

LNA3
ADVENTURE

For 3 to 5 characters of levels 10-14

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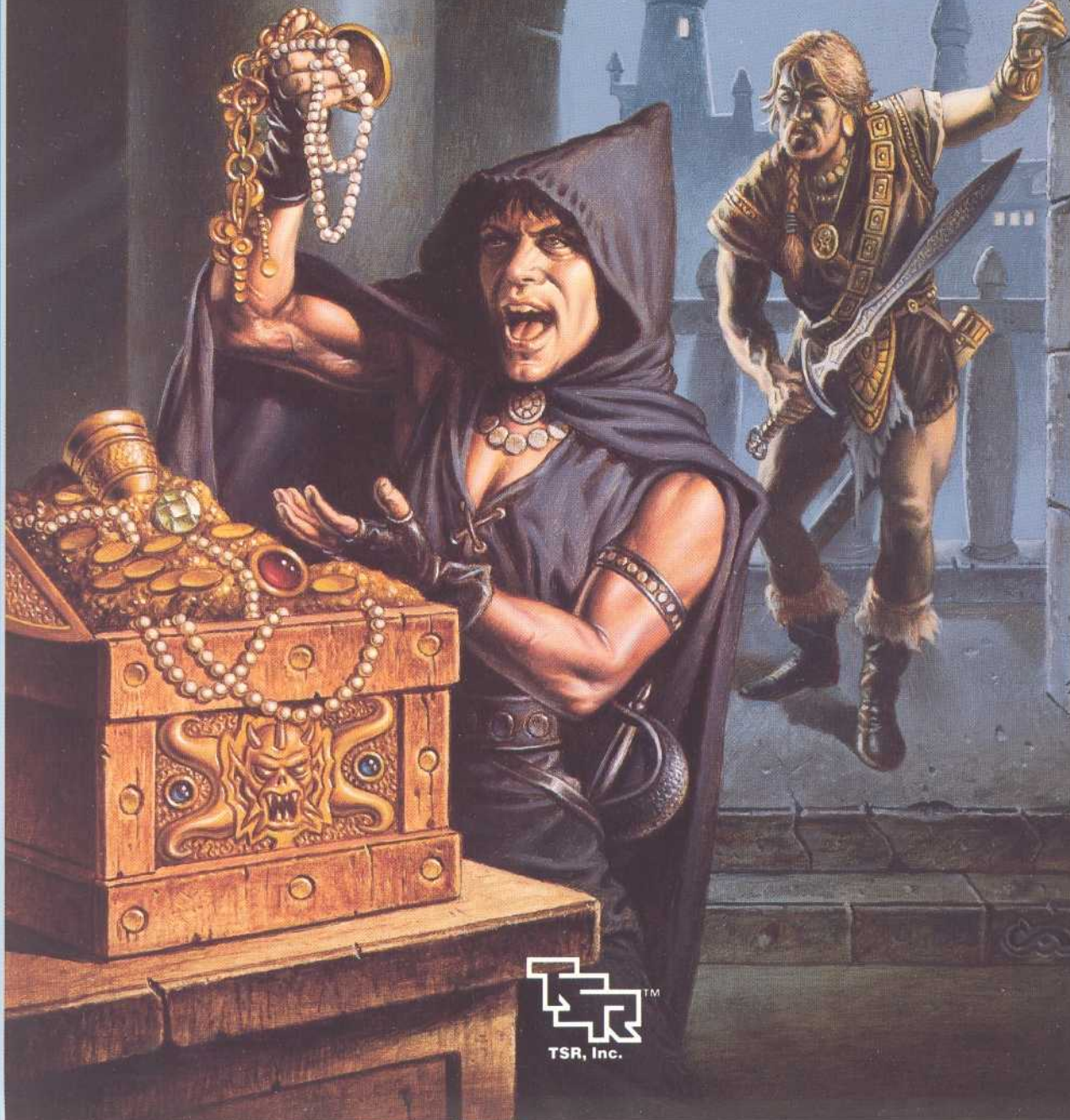
Advanced Dungeons & Dragons
2nd Edition

LANKHMAR™

Official Game Adventure

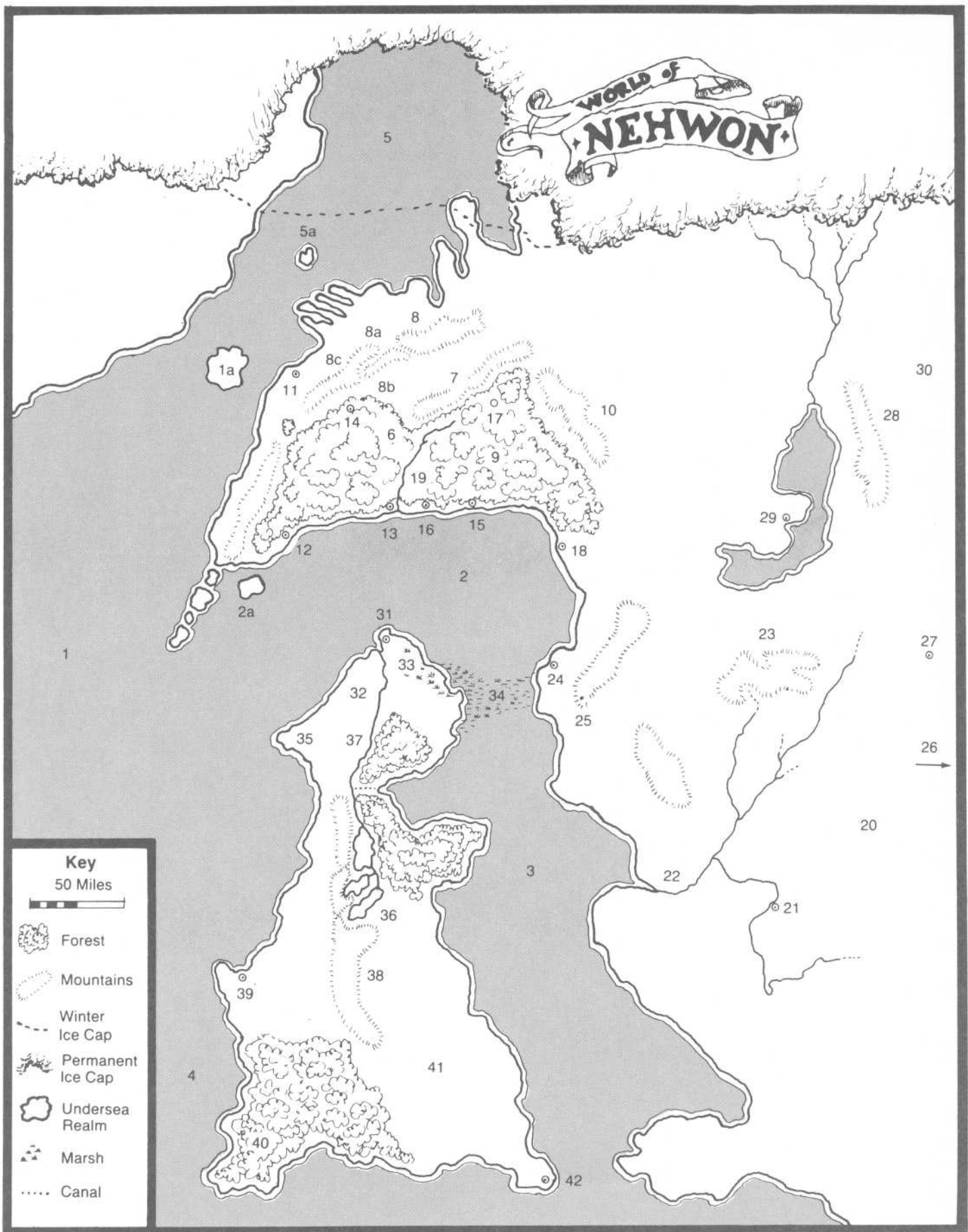
Prince of Lankhmar

By Dale "Slade" Henson










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WORLD of
NEHWON



Key
50 Miles

 Forest
 Mountains
 Winter Ice Cap
 Permanent Ice Cap
 Undersea Realm
 Marsh
 Canal

Key to Nehwon

1. Outer Sea

The mightiest sea of Nehwon could be termed an ocean. Huge storms brew frequently, and large sea monsters are known to dwell here.

1a. Simorgya

This legendary continent sank beneath the ocean for unknown reasons. Occasionally, remnants of the region still rise above the ocean waves for a brief time.

2. Inner Sea

This body of water is the most-travelled in all of Nehwon. It acts as the central hub for all commerce between the various major cultures. The appearance of sea monsters is very rare in this sea.

2a. Sea King's Domain

This is a mysterious underground kingdom west of Ool Hrusp. This is not the kind of place a land and sky loving adventurer would love to spend his time.

3. Sea of the East

This sea, being larger than the Inner Sea, is relatively sheltered from the horrific storms experienced on the vast Outer Sea. This sea does not serve as a major trade route.

4. Sea of Monsters

This body of water carries no shipping traffic, as it is inhabited by large schools of serpentine aquatic monsters. The creatures can sometimes be seen cavorting about from the shoreline.

5. The Frozen Sea

Much of this sea is sheltered in a permanent sheet of ice. The ice cover, however, fluctuates seasonally, as shown on the Nehwon map.

5a. Rime Isle

This island is the northernmost known inhabited settlement in Nehwon. A hardy breed of seafaring fishermen and traders make their living in an environment most deem unfit. The island is volcanic, with its mountains often smoking and steaming, but eruptions are not common, unlike its earlier days.

6. Cold Corner

This is the main trading post between the barbarians and the civilized lands.

7. Trollstep Mountains

This northern mountain range is extremely difficult to traverse. The entire expanse is marred by rugged peaks, steep cliffs and deep gorges. In winter, these are completely impassable.

8. Bones of the Old Ones

The only life that seems to live on these forbidding mountains are the Ice Gnomes and the invisible beings dwelling atop Stardock.

8a. Stardock

This is the tallest peak in all of Nehwon. A family of invisible creatures possessing bizarre magical abilities lives in a series of caves at the top of the mountain.

8b. Obelisk Polaris

This is the second tallest peak in Nehwon.

8c. White Fang

This lofty peak claimed the life of Nalgron, Fafhrd's father, when he tried to scale it.

9. Great Forest

This is the largest forested region in Nehwon. In the dense inland section, savage groups of mercenary fighters roam free.

10. Barrier Mountains

This range blocks the Great Forest from the open reaches of the steppes.

11. No-Ombrulsk

This far-northern city is an all-weather port on the Outer Sea.

12. Ool Hrusp

This city is one of the smaller of the Eight Cities.

13. Kvarch Nar

This is the largest of the Eight Cities and lies directly across the Inner Sea from Lankhmar. Much trade passes between these two cities.

14. Illik-Ving

This city is the smallest of the Eight Cities, and the closest one to the Cold Wastes.

15. Kleg Nar

This is another of the port cities on the Inner Sea.

16. Gnamph Nar

This city is famous for its brawling waterfront district and wide varieties of imported goods for sale.

17. Mlurg Nar

This city is one of the few inland communities within the Eight Cities. It lies in the northern reaches of the Great Forest, and is a lawless and mercenary wilderness town.

18. Sarheenmar

This is the most remote of the Eight Cities. It sees more influence from the other regions of the world than do the other cities.

19. River Mangrishik

This broad river drains from the Trollstep Mountains and from the Great Forest, and dumps its precious cargo into the Inner Sea.

20. The Eastern Lands

This exotic and mystical kingdom is one of the oldest countries in Nehwon.

21. Horborixen

This is the fabled Citadel of the King of Kings. It is the second largest city in all of Nehwon.

22. River Tilth

This river is the bloodline of the Eastern Lands.

23. Mountains of the Elder Ones

This range, mostly arid and treeless, reaches high enough to form the headwaters of the River Hlal.

24. Ilthmar

This city of thieves and assassins is almost as notorious as Lankhmar, but is somewhat smaller.

25. Caves of Ningauble

These passageways connect Nehwon with other worlds.

26. Tisilinilit

This is one of Nehwon's most exotic lands. It is a distant outpost of the Eastern Kingdom.

27. Empire of Eevanmaresee

Once a great empire, its culture has decayed into such decadence, that every man and women, and every creature living within the city are completely hairless.

28. The Parched Mountains

These barren peaks are one of the most inhospitable place in all of Nehwon. The only form of life that can be found here are dried up lichens and hardy insects. Nary a drop of water can be found.

29. City of the Ghouls

This cities inhabitants are known for their completely invisible skin which makes them appear as animated skeletons.

30. Shadowland

This land is the domain of Death.

31. Lankhmar City

This city is the focal point of all commerce and trade in Nehwon. It is without a doubt the most fabulous city.

32. Grain Fields

These fields are the mainstay of Lankhmar's economy.

33. Great Marsh

This uninhabited region provides Lankhmar with sufficient cover from attacks from eastern approaches. Various unfriendly creatures that inhabit this area make travel though the marsh very hazardous.

34. Sinking Lands

This is one of the geological wonders of Lankhmar. It is said that a large bubble of gas regularly builds up within a subterranean dome of rock below the Sinking Lands. When the pressure reaches the bursting point,

the gas escapes into the sea and the land above sinks about 12 feet, creating a water passage, for shallow vessels, between the Inner Sea and the Sea of the East. The land slowly rises again, making the water passage shallower by the hour, until it emerges to reform the land neck linking Lankhmar and Ilthmar.

This isthmus of land is thirty miles long. For game purposes, the DM rolls a die when the characters first arrive at the border of the sinking land. If the result is even, the land is above water; if an odd number results, it is currently submerged. If the land is submerged, the DM rolls a 1d12. The result is the number of feet of water covering the land, and the number of hours until the land rises above water level.

If the land is raised, or rises as the characters watch, the DM rolls 2d8 to determine how many hours the land remains above water. If the land was above water when the PCs arrived, subtract 1d6 from this result for time already passed. If a 0 or less results, the land begins to submerge immediately.

35. Earth's End

This narrow promontory of land marks the end of Lankhmar's Great Dike. The dike was erected to hold the tides and storms from the Outer Seas back from the precious grain fields.

36. Lakes of Pleea

These lakes provide the headwaters for the broad river Hlal. Small fishing villages border these deep and cold rivers, taking advantage of the generous catches of trout and salmon.

37. River Hlal

This broad and muddy river flows from the Lakes of Pleea to the Inner Sea. This is the only reliable trade route between Lankhmar and the Sea of the east due to the nature of the sinking lands. A canal has been cut through a narrow strip of land, that links the Sea of the east with the Hlal River, making the trade route possible.

38. Mountains of Hunger

This mountain range, though not high by Nehwon standards, is extremely barren. Most of the volcanos that gave birth to the range now lie dormant, but a few have been known to spew occasional bursts of steam and ash.

39. Quarmall

Quarmall is all that remains of a decadent and great culture. Now, it is a slave-holding society that has retreated within its huge, domed city.

40. Klesh

This country lies south of Quarmall on the coast of the Outer Sea. Very little is known, for its people are secretive and mysterious. Rumor tells of several fabulous cities of rare beauty and ancient architecture which lie within the impenetrable Kleshneet jungles. Although the people of Klesh are not outwardly hostile, no expedition into the interior of the country has ever returned.

41. Quarmall Barrens

A vast desert occupying most of the eastern portion of the continent of Lankhmar, the barrens are an uninhabited region of towering sand dunes, splintered red rock, and little water.

42. Kokgnab

Located at the opposite end of the Lankhmar continent from the city of Lankhmar, Kokgnab is a small country of farmers and seafaring folk. The country is known for its exotic spices and customs.

Godsland

Thought to be located near or over the Nehwon's South Pole, Godsland is the home to all of the gods, except Death. Evidently, Godsland is not subject to the varieties of climate that the rest of the world is.

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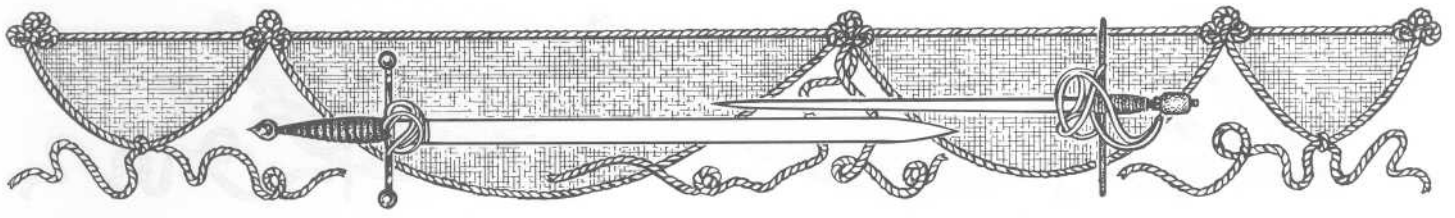
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Introduction

In this adventure, your group of brave player characters, serving as emissaries of the Overlord of the City of Lankhmar, are asked to go on a mission of the utmost personal business for the Overlord himself—he wishes for his son to come home from schooling in Ilthmar.

Unfortunately, things do not go as planned, and the characters are about to find out how bad things can really get.

Who Should Read This Module

This module is specifically designed for the Dungeon Master's eyes only. It contains all of the information regarding the events and obstacles the characters may or may not run into. If you intend to run a player character in this adventure, you should not read any farther! The mystery and suspense that an adventure like this holds for players are completely lost if players read this adventure before the start of the game.

After, or even before play, there is nothing wrong with you purchasing this LANKHMAR™ game adventure to complete your role-playing game library. There are several new items, spells, and monsters included in the reference section in the back of this book that you may find useful.

The Players

This adventure works best if at least one character from each of the following character classes is present in play: white wizard, black wizard, thief, and warrior. Each one has a different skill that can increase the party's chance of success.

The levels suggested for this adventure range from 10 to 14, but higher level characters

shouldn't cause any problems. Characters of less than 8th level might find this adventure somewhat lethal, but good role-playing techniques can sometimes outmatch an overwhelming opposition.

If most of the characters are above 12th level, the DM may find that he needs to raise the risk level by increasing the levels of the NPCs, or by upgrading their equipment and weapons.

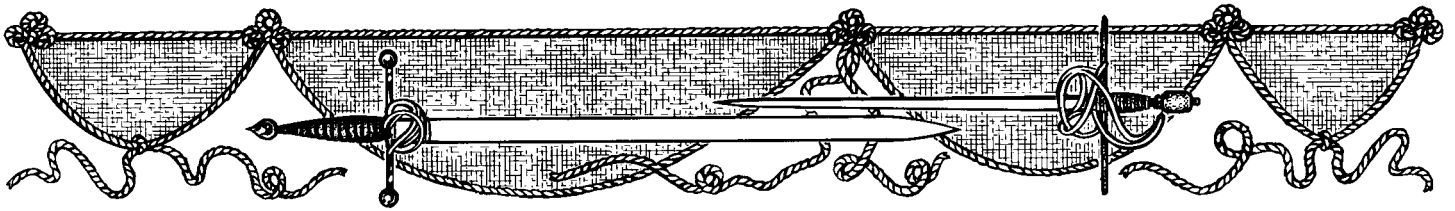
Feel free to tailor this adventure to the inherent abilities of your player characters. Balance the NPC opposition with the PCs' levels, but remember that the true test of the PCs' abilities is to pit them against an enemy that is bigger, stronger, or smarter.

A Rules Overview of Lankhmar

There are differences between the realms of Lankhmar and other AD&D® worlds. Spellcasters are separated into two different groups: white wizards and black wizards. White wizards are able to use the spells from all 16 spheres of the clerical spell lists in the *Player's Handbook*, while black wizards are able to use all eight schools of the mage spells.

The casting time required to cast these spells is always expanded to the next highest time frame. This applies to both types of Lankhmarian wizards. A spell with a casting time of one now requires one round. A round becomes a turn, a turn is expanded into an hour, an hour becomes a day, a day turns into a week, a week a month, etc. The time needed to regain these spells is expanded as well. It takes a complete week for a spell to be regained. This rule explains why Lankhmar is not a magic-governed world.

Another aspect of Lankhmar is the fact that the fighter kits and classes that usually gain spellcasting abilities are disallowed this extra



benefit. Rangers and paladins, to name the two most popular classes, are unable to cast spells. They still have their quasi-magical abilities, such as the paladin's *heal* and *detect evil* powers, for example.

Magical items are not commonplace here either. Their rarity makes them a commodity not to be treated casually. Their enchanted properties also make the owner a target for those with the lust for weapons of power and prestige.

Role-Playing Guidelines

The DM should encourage good role-playing by awarding extra experience points. There is no reason why a player character should not be given experience points for a befriended monster or NPC; the player could have attempted to kill it easily enough, but chose not to. Granted, not every NPC or monster can be befriended, but even an attempt deserves some credit.

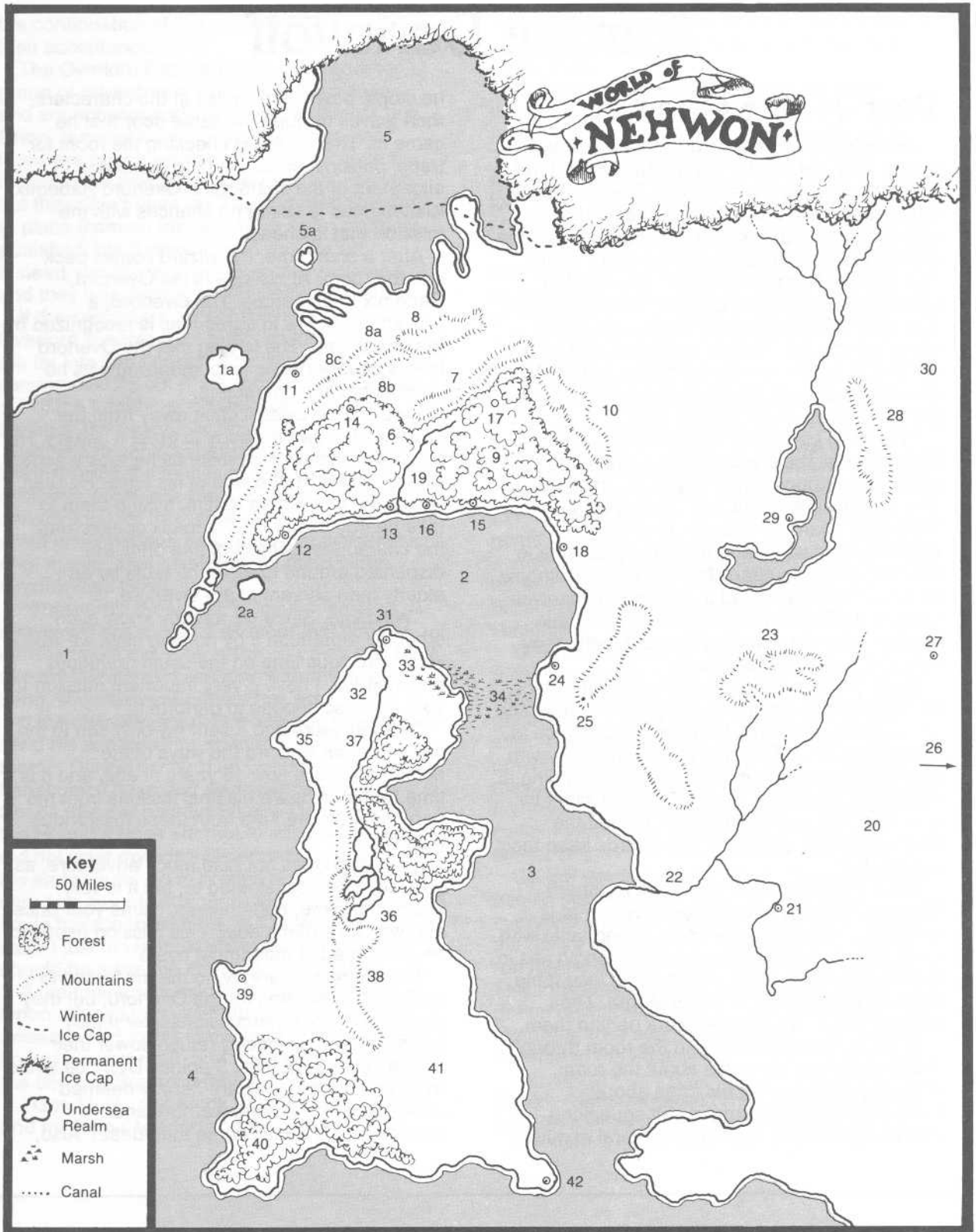
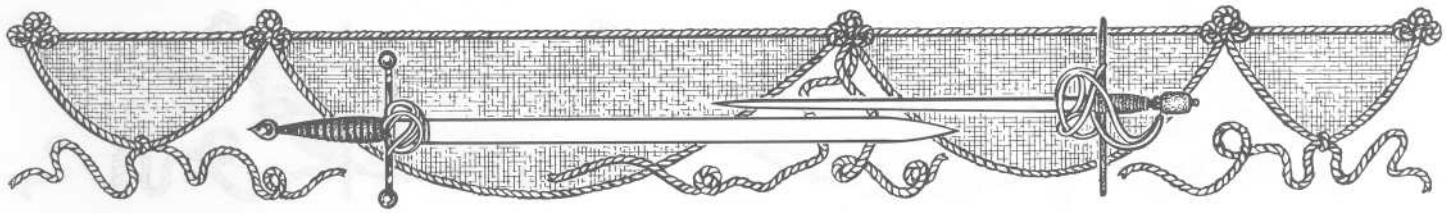
Pay particular attention to the social levels of the characters, as well as the fact that magic is a rare occurrence at best. It is also more desirable for the players to use their own characters rather than Fafhrd™ or the Gray Mouser™. The two heroes can be NPCs who help the party for a period, but they should not remain with the characters for any length of time. Otherwise, occasional encounters with the two NEHWON™ heroes could help steer the characters in the right direction, or aid them with key information during the adventure.

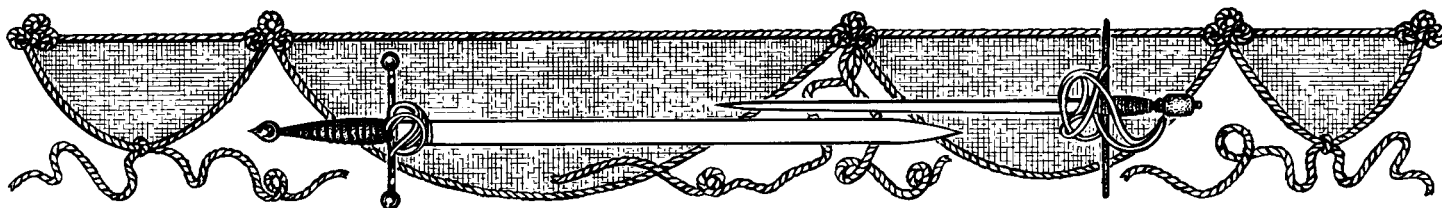
The adventure that follows should not be a straitjacket for the players or the Dungeon Master. Should the characters wish to visit unusual places along the way, the DM should allow this. This process can spread the adventure over the course of several playing sessions, but that's alright.

If the players feel that they are in control of their characters, that increases their enjoyment of the adventure. In view of this, the DM should be careful not to allow these kinds of side trips

to obscure the objective at hand, because this can instill frustration and sometimes boredom into the campaign, as players wallow around, confused about what they should do next.

As a DM, feel free to manipulate the writings contained in the *Prince of Lankhmar* to fit into the schemes of your own personal world. If you do not campaign in Lankhmar, that's all right—this module can be easily molded to fit any campaign.





Purdue Darkwolf

Part 1: The Opening

As the characters walk down a Lankmart street, they are met by seven opposing figures in the shadow-darkened street. They definitely carry heavy armor and bright, sharp long swords and rapiers. When these figures see the characters, they begin walking toward them. The whir of their spurs against the cobbled streets help define the click of their hard heels. Their semi-tanned leather creaks with their every movement. As they approach, the men call out to the characters by name. When the characters answer, these men say that they are part of the Lankmar City Guard.

"We have been sent by Radomix Kistomerces, the Overlord of Lankmar, to make an announcement to you . . . in private." The guards look about and up as they speak. When the guards approach, they tell the characters, in whispers, that their presence is desired at the Southern Minaret of the Rainbow Palace. They are asked to present themselves there just after dark. When the guards have spoken what the Overlord had bid them, they turn and leave the characters.

Once the PCs reach the gates to the Palace District later that evening, they are immediately (and silently) escorted from the citadel walls to the palace itself. During their escort, the seven guards who lead them say absolutely nothing at all to the characters. They all remain silent by orders of the Overlord himself. Even if the characters ask questions, the guards keep their lips sealed.

Once the characters get to the Southern Minaret, they are led to a large room that is painted in a deep purple color. A long table with over 20 chairs crowding around its length lies in the middle of the room. A soft-white lace table cloth is draped over its entire length. Their escorts leave, closing the doors behind them.

Soon, a wizard comes into the room through a different door. He walks about the room, chanting, and moving his arms about rhythmically. His feet make soft squeaking noises against the floor. After several minutes,

he stops, bows, and smiles at the characters, then leaves through the same door that he came in. This wizard is checking the room for traps, poisons, spies, and the general alignment of the characters. Overlord Radomix Kistomerces is taking no chances with the mission that is ahead.

After a short time, the wizard comes back into the room. At his side is the Overlord, Radomix Kistomerces. The Overlord, a well-known figure in Lankmar, is recognized by the characters. The left leg that the Overlord favors causes him to limp agonizingly as he approaches the characters.

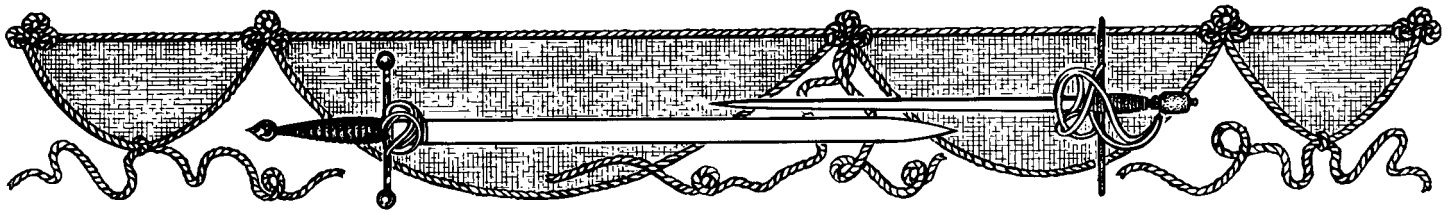
He pulls the closest chair away from the table, and allows his body to greet it heavily. He heaves a great sigh of relief as he rubs a series of large knots on the side of his knee. He then waves the characters to him, asking them to take nearby chairs. As Radomix speaks with the characters, goblets of fine drink are dispersed around to all at the table by an elderly man-servant of the Overlord.

"Welcome. Since we already know each other, by reputation if by nothing else, we won't waste precious time on the usual gratuitous pleasantries. I have a very important mission for you, if you so choose to perform it."

"Fifteen years ago, I sent my only son to the city of Ilthmar to learn the ways of the nobleman. He is now 18 years of age, and it is time for him to learn his final lessons from me personally before I die from these mysterious lumps."

"The duty does not hold much adventure, as you might be accustomed to, but it is very important to me, nonetheless. Name your price, and we can strike a deal. This mission needs to be performed in the utmost haste."

The characters are by no means forced to perform this mission for the Overlord, but they shall feel many repercussions later if they refuse. If they do indeed refuse, lower their Social Level by at least 3 points. Don't be afraid to be cruel. Also, they are hereby deemed cowards, which among warriors and adventurers is a fate worse than death. Also,



the continuation of this module relies solely on their acceptance.

The Overlord Radomix then hires another group of adventurers who fail at the mission, and are subsequently hanged. Radomix's son, Orion, is never seen again. The characters' faces are put on wanted posters, because the Overlord felt that they could have succeeded, but they didn't even try. The Overlord attempts to place them on trial and have them capitally punished, but it doesn't hold up in court. Instead, the characters are publicly shamed, and they lose 6 more social status points.

If the characters accept the mission, the Overlord accepts their price, as long as it isn't too far into five figures. After all, this money is coming directly out of his own pocket, and not out of the Lankhmar city budget. This is because the mission is a personal matter.

He tells the characters that his son, Orion, is learning from the monks of the Aarth Monastery in Ilthmar. He hands them a sealed scroll, demanding that they do not open it at all. The scroll is sealed with a red wax that possesses a ring imprint. This imprint is the crest of the Kistomerces family.

"This scroll, if opened, is invalid, and the monks will not accept it as proof that you are emissaries of me. This is the only way that they can tell thieves and assassins from the real thing, so guard and protect this scroll."

If the characters ask him why he decided to send his son away for so long, he answers them. "During my term as Overlord of Lankhmar, I have had such evil people as Shade, the evil paladin Purdue Darkwolf, and the Hound's Nose attempt to assassinate me. I did not want my son's life endangered while in his early youth. So to protect him, I secretly sent him away to Ilthmar to learn what he easily could have learned here, but at least he was safe. I just felt that his life would be spared should he leave the confines of this city."

If the characters ask what they should do if Orion refuses to go with them, the Overlord answers "Orion will come back with you. He knows his birthright, and he knows his duty to the city, just like his father, and just like you."

"Good luck, and I look forward to seeing you and my long-departed son again very soon."

Radomix Kistomerces then stands painfully and walks out, allowing the door to swing closed behind him.

A soldier-at-arms approaches the player characters. "If you all will follow me, I must escort you back through the Palace grounds." The guard escorts them back where they started. "Good luck. May the kind eyes of Issek look down upon you during your journey."

In the morning, the characters hear a rap on the door. When the knocking is answered, a man claiming to be an emissary of the Overlord hands them a pale yellow envelope. It is sealed with the same ring imprint as the scroll they now hold. It is addressed to all of them. When it is opened, they see galleon tickets for the trip there for each of them.

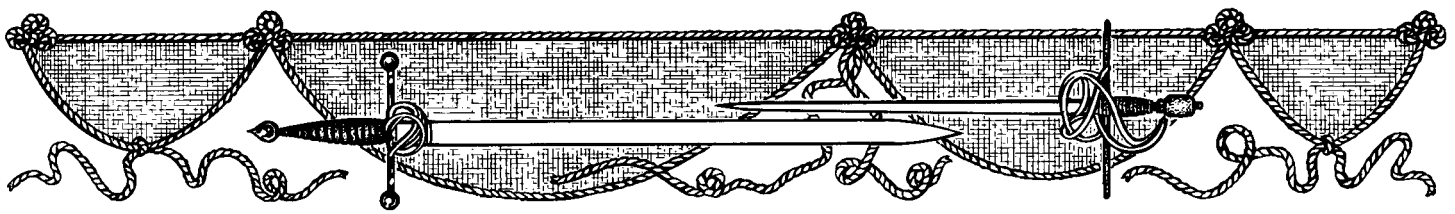
The tickets all have today's date on them, with a departure time of just before sundown. This gives the characters some time should they wish to regain the supplies that the thieves of the night might have taken from them. Lankhmar always has a way of living up to its name.

Also, there are tickets included for a trip back as well, including an extra ticket (this extra ticket is for Orion Kistomerces, the son of Radomix.)

When dusk arrives, the characters can see many people filing into a short line to board the galleon headed for the city of Ilthmar. Once they get there, they are instantly admitted onto the ship. The men taking the tickets wink at each other, and make slight fun of the landlubbers as they board the ship. If the characters confront the ticket men, they immediately back down, claiming that they were only joking with the characters.

On the second day of travel, the first mate begins screaming for fighting men. Soon, everyone on deck is screaming and running for the decks below. If the characters choose to run for the deck to help, they all must roll 1d6. This indicates the number of rounds before they get on deck to see what is going on. Once they are there, they see a nasty beast latched onto the side of the boat.

Squid, Giant—Kraken (1): Int Genius; AL NE; AC 5/0; MV Sw 3, Jet 21; HD 20; hp 117;



THAC0 5; #AT 9; Dmg 3d6(x2)/2d6(x6)/7d4; SA Ink Cloud; SD Special; SZ G; ML 18; XP 22,000

The kraken causes 3d6 points of damage from two of its eight barbed tentacles, as it tries to drag its prey to its gaping mouth. The other six tentacles cause 2d6 points of damage, and 3d6 points of constrictive damage. Its huge maw causes 7d4 points per round. If any tentacle suffers 18 points of damage from sharp or edged weapons, it is severed. The kraken also has spell-like powers that it can use once per round and one at a time: *faerie fire* for up to eight hours, *control temperature* at a 40-yard radius continuously, *control winds* once per day, *weather summoning* once per day, *animal summoning III*, fish only, three times per day.

The boat, for ease of play, has 400 hit points. If it suffers this amount of damage, it irrevocably sinks. When it begins taking in water is up to the Dungeon Master. The characters do not have to worry about bailing water, because the crew will be concentrating on that.

The kraken is more interested in crushing and sinking the ship than it is in killing everyone on board. It has figured that by sinking the ship, it can kill all the mammals on board at its leisure, unless the water does it for the kraken. When everything is dead, it eats its fill, and what it cannot eat, it stores in its lair.

Just before the coast of Ilthmar can be seen clearly, the characters see several tug ships approach their galleon. Suddenly, the splash of water from all sides startles everyone. Twelve marine gargoyles begin attacking everyone in sight. These kapoacinth are looking for spoils to bring home to their hive mother.

Gargoyle—Kapoacinth (12): Int Low; AL CE; AC 5; MV 9, Fl 15; HD 4+4; hp 27; THAC0 15; #AT 4; Dmg 1d3/1d3/1d6/1d4; SD +1 or better weapon to hit; SZ M; ML 11; XP 650 each

The kapoacinth is a marine variety of the gargoyle. It uses its powerful wings to swim as fast as the land-dwelling gargoyle flies. It has the ability to stay out of the water for extended periods of time. The kapoacinth uses this ability

to attack ships in search of victims and treasure.

Please note that the kapoacinth do not usually fight to the death. Instead, they remain in combat until their morale breaks. If the fight is not over when the tug boats arrive, the sailors on the tugs halt their progress and just stand and watch the battle from afar.

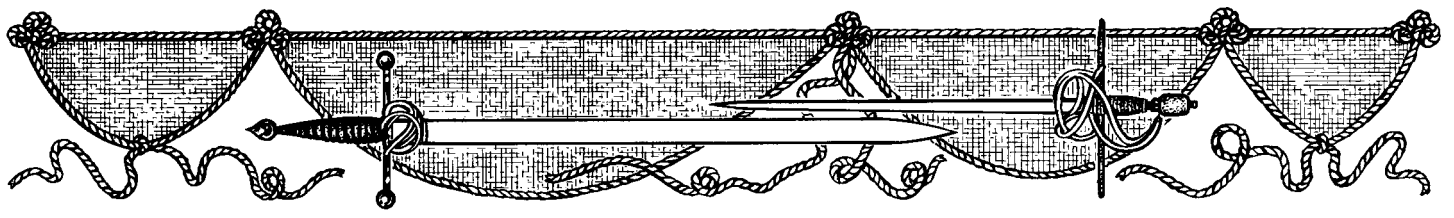
Once the battle is over, the tugs attach lines to the heavy cruise galleon, and begin taking her into port. This process is slow and takes several hours, but it decreases the chance of dock damage.

Once docked, the characters and the rest of the passengers are escorted to the Ilthmar Importation Office (IIO). This office is responsible for nationalization and the taxing of import objects. This is where all of the characters' belongings are claimed and recorded for taxation purposes. Duty is not charged at this time, however. The characters are also asked why they have chosen to come to Ilthmar. Anything said is all right, as long as murder or assassination is not spoken of. In that case, the IIO officers disallow the characters' entry into the city limits.

At this point, you should keep track of what the characters buy, sell, lose, etc. They must pay taxes on the items that they no longer carry, and they must pay taxes on new items they bring back. The taxes usually range in the 50% bracket. In other words, the character who buys a new dagger in Ilthmar for two gold pieces must pay one gold piece import duty to remove it from the Ilthmar city limits.

If the characters ask for directions from the IIO, they can easily find the monastery. It lies just inside the city limits. When they approach the monastery, they see nothing but open fields all around a very tall fence.

Here, lush trees flower and the smell of freshly cut green grass is unmistakable. A tall wood-and-rock fence, nearly 30 feet high, lines the perimeter of the monastic grounds. In one corner of the wall, a set of double doors can be seen if the bushes and trees are moved to the side slightly. The doors are made of fine thick wood, brass-bound, and held in place by wide brass hinges. A small peep hole is in the center of the right hand door.



When the characters knock on the door, an eye peers through the hole. The hole soon closes, and the door opens up. A monk wearing a loose-fitting, brown robe steps out as he tucks his arms into his sleeves.

“Good day to you all. How can I be of assistance to you this fine afternoon?” The monk bows low as he speaks. His eyes radiate with a glint of wisdom rare among men. When he smiles, his lips reveal several broken and lost teeth. His frame is slightly bent with age and years of hard labor.

When the characters tell the old man that they are here to take Orion Kistomerces back to the city of Lankhmar, a look of tearful sadness wrinkles his face. At this point, he invites the characters in, securely closing the door behind them.

“Please pardon my rudeness. my name is Chiang Weye. I am the master of the Aarth Monastery. Would you care for some tea and bread?”

If the characters accept the offer of food and drink, Chiang sends one of the younger monks for refreshments. The young monk returns within a few minutes with the food and drink. If the food and drink were declined, Chiang motions for the characters to take a seat on the cushions that lie on the floor adjacent to a wall partition. Chiang looks dejectedly at his tea.

Goin’ Back to Lankhmar

The elderly monk asks the characters for an official mandate for the release of the young man. If the characters produce the still-sealed orders from Radomix Kistomerces, the monk begins weeping.

Wax Seal Tampered With: If the wax shows any sign of tampering at all, the monk sees it; even if the characters tried to fix it, even by magical means. He stands up, angered at the deception he believes that the character attempted. He immediately dispatches them, forcing them out the door and sending them on their way. It is in their best interest that the characters then head back to Lankhmar, where they must get the scroll resealed. If they go back for a this reason, the Overlord will give them a new scroll, sending them back on their

way. He is not pleased with their tampering. It is an error he can never forgive, because he knows his time is growing nearer.

If the characters decide to force the old man into giving up the prince Orion, he coughs. Instantly, three other monks show up. These monks’ statistics are listed below. They do not attack; they just stand there, hoping their presence forces the characters into leaving their master alone. If the characters attack these monks, other monks show up at the rate of 1d4 per round, until the characters are subdued or until the sixty or so monks are all slain.

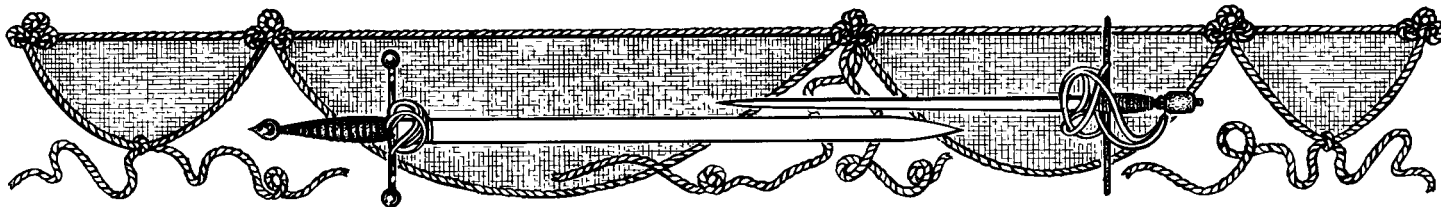
Monks (60): Int Very to Highly (11-14); AL LG, LN; AC 0; MV 14; F10; hp 53; #AT 2; Dmg 1d6/1d6/3d4; SZ M (6’ tall); ML Champion (15-16); XP 1,400 each

If the characters manage to rid the monastery of the elite fighting force, the old man says he would rather die than allow evil people like the characters to take the young man. He then grabs something from his pocket and throws it onto the floor. This item explodes, creating a large grayish puff of smoke. Chiang Weye disappears in the smoke.

For the DM’s convenience, the monk has teleported to Orion Kistomerces’s current location. Here, Chiang Weye encourages the young man to pack his things as quickly as possible. The old man then takes the young man away from the monastery, to the relative safety of the City of Lankhmar by a private schooner. Chiang Weye personally takes the young boy to the Overlord, Radomix Kistomerces.

Radomix, in a rage over the characters’ actions of desecration against the monastery where he grew up, places a bounty of 4,000 gr on their heads. This forever places the characters on the run from every mercenary group and bounty hunter in the Lankhmar continent, not to mention the members of the Aarth Monastery. The characters are forever wanted by the constabulary of Lankhmar for crimes against the state and crimes against the Overlord.

If the characters comb the grounds looking



for Orion, they see a group of almost 50 more monks who are here to take the characters to the Ilthmar common prison. These monks' statistics are listed below. Should the monks succeed in capturing the characters, a kinder, gentler Dungeon Master might allow them to escape somehow. Please note, that when low-level characters make mistakes, society can overlook the error, but when high-level characters err, it is a little harder for the governments to ignore.

Monks (50): Int Very to Highly (11-14); AL LG, LN; AC 0; MV 14; F10; hp 56; #AT 2; Dmg 1d6/1d6/3d4; SZ M (6' tall); ML Champion (15-16); XP 1,400 each

Wax Seal Unbroken: If the wax seal is still intact, the monk breaks it, opens the scroll, and reads the contents aloud.

"To my most humble friend and confidante, Chiang Weye."

"It is time to request that you relinquish my son to the hands of the men who now stand before you. My end is at hand, and it is now Orion's turn to handle the affairs of the Lankhmar state. My only regret is that I must take him away from your fine monastery, and that we are destined to meet again only in the afterlife. Farewell, my friend, and pray for me."

"Signed, Radomix Kistomerces"

Chiang Weye rerolls the scroll, and places it in his robe. He encourages the characters to follow him, as he starts walking away. Turning several corners like a mouse in a maze, Chiang finally comes to a lonely door covered with the scrawling signatures of several hundred men. Chiang tells the characters the signatures are those of all who have lived in this room. At the bottom of the list is the scrawled signature of Orion Kistomerces.

He opens the door, allowing the characters to walk in. Seated on the bed, a young man silently meditates. "This is Orion Kistomerces. He is the man you seek. I shall be outside as you get acquainted." Slowly the door grates closed, and the characters are standing alone in a very small room with almost 200 candles scattered about in an aimless pattern. Only the three candles closest to the bed are lit.

After the door closes, the young man opens his eyes and smiles at the characters. He says, "Hello. What may I do for you?"

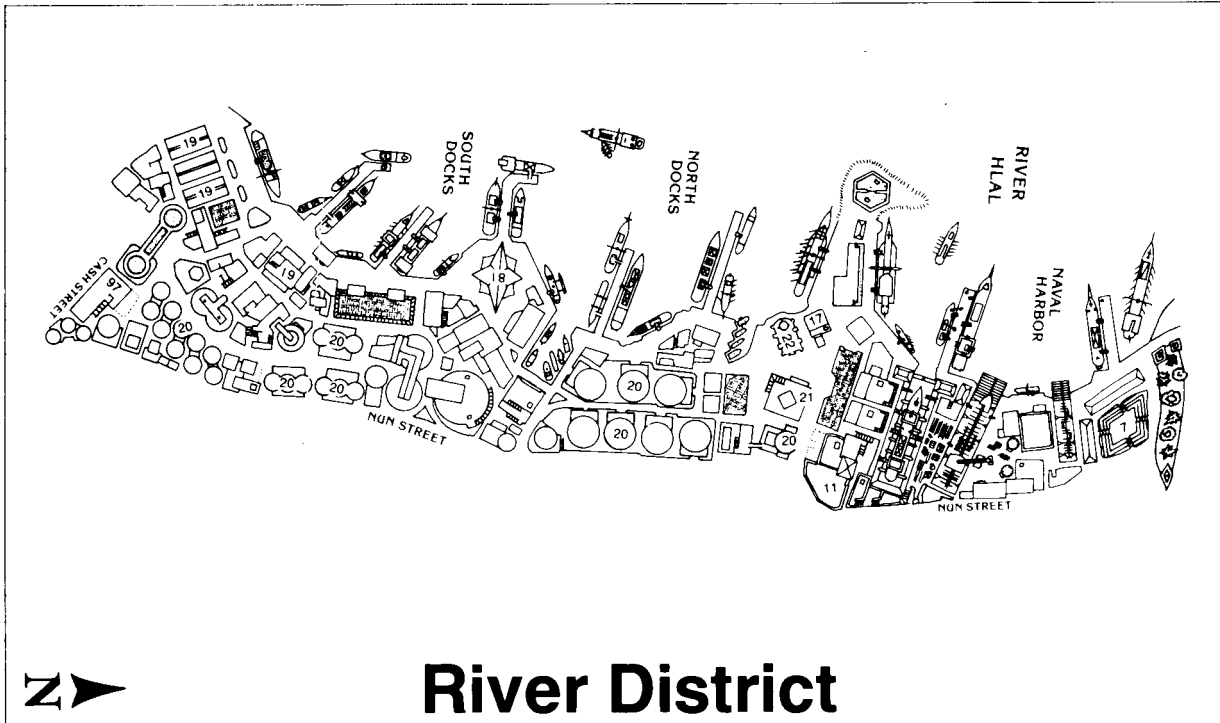
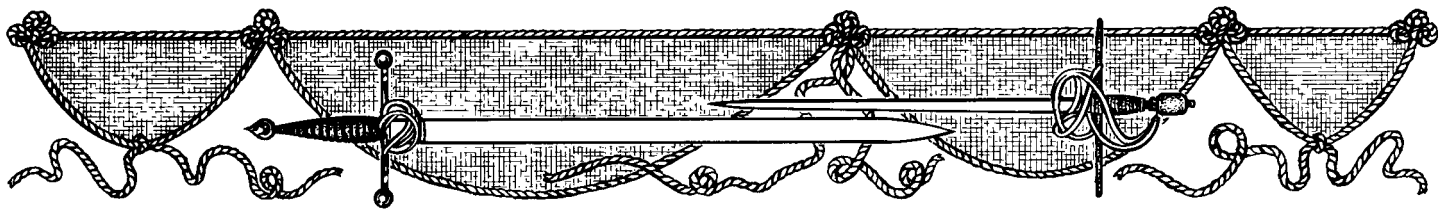
When the characters explain the details to Orion, he nods his head. "I will go with you, but leaving this place saddens my heart. Allow me to pack the few items I possess, and I will be with you shortly." He stands up from the bed and opens the door. Outside, Chiang stands waiting to take the characters back to the front hall. Here, the characters wait for almost one hour while Orion readies himself and privately says his goodbyes.

As the young man is doing all that, the elder monk approaches the characters once again. "There is something you should know about the young Orion Kistomerces. He is known to fall into an uncontrollable sleep when he is placed in a stressful situation. It doesn't happen all the time, but it happens enough that he is very cautious and embarrassed with his condition. We here have grown accustomed to it, and we have fully accepted his unfortunate condition. Please know that we are not calling him a coward or an idiot, for he is neither; I pray you do not make that mistake with him. You will have to deal with my wrath should I hear of it. Good day gentlemen, and may Aarth guide your paths to safety."

The old man leaves just as the young Orion enters. He has a bag slung over his shoulder and he is dressed in clothing more suitable for traveling. He tells the characters that he is ready to depart. As they leave the monastery grounds, he pauses and looks back sadly. "I have really grown to love the people here. Do I have this to look forward to in Lankhmar?"

Once the docks of Ilthmar are reached, the characters must go through Ilthmar Importation again. This is where the guards go through everything that the characters and the Prince of Lankhmar are carrying. Anything that is new or gone, they must pay 50% of the price in the *Player's Handbook*, before they are allowed to exit the city. The other option that the characters have is to leave the purchased items behind.

Also note, that they also must pay taxes on the amount of money that they have spent as well. In other words, if they stayed at an inn, ate



River District

three times, and caught a play and spent 50 gold rilks total, they have to pay 50% of that in taxes as well. Once these taxes are paid, they are allowed to approach the docks.

At the docks, they must give the first mate their tickets. When he takes them, he looks at them for a while, checking everything out carefully. He apologizes, saying that he wanted to make sure that the characters' special tickets were not counterfeits.

DM's Note: This man is in the employ of a man named Purdue Darkwolf, who has spies in nearly every city. Purdue has been looking for clues to the whereabouts of the Overlord Radomix's son for well over ten years. This man is one of the hired spies. His name is Devon.

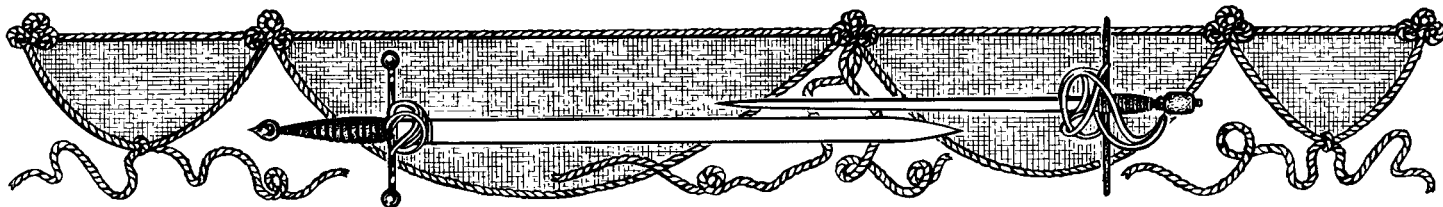
Once the characters are on board the galleon for about an hour, the boat's ropes are cast off and it begins its journey across the Inner Sea. The characters have time to find their cabin, settle down, or do whatever they wish. When they are about an hour out from the docks, the kapoacinth that survived the battle just outside the docks of Ilthmar, attack again. They use the same techniques as before. If over one-half of

the kapoacinth are killed or lose their morale, the rest of them turn and drop back into the water. During this battle, the boat is damaged, and it becomes impossible to steer it using the rudders. The kapoacinth purposely broke them off.

Gargoyle—Kapoacinth (Survivors): Int Low; AL CE; AC 5; MV 9, FI 15; HD 4 +4; hp 24; THAC0 15; #AT 4; Dmg 1d3/1d3/1d6/1d4; SD +1 or better weapon to hit; SZ M; ML 11; XP 650 each

During the battle, Orion Kistomerces attempts to fight, but he has a chance of falling into a narcoleptic coma. His Constitution is 12, and he must roll a Constitution check vs. one-half his Constitution to keep from falling asleep (he must roll a 6 or less on a 1d20). If he succeeds, he fights as a 10th-level fighter. If he fails, he crumbles into sleep.

DM's Note: Occasionally, Orion's narcoleptic seizure is an integral part of the plot line. In a case like that, you are instructed to roll, and have the young man fall asleep no matter what



you rolled. Refer to the NPC Roster for more information on Orion Kistomerces.

The ship's captain and crew were not prepared to have the rudders chewed off their ship, so a few of them desert by jumping off the side of the boat and swimming back toward Ilthmar. These men are attacked and killed by the remaining kapoacinth. Their corpses are dragged under the water to feed the colony that lives several hundred feet below the surface of the sea. Hopefully, this discourages the characters from attempting the same trick.

The ship continues to sail on in any direction it chooses, but for the sake of this scenario, it moves directly for the Lankhmar continent. After two days travel, land is sighted, and eventually hit. This creates a breach in the ship's hull, causing it to take on water. The ship lands ten miles south and east of the Lankhmar city wall. Here, everyone on board jumps off the ship and onto the land without the worry of losing their personal possessions.

The ship's crew decides to stay there and repair the ship, and this encourages the other passengers to stay around as well. The repairs are to take almost a week, so if the characters want to stay, the prince mentions that he is very excited about meeting his father, and he is ready to depart. The DM should feel free to use Orion as an encouragement for the characters to get moving.

As the characters and the prince walk toward Lankhmar, they can just begin to make out the edge of the city as they get to the peak of a small hill. There, among the rocks, are eight ambushers. These men and women are not here to kill anyone. They are here to subdue everyone and to steal the prince for Purdue Darkwolf.

Huntsmen (8): Int Very to Highly (11-14); AL NE, LE; AC 0, (-2 when concealed behind rocks); MV 12; F12; hp 72; THAC0 9; #AT 2; Dmg 1d6, 1d4, 1d3; SZ M (6' tall); ML Champion (15-16); XP 2,000 each

These huntsmen are members of the Legions of Doom. Their faces are completely covered with masks and face plates. This is done to hide their identities from the characters. They have

all the abilities that the rangers have, such as hide in shadows, move silently, tracking, and track concealment. They are all very proficient in these abilities.

When the characters get on top of the hill, darts causing 1d3 points of damage (two per round), arrows causing 1d6 points of damage (three per round), and thrown daggers causing 1d4 points of damage (three per round) are fired at the characters and at the prince. The prince immediately falls to the ground in an narcoleptic seizure. This limits the characters' ability to run from the fight without abandoning the prince.

All of these weapons are coated with an poison that makes victims fall asleep for several hours. Victims do get to roll a saving throw against the poison effect, but with a progressive -1 penalty. In other words, the first saving throw suffers no penalty, but the second saving throw suffers a -1 penalty, the third has a -2 penalty, and so on.

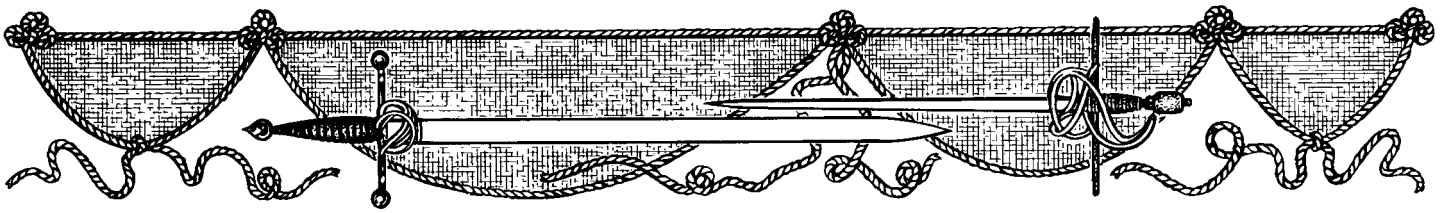
Once a character has been knocked unconscious from the poison, he is not attacked again. The huntsmen attack only those who are standing. When everyone is unconscious, the huntsmen retrieve their arrows, daggers, and darts, and grab the prince. They leave after pinning a note onto one character's armor.

"Gentlemen in hire of the Overlord of Lankhmar: You are no match for the Legions of Doom. Send these letters back to the Overlord, who must wait until he hears from our Master, Purdue Darkwolf. Purdue shall make contact with Overlord Kistomerces to facilitate the safe return of his precious prince."

When the characters awake, they see the note. They also see that their enemies left them no tracks to follow. The huntsmen are very good at what they do. About this time, a group of riders approaches the characters from Lankhmar. After a few minutes, the characters recognize the men as being the city guard.

The Price of Freedom

When the guards dismount from their horses, they help the prone characters up to their feet. They also offer water to quench the PCs' parched throats. When the characters have



regained their senses, the guards ask for an explanation.

The guards saw most of the fight from atop the city walls, but they want to hear the characters' side of it before they head back to Lankmar. The guards also read the note left behind by the Legions of Doom and shake their heads. They insist that the characters mount double onto their horses with them so they can get back to Lankmar posthaste. "The Overlord will want to hear of this directly from you."

When the city walls are approached, the double gates blocking the road are raised, and the characters and their guard escorts gallop through at high speed to the Rainbow Palace. The horses' hooves slip and slide occasionally as they bolt across the hard cobbled streets.

At the Rainbow Palace, the gates are lifted again, and the characters are taken to the Southern Minaret. There they see the same sights as before. Soon the Overlord, Kistomerces, enters. The city guard escort bows in reverence. They approach the Overlord and whisper to him; then they leave.

The Overlord sits down at the table, with a wince, opposite the characters. "So, I hear you ran into a little difficulty today. Please explain." The Overlord sits completely stone-faced. No emotion can be seen flickering across his stern face. When the characters are done, the Overlord stands.

"Your stories relate closely to those of the City Guards. Your lives are to be spared, today, but you still failed in your mission. You have lost face in the eyes of the city. That cannot be helped: that is the way of our city. Do not worry though. The cards are stacked sufficiently in your favor."

He continues. "As a way to help you regain my trust, I shall ask for your help when the demands from this Purdue Darkwolf come to me. In the meantime, keep yourselves where you can be reached instantly." The Overlord takes his leave of the characters as the guards come back in. They follow the characters out of the palace, and finally out of the Palace District. There, they are sent out alone into the streets.

If the characters protest this treatment, the Overlord waves a hand at them. "No excuses can explain your failure. I am not in the least

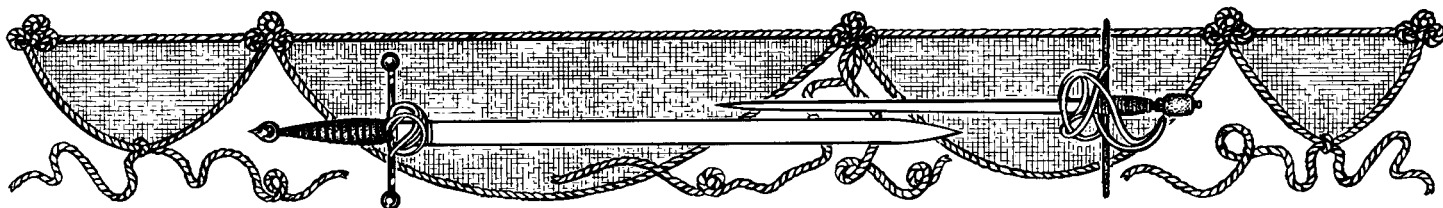
impressed. You failed, that is all I care about. You can give your excuses when you step out onto the streets, because that is where you will need it most; not here."

Rumors regarding the failure of the characters' mission are spreading like wildfire. They are gawked at, whispered about, and completely ignored as they walk down the street. Sometimes they are openly ridiculed by folks who run away at the slightest provocation by the characters.

Several horse-riding cavalier-types turn their noses to the air as they pass the characters on the street. If the characters are angered by this treatment, and they wish to strike out, the DM is encouraged to make their enemies as high in level and as potent as the characters. Due to this negative press from the city's inhabitants, the characters all lose 1 point from their Social Level.

When they make it to an inn or tavern, a group of men regard the characters with a scowls. One of the men loudly calls the PCs cowards. He and his friends are looking for a fight, but they do not initiate it. They have no





problem making fun of the characters, but they also want to see the characters get arrested by initiating the fight.

Note to DM: Do not let on that these are the same huntsmen who attacked the PCs earlier. They are dressed differently, plus, this time, their faces are visible. They also never raise a fist until the characters strike them first.

Huntsmen (8): Int Very to Highly (11-14); AL NE, LE; AC 0; MV 12; F12; hp 72; THAC0 9; #AT 2; Dmg 1d6, 1d4, 1d8; SZ M (6' tall); ML Champion (15-16); XP 2,000 each

If the characters start the physical fight, one of the huntsmen runs out of the place of business, as though in fear. Actually, he is going to get the nearest constable. This constable arrives within 2d4 rounds. If the characters are still there, the man who ran out states that the characters started to physically abuse his friends under no provocation. The constable asks for witnesses, and several of the tenants confess that the man is right. The constable then places the characters under arrest, and asks them to come with him. Several other constables are on their way as well. A large number (2d10) show up within 1d6 rounds to assist the constable should there be any trouble.

The next day, the constable lets the characters out of the prison cell, giving them back their belongings. "Must be nice to have friends so high up in the Lankhmar government. Do you make a habit of breaking the law around here so that these feather-neck friends of yours can bust you out at a moments notice? Heed this warning, bat-guano. Next time you step out of line, I'll slam you in this prison so hard that they'll never find the key. Now get out of here. The Overlord wishes to speak with you right now."

On the other hand, if the characters did not get arrested, they get a knock on their inn door. A city guard states that the Overlord wishes to see them as soon as possible.

When the characters get to the Southern Minaret of the Rainbow Palace, they see almost 30 people crowding the room. They are standing about, anxiously pacing. When the

characters come in, most of them stop talking and stare. They cluster into tight little packs like hungry wolves. Within a few minutes, the Overlord, Radomix Kistomerces, walks in and encourages everyone to sit down.

He addresses the crowd. "Ladies and noblemen. I have received a letter early this morning from a courier. The envelope says this:

"The Overlord of Lankhmar: Radomix Kistomerces.

From: The Master of the Legions of Doom: Purdue Darkwolf."

The Overlord opens the letter and begins reciting. "To the honorable Kistomerces, father of Orion. I believe that the life of your son is very important to you. That much one can assume, because you took so many precautions to hide your son's identity and his whereabouts from gentlemen such as I. The question running through your conniving mind is 'What can I do to assure the safety of my son.' Am I right? If I am right, here is your answer."

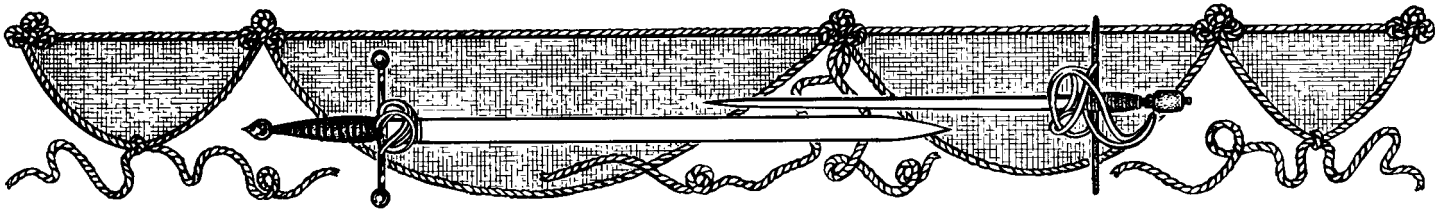
"I am a man whose tastes and worldly demands far exceeds my current bank holdings. I wish to correct that. The sum of 100,000 gold rilks is a fee that can fulfill both of our wishes. My wish is to be surrounded by lavish material things and luscious women. Your wish is to be reunited with your son."

"Refuse to pay this sum, and you deny your son's right to a long and happy life; after all, I know how long you have to live. Do you wish to outlive your son, and do you wish to see the Overlordship fall into someone else's hands? Send the money to the dark castle near Earth's End, and your son shall see a Lankhmar dawn the next day."

The Overlord refolds the letter, and places it in a breast pocket. He points to an older man to his right. "You, sir. As my banker and my friend I demand that you relieve me of 100,000 gold rilks for the safe return of my son."

He points to the characters and says, "You, sirs, failed me once. You would be ill-advised to fail me twice. You are hereby ordered to deliver the 100,000 gold rilks as described in the letter. You are to bring my son back here without delay."

No matter what anyone says, he demands



that the money be taken, and he demands that the characters deliver it. After all, the characters are supposed to be honor-bound individuals, and the Overlord feels that this is the only way for them to make up for their blunders. Several people try to debate with him to allow others to take the money, but he refuses to listen.

Within only a few short minutes, the Overlord's banker returns with a sack of money. Inside the sack, there are 100 diamonds-in-amber-glulditch. These glulditches weigh ten pounds total. The money is given to the characters, who in turn are asked to leave as soon as possible, so that the Overlord's son can be returned.

When the characters leave, they are instructed to depart by way of the Grain Gate. This gate, being on the southwestern corner of the city, is the closest and the most direct route to the castle (which happens to be an old, dilapidated outpost from centuries ago) that was spoken of in the letter.

The trip takes three days if the characters are on horseback, five to six days if they travel on foot. Either way, the following encounter occurs.

When they are 20 miles away from their destination, they are ambushed. Eight people attack them, dressed differently than the previous attackers, but these are the huntsmen once again. If any of the huntsmen died in the previous battles, they are replaced with others who possess identical skills. They are attacking the characters to relieve them of their money.

Huntsmen (8): Int Very to Highly (11-14); AL NE, LE; AC 0; MV 12; HD F12; hp 72; THAC0 9; #AT 2; Dmg 1d6, 1d4, 1d8; SZ M (6' tall); ML Champion (15-16); XP 2,000 each

These huntsmen are once again completely covered with masks and face plates. When the characters get to the edge of the small woods, darts causing 1d3 points of damage (two per round), arrows causing 1d6 points of damage (three per round), and thrown daggers causing 1d4 points of damage (three per round) are fired at the characters and at the Prince. All of these weapons are coated in a poison that makes everyone fall asleep for several hours.

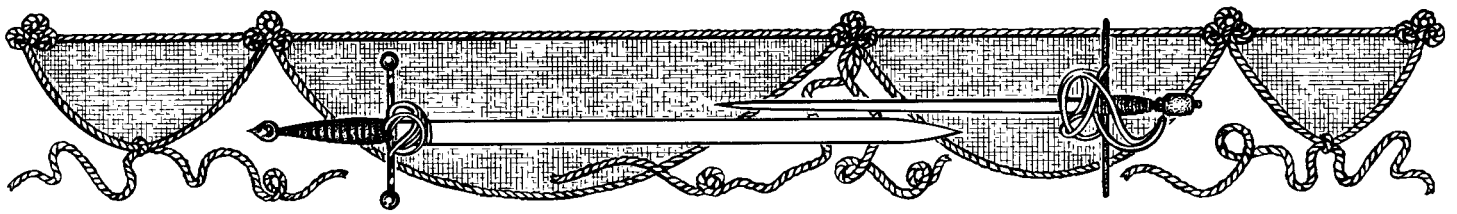
The character does get to roll a saving throw, but with a progressive -1 penalty. In other words, the first saving throw suffers no penalty, but the second saving throw suffers a -1 penalty, the third suffers a -2 penalty, and so on. This time, the horses, if they are there, are attacked as well.

Once a person has been knocked unconscious, he is not attacked again. The huntsmen attack only those who are standing. When everyone is unconscious, the huntsmen retrieve their arrows, daggers, and darts; then they grab the money and run. When the characters awake, they find themselves relieved of the money.

If they continue their journey, they come to the castle. There is a 40-foot-wide, dry moat around the castle. The moat is 40 feet deep and very rugged and rocky at the bottom. Many sharp rocks and pieces of jagged metal lie about on the other side near the castle. A drawbridge that can span the moat is currently up and resting against the castle wall. All of the windows are dark, and there are no signs of life anywhere.

The castle is about 30 feet away from the moat. The drawbridge cannot be forced down. The best way to cross is to somehow fasten a rope over the moat at shoulder level and shinny across. Or the top of the drawbridge could be lassoed (with luck) so someone could swing across. If the characters decide to swing across to the other side, they land against sharp rocks on the other side, but they still dangle well below the lip of the moat. This causes the character to suffer 1d6 points of damage when he hits the moat wall. Also, as he tries to climb the rope, the rocks and jagged metal above the character start cutting away at the rope. With each step, the rope must roll a saving throw vs. acid. If the saving throw fails, the rope is cut through, and the character falls the rest of the way to the rocks below. This causes damage according to the falling damage rules in the *Player's Handbook*, in the "Combat" chapter. Also, the rocks cause an additional 1d10 points of damage.

The castle is very large. It has several spires that rise to almost 80 feet above the ground. A large sign is posted on the castle wall facing



the PCs:

"No one from your honorable constabulary bothered to show themselves at my door, so we left. I am still assuming you want your son alive, so I shall get in touch with you again at a later date for another exchange. This time, I must demand that you be there. It is to be your last chance. P.D."

If the characters stay there for Purdue or the Legions of Doom, they never see them. These evil people are waiting in a secret location for the characters to leave. The Legions of Doom do not wish to run against them just yet.

One of the Legions' members is currently on his way back to the city of Lankhmar to deliver another note to the Overlord. His comrades go back into the castle (once the PCs leave), where they wait until their liaison to Lankhmar returns.

As the characters head back, they see the hoofprints of a fast-moving horse. The horse tracks are heading in the same direction they are traveling. Eventually, though, the tracks merge with several others, and are soon lost. As the characters enter the city limits, they are again ignored and shunned by the people.

As they ride through town, they are stopped by a group of city guards who were seeking them. They tell the characters that they are once again required to adjourn to the Southern Minaret of the Rainbow Palace. Once they arrive, the Overlord is waiting impatiently for them. He does not look pleased when he sees the characters.

Back Again

The Overlord carefully looks the characters over and walks completely around them. He inspects their dress, their hair, their cleanliness. He is truly amazed at the lack of abilities the characters have shown him up until this point. The man is very close to tears.

"What magic or deceit do you possess, or what have you ever done to encourage people to believe that you are heroes of some kind? All I have seen from you is failure after failure. I must say that I have sent people to the iron maidens for less than this. The fact that I trusted you in the first place is embarrassing.

Please tell me. Have you ever succeeded at anything? What have you ever accomplished?"

The Overlord waits for the characters to justify their positions within the community. He listens intently and asks such questions as:

Were any of your previous opponents easily overcome?

Were any of these missions extraordinarily difficult to complete?

Have you ever come up against an opponent that was remotely close to your level of expertise?

Radomix Kistomerces tells the characters that he received another letter early this morning. He reads it to them.

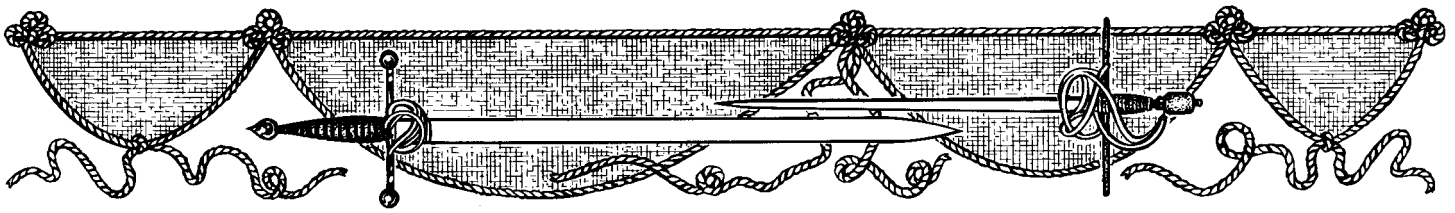
"I waited for days and days, but no one showed up. It is my assumption that it took longer than expected for you to get the money necessary. To show my good faith, I will allow you to try once again. In six days I shall return to the castle by Earth's End. There I will wait for the money to be delivered so that an exchange can be made."

The Overlord also asks the characters where the money is. When the characters say they were attacked, the Overlord demands to know by whom. He openly comes to the conclusion that the Legions of Doom were responsible for the theft of the money. Secretly, he is beginning to suspect that the characters are the ones responsible for these evil schemes.

The Overlord asks the characters if they believe they can handle one more mission. This mission is to bring Purdue Darkwolf to Lankhmar without the additional 100,000 gold rilks, as well as retrieving the prince and bringing him back here, with the lost 100,000 gold rilks.

If the characters refuse, he slowly stands and walks about with his shoulders hunched over. When he is a fair distance from the characters, he claps his hands twice. Within a heartbeat, four dozen guards burst through the three doors entering to this great room. They demand that the characters come with them. The guards are armed and all of them are above 10th level. None of them are wizards, but they are all good swordsmen.

The Overlord moved away from the characters so that they could not use him as a



shield. "I suspected that you were the ones responsible for the kidnapping of my son. Your refusal to accept the job when I supplied no money was the clincher. You are destined for a short, miserable life. Take 'em away, boys."

The guards haul the characters away. The characters are taken to the prisons beneath the palace, where they remain. Again, a kind and gentle Dungeon Master might give them a way out, especially when it isn't their fault.

If the characters accept this, their third mission, the Overlord lets the characters know that bringing an evil man like Purdue Darkwolf in for a just Lankhmar arrest would be a nice and profitable thing for them to do. If the Legions of Doom are brought in as well, that would procure a bonus that the Overlord does not wish to discuss yet.

Purdue Darkwolf and the Legions of Doom

The characters are put up for the night in an inn that is relatively close to the Palace District in Lankhmar. Here their meals and housing are paid for by the city government, as the government does for everyone who is being sent on Lankhmar duty, but only for one night. Thereafter, the Overlord makes his request very clear and very precise. He wants the characters to leave immediately after dawn in search of his son Orion and the marauder, Purdue Darkwolf.

Once the morning comes, he expects the characters to right their fouled actions, and bring his son to him. They have exactly one week in which to do this. If they fail the Overlord within this span of time, they are to be hereby classified as traitors to Lankhmar and the Overlord. They will be publicly slaughtered in front of thousands of blood-thirsty citizens once they are captured, in the cause of justice and governmental security.

During the night, the characters, if they remember to place someone on watch, hear a person carefully slip into the room through a street-facing window. It is a human female thief of relatively low level, but still very good with her hands. If there is no one on watch in the room, each character there has only a 5%

chance of hearing her in their sleep.

Thief (1): Int Highly (14); AL CN; AC 7; MV 12; HD T6; hp 21; #AT 1; THAC0 18; Dmg 1d4; SZ M (5 1/2' tall); ML Average (9); XP 270

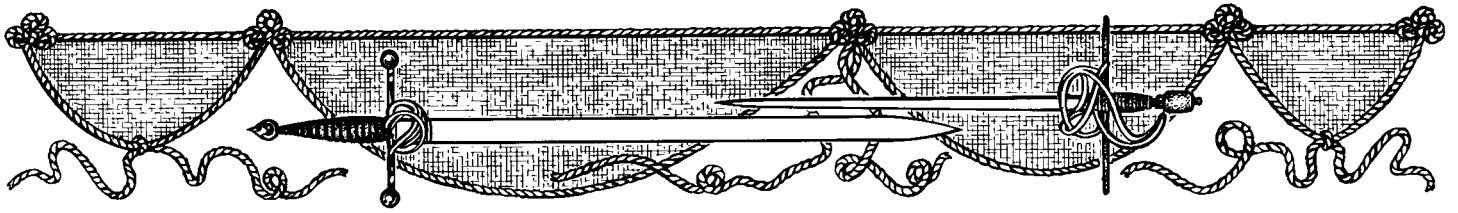
If the thief is caught, she possesses a non-magical dagger, several thieving tools, and a *ring of magic detection* that has 20 charges. She plans to use this ring to find and steal any magical items in the room. She claims that she was hired by a man named "Wolf or something." She apologizes and tries her best to talk the characters out of harming her.

If the characters insist that the thief lead them to Purdue, she is very willing to do that. The thief leads them to a location several blocks away. It is a warehouse that looks abandoned. Inside, the building smells strongly of fish and poultry. Besides the odor, the warehouse is completely empty. Several different footprints in the dust on the floor reveal that many different people were here recently, but Purdue is currently not there. Purdue's network of spies has warned him that the thief was caught, and he has left the vicinity in plenty of time. He prides himself on being always one step ahead of the characters.

If the thief is not caught, she grabs all magical items that are smaller than five pounds. Body armor and the larger swords are left behind, but rings, potions, necklaces, and the like are taken. She then gives all the stolen items to Purdue Darkwolf, who pays her handsomely for the items. The characters all have a 1 in 6 chance of waking up while she is trying to remove their magical items.

In the morning, the characters then find that their small magical items have been stolen, assuming they were not alerted to the thief's presence last night. Since magical items tend to be very rare in the world of Nehwon, they are pretty much stuck with their losses.

Whether or not the thief was caught, the characters hear of a woman pick-pocket who was murdered that night in the alley outside the hotel where the characters were staying. This is the same woman who entered the character's room last night. Purdue killed her to cover his tracks.



DM's Note: The characters do, however, have a chance of recovering these items later in the adventure.

As they leave the city to head back to the castle near Earth's End, they hear some more jeering from the people in the streets. These people are demonstrating their lack of respect for the characters' inability to perform a relatively simple duty for the Overlord. This may be somewhat irritating for them, but as public figures, the PCs cannot raise their hand against unarmed people without bringing even more public criticism against themselves.

Have all the players remove 2 points from their Social Levels for their latest failure in the rescue of Orion Kistomerces. If they attack anyone, remove 4 social points. Remember that only the characters who attack some of these jeering people get the extra 2 points off their Social Level. If any character tries to stop another character from attacking these common folk, give them an extra point. These jeering Lankhmar citizens attack only if they are attacked first.

Jeering Lankhmarts (22): Int Average (8-10); AL Any; AC 10; MV 10-12; F1; hp 5; THAC0 20; #AT 1; Dmg 1d4 (dagger), 1d2 (thrown stones); SZ M (6' tall); ML Unreliable (2-4); XP 15 each

The trip back to the castle is uneventful, until the last day. Once again, the characters are ambushed by eight of Purdue's huntsmen. These guards were stationed out here because a spy in Lankhmar sent out a homing pigeon warning Purdue that the characters were on their way.

If anyone is able to escape, that person runs immediately in the direction of the castle to warn Purdue Darkwolf that the player characters' impending visit is now only a day away.

Huntsmen (7 or 8): Int Very to Highly (11-14); AL NE, LE; AC 0, (-2 when concealed behind rocks); MV 12; F12; hp 72; THAC0 9; #AT 2; Dmg Various; SZ M (6' tall); ML Champion (15-16); XP 2,000 each

The huntsmen this time do not have their

sleep poisons coated on their weapons. These warriors have come to the conclusion that the characters must be killed. They also think that the characters have protected themselves magically from the effects of sleep. Instead, each huntsmen has a different tactic:

The first huntsman has a poisoned broadsword that causes the struck character to slow (as the reversal of the *haste* spell). This effect lasts for 2d4 rounds. The magical broadsword causes 2d4 points of damage, and possesses a +2 enchantment.

The second huntsman has a two-handed sword that she wields with only one hand. The sword has a +1 enchantment. The hilt of the sword is attached to her armor in such a way that the sword stays near her hand even if she lets go.

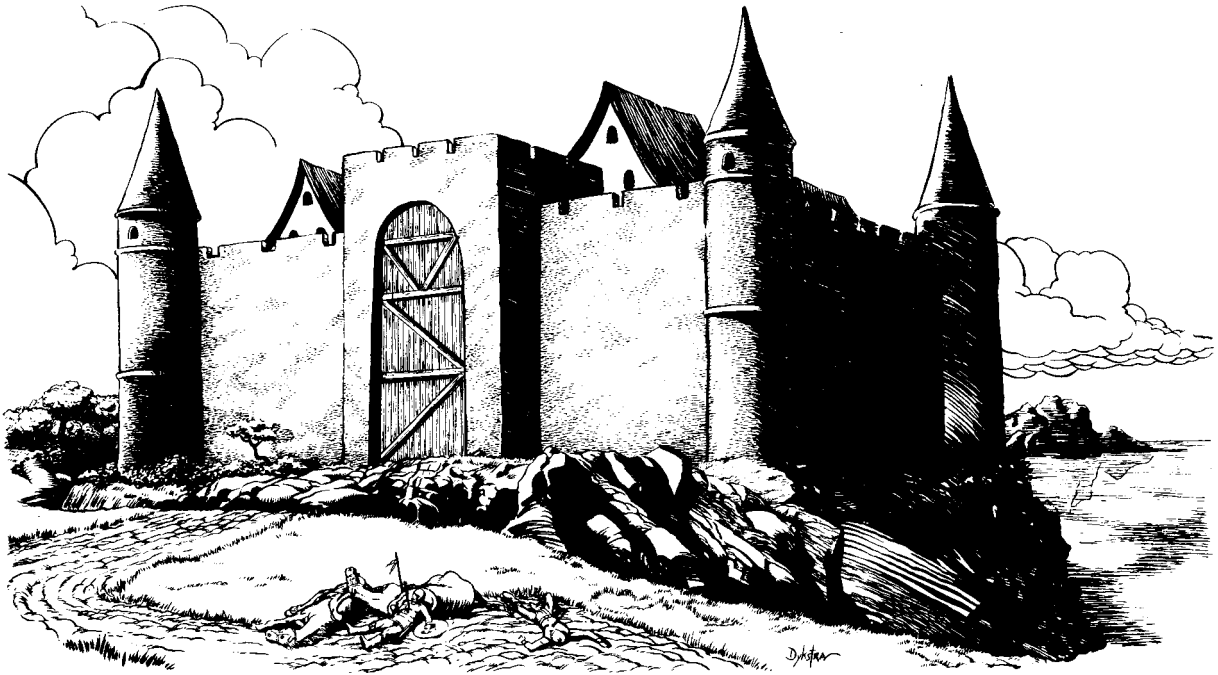
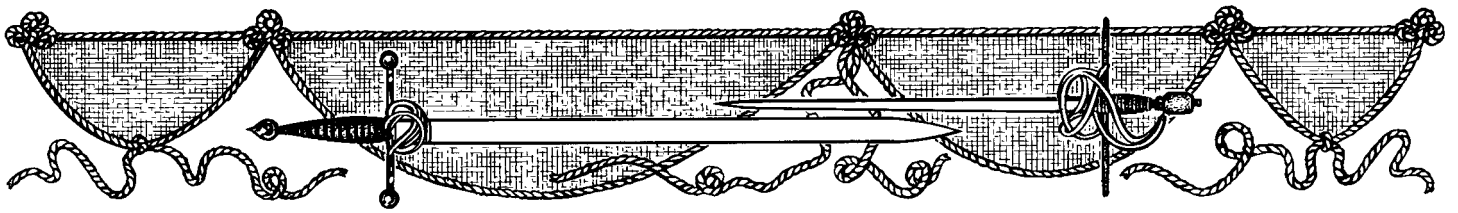
The third huntsman wields a *sickle* +3. It is rusty across the bloodline, yet it delivers a good solid attack that causes 1d4 + 4 points of damage. The rust is actually a fungus that inhibits the character's ability to heal until a *cure disease* spell is cast upon the character. This means that all the wounds that the character has after the battle is over cannot heal themselves until the *cure disease* spell is cast.

The fourth huntsman uses a *fauchard* +2.

The fifth huntsman has a composite long bow. The bow is magically enchanted to allow for easier targeting by +1. She uses sheaf arrows that cause 1d8 points of damage per hit. If the character tries to pull these arrows out, they suffer an additional point of damage, because these arrows are barbed.

The sixth huntsman wields a battle axe. This battle axe is actually a *cursed battle axe* -1 that causes 1d8 points of damage per hit. It has an *electrical stun* ability that causes the attacked character to be stunned and unable to attack for one round if a saving throw vs. spell fails. If a natural 1 is rolled on the attack die, the huntsman himself must roll a successful saving throw vs. spell or fall stunned for one round.

The seventh huntsman holds a heavy crossbow with no magical attack abilities. The man uses heavy bolts that cause 1d4 + 1 points of damage per hit.



The eighth huntsman uses a scimitar with such precision that he gains a +2 to hit, but not to damage. The scimitar causes 1d8 points of damage with each successful strike. He also has a *ring of curses* that is disguised as a *ring of protection*. It is a cursed item that explodes for 5d6 points of damage if the ring is ever taken off. A successful saving throw vs. spell negates one-half the damage. This man realized it, and since has never taken it off. It ended up being a liability that he grew to like. He now views the ring as his revenge upon any who should kill or rob him.

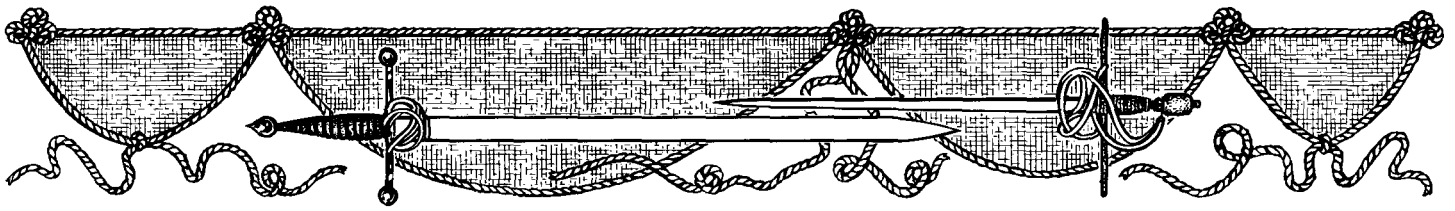
These huntsmen do not necessarily fight to the death. If the battle is going against them, they are subject to the morale rules set up in the *Dungeon Master's Guide*. The huntsmen who run away from the fight all end up back at the castle of Purdue Darkwolf, where they are healed and made ready to battle again.

The huntsmen who die in battle are found to possess absolutely no money. They carry only the weapons that are specified above. If any of them are captured, they refuse to talk, even under extreme duress.

Once the Legions of Doom are defeated, the characters have one day's travel before Purdue's castle is reached. During this time, Purdue is preparing for them. He is setting up his Legions of Doom for optimum defensive and offensive abilities. He also lowers the bridge across the moat. This allows the characters to come right into the castle, which is what Purdue wants. He also prepares his finest poison.

This poison is a three-stage poison. He places one part of the poison into all of the food. This is the food he plans to serve to the characters when they enter his castle. It is completely harmless by itself. The second part of the poison is placed into all the drinks. This part is also harmless unless placed with both the first and the third parts of the complete poison.

The third part is put into the candles and the oil lamps in the character's sleeping quarters. The poisonous gases are taken into the characters' lungs as they sleep. The smoke is completely harmless unless the characters ate and drank the other poison parts. It takes three days for the different poison parts to leave the



system.

The effect of eating, drinking, and inhaling the three poison parts is that the characters must roll a successful saving throw vs. poison or all their ability scores are cut in half, permanently. Purdue doesn't want to kill the characters; he only wants to maim them. He plans to use them as examples to the rest of the world that he is someone to be feared and avoided.

In every case, if the characters perform a *detect poison*, either by spell or by natural ability, they find absolutely nothing. There is no poison unless the three parts are combined together in or out of the body. At that point, a *detect poison* reveals that the body is invaded with the deadly substance.

When the characters near Castle Darkwolf, they see that the bridge across the moat is down. It is nearing dusk, unless the characters purposely wait until another time. Either way, the following encounters occur:

The door is closed, and there is no other possible way to enter the castle even if they decide to climb the walls. There are no windows on the front of the building, but there are numerous windows on all other sides. The moat begins adjacent to the castle walls except where the bridge is, so there are no footholds anywhere to allow the characters to approach the castle from another wall.

If they knock or begin picking locks, the door opens, and a handsome butler, named Carl, stands before them. "Hello. May I be of assistance?" The butler is not part of the Legions of Doom, nor is he responsible for any of Purdue's actions. He is paid very well by Purdue, because he must put up with the villain's mood swings and violent temper.

He has been with Purdue for almost seven years, and has considered quitting every few weeks or so, but the pay he receives is too high for him to leave.

He allows the characters in, telling them that the master is expecting them. He explains that Purdue wishes to have them for dinner once nightfall occurs, and that they can be assured that no hand shall raise against them until after dinner and the nightly cigar. The butler gives them free reign over the first level of the house,

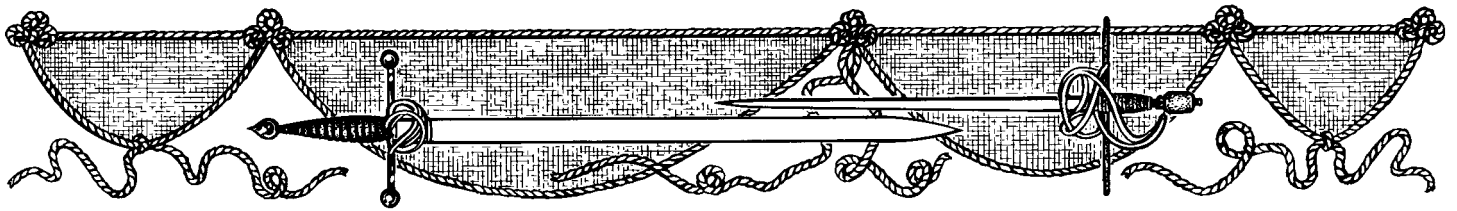
if they so choose, though he forbids them to enter any other part of the house. The consequences of disobeying this directive are not mentioned. The butler also asks the characters if they wish any food or drink while they wait for the master to express his hospitality personally.

While the characters are waiting, Purdue is preparing for war. He is memorizing several offensive spells and one special defensive spell. He also places several poisoned daggers in his boots, the inside of his calves, outside of his thighs, and a short sword across his back, hidden by his cloak. The short sword's scabbard is filled with a volatile substance that causes such pain that any person he wounds fights the rest of the battle with a -3 penalty to his attack roll.

He also has two miniature crossbows in his sleeves, which allow him to fire four tiny bolts (1d2 points of damage) off with a flick of his wrist. These bolts are not poisoned. He carries a bastard sword on his hip in plain sight. He wears black painted full plate mail with a *ring of protection* +5. His armor class is -4.

Once dusk falls, Purdue walks calmly down the curving stairs into the main ballroom. Here, he graciously greets the characters, extending his hand in friendship. Once the formalities are complete, Purdue escorts the characters into the main dining area. Here, chairs for every character and Purdue have been set up. The plates, silverware, and glasses are piled together in the center of the table. He asks the characters to choose their dinnerware, and to choose his as well. Purdue does this to assure them that none of the items have been poisoned. Once this formality is over, he claps his hands, and the butler enters again. The butler pushes a cart that has drink, meat, food and breads. He allows the characters to take what they like, and goes to the next. Once the cart reaches Purdue, he grabs a great deal of everything, and begins eating.

If the characters are refusing to eat, Purdue encourages them to use magic to determine the safety of the food and drink. If they do this, they indeed find that the food and drink are safe. Purdue then begins asking questions such as: Why do you come here? What do you hope to



gain by my death? Is it wrong for a man to steal from a thief such as the Overlord? Would you join my Legions? If the characters decide to join him, Purdue plans to kill them when the opportunity arises. He despises those who break allegiances easily. He does it himself, but that is not a consideration.

After dinner, he asks the characters if they still wish to force him to go to Lankhmar to face the kidnapping charges. If they say yes, he stands up deliberately, proclaiming that the characters will take him in neither alive nor dead. At that point, the remaining huntsmen run out from behind a closed door to combat the characters.

Huntsmen (8): Int Very to Highly (11-14); AL NE, LE; AC 0; MV 12; F12; hp 72; THAC0 9; #AT 2; Dmg Various; SZ M (6' tall); ML Fearless (18-19); XP 2,000 each

This time, the huntsmen are very serious about winning. Their morale is 3 points higher than usual because their master is here to assist them in the fight. While the huntsmen are combating the characters, Purdue runs out of the room to disappear into seemingly thin air via an *invisibility* spell.

He then goes to his secret hideaway where he awaits for the characters. His other ten men are spread throughout the castle waiting in ambush for the characters to approach. Also, throughout the house, Purdue has set up traps to slow or kill the characters. The Prince of Lankhmar, Orion Kistomercus, is held in a secret passage that is accessible only through a secret door in the castle's basement. This is also where Purdue awaits the characters. The butler does not assist in any battle, nor does he allow anyone to take him as a hostage or a shield.

Battle in the Castle

Once the characters have managed to fight off the huntsmen, they now have to locate and pursue Purdue. He goes immediately to the dungeon to make sure that the prince is still in his prison.

He prefers to fight the individual characters

when they are alone, if possible. He is a very proud man, but he is not proud enough to die stupidly. If the characters manage to deal over 70% of his total hit points in damage, he lays his weapons down and screams that he is surrendering unconditionally. When he has a free moment, however, he uses his *word of recall* spell to teleport to an unknown location. This is the secret defensive spell that he has stored up. His pride dictates that he must live to fight another day.

The following descriptions are for the different rooms, tunnels, and hallways that lie within Castle Darkwolf. Should the characters decide to capture this castle and keep it as their own private stronghold, the players should get a copy of the room descriptions, as well as the poster map, so that they know the layout of their characters' new home.

Throughout the keep, there is a 10% chance per room of finding 1d10 rats.

Rat—Common (1d10): Int Animal (1); AL Neutral; AC 7; MV 15; HD 1/4; hp 2; THAC0 20; #AT 1; Dmg 1; SD Nil; SA Disease; SZ T (1' long); ML Unreliable (2-4); XP 7 each

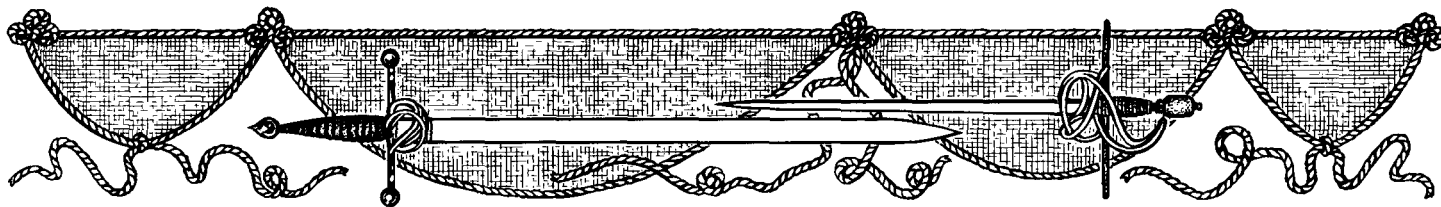
Location #1: This is a locked storage facility used by the butler. He and Purdue are the only ones who have a key to the door. The good foods, wines, and ales are stored here, where they can keep cool and safe from the thievery of the men-at-arms.

The walls are made of three-foot-thick wood that is metal reinforced. This room retains a dryness that keep foods free from spoilage longer.

Location #2: This is a single door that is locked by a specially made lock. The lock's mechanisms are so good and so well cared for that thieves must roll their *open locks* chance with a 30% penalty. This door is the only entrance to Location 1.

Location #3: This is a storage area for munitions, standard food and rations, and water. There are several pumps that allow people to pull water from the aquifers that lie several miles down and to the east of the castle.

Location #4: These are supports that keep



the castle from falling down upon itself. These pillars are marked with blood and chipped by swords from a battle years ago when a division of the Lankmart marines were stationed here to overlook the Outer Sea.

Location #5: These are stairs. These allow people to get behind the three-foot partition so they can have some cover when firing upon intruders.

Location #6: The three-foot partition.

Location #7: This is a platform that is raised three feet above the rest of the floor (Location 3).

Location #8: These are circular stairs that allow easy transit between the basement and the first level.

Location #9: This is a secret door. There are several tapestries across the walls, but none over this area. This door leads to the private chamber of Purdue Darkwolf, as well as the dungeon where the Prince of Lankmar, Orion, is kept. The secret door is opened by flicking a hinged pebble out to expose a fingertip-sized button. When this button is pushed, the door's latch unhinges, and the door swings out into

the tunnel (Location #34).

Location #10: This is a set of dark, damp stairs that lead down. The stairs lead to the secret hiding place of Purdue Darkwolf. He does not live in the castle as most would think. Instead, he lives under one of the towers overlooking the ocean.

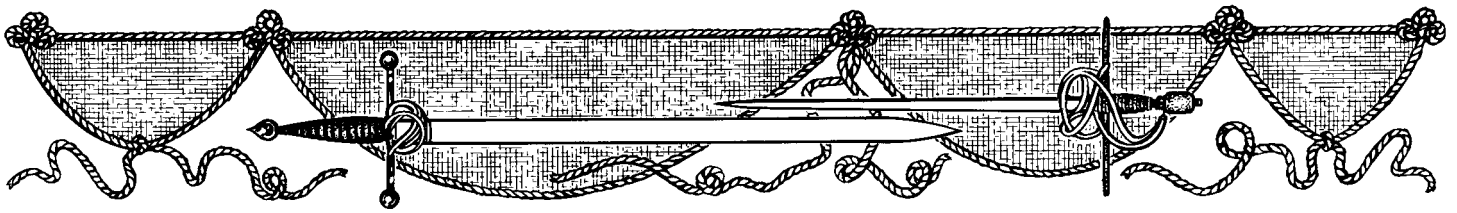
Location #11: These are circular stairs that allow transit from the first level to the basement and to the second level.

Location #12: This is the private quarters of the butler. He also has the most beautiful cook living with him. The two doors lock, and he and Purdue are the only ones with the key.

Location #13: This is the pantry and kitchen. All cooking goes on here. The cooks sleep in here as well.

Location #14: These are tables where the guards and the Legions of Doom eat. During the night, the men clear the tables off and sleep on them as well. This is done so that the men do not get bitten by the rats that populate the area.

Location #15: This is the main room for the guards. When they are not on watch, out



pilfering or murdering, they are here drinking and causing general mayhem.

Location #16: These are open windows that allow the castle's warriors to shoot their arrows at oncoming attackers. Ten feet behind the windows are full-height walls that stop arrows that enter the building before they go into the living spaces.

Location #17: These are stairs that allow the warriors and archers to get to the archery windows.

Location #18: These are circular stairs that allow transit from the second level to the first level and the roof of the castle.

Location #19: These are circular stairs that allow transit from the second level to the first level.

Location #20: These are open window that allow the castle's warriors to shoot their arrows at oncoming attackers. Ten feet or so behind the windows are full-height walls that stop arrows that enter the building before they go into the living spaces.

Location #21: These are stairs that allow the warriors and archers to get to the archery windows.

Location #22: This is space for additional warriors to sleep. This isn't usually used for sleeping because there are no tables for the warriors to sleep on to get above the fleas and the rats that inhabit the castle.

Location #23: This is a set of two double doors. They allow entry into the main hall, Location 24.

Location #24: This room used to be the main hall. Purdue now uses it mainly as his throne room. Occasionally, he addresses his men here, but mostly, he uses the warriors' chamber (Location 15) when he wants to talk to all his men.

Location #25: This is a locked door that allows entry into Location 26. It does not possess any special locks or magical wards.

Location #26: This was the bed chamber for the captain of the guard when this castle was still owned and maintained by the City of Lankhmar. Now Purdue has it dressed up to appear like his personal chamber. Fancy decorations and the like are here. He never uses this room.

Location #27: This is a locked door that allows entry into Location 28. The lock has a *wizard lock* spell placed on it as well.

Location #28: This is where Purdue stores most of the money, gems, and valuable art objects. There are 6,400 gold coins, 300 gems worth 100-400 gr each, and 20 paintings worth 200-800 gr each.

Location #29: These are circular stairs that allow transit from the roof to the second level.

Location #30: These are archways in the stone walls that allow warriors to pass from one section of the roof to another without having to climb over the archer notches.

Location #31: These stairs allow people to get from a lower section of the roof to a higher section. The arrows designate which way is higher.

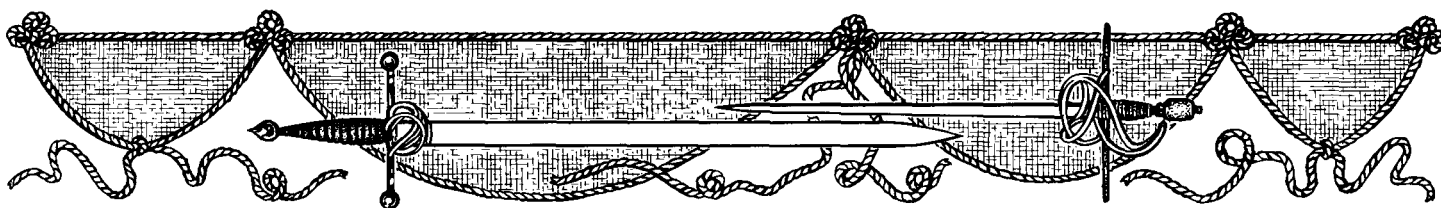
Location #32: These are wooden bridges that allow warriors to get from one roof section to another. This also allows them to kick the bridge down to trap their enemies on the section of the roof that has no way of escape. Then, the castle's warriors need only pick them off at their leisure until their enemies are all dead.

Location #33: This is the roof of the main section of the castle. The crest of this roof is four feet below the floor of the roof walkway. This assures that no one can climb to the top and be able to fire arrows down on the castle's inhabitants.

Location #34: This is the tunnel that leads from the secret door at Location 9 to Purdue's personal chamber, which is Location 35.

Location #35: This is where Purdue Darkwolf spends most of his time. He has a bed, a table, several candle holders, and a bookshelf loaded with literature. The bookshelf itself, when the top right-most book is pulled out, opens to reveal a secret staircase to Location 36. This spiral staircase is very narrow and sometimes slippery. Moss grows on the walls.

Location #36: This is the secret dungeon of the prince. This is where he has been ever since Purdue's men captured him. He is well fed and cared for. He also has several dozen books there with him that he is reading.



The Castle's History

Almost 200 years ago, the Lankmart government had this keep built so that they could maintain an eye out over the Outer Sea. The keep became home to a small outpost of the Lankmart marines, who carefully watched the seas for incoming invaders. The men were fed by the grain fields and watered by the huge aquifers under the continent. During their 75 years at the keep, no invasion fleets of any size were ever spotted. All that was seen was only an occasional pirate or merchant ship trying to make its way across the huge sea to see what wealth awaited on the other side.

Because of the rampant boredom at this outpost, reports of misconduct with the grain field workers' wives became commonplace. Investigation after investigation showed that many of the men considered Earth's End as a cake assignment and an excuse to plunder for their own means. The government cracked down on these abuses and soon it became a living hell for everyone stationed there; the requests for transfers out of Earth's End soon overwhelmed the requests in.

During this difficult time at the Earth's End, one of the outpost's commanders, Andre Kapov, died a violent death at the hands of his lieutenants. This, unfortunately, angered Andre's soul. Andre was so bitter that his wrath surpassed the god Death's ability to drag him into the Shadowland where the rest of Nehwon's dead rest eternally. Andre Kapov instead began haunting the outpost; to this day, he remains a poltergeist, held in place by the sheer strength of his will.

Andre Kapov does not attack anyone, unless they surprise him. Even then, he only tries to scare them off. Usually, he just moves about the castle, looking under tables and chairs, opening doors closets and cupboards, looking for the lieutenants, so that he can get his revenge. Unfortunately, as a poltergeist, he cannot do anything but instill fear in an individual, but Andre does not realize that.

If the characters attack Andre, there is a 25% chance that he believes that one of the characters is one of his long-dead lieutenants trying to kill him again. If that occurs, Andre

begins throwing chairs, tables, eating utensils, and the like at the person he believes to be one of the lieutenants. If the characters decide to leave the poltergeist alone, he plays harmless pranks, such as breaking an occasional dish, or leaving the cupboard and closet doors open in his endless search for his lieutenants.

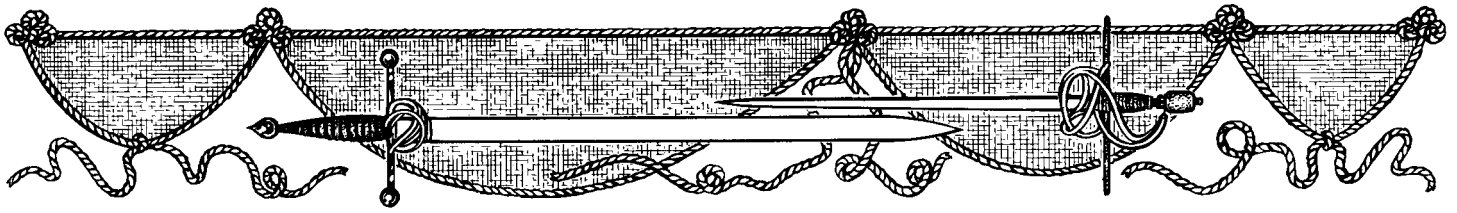
Location 26 on the map is where Andre Kapov died. If the characters enter this room, they experience a particularly strong *phantom shift*. This phenomenon is a terrifying illusion that takes the characters back to the time when the poltergeist was still alive. The shift reveals why Andre was transformed into a poltergeist. The characters may interact freely with the illusion, but any attempt to harm the illusion shatters it and returns the characters to the present time. Likewise, an attempt on the part of the illusion to attack the characters also shatters the illusion without any harm being done. The illusion may continue at different times or may repeat itself endlessly.

Poltergeist (Andre Kapov): INT Low (7); AL LE; AC 10; MV 6; HD 1/2; hp 3; THAC0 20; #AT 1; Dmg Nil; SA Fear; SD Invisibility, silver or magical weapon to hit; MR Nil; SZ M (6' tall); ML Average (10); XP 65

Almost 125 years ago, the keep was abandoned when no one approached from the direction of the Outer Sea. Since that time, the keep fell into disrepair. The grain workers were even seen tearing part of the keep's walls down with rope and hooks in retaliation for the pain and suffering the outpost caused them. Soon the building was all but forgotten.

Five years ago, as Purdue Darkwolf strolled along the cliff overlooking this sea, he found the castle in great disrepair and had it fixed up. He had no problem finding volunteers from the Lankmart grain fields to work on it for him. He has used this keep, which he now calls Castle Darkwolf, as the base for all of his evil operations. He has conducted raids throughout the grain fields, as well as within the cities of Lankhmar, Ilthmar, and even Quarmall.

It is said that Purdue is wanted in every major city in Nehwon. The main problem is catching this elusive man. The next problem is



attempting to find the city that is willing to pay the highest price to see his head lopped off.

The following list is where Purdue has traps set up. His men, realizing that the traps have been set, decide to stay pretty much where they are, unless they lose their morale. They are not foolish enough to let the traps finish them off.

Location #1: In this room, there is a trap door on the floor. This trap is sprung when more than 200 pounds is placed on it. When activated, the floor gives away to expose a hole. This pit turns into a slide that launches the victim out above the sharp rocks on the cliff wall (5d6 points of damage).

Location #3: There are a total of ten traps on the floor of this room. They are spread evenly across the room. These traps, when stepped on, cave in. When the character's foot falls in, two daggers slice through the leather of the shoe or boot, cutting into the flesh of the foot and ankle. This trap causes 2d4 points of damage. Removing the foot causes an additional 2d4 points of damage as well. The character's movement rate is cut in half due to the severity of the wound.

Location #13: The door to Location 13 is trapped. When the door is opened, the person in front of the door gets blasted by a *lightning bolt* without the benefit of the Dexterity bonus to his saving throw. The bolt of lightning causes 10d6 points of damage; half that if the saving throw is successful.

At the present time, there are men within the confines of this castle. These warriors are currently stationed in Location 15.

Warriors (6): AC 3; MV 12; F7; hp 58; THAC0 14; #AT 3/2; Dmg by weapon type (+1 bonus due to Strength); AL NE; Social Level 3; ML 14

When the characters scare the warriors off, they are never seen again. Their lost morale within their master's castle is enough to assure they never return. Then the characters need only to find Purdue Darkwolf and the Prince of Lankhmar.

When the characters do find Purdue, he refuses to tell the characters anything. "I don't remember where the prince was last seen. In fact, I don't even know what you are talking

about." If the characters start talking among themselves, Purdue casts a 10-die *fireball* spell on them. Thereafter, Purdue grabs his *sword +1, mammal slayer, +3 against good alignment* and begins combating the characters. He also carries a *ring of fire resistance* that makes him impervious to the *fireball* spell he casts. His books and the furniture in the room, however, are not impervious to the fireball, and they immediately burst into flame.

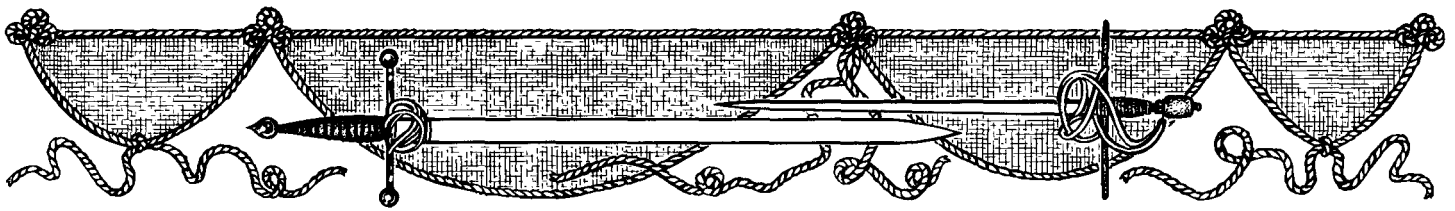
Purdue Darkwolf: AC -2; MV 12; F15/WW15; hp 92; THAC0 6; #AT 2; Dmg 2d4 (+2 bonus due to Strength); AL CE; Social Level 6; ML 10

When Purdue loses morale, he throws his weapon on the smoldering bed, and raises his hands in defeat. He surrenders to the characters unconditionally. If the characters ask him for the whereabouts of the prince, he tells the characters that they are too late. The prince has already been taken away and sold to the Circus of the East. He then uses the spell that he has stored for some time, *word of recall*. He uses this spell only if any of the characters threaten his life. Otherwise, he uses it when the characters find the secret entrance to the prince's dungeon.

This spell takes him immediately to an undeterminable location. Truth is, though, the prince is still at the castle. Purdue only said that so the characters would look elsewhere for the prince. This also insures the prince's death from starvation. If the characters begin searching for the Circus from the East, they find nothing, unless they cross the Inner Sea to the empire of Eevanmareensee.

The characters never find the Prince of Lankhmar, Orion Kistomercus, unless they check for secret doors on the top shelf of the book shelf. Here, the right-most book, when pulled partially out, forces the door to unlatch. Here, the characters see a set of dark and damp stairs spiraling down into darkness. Once they get to the bottom, they see a thick wooden door supported by thick brass.

This door is held closed by three locks and a *wizard lock* spell. There is a small, square, covered hole in the door at face level; this hole measures four inches high by five inches wide.



Near the floor, there is another small, covered hole that measures three inches high by 12 inches wide.

The first hole in this thick door allows someone from the outside to easily look in. This hole has only a simple latch. It is not locked. The second hole allows someone from the outside to easily scoot in a plate of food to the person on the inside. This door also has only a simple latch.

The three locks on the dungeon door are very complex, increasing in complexity as they go down. The first lock requires the rogue character to suffer a -10% penalty to his *open locks* score. The second lock imposes a -20% penalty, while the third lock causes a -45% penalty. On top of all this, the *wizard lock* makes the rogue character's work very difficult. The door can take 200 hit points before it weakens to the point where a *bend bars/lift gate* roll is permissible. Each of the locks requires 100 hit points of damage each before it breaks. The *wizard lock* requires a *dispel magic* or *knock* by any Black Wizard to dispel.

Inside the door, the room is actually quite large. It is 30 feet deep, 15 feet wide, and nine feet tall. Within the room, there is a bed and a small table and chair. All of the furniture is chained to the floor. There is also a book shelf that holds several dozen books. A barred window without glass or curtains overlooks the Outer Sea.

The window is actually cut out of the 70-foot-high cliff wall, which makes escape that way nearly impossible without equipment of some kind. A pump well with a small bathtub sits in the middle of the room. This is where Orion bathes and washes his clothing.

If the characters manage to pick all of the locks and get into the room, a huntsman that the characters have not run into yet, the last one, closes the door behind them if the characters all went into the room. The locks are then snapped into place. Then the characters must break their way out, because that is the only way out.

When Orion Kistomerces sees the characters, he is very happy. He thanks them and demands that they join him in the ceremonial dinner that is to be held when he

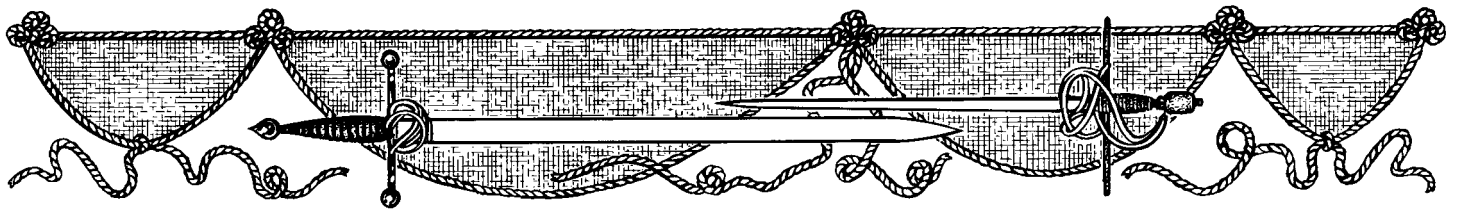
takes over the Overlord duties.

The trip back to the city is uneventful. Once back, the prince is immediately taken from the characters and sent to the Rainbow Palace. The city guards tell the characters that they are to be told when the return celebration is to be held. The celebration, however, is held that night, and the characters are purposely not invited.

Have the characters hear about the ceremony through word of mouth and finally by printed flyers the next day. If the characters choose to quiz the Overlord about the unfortunate oversight, he refuses to even see them. The characters are stopped and perpetually delayed at the gates.

Since they did bring the prince back to Lankhmar, raise their Social Level by 1 point in the eyes of the people. Radomix Kistomerces sees them in a different light, however. He views them as incompetent jackals who cannot be trusted.

If the characters want, they can now take over the castle for themselves. That is exactly what Purdue did when he found it.



To all the Peoples of our Wondrous City:

Joyful Tidings from the Rainbow Palace!

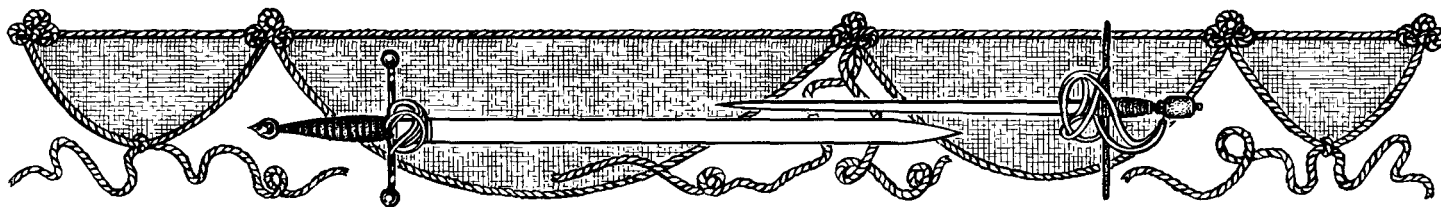
*His Eminence, the Overlord of the Lankhmart
Lands, Radomix Kistomerces Greets You:*

*Hail to all citizens of our fair city. I bring you tidings
of my greatest joy. My son has returned once again from the
depths of the unknown to take his rightful place at my side.
Until at such time as my soul departs for the valleys of our
gods, he stays with me, learning the rulership that is his
birthright. To all who have lifted their hearts in his time of
need, I thank. To those who helped bring him to my side I
grieve they are unavailable for thanks. So I thank the peoples
of this city instead.*



Signed with great honor,

Radomix Kistomerces



Purdue Darkwolf, Part Two

Introduction and DM's Notes

This section, the second part of the *Prince of Lankmar* adventure, follows three or more years after the previous adventure. This part can be run immediately after the first section, if the Dungeon Master so chooses. It is designed, however, to give the player characters enough time to forget all about Purdue, so that when he starts attacking again, the characters do not know who it is for a while. It should also make them wonder about their foe's motivation.

The elements of the unknown can make the game a great deal more exciting. It also gives them a chance to recognize the enemy who barely escaped from their clutches all those years ago.

Orion Kistomerces has recently taken over the Lankmart Overlord duties from his deceased father. He has ruled justly for over a year now, and during that time, the citizens of Lankmar have grown very fond of him.

In the last several years, Purdue Darkwolf has tried countless times to slay the player characters. Each of these attempts was unsuccessful. Previously, his life had been one consisting of absolute good luck and fortune. Whatever he touched turned to gold, so to speak; but now, his life has gone completely sour.

Thinking back upon his devious life, he suddenly realized that his luck ceased functioning soon after his encounter with the heroic band of characters at Castle Darkwolf. It was there that he met something he had never before experienced: defeat. It scared him.

With his rapidly failing logic, and his ever-increasing insanity and paranoia, he has devised a plan to regain the smile of Lady Luck he so desperately wants back. This plan involves nothing more than the complete eradication of the characters; the sooner, the better.

Purdue is a changed man. His voice no longer contains the mild mannerisms and the

cool tones it once had. Instead, the voice is more akin to the sound of a swamp toad or the gasping of air from a man trapped within a gelatinous cube.

He does not walk in bent fashion, but he does talk with beings unseen. Several people believe that these strange creatures do actually exist, while most others feel they are nothing more than the anguished manifestations of a deeply insane and disturbed person.

He attempted to reinstate the Legions of Doom, because he had so much fun with that group of people. Unfortunately, most of the members have been captured and beheaded by many of the different city governments across Nehwon. They were wanted, and there was a large bounty on their heads. People wanted that money, so they came after the Legions of Doom.

Unfortunately, the Legions of Doom scare created mass hysteria, much akin to the witch burnings of Ilthmar a millennium ago. Several thousand innocent people died because the fear of the Legions created a temporary insanity.

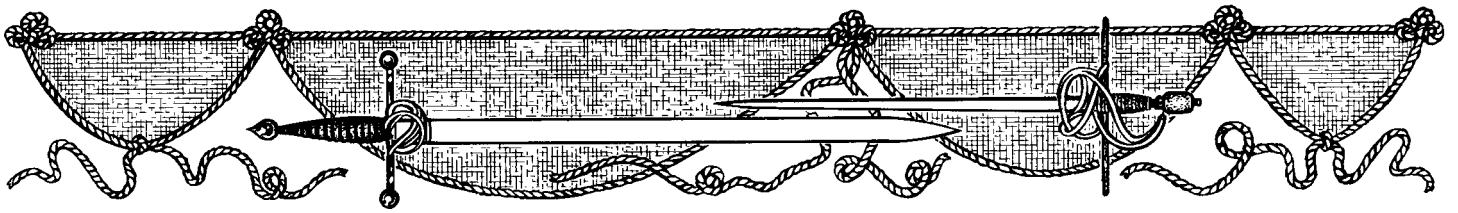
Since Purdue was unsuccessful in re-creating the Legions of Doom, he went traveling to the more obscure locales across Nehwon. That is where he ran into a previously unknown culture called the hydden. It is now believed that the hydden are distant ancestors of the invisible humanoid race that lives at Stardock.

Purdue Darkwolf is back, and the characters are soon painfully aware of that fact. See the NPC Roster for more information regarding Purdue's insanity. Please see the New Monster Roster for full information regarding the hydden.

Lost, But Not Forgotten

The characters receive a letter that is sealed with black wax. The emblem on the seal is nothing more than a large thumb print. Within, they see the following letter:

"Greetings to ye, the past heroes of the Overlord Orion Kistomerces.



“Some postulate that you are heroes and some presume you are fools. I know you are jackals: prowling about, maintaining yourselves from the carcasses of old exploits. No more, my vile friends. I shall prove you nothing more than shells that implode into nothingness when exposed to the flames of my tongue, the fervor of my sword, and the ardor of my men-at-arms. I greet you from the bowels of the Abyss, and I shall take you there when I return. You have been forewarned. Your doom is imminent and irrefutable. P”

The young man who delivered the message to the characters waits for them to pay him for his services. If they question him regarding the person behind the letter, he tells them that the letter was waiting under the door when he went to work this morning, along with the required fees for person-to-person delivery. He again extends his hand for the characters to grease with coinage. If they ignore him, he eventually leaves, vowing never to assist the characters again, and maybe an accidental loss of a letter or two can make them a bit more generous and grateful.

The letter, when inspected closely, shows the ink is from a fountain pen with a rusty tip. The black/brown ink tastes somewhat salty, and the handwriting is very jerky and stiff. The paper used for the letter is unusually crisp and flaky.

If the letter is taken to a handwriting analysis expert, the characters are told that the person behind this letter is quite psychotic, possibly insane, and very angry; so angry that thoughts of murder are transcribed into his handwriting. The analyst tells the characters that the man seems to be very powerful in the arts of white wizardry, but that it is only a presumption.

To confuse the characters even more, the analyst says, “Some people are aware of the handwriting analysis skills available in the city, and the person behind this letter may have purposely written it to be analyzed in this way. Just something to think about.” The analyst charges the characters ten gold rilks for his services.

When the characters return home or to the inn where they are staying, they see the remains of several disemboweled giant rats thrown on their beds. The rats’ blood is spread

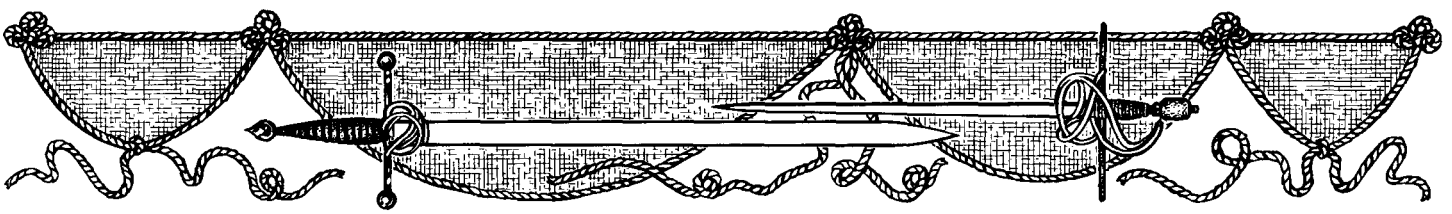
across the bed sheets, the walls, and the floor. The blood on the wall appears to have been placed there with a finger. The markings look like archaic writing of some kind. A *read magic* or *comprehend languages* spell detects nothing. The stench is very strong and a large fly infestation has populated the room. The deed appears to have been performed several hours ago.

After Purdue and his minions killed and maimed the giant rats, they went straight to the worshipers of the Rat God and told them they saw the characters do this. They also told the worshipers where the characters’ room was, so they could inspect the bodies of the dead rats themselves. When the Rat God priests inspected the room, they immediately vowed vengeance on the characters.

If the characters go to the innkeeper, demanding another room, he tells them that there is only one other room available. All others are rented out. If they choose that room, that is to the glee of Purdue. Purdue is disguised and sitting in the dining area of the inn. The Dungeon Master should not specifically point this out to the characters. Should they ask if anyone else is in the inn, the DM should then point him out. The disguised Purdue tells the characters that he knows nothing about anything if the characters confront him regarding the desecration of their room.

Purdue purposely rented all the other rooms from the innkeeper in order to force the characters to take the last room. This room is trapped in several places. The beds contain poison-tipped pins that are not seen or felt until pressure is placed on the mattress itself. At that point, the pins poke through the sheets of the mattress, entering the skin of the person sitting or lying down. The character must roll a successful saving throw vs. poison with a -4 penalty or suffer a debilitating and permanent scarring of the brain’s cerebral cortex. This damage causes the character’s Intelligence and Wisdom to drop 1d6 points (each), permanently. Each bed has this trap.

The water spout on the in-room pump has been poisoned with a chemical that partially destroys the vocal chords. This requires anyone



drinking from this pump to roll a successful saving throw vs. poison or suffer damage that makes the voice feel rough and dry. This is a permanent effect that lowers the character's Charisma by 1d2 points.

Charisma worsens because the characters affected no longer have smooth voices. They instead possess vocal chords that startle people whenever they speak.

These two traps are the only things that Purdue Darkwolf has planned for the characters today. Tomorrow, however, is another story. For the rest of the evening, the Dungeon Master should roll for standard encounters such as thieves, drunkards, assassins, etc.

During the night, Purdue has trapped the door knob so that in the morning, the characters will get a nice surprise. The door knob on their room has been magically enchanted with an *electrical glyph of warding*. This glyph causes 5d6 points of damage to the first person to touch the knob without saying "He is my Master."

If the character is not wearing anything metal, such as armor, they are allowed a saving throw vs. spell without Dexterity bonuses to suffer only half damage. A *detect magic* spell lets the characters know that the trap exists, but a rogue's standard detect traps ability does not reveal it because the trap is not mechanical in nature.

Once the glyph is activated, it is spent and is no longer a threat to anyone. The only evidence that remains behind after the trap is spent are the nasty burns on the character's hands, which ends up scarring once it heals, and a slight burn on the door and the door knob.

When the characters walk out of their room, they notice that the inn is unusually quiet and empty. The usual noises are strangely absent. The clatter of dishes, the yelling and hollering are gone. Only the distant sounds from the street are present.

When they walk down the stairs, the characters see a horrible sight. There are a number of dead bodies equal in number to the characters' party. Each of these corpses has been mutilated. On the closest body, there is a folded piece of paper that is sealed with a ball of black wax. The wax is stamped with a simple

thumb print.

If the characters kept the original letter and wax seal, the thumb print is identical. If the characters decide to check the thumb print with all of their thumb prints, they find that the print in the wax matches up with one of theirs. The DM must choose whose thumb print is being used. Purdue has done this to create animosity between the characters, hoping to split them up. He knows that it is easier to defeat them individually than together. Purdue's newest followers, the hydden, are responsible for getting the character's thumb print on the wax. The hydden, an invisible humanoid race, are explained in detail in the New Monster Roster of this module.

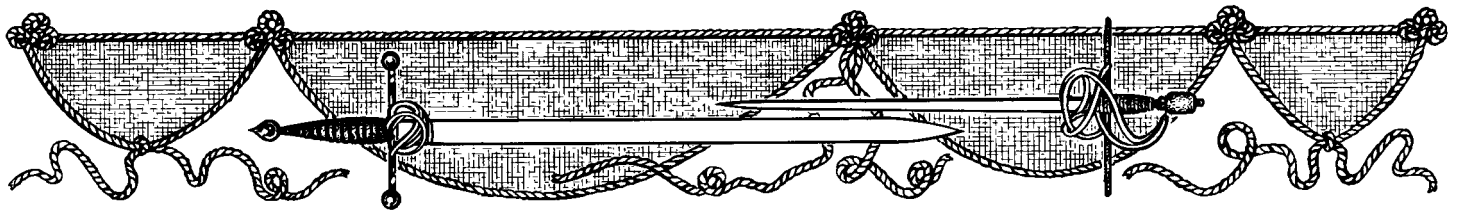
The letter reads as follows: "I could have killed you all in your sleep if I had chosen to, but I preferred to use these people as an example of my strength instead. I demand only one thing from you, and I promise you all your lives. Each of you must go your separate ways and never again return to this city. If you do not heed my words, it shall be the death of all of you.

Do not treat this as a petty threat. It is a promise. p."

Again, Purdue is attempting to separate the group of characters. If he is successful in getting a member of the group to split from the others, even for a brief moment, Purdue waits until he thinks the character is out of earshot from the rest of the group, and then he sends his Hydden minions to attack. This includes someone going on a shopping spree, using the outhouse, checking up on the steeds at the stables: anything. The Dungeon Master can use this part of the scenario as a example of how unwise it is to split up the party.

Hydden (4): INT Average (8-10); AL N; AC 4; MV 12; HD 4; hp 23; THAC0 17; #AT 4 or by 2 weapon types; Dmg 2-5 (x4) or by 2 weapon types; SA -5 penalty on opponent's surprise rolls; SD Permanent Invisibility; MR Special; SZ M (5' to 6' tall); ML Elite (13-14); XP Value 1,400 each

The hydden are humanoid creatures possessing two standard human legs. They



also have four arms, which they can manipulate independently. The fingers are dexterous claws that can grip weapons or they can be used as a claw attack.

The hydden, when attacking the characters, attack from all directions at once. This means, that if the character decides to run away, there is a 40% chance that the character runs into one of the hydden. This causes both the hydden and the character to fall to the ground.

When the hydden attack, the character sees nothing. He only feels the hydden's claws or their weapons. The hydden's Armor Class already includes the -4 penalty for characters attacking invisible creatures.

Also, spells such as *detect invisibility* and *true sight* allow the character to see the hydden. This gives the character a +4 bonus to his attack rolls.

If the hydden manage to kill the lone character, they drag the body to a man-hole or drainage grating and drop it in to let the sewer rats eat the body, successfully disposing of it—the less evidence that is left lying around, the better. After that is accomplished, the hydden return and report to Purdue, who sends them on another mission.

The characters are approached by a man wearing glasses. He says that one of the characters' presence is demanded at the Overlord's residence. The DM should choose the weakest of the party, or the most boisterous. The DM reads the message in a sealed envelope that contains a red ring-stamped wax seal:

"The Overlord of Lankhmar sends his deepest regards to (PC's Name). Your presence is requested at the house of Orion Kistomercus for dining and conversation. Dinner bells shortly after dusk. Come as you are."

If the character accepts the invitation, the man requests that he be allowed to escort the PC to the Overlord's residence. If the character goes, the PC is attacked by four hydden.

Hydden (4): INT Average (8-10); AL N; AC 4; MV 12; HD 4; hp 25; THAC0 17; #AT 4 or by 2 weapon types; Dmg 2-5 (x4) or by 2 weapon types; SA -5 penalty on opponent's surprise rolls; SD Permanent Invisibility; MR Special; SZ

M (5' to 6' tall); ML Elite (13-14); XP Value 1,400 each

These hydden follow the same scenario that the others did. If they succeed in killing the character, the body is secretly thrown into the Lankhmart sewer system for the rats to devour. The hydden then return to Purdue Darkwolf and report their success, or their lack thereof.

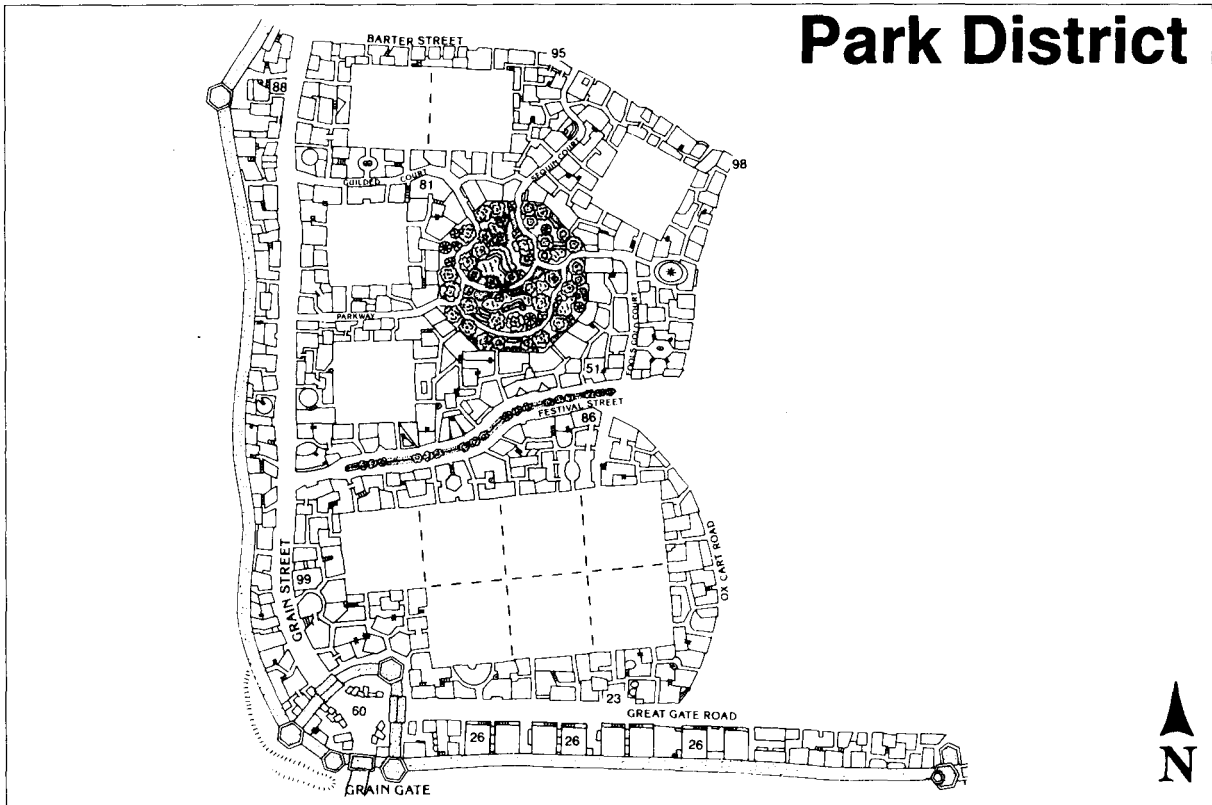
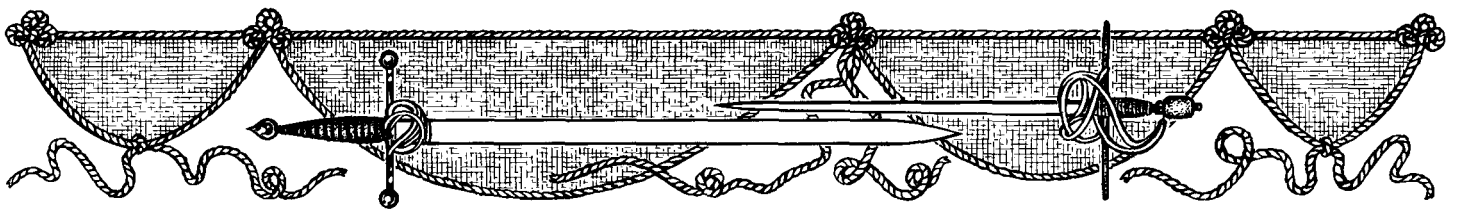
The Dungeon Master is encouraged to create additional ways for the characters to get separated—by choice, of course. The more the PCs are sent out alone, the more Purdue likes it. The DM should note that it is usually wise to kill off the NPCs who may follow the characters around, before killing all of the characters. Intermixing the deaths is a nice touch as well. They should begin learning the lesson that separating the party weakens the party.

When the characters finally get back to their inn rooms, or their homes, they again see slain giant rats everywhere. When the PCs open the door again to leave, they see a group of seven men and one woman standing outside the door. They wear smocks with a symbol containing two red eyes on a black field on their left chests.

One of these men looks into the room and sees the giant rat decimation. "Well. I see that the reports we heard regarding your ceremonial destruction of the rat population were correct." If one of the characters denies the allegations, the Dungeon Master should roll a reaction for the Rat God priests. If a negative result occurs, so does battle. If the reaction has a favorable result, the priests apologize for assuming that the killings were done by the characters. If the result was very positive, the priests even assist in the cleaning process.

Rat God Priests (8): INT Average (8-10); AL CE; AC 5; MV 12; HD 8; hp 49; THAC0 16; #AT 1; Dmg 1d4 + 1/1d4 (Sickle); SA Spellcasting; SD Nil; SZ M (5' to 6' tall); ML Elite (13-14); XP Value 1,400 each

The Rat God priests have spellcasting abilities. *Protection from good, cause fear, endure heat, obscurement, hold person, wyvern watch, cause blindness, cause disease,*



Park District

continual darkness, cause serious wounds, and poison are the most common spells for these eight priests. They each carry a sickle of lycanthropy +2, which causes 1d4 + 1/1d4 points of damage. These weapons, when they strike on a natural 20, cause the target to fall prey to lycanthropy. A successful saving throw vs. polymorph is necessary to avoid the malediction. The form of lycanthropy that is incurred is wereratism.

The Rat God priests coordinate their attacks so as to cause the most damage possible in the shortest amount of time. They feel that the death of the rats is sacrilege. Only in the case of religious ceremonies conducted by the priests of the Rat God can more than one rat be slain at one time.

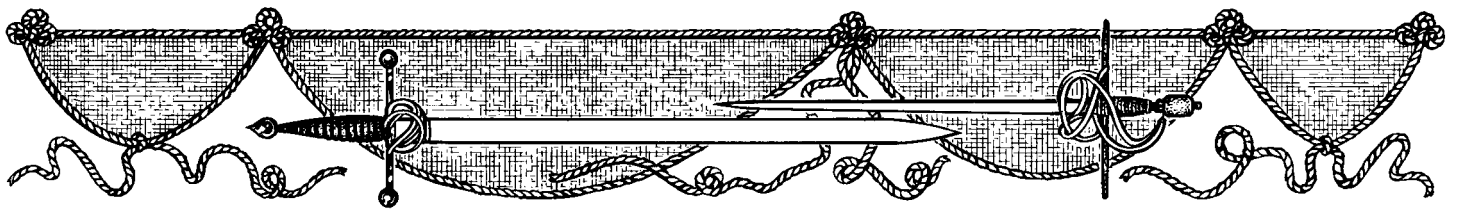
After this encounter, the characters are given another room. This time, the room is not trapped. Once the characters have a good night's rest, and they are again in the streets of Lankhmar, a short dumpy man walks up to them. "Good day all. I have an urgent letter here from the secretary of the Overlord of Lankhmar. It is addressed to you." He hands

the letter over to the characters. It is sealed with red wax. The stamp is not the Overlord's personal stamp.

The letter is actually from the Rainbow Palace, but since Purdue used that as a tactic to get a character alone, they may not believe this short man. Under questioning, the man claims to be Harold Rare dove. He also claims to be employed by the Overlord in the Courier Department.

Harold Rare dove: INT Average (8-10); AL NG; AC 9; MV 10; HD 1 +2; hp 7; THACO 20; #AT 1; Dmg 1d4 (Dagger); SZ M (4.5' tall); ML Standard (11-12); XP Value 65

If the characters murder this man, thinking that he is in the employ of the enemy that they may or may not know yet, lower their Social Status by 3. Only lower the status of those directly responsible for the man's death. Those characters who attempted to stop another from murdering this young man should have their Social Status raised 1 point. Later in the scenario, the Social Status may come into play,



so it is important that it is recorded and adjusted as required.

If the characters do not go with the man to the Rainbow Palace, the city guards soon are sent out to find them. This happens almost four hours after the initial encounter with Harold Raredove. The characters hear that the city guards are urgently looking for them. If the characters begin searching for the guards, they are spotted almost immediately.

"There you are. We have been searching for you nearly all day. The Overlord is ill and dying, and the city needs your help. Come with me." The guards lead the characters straight to the Rainbow Palace. They are led to a section of the palace that they have never been in before. Here, they are stripped of their weapons, armor, and dirty clothes. They are sent to the bath house, where fancy perfumed soaps and rose-petal water await them. Once they are cleansed, they are given stately robes to wear. They are then taken in to view the Overlord, Orion Kistomerces.

Please note that the Overlord is a very young man. He attained the Overlord position a year ago at the age of 20. Now, at the age of 21, he lies in his deathbed, looking 50 years older.

Orion Kistomerces is lying on his bed. Standing about him are three lovely ladies in evening gowns. One sits near the head of Orion's bed, holding his chilled hand. Orion has his head pulled up as though he were trying to see the bed's footboard. His eyes are almost closed but his mouth is open. His breath, shallow and raspy, rattles as he exhales. The smell of death is strong in the air.

If the characters cast a *tongues* spell on Orion, the wizard character can understand what Orion is trying to say. "Purdue Darkwolf is back. He has done this to me, and he plans on doing it to you. Stop him before he succeeds in taking over the city."

Orion Kistomerces is currently under the effects of a spell called *Purdue's revenge*. It is listed in detail in the "Magical Items" section of this book. The only way that the spell can be nullified is through this sequence of spells: *dispel magic*, *remove curse*, and then *cure disease*. If these three spells are not cast in this sequence, the curse remains.

If the characters do not perform these spells on the Overlord, and soon, he dies. Orion does not survive to see the dusk. After his death, the body and the bed are taken outside into the courtyard. Here, the Overlord's will is read, and the body burned soon thereafter. Since the god Death tends to get very angry when his quota is played with, he has disabled all *resurrection* and *raise dead* spells, so these options are not available to the characters.

Since the Overlord left behind no children, nor any brothers or sisters, the will states that he would like one of the characters to take over as Overlord. It also warns of the impending danger of Purdue Darkwolf. At that point, a man rises from the crowd saying, "I am the brother of Radomix Kistomerces, and I have the divine right to demand the crown be passed to me instead of these street vermin."

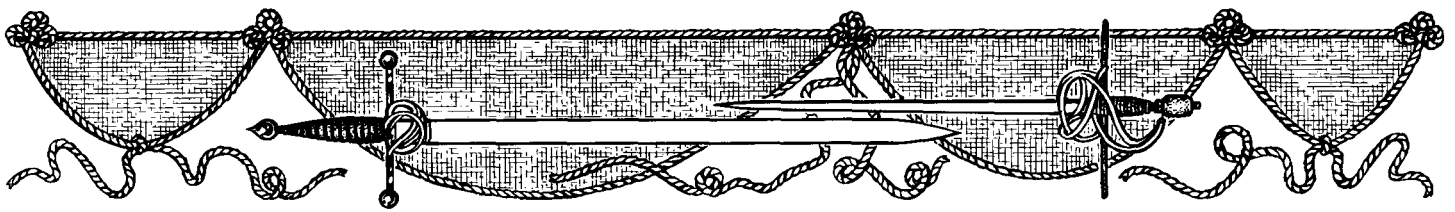
This man who has stood is none other than Purdue Darkwolf. He is not a relative of the Kistomerces family. He has falsified documents that allow him to "prove" it, though. He brings the documents to the scribe who read the will, and places the papers on the pedestal. The man is wearing all black, and he carries an evil-looking helmet under his right arm.

The scribe begins reading the documents out loud for everyone to hear. Once the scribe finishes, he says, "Well, these seem to be in order." He looks to the characters and the other people standing about for help. "Do we follow the will, or do we use these documents?"

If the characters approach the man claiming to be a relative of Radomix Kistomerces, the father of the recently deceased Overlord, he backs away from them suspiciously. If they get within ten feet, have the characters all roll Intelligence checks to see if they recognize the man as Purdue Darkwolf.

If they recognize him, Purdue denies it at once. If they press the situation, he finally admits it. "Yes, it's me, you fools, but you have made a grave mistake. OK, boys, after them." At that point, seven hydden come after the characters.

Hydden(7): INT Average (8-10); AL NN; AC 4; MV 12; HD 4; hp 25; THAC0 17; #AT 4 or by 2 weapon types; Dmg 2-5 (x4) or by 2 weapon



types; SA -5 on opponent's surprise rolls; SD Permanent Invisibility; MR Special; SZ M (5' to 6' tall); ML Elite (13-14); XP Value 1,400 each

If the characters manage to make the hydden lose morale, they leave the battle. Returning to Purdue, they mark him so that other hydden are not caught up in his evil plans. Afterward they return to their homelands. There, they warn others of Purdue Darkwolf as well.

Purdue Darkwolf: Int 18; Social Level 1; AL CE; AC -5; MV 12; F15; hp 92; THAC0 6; #AT 2; Dmg 1d8 +4; MR Fearless (20); XP Value 5,000

Purdue, having nothing more to live for, plans to fight until all his opponents are dead. If he dies in the process, that is an excusable loss because the characters will not be in his afterlife, and he does not wish to live on the same plane of existence with them anymore.

Once Purdue is no longer living, the crowd applauds the characters. Each PC gains a +1 to their Social Level. Also, if one or more of the characters are responsible for the death of Harold Raredove, the envoy of the Overlord, they are arrested and sentenced to 2-5 (1d4 + 1) years hard labor in the Lankhmart grain fields. The sentence is read before the crowds.

The characters who are left are asked if they wish to be considered for the Overlordship of Lankhmar. If any accept the offer, they are chosen by the group according to the following standards.

The standards that follow are ranked in order of importance. If the first standard fits only one character, that is the character that is chosen. If more than one fits the first priority, the second standard is then used, and so on until only one character is left. If none of the characters makes the first priority, the second is used, then the third, etc.

The priorities for the Overlordship of Lankhmar are as follows:

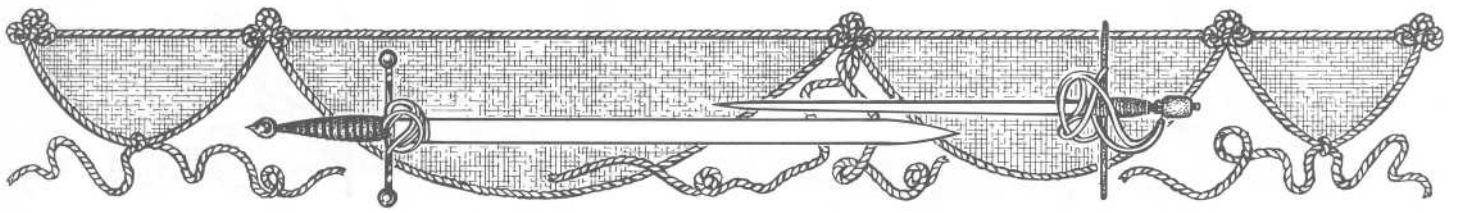
1. The character is a Paladin.
2. The character is Lawful Good.
3. The character is Lawful.
4. The character is not Evil.
5. The character is a Ranger.

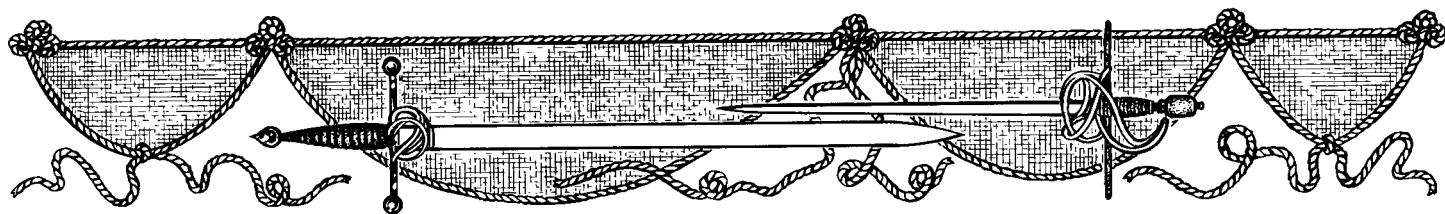
6. The character is a Fighter.
7. The character is not a Black Wizard.
8. The character is any class except Thief.
9. The character has the highest Social Level.
10. The character has the highest Class Level.
11. The character has the highest Intelligence.
12. The character has the highest Wisdom.
13. The character has the highest Charisma.

Once the Overlord has been chosen, he is crowned, and a large festival ensues. The other characters need not abandon the Overlord. The new Overlord, however, is never again able to adventure. Nor can he ever leave the confines of the city. In fact, most of the past Overlords never even leave the confines of the Rainbow Palace grounds. The security of the nation depends upon the safety of the Overlord.

One side-effect of a character becoming Overlord is that the Dungeon Master may demand the retirement of the character as a PC. The player still owns the character, but he is just so powerful, that he truly unbalances the game if the player tried to play him in an adventuring atmosphere. The city guard would demand to be around the Overlord at all times, and any obstacle would be slaughtered mercilessly by the guards before it even got close to the Overlord character.

However, this could bring some very interesting role-playing aspects to the game. The player with the Overlord character could branch out into a completely different arena. The Overlord's ability to procure laws could change the whole aspect of living in Lankhmar.





The Duties of the Overlord

This chapter is designed for use by the Dungeon Master and for the player whose character was chosen to become the new Overlord, if he is approved by the House of Commons, should Orion Kistomercus die during the previous portion of this adventure. This chapter lists most of the responsibilities the Overlord is accountable for, as well as the motivations of the office. The structure of the government, as well as the intricate workings of the governmental law structuring, is detailed here as well.

The Mercantile Faction and the Guilds as a whole all play an important part in the governmental affairs, and any noteworthy Overlord should know of the boundaries and the liabilities of the Overlordship before accepting this position.

Lacking the knowledge of the position's duties and liabilities has caused a high percentage of the Overlords to be assassinated or impeached during Lankhmar's turbulent history. It would be a shame to see another, especially a player character, fall by the wayside for making the same mistake.

Governmental Factions

The government is basically split into three separate factions. These factions are the Overlord Faction, the Mercantile Faction, and the Guild Faction. These three groups, through never-ending compromise and debate, dictate the workings of the government throughout Lankhmar.

Each faction, together with its most significant members and motivating values, is listed below. The motivating values for each faction are listed with the most important concerns first. For example, it is more important for the Overlord Faction to maintain a steady income from taxes than it is to keep prices affordable and wages down.

The Overlord Faction

The Overlord Faction consists of the Overlord and his family (if he has one), the Nobles, the City Guard, and the Lankhmart military. This faction is best described as the "Law and Order" faction. This group tends to discourage change in any way, and steadfastly defends the current balance of power between all the factions.

If it can maintain a balance between the Mercantile and the Guild Factions, its position of strength is assured. Often the Overlord Faction pits these other two factions against each other in an attempt to maintain the status quo. This is usually done only when one of the other factions has risen significantly in power.

This faction wishes to maintain the security of the Lankhmart government, and to continue gaining a regular tax income from wages, import, and sales taxation. It also wants to keep Lankhmar at peace with the rest of the world while maintaining good communication and trade with the nearby cities and nations.

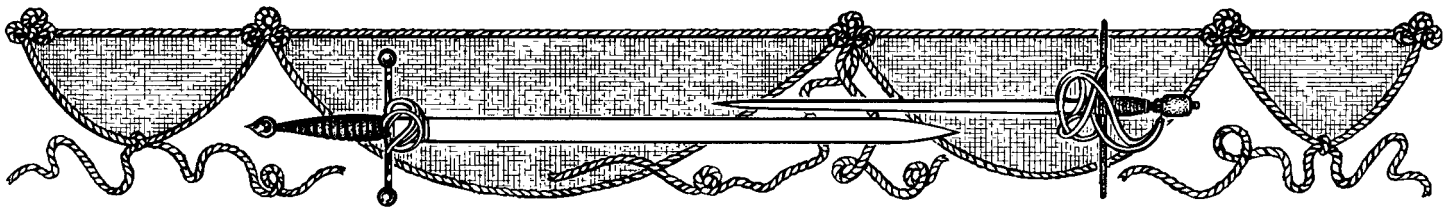
Other motivations that the Overlord Faction wishes to maintain is the continual contentment of the majority of the citizenry. The Overlord Faction also wishes to keep wages and prices reasonably low, and maintain at least a minimal control over the affairs of the city.

This faction is powerful in force, because it controls the city guard and the armed forces. It does not, however, have the money or the numbers that the other two groups possess. This allows a delicate balance to exist between the three separate factions.

The Mercantile Faction

The Mercantile Faction consists mainly of the Jewelers' Guild, the Merchants' Guild, and the Moneylenders' Guild. These three guilds make up the faction that is primarily concerned with the profitability and the wealth of Lankhmar's economy, and the growth of their personal pocket books.

The members of this faction can be regarded



as the ultimate Nehwon capitalists. This group is powerful in that it possesses greater financial reserves than the other two factions combined, but it does not have the power of force or the power in numbers that the other two groups have.

This group works hard to maintain and expand Lankhmar's thriving businesses. Lankhmar is currently the hub of all trade in Nehwon, and this faction wishes to maintain this status quo (as do all the other governmental factions).

This faction is motivated by the following values: maintaining an active sellers' market within Lankhmar itself, keeping the activities of thieves to a tolerably low level, and to see that the goods stored within Lankhmar are kept from harm. A percentage of the total wealth Lankhmar sees comes from the storage bins throughout the city.

They also want to keep the price of goods as high as possible, keep taxation as low as possible, keep the workers' wages as low as possible, and to keep the Overlord Faction's involvement with the affairs of business to an absolute minimum. They feel that a small government makes a happy country.

They also encourage unregulated trade between Lankhmar and the surrounding nations, and see that any changes in the status quo occurs gradually and in a controllable fashion. Change, unless it encourages economic expansion is always fought.

The Guild Faction

The Guild Faction includes virtually every guild within Lankhmar, with the exception of the three guilds within the Mercantile Faction. The workers who do not belong to a guild, like the farmer for example, do not belong to this faction either. This is unfortunate, because the farmers are not represented in the House of Commons, so their complaints are never voiced, and they usually end up on the tail end of worker progress. This has caused many of the farmers to become bankrupt, unable to pay their taxes, and kicked off their farms.

This faction has more individual members than the other two factions combined, but it

does not possess as much power as either the Overlord, through his armed forces and city guards, or the Mercantile Faction with its vast financial reserves.

The faction's sheer numbers, however, make it a worthy opponent for the other two factions in the government. Both of the other factions fear the Guild Faction because it holds the numbers, and the ability to refuse to work. Either way, it hold the balance of Lankhmar's economy in its hands.

This faction is motivated by the following ideals: to keep worker wages as high as possible, to keep taxes as low as possible, and to minimize the amount of Overlord Faction interference within the guilds. It also wants to control prices so that items of necessity are easily affordable, and to see that neither the merchants nor the Overlord become unduly powerful in the operations of the city.

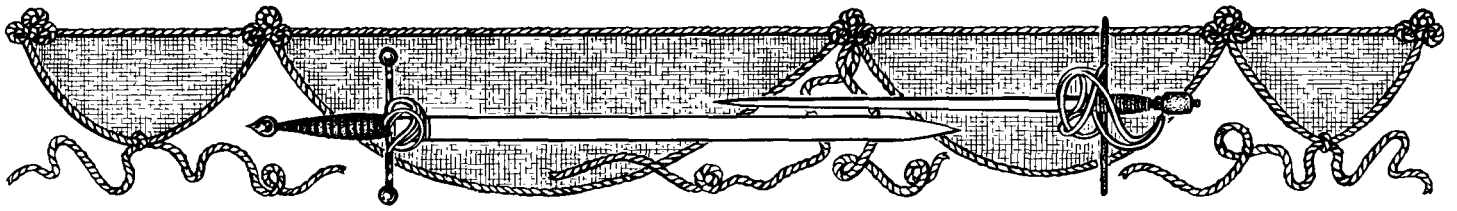
They fear that if one of these two factions were to gain total governmental rule, the workers of the Guild faction would be the ones to suffer the most. They have seen this happen in Ilthmar, and they are continually fighting to assure that this does not happen in Lankhmar.

The Religious Faction

Please note that the general category of religion and church factions do not fall under the heading of any of the governmental factions per se. Instead, each religion, represented by a temple in Lankhmar, generally finds a niche within one or more of these factions; based upon the tenets of its god, or as often not, the political leanings of the high priest or priestess of the temple.

The Religious Factions usually are not strong enough to count on for support, nor do they inculcate anxiety from possible opposition. Only the very powerful churches, such as the Temple of Aarth, are large enough and financially strong enough to count for something in Lankhmar politics. Even then, their numbers are significantly smaller than the combined membership in the Guild faction.

The Religious Factions are driven by many different motivations, just like the three main governmental factions. Depending upon the



religion or the high priest or priestess, their motivations vary from wanting the government to allow complete and total anarchy to rule the streets, to having total law and order choke the city's economy and proletariat.

Most importantly, the Religious Factions demand the freedom to practice any religion they choose. Often, however, these churches also try to make the practice of other religious ceremonies illegal and punishable (always) by death.

Luckily, for the continued religious freedom of all Lankhmar citizens, only one religion has been officially banned from the city—the worship of the evil goddess Tyaa. The Tyaa religion was banned because it created complete chaos whenever the goddess's avatar, Atya, began the ceremony. Every time, hundreds of people would die.

The Workings of the Lankhmar Government

The constant competition and negotiation between the three main factions provides most of the motivation behind policy decisions, laws and taxes in Lankhmar. This, however, does nothing but slow the government down. It can take several months, even up to a year for a single bill to become law.

Each faction maintains certain positions in all debates (The Guilds, for example, always attempts to raise wages as high as possible and the Mercantile Faction always tries to justify heightening prices), but other positions are subject to negotiation and compromise. This also slows down the law-making process. Each group has important items that are not available for negotiations, and this can cause things to grind to a halt.

The governmental office that maintains and helps create the Lankhmar laws is called the House of Commons. Here, the people-elected Electorates from the Guild and Mercantile Factions create and erase laws as they see fit. The Overlord, with his council of advisors, maintains reigns upon these Electorates. The fact that the House of Commons has a near-free reign over the laws gives tourists the

impression that if they don't like Lankhmar now, in a few years it will be completely different. They are usually right.

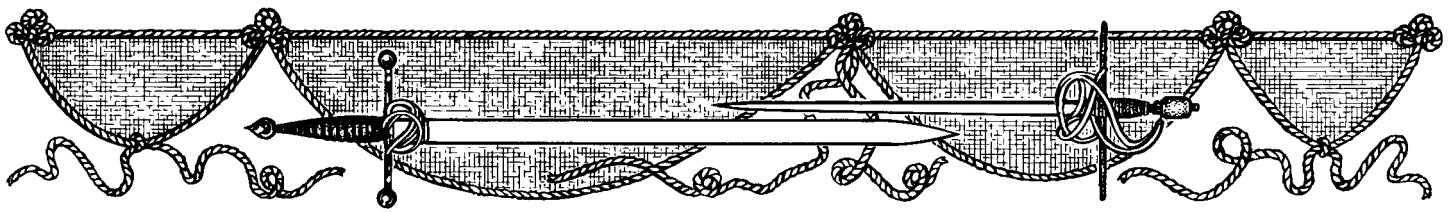
In the House of Commons, each faction elects their moral leader. This person is usually from the Thinkers' Guild or the House of Pleaders within the Guild Faction, while in the Mercantile Faction, the moral leader is usually from the Moneylenders' Guild or from the Merchants' Guild.

This leader is the head of that faction of the House of Commons. It is his responsibility to notify every faction member when the meetings are to be held, keep track of who has reported for duty and who hasn't. The leaders are the only members of the House of Commons who deal directly with the Overlord on a daily basis. These individuals are the most important and the most powerful in the House of Commons. If there is ever a tie vote in the House, the side that the moral leaders voted on is the side that wins.

The House of Commons proposes laws or the dismantling of laws. These proposals are then sent to the Southern Wing of the Rainbow Palace, where the Overlord's Advisory Council looks them over. This Advisory Council then writes proposals to the Overlord explaining their views on the subject. The Overlord has the final say for the Overlord Faction.

The Overlord then gives a Yea or Nay to the House of Commons proposal and sends it back to them. If the Overlord decided to veto the bill, he is usually asked to speak in front of the joint House of Commons, where he must give reasons why. After the Overlord has spoken, the floor is opened for questions, and the members of the House of Commons quiz the Overlord further. Often during this time, the Overlord's Advisory Council sits with him to advise him. Once this process is over, the house again votes, and a three-fourths vote allows the bill to be passed anyway.

The Overlord, however, can propose bills as well. These bills are written up and given to the Advisory Council for updates and rewrite. Then these bills are passed to the House of Commons. Here, the Mercantile and Guild Factions look them over, and votes on them. A majority vote allows the bill to become law. A



minority vote sends the bill back to the Overlord, where he can demand equal time of a joint House of Commons to discuss the bill.

The Overlord in the Government

Outside Lankhmar, and often within the city itself, the Overlord is usually considered more as a figurehead than a powerful faction of the government. This, however, is incorrect.

He is a very important aspect of the balance of power. This position is important because bills that get passed within the House of Commons that can be harmful to the government or the city itself, and it is often up to the Overlord to veto these bills before they can affect the city.

At that point, the Overlord Faction has one week in which to report to the House of Commons their reasons for vetoing the bill. At that point, the House of Commons has another week in which to rebuild the bill and set it to vote. If they do not alter the bill, a three-fourths vote is required to pass it, and it goes into law even against the will of the Overlord.

However, if the bill was altered, a majority vote is needed to pass it back to the Overlord, where he can sign it or veto it once again. A painful process, but these checks and balances are a necessity to keep one group from getting too powerful and snuffing out the other two groups.

If a law that the Overlord is strongly against gets passed anyway, he can call for a postponement. This postponement cannot be vetoed by the House of Commons. It can only be canceled by the Overlord himself or by the vote of the people.

The postponement is done in order to place the item in question up for the people to vote on. Unfortunately, only those people who can read, or those who can find transcribers, are able to have their vote tallied. Once the bill passes to the people, their majority vote determines whether the bill passes or fails. In case of a tie, the side that the Overlord voted on becomes law.

The House of Commons

The Electorates are voted in through the members of their governmental faction. For example, the Guild Faction promotes several candidates from the more popular and socially acceptable guilds, or members of the guilds can offer themselves as candidates for the Electorate positions. Once these members have been selected, they are all given a chance to speak their minds concerning the changes they plan to make should they gain a seat in the House of Commons.

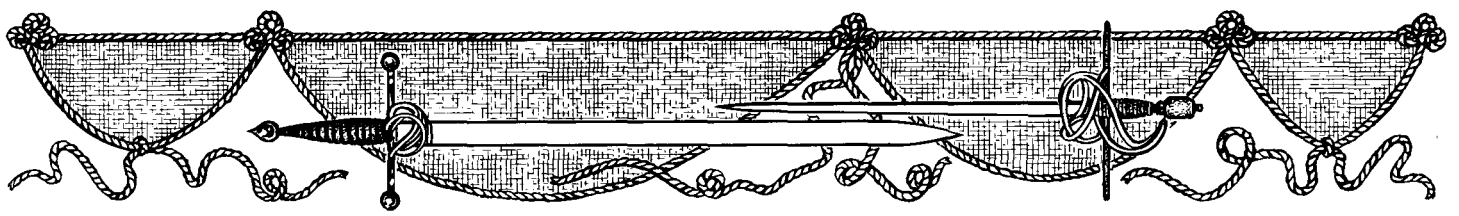
These selected or self-appointed people have their governmental views, beliefs, and positions printed and distributed among the guilds. They stage debates at guild houses in hopes of winning support from the Guild Faction voters. During this time, every bit of smut that can be dug up on these people hits the presses, and is distributed throughout the city.

These leadership positions are very valuable, and lies, treachery, and deceit are commonplace in the campaigns for Electorateships. Assassinations and smear tactics are common. A person who has a seat in the House of Commons has a minimum Social Level of 8.

When the speeches are complete and the competition has done its damage, the members of the guilds then vote for their favorite candidates. At that point, the top 48 are voted in, and these victors begin a four-year membership as Electorates in the House of Commons. Unfortunately, many people hire the Slayers' Brotherhood to "convince" the public to vote a certain way. This is how many of the less scrupulous people are able to make it into office.

This electoral process works the same way for both the Guild Faction and the Mercantile Faction. The only difference is the number of members that are in each faction of the House of Commons. This number is closely related to the number of people represented by the faction.

Every two years, this voting process begins again, as one-half of the members end their term. This keeps one-half in to show the newly voted-in members the ropes. This is done to



assure that the Overlord Faction does not have a chance to oust the other factions from the governmental process.

Another interesting thing about the House of Commons is that a person whose term is up cannot immediately be voted back in. The person must spend at least one term back in the work force. This helps to maintain the person's grip on the real issues of the common folk. This restriction applies to both the Guild Faction and the Mercantile Faction. It excludes the Overlord Faction.

The House of Commons is actually two different branches. There is the Guild Faction and the Mercantile Faction. Guild faction has 96 members, while the Mercantile Faction has 36 members. These two groups are usually very angry with each other, saying that they are stopping progress, or they are being too liberal. These statements are not entirely true. Each group has a different set of motivations and desires, which they are not willing to compromise on. Stopping progress is only a point of view.

As anyone who follows the governmental process can tell you, each year, the flavor of the government, and the issues the factions hold dear, changes. This is good; otherwise, the government would end up being very stale and predictable.

Spread throughout the Tenderloin District of Lankhmar, several gambling houses have been set up that bet primarily on the outcome of bills within the Rainbow Palace. This is a type of gambling that is not sanctioned by the government itself, because it is an embarrassment. Whenever the City Guard finds one of the illicit operations, they close it down immediately.

The Advisory Council

The Advisory Council is a rather obscure group that is usually just outside the public's eye. All who know the workings of the Lankhmar government realize they exist, but no one really knows who they are. The names and addresses can be found, but a request must be mailed to the Rights to Know Office in care of the Rainbow Palace. These names are never

publicly given in order to protect them from possible harm or assassination.

This group of people advises the Overlord on all affairs of state. They give their opinions of the legalities and limitations of certain bills. Many of them tend to pester the Overlord until they get their way. An unusually strong Overlord, however, can sometimes curb their demands very quickly. It is said that the Advisory Council rules the Overlord, but this is not always true. In its truest form, they work cohesively together.

This council is usually made up of Lankhmar noblemen, the Overlord's family, and a few of the Pleaders' and the Sages' Guild members. When the Overlord chooses a person for a position on the Advisory Council, the other two government factions usually allow it.

However, when a proposed member of the Advisory Council is from the Guild or Mercantile Faction, that is when the House of Commons usually votes. Thirteen members total is the maximum that the Overlord can hire. The House of Commons, however, has the right to veto any member when the Overlord first mentions it.

The House of Commons has the right to veto any advisory choice that the Overlord has made. This, however, is a rarity. Usually, the House of Commons is not very concerned with the Advisory Council.

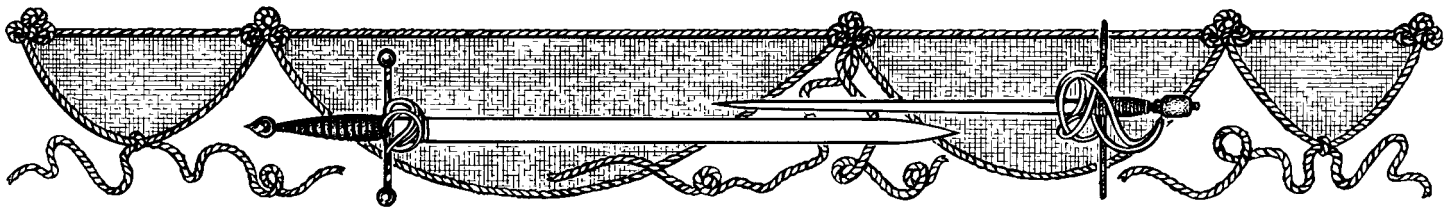
This council seats 13 persons. The Advisory Council has a minimum Social Level of 9.

Choosing a New Overlord

The Overlord maintains his office until either voted out, or impeached, by a unanimous vote from the House of Commons. The only other way to be removed from office is by death, or until the Overlord voluntarily steps down.

Immediately after the office is open, it is taken over by a blood relative, or by someone of the Overlord's wishes. These wishes are usually taken from the Last Will and Testament written up by the Overlord himself before death, or by the word of mouth of his Advisory Council.

If the Advisory Council is used to determine



the new Overlord instead of a will, the House of Commons votes to determine the suitability of the Advisory Council's request. The majority rules in this matter.

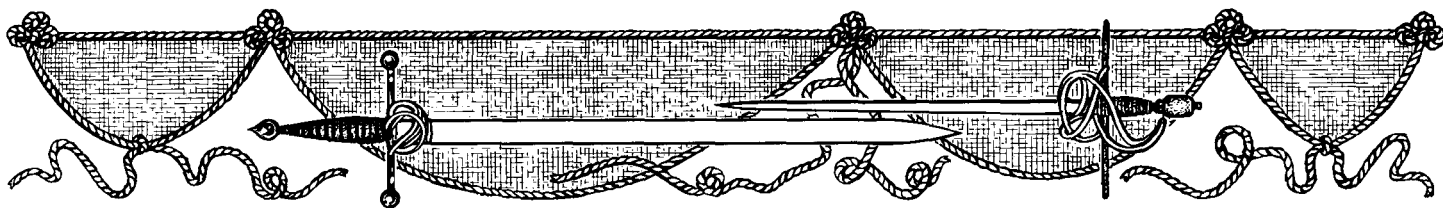
If the House of Commons rules against the Advisory Council, the council must immediately step down from their position, and the nobles, as part of the Overlord Faction, vote in the next Overlord. This is usually the case. If the previous Overlord chooses a replacement in his will, the House of Commons still has the option of vetoing the proposal, but this has never occurred.

When voting in a new Overlord, two-thirds vote by the nobles is required for the person to

take over as the new Overlord. Usually the nobles choose a war veteran or famous general as the new Overlord. This, however is not always the case, much to the lament of the House of Commons. The House of Commons prefers to have a lawful or a good person in the office of Overlord. They have found over the years that these types of people are stale and predictable, yes, but they do not try to stick you in the back with a knife.

Once voted in, the Overlord chooses his new Advisory Council with the House of Commons voting on his choices. The Overlord has a minimum Social Level of 12.





Law and Order in Lankhmar

There are several laws passed in Lankhmar's earliest years that have yet to be voted out of the books. These laws mainly regard crimes of all stature and their relative punishment. The House of Commons has never dared tamper with these laws, because one law that is in the books demands the death by decapitation of anyone who tries to ease the pain of justice.

The crimes and their corresponding sentences, as administered by the Pleaders' Guild and delivered by the Slayers' Brotherhood, are summarized below. This system is only a basis for sentencing, and not the absolute rule. Persons convicted of repetitive crimes, for example, tend to have their sentences doubled each time they are committed.

Please note that the Pleader's Guild is free to determine the absolute guilt or innocence of an offending party, but the House of Commons does hold the right to have a seating in the court. In this case, the House of Commons takes the place of the jury, and they decide the guilt of the offender.

A single act can sometimes result in multiple charges, and the Lankhmar government attempts to do this as much as possible.

Should an offender have trouble paying fines, the government has the right to seize all monies and property the offender owns, auction it off, and use the collected money to pay the fines incurred. Should there still be more money owed, the government has the right to imprison the offender for four days per gold rilk owed, until the fine is paid off. The imprisonment is always in the enforced hard labor camps within the grain fields. Please note that the offender's family, clan, guild, or business partners are never held liable for the offender's debts, but they have the option of paying them if they so choose.

The Punishments for Excessive and Common Crimes

Treason: Death penalty by public hanging or decapitation if found guilty before a court of law seated by a panel from the House of Commons.

Assault Upon the Overlord: Death penalty by public hanging if found guilty before a court seated by the House of Commons.

Impersonation of the Overlord or Noble: Permanent exile or banishment against further entry, and excessive public flogging.

Forgery of an Official Document: Exile or banishment or the loss of the offending extremity, and enforced hard labor for 1d6 + 6 years.

Assault Upon a Nobleman or City Guard: Ten years imprisonment with hard labor, or death upon conviction if repeat offender.

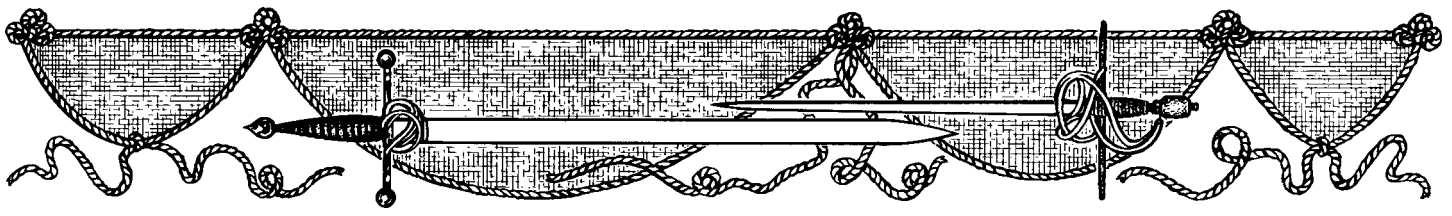
Theft, Vandalism, or Arson against the Palace or City Walls or City-Owned Buildings: Enforced hard labor for 2d4 years and fine for repairs plus 1,000 gold rilks, or the loss of the offending extremity. Increased sentence of hard labor if unable to pay fine.

Impersonation of a City Guard or Official: Imprisonment for 2d10 years, fine of no less than 5,000 gold rilks, and public flogging. Repeat offender brand scarring upon face and back of hands.

Willful Disobedience of any Edict or Law Stated by the Government: Fine up to 1,000 gr and/or banishment for 1d6 years, or enforced hard labor for up to four years. If edict was permanent banishment, the repeat offender receives death by hanging.

Unlawful Observation or Copying of an Official Document: Imprisonment for 2d6 weeks plus a fine as justice demands, or the loss of the offending extremity. Repeat offender receives 2d6 years enforced hard labor.

Assault Upon any City Official Who is Acting in the Line of Duty: Imprisonment for 1d6 weeks, plus a fine as justice demands.



Flogging if the offender is unable to pay the fine. Repeat offender gets progressive one-year enforced light labor.

Blasphemy Against the Overlord:

Imprisonment with light labor for 2d10 days plus 20-gr fine and public flogging. Repeat offender receives permanent banishment from the city and brand scarring of face.

Impeding the Process of Law:

Imprisonment for 1d10 days plus applicable fine. Repeat offender receives 1d10 months imprisonment plus applicable fine.

Poisoning Food or Water (includes attempted blockades or attempts to control public passage or charging fees for such access): Death by mutilation upon conviction, confiscation of all properties.

Murder: Enforced hard labor for 2d6 + 10 years. Repeat offender receives death by hanging upon conviction.

Spying or Purposeful Sabotage: Death upon conviction or permanent banishment from the city plus 3,000-6,000 gr fine, or 1d10 + 20 years enforced hard labor. Repeat offender receives death by hanging.

Fraud: The offender gets a choice of permanent banishment from Lankhmar while paying double the damages if any, or imprisonment for 1d10 years.

Fencing Stolen Goods: Enforced light labor for 1d2 years and a fine equal to twice the stolen items' worth. Repeat offender gets progressive 1d2 years hard labor duty.

Murder with Justification: No punishment if in defense of own life, family, or riches.

Bribery: Up to 20 years banishment and confiscation of all property except one weapon, one week's rations, and the clothes on offender's back. Bribery of high official (Overlord, House of Common, or Advisory Council) gets up to 40 years hard labor or death by beheading.

Blasphemy against Foreign Dignitary: Imprisonment with enforced light labor, fine equal to damages set by dignitary, plus 10 gr and public flogging. repeat offender gets sentence as dictated by injured foreign dignitary.

Littering: Overnight imprisonment, fine up to 10 gr or public flogging. Repeat offender get all

that plus 1d3 weeks light street cleaning duty.

Defiling a Holy Place or Temple: Exile for up to five years, fine equal to double the damages caused, public flogging, and enforced hard labor upon demands of temple vandalized. Often death upon conviction if the whole structure is destroyed.

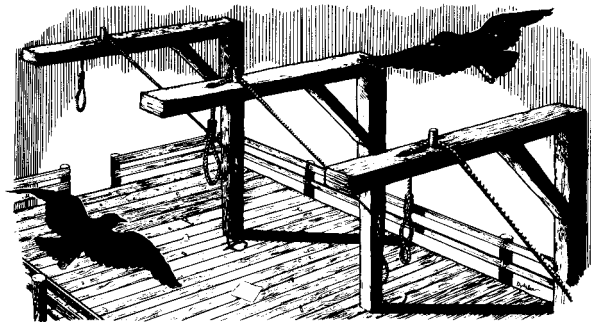
Theft of Temple Goods or Offerings: Imprisonment for up to one month, fine equal to double the estimated value of the goods, plus one punishment as prescribed by the temple.

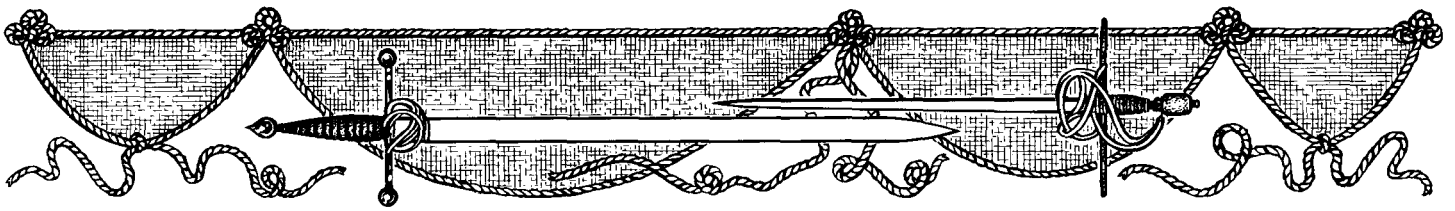
Tomb-Robbing: Imprisonment for 1d12 months, public flogging and humiliation. Fine equal to damages plus 10 gr. Repeat offenders double their sentences.

Assault Upon a Priest or Holy Man: Fine of up to 500 gr, public flogging, and a punishment prescribed by the offended church.

Public Blasphemy of a God or Priesthood: Fine over 10 gr, plus punishment as prescribed by the offended church official.

Public Drunkenness and Disorderly Conduct: Fine of up to 5 gr, based upon the ability to repay, and public flogging if unable to pay full fine. Repeat offenders double their punishment.





The Citadel of the Overlord

The citadel is usually considered to be the entire walled area north of the Noble District. The citadel sits on a low hill overlooking the city. It is bordered on two sides by water and cliffs. These cliffs are only 75 feet at their highest, but they are almost completely vertical. The rock is hard and not easily worn by the ocean's currents. It is an excellent location for a citadel.

The great walls around the citadel are the same height and thickness as the city walls, but the curtain walls that surround the docks are only 25 feet high and five feet thick. The gates into the citadel grounds are stout and well maintained. Somehow, the Overlord always finds enough money to fund the citadel's continual maintenance.

The palace grounds are one of the most beautiful locations in all of Lankhmar. Trees, bushes, ferns, and freshly groomed grass and flowers line the main avenue from the docks to the palace.

In the southeastern corner of the citadel, just below the docks, is the servants' quarters. Those servants and slaves who work the grounds and the docks live here. Some have been born, lived, and died within these walls without ever setting foot outside the citadel grounds.

This small fortress is the most heavily guarded region of Lankhmar. The Overlord's guards maintain frequent patrols throughout the citadel. If a patrol is encountered here, it contains from 2d10 2nd-level guards. If four or more guards are present, one is a sergeant of 5th level. If 12 or more guards are present, two are sergeants, and one is a captain of 10th level. On occasion, a general of the 15th level can be seen walking about the grounds, but this sight is very rare. Usually the generals stay within their barracks where it is relatively safe, especially the Northern Barracks.

These citadel guards are nearly incorruptible. For any group of guards, there is a base chance of 75% that they are completely immune to bribery, and any attempts gets the perpetrators in worse trouble. For the remaining

25%, the DM should use the normal procedure for NPC reactions to determine if they accept the bribe, should it be offered.

Remember that some of the guards know who in their unit is completely incorruptible and who isn't. When corruptible guards are within earshot of these towering examples of loyalty, they pretend to be just like them; otherwise their jobs, and possibly their lives, are in jeopardy. During times like these, even those guards with the lust for pocket change turn bribery cases in. They do this to save their skins and their jobs.

Site #1—Rainbow Palace: This sprawling structure is a seemingly random assembly of towers and minarets. The towers are different heights, some reaching eight stories above the ground. Each is painted in brilliant colors. The total effect is of a rainbow. This is the home of the Overlord, as well as the meeting place for the House of Commons.

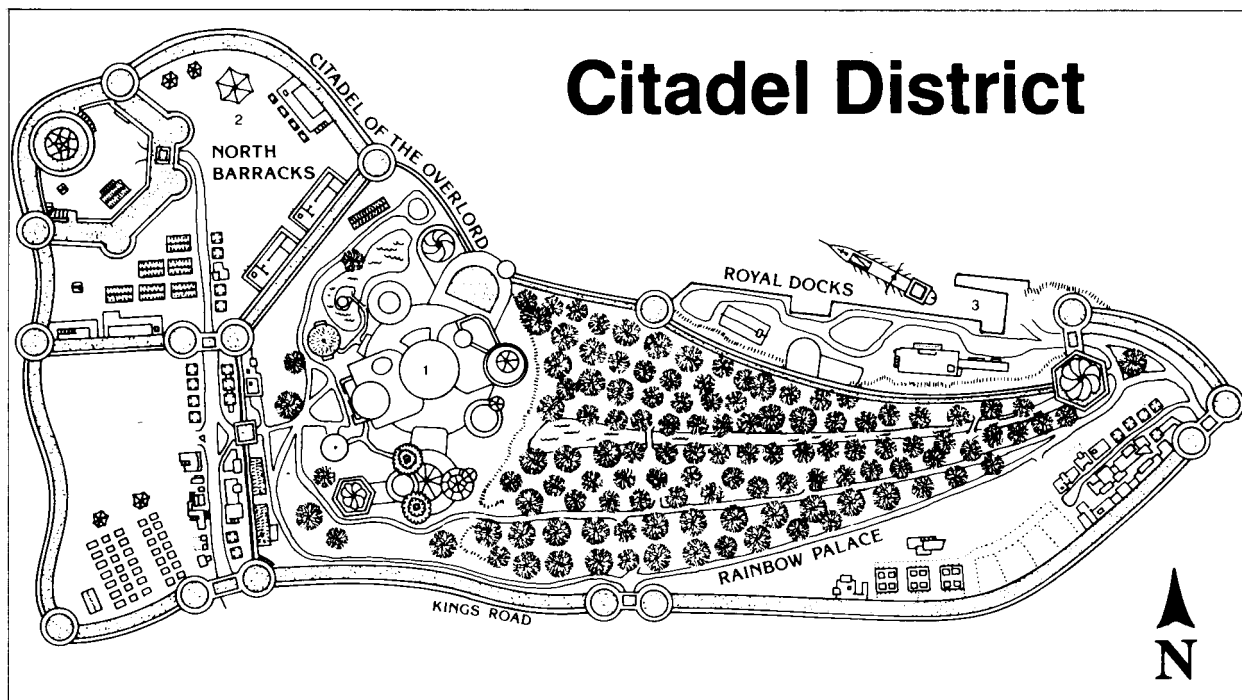
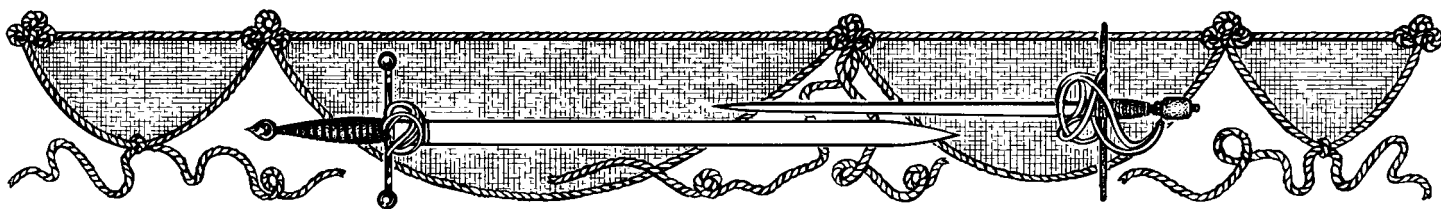
Every conceivable service can be found in the Rainbow Palace. The Overlord never needs to step outside for anything. The rooms are exquisitely decorated and a different color. No two rooms are exactly the same. Usually the room's function is reflected in its color.

Below the rainbow palace are vast dungeons. Few men have ever explored their full extent. Secret tunnels and passages riddle the rock. Some of these underground chambers are jails, storeroom, or remnants of the more bizarre tastes of past Overlords.

Servants of the Overlord live inside the palace. A small wing is set aside for their quarters. Most of the palace servants are slaves, and few will ever leave his service.

During times of peace, nearly 8,000 soldiers can pass through the Rainbow Palace in a day. During times of war, this number can increase to well over 15,000 men.

Site #2—Northern Barracks: This is the ultimate fortress of Lankhmar. Behind several walls sits the central keep. Its walls are twice the thickness as the citadel walls, and a full 20 feet higher. The tower within is only five stories tall, but it has very stout walls.



Citadel District

This central keep is where the Overlord goes should the city be truly threatened. Although Lankmar has been successfully occupied for brief periods of time, the keep has never been taken. It is considered to be impregnable.

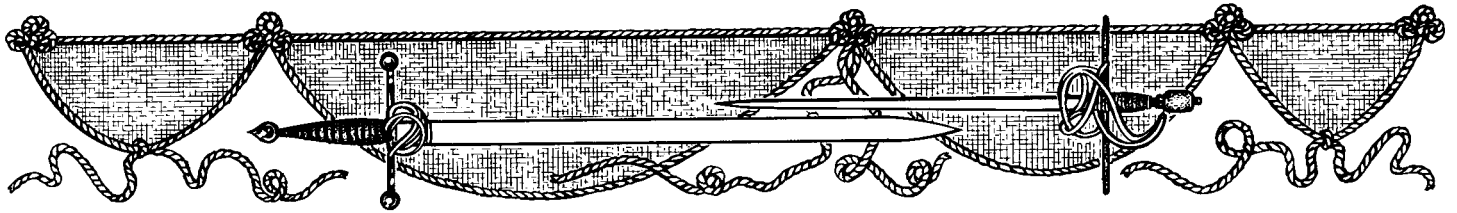
The Northern Barracks holds soldiers whose alliance is not so much with the city, but with the Overlord. They maintain a patrol of the walls, palace, palace grounds, and the royal docks.

The Northern Barracks contains only 1,000 soldiers during peace time. During times when the threat of war is high, the number of soldiers there increases to as many as 5,000 men.

Site #3—The Royal Docks: Although it is just a small set of docks, it has everything needed to load, unload, and service all sizes of ships. The dock is used primarily by the Overlord and the royal marines. The occasional visiting dignitary docks here as well, on his way to meet with the Overlord.

The single building on the docks is two stories tall, but it has only one story within. It is used to store precious cargo and the various tools and parts needed for ship repairs.

The royal docks is usually occupied by 3,000 marines, 20 ships, and 3,000 sailors. During times of war, the number expands to 8,000 marines, 100 ships, and 18,000 sailors.



The NPC Roster

Radomix Kistomerces

Human: 0 level
Social Status: 15
Alignment: Neutral

Radomix Kistomerces became the Overlord of Lankhmar shortly after the death of his father, Gliperio Kistomerces. Gliperio committed suicide during the Rat Plague that nearly ravaged the city. Radomix has had to deal with the legacy of his father's tragedy his whole life. He is an eccentric scholar widely known for his inane love of cats.

He is a tall, lanky man with a bad knee. He is often seen limping as he moves from place to place. His hair is dark brown in color, and kept unusually short, as though he cuts it himself without the use of a mirror using a dull dagger.

He is revered as being half lunatic. This is because he tends to ramble on about nonsensical topics. To him, every conversation always reverts back to cats, and what lessons can be learned if man only bent down to speak with the family cat. He loves cats so much he once attempted to pass a law requiring every household to have at least one cat. Fortunately, this was cut down by the vote of the people as soon as it was attempted.

Radomix Kistomerces, almost 15 years ago, had his son, Orion, taken to a school in Ilthmar, where he could learn the better parts of being a nobleman. Some say that the child's mother forced Radomix to send him away in order to save the young boy's sanity.

It is Radomix who hires the characters to go and retrieve his son. Their social status and their relative success with previous missions warrant his trust in them. He now wishes for Orion to witness and learn the ways of the Overlord, because Radomix is dying from a cancerous growth that started in his left leg, and is quickly spreading throughout his entire body.

Orion Kistomerces

Human: 0 Level
Social Status: 6
Alignment: Neutral Good

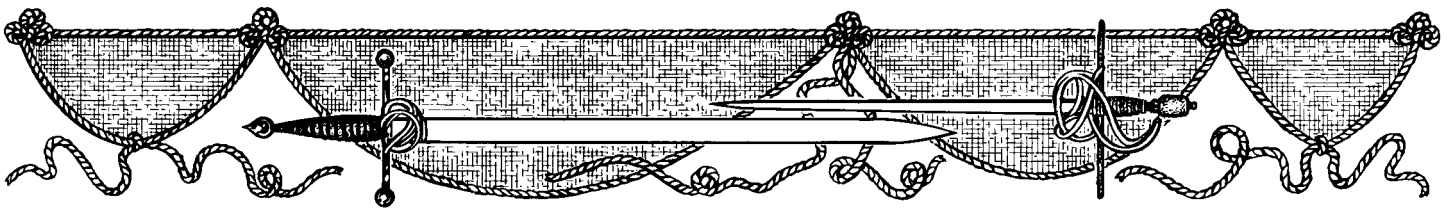
Orion Kistomerces was sent off to Ilthmar by his father, Radomix Kistomerces, in order to learn the art of ruling. He left Lankhmar when he was a mere three years old, and he has lived in a monastic commune overlooking the Inner Sea for over 15 years. Orion is Radomix's only son. In fact, he is the only heir to Radomix's throne. Should he not claim the Overlordly duties upon his father's death, another would be appointed by a majority vote of the Lankhmar guilds.

It was his father's wish, that he learn these things in order to become a proper Overlord, once Radomix died. His father, feeling it time, asks the characters to find Orion, and bring him back in order to take his rightful place.

During his 15 years, he has learned a great deal. Philosophy and law are his two favorite subjects, but mathematics and physics are also strong points for this young man. His intelligence (Int 18, Wis 18) won many awards for his monastery. The monks there were very saddened to see the young man leave when the characters finally showed up.

Orion, though a most intelligent and wise man, is not without his problems, which the characters are soon to find out. Orion has narcolepsy, which is a physical condition characterized by sudden and uncontrollable attacks of deep sleep. Please note that this by no means implies that there is something wrong with this young man. He is one of the most intelligent men in Nehwon, but he has this slight problem.

Orion's narcolepsy is brought on by a number of conditions. Stress and fear are the two main reasons for the condition's flare-ups. However, bright blinking lights, as well as deep booming noises like distant thunder cause attacks as well.



Purdue Darkwolf

Fighter 15/White Wizard 15

Social Status: 1

Alignment: Chaotic Evil

Purdue Darkwolf is one of the most evil and vile people in existence. He does not possess a single moral bone in his body. Everything that he does is geared toward complete chaos and destruction. He is the epitome of evil.

He cannot allow himself to get into a rut for too long. He gets bored so easily that he must try different evil tactics on other people almost daily. This keeps him interested in life, and keeps him in the coinage he desires. Throughout his life, he has ravaged so many people's fortunes that he has become accustomed to a very comfortable way of life.

For the first episode, Purdue has decided to go against one of the most powerful men in Nehwon, politically that is. He has tried locating Radomix's son for over ten years. When one of his spies, a ticket-master in Ilthmar, saw the prince, he reported directly to Purdue. Within seconds, Purdue set up a most elaborate scheme. This scheme is designed to milk the Overlord for as much money as possible. After the well of Lankhmar money dries up, he then plans to sell the prince to the Circus From the East for just as much money; and if that is not possible, then the prince is to be killed. At this time he does not plan on killing the prince, but the urge to do so gets very strong at times. Another thing that Purdue finds impossibly irritating is Orion's current narcoleptic condition.

Purdue is a psychotic who wears nothing but black. His under-armor is shiny black leather, with several metallic spikes in advantageous locations. His armor is full plate mail painted flat black, while his weapons are painted the same flat-black color as well.

He prefers to fight at night, when his opponents cannot see his weapons well enough to dodge them. This gives him a +3 bonus to his attack rolls in darkness, because they cannot dodge as well, and this makes them easier to hit. He has created the Legions of Doom, which are nothing more than a group of

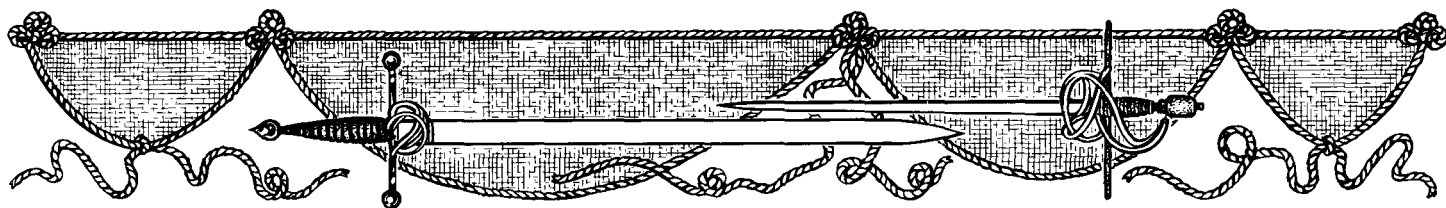
henchmen. These henchmen number 35-40, and they perform Purdue's every bidding because they're scared of him.

In the second part of this adventure, Purdue has seen his unusual luck dwindle and then completely disappear. His life, up until the time he escaped from the characters at Castle Darkwolf, had been one of sheer good luck. Now it is all gone.

There, at the hands of the heroic characters, he met with something he never before experienced: defeat, and this scared him. With his failing logic and increasing insanity, he devised a plan to regain his hold on good luck. This plan involves the complete eradication of the characters.

He is a changed man. His voice no longer contains the mild mannerisms and the tongue-in-cheek approach to situations it once had. Instead, the voice is more akin to the sound of a man gasping for air from within a gelatinous cube. He also speaks with beings unseen. Several people believe that these beings do exist, while others feel they are only the manifestations of an insane person.

Purdue feels a need for vengeance that is so strong that nothing can suppress it. He continually talks the plans over with the beings no one can see, but they seem to help him with his planning. Since people standing within earshot of Purdue always hear only one side of the conversation, some believe that the beings he walks with must be telepathic in nature. These beings' statistics are listed under the New Monster Roster of this book.



The Legions of Doom

Huntsmen: 8-10th Level

Social Status: 3

Alignment: Any Evil Alignment

These men and women once numbered 35-40. They, under the constant supervision of Purdue Darkwolf, caused fear and chaos everywhere they went. They were once a force difficult to reckon with; even for the Lankhmarian City Guard.

They prided themselves in their ability to overcome all obstacles that were placed in their path. There was no one that they couldn't defeat; at least until their Master, Purdue, decided to kidnap the Prince of Lankhmar, Orion Kistomerces.

They trained under the direct tutelage of Purdue himself, as well as various allies of Purdue. They were trained well in the arts of the outdoorsman, but they were also instilled with the complete lack of regret at the destruction of natural land due to their brand of outdoorsmanship. This gave them a very bad name amongst the rangers and druidic peoples of Nehwon.

This also caused many different cultures to place a guaranteed bounty on the recovery of their bodies should they be killed in "accidental circumstances." In every major culture of Nehwon, it is not uncommon for posters to be placed in public places guaranteeing money sometimes exceeding 1,000 gold rilks. In fact, this is the main reason that the Legions of Doom are all but extinct by the end of the adventure.

These bounties have created a "gold fever" in regards to the Legions of Doom. Almost 200 different bodies have been brought forward by all sorts of people who claim that their capture is indeed a member of the Legions of Doom. Unfortunately, since few have seen their faces, these claims cannot be substantiated; and if a claim cannot be substantiated, the bounty is not given.

Below, the following people are known members of the Legions of Doom. They, and their brethren are still to this day wanted by Lankhmar and lithmar to name but a few.

Davon the Proletariat

Huntsman: 10th Level

Social Status: 3

Alignment: Neutral Evil

This man is a vile beast who cares nothing for the well being of anyone except himself. He has been known to slay young people in an effort to obtain food and sweets. He has a scar from a sword wound that cut his right nostril off.

He talks in a very soft voice that requires his listeners to cock their heads and bend forward to hear. Davon, of course takes offense to this. He has never been heard talking louder than a whisper, even while in combat.

Alakabon

Huntsman: 14th Level

Social Status: 3

Alignment: Chaotic Evil

Known as the butcher of Eevanmareensee, this middle-aged woman is one of the most vile people in recent history. She reportedly slaughtered over 1,000 people in a raid against a bank in Eevanmareensee. As people would walk in to make a deposit or other transaction, she would kill them, robbing them of all their belongings.

She is a very attractive woman (Cha 15), but her yellow eyes glow with a blackness that shames the night. Her eyeteeth are unusually long, which makes one believe that she is actually a person crossed with a vile beast.

Sabbon Draman

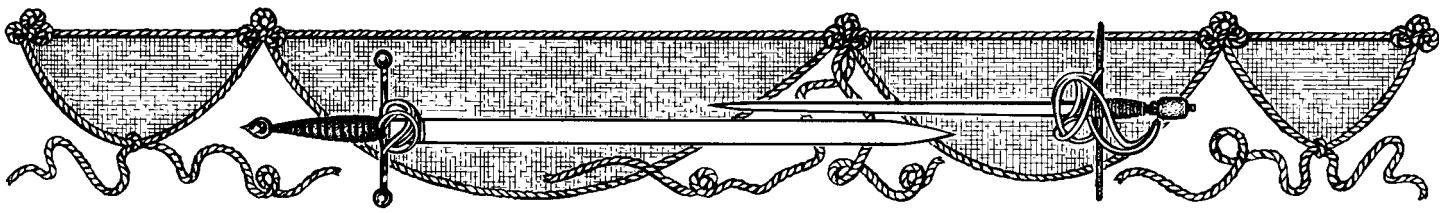
Huntsman: 13th Level

Social Status: 3

Alignment: Lawful Evil

This man calls himself "The Judge." He feels that anyone who has the capacity to feel cannot truly assess the ill doings of people. Anyone who has the capacity to judge one lightly, and then judge another harshly is just as guilty as the criminal. He, Sabbon Draman, however, is the only one who judges fairly.

Criminals guilty of any crime are treated the same and given the same punishment: death.



Stealing the food from another's table requires the death penalty, while anyone guilty of killing another without provocation gets the death penalty as well.

This is how this man operates. While belonging to the Legions of Doom, this man judged the actions of their prisoners. If they were found guilty in the eyes of The Judge, they were given the death penalty. If they were found innocent, they were set free. Unfortunately, the other members of the Legions of Doom tended to kill the ones that were freed without The Judge realizing it.

Spartan Luigi

Huntsman: 12th Level

Social Status: 3

Alignment: Neutral Evil

Spartan Luigi was best known as The Executioner. He was the tool by which The Judge, Sabbon Draman, judged and slew the prisoners of the Legions of Doom.

A cruelly vicious man, he never killed two people the same way. He felt that since every person was different they all should meet their demise in a completely unique way as well. This man is known also for the heavy scarring of his scalp, where he painfully removed every bit of hair; permanently.

Chiang Weye

Monk: 15th Level

Social Status: 14

Alignment: Lawful Good

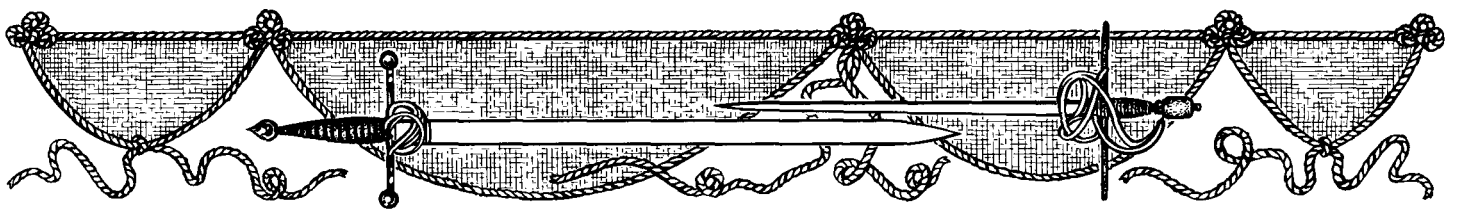
Chiang Weye is the master of the Aarth Monastery in Ilthmar where Orion has spent the last 15 years of his life. He strongly resembles the cloistered monk type. He wears a loose-fitting robe with large arms in which he tucks his arms into the opposing sleeve whenever thinking, listening, or entertaining guests of the monastery.

He doesn't believe that everyone should be banned from entering the monastery. He feels that anyone who approaches the grounds seeks help in spiritual matters, or is on official business. He feels guilty because not everyone can share the happiness he has found within the monastic walls. He has been expecting someone to come and get Orion for years.

Chiang bows low as he speaks with strangers in an attempt to make them more comfortable. He walks as though he were on a carpet of air. His feet never seem to make a sound, as though he constantly levitates.

His eyes radiate with a wisdom rare among men (Wis 19). When he smiles, his lips reveal several broken and lost teeth. He lost many of them during his more wild and rambunctious days. It was during this past that he nearly died from an ignorantly staged bar fight in hopes of winning the heart of a young maiden.

His frame is bent with age and hard labor. He is well over 70 years old, and is still able to produce a fairly good amount of work.



New Magical Items and Spells

Ring of Magic Detection

This ring allows the wearer to see the magical emanations from magical items. The more powerful the magic, the deeper blue the item appears to be; the less powerful the magic, the lighter blue it appears. The wearer is also able to see the magical emanations from *faerie fire*, *charms*, *geas*, *curses*, *polymorph*, shape changers currently in a changed shape, other such quasi-magical conditions, and people under the effects of potions and ointments. People with magical invisibility are seen as well. The wearer cannot determine if the condition viewed on an individual is beneficial or malefic, only that the magical condition exists.

This ring can have as many as 100 charges in it, and it can be recharged. The recharging mechanism is as simple as casting a *detect magic* spell within 20 feet of the ring. The spell when cast does not work in this case, because the *ring of magic detection* actually absorbs the *detection* spell. This *detect magic* absorption ability even works when the ring is not worn; and it continues to absorb this spell until the ring possesses 100 charges. Each charge invoked from the ring lasts for 1d4 turns or until turned off. While invoked the ring does not absorb *detect magic* spells. Once 100 charges are absorbed, the ring can absorb no more.

The ring has a verbal command word. This invoking word can be found by merely casting an *identify* spell on the ring. When this condition occurs, the caster sees the command word appear on the ring, as though the word were suspended slightly over the ring's opaque stone.

The ring, if ever found for sale on Nehwon, can be purchased for as little as 17,500 gold rilks.

Ring of Curses

This ring comes in all varieties. It can be a very dangerous item, or it can end up becoming an excellent contingency. These rings basically come about when the enchantments performed on the ring fail. When this happens, the ring tends to take on a property either exactly the opposite of the intended purpose, or a random effect happens.

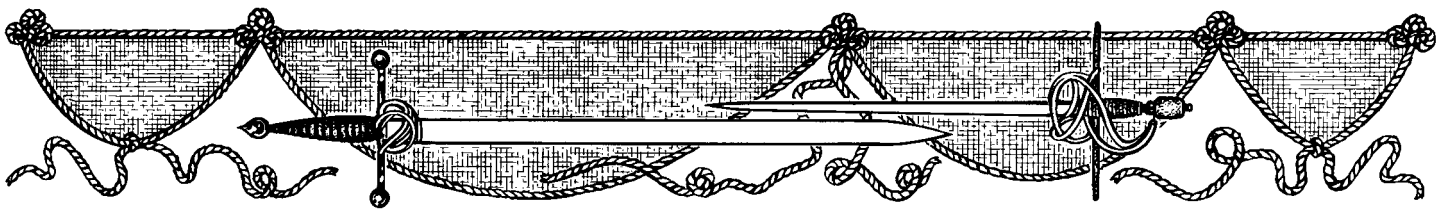
For example, if a black wizard was attempting to make a *ring of regeneration*, the failed ring may end up becoming a *ring of degeneration*, or else the ring would take on a completely random property. Below, there is a list of optional effects that can occur with a failed enchantment.

D100

Roll Effect

- | | |
|-------|---|
| 01-50 | No special effect. The item completely refuses to accept the enchantment. |
| 51-70 | The effect is exactly opposite. |
| 71-80 | The ring becomes cursed, and explodes when removed from the finger for 5d6 points of damage. |
| 81-90 | The ring can never be removed short of a <i>wish</i> . |
| 91-00 | The ring causes everyone within 15 feet to roll Wisdom checks, with failure meaning they attack the closest character for 1d6 rounds. |

One thing to realize is, that this ring does not register as cursed when an *identify* spell is cast upon it; nor does it register as being evil with a *detect alignment* spell. In that instance, there is a percentage chance equal to the mage's level of detecting that there is something terribly wrong with the ring. Of course, if a result of 01-50 is achieved above, the ring does not register as being magical in the least.



Sword of Mammal Slaying, +3 vs. Good Alignment

This sword works as a standard nonmagical weapon when used against nonmammalian life forms. Against mammals, however, the sword gains a +1 bonus. When the mammals are intelligent enough to have an alignment, the bonus raises to a +3 if the creature is of any good alignment.

When the sword is around mammals, it vibrates, causing a slight humming noise. When a good-aligned mammal is within 60 feet, the sword hums at a higher pitch, and actually begins pulling out of the scabbard partially. The sword does not mind being used by a mammal, as long as another mammal is being killed by it. Whenever there has not been mammalian blood on its blade for about a week's time, the sword is known to actually incite a berserker rage until the sword is coated with mammalian blood.

This slightly intelligent sword does not appear to be evil when a *detect evil* is cast upon it. The sword is only anti-good and anti-mammal. This is the sword that Purdue Darkwolf carries when the characters find his secret room.

Also, the sword acts similar to a *blade of sharpness* in the fact that it causes the wound to bleed profusely for 1d4 rounds thereafter. This excessive bleeding causes an additional point of damage for every round. Therefore, the total amount of damage this sword does in combat is 1d8 + 3 + 1d4.

This magical sword is very rare within Nehwon. It is a common sight amongst the gladiator lizards, who use the blades when fighting off the human infestations within their lands. Against gladiator lizards, however, the sword acts like a *cursed -3 sword*. This cursed effect occurs even if a nonmammalian creature is wielding it.

Sickle of Lycanthropy +2

These horrific weapons give the attacker a +2 bonus to his attack roll and damage roll. The weapons look identical to the tools used during harvest time in the grain fields of Lankhmar. The steel used in their construction is a soft gray color. This tempered steel is very

resistant to rust and repels stains well. It is said that even after being pulled from a newly created wound, the blood drips completely off the sickle's blade.

When this weapon is used by a chaotic-evil character, such as a worshiper of the Rat God, an attack roll of a natural 20 causes the target to fall prey to lycanthropy. A saving throw vs. polymorph is allowed to avoid the effect. The form of lycanthropy that is incurred is wereratism.

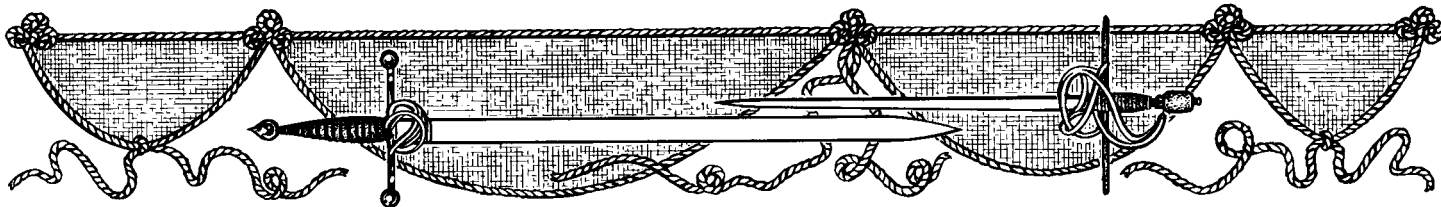
The *sickle of lycanthropy* causes a base 1d4 + 1 points of damage to small and medium-sized creatures, while causing 1d4 points of damage to larger targets. The Rat God priests, the ones who are the exclusive users of these weapons, boast that they do not function in the hands of other humans. This statement, however, is only a half truth. The weapon does work normally, but if the alignment of the user does not mesh with the chaotic-evil nature of the Rat God, a critical miss of any kind (an attack roll of an unmodified 1) causes the weapon to strike its user for double damage. The wielder also is *cursed* with wererat lycanthropy. No saving throw is allowed when this occurs.

This curse is permanent, but it can be dispelled by a *wish*. Another way to dispel the disease is to cast a *remove curse* upon the character. The spell allows the character to roll a saving throw vs. polymorph. If this save is successful, the lycanthropy is broken and does not affect the character again. Unless, of course the PC is infected by the disease once again.

Dagger of Illusory Metal

This dagger does not give a bonus to either the attack roll or the damage roll. It does, however, allow the attacker to ignore metal armor (but not magical plusses). This is because the dagger passes through metallic armor as though it were illusory armor.

The dagger also passes through stone and brick as though they weren't there. Neither the dagger's handle nor the user's arm gains the ability to pass through metal or stone; only the dagger's blade.



The magical protection from spells and from rings, dexterity, cloaks, and all other nonmetallic armor bonuses work as normal, giving the wearer a better than standard armor class, but the armor class bonus from metal armor itself is nullified.

The dagger does the normal dagger damage of 1d4/1d3 as long as the dagger is never damaged. The dagger cannot be damaged from any rock or metallic object, which makes damaging it very difficult. Whittling and other wood cutting is possible, but using a sharpening stone is impossible. So, once this blade becomes dull, it remains dull unless magic that sharpens and hones blades can be utilized.

The blade does not radiate any discernable light, but it does appear to be cloudy. The blade looks much like the clouds in the sky as opposed to real metal.

If a *detect magic* is cast upon the blade, the caster can see an unmistakable magical aura. If an *identify* spell is cast, the caster can determine that the spells used in making the item are Necromantic, Alteration, and Invocation. Also during the casting of the *identify* spell, the caster can see an entity made of air and steam thrashing about as though it were trying to get out.

Dust of Blandness

This item is the proud creation of the Black Wizard Hristomilo. This evil man, often under the hire of the Thieves' Guild or the Slayers' Brotherhood, creates and activates new and unusual spells and items to further the cause of chaos, evil, and pain. This is one such item that makes his job easier.

Instead of worrying that the poisons that he concocts are tasteless and void of their olfactory elements, he sprinkles the *dust of blandness* upon them. The item efficiently deadens the olfactory and taste qualifications of the poisonous creation, rendering them completely bland. The poisons are thus detectable only through *detect poison* or other divination spells with similar effects.

The *dust of blandness* can also be used to deter the taste and smell of rotted foods should

someone wish to poison a character in that way. Also, the taste of good food that has a distinctive smell and taste, such as eggplant or liver, can be counteracted with the use of this *dust of blandness*.

This item is not usually found for sale, but when it is, the cost is 100 gr per vial. Each vial has enough dust for use on six standard plates of food; a standard plate being the food the average person can consume at one sitting.

The *dust of blandness* has its opposite, which is the *dust of piquantness*. This item makes the flavor and odor of food unmistakable. It allows the aficionado of food and drink to fully enjoy the flavors and odors of wafting food to be strong and enjoyable. The dust also brings out the smell of poisons and causes the odors of burnt or ill-cooked food to be unmistakable as well.

The *dust of piquantness* is sold for the same price as the *dust of blandness*: a mere 100 gr per vial. The *dust of piquantness* is much more readily available than its counterpart.

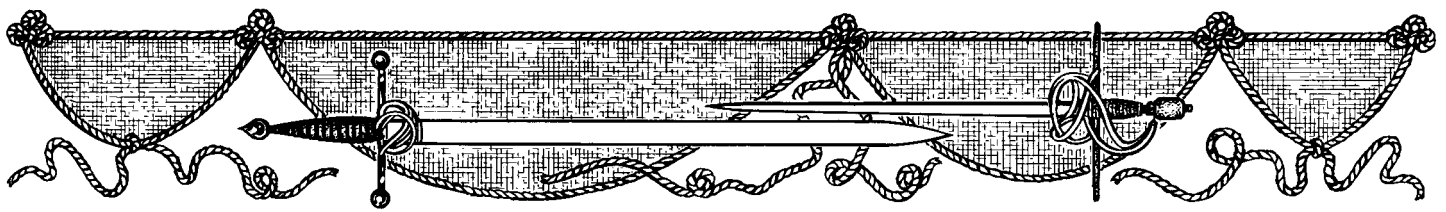
Powder of Comeliness

The *powder of comeliness* is very popular among the women in Lankhmar. The price, however, has made it unavailable to all except the wealthy and the noble. It currently comes in a small crystal canister with a silver lid. The lid is designed with intricate flowers and leaves from the rose bush. The Order of Apothecaries' members are the exclusive manufacturers of this product, but the Sorcerers' Guild created the original Charisma-altering spell.

The powder is magically enchanted to give the wearer a 1d2 bonus to her Charisma score. The powder also enhances femininity, which prevents male characters from using it. If a man were to use this powder, his Charisma would be lowered by 1d2 points for the duration of the effects.

The powder is good for a total of 24 hours, at which point, the powder disappears. The powder can also be removed by water within the first five minutes it is on. Once the initial five minutes is over, the *powder of comeliness* cannot be removed for 24 hours.

The powder is a very costly item, since its



effects are so very popular. It costs 100 gr for a sample that is enough for two weeks. The user merely uses the cotton ball that is supplied. The cotton swab is daintily patted into the powder, and the powder then dabbed onto the face.

The effects of the improved comeliness are instantaneously seen. Once the powder has been placed on the face, putting more on does not improve the Charisma of the character any more, it only lengthens the effects.

If a double dose is placed on the face, the effects of higher Charisma last for a total of 48 hours. As many doses of this powder can be placed on the face as desired, but the length of the effect is the only thing that is improved.

The Chalice of Irreversibility

This cup is owned by Purdue Darkwolf, but it is never used by him until well after the time he gains immortality through lichdom. When this transformation occurs, he spends a great deal of time studying his books and searching for power and knowledge.

The *chalice of irreversibility* is merely an item of revenge used by Purdue to get even with living mortals for past crimes against him. He also uses it under dire circumstances to rid himself of opponents that he feels are too powerful to destroy without risk of death.

The chalice's magic is invoked only when fluid is poured into it and drunk. When that occurs, the character drinking from the chalice is frozen in level. Never again can the person gain experience points or a level, nor can he improve on his skills or statistics. The person still continues to age normally.

Magical improvements on statistics do not penetrate the shell of anti-magic that the chalice places around the character's body.

The effects of the *chalice of irreversibility* are permanent. If *dispel magic* or *remove curse* spells are cast upon the infected character, they are ineffectual. The only way that the magical curse can be dispelled is by use of a *wish* or **limited wish** spells. These, as in almost every other situation, always function.

Spells

Purdue's Revenge

(Necromantic/Alteration)

Spell Level: 7

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 Round

Area of Effect: Creature touched

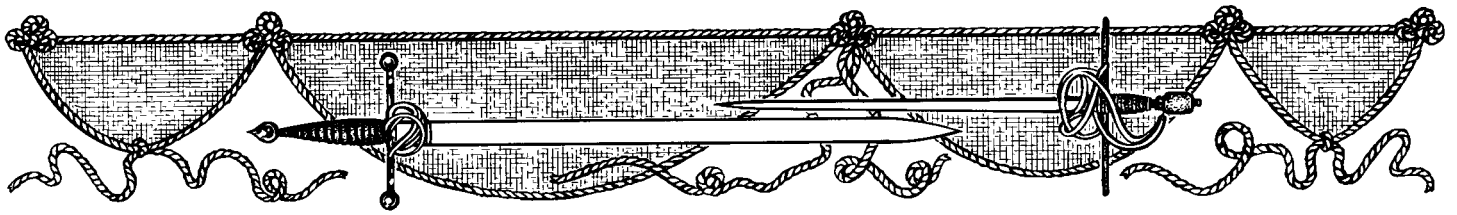
Saving Throw: Negates

This spell causes a cursed disease to come upon the body. The magic keeps the curse alive, while the curse continually pumps poisonous germs into the body, making the immune system fight overtime. This disease is fatal within four days. A *dispel magic* causes the magical part of this spell to cease. Thereafter, a *remove curse* is cast to remove the curse that the magic was regenerating. Then, a *cure disease* must be cast upon the recipient in order to relieve the germ infestation. If the spells are not cast in their proper order, the recipient is destined to die.

If only a *cure disease* is cast, the curse reinstates the disease. If only a *remove curse* is cast, the magic reinstates the curse.

All affected by this spell must roll a successful saving throw vs. spell with a -4 penalty or suffer the side effects. The first day after the infestation, the recipient feels nothing. Every day thereafter for four days, the symptoms worsen until finally, the fourth day, the spell recipient dies within a veil of incoherency. The effects of this spell are never contagious.

This spell is truly an evil thing. In fact, it is so evil, that only evil characters can conceive of casting it. Luckily, it is so rare, that it is believed that only one other copy of it exists. It is one of the few spells that Purdue Darkwolf created before his demise. If this spell indicates the way that his spell creation was headed, it is better that he died.



Curse of Lycanthropy

(Necromantic/Alteration)

Spell Level: 6

Range: Touch

Components: V, S, M

Duration: Permanent until cured

Casting Time: 6

Area of Effect: Creature touched

Saving Throw: Negates

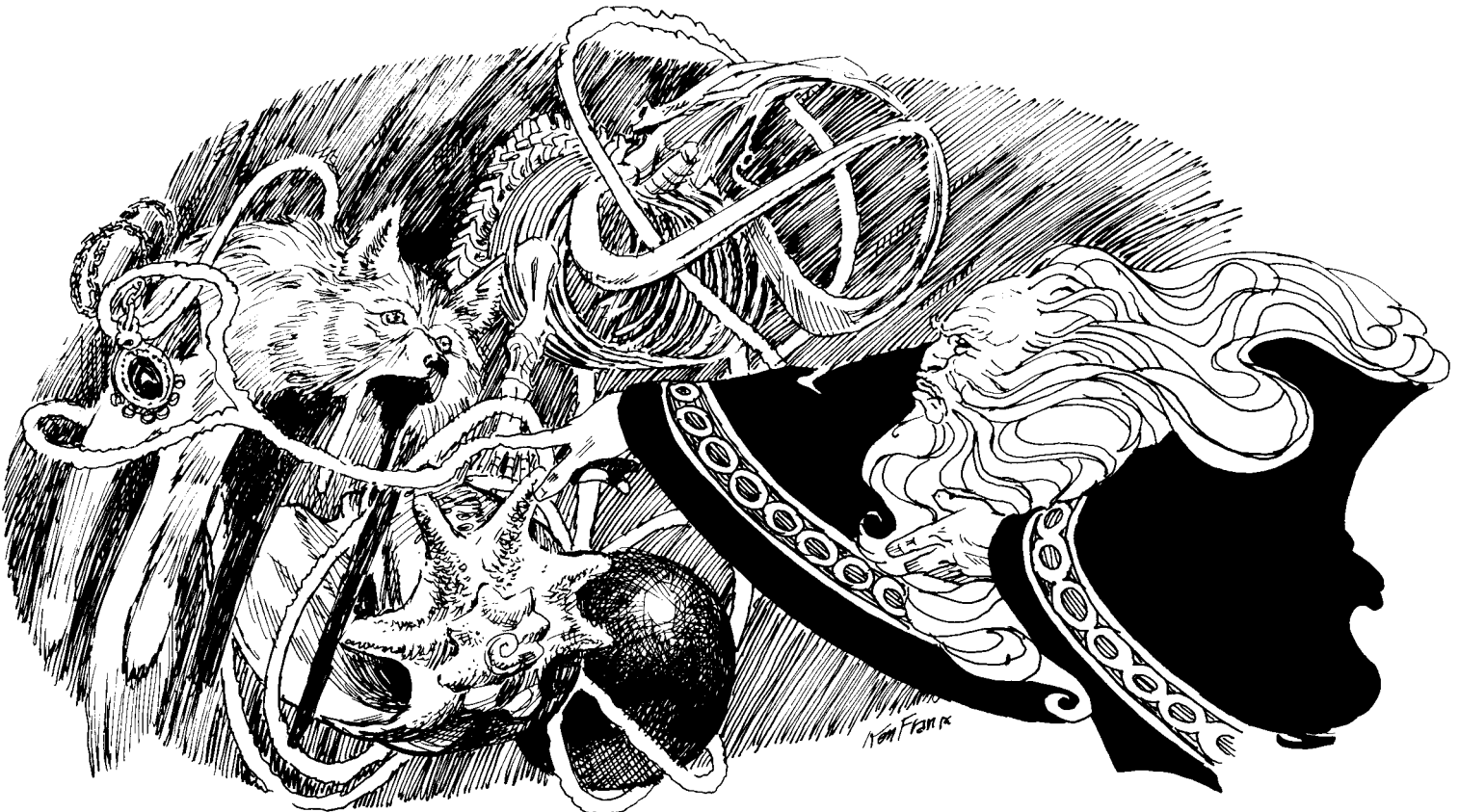
This spell causes a nonpermanent case of lycanthropy to be infused into the touched target. A saving throw vs. spell is allowed to immediately counteract the spell. If the saving throw is failed, the character gets another saving throw every month after the effects for that month wear off.

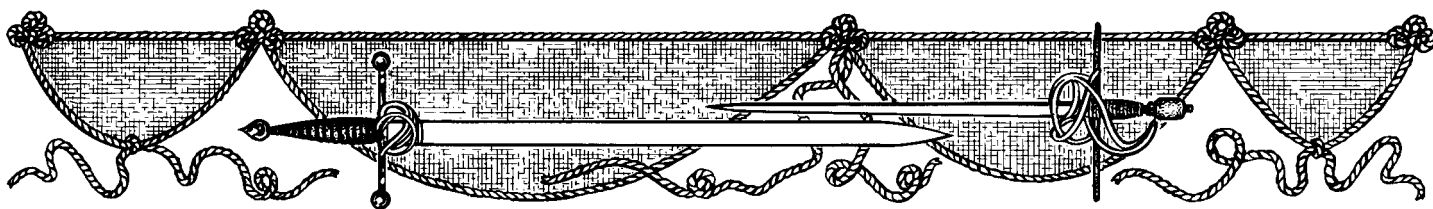
This spell causes the lycanthropy to manifest itself every night that the full moon is out, and during the night before and the night immediately after the full moon. During those

three nights, the character does not regain hit points from healing and does not get the abilities regained from sleep. The character does not remember anything from those three nights.

Once the three-day lycanthropy attack is over, the character can roll a saving throw vs. spell with a -3 penalty to see if the lycanthropy wears off. If it wears off, the spell has lost its effects. If not, the spell kicks in again at the full moon. While under the lycanthropy effects, the character gains a blood rage that cannot be quenched. Luckily, however, anyone that the character attacks does not become affected with the disease.

This curse can also be dispelled by using a *wish* spell. Another way to dispel the disease is to cast a *remove curse* upon the character. The spell allows the character to roll a saving throw vs. polymorph. If this save is successful, the lycanthropy is broken and does not affect the character again.





Additional Adventuring Ideas

The Funeral of Purdue Darkwolf

The characters are invited to the funeral of Purdue Darkwolf, the evil man that the characters killed in the second part of the module. At the eulogy, the man standing before the large gathering of curious people speaks in behalf of the deceased man.

Nothing the preacher is saying is nice as he pounds his fists onto the pedestal before him. In fact the preacher is being exceedingly cruel in his anecdotes. Several people in the audience are laughing, while throwing their half empty beer mugs at the shrouded corpse.

Several hundred feet away, a man solemnly prepares a pyre for the body. The wood is stacked high, and a carefully built set of stairs allows the pall-bearers to take the body up to the top of the pyre in ease. Currently, the man is soaking the wood in lamp oil.

Just as the preacher begins his closing and most vicious remarks, he suddenly grabs at his throat. His face becomes beet red, as his mouth gapes open: his bulbous tongue peeks out, its veins beating in rhythm with his heart. After a brief moment, the veins in his face and neck burst open, coating the pedestal in blood.

A woman in the front row of the congregation screams and runs away in fear. Several others follow suit as the preacher's body crumbles to the floor, its flesh torn mercilessly. A man behind the characters screams as he points to the body.

As the characters look forward, they see the corpse sit up and look around. The crackling of the brownish and over-dried flesh, tendons and bone can be heard in the lull of silence, as everyone stares in sheer panic. Everyone is paralyzed in fright by the abomination sitting up before them.

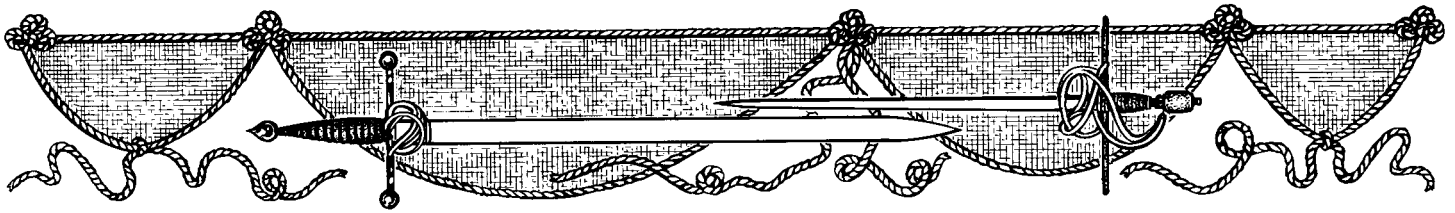
"No longer shall I allow you to mock me in my sleep eternal. No longer can I allow such animosity and lack of respect for the dead to go unpunished. No longer shall you hunt my previous companions like dogs that ate your

sheep. No more!" Purdue, in his new and hideous form levitates up and over the front part of the crowd.

Lich (1): Int Supra-Genius (20); AL CE; AC 0; MV 6, Fl 15; HD 15; hp 89; THAC0 6; #AT 1; Dmg 1d10; SA Fear, spellcasting ability; SD +1 or better magical weapon to hit, immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, death spells*; SZ M (6' tall); ML Fanatic (18); XP 7,000

Purdue is only trying to scare the people a bit, until he can *teleport* to a specific location, where all of his spell books and items are stored, safe from the prying eyes and fingers of living beings. He wants to escape in order to give himself time to prepare his phylactery. Please see the *Monstrous Compendium* for a full description of the lich monster.





Alakabon of the Legion

Alakabon, one of the Huntsmen in Purdue Darkwolf's infamous Legions of Doom, is looking for the characters. She possesses a *ring of alignment alteration*, which makes her alignment appear to be chaotic good. She, however, is still chaotic evil.

Alakabon the Huntsman: Int Highly (15); AL CE (CG); AC -4; MV 12; F14; hp 84; THAC0 7; #AT 3; Dmg 1d8 (Long sword); SA nil; SD immune to fear, sleep; Sex Female; SZ M (5.5' tall); Social Status 3; ML Fanatic (18); XP 6,000

Known as the Butcher of Eevanmareensee, this middle-aged woman is one of the most vile people in recent history, and she wishes to gain her revenge against the characters. She knows that the characters are the main reason why the Legions of Doom are dismantled and almost dead, and she wishes to throw the vengeance of death their way.

Alakabon carries three throwing daggers, a short composite bow, and three dozen arrows. The arrows cause one extra point of damage each due to Alakabon's high strength. She also carries a *long sword* +1, which she calls the Horde of Laash. Her suit of armor is silver plate mail with a magical adjustment of +5. It was made especially for her, and it does not fit any of the characters.

She is a very attractive woman (Cha 15), but her yellow eyes glow with a blackness that shames the night. Her eye teeth are unusually long, which makes one believe that she is actually a person crossed with a vile beast.

When she meets with the characters, she tries to join their company. She brags that she has kept an ear out about the characters' exploits, and she thinks that she might have talents that the company might find useful.

Having all the ranger class proficiencies and skills, such as tracking, wood craft, spying, hiding in shadows, moving silently, and adept at both trained and untamed animals, she feels that she has skills that the characters can make use of. She pronounces that she has eight followers, but she dispatched them all except her current companion, a wolf, when she made

the decision to join the characters' company.

If the characters allow her to join, she tries her best to maintain a goodly posture. She is constantly fighting the urge to slaughter the characters, but she realizes that if the characters could kill Purdue, they would have no problem slaying her. She believes that keeping them off guard, thinking that she is a loyal companion, is to be their downfall.

There are a few techniques that she uses to slaughter the characters. Below, her tactics are listed. The order in which they are listed is not necessarily the order in which they are used. In fact, she may use one tactic several times before using the next. The Dungeon Master has full reign over her techniques.

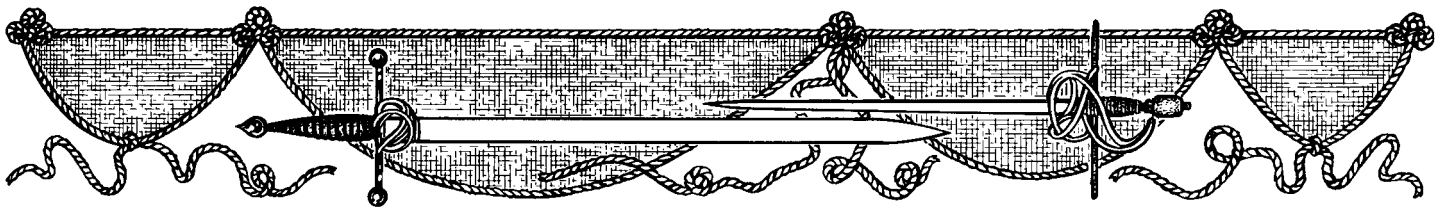
* She poisons the food with a toxic substance that she knows will affect her, but that will not kill her. The characters, on the other hand must roll a successful saving throw vs. poison or die within ten minutes. All who make their saving throws, Alakabon included, are stricken ill for almost a week.

* The water bags that the characters carry are spoiled because someone put vinegar in all of them. Alakabon's water is the worst infested water of them all. She grows ill from it. Another option for this, is having the water altered into dust. In a desert situation, that could become quite lethal.

* The characters, if any are archers, including Alakabon, all lose their arrows. Characters that possess other missile weapons, such as throwing daggers, are missing theirs as well.

* The food that the characters are carrying is moistened and infested with maggots and rot grubs. If the food is eaten during darkness, the characters do not notice the infestation. During the day, however, the infestation is very noticeable. In fact, during the heat of the day, the characters constantly smell a horrid stench in the area that reminds them of dead and decaying corpses.

Rot Grub (2d10): Int Non- (0); AL Neutral; AC 9; MV 1; HD 1; hp 1; THAC0 Nil; #AT 0; Dmg Nil; SA See Below; SD Nil; SZ T (1" long); ML Unsteady (5); XP 15 each



If the characters touch the rot grubs, the grubs immediately begin viciously drilling into the exposed flesh. No attack roll is needed for this attack form. The victim must immediately apply flame to the wound (1d6 points of damage per application) or have a *cure disease* spell cast upon them. Flame kills 2d10 rot grubs per application, while a *cure disease* kills all of them. Unless these measures are taken, the rot grubs burrow to their host's heart and kill him in 1d3 turns.

The most insidious aspect of the rot grub is the anesthetic secretions that they use on their hosts. This dulls the area being burrowed into, making the victim completely unaware that an invasion has occurred. Victims should roll Wisdom checks every round to realize that something is wrong. Within 1d6 rounds, the rot grubs have burrowed deep enough that they cannot be affected by flame.

If the characters eat the rot grubs, they begin burrowing into the tongue, cheeks, gums, throat, and stomach of their host. In this instance, flame has no effect on them. Instead, the only way to get rid of these nasty creatures is to have a *cure disease* cast upon the victim. If the Dungeon Master has determined that the rot grub has begun burrowing into the throat or stomach of the character, he has only one turn in which a *cure disease* can be cast before he dies.

* If any of the characters are psionic and openly use their powers, Alakabon takes a hidden vial of cerebral parasites and releases them into the air near the psionically endowed character. Alakabon, herself not being psionically endowed, has no fear of carrying these little creatures. These parasites then attach themselves to the characters' aura, inhibiting psionic usage somewhat.

Cerebral Parasite (2d10): Int Non- (0); AL Neutral; AC Nil; MV Nil; HD Nil; hp Nil; THAC0 Nil; #AT 0; Dmg Nil; SA Psionic Power Draining; SD See Above; SZ T (flea-sized); ML Nil; XP 35 each

For every cerebral parasite attached to the character's aura, the psionic must use 1 extra point of psionic energy to utilize the power. For

every 6 points of psionic energy that the parasite absorbs, it reproduces by fission, and the one parasite now becomes two. This continues until the character does not use psionic powers, or until a *cure disease*, *aural alteration*, or a *wish* spell is cast upon the cerebral parasite host. Please see *The Complete Psionist* handbook for more information regarding the cerebral parasite and psionics.

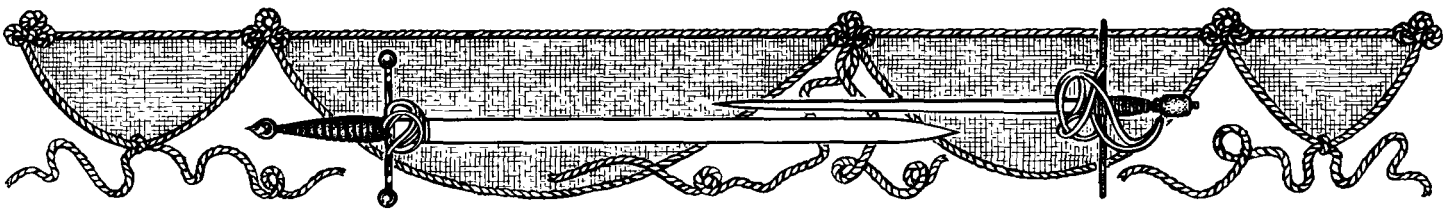
* Alakabon also has a supply of bookworms with her as well. She has a back pack with a lot of books in it, which she uses to keep the bookworms alive. When the characters are sleeping, or even when the bookworms themselves are out of food, the bookworms are placed, or they crawl to the characters' spell books, maps, scrolls, art work or personal documents. These bookworms are voracious eaters that do not stop until all paper products are completely devoured. Their main love is magical writing. These are the items that are destroyed first. They can destroy magic books and scrolls at a rate of one spell level per round. (i.e., five rounds for a scroll with a single 5th-level spell).

Bookworm (2d4): Int Non- (0); AL Neutral; AC 2/9; MV 12, Burrow 3; HD 1/4; hp 2; THAC0 20; #AT Nil; Dmg Nil; SA Paper products; SD -7 on surprise rolls; SZ T (1" long); ML Special; XP 15 each

If the bookworms are attacked, they jump about 10 feet away and then slither to their nesting area, if they are still alive after the first attack. Their nesting area in this case happens to be the back pack of Alakabon.

It is at this point that the characters may discover that Alakabon is not what she appears to be. If they confront her, she denies it three times. Thereafter, she admits to her crimes, and removes the *ring of alignment alteration*. She attempts to run away from the characters instead of combating them. Her movement rate is 12, which makes her a quick and agile person. If she manages to escape, the characters never again meet up with her.

If they catch her, she surrenders and demands to be brought forth before the



Lankhmar court of law for proper justice. If they decide to allow her to live until she is brought to the Lankhmar city guards, she follows them willingly.

When the characters get close to Lankhmar, she tries to escape. If she manages to elude the grasp of the characters, she runs for an obscure statue in the middle of a field. Touching the nose of the figure, it moves and she leaps into the darkness of the hole that is created by the statue's motion.

By the time the characters get there, the statue has pulled back into its place. If they touch the nose of the statue, it moves aside the same way it did for Alakabon. They see a series of steps leading down. These stairs continue for a long while, and the characters can hear someone running ahead of them.

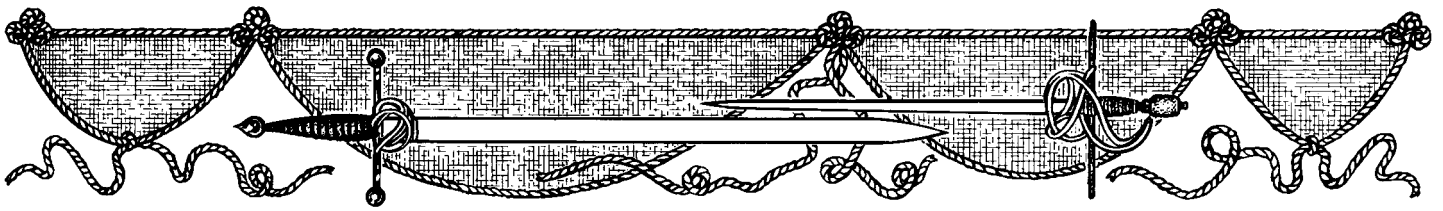
As they get to the bottom of the stairs, they can hear the sounds of a woman (Alakabon) scream in terror and pain. They now face a long winding corridor leading forward. If they take to the stairs, the statue moves for them as they approach the top. If they decide to follow the corridor, it eventually comes to a large room, where the huntsman woman stands, her sword drawn. As the characters enter the room, she gets the first attack from the characters' blind side.

Alakabon the Huntsman: Int Highly (15); AL CE (CG); AC -4; MV 12; F14; hp 92; THAC0 7; #AT 3; Dmg 1d8 (long sword); SA nil; SD immune to fear, sleep; Sex Female; SZ M (5.5' tall); Social Status 3; ML Fanatic (18); XP 6,000

She attacks the characters as if there is no tomorrow. Once the characters have slain her, the lich, Purdue Darkwolf, rises from a hidden sarcophagus to attack the characters. The Dungeon Master is encouraged to give the lich several deadly spells, according to the health of the characters.

Lich (Purdue Darkwolf) (1): Int Supra-Genius (20); AL CE; AC 0; MV 6, FI 15; HD 15; hp 95; THAC0 6; #AT 1; Dmg 1d10; SA Fear, spellcasting ability; SD +1 or better magical weapon to hit, immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, death* spells; SZ M (6' tall); ML Fanatic (18); XP 7,000

Once the lich has received one-half his total hit points in damage, he screams "Fools! I will try again, mere mortals. You haven't seen the last of me." He then disappears. The characters are now standing alone in this room. There is nothing of value here at all, except for the sarcophagus, which is lined in silver and gems worth in excess of 10,000 gr.



Pregenerated Player Characters

Ertyl Mandrake

10th level warrior/8th level male rogue

Str: 17 Dex: 18 Con: 15
Int: 14 Wis: 13 Cha: 14
AL: Neutral Good hp: 68
THAC0: 11 AC: 1
AGE: 35

Weapon Proficiencies: Long Sword (x2), Battle Axe (x2), Heavy Crossbow (x3).

Nonweapon Proficiencies: Tracking, Mountaineering, Fire Starting, Set Snares, Hunting, Fishing.

Languages: Common.

Experience Point Tally: 600,000 Warrior, 85,000 Rogue.

Special Abilities: Pick Pockets 65%; Open Locks 80%; Find/Remove Traps 5%; Move Silently 80%; Hide in Shadows 35%; Detect Noise 15%; Climb Walls 80%; Read Languages 30%.

Special Possessions: +2 long sword, +3 versus magic-using creatures, 12 +1 crossbow bolts, chain mail +1.

Considered a good friend by his companions, Ertyl tends to seclude himself whenever the party rests for the evening. He is happier when he is by himself in unsettled regions. In spite of his reclusiveness, Ertyl is faithful and demands strength in the friendships he forged with the other player characters.

The druid and the ranger are his most loyal compatriots, but he tries not to let it show. He fears the other party members may take offense. The stronger devotion he feels with these two characters grew from their understanding of his love for the wild. Never trained in the skills of the ranger or druid, he is nonetheless a skilled mountaineer and survivalist.

Born a miner's son, Ertyl grew up under the scrutinizing eyes of the rich and powerful. Their distaste for his father's occupation ebbed into an abhorrence for him. Ertyl, never

understanding this prejudice, realized that it limited his choices of profession. He always wanted to be a guard for the Lankmart Overlord, but these opportunities are only for the rich.

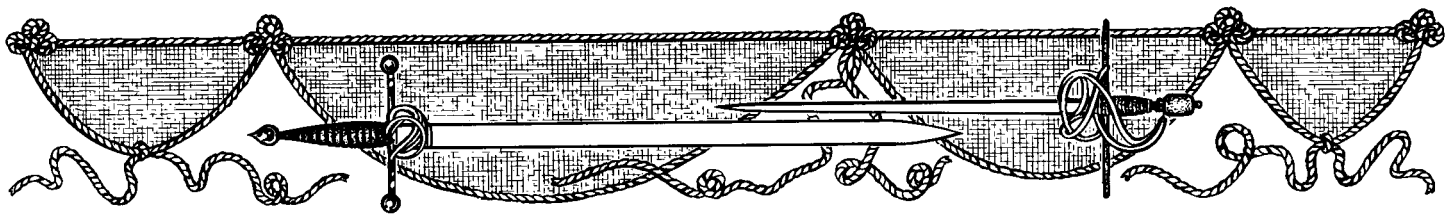
Unable to get a job to satisfy his ever increasing taste in clothing, food, and companionship, he started a life of crime. Thieving from the same people who limited his employment opportunities, he soon created a notorious name for himself. Known as the Sewer Thief, he prowled the rich neighborhoods at night. But soon his skill clouded his mind, and he started thieving during daylight.

His career came to an abrupt halt when he was caught, captured, and jailed during a daring daytime heist. The Lankmart court found him guilty and sentenced him to 12 years of hard labor in the grain fields.

Seventeen years later, his jail term finally over (Ertyl's rehabilitation suffered several setbacks), he found it much easier to find work. Hired as a bodyguard for a disreputable politician, his employer often bragged of his "Sewer Rat" protection. Members of the Slayers' Brotherhood often came to test their steel against the notorious thief only to embrace their own deaths.

During this jaunt, Ertyl gained the fighting skills that he wanted so desperately during his youth. The title Sewer Rat soon fell aside and Ertyl the Protector took its place. Ertyl still holds this title close to his heart.

When the man he protected fell under the scrutiny of the courts and was arrested and hanged for the theft of treasury funds, Ertyl found himself out of work once again. Searching for something to do, he decided archaeology was a fitting and prosperous vocation. At the grave sight of a forgotten monarch, he met several brigands who stole his work and left him to die. Tar the White came to his rescue, and they have been friends ever since.



Tar the White

10th level male White Wizard

Str: 14 Dex: 10 Con: 10
 Int: 18 Wis: 17 Cha: 14
 AL: Lawful Neutral hp: 57
 THACO: 14 AC: 8
 AGE: 57

Weapon Proficiencies: Whip (x3), Dagger.
Nonweapon Proficiencies: Ancient History, Astrology, Healing, Herbalism, Reading/Writing, Religion, Spellcraft.

Languages: Common, Eevanmareensee.

Experience Point Tally: 500,000

Spell Use: All priest spheres. He can cast four 1st level, four 2nd level, three 3rd level, three 4th level, and two 5th level spells from any priest spell spheres.

Special Possessions: *Rod of Resurrection* with one charge. This item drains Tar of his strength for 10-40 hours when used; *ring of protection* +2, *whip* +2, +3 versus chaotic creatures.

Considered a dying old man by his home town of Eevanmareensee, Tar the White decided to take his spellcasting ability elsewhere and put it to good use. Searching for companions he could trust, he went from one adventuring group to another. Finally, he ran across a young man, bleeding and close to death. Using the spells he always carries with him, Tar healed this waning soul.

Once the threat of death passed, Tar learned the man's name was Ertyl. They spent several weeks learning about each other. Since that day, these two men have traveled together and they are now inseparable. In spite of this close bond, Tar realizes that Ertyl travels with him out of gratitude more than affection. He deeply enjoys Ertyl's company, but this fact bothers him.

Tar gets on well with the other members of the party except the druid. She poses a slight problem. Her incessant analysis of every situation drives him crazy. When confronted with a particularly difficult problem, Tar wants it done with. The druid, though, must analyze

every detail, making sure that the balance is preserved.

Tar the White idolizes the paladin. He sees this woman as a true follower of law. Whenever she makes a decision and puts "her foot down," Tar marvels over her incredible logic. Recently, Tar has made great attempts to emulate her analytical approach, but fails miserably.

Fare Mirage

13th level female ranger

Str: 17 Dex: 15 Con: 15
 Int: 16 Wis: 14 Cha: 16
 AL: Neutral Good hp: 98
 THACO: 8 AC: 5
 AGE: 38

Weapon Proficiencies: Composite long bow (x3); fauchard-fork (x2); Khopesh sword (x3)

Nonweapon Proficiencies: Animal lore, Hunting (x2), Survival (x2), Tracking, Fishing, Weather Sense, Running.

Languages: Common, Treant.

Experience Point Tally: 1,600,000.

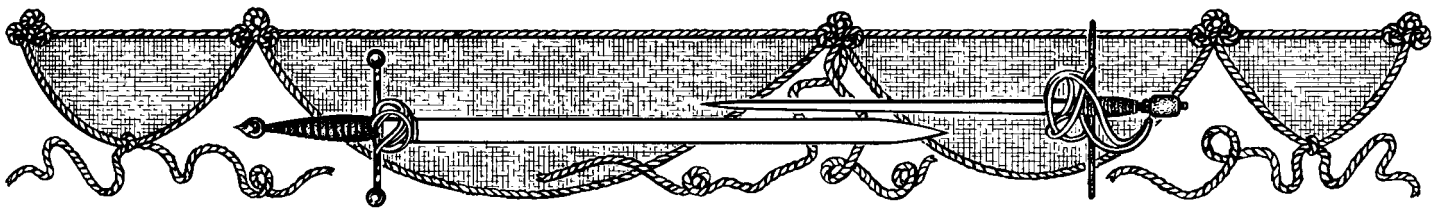
Special Abilities: +3 to survival tracking proficiency, befriends domestic animals automatically, limited *telepathy* with natural animals.

Special Possessions: *Fauchard fork* +2, *Khopesh sword* +1, *Studded leather armor* +2

Skilled in tracking and survival, Fare Mirage is an important part of the PC party. She easily hunts and fishes enough food for the whole group without aid. She is calm and rarely speaks ill of anyone unless that person has truly evil tendencies.

Her favorite weapon is her composite short bow, but it often proves worthless in combat situations. This forced her to hone her swordsmanship ability more than her archery. She blames the evil bias of mankind for this.

A character of her level could attract up to 12 followers, but she declines all offers and requests for tutelage. She feels teaching others her skill would do nothing but hamper her own



learning, and she believes that her abilities are far too important to be handicapped in that way.

Fare Mirage befriended the druid and Ertyl almost immediately upon joining the party, and they often go off together. They achieve their greatest pleasure in sharing their knowledge with each other. Together, they find and befriend animals wherever they pass, searching for the perfect companion.

Fare looks at the paladin as a spoiled brat from a soft, rich family. She finds his lack of woodsmanship a crime against nature, but she rarely voices her opinion. Respect for the paladin's beliefs silences her lips.

Griffon Broadleaf

11th level female druid

Str: 15 Dex: 18 Con: 15
 Int: 17 Wis: 17 Cha: 18
 AL: Neutral hp: 76
 THAC0: 14 AC: 4
 AGE: 28

Weapon Proficiencies: scimitar, dagger, sling, staff.

Nonweapon Proficiencies: none.

Languages: Druidic Tongue, Common, Centaur, Dryad, Faun, Giant, Lizard Man, Treant, Sprite, Pixie, Nixie.

Experience Point Tally: 285,000.

Special Abilities: +2 on all saving throws vs. fire and electrical attacks; identify plants, animals, and pure water; passes through overgrown areas without leaving a trail; immune to *charm* spells cast by woodland animals; can *shapechange* into a reptile, bird, or mammal once per day, healing 10-60% of all damage suffered.

Spell Use: Five 1st level, four 2nd level, four 3rd level, three 4th level, two 5th level, and one 6th level priest spells in the following spheres only: all, animal, elemental, healing, plant, and weather.

Special Possessions: Leather armor, *bag of holding* containing mistletoe, *scimitar* +1, *dagger* +2.

A proud woman, Griffon Broadleaf does not

allow anyone, including her companions, to slander her or her profession. Defamation happens often, because she tends to analyze all situations, gauging their importance to the balance. This balance includes questions of good versus evil and law versus chaos. Realizing these alignments need each other to survive, she strives to maintain an uneasy equilibrium.

She is very close with Ertyl and the ranger. They often share their time when the rest of the party sleeps or seeks pleasure in the cities. Feeling more at home in the woods, she prefers sleeping outdoors rather than at the local inn.

Rey Gorra

12th level Male fighter

Str: 16 Dex: 12 Con: 12
 Int: 14 Wis: 11 Cha: 13
 AL: Chaotic Good hp: 72
 THAC0: 9 AC: 2
 AGE: 29

Weapon Proficiencies: Two-handed sword (x3), Mancatcher (x4)

Nonweapon Proficiencies: Weaponsmithing, direction sense (x2), leatherworking, riding land-based (x2).

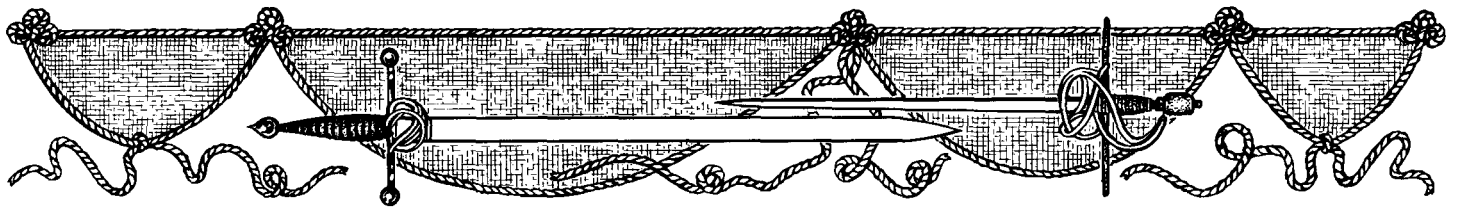
Languages: Common.

Experience Point Tally: 1,100,000.

Special Possessions: *Chain mail* +2, large *shield* +2, *long sword* +2, *brooch of shielding*.

Gorra was a young and ambitious member of Lankhmar's upper class. As is customary for young lords, Rey was sent on a tour of duty with the Overlord's guard. (The experience is believed to make a man of a boy and to teach authority and responsibility.) A fine specimen in his mid-20s, he earned the respect of his men by showing an incredible capacity for hard labor and brutal training.

During this excursion, he discovered how most of Lankhmar's people lived. Impoverished, hungry, often dying of inexplicable diseases, he developed a growing distaste for his family and their beliefs. Soon, this distaste grew too great



to contain, and he left his family and his birthright behind to "find himself." Within a few months, he found companionship with the other members of the party. Their deeds constantly remind him that good still exists in the hearts of man.

Rey's father hired many magicians in his time, and their abilities hold little awe or mystery for him. Rey sees Tar the White as an exceptional "Weaver of the Unknown." Often, the urge to learn spellcasting wells inside him, but the memories of past failures and the incredible patience needed soon demoralizes him.

Jasmine Smeall

14th level female paladin

Str: 15 Dex: 12 Con: 13
Int: 17 Wis: 17 Cha: 16
AL: Lawful Good hp: 85
THAC0: 7 AC: 1
AGE: 29

Weapon Proficiencies: Horseman's mace (x3), broad sword, staff (x3), javelin.

Nonweapon Proficiencies: Riding land-based (x4), rope use, etiquette, reading/writing.

Languages: Common, Tisilinilit.

Experience Point Tally: 2,000,000.

Special Abilities: Can detect evil up to 60' away, +2 bonus on all saving throws, immune to all forms of natural disease, can heal 28 points of damage by laying on of hands, surrounded by a 10' radius aura of protection, can turn undead as a white wizard three levels lower, cannot carry more than 10 magical items, can never retain wealth.

Special Possessions: *Horseman's mace* +1, *broad sword* +1, *javelin* +2.

Jasmine Smeall, born in Tisilinilit, is a rare and often misunderstood individual. Being a paladin, she fights for the cause of law and order at all times. If she ever departs from these ideals, she irrevocably changes into a standard fighter.

Jasmine has a very strong personality and

often makes remarks that hurt the feelings of those she travels with. The newest member of the character party, she often dictates the actions of the whole group, to the dismay and resentment of Ertyl Mandrake.

Tar the White follows and emulates her moves, trying to learn what she has to offer. She finds this amusing at times, but also an annoyance when she prefers to be alone. Jasmine sees the druid as a true case of noncommittance, and finds this irritating and absurd. She cannot understand how someone could live in this world without ever expressing an opinion that does not straddle the fence.

The druid Griffon, however, does not understand how someone can have such rigid beliefs and tight-lipped ideals without bending and altering to accommodate everyone. She finds Jasmine intriguing as her own antithesis, however, and is willing to let her live as such.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	W
ALIGNMENT:	Any lawful or neutral
NO. APPEARING:	2d100
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	4 or by 2 weapon types
DAMAGE/ATTACK:	2-5 (x4) or by 2 weapon types
SPECIAL ATTACKS:	-5 on opponent's surprise roll
SPECIAL DEFENSES:	Permanent Invisibility
MAGIC RESISTANCE:	Special
SIZE:	M (5' to 6' tall)
MORALE:	Elite (13-14)
XP VALUE:	1,400

A hydden is a humanoid creature possessing two standard human legs that are used to propel the creature across ground. It also has four arms which it can use independently. The fingers are actually dexterous claws that can grip weapons to wield, or to use as a claw attack. The creature is permanently concealed within naturally-occurring invisibility, which can never be turned off. The hydden invisibility does not allow other beings with infravision to see them either.

Their heads are larger in the crown than human heads, and the skull is much thicker. The brain is about one-half the size of a normal human brain, but there are just as many neural pathways. This does not make them any smarter than humans, but they are able to think faster, since signals have a shorter distance to travel.

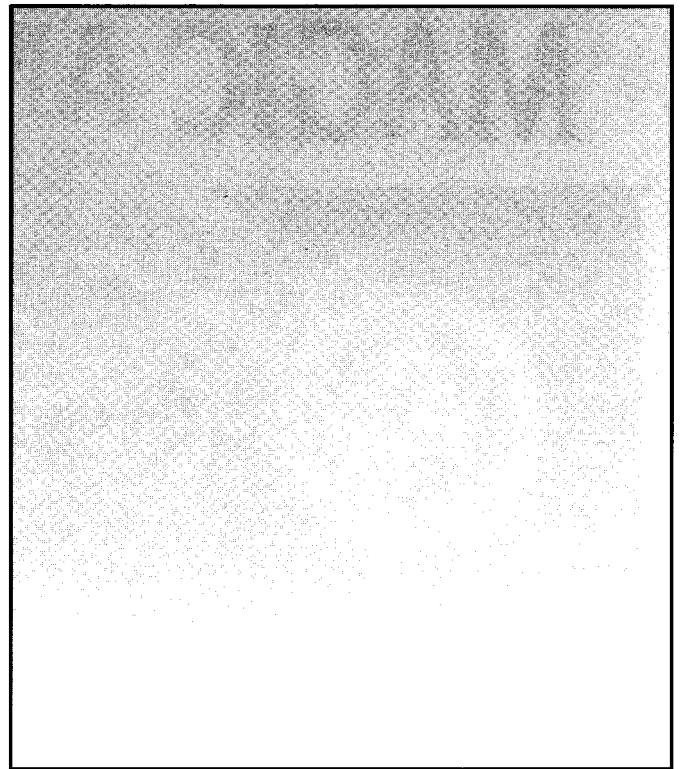
The bone and musculature structure of the hydden is very similar to their human counterparts, except for the additional pair of arms and the three extra pair of floating ribs.

Combat: The hydden are able to wield two completely different weapons if they so choose. They do not receive a penalty to their attack roll when striking even with two radically different weapons. This is due to the hydden's complex mind's capacity to work each arm independently.

The hydden's main attack, however, is with its four claw-like hands. Its fingers are made of a dexterous fibrous material that allows the claws to bend like fingers, while still maintaining the rigidity to be used as weapons. These sets of claws cause 1d4 + 1 points of damage per strike.

The hydden often carry magical weapons and items that they commonly steal from unwary prey. These items, once they leave the hands of the hydden, become visible once again. The hydden are immune to a variety of spell types. Spells that cause electrical effects or light, or any other energy-type spells, such as *magic missile*, *fireball*, *Melf's minute meteors*, are ineffectual on them. Spells that have an area effect that do not cause energy-type damage have their normal effect.

Should opponents of the hydden cast the *clairaudience* spell upon themselves, or other hearing-improvement spells, or use magical items that improve the hearing greatly, they gain a +3 bonus to strike against the hydden.



Note that while the hydden's actual AC is 8, its invisibility effectively lowers this to 4.

Habitat/Society: The hydden are commonly categorized into different classes, just as humans and humanoids are within their cultures. These classes are identical to the character classes listed for the humans in the Introduction of this booklet. Black Wizards, Warriors, Rogues, and even White Wizards all exist in their society. This makes them very tough opponents for unwary adventurers.

Overall, the hydden society is lawful and good. When a hydden adventurer is found, however, he is usually in the hire of evil or chaotic humans. This is very curious when one views their culture. It seems that the hydden youth, want very much to be chaotic and reckless. This aspect of hydden youth has given the whole race a bad name.

Once a group of hydden leave the company of a human because of his vile mannerisms, that human never gets hydden henchmen again. The hydden leave their former teacher with a marking that is discernable to the eyes of other hydden.

Ecology: The hydden, for the most part, live in the high mountains of the Elder Ones. They are omnivorous creatures that often cultivate the lichen and the small game animals that are used in their diets.

Hydden communities live in relative peace with other communities of their kind. They have their own language, which contains many clicks and teeth gnashing sounds. This gives their language a very barbaric sound. The hydden are also known to speak Common, but their accent is very harsh.

One alchemical genius once discovered that the spinal fluid of the hydden can be used as an alternative material component in the *improved invisibility* spell. The duodenal fluids are also a cure for insanity.

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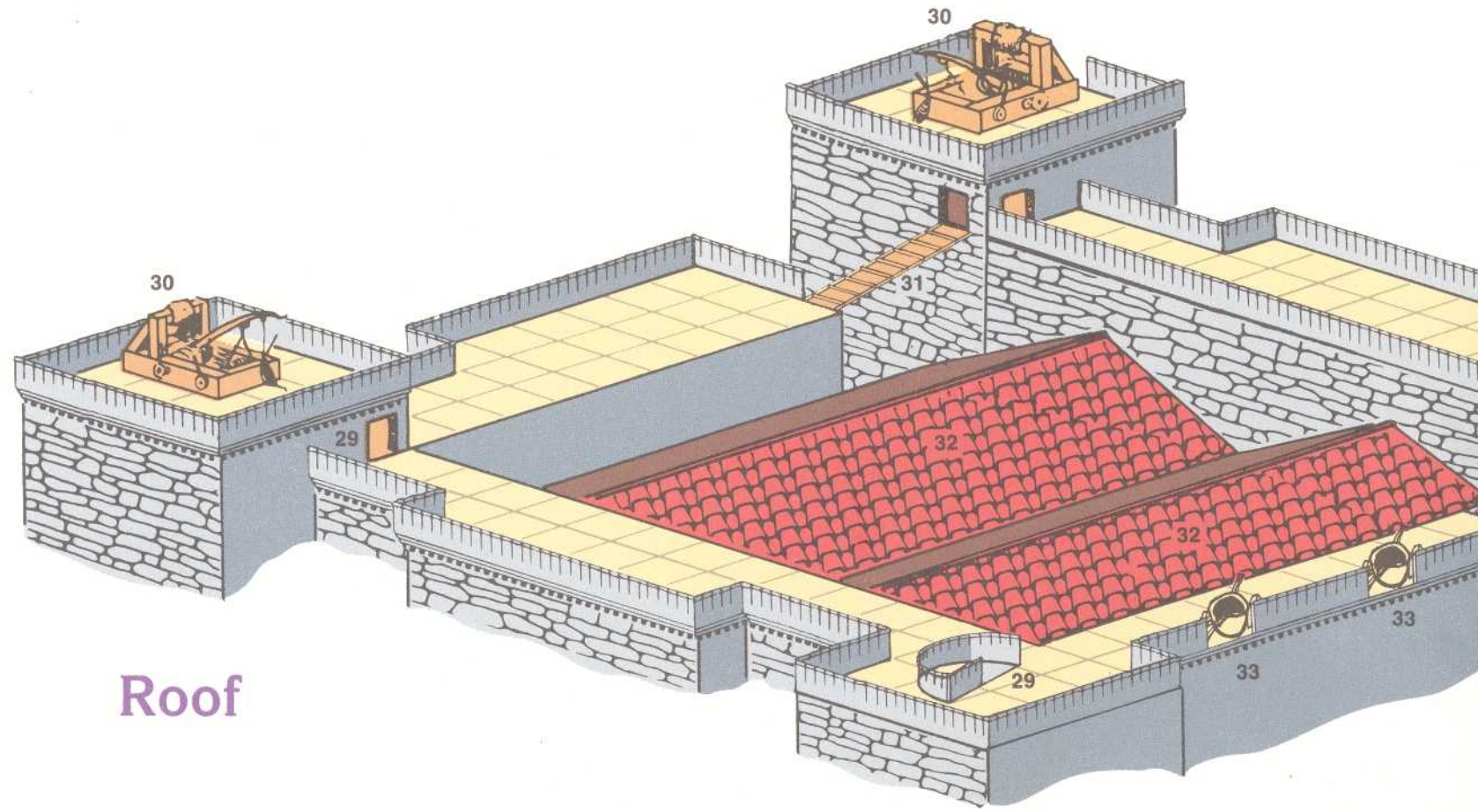
KEY	
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	SCALE: 1 inch = 120 feet
	FENCES
	TREES
	SHRUBS
	EMBANKMENT
	MAJOR WELLS



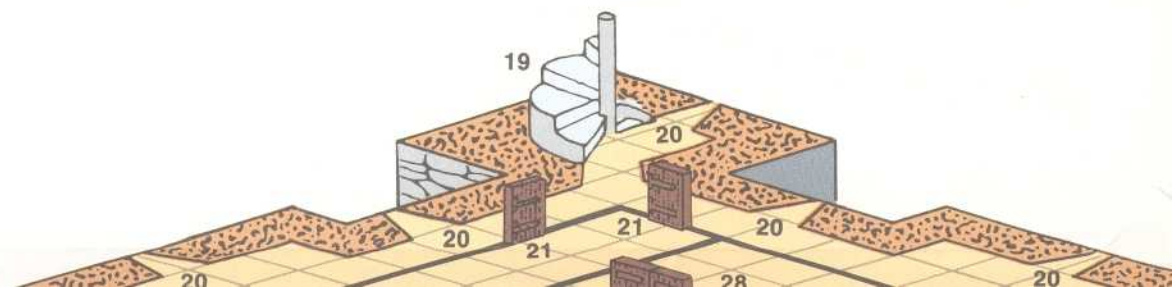


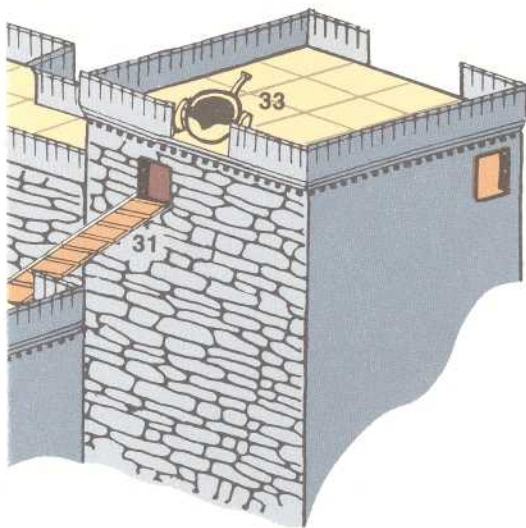
Castle Darkwolf

One square = 10 feet



Roof





Location #1: This is a locked storage facility used by the butler. He and Purdue are the only ones who have a key to the door. The good foods, wines and ales are stored here where they can keep cool and safe from the thievery of the men-at-arms. The walls are made of three foot thick wood that is metal reinforced. This room retains a dryness that keep foods free from spoilage longer.

Location #2: This is a single door that is locked. by a specially made lock. The lock's mechanisms are so good and so well cared for, that thieves must roll their *Open Locks* at a 30% penalty. This door is the only entrance to Location 1.

Location #3: This is a storage area for munitions, standard food and rations and water. There are several pumps that allow people to pull water from the aquifers which lie several miles down and to the east of the castle.

Location #4: These are supports which keep the castle from falling down upon itself. These pillars are marked with blood and chipped by swords from a battle years ago when a division of the Lankhmar marines were stationed here to overlook the Outer Sea.

Location #5: These are doors. These allow people to get behind the three foot partition so they can have some cover when firing upon invaders.

Location #6: The three foot partition.

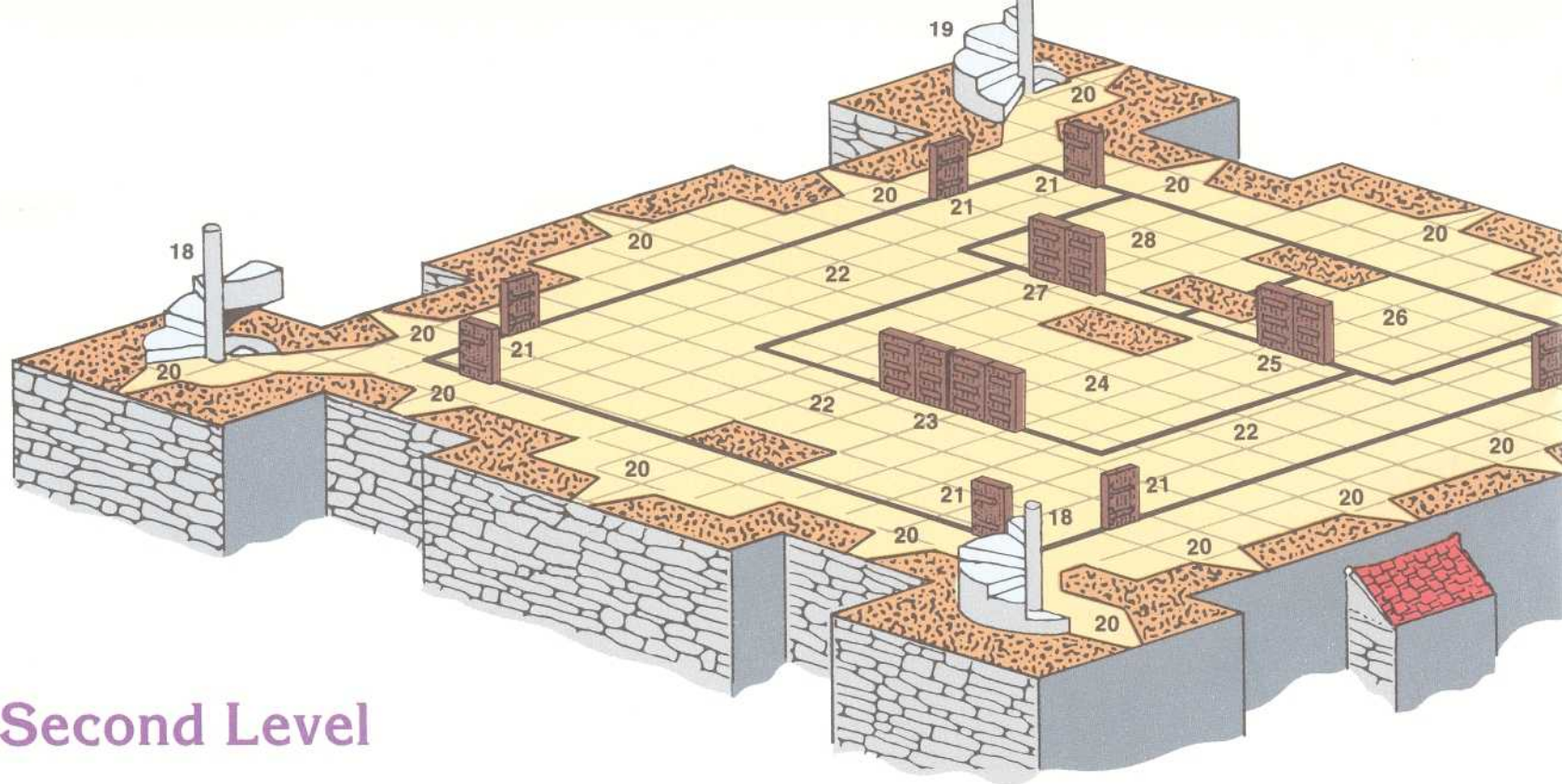
Location #7: This is a platform that is raised three feet above the rest of the floor (Location 3).

Location #8: These are circular stairs that allows easy transit between the basement and the first level.

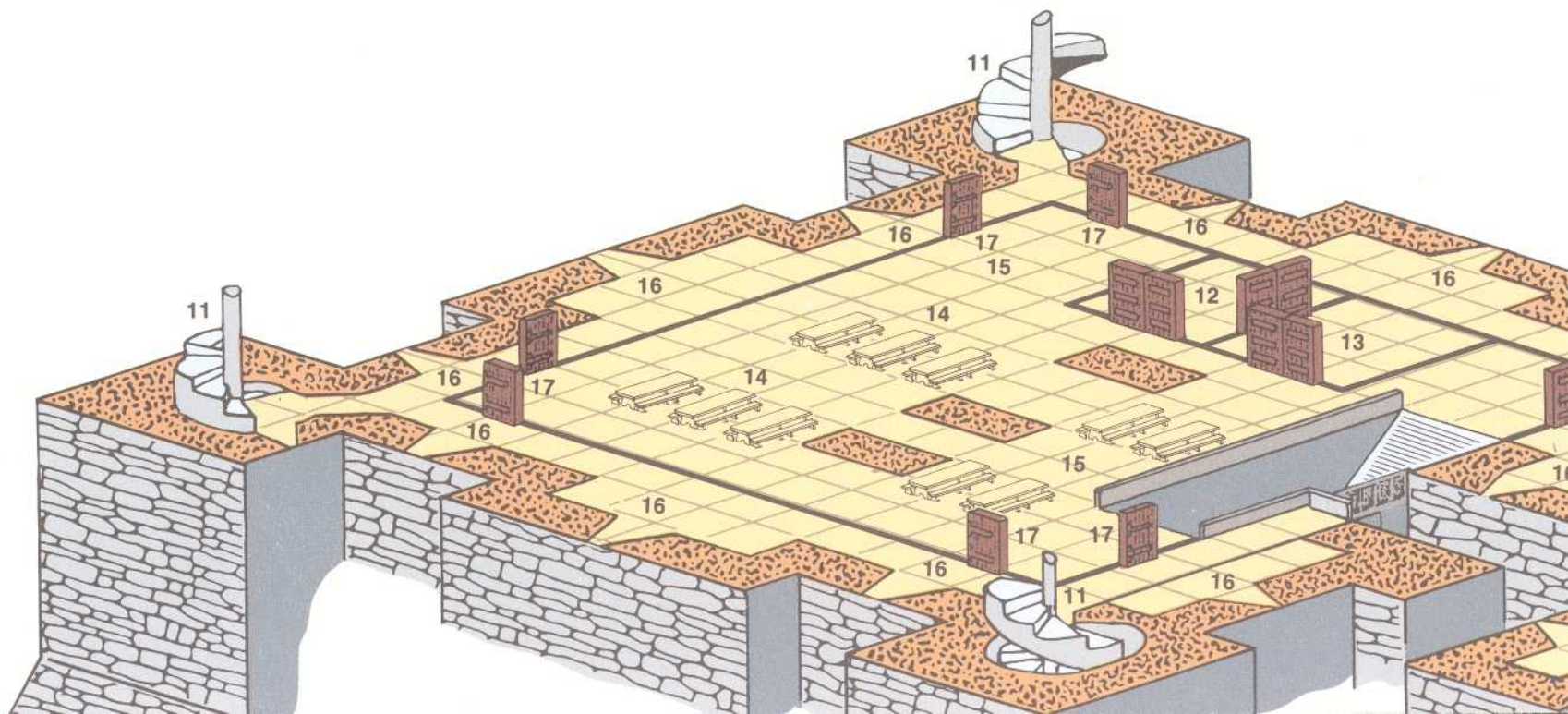
Location #9: This is a secret door that is hid behind nothing. There are several tapestries across the walls, but none over this area. This door leads to the private chamber of Purdue Darkwolf, as well as the dungeon where the Prince of Lankhmar, Orion, is being currently kept. The secret door is opened by flicking a hinged pebble out to expose a fingertip sized button. When this button is pushed, the door's latch unhinges, and the door swings out into the tunnel: Location #34.

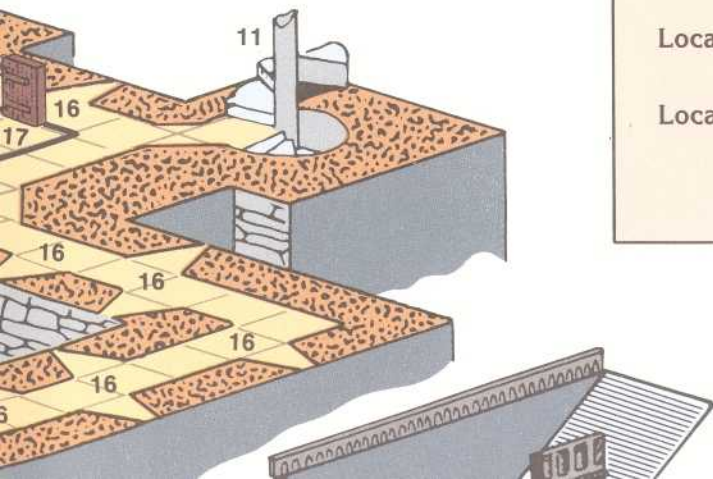
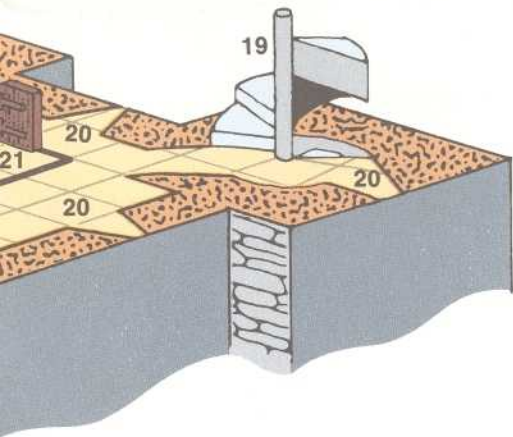
Location #10: This is a set of dark, damp stairs that lead down. The stairs lead to the secret hiding place of Purdue Darkwolf. He does not live in the castle as most would think. Instead, he lives under one of the towers overlooking the ocean.

Location #11: These are circular stairs that allow transit from the first floor to the



Second Level





Lankhmar, Orion, is being currently kept. The secret door is opened by flicking a hinged pebble out to expose a fingertip sized button. When this button is pushed, the door's latch unhinges, and the door swings out into the tunnel: Location #34.

Location #10: This is a set of dark, damp stairs that lead down. The stairs lead to the secret hiding place of Purdue Darkwolf. He does not live in the castle as most would think. Instead, he lives under one of the towers overlooking the ocean.

Location #11: These are circular stairs that allow transit from the first floor to the basement and to the second floor.

Location #12: This is the private quarters of the butler. He also has the most beautiful cook living with him. The two doors lock, and he and Purdue are the only ones with the key.

Location #13: This is the pantry and kitchen. All cooking goes on here. The cooks sleep in here as well.

Location #14: These are tables where the guards and the Legions of Doom eat. During the night, the men clear the tables off and sleep on them as well. This is done so that the men do not get bit by the rats that populate the area.

Location #15: This is the main room for the guards. When they are not on watch, out pilfering or murdering, they are here drinking and causing general mayhem.

Location #16: These are open windows that allow the castle's warriors to shoot their arrows at oncoming attackers. Ten feet behind the windows are full height walls that stop arrows that enter the building before they go into the living spaces.

Location #17: These are doors that allow the warriors and archers to get to the archery windows.

Location #18: These are circular stairs that allow transit from the second floor to the first floor and the roof of the castle.

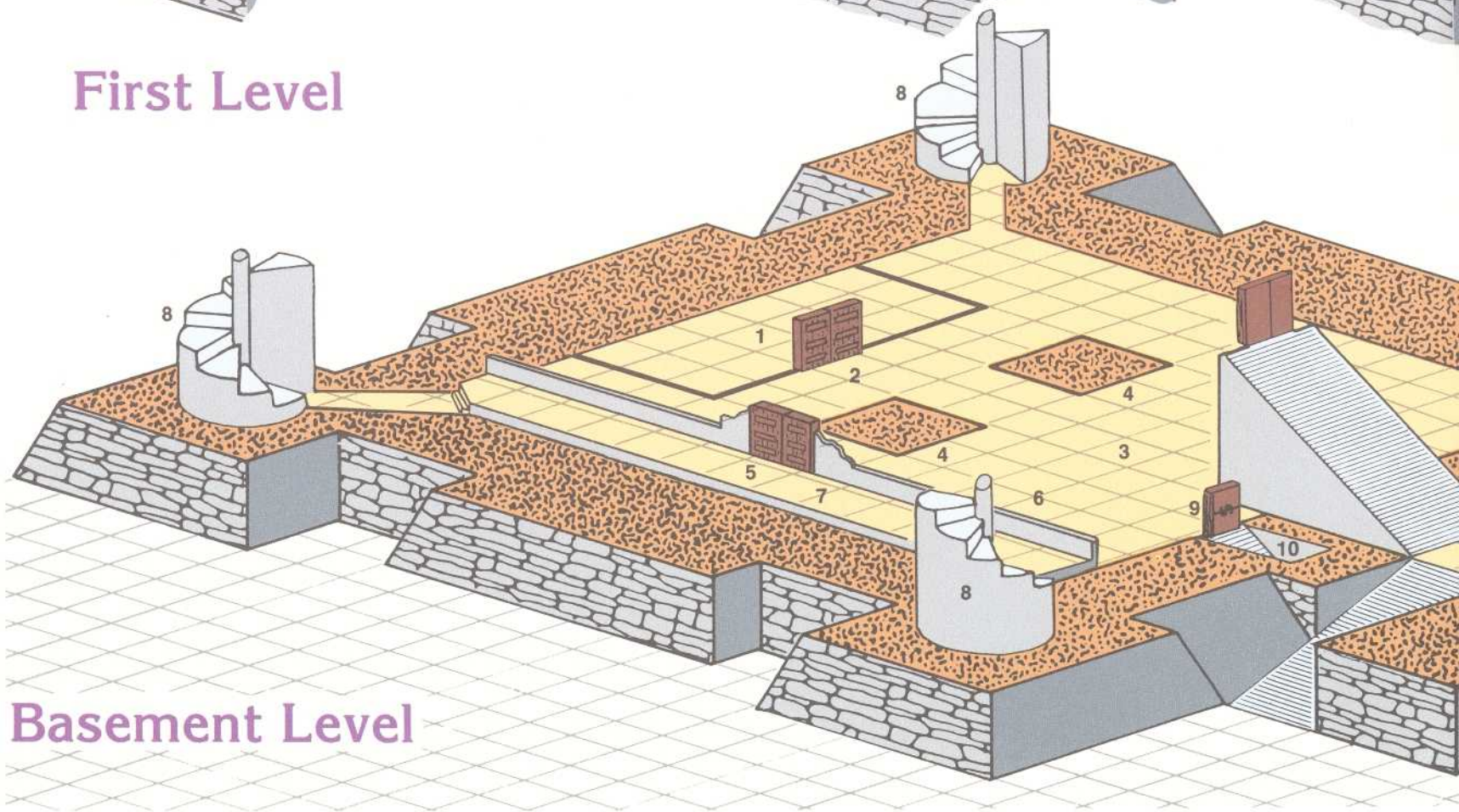
Location #19: These are circular stairs that allow transit from the second floor to the first floor.

Location #20: These are open windows that allow the castle's warriors to shoot their arrows at oncoming attackers. Ten feet or so behind the windows are full height walls that stop arrows that enter the building before they go into the living spaces.

Location #21: These are doors that allow the warriors and archers to get to the archery windows.

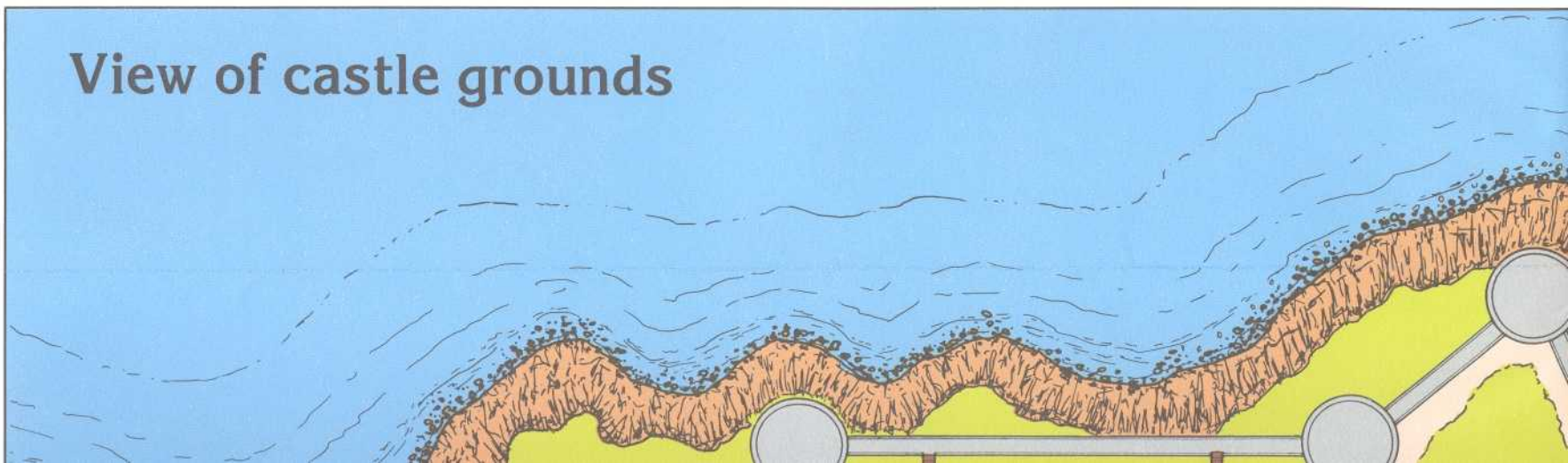
Location #22: This is space for additional warriors to sleep. This isn't usually used for sleeping because there are no tables for the warriors to sleep on to get above the fleas and the rats that inhabit the castle.

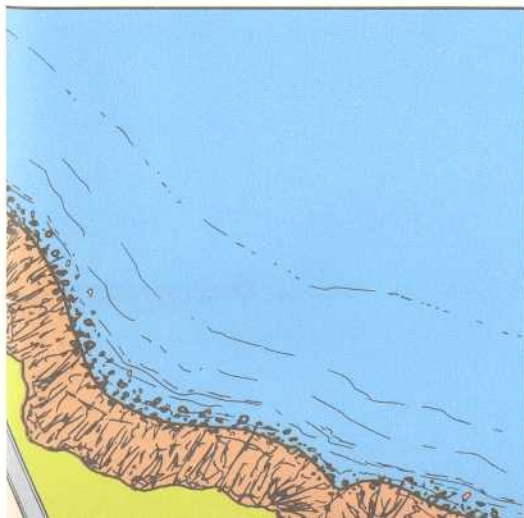
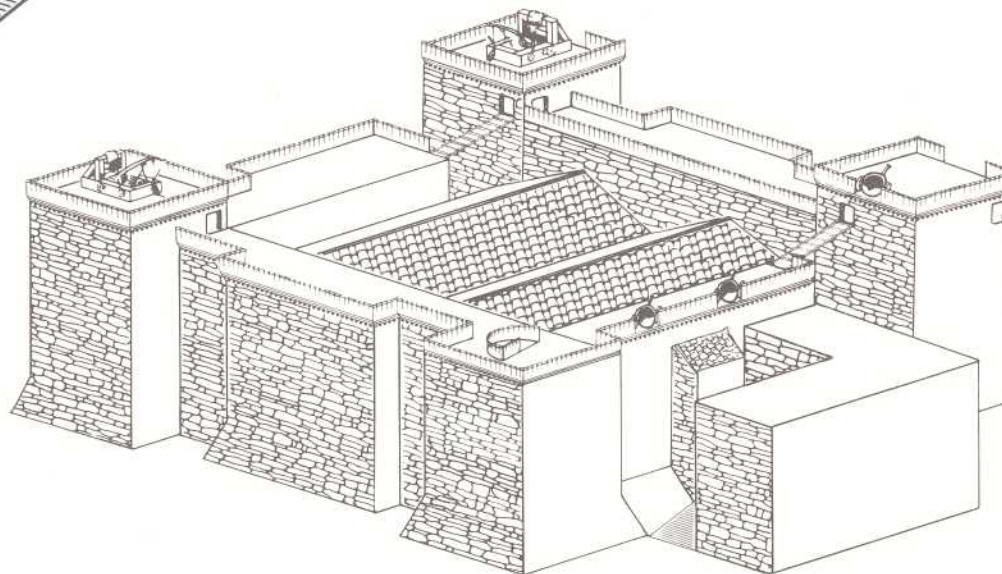
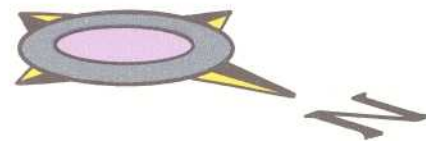
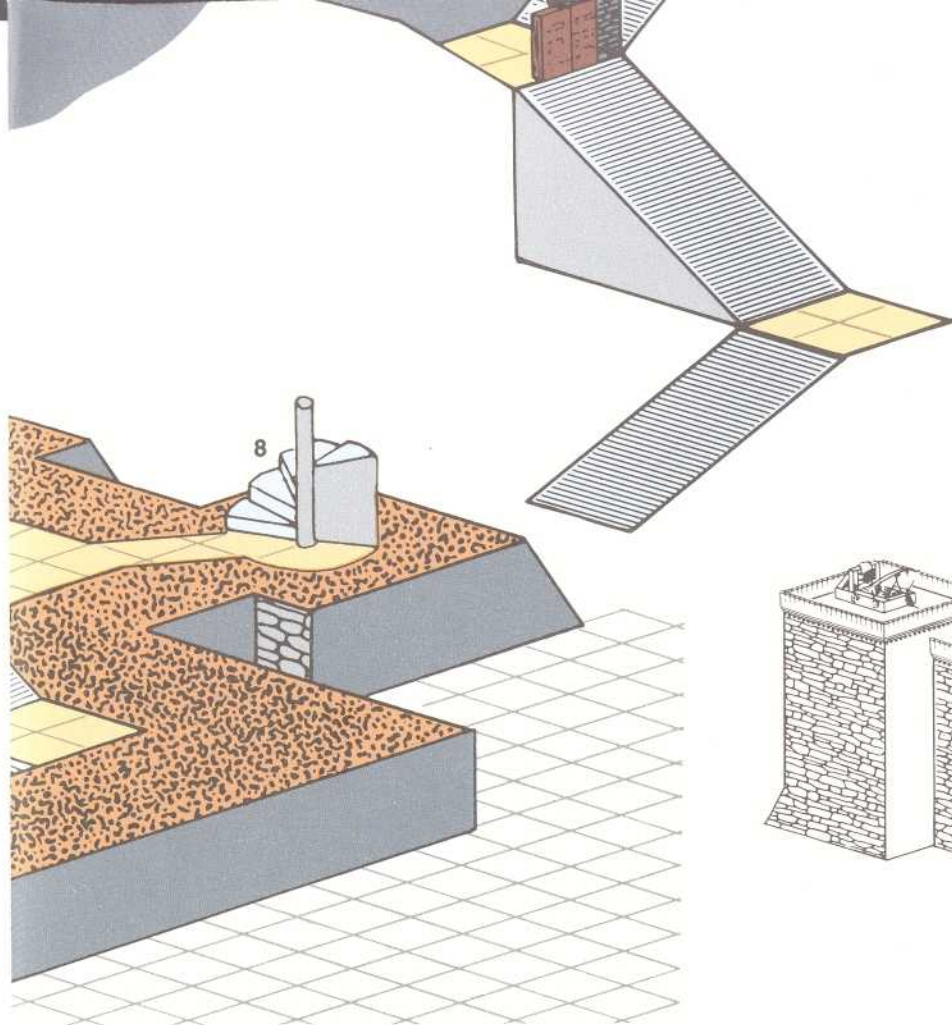
First Level



Basement Level

View of castle grounds





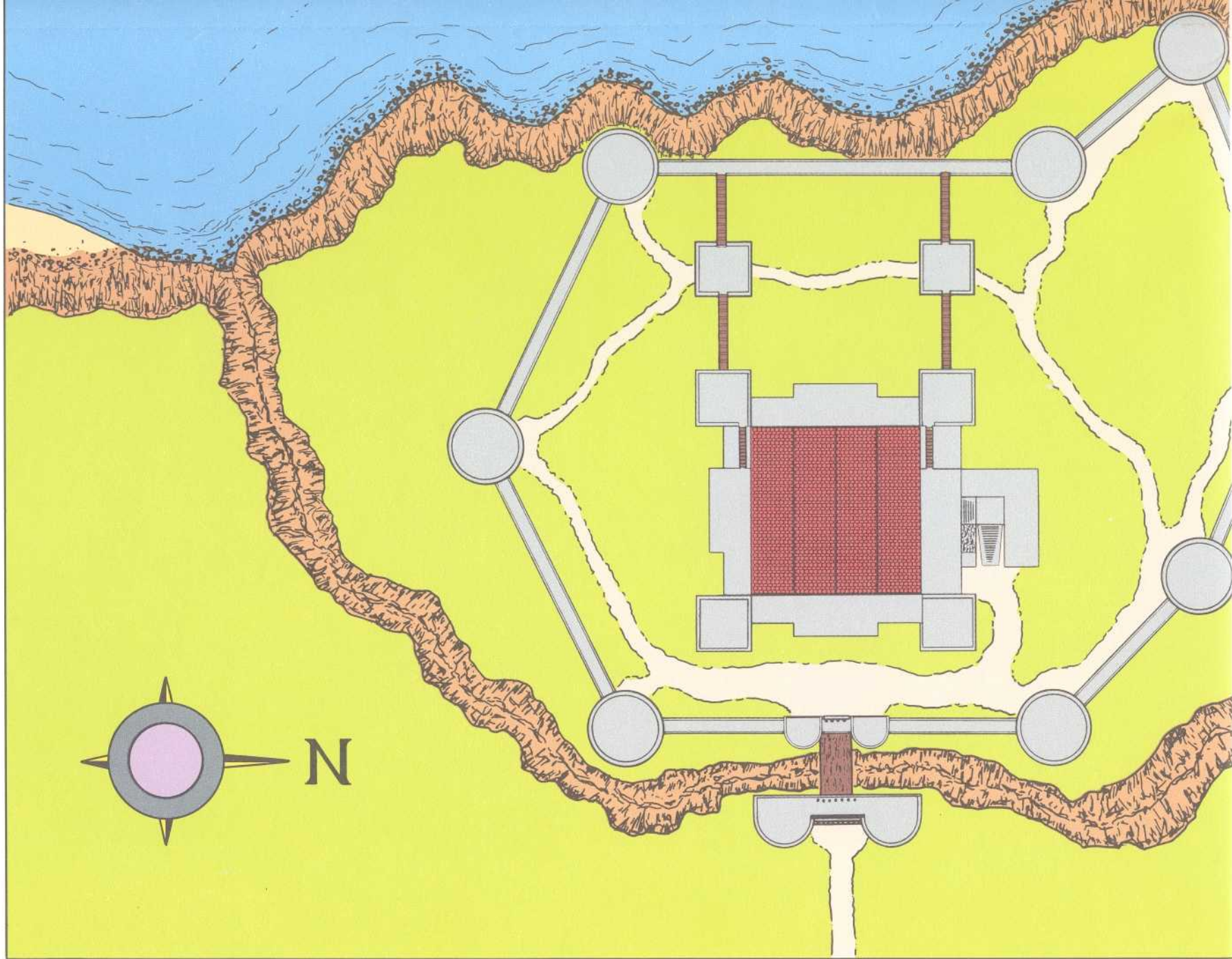
Location #23: This is a set of two double doors. They allow entry into the main hall, Location 24.

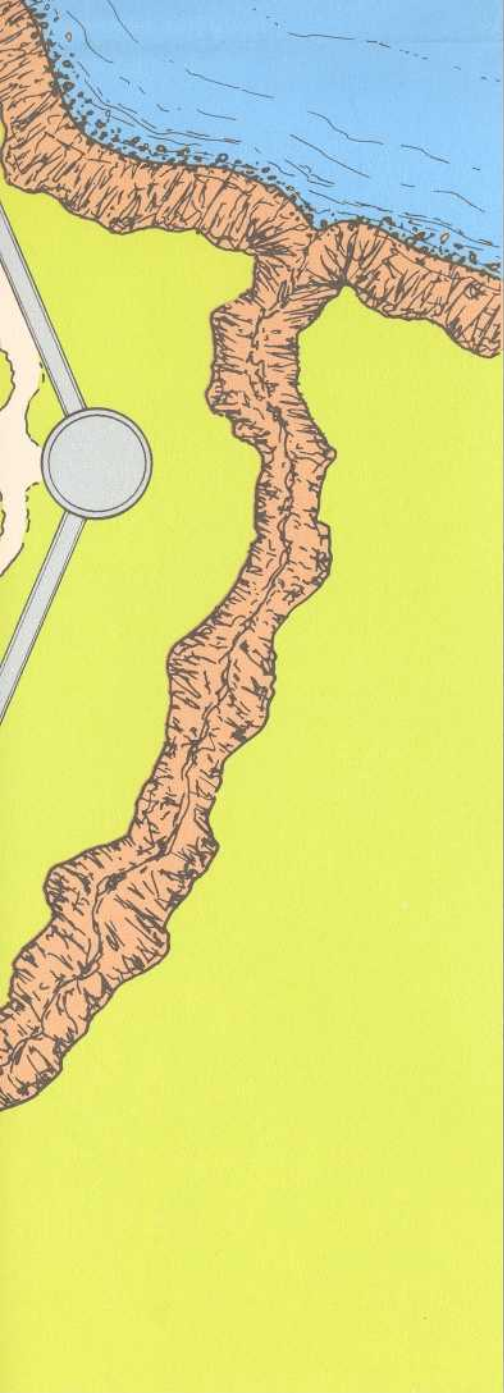
Location #24: This room used to be the main hall. Purdue now uses it mainly as his throne room. Occasionally, he addresses his men here, but mostly, he uses the warriors chamber (Location 15) when he wants to talk to all his men.

Location #25: This is a locked door that allows entry into Location 26. It does not possess any special locks or magical wards.

Location #26: This was the bed chamber for the captain of the guard when this castle was still owned and maintained by the City of Lankhmar. Now, Purdue has it dressed up to appear like his personal chamber. Fancy decorations and the such are here. He never uses it.

Location #27: This is a locked door that allows entry into Location 28. The lock has a *Wizard Lock* placed on it as well.





Location #25: This is a locked door that allows entry into Location 28. It does not possess any special locks or magical wards.

Location #26: This was the bed chamber for the captain of the guard when this castle was still owned and maintained by the City of Lankhmar. Now, Purdue has it dressed up to appear like his personal chamber. Fancy decorations and the such are here. He never uses it.

Location #27: This is a locked door that allows entry into Location 28. The lock has a *Wizard Lock* placed on it as well.

Location #28: This is where Purdue stores most of the money, gems and rare and valuable art objects.

Location #29: These are circular stairs that allow transit from the roof to the second floor.

Location #30: The catapults are swivel-mounted, giving the defenders virtually limitless firing capabilities.

Location #31: These are wooden bridges that allow warriors to get from one roof section to another. This also allows them to kick the bridge down to trap their enemies on the section of the roof that has no way of escape. Then, the castle's warriors need only pick them off at their leisure until their enemies are all dead.

Location #32: This is the roof of the main section of the castle. The crest of this roof is four feet below the floor of the roof walkway. This assures that no one can climb to the top and be able to fire arrows down on the castle's inhabitants.

Location #33: These cauldrons are used to pour burning oil on invading forces.

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Prince of Lankmar

by Dale "Slade" Henson

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