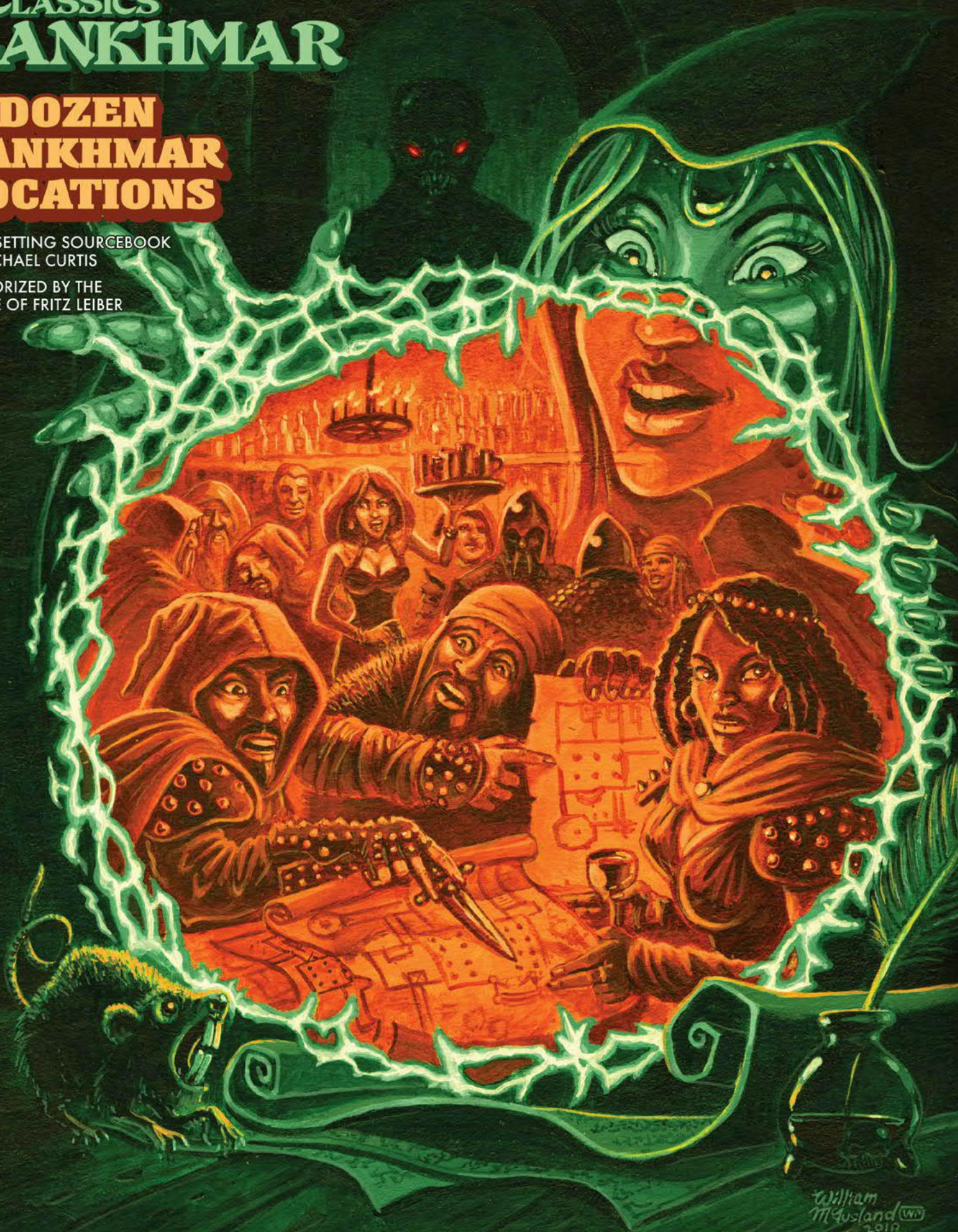


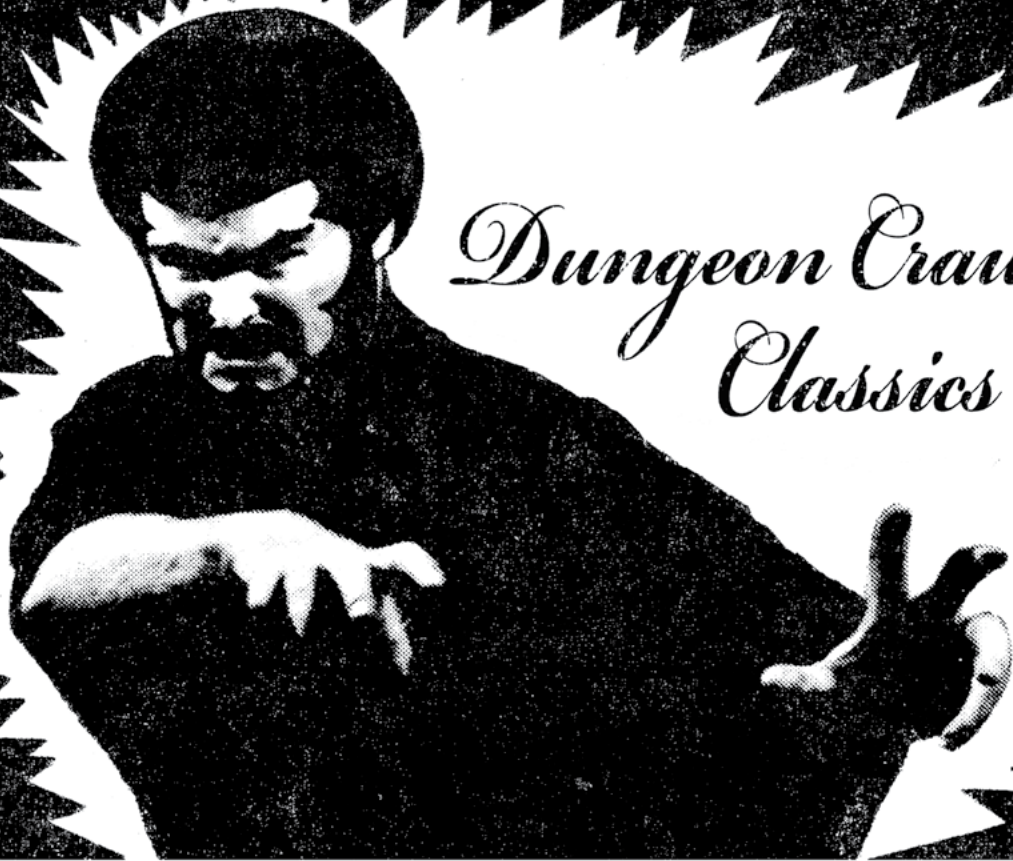
DUNGEON CRAWL CLASSICS LANKHMAR

A DOZEN LANKHMAR LOCATIONS

#7: A SETTING SOURCEBOOK
BY MICHAEL CURTIS

AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER





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A DOZEN LANKHMAR LOCATIONS

A Setting Sourcebook for DCC Lankhmar

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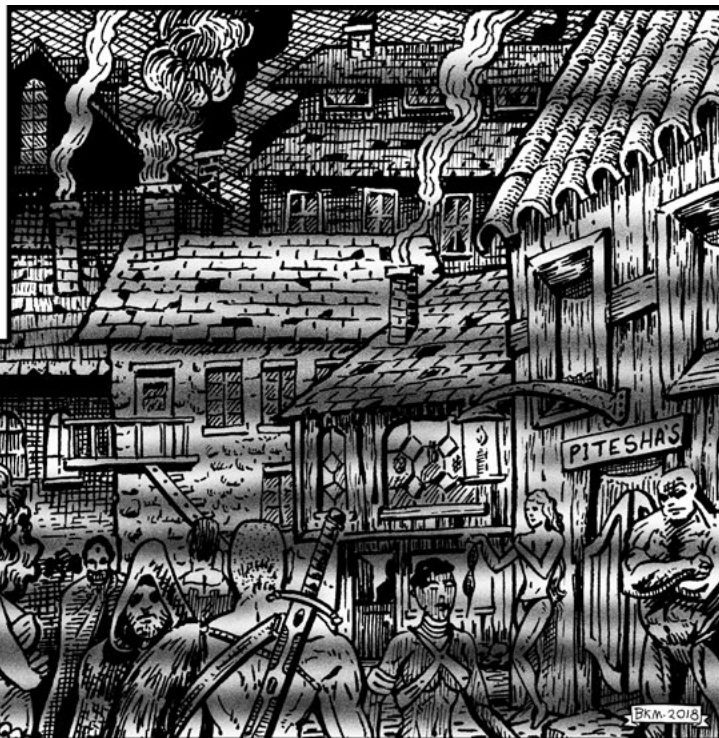
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INTRODUCTION

The twisting streets and fetid alleys of Lankhmar, City of the Black Toga, are veritable mazes of buildings. From the multihued majesty of the Rainbow Palace looking down on the city to the dingiest dive taverns in the filthiest slums, Lankhmar suffers no lack of variety when it comes to locations.

City-based adventures are more open than their dungeon-crawling counterparts. Adventurers in Lankhmar are free to try any door, dash down any alley, or dive through any window, often with little warning to either bystanders or even the judge! The purpose of this book is to make the judge's task of running city adventures in Lankhmar (or any other fantasy metropolis) a little easier.

Within these pages you will find twelve locations strewn throughout Lankhmar. Some are unique, like Thieves' House, home to the city's notorious criminal brotherhood. Others are more generic and can be used whenever the PCs find themselves jailed in a city watch house or breaking into a waterfront warehouse. Each location is described in brief and accompanied by a map detailing the location and its important features. These generic maps can be altered as the judge sees fit or simply reoriented or inverted to provide optional layouts if the party makes a habit of visiting the same style of location multiple times.



CITY WATCH HOUSE



Even in corrupt Lankhmar there are forces of law at work. Stationed about the city are a number of watch houses used by the city watch as local bases of operation in their war against disorder. Each watch house and its garrison of constables is charged with maintaining law in specific part of the city, often measuring a dozen blocks or more in area. Constables man these watch houses at all hours; suspected lawbreakers are held here until either being hauled before a local magistrate or, in the case of more serious crimes, transported to the Great Gaol to await trial. Most PCs will gladly go their entire adventuring (or criminal) careers without seeing the inside of a city watch house, but if one of their comrades falls afoul of the constables, a brazen rescue attempt and infiltration of one might be in their future.

CRAFTS STREET WATCH HOUSE

This constable station is located on Crafts Street and therefore is one of the better equipped and manned watch houses. Breaking out (or in) poses a formidable challenge. The judge can use this watch house as a baseline, weakening or improving the security and manpower of better or worse constable stations around Lankhmar depending on the neighborhood they're located in.

Unless otherwise specified, all the locks in the watch house are of good quality and require a DC 15 Pick Lock check to bypass without the proper key.

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

Constable Sergeant: Init +1; Atk cudgel +3 melee (1d4+2/1d10+2) or short sword +3 melee (1d6+2) or dart +2 ranged (1d4+2); AC 14; HD 2d8; MV 30'; Act 1d20; SP subdual damage without penalty; SV Fort +2, Ref +2, Will +1; AL N.

House Commander: Init +2; Atk cudgel +3 melee (1d4+2/1d10+2) or longsword +3 melee (1d8+2) or dart +2 ranged (1d4+2); AC 15; HD 4d8; hp 24; MV 30'; Act 1d20; SP subdual damage without penalty; SV Fort +3, Ref +2, Will +2; AL N.

LOCATION KEY

1. Antechamber: A wooden counter cuts across one corner of this room. Behind it are stationed three constables at all times. Other watch constables come and go regularly, reporting in, bringing suspects in for booking, or just chewing the fat with their comrades. Citizens reporting crimes or complaints are processed through here first. If the citizen's tale is deemed worth further attention, they are ushered into area 2 to wait. Obvious crackpots or nuisances are thrown out into the street.

Page 2

The exterior door to the watch house is always open unless the constables are under attack or security is heightened. In these cases, two good locks and a bar (DC 18 to break through) are used to seal the door. A wicket in the door allows the constables to monitor the street. The window beside the door is glass, but heavy shutters protect it when necessary.

2. Waiting Room: A few chairs and the stink of desperation are the only things of note in this otherwise bland room. At any time 1d8 individuals are found here waiting to speak to a constable. A single constable, usually a rookie, is assigned to keep order here. The stairs lead to a locked door on the second floor. All constables have keys to this door.

3. Constable Office: A number of tables, chairs, barrels of drinking water, and busy constables are found here. An open stairwell protected by a wooden railing leads to the lowest level of the building. Complainants are interviewed here, arrested suspects are processed before being sent to the cells below, and other daily (or nightly) constable business is conducted here. There are always 1d6+6 constables here engaged in various activities as well as 2d4 common folk, 1 in 3 of which will be a suspected criminal. The door leading outside from this room is always locked and barred (as in area 1 above) and the door to area 2 can be locked in a similar manner. The window in the east wall is glass and has wooden shutters, but on warm nights both are usually left open to provide a breeze to cool the room.

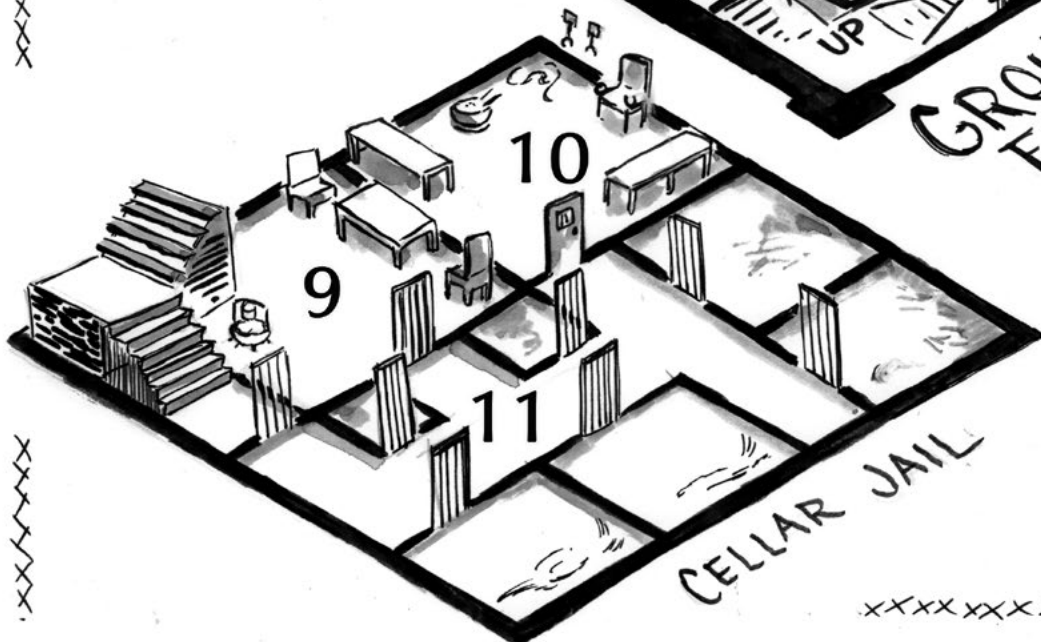
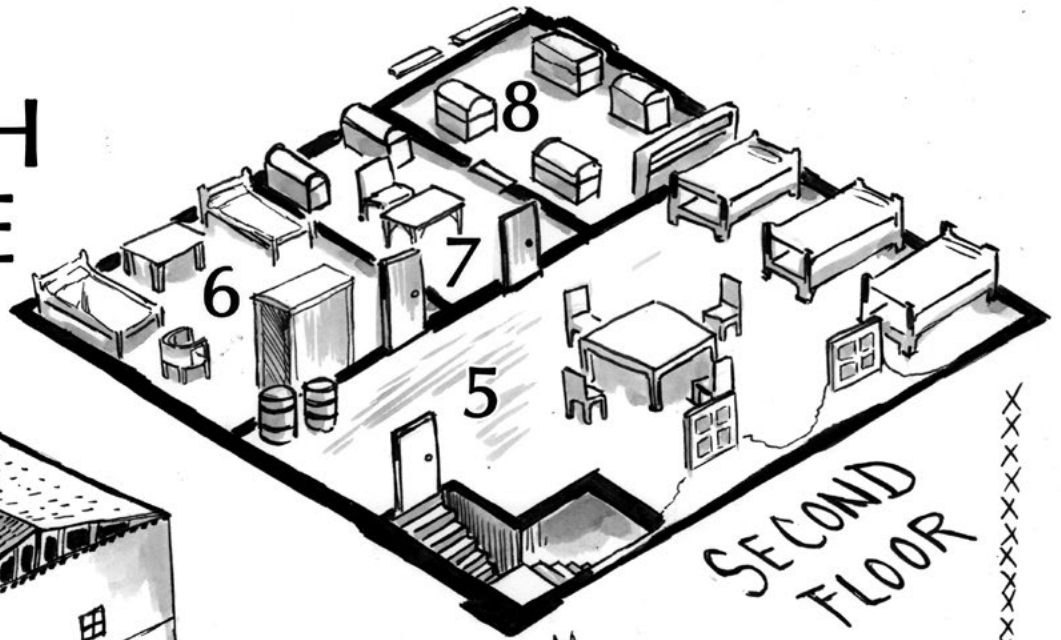
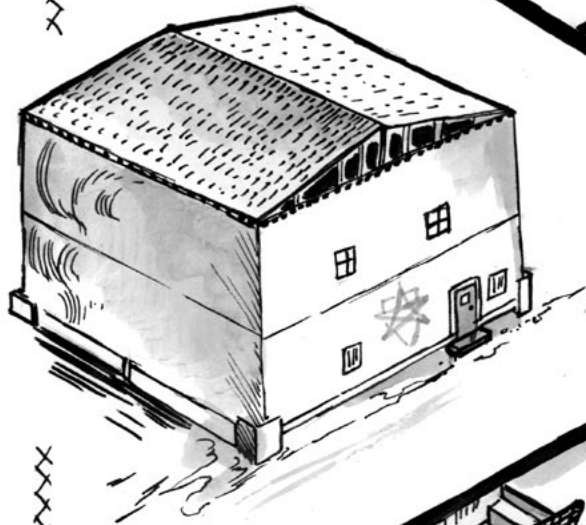
4. Watch House Armory: The door to this room is locked and only senior constables have the key (25% chance an encountered constable in the station has a key). Inside are six armor stands holding browned-iron cuirasses (equal to scale mail) worn by the constables in dire situations. The walls are lined with an assortment of weapons that include cudgels, throwing darts, swords, spears, slings and sling stones, shortbows, and arrows.

5. Barracks: Three double bunks line one wall of this room and a large table flanked by chairs takes up the floor. A pair of barrels containing drinking water stand near the stairs. Six constables live at the watch house at a time, serving week-long shifts. Other constables use this area as a break room. The room contains 1d3 constables relaxing or sleeping.

6. Sergeants' Quarters: The door to this room is locked and only the two sergeants have keys. Two single beds, a table, and wardrobe are within this room. A pair of sergeants is stationed at the watch house, working the day and evening shifts respectively. One can be found here 75% of the time. The wardrobe holds personal possessions which include 3d10 silver smerduks, 1d4 gold rilks, and a ring of keys that opens every lock in the building.

7. House Commander's Office: A writing table and pair of chests occupy this room. The watch house com-

CITY WATCH HOUSE



mander uses this room as an office and command post, and can be found within 65% of the time. When not present, the door connecting this chamber to area 5 is locked. Both chests contain paperwork, poorly organized. At the bottom of one chest is a coffer nailed to the bottom of the box. It is locked (the commander has the sole key) and contains 300 silver smerduks and 267 gold rilks—the commander’s weekly bribes from various criminal groups in the neighborhood.

8. Vault: Beyond this locked door (the sergeants and commander have keys) are a pair of shelves and four chests. Recovered stolen property, confiscated goods, important evidence, and other objects needing security (such as suspected enchanted items confiscated from an arrested PC) are held here. There is 2d100 silver smerduks’ and 1d100 gold rilks’ worth of valuables here of various types in addition to whatever property might have once belonged to an imprisoned character.

9. Gaoler’s Station: The watch house gaoler and his assistant (stats as constables) keep an eye on the cells in area 11, feed the prisoners, and bring arrested individuals in and out of the cell area. They can request up to six additional constables to aid them if a prisoner looks especially trouble-

some. Aside from the two gaolers, the room contains a table, a pair of chairs, a bucket, mop, and a stew pot boiling over a brazier.

10. Interrogation Room: A stout oak chair with restraints (DC 20 Strength check to break free), a brazier with heated irons, thumb screws, and other instruments of torture occupy this room. The constables are not beyond employing such persuasive measure to get a confession or further information. There is only a 15% chance this room is being used at any time. If so, it contains three constables and an unfortunate prisoner undergoing questioning.

11. Cells: A number of cells, large and small, are found here in this windowless place. A pair of burning torches (replaced when the constables remember to) provide the only light. Each cell is locked and there are 1d10 prisoners here at any time, distributed among the cells as the judge sees fit. Most of the cells are defaced with graffiti. At the judge’s discretion, some of this graffiti might lead to secret stashes of stolen goods, blackmail material, partial maps to unknown buildings marked with strange glyphs, or other adventure seeds. Unfortunately, the PCs must first find themselves inside one of the cells to make use of these clues!

FENCE’S BUSINESS

There are numerous brokers of illicit goods throughout the city. Some, such as Ogo the Blind, Nemias of the Dusk, or Rooga the Fence, are well-known amongst the criminal demimonde. Others, however, keep their business much more discrete, dealing only with trusted clients who’ve been recommended by even more trusted customers. This location describes one such clandestine operator, but can easily be used for more open resellers of stolen property.

HOUSE OF THE HOLY OFFERING

The House of the Holy Offering is located a few blocks away from the Street of the Gods and purportedly sells religious curios and ritualistic goods to devotees of the countless gods found on that ecclesiastical thoroughfare. Votive candles, incense, small sacrificial animals such as doves and mice, sacramental wine, and similar objects are available for purchase, sold by the quiet and respectful proprietor, Murn. Small rooms can be rented on the upper floors of the building, managed by Murn’s silent and unnamed partner. Many unsuspecting worshipers of the powers along the Street of the Gods regularly visit the House of the Holy Offering, completely unaware of its other business: the buying and selling of stolen property.

Murn: Init +0; Atk dagger +2 melee (1d6 plus poison); AC 13; HD 2d8; hp 15; MV 30’; Act 1d20; SP poison blade (DC 18 Fort save or paralysis for 1d6 turns); SV Fort +2, Ref +3, Will +3; AL N.

Ubulu, Kleshite Guard: Init +4; Atk khopesh sword +4 melee (1d8+3) or dagger +4 melee (1d4+3); AC 14; HD 3d8+3; hp 25; MV 30’; Act 1d20; SP none; SV Fort +4, Ref +2, Will +2; AL N.

LOCATION KEY

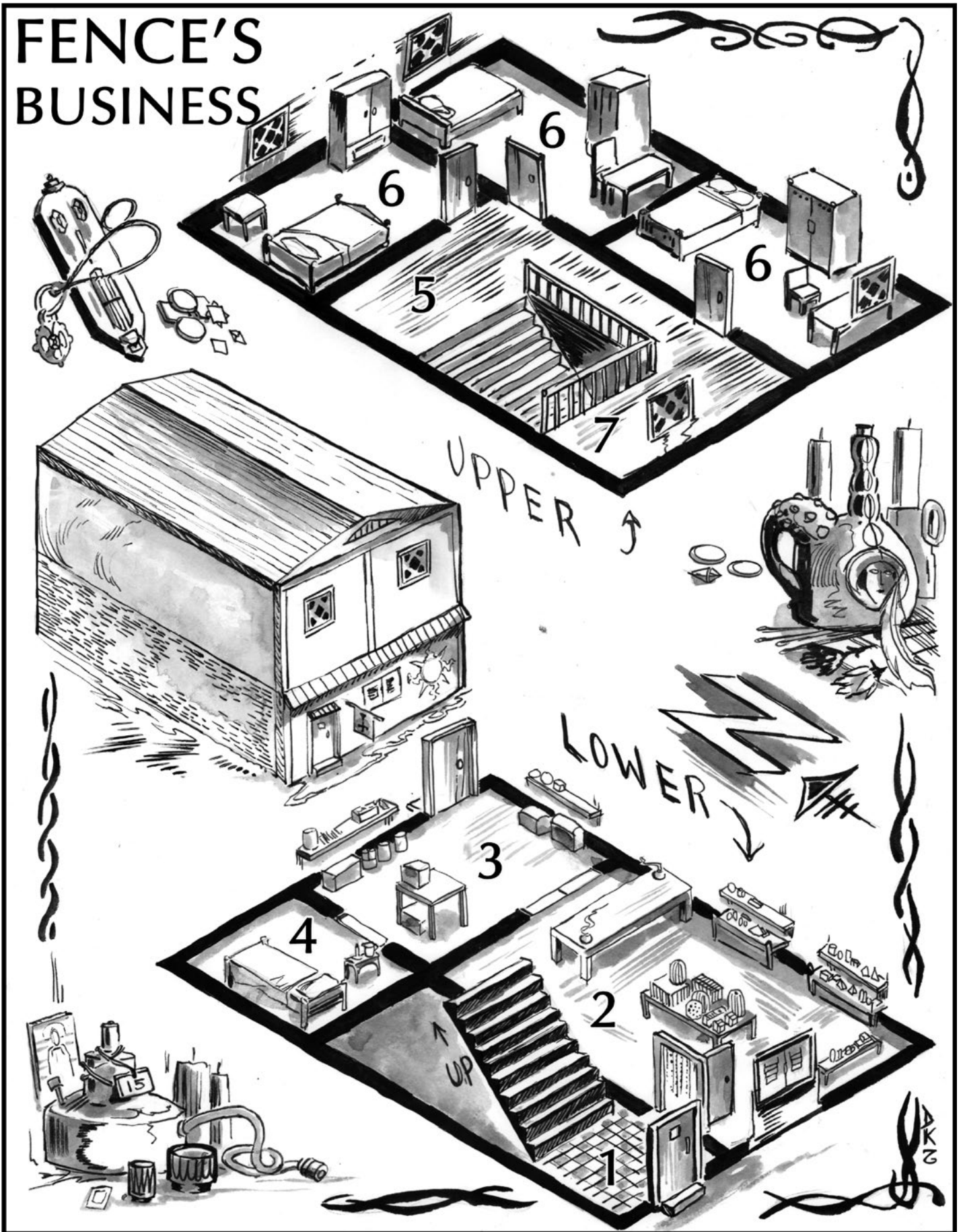
1. Entry/Landing: Beyond the building’s entrance is a small foyer. A door to the right leads to Murn’s shop. This door is left open during business hours. A flight of stairs leads to a landing on the second floor of the building and the rented rooms found there. The lock to the House of the Holy Offering is well-made (DC 15 to pick) and the door is barred from the inside after business hours (DC 20 Strength check to break down the door).

2. Shop: Shelves line the walls of this carpeted space, displaying the various religious goods and sacrificial objects for sale. They range in price from 1d4+1 bronze agols to 2d10 silver smerduks. All are of average quality. A table in the center of the space contains wooden cages crammed with sacrificial animals. A long table at the back of the store serves as Murn’s sales counter and he can be found standing behind it, censers smoking atop it, when not dealing with customers.

A single window, shuttered but lacking glass, allows light and air into the room when the weather is good. Breaking through the locked shutters is a DC 15 Strength check.

3. Storeroom: Dusty shelves and crates crowd this small room. They contain Murn’s mundane inventory of

FENCE'S BUSINESS



religious goods and nothing here appears out of place for his supposed business. However, a search of the room—along with a DC 15 Intelligence check—discerns that there are secret compartments built into the shelves of the stockroom and that most of the crates have false bottoms. There is a 45% chance each of these dozen secret cavities contains 1d4 stolen items ranging from jewelry to art objects to silverware to rare spices or exotic books. Each is worth 3d10×10 gold rilks.

Beneath one of the crates is a trapdoor leading to the building's cellar. This space may contain other treasures, secret vaults, escape tunnels to Lankhmar's sewers, secret meeting rooms for criminal cabals, or anything else the judge desires.

4. Bedchamber: This tiny sleeping space contains a bed and a table with a candle and pewter ewer filled with weak wine. Murn has much more sumptuous living quarters elsewhere. This room is used by his night watchman, Ubulu, a Kleshite swordsman-for-hire. Ubulu can be found here sleeping during the day, a mere shout away from aid if Murn needs it. After business hours, the guardsman keeps watch over the store and investigates any curious sounds with a massive khopesh in hand.

5. Upper Landing: This landing lies at the top of the

stairs leading to the upper floor(s) from area 1. An open archway grants entrance to the central corridor running through the level.

6. Rented Rooms: Each of the three rooms on this floor contains a bed, a table, a wardrobe, and old rushes on the wooden floor. There is an 85% chance each is currently occupied by a renter who pays 3 silver smerduks a month for the privilege of dwelling here. Each room may (25% chance) contain a few objects of value or hidden coins totaling 3d6 bronze agols or 1d4 silver smerduks. A rented room is occupied after dark by its renter. Treat the occupant as a Peasant or Man-at-Arms (DCC RPG p. 434) as the judge sees fit.

7. Upper Level/Roof Stairs: The building may contain additional floors at the judge's discretion. If so, the stairs connected to this landing lead to the upper stories (which share the same exact layout as the building's second floor). If there are no further levels, the stairs lead to the roof and end underneath a trapdoor in the ceiling. This door is locked with a padlock from inside. Normally, this lock is a DC 10 Pick Lock check to bypass, but there is a 33% chance one of the building's renters has already jimmed the lock and uses the roof access for their own purposes. Murn and the landlord are as yet unaware of this security breach.

PLEASURE HOUSE

Found throughout Lankhmar in various states of opulence (or lack thereof), pleasure houses are establishments catering to the wants and desires of their clientele. The staff provides a number of pleasant diversions to distract their guests, allowing them to forget life outside the decorated walls of the pleasure house. It is said that no matter what your preferred vice might be, you can find a pleasure house that enthusiastically caters to it somewhere in the City of the Black Toga.

Pleasure houses are notorious hangouts for well-heeled adventurers and thieves. These guests have been known to take up prolonged residency inside a pleasure house, while away their nights in all manner of diversions until the last of their recently-acquired loot runs out. After all, what good is money if you don't spend it?

HOUSE OF SWEET SIGHS

This upscale pleasure house resides just off Carter Street near the border between the Carousing and the Plaza Quarters. Its reputation, however, draws guests from as far as the Noble Quarter and (some whisper) the Rainbow Palace. It is not unknown to see curtained litters arriving and departing, bearing veiled and hooded guests to the House's "discrete door" at the rear of the building.

The House of Sweet Sighs is operated by Lady Minx, a voluptuous Ilthmart woman with green hair and a seemingly endless wardrobe of dresses worthy of minor nobility. Lady

Minx employs both men and women at the House of Sweet Sighs, but none are slaves. "The Lady," as she's known to the staff, is rather progressive in her thinking and treats her staff well. She's been known to help them put aside money for their futures and actively encourages her workers to expand their horizons. Because of this treatment, many employees remain at the House even when opportunities outside their careers as pleasure workers present themselves.

Lady Minx is a long-time member of both the Pimps' and Whores' Guilds, and dutifully sees that both organizations receive their appropriate cut of her profits. While she has earned a great deal of respect from both guilds' leaders and enjoys a fair amount of free reign, Lady Minx knows how business works in Lankhmar and has no desire to ruffle any feathers.

House Chucker-Out: Init +1; Atk cudgel +2 melee (1d4+1) or fist +3 melee (1d3+1) or longsword +2 melee (1d8+1) or spear +2 melee (1d6+1); AC 12 (14 in armor); HD 2d8; MV 30'; Act 1d20; SP bum rush (d4 deed die), grapple expert (+6 to grappling checks); SV Fort +2, Ref +2, Will +0; AL L.

The House chucker-outs are brawny men and women trained to quickly remove troublesome guests from the premises. They can perform mighty deeds when attempting actions related to removing guests (chucking them out, restraining them, giving them the bum's rush, etc.).

Pleasure Worker: Init +1; Atk concealed knife +0 melee (1d4) or kick or punch +1 melee (1d2); AC 11; HD 1d6; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +1, Will +1; AL any.

Lady Minx: Init +0; Atk concealed knife +2 melee (1d4+1) or kick or punch +2 melee (1d2+1); AC 10; HD 3d6; hp 12; MV 30'; Act 1d20; SP allure (+4 bonus to Personality checks related to charming, seduction, or negotiation); SV Fort +0, Ref +2, Will +4; AL N.

LOCATION KEY

1. Main Foyer: Plush carpets and wall hangings done in subdued tones make this room as soft as a bird's nest. A pair of staff members, one male and one female, wearing gauzy garments, greet guests as they enter. They then lead them through a hanging privacy curtain to area 2. The sound of music and laughter drifts into the foyer from area 4 within.

2. Entry: A counter-fronted niche opposite the main entrance contains the cloaks, hats, and other extraneous garments of guests. Guests of the House are encouraged to disencumber themselves of their cares along with their outer garments before being ushered into the main salon.

3. Cloak Room: A young man or woman, usually the child of one of the House's employees, collects offered outer garments and stores them here. A muscular male, dressed in somber clothes that seem to blend into the background, keeps an eye out for trouble and quickly rushes to assist his fellow chuckers-out if guests become unruly or misbehave.

4. Main Salon: Two low steps lead from the cloak room into this lavish space. Paintings and hangings cover the walls. Comfortable divans, chairs, low tables piled high with delectables, beverages, herbal concoctions, and other diversions fill this room. A trio of musicians plays in one corner, entertaining the 2d6+3 guests lounging here. An equal number of House employees converse, cuddle, and carouse with the guests, while other staff come and go bearing trays of food and beverages. A flight of stairs leads to the private level above this floor. At least four chuckers-out keep watch on the goings on, standing almost unnoticed in corners or behind potted plants.

5. Gaming Area: Gambling tables are placed around this brightly-lit room. A short flight of stairs connects it to the main salon. A barkeep works a small sidebar, keeping the gamers well lubricated. There are 1d10+4 gamblers and pleasure workers here at any given time. Four chuckers-out, each armed with a short sword and knife, keep both funds and workers safe.

6. Lady Minx's Office: Heavy drapes on the walls partially soundproof this office from the noise of the salon. A writing desk and comfortable, silk-upholstered chair, flanked by a pair of less ornate seats, fills most of the room. Paintings depicting Lady Minx at various ages hang behind the desk. Lady Minx is usually in the office most nights, but

makes a point of walking the lower floor once every hour to give her guests personal attention and make sure they and the workers are enjoying themselves. A hidden and locked cavity (DC 15 Intelligence check to detect and DC 15 Pick Lock check to open) rests under the desk and contains the House's daily operating funds: 1,000 bronze agols, 567 silver smerduks, and 645 gold rilks.

7. Kitchen: A staff of five cooks keeps the guests fed. This room is always busy and the smells of rich sauces simmering and meat roasting fill the air. The door leading to the courtyard (area 9) is kept locked, but the cooks will open it if someone knocks at it.

8. Pantry: Foodstuffs are stored here along with potent potables and other provender for both guests and employees.

9. Courtyard: A pair of fruit trees and numerous flowering bushes fill this cozy courtyard with fresh aroma that partially disperse the stink of Lankhmar beyond the 15' high walls surrounding the garden. Employees often take guests out into the courtyard for private discussions and to escape the noise and heat of the salon. All business, however, occurs upstairs. Nevertheless, if a stealthy person was to remain unnoticed in the courtyard on any given night, they'd stand to learn a lot of interesting facts about both the House's guests and what secrets Lankhmar conceals.

10. Discrete Door: A short, plush corridor leads to a locked exterior door. A liveried doorman stands outside the door, waiting on guests desiring a less obvious entrance into the House. Guests with obscured identities arrive at this door, bearing a token provided to them by Lady Minx (a coin embossed with a trio of intertwined roses). After verifying the guest's token, the doorman unlocks the "discrete door" for guests, then locks it once they're inside. Discrete doorman is an exalted position among the House's workers (and isn't always a male despite the title), and is filled by a trusted worker. Thus, it is almost impossible to bribe the doorman to allow entrance or to reveal the identities of visitors.

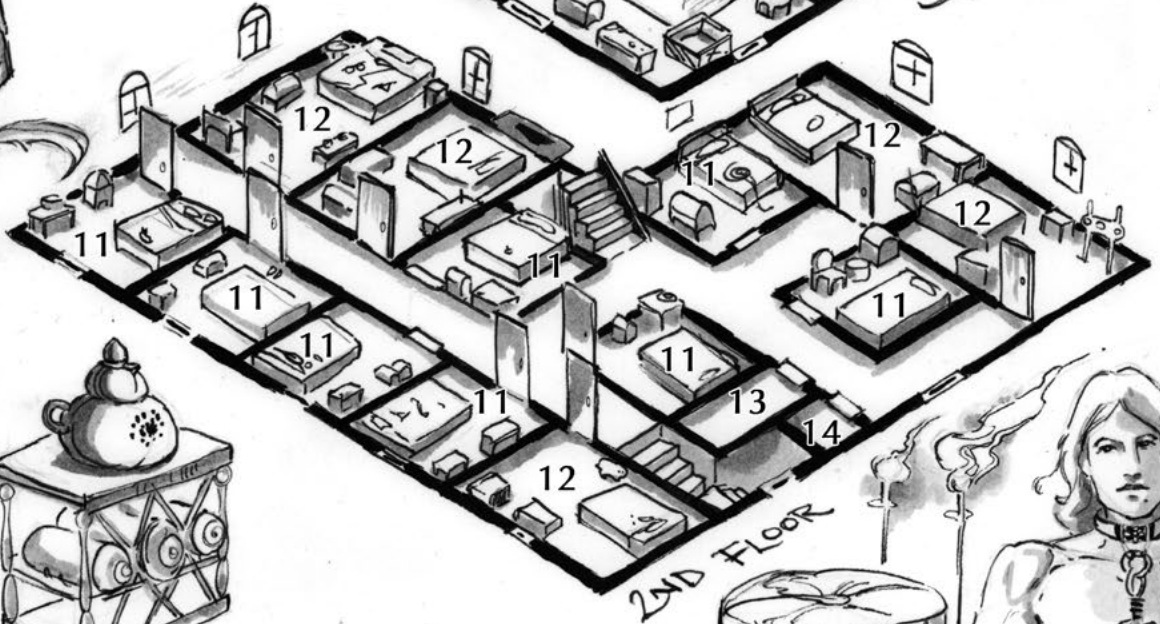
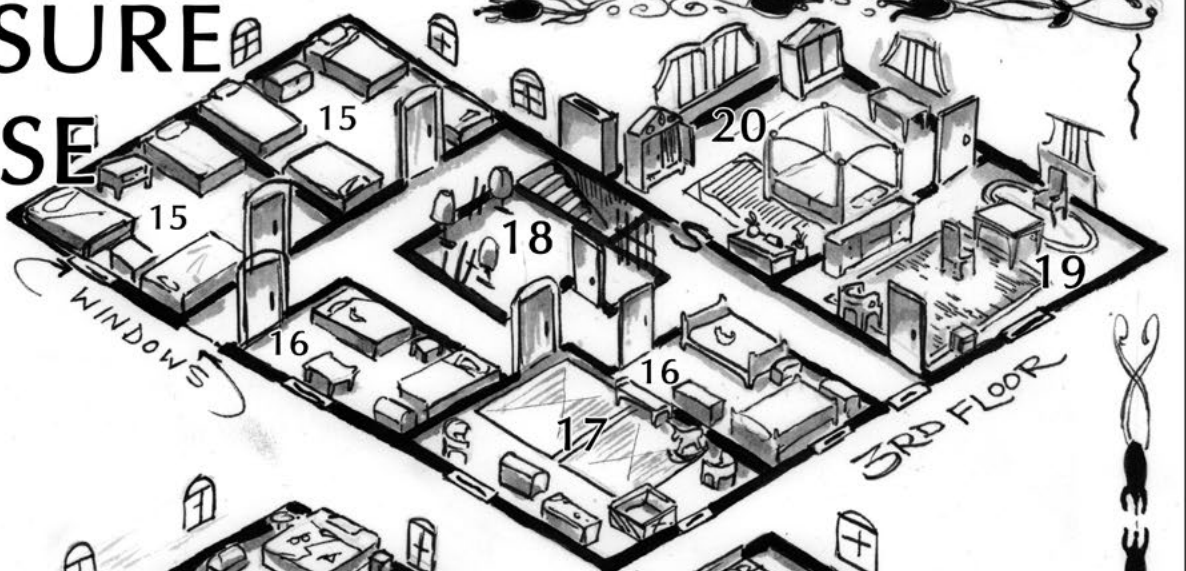
SECOND FLOOR

11. Private Room (Small): Each of these rooms bears a comfortable bed, wall art, soft chairs, and a chest bearing linens, dressing robes, and similar cloth items. A table with a pair or more of glasses and a small selection of potent potables and water stands in one corner.

12. Private Room (Large): These bigger rooms contain all the luxuries of their smaller counterparts plus an assortment of specialized furnishings catering to the more unusual desires of guests.

13. Privy: Chamber pots and washing basins are found in this small room. Bouquets of fresh flowers hang from the ceiling, filling the room with pleasant scents. This room is serviced at least once an hour by a young House employee.

PLEASURE HOUSE



14. Closet: A small closet containing ordinary cleaning supplies, lamp oil, candles, and similar household goods.

THIRD FLOOR

15. Dormitory: Several beds and wardrobes occupy this room. Small chests with locks provide space for storing personal belongings. Each is DC 10 to pick and contains 1d6x10 bronze agols and 2d6 silver smerduks along with other personal items. There is a 25% chance a chest also holds 2d10 gold rilks. Many of the House's employees live off-premises, but some prefer to lodge here for either convenience or a lack of other housing. Lady Minx provides these dormitories for her workers (and sometime their children).

16. Private Dormitories: Similar to area 15 above, but these rooms only have two beds and are shared by senior workers. The chests contain 2d6x10 silver smerduks and 3d4 gold rilks. There is a 25% chance a piece of jewelry worth 100 gold rilks is also present in a chest.

17. Playroom: An older woman keeps watch over 2d6 children ranging from the ages of 1 to 10 years old (1d10 to determine ages if needed). A number of toys litter the floor. Lady Minx provides this space for the children of pleasure workers so that they can attend to the needs of guests without worrying about their children's well-being.

18. Armory: The door to this room is locked and only Lady Minx and the chuckers-out have keys. Inside are racks bearing several suits of studded leather armor (repurposed from their original use in the House) and rows of spears and longswords. There are ten of each. In times of dire trouble either inside the House or Lankhmar at large, the chuckers-out arm and armor themselves more heavily.

19. Lady Minx's Salon: A comfortable sitting room has space for both entertaining visitors and dining. The furnishings are all imported and run the gamut from carpets from the Eastern Kingdom to a stone table quarried in Quarmall. A small stove heats the room on cold nights. Lady Minx uses this space to gather with friends, old lovers, or to conduct discussions of a less-businesslike nature. She invites at least two of her workers to dine with her each day, using the time to catch up on both their lives and to discuss any concerns they have with matters inside the House. The furnishings here total 5,000 gold rilks in value, but would be difficult to remove unnoticed.

20. Lady Minx's Bedchamber: An ornate canopied bed from the Forest Kingdom and inlaid with leviathan ivory (1,000 gold rilk value) dominates this room. A number of wardrobes contain the House matron's finery, and a jewelry box by her bed holds her array of gemstones (total 2,500 g.r. value). The windows to this room have leaded glass panes that open slightly. On hot nights, Lady Minx has one of her workers attend her with a fan as she sleeps. A secret door in one wall (DC 14 Intelligence check to locate) grants her an escape route if assassins come calling.

A secret compartment set into the bed frame (DC 20 Intelligence check to discover) contains a number of incriminating documents detailing the secrets of some of the House's longtime guests. Lady Minx has entrusted the location of this compartment to two other people in Lankhmar and they have instructions to open and disseminate the contents of this compartment should the Lady ever come to a suspicious end. While it's easy to dismiss Lady Minx as a good-hearted woman, she'd never have survived in Lankhmar for as long as she has without a cunning—and sometimes vindictive—streak.

RENTED TEMPLE

Numerous temples line the sides of the Street of the Gods once you travel out of sight of the Marsh Gate. These temples serve as religious centers for the up-and-coming (or down-and-going) gods in Lankhmar. These are deities who've developed a large enough population of worshippers that their priests can afford to rent a temple rather than conduct their rites in the plazas (or gutters) along the Street of the Gods.

TEMPLE OF MISKA, LORD OF CATS

This temple is currently rented by the priests of Miska, the Lord of Cats. Miska has a sizeable congregation due to the Lankhmarts' respect of cats and their role in protecting the city's granaries along the River Hlal from rats. The cult sees an increase in popularity after the war with the rats of Lankhmar Below and relocates (for a time) to an even larger temple, but this location serves their needs prior to and after that brief bump in popularity.

Priests: Init +0; Atk cat's claws +1 melee (1d4) or unlucky coincidence (special); AC 11; HD 1d8; MV 30'; Act 1d20; SP unlucky coincidence 2/day (a target within 30' must make Luck check or suffer a small misfortune such as tripping, dropping his weapon, fumbling his next missed attack, etc. This coincidence only occurs inside the temple); SV Fort +1, Ref +3, Will +2; AL N.

The priests are armed with brass knuckle-like weapons that have a line of small blades extending from the tops of the knuckles. They conceal these "cat's claws" in their robes, but can don them quickly if threatened.

High Priest: Init +0; Atk cat's claws +2 melee (1d4) or mace +2 melee (1d6) or unlucky coincidence (special); AC 12; HD 3d6; hp 16; MV 30'; Act 1d20; SP unlucky coincidence 4/day (a target within 30' must make Luck check or suffer a small misfortune such as tripping, dropping his weapon, fumbling his next missed attack, etc. This coincidence only occurs inside the temple); SV Fort +2, Ref +3, Will +4; AL N.

Cats (countless): Init +6; Atk claw -1 melee (1 point); AC 16; HD 1d3; MV 30'; Act 1d20; SP stealthy (+10 to all checks to move silently); SV Fort -2, Ref +1, Will +0; AL C.

LOCATION KEY

1. Portico: An open-air porch bounded by rose marble pillars grants entrance to the temple. There are always a dozen or more cats of all breeds found here, lazing in the sun or escaping the rain, and feeding from the many ceramic bowls filled with offerings from visitors. One or more priests can be found here during daylight hours, welcoming visitors and grooming the cats.

2. Foyer: This antechamber contains a number of racks with pegs for hanging cloaks and other outer garments. Two large tapestries hang from the left and right walls, each depicting a cat. The left-hand cat is pure white, while the right-hand feline is utterly black.

3. Main Temple Chamber: This large area has a 20' high ceiling and is made from cut stone. A line of rose marble pillars creates an arcade that divides the room into three partitions. A 3'-high dais stands near the rear of the room and is adorned with three statues.

The center statue is that of a 6'-tall white and black cat sitting on its haunches and looking upon the room with large crystal eyes. The eyes are fashioned from cat's-eye agates of immense size and worth 50 gold rilks each. The statue itself is carved from exotic woods from Klesh and painted in monochromatic hues.

To the right of the central statue is a smaller, 2'-tall idol of brass depicting a sleeping cat, while to the left is a similar-sized statue of glossy red-lacquered iron showing a cat about to pounce on a rat.

At least two priests are on duty here at any time, willing to speak about the wonders and miracles of Miska, Lord of Cats and his role in the divine protection of Lankhmar. Offering bowls containing 2d10 iron tiks, 2d12 bronze agols, and 1d6 silver smerduks rest on the bottom step of the dais, under the watchful gaze of the priests.

In addition to the two priests, at least a dozen more cats lounge about the space and 2d6 worshippers can be found here during the day and early evening. When rites are underway, typically held in the morning before the sun gets too hot, then later in the evening, the high priest, six priests, and 30 or more worshippers are present, praising the sleekness of Miska's fur and the sureness of his claws.

4. Side Aisles: A line of pillars and the temple's walls form two aisles down either side of the main temple space. A number of shallow niches are present in the walls, each large enough to hold a statue, idol, or similar other decoration. The contents of these alcoves change with the temple's various renters. Under the occupancy of the Cult of the Cat, each niche contains a short round table with a heavy ceramic

cat-shaped urn atop it. These urns contain the ashes of felines owned by wealthy worshipers at the temple. For a sizeable tithe, their beloved pets are allowed eternal (or at least until the lease runs out) rest within the sanctity of the House of the Cat. The urns are heavy enough that the living cats in the temple are unable to knock them off the tables.

There is a rumor among the devout of the Lord of Cats that a thief once broke into the temple and disturbed one of the urns, thinking it might contain valuables. The thief broke the urn in frustration when he discovered only ashes. According to the faithful, that nameless thief was found dead the following night, his body gouged and torn as if ravaged by hundreds of stray cats. The truth of this rumor and the consequences of defiling things within the temple are left to the judge to decide.

5. Priests' Quarters: This room contains six simple cots, a small altar with a ceramic statue of the Lord of Cats atop it, a half-dozen chests containing personal items and clothing, and a writing table covered with parchment, ink pots, and quills. The six priests sleep and work here when not needed in the temple proper. The writing desk contains half-finished tracts and hymns praising the Lord of Cats. The chests have a 45% chance of holding minor wealth (coin, simple jewelry, religious icons, etc.) worth 1d4x5 gold rilks.

Under other tenants, this space might be used as a scriptorium, a library, a meditation space, sparring room, or other purpose applicable to the deity of the sect occupying the temple.

6. Storage Room: This small room contains incense cakes, candles, cat grooming supplies, cleaning supplies, and other objects necessary for the daily functioning of the temple. There is nothing of value here.

Under other tenants, this room might be a robing room, a meditation cell, or even a prison cell, depending on the deity venerated by the renters.

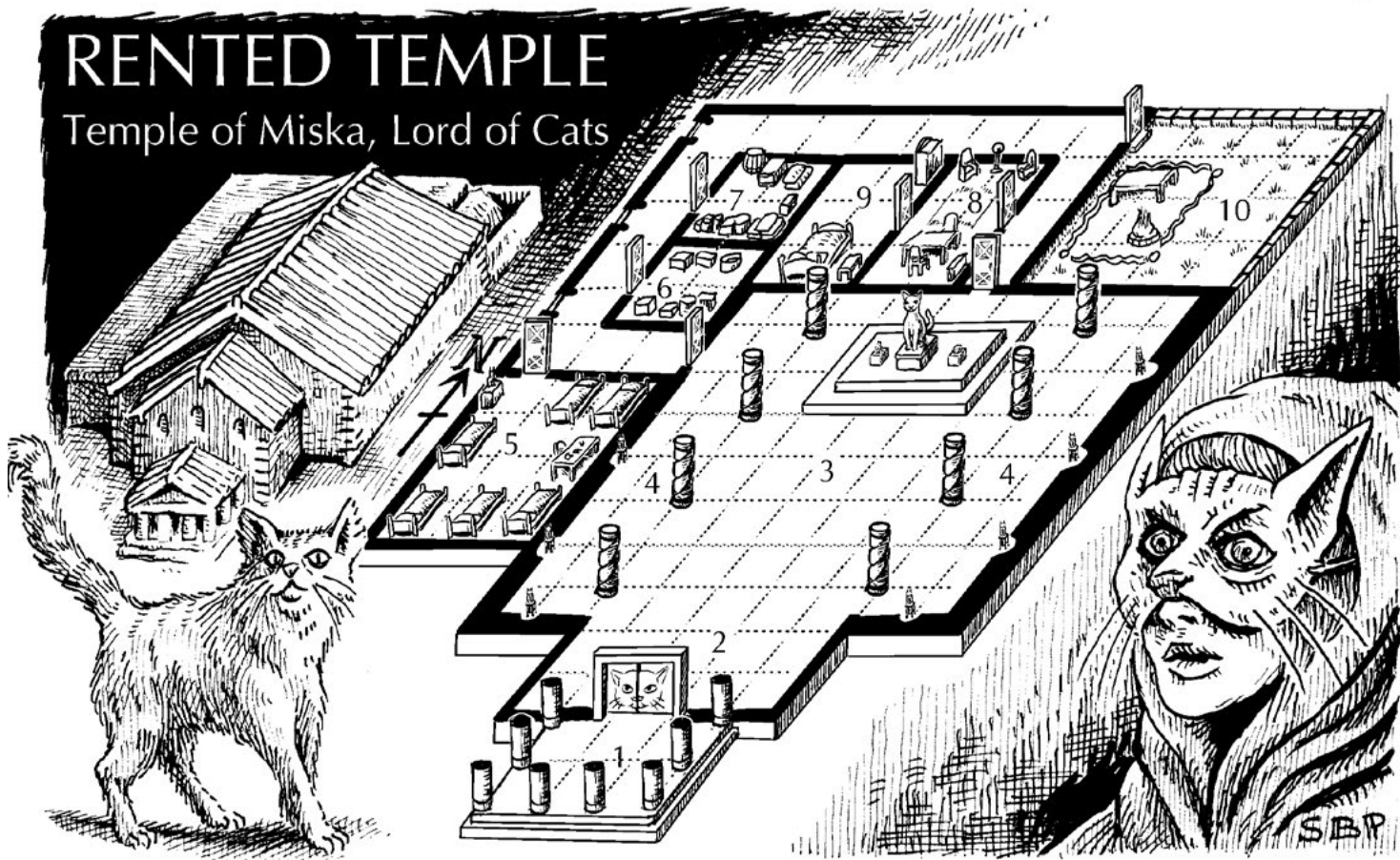
7. Perishable Storage: This room contains crates and barrels containing foodstuffs to be prepared in area 10. Sacks of dried beans, rice, flour, and other perishables are heaped atop the boxes and barrels. A pair of cats is housed here to keep the mice and rats away.

8. High Priest's Office: This room contains a quartet of comfortable chairs, a writing desk, and a lamp from Far Kiraay that casts cat-shaped shadows along the walls when lit. The temple's high priest meets with visitors in this comfortable room, well-stocked with fine wines and dainty foodstuffs. A sidebar contains 2d4 bottles of wine, each worth 25 gold rilks and providing the benefits of Ilthmar strong wine if consumed as part of recuperation. The door to area 9 is locked and only the key, carried by the priest, or a DC 10 Pick Lock check will unlock it.

If another sect rents the temple, this room might be used as another lesser priest's quarters, a robing room, a meeting room, or other purpose.

RENTED TEMPLE

Temple of Miska, Lord of Cats



9. High Priest's Quarters: A comfortable bed rests atop a thick carpet depicting black and white cats intertwined. A large wardrobe stands against a wall and contains both well-tailored religious and non-ecclesiastical clothing (50 gold rilks in value). A table and lamp resides next to the bed and a number of letters lie atop the table, held down by an onyx statuette of a cat (35 g.r. value). The letters are (highly) personal correspondence between the high priest and another cleric along the Street of the Gods, and could be potentially incriminating or embarrassing at the judge's discretion. A locked chest (DC 13 Pick Lock check to bypass) is stashed under the bed and contains the temple's funds: 100 iron tiks, 346 bronze agols, 400 silver smerduks, 367 gold rilks, and 4 diamond-in-amber glulditches.

The high priest is encountered here most times (85% chance) after dark. If not present, he is either engaged in rites in the main temple chamber or off on an evening's assignation.

10. Courtyard: A flagstone courtyard surrounded by a 15' high wall is located behind the temple. The priests of Miska currently use this space as an open air kitchen, cooking their meals over braziers and using a knife-scarred table as a prep area. A simple pavilion made of oiled canvas stands over the kitchen area, protecting it from the occasional rain storm. The door leading inside the temple is kept locked when the kitchen isn't being used, but a DC 10 pick locks check will open it. There is a 15% chance 1d2 priests are found here making meals in the morning, early afternoon, or late evening.

SAILING SHIP

Lankhmar is a coastal metropolis and much of its trade arrives and departs from the sea. Whether outbound shipments of grain destined for the Land of the Eight Cities or war galleys returning from pirate-hunting voyages, Lankhmar's harbor is always bustling with many types of ships. The cultures of Nehwon have mastered many forms of ship building, and it's not unusual to see galleys docked alongside cogs and caravels, or to witness Northern longships and knars competing with junks from Far Kiraay for berthing space at Lankhmar's stone quays.

THE CUTTLEFISH

The *Cuttlefish* is a typical sailing vessel of the caravel type, a relatively new model of ocean-going vessel to Nehwon. Abandoning oar-power entirely for lateen sails, the caravel is becoming popular among traders in the Inner Sea. The *Cuttlefish* is a typical example of this type of trading ship, wholly owned by its captain and available to transport goods and passengers anywhere within the Inner Sea or the Sea of the East. The *Cuttlefish's* owner, Captain Knarl, is more daring than most and has sailed into the Outer Sea, hugging the coast as far north as No-Ombrulsk.

The *Cuttlefish* is similar to the *Seahawk*, the vessel the Gray Mouser commands late in his adventuring career, and these deck plans can be substituted for that ship if the PCs ever find themselves aboard the small thief's vessel.

Captain Knarl: Init +3; Atk scimitar +3 melee (1d8+2) or crossbow +2 ranged (1d6); AC 13; HD 2d8; hp 14; MV 30'; Act 1d20; SP seafarer +5 (adds bonus to any ability or skill check related to the ship or ocean-going roll); SV Fort +2, Ref +3, Will +2; AL N.

Average Crewmember: Init +1; Atk club +1 melee (1d4) or spear +1 melee (1d6) or crossbow +2 ranged (1d6); AC 12; HD 1d8; MV 30'; Act 1d20; SP seafarer +3 (adds bonus to any ability or skill check related to the ship or ocean-going roll); SV Fort +1, Ref +1, Will +0; AL Any.

LOCATION KEY

1. Forecastle: This raised portion of the ship at its bow has numerous rat-lines connecting to the sails above. The gunwales are slightly higher here, providing cover to sailors when this area serves as a crossbowmen's platform to fend off Sea Mingols and other pirates. A capstan and chain set in the center of the forecastle is connected to the vessel's large bronze anchor, which hangs over the side of the ship.

2. Aftcastle: The ship's rudder dominates this raised section of the ship. The long inverted L-shape of the tiller allows a single steersman to direct the ship, but it's not a task for the weak—especially when fast maneuvering is required to avoid danger. The ship's captain is often found here, keeping an eye on the crew in the rigging above and on the deck below. The ship's starsman (navigator) also uses this lofty perch to take bearings from the stars at night.

3. Sail Locker: This cramped space beneath the fore-castle smells of canvas, hemp, and tar. Spare sail cloth and coils of rope are kept here to replace damaged rigging while at sea. A boiling pot and barrels of tar are also stored here and hauled out to caulk leaks as needed. Hidden beneath the yards and yards of cloth is a trapdoor set into the deck. This leads to a hidden smuggling compartment below deck (see area 12).

4. Main Deck: The ship's foremast and mainmast rise above the main deck, a network of lines and rigging running up to the lateen sails above. Rope ladders allow the ship's crew to quickly ascend and descend the rigging, and a large wooden hatch set into the deck provides access to the hold. In fair weather, sailors sometimes sleep here beneath the stars to escape the heat and odor of the crew's quarters below deck.

5. Captain's Stateroom: A large table is bolted to the deck in this low-ceiling room. A lantern swings above it. Racks set into the wall contain navigational charts and the ship's log. Captain Knarl briefs his officers here and occasionally invites guests to dine with him.

6. Armory: The door to this small room is locked (DC 12 to pick) and the captain and the bosun have the only keys. Inside are the ship's arms, stowed under lock and key to discourage mutiny. The room holds 6 crossbows and 100 quar-

rels, 20 scimitars, 15 spears, and 25 javelins.

7. Captain's Quarters: This room contains a bunk bolted to the floor, a wardrobe similarly secured, and a pair of padded chairs. A large chest is stowed in a cavity under the bunk and shelves are set into the base of the bed. These are Captain Knarl's personal quarters and contain his belongings and wealth. The chest is locked (DC 15 Pick Lock check) and trapped (DC 13 Find/Disable Trap checks). The trap is a slim blade mounted under the lip of the lid and smeared with coral poison. Anyone coming into contact with the venom and failing a DC 15 Fortitude save becomes paralyzed for 3d6 turns and their lips turn a brilliant green color. Inside the chest are 345 bronze agols, 136 silver smerduks, 37 gold rilks, and a single diamond-in-amber glulditch. Also present is a finely-made scimitar from the Eastern Lands. The weapon adds +2 to attack rolls but is non-magical.

8. Officers' Mess: A single table with four chairs occupies this room. A pair of hanging lanterns provides illumination. The first mate, bosun, and starsman dine here. A rafter above the table is decorated with carvings depicting a large man with scaly skin and piscine features flanked by a pair of similar females. Dried kelp and seashells dangle from the beam. These are tokens intended to appease the Sea King and guarantee safe voyages for the ship.

9. Brig: A single small barred window is set into the locked door (DC 13 to pick) leading into this cramped, airless space. A bucket and a thin blanket are all that the room contains—unless one of the crew has been troublesome. Crewmembers committing infractions of ship's law are confined here until judgment is passed or the ship makes landfall. The captain and first mate both have keys to the door.

10. Hold: Cargo is stored here along with extra hammocks. When not running with a full hold, Captain Knarl sells passage in the hold. The accommodations are poor, but the price is cheap (25 silver smerduks for passage within the Inner Sea, 50 for trips into the Outer Sea). The *Cuttlefish* can carry up to 100 tons of cargo. A hatch set into the deck above allows for easy loading and unloading of cargo.

11. Officer's Quarters: Three bunks and sea chests crowd this small room, but it's still better quarters than the crew's on the deck below. The first mate, bosun, and starsman all share this room, but their shifts generally mean not all three are present here at any one time. The sea chests are locked (each has the key to his own chest; otherwise DC 12 Pick Lock check to open). They contain ordinary clothes and personal belongings, plus 3d6 bronze agols, 2d12 silver smerduks, 1d4 gold rilks, and there is a 33% chance of a curious trinket (carved scrimshaw, piece of coral, exotic knife, etc.) worth 50 gold rilks in each chest. The starsman's chest also contains his navigation tools and star charts (100 gold rilks value).

12. Smuggling Hold: This small space is accessible only through the sail locker (area 3). Although not a smuggler by trade, Captain Knarl sometimes uses the secret hold to transport highly-taxed goods or passengers looking to avoid notice when entering or leaving Lankhmar.

13. Galley: This cramped kitchen is where the ship's cook works and sleeps. A small metal firebox serves as the oven and buckets of sand and water stand nearby to douse errant sparks before they can spread. The cook is a hunchbacked, heavily-tattooed man from the Land of the Eight Cities who knows a hundred ways to cook fish, but only one way to make stew. He has an array of sharp knives and cleavers to deal with anyone complaining about his meals.

14. Crew's Quarters: Hammocks and sea chests crowd this open space that serves as quarters for the ship's 25 crewmen. Largely empty during the day, hammocks are stowed and chests pushed aside to leave clear deck space when carrying out tasks. At night, the hammocks are unfurled and hung once more, and the area is filled with snoring, swaying figures. Most of the crew are poor and there's only a 40% chance a sea chest has anything of value. If it does, it contains coins and personal belongings worth 2d6 gold rilks.

15. Ship Stores: Foodstuffs, casks of drinking water, and other mundane supplies necessary for the operation of the ship are stored in this forward hold. A trap door in the floor provides access to the ship's bilge and this room is regularly swept for rats. A number of rat traps are set about the store-room and anyone rummaging through the contents of this room must make a Luck check. If failed, a trap snaps shut on their hand, breaking a finger or two and inflicting 1d2 damage.

16. Bilge: Dark, stinking, and usually awash with filthy water, the bilge is an unpleasant reality of any ship. Crew regularly venture down here with buckets to drain the water and inspect the hull for leaks. Rats dwell here full-time, fleeing from light and noise. However, if something stirred them up (say, magic or the rats of Lankhmar Below), 1d3 rat swarms could pour out of the bilge to plague the crew of the *Cuttlefish*.

SECOND-RATE SORCERER'S HOUSE

Lankhmar is filled with middling magicians, low-rent witches, and mediocre sorcerers, most of whom fill the ranks of the city's Sorcerers' Guild. More accomplished wizards eschew membership in this fellowship of hedge magicians, seers, palm-readers, wise women, and occasional frauds, preferring to keep their arcane secrets to themselves.

But middling doesn't necessarily mean incompetent and a party of PCs might find themselves in need of magic for hire at affordable prices. They might also be tasked to liberate some magical curiosity from the home of one of the guild's members. In either case, the judge will find this entry useful.

HOME OF MEMVIB THE MYSTERIOUS

Memvib the Mysterious is a mediocre wizard living in the Carousing Quarter. His home is a ramshackle affair, patched and added onto with whatever cheap materials the wizard can find. It is two stories tall and crammed between two larger buildings like an unwanted little brother. Despite the lousy accommodations, Memvib likes his address. The Carousing Quarter is visited by all manner of Lankhmarts, making him a desirable sorcerer-for-hire among members of the Thieves' Guild, slumming nobles, adventurers, and craftsmen alike.

Memvib the Mysterious: Init +0; Atk short sword -1 melee (1d6-1) or spell; AC 12; HD 3d6; hp 12; MV 30'; Act 1d20; SP spells (as determined by judge; +5 spell check modifier); SV Fort +0, Ref +2, Will +4; AL L.

LOCATION KEY

1. Workshop: This chamber is cluttered with beakers, worm-eaten tomes, strange artifacts, boiling cauldrons, and other mysterious-looking odds and ends. A carved wooden plaque indicating Memvib is a member in good standing of the Sorcerers' Guild hangs in a place of prominence among the clutter. Any wizardly spellcaster of 3rd level or higher

automatically notices only a small portion of the clutter is actually spell-working materials. The rest are eclectic bric-a-brac Memvib has acquired to lend an aura of mystery and competence. Memvib always meets new clients here to impress them with the seemingly vast breadth of his sorcerous knowledge.

The front door is locked at all times. A wooden sign with a hand carved message reading "Knock Thrice to Summon Memvib" hangs on it outside. The lock is of good quality (DC 15 to pick) and at night the wizard casts the *runic alphabet, mortal (block)* spell on the inside to keep out intruders. His dismisses the spell each morning.

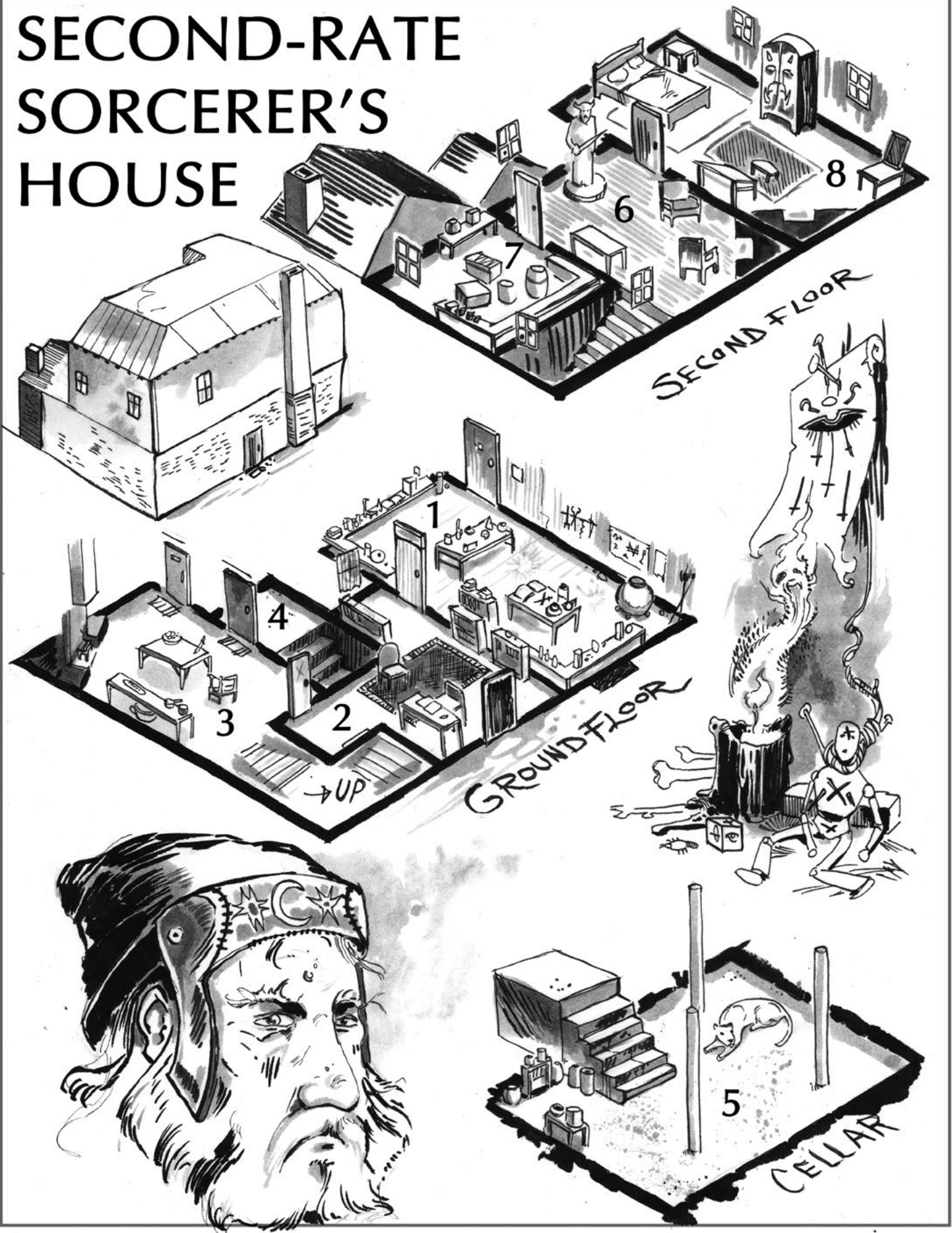
The room contains 50+2d20 gold rilks' worth of arcane tools and curios.

2. Parlor: Rows of shelves holding dust-covered books and scrolls run along two walls of this small room. A writing desk and a pair of chairs stand atop a colorful rug from the Eastern Lands. A star-and-moon-patterned curtain is drawn tightly over the room's sole window, leaving this chamber gloomy even on sunny days.

Memvib meets with regular clients here, sparing them the clutter and odors of his workshop. The scrolls and tomes are non-magical and pertain to eclectic subjects such as taxidermy, heraldry, animal husbandry, folklore, and similar matters. Most were bought secondhand and serve more as decoration than for actual use. They are worth 2d100 silver smerduks.

3. Kitchen: A surprisingly clean and uncluttered kitchen occupies the back of the house. A sideboard holds crockery, and kitchen implements are laid out neatly on the table. The small oven/hearth combination in the corner is well-swept. The door leading outside the home is locked and protected in the same manner as the front door (see area 1), and has a bar on the inside as well (DC 18 Strength check to break down).

SECOND-RATE SORCERER'S HOUSE



4. Mudroom/Cellar Stairs: A cloak-tree stands in the corner of this landing and a number of pegs holding hats and scarves line the walls. Several pairs of boots are placed neatly against the wall. Creaking wooden steps lead down into the gloomy, musty cellar.

One of the cloaks contains hidden sheathes sewn into its interior. These contain a dagger and a twisted piece of wood topped with an amethyst. Weird sigils run down the length of the wand. The dagger is silver and the wand bears a slight enchantment that grants the bearer 1 free point of spellburn per day if a spell is cast using the wand as part of its incantation.

5. Cellar: The small chamber is musty and dark. A set of shelves by the stairs holds ceramic jars containing pickled foodstuffs. Memvib recently acquired a leopard from Klesh as payment for services rendered and has chained the beast here until he decides what to do with it. He is considering selling it, but the prestige of owning the beast as a watch-leopard has so far kept him from parting with it.

Watch Leopard: Init +2; Atk bite +3 melee (1d6+3) or claws +1 melee (1d3+1); AC 13; HD 3d8; hp 20; MV 40'; Act 2d20; SP two successful claw attacks allows for free rake attack +1 melee (1d6+2), stealthy (+4 bonus to surprise); SV Fort +1, Ref +2, Will +1; AL N.

6. Study: The cozy hearth here is often lit, a pair of shabbily-upholstered chairs flanking it. A writing table with scribe's tools and parchment stands by one wall. An iron

statue depicting a fierce Northern warrior is placed against the wall, broadsword in hand.

Memvib has spread rumors that he owns an enchanted statue capable of slaying even the fiercest warrior or most cunning thief. The PCs may have heard such tales before entering his home and this statue could give them pause. The truth of the rumors are left to the judge, but if it is indeed enchanted, use the stats for a Statue of the Devourers (see *Judge's Guide to Nehwon* p. 103) if need be.

7. Storage: Laden shelves and stacked boxes fill this small room. These hold simple household goods and supplies, as well as a straw-lined crate containing ten bottles of bubbly wine of Ilthmar.

8. Bedchamber: This room holds a large but plain bed, a wardrobe, table, chairs, and a small hearth. At night, Memvib secures his door with a *runic alphabet, mortal (block)* spell, but it is unlocked and unsecured during daylight hours. The wardrobe contains a selection of fabulously embroidered robes (50 silver smerduks in value for all) and less ostentatious clothes. A hidden compartment at the base of the wardrobe (DC 15 Intelligence check to notice or simply thumping on the bottom of the wardrobe's interior) holds a locked coffer (DC 12 Pick Lock to open). The coffer contains 145 bronze agols, 167 silver smerduks, and 60 gold rilks. A pair of restorative elixirs (heals 1d4+1 hit points) are also in the secret compartment, along with Memvib's spellbook.

THIEVES' HOUSE

Perhaps the most notorious landmark in the City of the Black Toga, Thieves' House is the home of the city's criminal brotherhood. Any long-time resident of the city can tell you that it lies on Cheap Street and that it makes no attempt to conceal its identity. What only those initiated into the Thieves' Guild know, however, is that the public façade of Thieves' House is only a small portion of its true expanse. Like one of those legendary ice islands that bob in the Frozen Sea, what is visible is only a small percentage of the whole picture.

Centuries of clandestine purchases, strong-arming, and unfortunate accidents has left the Guild in possession of nearly the entire city block upon which Thieves' House stands. Neighboring buildings conceal a rats' warren of passages, chambers, secret (and once-forgotten) crypts, and bolt holes. The only visible entrance to Thieves' House is its always-open front door facing Cheap Street. Its windows (along with those of the adjoining buildings) are shut tight behind wooden shutters. Anyone prying open these closures will discover the windows behind them are bricked over, making Thieves' House a veritable fortress.

While the main entrance of Thieves' House and its main building are straight-forward in layout, there is far more to the guild headquarters, and space restrictions allow us to only cover a miniscule portion of the building herein. The judge can further elaborate on the map below with numerous other additions, but if the PCs are seeing the inside of

Thieves' House, they're either members and restricted to certain areas depending on their rank or outsiders who are in over their heads!

The below key describes Thieves' House during the period of Korvas' tenure as Guild Master. If the campaign events occur before or after his leadership, the judge should consider changing the descriptions somewhat to better reflect different government of the guild.

Average Thief: Init +1; Atk dagger +2 melee (1d4) or sling +2 ranged (1d4); AC 11; HD 1d8; MV 30'; Act 1d20; SP thief skills +2; SV Fort +1, Ref +1, Will +0; AL N.

Thieves' House Guard: Init +2; Atk short sword +3 melee (1d6+2) or dagger +3 melee (1d4+1) or garrote +3 melee (1+1/3d4+1) or sling +3 ranged (1d4); AC 13; HD 3d8; MV 30'; Act 1d20; SP thief skills +4; SV Fort +2, Ref +2, Will +1; AL N.

Journeyman Thief: Init +3; Atk short sword +4 melee (1d6+2) or dagger +4 melee (1d4+1) or garrote +4 melee (1+2/3d4+2) or crossbow +4 ranged (1d6); AC 14; HD 3d8+3; MV 30'; Act 1d20; SP thief skills +7; SV Fort +2, Ref +4, Will +2; AL N.

Guild Officer: Init +5; Atk short sword +5 melee (1d6+2) or dagger +5 melee (1d4+1) or garrote +5 melee (1+2/3d4+2); AC 14; HD 4d8+3; MV 30'; Act 1d20; SP thief skills +10; SV Fort +3, Ref +5, Will +4; AL N.

LOCATION KEY

1. Open Door: Two steps lead up to the always-open front entrance of Thieves' House. The doorway is 8' wide and 6' high, lacking any door. At night, torchlight from the central corridor spills out onto the steps and street, giving it a menacing appearance.

2. Vestibule: The wide threshold into the central corridor conceals two guard posts. A deep niche exists above the doorway's lintel, manned by two thieves wearing colorful handkerchiefs marking them as door guards. A second concealed space lies beneath the floor of the entranceway and a single guard hides within, ready to strike from the hidden trapdoor entrance.

3. Central Corridor: A long, straight hallway lacking decoration and with bare floor leads through the building, connecting to a flight of stairs at the far end. A number of wide doorways, often open, flank the corridor. Burning torches set in sconces along its length provide illumination.

NOTE: The classrooms along this corridor are in use 50% of the time. When instruction is underway, each contains 2d10+2 student thieves and 1d3 instructors. Treat students as Average Thieves and instructors as Journeyman Thieves if stats are needed. Students will be unarmed unless their current training suggests otherwise.

4. Cutpurse Instruction: When classes are in session, young thieves attempt to liberate coins from the pouches of their instructors, cut purses, and practice the art of group tactics. The room is bare of decoration aside from a large cabinet filled with lead practice coins, various pouches, purses, and bags of differing materials, small knives, and instructional cudgels.

5. Lock-Picking Instruction: This room smells of metal and oil. Tables bearing countless models of locks, oil bottles, lock picks, and other tools of the trade fill the room. In the center of the chamber is a freestanding partition with six doors set into it, each encumbered with numerous locks.

6. Mess Hall: Several long tables flanked by benches occupy this room. It is always open; a hot meal from the kitchen is readily available for the guild thieves as they come and go. At any time, 2d6 thieves are found here eating and bragging, but never drinking. Strong drink is prohibited to low-ranking thieves while on guild premises and drunkenness is severely punished.

6a. Secret Doors: Each of these secret doors connect to passages leading deeper into the maze-like interior of Thieves' House proper. Detecting each requires a successful DC 15 Intelligence check.

7. Kitchen: Hot ovens, pots of boiling stew, and frantic activity fill this warm chamber. Kitchen slaves toil to feed the thieves, overseen by the Master of Kitchens, a retired thief charged with keeping things in order here. There are six cooks and scullions working here at all times.

8. Evasion Instruction: Large padded mats cover a

portion of this chamber's floor. It is otherwise undecorated. Students in the criminal arts are trained here to escape capture, taught how to break holds, and instructed in rudimentary acrobatics. Pity the student who relies on grease to slip free from his fellows' grasps.

9. Forgery Classroom: Writing tables covered with blank parchment and scribes' tools occupy this room. Examples of commonly-written documents (letters of credit, civic credentials, watch passes, etc.) are tacked to the walls for quick reference.

10. Stairwells: Each of these curving staircases connect to the upper floors of Thieves' House. There are a total of five floors, with roof access via ladders at the uppermost landing. Each of these ladders is guarded by a pair of door guards wearing their symbolic head handkerchiefs. The upper levels have similar layouts to the second floor, but the rooms encountered there have alternate purposes. Quarters for master thieves, luxurious dining rooms, high-quality kitchens, meeting rooms, and secure vaults are most likely to be found there.

11. Storeroom: Each of these rooms contains mundane supplies: linens, candles, lamp oil, cleaning supplies, water casks, etc. Not much of value, but a good place to hide if you're in Thieves' House with its members hot on your heels.

12. Guard Post: These rooms hold a table, a few chairs, dice, and an alarm gong. Each is manned by 1d3+1 thieves assigned to guard duty. Given that most fear to enter Thieves' House, these interior guards suffer from prolonged boredom and the expectation that nothing will happen on their shifts. If danger does threaten the House, there's a 25% chance the guards run away from it, rather than perform their duty.

13. Junk Room: Old, dusty furnishings, worn clothes, broken tools, and other odds and ends pile up in these rooms rather than being tossed out. There is a 10% chance this room contains a forgotten object of value, such as an ancient letter referring to a rich treasure, a special key to a noble's vault, or a treasure map leading to a buried hoard.

14. Counterfeiting Room: A single thief sits here painting lead slugs and ingots with metallic paint. A seeming trove of gold lies piled on the table in front of him, but it is all worthless. If confronted by intruders, he attempts to escape, then barter for his life if that attempt fails.

15. Map Archive: Chests-of-drawers line the walls of this room. Each flat, wide drawer contains a number of crumbling maps and floor plans. Most of the structures depicted in these maps have been either destroyed or remodeled so thoroughly as to make the floor plans useless. Still, the Thieves' Guild isn't one to throw away something that might come in handy again, and these maps have been used in confidence games, as decoys, and for other purposes down the years.

16. Ladder: A wooden ladder is affixed to the wall of this open shaft, allowing access to higher or lower floors.

THIEVES' HOUSE

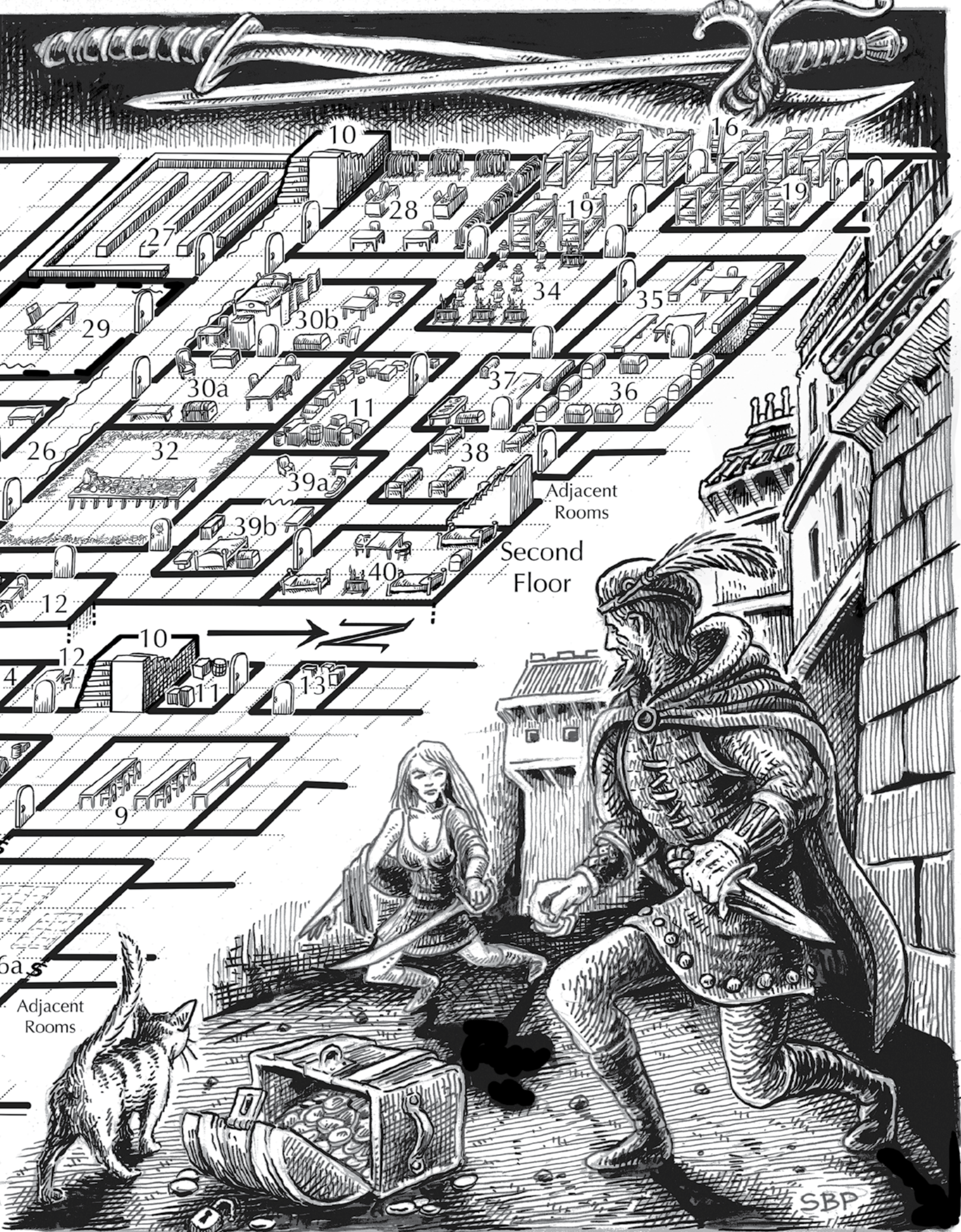


Adjacent Rooms

Adjacent Rooms

24 Ground Floor

SBP



10

16

27

28

19

19

29

30b

34

35

26

32

11

37

36

12

39a

38

Adjacent
Rooms

Second
Floor

10

4

12

13

9

Adjacent
Rooms

6a

SBP

17. Meeting Room: A large table and many chairs fill this chamber. Lesser-status thieves meet here to discuss heists, conduct thieves' duels, or just gripe about guild leadership. There's only a 15% chance 1d6+2 thieves are present here when this room is explored.

18. Disassembling Room: A group of 1d4 thieves are busy at worktables disassembling various pieces of jewelry, fine art, and garments, stripping them of their valuable materials to make them more easily melted down or fenced. There is a total of 3d6x100 gold rilks' worth of gems and valuable metals here at any given time.

19. Thieves' Barracks: Double bunks, storage chests, and an odd table and chair are these rooms' sole furnishings. Thieves living in the House are assigned living space based on their current standing within the Guild. Each room is home to 2d6 thieves at any time, who are relaxing, bragging, or scheming. These rooms contain assorted wealth equal to 50 gold rilks per thief present.

20. Beggars' Bunks: This cramped room holds three double bunks and a single smoky candle. The room is kept for beggars who've performed admirably in the service of the Thieves' Guild and are allowed to briefly lodge in the House. There are 1d6 beggars present with a total of 2d10 silver smerduks among them. Use Peasant stats (DCC RPG p. 434) if they are engaged in combat.

21. Beggars' Supplies: Bandages, canes, crutches, and an assortment of disguising (and disgusting) substances are kept here to transform even the healthiest-looking beggar into a wretched example of humanity. Anyone using these supplies gains a +1d bonus on their Disguise Self checks, but only if attempting to masquerade as a beggar, leper, or other wretch.

22. Beggarmaster's Office: The Day Beggarmaster or Night Beggarmaster (according to the time of day) occupies this room along with his personal assistant. Beggars bring their daily/nightly takes in for processing. A hefty percentage of their collected alms goes into the vaults of the Guild and the beggar keeps the remaining portion. The door to the vault (area 23) is securely locked (DC 15 to pick) and only the Beggarmasters and some of the Thieves' Guild officers have keys. The Beggarmaster has stats equal to a Guild Officer (see above).

23. Beggars' Vault: Three large stout chests contain the day's or evening's take from the city's guild beggars. The coins are distributed into canvas bags marked with its total for easy transportation to Thieves' House's vaults. The first chest holds 1d3x1,000 iron tiks and 2d4x1,000 bronze agols. The second chest contains 1d6x1,000 silver smerduks. The third chest is locked and trapped (DC 15 to Pick Lock and Find/Disarm Trap checks; failure to note the poison needle must succeed on a DC 14 Fort save or die). It holds 3d5x100 gold rilks. There is a 5% chance it also contains some greater treasure (a piece of jewelry, for example) worth 1d3x1,000 gold rilks.

24. Beggars' Door: A small, plain door in a seemingly-

adjoining building to Thieves' House (but actually part of its sprawl) is used by beggars reporting to the Beggarmaster. Unlike the main entrance, this portal is kept closed and manned by a guard keeping watch through a wicket in the door. If a concentrated attack is made against this portal, the guard falls back and throws the lever around the corner. This activates the covered pit trap behind the door (10' deep and spike-lined; DC 14 Reflex check to avoid, otherwise the first 1d4 people through the room suffer 1d6+1d8 damage from the fall and spikes). Throwing the lever again disarms the trap and makes the passage safe once more.

25. Beggars' Common Room: A cramped, aromatic room containing cast-off tables and chairs and a smoky brazier. Beggars in good standing are allowed to gather here to escape the cold fog and drink a cup of gahveh. There are 1d6-1 beggars present at any time, each carrying 2d10 iron tiks and 1d6 bronze agols.

SECOND FLOOR

26. Upper Floor Corridor: This long corridor is much more luxurious than the one on the lower floor. Tapestries and drapes adorn the walls and the floor is covered with plush carpeting. Lamps and smoking censers filled with sweet-smelling incense hang on chains from the ceiling. Heavy oaken, iron-bound doors line the passageway.

27. Library: The dusty shelves in the room contain moldering scrolls and forgotten tomes penned by the previous Guild Masters and learned thieves of the Guild. These texts are seldom consulted by the current guild members, but contain a vast array of criminal knowledge. The judge is free to fill their pages with clues leading to lost caches of wealth or forgotten criminal arts. A PC with the Trained in the Criminal Arts benison might be able to increase their skill bonuses by acquiring some of these texts and studying them.

28. Disguise Room: Racks of clothes of various styles, material, and accessories for disparate professions fill this room. Tables covered with make-up, wigs, perfume bottles, and other cosmetics occupy whatever free space remains. Any thieves undertaking efforts to disguise themselves using the contents of this room gain a +1d modifier to their Disguise Self checks due to the quality and quantities of the materials.

29. Master Thief's Office: This room contains several alcoves, some of which are screened by heavy velvet drapes. A heavy table of cypress stands in the center with a stout chair of similar wood nearby. Earthenware lamps light the room. There is a 25% chance the Guild's Master Thief (whoever that currently is) is present in this room, conducting guild business and attending to the responsibilities of office. Use Bandit Captain stats (DCC RPG p. 433) if the judge hasn't otherwise fleshed out the current leader of the Thieves' Guild.

Most of the alcoves are empty, but a few contain *objects d'art* on pedestals (each worth 1d6x100 gold rilks). The rearmost alcove contains a secret door (DC 15 Intelligence check to detect) that leads to a narrow passage. This passage con-

nected at one time to the house of Ivlis, paramour to Guild Master Krovas. Whether the passage is still in use and who or what occupies the house at its far end depends on the current Master Thief and the judge's discretion.

30a & 30b. Master Thief's Private Quarters: The door is locked 75% of the time (DC 15 Pick Lock check to bypass) and only the Master Thief has the key. A well-decorated antechamber (30a) stands behind the door. A divan, dining table, wardrobe, and chest occupy the room. The wardrobe contains soft robes and slippers for lounging and the chest holds an assortment of exotic liqueurs and wines (+3 bonus to recuperation rolls).

The bedroom (30b) is divided by a large black velvet drape. One side serves as a small office and contains a writing desk positioned near a brazier that heats the room on cold nights. A weapon rack on the wall contains a dozen daggers, two short swords, and a well-made sling that has double the range and causes critical hits on a natural 19-20. A locked and trapped chest (DC 15 Pick Lock and Find/Disable Trap checks; contact with the poison needle trap requires a DC 14 Fort save or die) holds 4d6x200 gold rilks' worth of coinage and jewelry, as well as important documents pertaining to the secret operations of the Thieves' Guild.

The other half of the room contains a large bed, dressing table, and wardrobe of fine quality clothes (1d6x100 gold rilks in value). A pull rope by the bed rings an alarm at all guard posts on this floor.

There is only a 10% chance the Master Thief is present in his quarters during the late day and before midnight. At other times, the chance increases to 45%. The Master Thief gets little sleep running the city's largest criminal organization, after all.

31. Map Room: This large chamber has a marble floor and a ceiling done in lapis lazuli. The far wall of this room is painted with an intricate map of Lankhmar. Every building, sewer entrance, drainpipe, and other avenue of criminal or covert interest is detailed. Many areas show signs of erasure and repainting to adjust to changing conditions of the city. The left-hand wall is covered with thieves' tools, ranging from tremendous pry bars to delicate extendable and spring-loaded pinchers capable to snatching objects from afar. The right-hand wall is decorated with curious loot filched during memorable capers down the guild's long history. Curios running the gamut from gilded and bejeweled masks to a mammoth bone chamber pot stolen from the Rainbow Palace can be glimpsed hanging from the wall. There are twenty of these trophies and each is worth 1d6x100 gold rilks.

A number of tables are positioned near the perimeter of the chamber. Each of these bears well-constructed miniature models of important buildings from around the city, reproduced in small scale, yet entirely accurate detail down to the smallest rat hole. Many are shown in cutaway allowing easy reference to the model's interior layout. A larger, round table dominates the floor. The table's surface is done in alternating black and white squares of ebony and ivory, and is flanked by seven straight-backed and well upholstered chairs. One chair is larger and higher-backed; this seat is that of the Guild Master.

A drapery in the south wall covers an open archway leading to a servants' corridor. A slave boy, his tongue cut out to ensure he never reveals any secrets discussed here, stands at attention behind the drape when the Master Thief is present, ready to serve him, act as message runner, or alert the guards of danger.

This room is in use 10% of the time, occupied by the Master Thief and six Guild officers. If the Master Thief isn't present in his office or his private quarters and this room isn't being used for a meeting, there is a 15% chance he is present here along with 1d4 guards.

32. Laboratory: The floor of this room is darkly colorful and complexly-whorled marble. Central lamps dangle from the ceiling, pushing back some of the gloom. A long table with many legs runs down the middle of the chamber like a large wooden centipede. Trash and debris line the base of the walls, piled near the many rat holes chewed into the baseboard. The table is covered with the tools of the magic trade, including beakers, alembics, carboys, tomes, skulls with candles set atop them, mirrors and lenses, old parchment scrolls, and similar items. If Hristomilo is still alive, there is a 50% chance he is present here, working his sorcery for the guild. His familiar, Slivikin, chitters unsettlingly from among the trash, rubbing his ratty hands and watching his master with gleaming red eyes.

The accoutrements in this room are valuable both monetarily (there are 1,000 gold rilks' worth of alchemical and arcane supplies, but they weigh over 100 lbs. and are cumbersome and delicate) as well as magically (a spell performed in this room gains a +1d bonus to its spell check, but this benefit can only be utilized once per day).

(NOTE: This description applies only to the time when Hristomilo was employed as guild warlock. After his demise, this room has either been sealed off entirely or repurposed, perhaps as a workshop for concocting the various incapacitating drugs and poisons sometimes employed by the Thieves' Guild.)

33. Art Gallery: This narrow room contains framed art and statuary hand-picked by previous Master Thieves' for their aesthetic qualities. There are 10 works of art present, each worth 1d4x1,000 gold rilks to the right buyer. However, each is so distinctive that it would be difficult to find a fence in Lankhmar willing to purchase them.

34. Armory: The door to this room is locked (DC 15 to pick the lock) and guild officers have the keys. Inside are six suits of chainmail and weapon racks containing two dozen longswords, a dozen short swords, ten shortbows, ten crossbows, 500 arrows, 500 quarrels, and 100 darts. These weapons and armor are only distributed in the event of a serious attack on Thieves' House or if the Guild or Lankhmar itself is at war.

35. Bookkeepers' Office: A pair of tables covered with ledgers and writing implements stands on the far side of the room, separated from the entrance by a pair of long tables. Guild thieves are required to report here upon returning to

the House with their nightly takes, depositing their ill-gotten gains for proper accounting. Two bookkeepers keep track of all the monies coming through this room and a quartet of guards keeps watch. All monies brought here are deposited in the adjacent vault for safe-keeping until transferred to the House's main vault located on an upper floor.

36. Night Vault: The door to this room is double-locked with intricate locks (DC 20 to pick) and require both locks to be unlocked or picked simultaneously. Failure to do so floods area 35 with poisonous gas. (Any in the room must make a DC 16 Fort save or suffer 4d6 Strength loss; anyone reduced to zero Strength is incapacitated for 2d6 turns and likely captured by the Guild. Pity them.)

The vault contains nine strongboxes, each locked (DC 15 to pick). Each holds mixed coins and jewelry worth a number of rilks equal to its number time 100. For example, the first chest open would contain 100 gold rilks in loot, while the fourth opened would have 400 gold rilks in treasure, and so forth. Remember that this vault contains only one evening's worth of criminal loot and that the Guild's main vault holds much greater wealth (and is much more securely protected).

37. Chirurgeon: A large table, darkened with old blood, rests in the center of this room. Side tables and shelves hold a collection of surgeon's tools, medicines, bandages, and other medical supplies. A locked chest (DC 15 Pick Lock check) holds three dozen healing restoratives (each heals 1d4 hit points). Thieves in good standing with the guild receive free medical care here. There is a 10% chance this room is in use and the Guild's chirurgeon (treat as Guild Officer) is here with 1d3 assistants and an injured thief.

38. Infirmary: Six beds are present here for injured or sick thieves to recuperate in. There are 1d5-2 thieves in various states of health present here. They are unarmed and carry nothing of value.

39a. Hristomilo's Quarters: The door to this chamber is protected by a *runic alphabet, mortal (block)* spell with a DC of 23. Beyond it is a room of opulence mixed with disar-

ray. A once-fine divan stands here, now stained with spilled food and rat droppings. A table bears a tarnished silver candlelabrum (50 g.r. value) depicting tormented souls writhing in some afterlife. Piles of trash line the room, heaped against the rat-holed walls. A hanging drapery covered with arcane symbols obscures the bedroom to the east.

39b. Hristomilo's Bedchamber: A large unmade bed with soiled bedclothes dominates this small side room that reeks of old garbage. Tiny rat footprints dirty the bed linens and a nest of trash is heaped beneath the bed. A large grimoire rests atop a writing desk, along with some rolled scrolls and a bronze dagger. The grimoire is Hristomilo's spellbook and holds 2d6 random spells of levels 1-3 plus *find familiar*, *Hristomilo's phantasmic fog*, and *Hristomilo's strangling fog*. The six scrolls are each a random spell scroll containing incantations of the judge's choosing.

A wardrobe holds a selection of robes in varying states of cleanliness. A chest, sealed by a *runic alphabet, fey (burn)* spell with a DC of 24, rests by the bed and contains the sorcerer's payments from the Guild. This sum totals 500 silver smerduks and 999 gold rilks.

NOTE: If the PCs encounter this area after Hristomilo's death, his room may be undisturbed. The thieves may be unable to breach the runic alphabet protection on the entrance or simply fear to trespass in the room of a dead sorcerer. If they have braved the chamber, anything of value is gone and the rooms may be serving a different purpose of the judge's choosing.

40. Journeymen Thieves' Quarters: A trio of journeymen thieves enjoys better quarters than their lesser-status guild brothers. The room is furnished with three comfortable beds, three storage chests, a pair of tables, some chairs, and a weapon rack holding three short swords, six daggers, one longsword, and a crossbow with a quarrel case containing 24 bolts. There are 1d5-2 journeymen thieves present here when this room is first entered, relaxing, playing Rat-Snake, or planning their next heist.

The chests are locked (DC 13 Pick Lock check to open) and contain mostly personal belongings. Each also contains 1d4x50 gold rilks' worth of coinage and personal jewelry.

SHOP WITH ATTACHED LIVING QUARTERS

The large majority of craftsmen and merchants able to buy or rent property in the city's Crafts Quarter work and live in the same building. This not only keeps costs down, but adds an extra level of security for their business. In theory, thieves are less likely to break into a shop while people are there. In practice, the benefits are negligible. These buildings run from small two-story structures to near-tenements with floor after floor stacked atop one another.

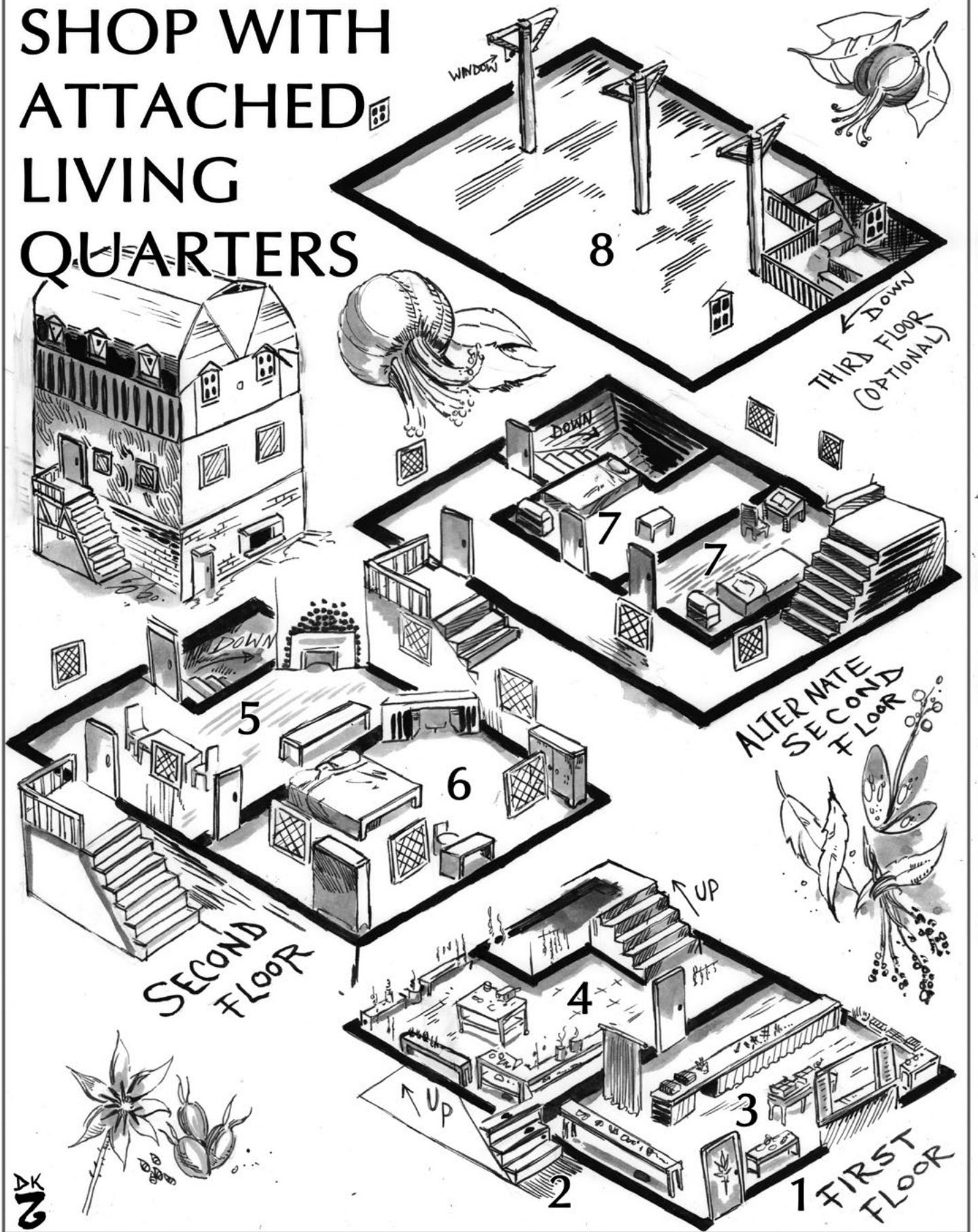
This location can be used to represent any poor-to-average shop in the Crafts Quarter when visited by the PC, regardless if their business there is legal or illegal. Alternate upper-floor layouts are provided, making it a simple matter for the

judge to vary the layout or add upper levels. Simply repeat the alternate second floor as many times as needed before "capping" the building with the optional third floor map.

MYRELL'S HERBARIUM

From this shop on Crafts Street, Myrell and her second husband, Troger, import, prepare, and sell all manner of herbs, spices, and vegetable-based products. Myrell is a native Lankmart who has a green thumb despite her urban upbringing. Her husband hails from Sarheenmar and married Myrell just two years ago after the death of her first husband. Both have stats as Peasants (DCC RPG p. 434).

SHOP WITH ATTACHED LIVING QUARTERS



AK
2

LOCATION KEY

1. Storefront: This shop is painted green and has a board over the door depicting brilliantly-colored plants. The words “Myrell’s Herbarium” are painted beneath the vegetation. A large shuttered window pieces the wall beside the door. These shutters can be swung open to expose a sales counter and on good weather days, Myrell or her husband man this counter, selling wares to passersby as well as clientele entering the shop. At night, the shutters are barred from the inside (DC 18 Strength check to break open) and the front door is locked (DC 15 Pick Lock check to open).

2. Outside Stairs: A flight of wooden steps leads directly to the building’s second floor. Myrell and Troger use these steps to access their living space when the store is closed. In other configurations of the building, the stairs are used by renters occupying the rooms above the business. The door is usually (85% chance) locked and requires either the proper key or a DC 12 Pick Lock check to bypass.

3. Sales Floor: Shelves filled with glass and ceramic jars containing fresh and dried herbs line the walls. Fresh herbs, flowers, and other plants are arrayed in vases on the central table and on the sales counter. Both Myrell and Troger are found here during business hours, selling their wares. Rarer and more expensive spices are kept behind the sales counter and available only for the asking. One shelf also has a number of herbal elixirs said to cure all manner of ills. The effectiveness of these draughts is left to the judge to decide, but all are 1 gold rilk or more in price.

During business hours, a coffer containing 134 iron tiks, 223 bronze agols, 17 silver smerduks, and 1 gold rilk is kept behind the counter. This is brought upstairs and kept in the strongbox when the shop is closed.

4. Workshop/Storage: Drying flowers and plants hang from the ceiling and a table covered with mortars and pestles, jars, presses, and other tools stands near one wall. Shelves containing excess inventory line one half of the fragrant-smelling room. A flight of stairs leads up to the second floor.

Myrell and Troger process their products here after store hours to keep up with the demand of their clients. Rare

spices worth up to 50 gold rilks are mixed among the lesser-value herbs and flowers. The door leading to area 3 can be locked (DC 10 Pick Lock check) but seldom is unless the couple expects trouble.

5. Kitchen: This cramped kitchen contains a small table with two chairs, two side tables containing foodstuffs and cooking implements, and a small oven. Three doors exit the room. Troger cooks all the meals for the couple, as Myrell cannot stand the thought of chopping more vegetables or dealing with spices outside of her daily workday.

6. Bedchamber: This room is colorful, with most fabrics dyed vibrant colors with the various vegetable-based dyes Myrell has access to. A large bed, a small hearth, wardrobe, and tables take up most of the space. Fresh rushes are spread across the floor. The room contains the couples’ personal belongings of small value, but a locked iron strongbox is concealed beneath the bed. This box (DC 14 to pick, but Myrell carries a key as well) holds the owners’ wealth: 345 iron tiks, 400 bronze agols, 300 silver smerduks, and 17 gold rilks.

ALTERNATE UPPER FLOORS

When this location is used for a different business or purpose, substitute the following floors if desired. If the upper rooms are rented instead of being occupied by the owners of the shop below, the door to the staircase leading down to area 4 is locked from the stair side (DC 12 Pick Lock check to bypass) to keep renters out.

7. Bedchamber: This incredibly cramped room holds a bed, a small table, and a chest for personal belongings. A shuttered window, usually stuffed with rags to keep out drafts, provides the only natural light and air. Each room is rented for 10 bronze agols a month. A poor lock (DC 10 to pick) is provided to the renter to secure either his door or the chest inside. Any other security precautions must be taken by the renter.

8. Loft/Storage: This large open area might be used as living space or simply a place to store unwanted/unneeded items. It might also serve other purposes, such as a sparring place, a dovecote, laundry room, or similar function at the judge’s discretion or need.

THE SILVER EEL

Down Dim Lane, about halfway between Cheap Street and Carter Street, lies an ill-looking two-story building. Its sole decoration is the pale metal serpentine sign with gaping jaws that hangs by the front door. This is the Silver Eel.

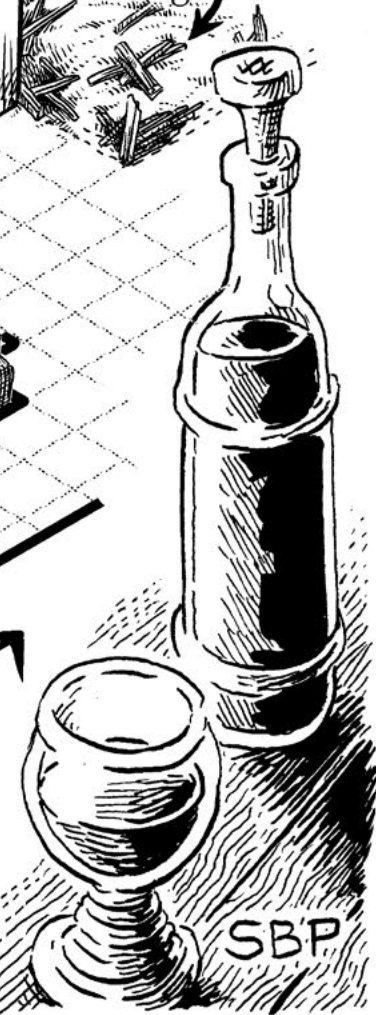
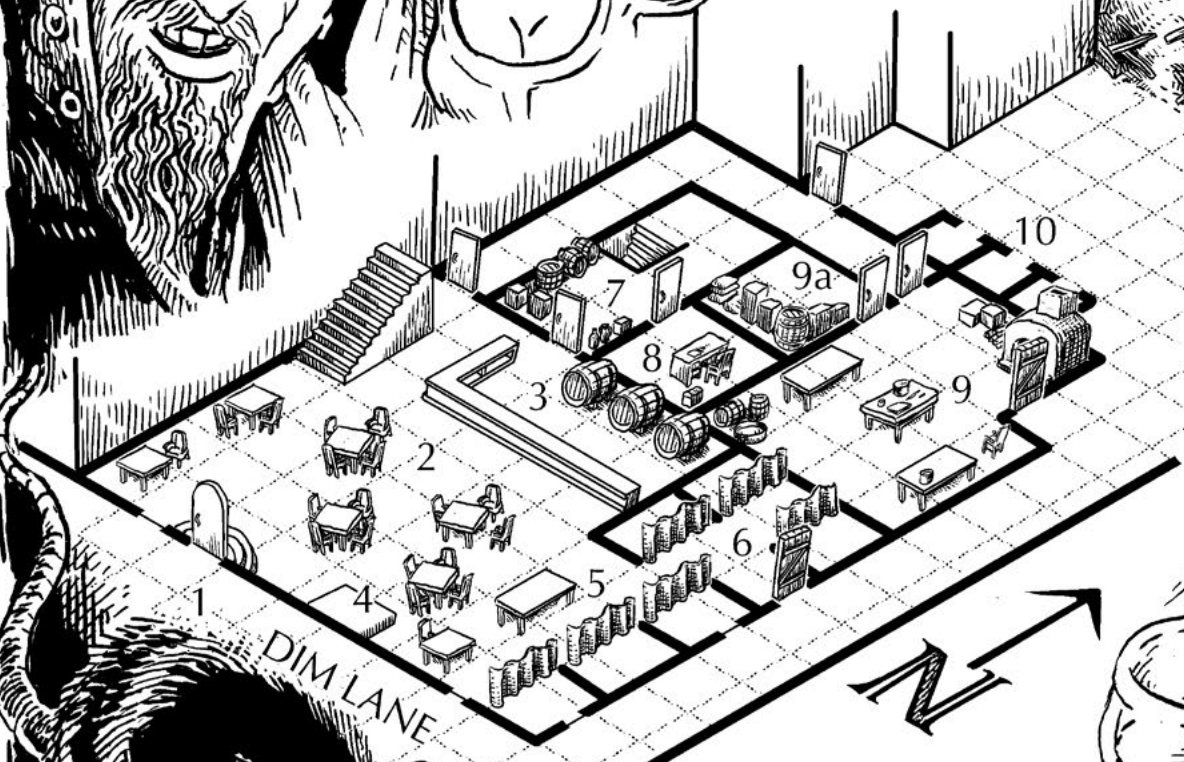
Known to be both disreputable and somewhat dangerous by Lankhmarts, the Silver Eel is frequented by all manner of martial men and their consorts. Foreign sellswords rub shoulders and bend wrists with off-duty Lankhmarines as slave girls dance for their enjoyment. Slumming noble rakes visit the Eel to enjoy a brush with danger and the occasional chance to show off their dueling prowess (but only with those drunker than themselves). But these characters

all pale in comparison to the Silver Eel’s most famous regulars: the Northern barbarian, Fafhrd, and his small, silk-clad companion, the Gray Mouser. If the Twain are in town, they can likely be found at the Silver Eel. If they’re not in the city, would-be employers have been known to hire other likely swordsmen or rogues they encounter in the tavern.

The Silver Eel has had a number of owners over the years. Cherig One-Hand, Sleyvas, and Braggi—all managed the tavern during the Twain’s time as regulars. Each owner has imagined the tavern’s numerous clientele would lead to a steady income and a fast fortune. However, the realities of managing the rowdy establishment often leads to disillusion.



Burned and Ruined Building



sionment after a handful of years and the owner sells the tavern to the next buyer looking to profit from the place.

Chucker-Out: Init +1; Atk blackjack +3 melee (1d3+2/2d6+2) or fist +3 melee (1d3+2) or club +3 melee (1d4+2) AC 12; HD 2d8+2; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +1, Will -1; AL N.

Average Patron: Init +0; Atk dagger +1 melee (1d4/1d10) or fist +1 melee (1d2) or club +1 melee (1d4) AC 10; HD 2d8; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +1, Will +0; AL Any.

LOCATION KEY

1. Entrance: A sooty lantern hangs besides the front entrance to the tavern. Entrance is through a low (6'-high) doorway. This doorway has both a slit leather curtain and wooden door hanging in the entrance. On warm weather, the door is left ajar and the curtain provides a modicum of privacy to the tavern's clientele. A chucker-out stands near the door, watching the common room with intense vigilance.

2. Common Room: The interior of the Silver Eel is slightly below street level, and three well-worn steps lead down to the common room from the main entrance. Numerous tables and chairs are set about this open area, all stained and dented, and marred by countless mug rings. During the daytime there are 2d12 patrons present. In the evenings, that number is doubled. During festivals and similar celebrations, there will be 4d12+12 customers enjoying the Eel's hospitality.

3. Bar Counter: A wooden counter near the north wall is manned by a single tavern-keep, aided by pot boy slaves. Great casks of beer and ale rest on stands behind the bar and bottles of wine hang from nets dangling from the ceiling. Open-top boxes holding glass and pewter drinking cups rest under the counter. In the evenings, the tavern's current master usually works the counter. During the daylight hours, one of the Eel's employees attends to the guests' drink orders.

4. Dancers' Stage: Little more than a raised platform not much larger than the tables surrounding it, this stage is the territory of one of the Eel's dancing slaves in the evening hours. Her gyrations and scanty dress attract the attentions of the guests, their hoots and howls of pleasure drowning out the silver bells she wears. Anyone getting too friendly with the dancer is shown the error of their ways with a blackjack to the back of the head by one of the Eel's beefy chuckers-out.

5. Rat-Snake Table: This long table is always crowded in the evenings as guests gamble away their coins on the most popular dice game in the city. A trusted slave tracks the bets, paying winners and collecting losses for the house. Two chuckers-out keep an eye on the proceedings and can quickly summon assistance if needed. The Gray Mouser has extraordinary luck at this table, leaving less-fortunate gam-

blers to mutter about his cheating ways—but never loud enough or near enough for him to overhear.

6. Booths: A number of secluded tables occupy the Eel's eastern end. Each of these tables is separated from its neighbor by a waist-high wooden partition and heavy curtains. These curtains have heavy chains and squares of metal stitched to them to prevent clients from stabbing one another through the draperies. Each booth contains a scarred and often charred table, chairs, and a small tabletop brazier that provides light and heat on cool nights.

7. Stock Room: Casks of the most popular ales and beers, as well as bottles of highly-demanded wine, are dragged up from the Eel's cellar and stocked here each afternoon in anticipation of the evening's rush. A flight of stone steps lead down to the tavern's cellar (not depicted), which is filled with casks of ale, bottles of wine, and other perishables in need of cool dark spaces.

8. Tavern-Master's Office: The door to this room is locked and the tavern owner has the sole keep (DC 13 Pick Lock check to bypass). A small table, a chair, and a strongbox are present here. Various invoices, inventory lists, reminders, and other business records are heaped on the table, held down by paperweights, ink pots, and a dagger. The strongbox is also locked (DC 15 to pick) and holds 2d100 iron tics, 3d100 bronze agols, 4d20 silver smerduks, and 2d12 gold rilks.

9. Kitchen: Nobody visits the Silver Eel for the cuisine, but drinking and dealing make for hearty appetites. A small staff consisting of a hired cook (a position with a high turnover rate) and 1d3 scullions keep the guests fed. Grilled meats and stuffed calf stomach are popular items. A low door leads to the tiny square behind the tavern, but it is kept bolted from the inside. The cook is loath to let clientele come and go through this door, but a hefty bribe would cause him to change his mind. A stocked pantry (area 9a) contains foodstuffs but no liquor or ale.

10. Privies: A pair of foul-smelling outhouses stands behind the Eel. Most customers just use the alley when nature calls, preferring to avoid the filthy privies and what might be lurking within them.

11. Rooms for Rent: Although not an inn, the Silver Eel has several small rooms for rent. These quarters can be rented for a few hours or a few days. A few bronze agols will get you a room for an hour, while five copper pennies will allow you to stay overnight. Each room comes with a single bed and chair, a clothesline strung up high across the room, and, if you're lucky, a window looking out over the alley.

12. Pulg's Room: The Number One Extortioner of small religions used this back room as his base of operations for many years and paid the Eel's owner handsomely to both retain the room and turn a blind eye to who came and went from it. Pulg decorated the room with a number of religious curios either gifted to him or stolen by his men. A painted

green idol of a many-armed snake woman dominates the room and hides a sidebar filled with expensive wines.

After Pulg's conversion to Issekianity, this room was no longer used by him and became available for rent once more. If the judge desires, Pulg may have left behind the room's decorations (seeing them as lesser trinkets compared to the glories of Issek). Who knows what strange properties they might possess or to what adventures they may lead?

13. Slaves' Quarters: These small rooms are the living quarters for the Silver Eel's slave staff. Each room contains

two or three beds, a shared chest containing personal items, and a table that sometimes doubles as a bed. In general, the tavern's dancing girl slaves and female cup-bearers have better quality rooms and more space, while the establishment's scullions and pot-boys have more uncomfortable quarters.

14. Closet: The storage space holds cleaning supplies, extra candles, rags, and other mundane goods necessary for cleaning and resupplying the rooms on this floor. There is a 10% chance an illicit liaison is occurring in the closet at any given time.

STREET MARKET

Lankhmar is a place of commerce, but not all business transactions occur in established shops or craft halls. In the countless courts, dead ends, and even alleyways, impromptu markets spring up as those too poor to own a shop or who dwell outside the city seek to exchange goods and services for bronze agols and the rare silver smerduk. Most of these street markets come and go on the whims of their merchants, but a few have become established presences in the city, operating on a set schedule. These regular markets are largely farmers' markets, but usually offer goods and services beyond mere produce.

THE FIVE KNIFE-POINTS MARKET

One of Lankhmar's regular street markets, this outdoor bazaar is held in Cold-heart Court, a wide meeting place of five streets in the city's Carousing Quarter. One wag once observed the five streets are "like five sharp knife points stabbing at the Cold-heart," and this remark gives the market its name.

Five Knife-Points Market is a collection of tents, booths, and stalls crowded around a central fountain. It operates only during daylight hours, usually opening for business an hour after dawn. At night, only lonely booth frameworks stripped of their canvas coverings remain. Five Knife-Points Market serves mostly as a farmers' market, but other goods are sold here as well. A small slave market operates out of the court's eastern end, and, while not as well-stocked with illicit, licentious, or dangerous goods as the Plaza of Dark Delights, some illegal or smuggled goods are available for sale here—assuming you know who to talk to.

Although patrolled by the city watch and some of the vendors employ brawny assistants to dissuade thieves, the Five Knife-Points Market is prime real estate for lesser-ranked brothers of the Thieves' Guild. Any character wandering the crowded market has a 15% chance of attracting the attention of a pickpocket who has a +4 bonus to his Pick Pocket checks. If caught, they attempt to flee. Use stats for Bandit (DCC RPG p. 432) if necessary, replacing the scimitar with a dagger.

Space precludes us from detailing every single booth, stall, and tent in the Five Knife-Points Market. If the judge needs

to quickly determine what a particular vendor is hawking, roll on the following table:

Street Market Vendor Table

Roll 1d24	Event
1-9	Fresh produce
10	Cooked meats
11	Barber
12	Glass and ceramics
13	Tinker/tin-smith
14	Cloth
15	Household tools (shears, cooking utensils, simple tools, etc.)
16	Shoes, boots, and sandals
17	Live poultry
18	Ale tent
19	Pickled meats and vegetables
20	Garments
21	Leather goods
22	Candles and lamp oil
23	Common spices and herbs
24	Cheeses

The buildings around the perimeter of the market are left undefined. Most are likely tenements, taverns, shops, warehouses, or private homes, but their exact function is left to the judge to determine. Consult *Lankhmar: City of the Black Toga* for additional information about quickly determining a building's size, construction, and purpose if necessary.

Average Vendor/Slave: Init -1; Atk kick or punch -1 melee (1d2) or improvised weapon -2 melee (1d4); AC 10; HD 1d6; MV 30'; Act 1d20; SP none; SV Fort +0, Ref +0, Will +0; AL Any.

STREET MARKET

Five Knife-Points Market



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

Slave Master: Init +0; Atk cudgel +2 melee (1d4+1) or whip +1 melee (1 plus DC 10 Reflex save or become entangled); AC 11; HD 2d8; hp 10; MV 30'; Act 1d20; SP whip entangle (victim suffers -4 penalty to all actions until freed; can free himself with a DC 12 Strength or Agility check or by inflicting 3 points of damage to the AC 9 whip); SV Fort +2, Ref +0, Will +2; AL C.

LOCATION KEY

1. Fountain: A cracked marble fountain burbles intermittently, providing drinking water for the neighborhood and market vendors. The market's ale sellers encourage rumors that the fountain water is tainted and thirsts are best slaked in their ale tents.

2. Constable Watch Post: Little more than a wooden roof on four posts to provide a patch of shade, this station is manned by four watch constables. Two patrol the market at

any given time, while the other pair stays at this post. Constables assigned to this post tend to be on punishment detail and are even more corrupt than their counterparts.

3. Slave Market: Twice a week, slaves are sold on this raised wooden stage. None of the slaves are high quality, and tend towards the old, sickly, or quarrelsome. The slave master nevertheless does brisk business with local businesses in need of cheap, easily-replaced labor. The average cost of a slave is 3d10+50 silver smerduks. Sale is by auction.

4. Slave Posts: A trio of stone pillars are set into the ground here and adorned with manacles, chains, and iron hoops. Twice a week, when the slave market is operating, 6d6 slaves are chained here waiting sale. The locks are of average quality (DC 10 to pick) and the slave master and his 2d3 assistants hold the keys.

5. Senjen the Dyer: Tubs filled with colored dye crowd this tent, overseen by a particolored-armed Ilthmart. Senjen dyes cloth for his clients, offering same-day service. Senjen also surreptitiously sells poisons to those wishing to dispatch an unfaithful lover or business rival. These poisons must be administered orally but otherwise act as tarantula

poison (see DCC RPG p. 446). He sells them for 10 gold rilks per dose. Senjen's poisons have the unintended side-effect of dying the victims' lips blue and it may only be a matter of time before his secret side business is discovered.

6. Brogi's Brew Tent: A thin Lankhmart sells ales and beers from a wooden booth at this location. Brews are dispensed in cheap wooden cups Brogi buys by the gross and his cups are often found smashed and strewn across the market court at close of day. Brogi has a 60% chance of knowing something about any scheme, plot, assignation, or other surreptitious activity occurring in Lankhmar and his tent is visited by an eclectic variety of clientele, all seeking information.

7. Drun the Knife-Sharpener: This tent holds little more than a bulky Mingol, a sharpening stone, and a large assortment of files and whetstones. Drun charges 5 bronze agols per blade to restore them to razor sharpness. Drun is a master of his art and there is a 10% chance per blade that the implement gains a temporary +1 damage bonus for 1 month.

8. Rags and Paper: Theless, a Lankhmart woman, sells old rags, scraps of parchments, decaying paper scrolls, and similar materials from this tent. A small basket of these cast-offs costs 5 silver smerduks. There is a 5% chance that a purchased basket contains something of overlooked value or interest, such as private information, arcane wisdom, or even treasure maps.

9. Elbess the Beggar: A scrawny, dirty male wrapped in old clothes sells found junk, displayed on a dirty blanket at this location. His wares are trash and he is more often paid by passersby to leave them alone than to acquire his goods. Elbess' real purpose in the market, however, is to keep an eye on goings-on and report them back to his masters at Thieves' House. If any object of unusual interest or value makes it way to the Five Knife-Points Market, Elbess is sure

to hear of it and pass the information on to his superiors.

10. Oblo's Mushrooms: A grizzled male from Tovilyis sells rich-smelling mushrooms here. Most are ordinary and nutritious, but he occasionally (15% chance) has rare varieties for sale. These exotic fungi may produce visions or, if used by someone with the Healer benison, allow for the creation of a healing restorative that restores 1d6+1 hit points. Oblo even sells mushrooms from Quarmall from time to time and has a business connection in that subterranean metropolis. For the right price, Oblo can arrange to introduce the party to his contact or get word of events happening in Quarmall.

11. Vinglia the Seeress: An ancient crone squats atop a weirdly-patterned rug in the small vacant area between two booths. She casts fortunes for the curious, throwing a mixture of sea shells, animal bones, and dice into a wide, flat bowl of verdigris-encrusted brass. She charges 5 copper pennies if her divinations reveal bad news and 1 silver smerduk if she predicts good fortune. Surprisingly, she doesn't appear to predict good fortune more often than bad. If a PC wishes her fortune told, she makes a Luck check. If successful, she gains a 1d3 points of fleeting Luck. If the check fails, she loses 1 point of permanent Luck instead.

12. Tonics and Purgatives: A dwarf (the extremely short human kind) named Lem sells powdered elixirs and medicines purported to cure sickness and restore good health. Aside from the occasional placebo effect, these potions are ineffective. Lem sells his medicines from 2d6 bronze agols to 3d6 silver smerduks per 1d4+1 doses. While his wares may be worthless, Lem is in possession of valuable information: he formerly worked as a jester for the previous Overlord and has an intimate knowledge of the Rainbow Palace—including entrances most have forgotten about. He is willing to share his knowledge for a price, but it won't be cheap.

WAREHOUSES AND ROOMING HOUSE

The neighborhoods along the River Hlal are dependent on the commercial traffic generated by both the docks and the Grain Gate. Shipments of cargo arrive daily from the numerous vessels docking at the river's stone quays, while seemingly endless wagonloads of grain are delivered by tired and hungry drovers. The residents of the River Quarter learned long ago how to turn a profit from these enterprises.

Numerous warehouses line the streets running along the Hlal. Many are owned by shipping concerns and used solely for their benefits. Others are rented storage facilities whose owners lease floor space to merchants and ship captains. Yet others are in disrepair or abandoned, home to whatever vermin and illicit activities decide to move in.

In addition to these structures, other enterprises are tucked away down alleys and side streets. These run the gamut from rooming houses, bordellos, gambling clubs, purveyors of exotic goods, and other businesses catering to the needs of sailors and drovers.

THE WEARY SAILOR AND ENVIRONS

The Weary Sailor and the trio of warehouses adjacent to it are examples of just one section of the River Quarter. The judge can easily replace the rooming house with another business and/or alter the status and contents of the nearby storage facilities to represent other city blocks near Lankhmar's river.

LOCATION KEY

1. Abandoned Warehouse: This building is run down and missing shutters from its windows. A gaping hole in the roof allows rain and wildlife to enter its rotting interior with ease. The building's interior has a 30'-high ceiling and a 15'-high wooden catwalk runs around the inside perimeter. The catwalk is spongy with rot and anyone risking it must make a Luck check or fall through, suffering 1d6+2 damage. The

warehouse's windows are set 20' up the wall, allowing light and determined climbers to enter.

There is a 25% chance that this building contains inhabitants after dark. Roll 1d6: (1-4) 1d4 vagabonds; (5-6) 1d3 rat swarms. Both might attack a weak-seeming or injured party.

2. Empty Office: A rickety desk and chair occupy this dusty and trash-strewn room. The walls are rat-gnawed and something has used it for a latrine. A DC 13 Intelligence check notices that one of the floorboards is loose. Prying it up reveals a cavity containing a small lead tablet inscribed with mystical symbols and the words "Rygylla, apprentice of Hristomilo. Thrice bound, thrice cursed, thrice damned." The purpose and origin of the tablet is left to the judge's imagination.

3. Profitable Warehouse: Similar to its neighbor, this building stands 30' tall with windows set 20' up the walls. The windows' shutters are open during the day to allow light into the gloomy interior, but closed and barred at night (DC 15 Strength check to pry open and the check suffers a -1d penalty unless the person attempting it has a solid perch to work from). A 15'-high catwalk runs around the interior perimeter. A flight of stairs and a pair of ladders allow access to the catwalk. Stacks of cargo, largely crates and barrels, are piled about the room. These run from 5' to 25' in height.

During the day, there are 2d6 workers moving cargo and performing other menial tasks. After dark, two hired guards patrol the interior and front exterior of the building, protecting the cargo inside and running off loiterers. These guards are considered Men-at-Arms (see DCC RPG p. 434) except they are armed with halberds and daggers instead of battleaxes.

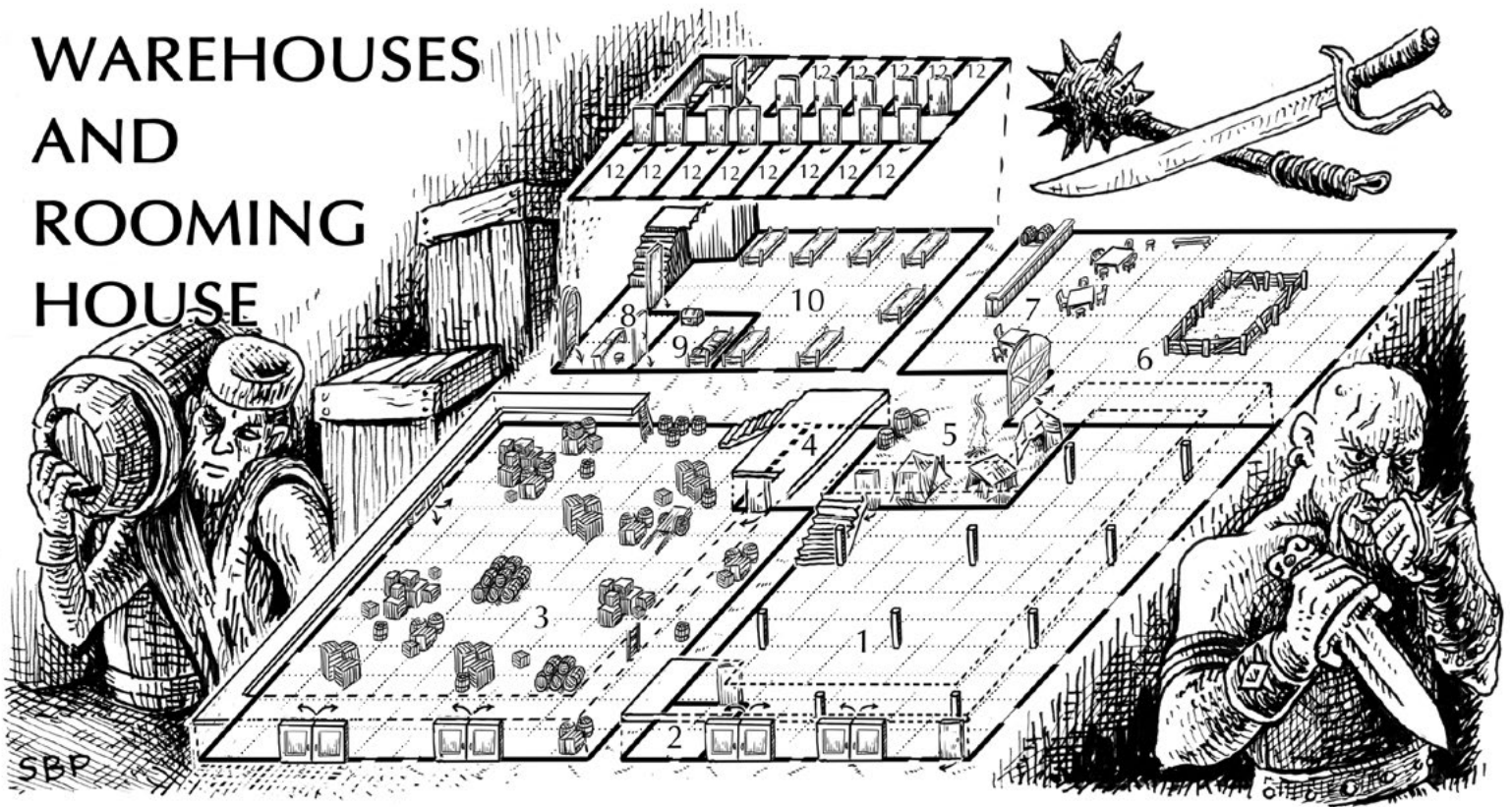
4. Warehouse Office: A writing desk and several chairs crowd the floor of this dimly-lit room. A pigeonhole rack hangs from one wall and contains manifests, contracts, and similar documents pertaining to the cargo inside the building. The warehouse's manager, the owner's brother-in-law, keeps things running. He's not especially fond of his sister's husband and has been skimming profits from the business for years. A party discovering this fact could easily blackmail the man, gaining use of the warehouse for all manner of nefarious purposes. The office contains a locked strongbox (the manager has the key) with 234 silver smerduks and 77 gold rilks in it during the day. The box and contents are removed at night.

5. Vagabond Camp: A trio of hovels made from discarded lumber and sail cloth crouch haphazardly around a trash fire at the end of the alley. Five vagrants (four with stats as Peasants and one as a Bandit, DCC RPG pp. 434 & 432) sleep and drink rotgut wine among the squalor. The bandit-stated vagabond is a spy for the Thieves' Guild and keeps an eye on who comes and goes in the neighborhood and the activities at the pit fight next door. He keeps his scimitar concealed in his hovel. Groups of three or less people entering this area will be besieged with pleas for money. If the vagabonds are sufficiently drunk and desperate, they may attack a solitary traveler. The spy only attacks in self-defense. The vagabonds have 2d10 iron tiks and 1d4 bronze agols among them.

6. Pit Fight Building: A former warehouse, this building now hosts pit fights three nights a week. A waist-high wooden partition surrounds a sandy floor in the center of the room, and it is inside this square that bouts are held. On fight nights, the building holds 2d10+50 people wagering on the matches. The fights are supposedly non-lethal,



WAREHOUSES AND ROOMING HOUSE



but 25% of them end in the death of a combatant. There are 2d6+6 pit fighters present on a fight night (stats as Men-at-Arms). Guild thieves work the crowds and any non-guild thief choosing to pick pockets will be noticed 85% of the time and will soon face the consequences of practicing unlawful crime in the city.

7. Bar: A crude counter of scavenged wood serves as a bar on fight nights and is operated by two barkeeps. Drinks are from tapped ale barrels hauled in on fight nights and served in haphazard and seldom clean drinking vessels. Any requests for a drink other than ale are met with scowls and insults. A burly man with a sword and dressed in chainmail (treat as Man-at-Arms) keeps an eye on the impromptu tavern's till which contains 126 iron tiks, 56 bronze agols, and 43 silver smerduks.

8. The Weary Sailor Rooming House: Beyond the front door of this two-story, rickety-looking wooden building is a cramped foyer bisected by a counter. A one-eyed Mingol named Churg mans the counter, dealing with guests in broken, often indecipherable Low Lankhmarese. Rooms in the common room (area 10) are 5 iron tiks a night (plus 1 bronze agol if you want scratchy and louse-infested blankets), while a private room upstairs is 1 silver smerduk per night.

Churg: Init +2; Atk battle-axe +2 melee (1d8) or shortbow +2 ranged (1d6+2); AC 12; HD 2d8; hp 10; MV 30'; Act 1d20; none; SV Fort +3, Ref +2, Will +0; AL N.

9. Rooming House Office and Sleeping Quarters: This is Churg's bedroom and office. It contains a single bed, a battle-axe, a mop and broom, and a strongbox

with 300 iron tiks, 67 bronze agols, and 100 silver smerduks in it. At night, Churg can often be found here drinking sour wine and pondering his life choices.

10. Common Room: Seven triple-bunks line the perimeter of this room and foul rushes cover the wooden floor. A handful of pegs driven into the walls are available to hang clothes on if you don't mind them being stolen. The room stinks of body odor, sour wine, and filth, but for those who have the tiks to spare, it beats sleeping in the street on cold, damp nights. The room is always filled to capacity and Churg sometimes overstuffs the sleeping space, leading to brawls and stabbings. A DC 12 Personality check and a bared blade are usually sufficient to claim a bunk for one's own.

11. Privy: Stinking worse than the common room below, this small room holds a chamber pot and a wash basin filled with dirty water. Guests are expected to empty the chamber pot out the window near the stairs, but seldom do. Many guests on the upper floor simply use the window in their room when nature calls.

12. Private Room: Each of these oversized closets contains a single, narrow bed, clean(ish) bedclothes, and a half-dozen wall pegs and hooks to hang clothes on. A one-shutter window can be opened to let in a breeze and light. Otherwise, guests are expected to provide their own candles. The doors have no locks, but a hook-and-eye fastening on the inside allows them to be somewhat secured at night. Breaking into a locked room, however, is a simple matter, so most guests sleep armed. Of the thirteen rooms here, 3d4+1 will be occupied at any given time.

WEALTHY VILLA

While much of Lankhmar's money is in the hands of the various noble families who dwell in estates near the Rainbow Palace (see *Masks of Lankhmar* for an example of one of those estate manor houses), the number of rich commoners seems to increase every year. Most of these "recently moneyed" residents live in the city's appropriately-named Rich Men's Quarter, but that's not to say that lavish homes can't be found outside both the Rich Men's and the Noble Quarters. One such example is the house of Muulsh the Moneylender, a three-story home that stands near the banks of the Hlal, close to the warehouses serving the docks. Hisvin the Grain-Merchant has a similar abode across the street from the dreaded Temple to the Gods of Lankhmar on the Street of the Gods.

While the following description details the home of Muulsh, it and its floor plan can easily double as the mansion of any non-aristocratic yet wealthy resident of Lankhmar. Chances are that the PCs will visit such a home at least once in their adventuring career – whether they're invited or not!

HOUSE OF MUULSH THE MONEYLENDER

Despite its name, the mansion belonging to Lankhmar's most usurious moneylender wasn't constructed by him. Instead, the home belonged to the family of Atya, his wife. Like Atya, herself, Muulsh purchased the property with his lavish funds after his father-in-law's death and took up occupancy with his wife and staff of house and body-slaves. After Atya's sudden disappearance, Muulsh maintains occupancy in the home and remains there, vowing never to marry again.

The House of Muulsh is a square, three-story, flat-roofed structure. A small walled garden separates it from the streets outside and grants it a modicum of privacy in the otherwise busy neighborhood near the docks. Large warehouses surround the property on three sides and are within easy leaping distance of the house's roof, a fact which only recently has troubled the building's owner.

Muulsh employs the Slayer's Brotherhood to keep watch over his home, trusting paid mercenaries more than slaves to keep his throat uncut. The ground and second floors have 1d3 Slayers patrolling them on random schedules, while the third floor has a single guard stationed in the corridor outside the main rooms.

Muulsh the Moneylender: See *Lankhmar: City of the Black Toga* p. 38.

Atya: See *Lankhmar: City of the Black Toga* p. 35.

Slayers' Brotherhood Guard: Init +2; Atk axe +3 melee (1d8+1) or longsword +3 melee (1d8+1); AC 14; HD 2d12+1; MV 25'; Act 1d20; SP none; SV Fort +3, Ref +2, Will +0; AL N.

Slave: Init +0; Atk fist +1 melee (1d2) or possible tool/kitch-

en utensil +0 melee (1d4); AC 10; HD 1d4; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +1, Will +0; AL L.

LOCATION KEY

1. Foyer: A marble-floored hall with a flight of broad stairs leading upwards greets visitors arriving via the front door. The marble is black with iridescent green veins running through it, and more than one visitor has commented how much it resembles the sheen of a raven's wing.

2. Salon: Comfortable divans and seats rest atop a colorful rug from the Eastern Lands. Small low tables bearing exotic but not-too-expensive curios add to the aura of opulence. Trays of sweetmeats and bottles of liqueurs are arranged here during formal gatherings in the home.

3. Study: Bare shelves cover most of this room's walls. Once they contained a number of tomes and scrolls, but Muulsh sold them when he took occupancy of the house. The few pieces of literature that remain are licentious in nature. Muulsh seldom uses this room.

4. Office: Several tables bearing large ledgers, writing implements, and stacks of contracts and other items related to Muulsh's profession fill this room. Although seemingly chaotic in arrangement, Muulsh can always find whatever he seeks quickly. Others might require a prolonged search if looking for a specific piece of information or record. The moneylender can be found here most often during daylight hours, rubbing his hands in glee at the thought of interest accruing on the sums lent to others.

5. Dining Hall: This cavernous room sees little use. A long central table can seat up to sixty people, but Muulsh has never been one to throw lavish dinners. The leviathan bone chandelier hanging over the table is worth a small fortune (1,000 gold rilkis) but nearly impossible to steal due to its size and weight.

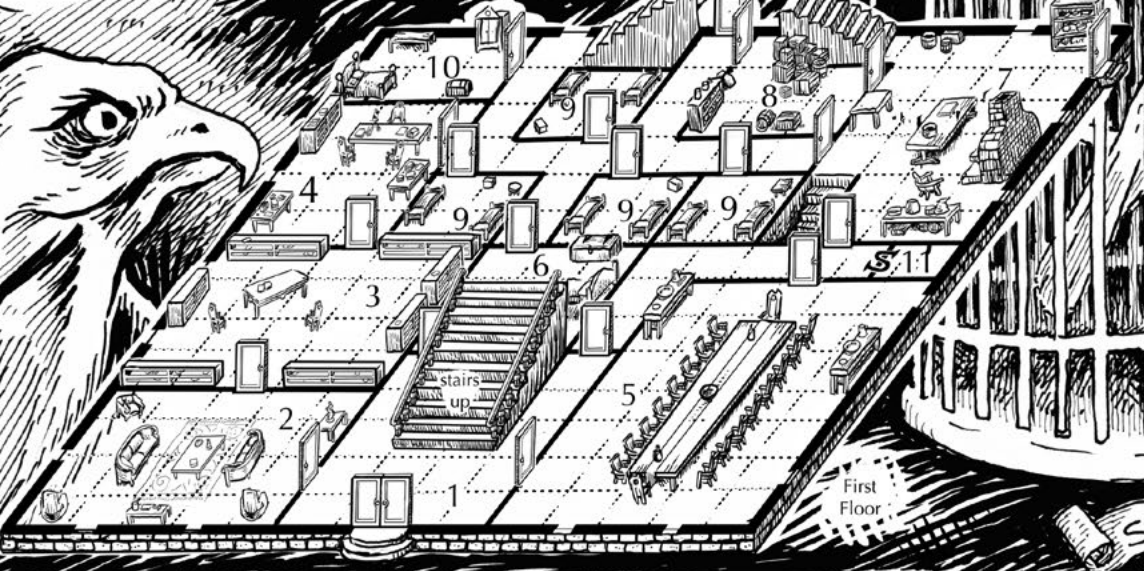
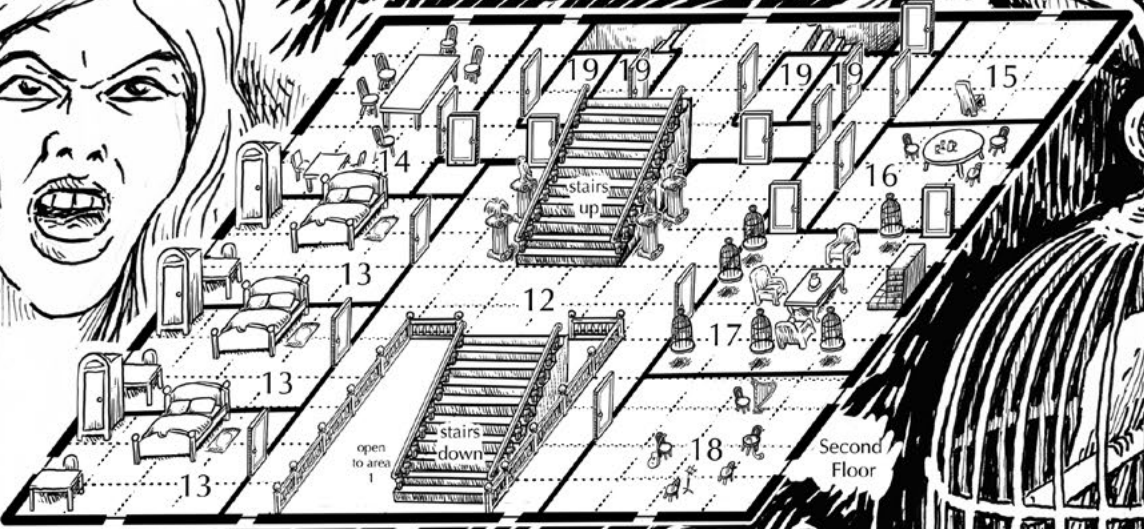
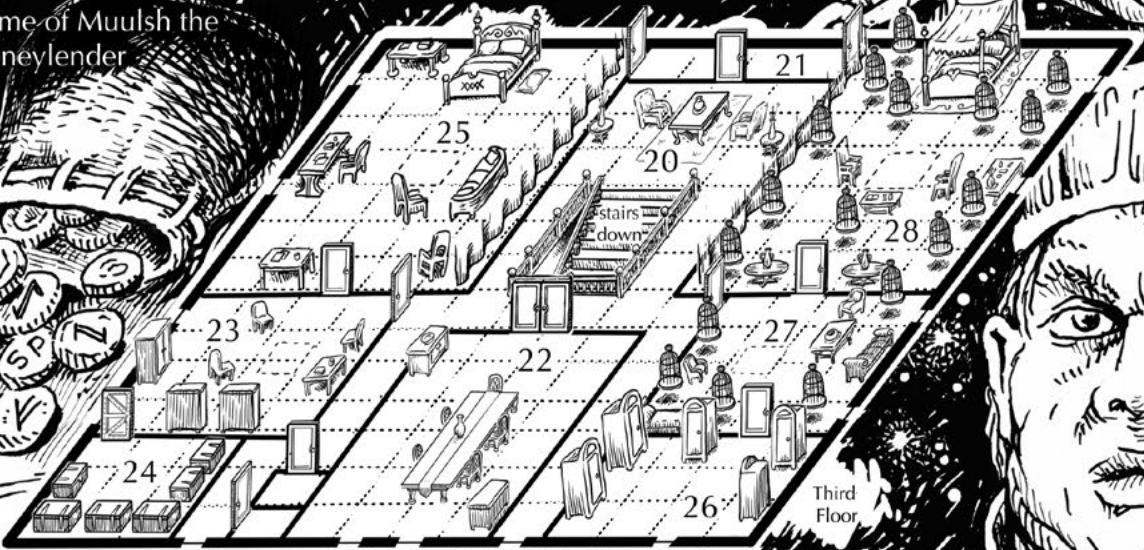
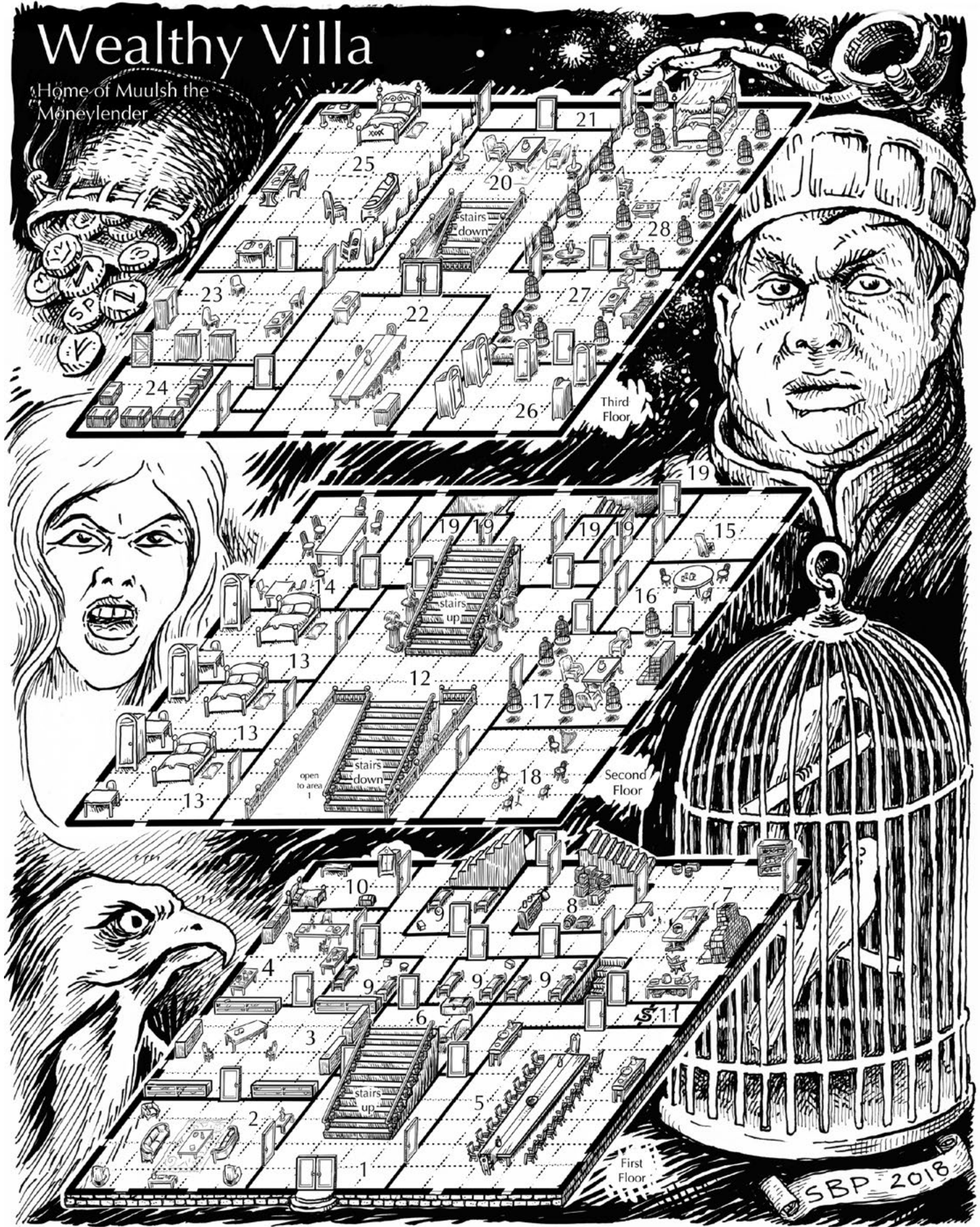
6. Matron of Slaves' Quarters: The eldest and most trusted female slave in the house has these quarters. It is her task to oversee the other female and child slaves in the house. The room contains a somewhat comfortable bed, a wardrobe filled with cast-off clothes once owned by Atya, and the Matron's few private possessions. A coiled whip hangs on a peg and is used for correcting infractions among the staff.

7. Kitchen: This large room contains all the expected tools and items needed to cook for the house's master and his slaves. It is overseen by the cook (an elderly slave loyal to Muulsh) and a pair of potboys and scullions. The cook owns a large mastiff, which protects the kitchen from slaves looking for a late night snack and from intruders. Two flights of stairs lead to the building's second floor and down into the root cellar beneath the manse (not depicted).

Mastiff: Init +1; Atk bite +4 melee (1d6); AC 13; HD 1d12; hp 8; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +1, Will -1; AL N.

Wealthy Villa

Home of Muulsh the Moneylender



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8. Stores: A combination pantry and general household supply store room. Deliveries made to the manse's back door are quickly deposited here until needed.

9. Slave Quarters: Each of these small rooms is the living space of 1d3 household slaves. They contain simple furnishings, a few meager personal items such as grooming and hygiene supplies, and rings set into the wall to chain troublesome servants.

10. Muulsh's Body Slave's Quarters: Muulsh's personal valet and assistant sleeps in these comfortable quarters. He is adept in mathematics and has a near eidetic memory for faces and names. He accompanies Muulsh wherever the moneylender goes and helps oversee his master's daily business. The room contains the third-most comfortable bed in the house, a wardrobe of cast-off clothes once belonging to Muulsh, and a writing desk with scribe supplies.

11. Secret Stairs: A flight of narrow spiral steps is concealed behind a secret door (DC 15 Intelligence check to detect). They lead to a secret cellar under the house. Muulsh is unaware of the existence of the stair or the subterranean chambers it leads to. Atya, however, is well aware of them and the forgotten mysteries found therein.

SECOND FLOOR

12. Gallery: This U-shaped hall runs around the perimeter of the stairs leading up to the third floor. Murals depicting the city of Lankhmar, strange bird-shaped statues of pedestals, and portraits of Atya's family decorate the space. There are a total of 13 pieces of art and each is valued at 1d6x100 gold rilks.

13. Guest Rooms: A large dusty bed, dressing table, wardrobe, and similar furnishings occupy these rooms. Muulsh seldom has guests and these chambers go largely unused.

14. Slaves' Common Room: A large table surrounded by a handful of chairs, old rugs on the floor, and a smaller table with greasy gaming pieces occupy this room. Slaves generally take their meals here and relax in each other's company during the brief personal time allotted them by their masters. There is a 45% chance 1d4 slaves are encountered here except during the dead of night.

15. Discipline Room: A number of coiled whips and rattan canes are kept in this small room. Three sets of manacles are affixed to the walls. Slaves are brought here for punishment or for questioning when household items go missing.

16. Attendants' Chamber: A trio of chairs and a small table bearing a pitcher of water and a pair of goblets are all that is found here. Body slaves and other servants of guests visiting the house's mistress wait here while their masters gather in the salon next door, ready to attend their duties if summoned by a bell. This room has seen little use since Muulsh took occupancy of the mansion.

17. Mistress' Salon: This comfortable chamber has a small hearth, a number of soft chairs, and a half-dozen hanging bird cages. It is intended as a space for the mansion's lady to entertain guests, but as Atya seldom receives visitors, the room is unused. Even the bird cages are empty.

18. Music Room: Dusty instruments and scattered chairs are all that this room contains. In better days, music was played here by house slaves for the masters' enjoyment, but Muulsh has little interest in music and the loud noises disturb Atya's birds.

19. Storage Closet: A small space holding linens, candles, and other common household goods.

THIRD FLOOR

20. Sitting Area: A thick Eastern rug and a pair of stuffed chairs occupy this broad landing at the top of the stairs. In theory, the master and mistress of the house could sit here and discuss their days, but given Muulsh's and Atya's stormy relationship, this area stands neglected. Servants keep it free from dust.

21. Servants' Corridor: This plain hall connects both tiring rooms and is used by servants when performing their

duties or bringing messages to their masters. In theory, it also allows the spouses to visit one another in the night, but it hasn't been used for this purpose in far too long for Muulsh's tastes.

22. Private Dining Room: A long, polished table of exotic wood is flanked by softly cushioned chairs of the same material. Sideboards containing silverware (25 gold rilks' worth) and serving dishes stand near the walls. Ten portraits of Atya's ancestors line the wall (10-30 g.r. value each). Muulsh and Atya dine here, usually alone – together on rare occasions.

23. Master's Antechamber: A number of wardrobes filled with well-made but drab clothes, chairs, and tables fill this room. A roof window is set into the ceiling, allowing in air and light. The roof window is typically closed and secured, however, with a stout and well-made lock (DC 15 to pick).

24. Vault: A locked, iron door (DC 20 to Pick Lock or Strength checks to bypass without the key) secures this small room containing five strong boxes. These boxes are also locked (DC 15 Pick Lock checks) and chests #4 and #5 are trapped (DC 15 to Find/Disarm Trap checks). Chest #1 holds 2,674 bronze agols. Chest #2 contains 4,500 copper pennies. Chest #3 has 1,245 silver smerduks. Chest #4 is trapped with a gas trap that fills the room with caustic chemicals (all present suffer 3d6 damage and their skin turns ashy gray; a DC 15 Fort save reduces damage by half). It holds 3,000 gold rilks. Chest #5 is trapped with poison darts. (DC 14 Reflex save or hit by 1d6 darts. Each dart does 1 point of damage, but also requires a DC 15 Fort save or lose 1d5 Stamina and become dazed [half movement and -2d penalty to all rolls] for 10 minutes per lost Stamina point.) It contains 100 diamond-in-amber glulditches.

25. Master's Tiring Room: A large bed, divan, low tables, and a thick blue rug make this room comfortable, if plain. Tapestries depicting piled coins and huge jewels hang along one wall, giving testimony to the owner's ava-

rice. A longsword and dagger are stowed under the bed for Muulsh's protection should intruders ever reach this room. A single roof window is set in the ceiling, but it is always closed and secured with a cunning lock (DC 15 to pick).

26. Mistress' Closet: Wardrobes containing finery fill this room. There are 20 exquisite gowns each worth 100 gold rilks among the lesser-quality (yet still finely made) clothes. Hidden among the clothes is a dark robe with long, flared sleeves that resemble wings. This is the garb of Atya when she performs her duties as priestess to Tyaa.

27. Mistress' Antechamber: A servant's bed, short divan, upholstered chairs, and a lavish rug depicting a raptor in flight are present in this chamber. A half-dozen birdcages, home to colorful song birds, hang from the ceiling. A slave is always present in this room when Atya has retired for the evening, ready to spring to her mistress' call. Otherwise, the birds are usually the sole occupants. As in area 23, a roof window allows light and air to enter. Unlike its counterpart, however, it is often open and unlocked.

28. Mistress' Tiring Room: Soft draperies, rugs, downy bedclothes, and other touches give this room a nest-like quality. A gleaming parquet floor is visible under the rugs, and a number of tables hold cosmetics, sweetmeats, and bric-a-brac. The chairs and tables are fragile-seeming, like a bird's bones. A dozen birdcages containing song birds and mimics dangle on chains from the ceiling, many at head-height. A roof-window, open in good weather, pierces the ceiling in the center of the room.

During her time as mistress of the house, Atya spent much of her time here among her birds and away from the undesired caresses of her husband. A secret compartment (DC 12 Intelligence check to notice) is set into one of the tables and contains a gold amulet depicting a winged woman with fierce features and outstretched talons (85 gold rilks in value). After her disappearance, Muulsh gets rid of the birds and takes his wife's former hair-dresser as his concubine, giving her these quarters.

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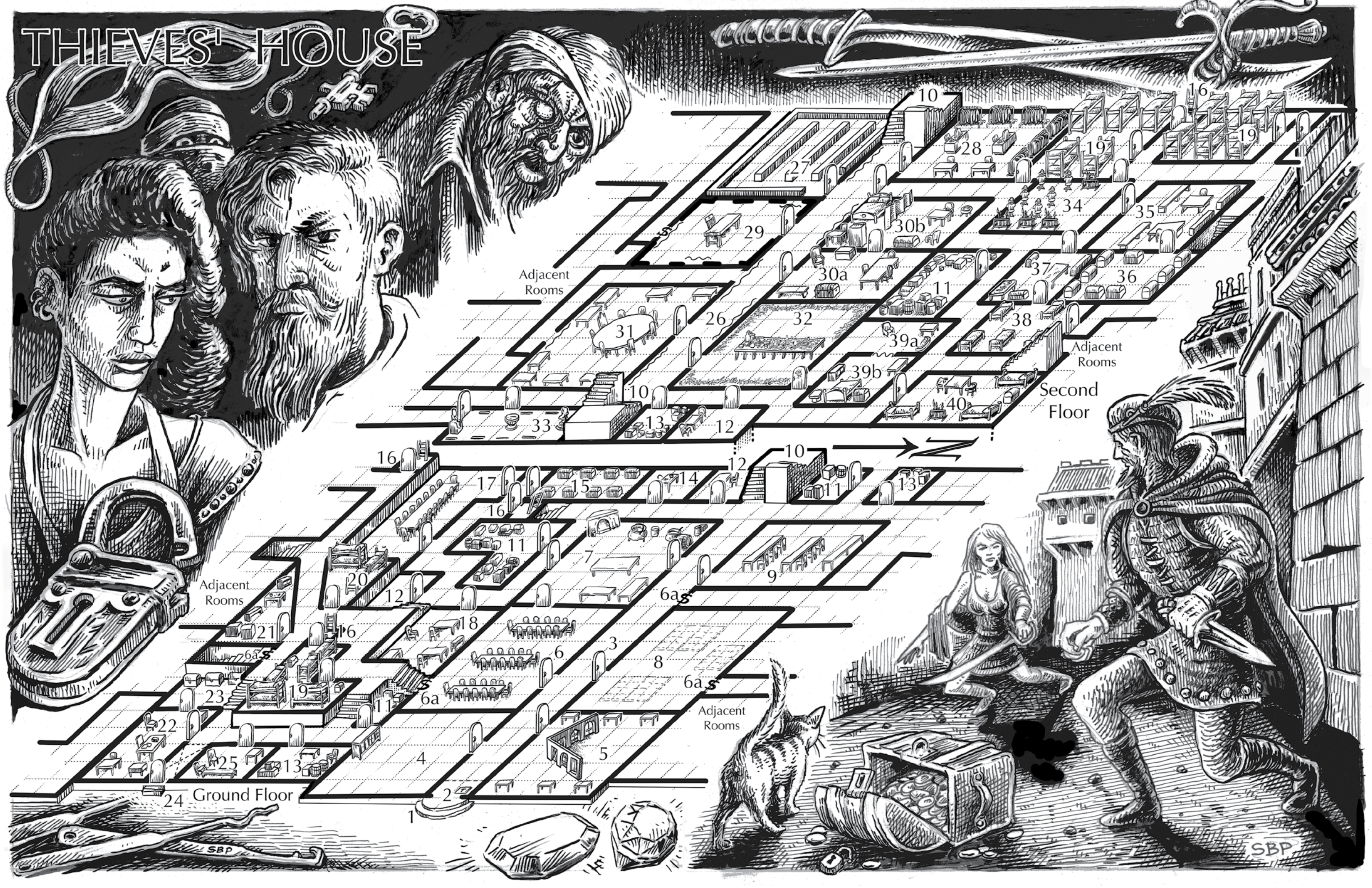
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