16 The common night fog of Lankhmar displays curious behavior in the neighborhood. One local claims he saw tendrils of the mist burglarizing a home through an open window before carrying the stolen goods down a sewer grating. Another claims a wisp of fog attempted to slay him with a rusty knife. What precisely is going on?
- 17 A burning man appears at midnight each evening in the center of the neighborhood, screaming in agony and delivering ghastly prophecy. The flaming figure then vanishes, leaving all perplexed. Is this sorcery, an omen from the gods, or is there another explanation?
- 18 A construction project unearths an ancient sarcophagus inscribed with dread letters and bearing the effigy of a bandage-wrapped, skeletal form gripping a short staff. An old man in the neighborhood claims the figure is that of one of the Gods of Lankhmar and pronounces doom on any who open the casket. What on Nehwon should be done with the archaic coffin?
- 19 Strange reports of a street urchin appearing in unlikely places (bedrooms at midnight, the cellars of the local tavern, on a shrine's rooftop, and similar locations) spread through the neighborhood. Attempts to capture the beggar child prove fruitless and the youth displays an almost supernatural skill at avoiding pursuers. Is the child a spy for some rival crime gang, a wayward ghost, or is there another explanation?
- 20 A new business selling secondhand goods opens in the neighborhood and its wares are better than expected. Well-made clothes, old books filled with forgotten wisdom, swords pillaged from warlords' tombs, and similar goods are on sale for a pittance. Are they excellent forgeries, lucky finds, or is this a sign of the Devourers' return to Nehwon?



A Hundred Random Street Names in Lankhmar

Larger Streets			Smaller Streets			Courts and Cul-de-Sacs		
01	1	Drover Boulevard	41	1	Hag Lane	81	1	Pox Court
02	2	Parade of Lashes	42	2	Branding Lane	82	2	Tears Court
03	3	Way of the Spice Merchants	43	3	Short Street	83	3	Vagabond Court
04	4	Avenue of Victories	44	4	Rat Run	84	4	Cracked-Cobble Court
05	5	Overlord's Promenade	45	5	Lost Tik Lane	85	5	Dead Man Square
06	6	Slaughter Cattle Avenue	46	6	Trash Street	86	6	Tarnished Court
07	7	Granary Boulevard	47	7	Break-Pot Street	87	7	Fishgut Court
08	8	Broad-Shoulders Avenue	48	8	Street of Stinks	88	8	Trouble Plaza
09	9	The Street of Broken Idols	49	9	Sweet Music Street	89	9	Desperate Court
10	10	Parade of Chains	50	10	Shackle Street	90	10	Pillory Square
11	11	The Street of Mourning	51	11	Dog Tongue Lane	91	11	Underway Square
12	12	Way of Flames and Smoke	52	12	Sore Street	92	12	Coffin Court
13	13	Parade of the Condemned	53	13	Sin Street	93	13	Behemoth Court
14	14	Way of Scented Veils	54	14	Noose Street	94	14	Cowl Square
15	15	Palanquin Boulevard	55	15	Saunter Street	95	15	Court of Bared Flesh
16	16	Parade of Pageantry	56	16	Stewpot Lane	96	16	Rake Court
17	17	Grand Concourse	57	17	Crooked Street	97	17	Philosophers Plaza
18	18	Avenue of Legends	58	18	Penny-pinch Street	98	18	Spirits Court
19	19	The Gods' Walk	59	19	Candle Street	99	19	Stoning Court
20	20	Avenue of Stout Pillars	60	20	Marsh-Stink Lane	00	20	Fountain Spew Court
Medium-Sized Streets			Alleys			Roll either d% to determine a name randomly or choose the applicable category and roll d20 to generate a more specific or appropriate result.		
21	1	Fishmonger Street	61	1	Dart Alley			
22	2	Farrier Street	62	2	Filth Way			
23	3	Mint Street	63	3	Sour Alley			
24	4	Usurer Street	64	4	Beer Spill Alley			
25	5	Headman Street	65	5	Twist Blade Way			
26	6	Shadow Street	66	6	Old Hourly Alley			
27	7	Renderer Street	67	7	Bastard Alley			
28	8	Granite Street	68	8	Dun Alley			
29	9	Apostate Street	69	9	Dark Way			
30	10	Burned Witch Street	70	10	The Leper Crawl			
31	11	Riot Street	71	11	Cutpurse Alley			
32	12	Cleaver Street	72	12	Tar Alley			
33	13	Street of Virgins	73	13	Fishbone Alley			
34	14	Sweet-Smoke Street	74	14	Boil Alley			
35	15	Dung Street	75	15	Soot Run			
36	16	Cadaver Street	76	16	Mud Alley			
37	17	Glassblower Street	77	17	Skitter-Screech Way			
38	18	Kiln Street	78	18	Widow Alley			
39	19	Steel Street	79	19	Cat-meat Alley			
40	20	Dancers Street	80	20	Worm Way			

