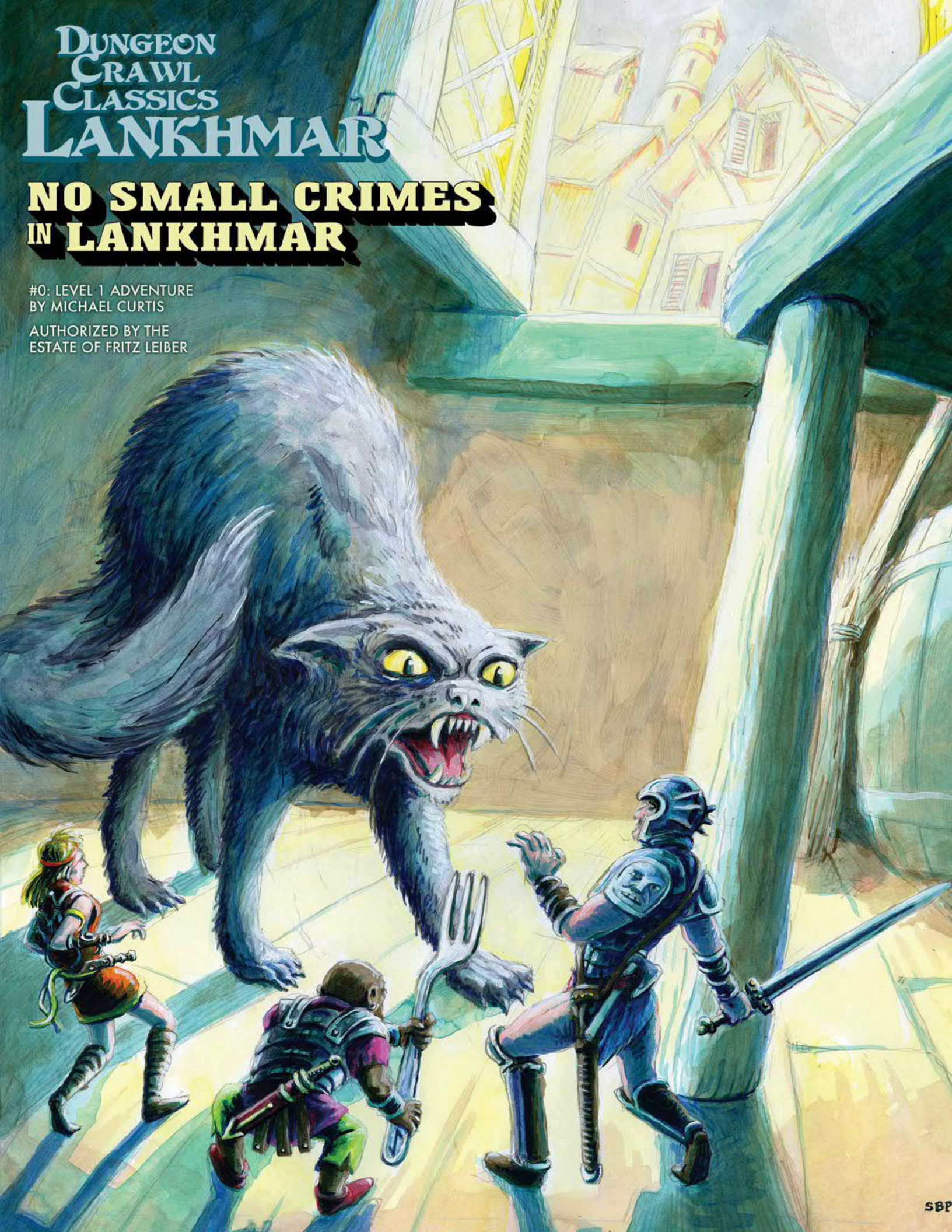


DUNGEON CRAWL CLASSICS LANKHMAR

NO SMALL CRIMES IN LANKHMAR

#0: LEVEL 1 ADVENTURE
BY MICHAEL CURTIS

AUTHORIZED BY THE
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NO SMALL CRIMES IN LANKHMAR

A LEVEL 1 LANKHMAR ADVENTURE

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INTRODUCTION



Welcome to the fantastic world of Nehwon, home to the crime-ridden metropolis of Lankhmar, the City of the Black Toga, and residence of its questionable heroes, Fafhrd and the Gray Mouser! Based on the legendary works of Fritz Leiber, DCC Lankhmar allows judges and players to experience their own adventures in Nehwon, ones to rival the tales of Fafhrd and Gray Mouser. If you've ever dreamed of dueling in the foggy alleys behind Cheap Street, negotiating with supernatural mentors for scraps of forgotten lore, or merely trying to survive one more night in the criminal underworld, DCC Lankhmar is for you!

No Small Crimes in Lankhmar is a DCC Lankhmar adventure designed for groups of 2 to 3 or 4 to 6 1st-level adventurers. It is intended to be run after the party has already met in a Meet adventure and serves as a suitable follow-up scenario once the group is established. However, an alternate opening is provided for judges wishing to use *No Small Crimes in Lankhmar* as a Meet. Although written for DCC Lankhmar, *No Small Crimes in Lankhmar* can be used as a city-based adventure in other DCC RPG campaigns with some minor adjustments.

In this adventure, the PCs undertake the exploration of a long-shuttered home in the Rich Men's Quarter of Lankhmar. Therein, they find themselves transformed into miniature versions of themselves, shrunk down to a mere 6 inches in size. They must search the home to find the means to restore themselves to their rightful size, all while facing down the many threats the house contains: dangers ranging from a stray cat, a cadre of rats from Lankhmar Below, and a sorcerous guardian the size of a giant (from the miniaturized PCs' perspective)!



BACKGROUND



Lord Suttar was a minor Lankhmart noble who lived almost a century ago. He was a member of one of the rare noble families sharing bloodlines with the rats of Lankhmar Below who worked as their human allies in the city above. Lord Suttar maintained a secret house away from his manor, a sanctum in which he could meet secretly with his agents (both man and rat), experiment with his sorcery, and otherwise plot and scheme to his and the rats' benefit. Legend holds that Lord Suttar perfected the magical draughts known as Hisvin's Potions, elixirs that unerringly allow humanity and ratdom to intermingle in Lankhmar Above and Below.

Lord Suttar died suddenly before his plans came to fruition, and with his death, knowledge of his secret house perished as well. The building has stood abandoned since that time, its existence lost among the piles of paperwork Lord Suttar's heirs never perused. Even the rats of Lankhmar Below ceased to visit the house after his death, believing that his abrupt demise was a result of others discovering his plotting with the rodents. In time, the short-lived rats also forgot about Suttar's secret den.

Since Lord Suttar's death, the house has garnered a reputation for being haunted by the locals and it is left to slowly crumble in a lonely cul-de-sac. Tales of a miser's hidden cache of gold occasionally make their way through the city's underworld, enticing thieves and the desperate to seek out the forgotten building. However, Lord Suttar didn't leave his home unprotected and would-be burglars run afoul of its defenses (see below).

Recently, the rats of Lankhmar Below rediscovered notes in their own subterranean archives alluding to the magics Suttar created during his lifetime. A squad of rat soldiers has been dispatched this very night to investigate the house, perform reconnaissance on the surrounding neighborhood, and to recover any valuable information or magics the rats of Lankhmar Below could employ against their foes.

Option: If the judge's campaign is set after the events of the Rat Plague (see *The Swords of Lankhmar*), Lord Suttar's home can be replaced with a property owned by Hisvin the Grain Merchant. The building was a secret secondary home of the rat-blooded sorcerer and it escaped notice when the Overlord had all his goods and property in Lankhmar seized. Hisvin has yet to reclaim his possessions from the house, making it rife for plundering. The details of the adventure remain unchanged; simply substitute Hisvin any time Lord Suttar is mentioned.

STARTING THE ADVENTURE

This adventure begins with the party outside of Lord Suttar's home on Glulditch Court. Perhaps they've heard rumors of a treasure concealed beneath the floorboards of the building and have come to investigate. If this adventure occurs after the Rat Plague, the party may have been hired by the Overlord himself to track down any leads as to the hiding place of Hisvin. The judge should concoct a reason appropriate for the campaign that intrigues the party to investigate.

Once outside, read the following:

Glulditch Court is a lonely cul-de-sac situated between the Rich Men's Quarter and the Crafts Quarter, a dead-end street overlooked by most Lankhmarts. It seems a street forgotten by the city at large.

One three-story, narrow stone building has clearly been abandoned. The wooden boards over its shuttered windows and the rusty chain and lock securing the front door are weathered with age. Dead ornamental bushes flank the short steps leading up to the entrance portico and the lawn is strewn with broken tiles fallen from the building's steep roof. A single narrow alleyway presumably leads to the rear garden of the empty home. Strangely, the third floor lacks any windows, presenting a solid stone façade to the court below.

Looking about you, you see Glulditch Court is empty and the sounds of traffic on nearby Silver Street is muted. You feel you can approach the home undetected.

The neighborhood is home to well-to-do craftsmen who are usually hard at work during the day or sleeping soundly at night. Unless the PCs attract a lot of attention to themselves, they can enter the house unobserved.

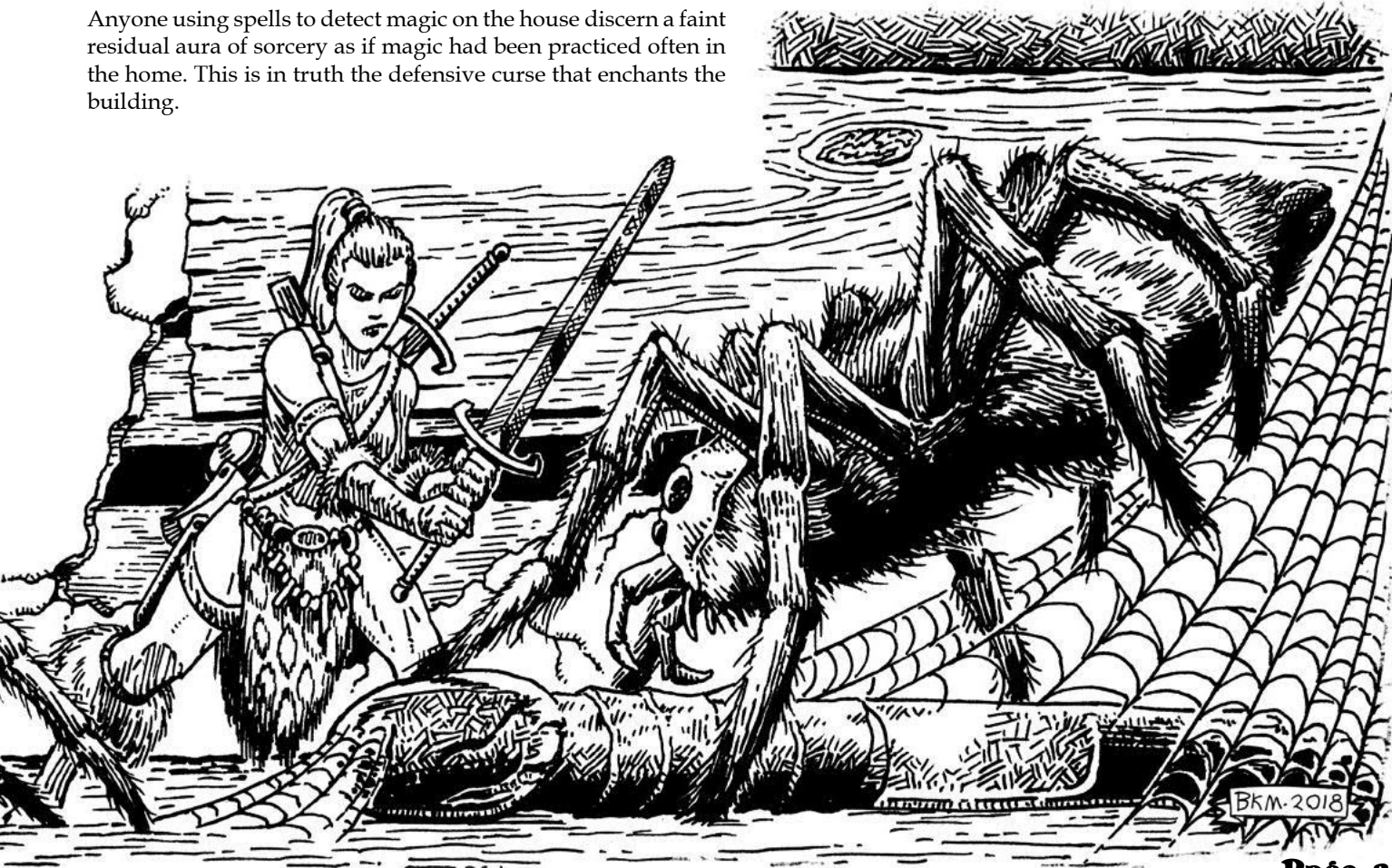
Anyone using spells to detect magic on the house discern a faint residual aura of sorcery as if magic had been practiced often in the home. This is in truth the defensive curse that enchants the building.

USING THIS ADVENTURE AS A MEET

It's assumed the PCs are already familiar with one another at the start of this adventure, perhaps having met during the events of *Masks of Lankhmar*, *The Madhouse Meet*, or a Meet adventure of the judge's own devising. If not, the judge can use this as their Meet.

In this case, each PC has heard rumors of hidden treasure inside the house or been dispatched to investigate it by a patron, guild superior, or other individual who outranks them. They each arrive at Glulditch Court at nearly the same moment, becoming aware of one another as they approach the house. Before any potential intra-party combat can occur, a patrol of constables wanders into Glulditch Court and attempts to arrest the PCs (who are likely out of place in this somewhat upscale neighborhood) for questioning. This interruption encourages the PCs to work together to avoid imprisonment and gives them a reason to pool their resources in exploring the house.

City Watch Constable (1 per PC): Init +0; Atk cudgel +2 melee (1d4+1/1d10+1) or dart +1 ranged (1d4+1); AC 13; HD 1d8; hp 4 each; MV 30'; Act 1d20; SP subdual damage without penalty; SV Fort +1, Ref +1, Will +0; AL N.



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ENTERING THE BUILDING

Despite its secure appearance, the physical barriers protecting the house are flimsy. The lock on the front door can be picked with a DC 10 Pick Lock check or the door can be battered in by a DC 15 Strength check. The boarded-up windows and shutters on the ground floor can either be smashed with a DC 10 Strength check or pried open with a crowbar (no check required). A pair of narrow chimneys on the roof are too small to be entered...yet. The house's rear door is unlocked, a rusty padlock lies on the ground near the door. One of the dead thieves inside breached the back entrance some years ago.

Entering through the upper story is more difficult. A DC 12 Climb Sheer Surfaces roll is needed to reach a second-story window. Lack of leverage increases the difficulty of smashing through the boarded-up windows to a DC 15 Strength check. A PC failing that check must also make a DC 15 Reflex save or fall from their perch (1d6 damage). A judge might also rule that PCs climbing the walls are more noticeable, possibly leading to the neighbors reporting their presence to the city watch.

THE CURSE OF SMALL-MINDED THIEVES

Lord Suttar worked a single powerful curse over his home, a doom intended to thwart those entering his home unbidden. Only a special charm or the permission of the sorcerer makes one immune to this potent curse.

After the entire group has entered the house, either together or separately, a cackling voice sounds through the vacant building. It chuckles before scolding the party. *"Fools!"* the dry, aged voice says. *"Small-minded thieves intent on plunder deserve bodies to match. Try and carry off my treasures now, mice!"* As the voice intones its words, blood-red shadows coalesce in the corners of the room before crawling across the exterior doors and windows of the house, seemingly barring passage through them.

Any PCs without a charm (which is all of them) abruptly watch the walls grow around them, turning into cyclopean palisades that seem to rise 100' into the air. The floorboards grow as wide as corridors and the ground becomes gritty with dust motes. The party has been transformed to rat-size!

The transformation causes a broad puddle of pinkish, gray, brown, and other-hued slime to appear around each shrunken PC. This oozy matter is the character's own shed body mass and excess cloth, leather, and steel from their possessions. Each puddle is 3' (real size) in diameter and remains in a viscous state for up to 12 hours.

The blood-red shadows are impermeable and as strong as steel if the PCs attempt to breach them. Non-magical weapons have no effect on the shadow matter and magic spells only cause small holes that seal almost immediately. The party is not only shrunken, but trapped as well! These shadowy barriers persist for 24 hours, fading only after that time has passed or the curse's focus (see area 3-3) is destroyed.

ABOUT THE CURSE

Yes, the curse is one of those dreaded "no save" effects some folk despise in role-playing games. Sorry if you or your players dislike those things, but hopefully the challenge of this short-term transformation will provide enough entertainment to forgive the heavy-handed plot device. I considered allowing a save with a high DC, but as a natural 20 always succeeds in DCC RPG, there's a one-in-twenty chance some of the PCs might be unaffected, forcing the adventure to contend with both small and normal-sized adventurers and we simply don't have the space here to cover such circumstances. If you want to allow the party a DC 25 Fort save to avoid the curse, please do so, but you'll have to adjust encounters accordingly if not all of them are affected.

SHRUNK!

Characters affected by the curse are shrunken to a fraction of their normal size. Simply convert a PC's height in feet to inches to determine his new size (a 6'-tall warrior is now 6" tall, while a 5'4" thief stands 5 1/3" high). Speed is reduced to 10' per round. Missile weapon and spell ranges are 1/10th normal.

Vertical distances are multiplied by 10, so a character that falls from a 4'-high table or climbs an 8'-tall bookcase would actually be falling or scaling 40' or 80', respectively. Note that all the PCs' gear is also transformed accordingly, so a coil of 50' of rope is now only 5' long!

A shrunken PC's game stats remain unchanged and the stat blocks of the various creatures found inside the house are scaled to the PCs' size accordingly. A house cat doesn't usually have 5 HD, after all!

The judge should play up the strangeness of the PCs' new environment, describing common objects as if they were monuments to dead gods, elaborating on the grittiness of the dust on every surface, or how the cobwebs seem like ropes. The author suggests not only reading (or re-reading) *The Swords of Lankhmar* prior to running this adventure, but also watching the 1957 classic film, *The Incredible Shrinking Man*.

The players should likewise be encouraged to make use of their tiny size and titanic environment as they explore the house. Fleeting Luck should be awarded anytime the players utilize their small state to their advantage, such as by squeezing under the gap in a locked door, dropping objects off tables and shelves onto enemies below, swinging on drapes, slashing curtains and riding the curtain cord up like an elevator, and other such actions.

Doing such tasks usually require a DC 10 check against an appropriate ability score or a Mighty Deed of Arms versus AC 10.

THE HOUSE OF LORD SUTTAR

The House of Lord Suttar is dark and dingy, its surfaces covered with dust. The boarded-up and shuttered windows allow little light in and the interior is gloomy at best even at noontime.

Each area containing a combat encounter has two listings in the key below. The first stat block should be used with small groups of PCs (two or three characters total). If the party is four to six PCs in number, make the changes or use the stat blocks listed under the “Alternate Encounter for Larger Group” entry.

Wandering Monster: The Cat

A feral stray cat slinked its way into the house a week ago and has made the abandoned domicile its new home. The cat feeds on the occasional mouse, but with the rats and the newly-shrunken PCs now inside, its menu has expanded.

The cat is a dangerous foe and lethal if it takes the party by surprise in their reduced state. Luckily, the PCs see signs of its presence and can prepare to deal with it before they encounter it. Each room after the first one they enter in the house has a clue to the cat’s presence. After exploring a total of six rooms including the first one entered, the cat discovers the party and attacks. Appendix A contains a useful schedule for the judge to track how many rooms remain until the cat is encountered and which clue is found in each.

If the cat is not encountered before the party reaches area 3-1, it is found there.

The Cat

The feral cat is an orange tabby cat, lean and mean. It is a veteran of Lankhmar and has the scars to prove it. One eye is missing and it has only three legs, missing its left foreleg. Both ears are notched from fights with rival cats and hairless scars crisscross its face and body.

Stray Cat: Init +1; Atk bite +1 melee (1d4+1) or claw +2 melee (1d6); AC 13; HD 5d6; hp 25; MV 30’ or climb 5’; Act 1d20; SP none; SV Fort +2, Ref +5, Will +3; AL N.

The cat flees if reduced to 5 or fewer hit points, hiding in another part of the house (determine randomly). The injured cat will not attack the party again unless cornered.

Any PC reduced to zero hit points by the cat is likely to be toyed with awhile before being left behind. Unless under attack by other PCs, the cat bats the PC’s body about for 1d4 rounds then slinks off. This toying does no additional damage, and, once the cat departs, the rest of the party can attempt to recover the body and roll it over to check for signs of life.

Alternate Encounter for Larger Group: Substitute the cat’s stats with the following—Init +2; Atk bite +1 melee (1d4+1) or claws +2 (1d6); AC 14; HD 5d8; hp 35; MV 30’ or climb 5’; Act 2d20; SP none; SV Fort +2, Ref +5, Will +3; AL N.

FIRST FLOOR

Area 1-1 – Kitchen: *Wooden tables covered with dust and dangling cobwebs line the walls of this stone-floored room. High shelves hold ceramic jars and tin boxes, likewise covered in dust and old webs. A closed trapdoor is set into the floor in one corner of the room. An open archway exits to the east and a shut door stands in the north wall.*

This disused kitchen is now the lair of a Lankhmar House Spider, a hairy arachnid similar to a tarantula but with red and brown coloration. It lurks on the shelves, lairing among the jars and boxes. The spider attacks any creature attempting to climb up to the shelves, or descends upon the party if they tarry too long in this room.

Lankhmar House Spider (1): Init +1; Atk bite +1 melee (1d4 plus poison); AC 13; HD 1d8+1; hp 5; MV 20’ or climb 10’; Act 1d20; SP poison (DC 10 Fort save or take an additional 1d4 damage), create web (+3 ranged attack that restrains its victim up to 10’ away; a DC 14 Strength check breaks the web); SV Fort +0, Ref +2, Will -2; AL N.

Alternate Encounter for Larger Group: There are two spiders present.

The jars on the shelves hold dried herbs now odorless and impotent with age. The tin boxes contain gahveh beans and tea leaves, also ancient and tasteless. The spider’s lair is hidden among the jars; its webbed expanse contains the desiccated remains of a tiny human male dressed in rotting dark clothes and soft boots, with belt and pouch around its waist. The belt

pouch holds 23 miniaturized iron tiks, 12 bronze agols, and 4 silver smerduks. A silver dagger of minute size (5 g.r. value) is strapped to its wrist, indicating he was a guild thief in life.

The trapdoor has a 3’-wide (scale) hole at one edge, evidently gnawed by sharp teeth. A trail of rat footprints lead from the hole and to the archway in the east wall. A DC 10 Intelligence check notices the rat tracks are strange, as if made by rats walking on two legs.

Area 1-2 – Study: *Rows of bookcases line the walls of this dusty chamber, most bare and forlorn, but a few hold papers and rolled parchment. A grimy divan leaking straw from its bedraggled cushions is placed beneath the shuttered windows in the north wall. A large plain hearth is set into the east wall. A rug covers the floor, its thick dust coating making it impossible to tell its original color. Trails of footprints crisscross the rug.*

The footprints in the dust are of several types: tiny, older mouse prints; fresher rat prints leading to the kitchen; and—if the party has already seen signs of them elsewhere—the much bigger tracks of a cat, also of recent origin.

There are four bookcases with four shelves each. Each bookcase stands 80’ (scale) tall with shelves every 20’ (scale). Climbing the bookcase is a DC 10 Strength or Climb Sheer Surfaces check.

Bookcase #1 has bare shelves. Bookcase #2 has loose papers on its second shelf (20 scale feet high). Bookcase #3 is empty. Bookcase #4 has a rolled scroll on its highest shelf (60 scale feet up).



The loose papers are messages written in High Lankhmarese and have fallen out of a larger text. They contain journal entries made by Lord Suttar more than 100 years ago. They speak of meeting with the rats from Lankhmar Below to discuss unspecified matters of import. In one entry, Suttar boasts he has perfected the elixir that allows the drinker to transform from human size to rodent size and back. He states he'll keep the reducing potion in black colored bottles and the enlarging draught in white ones.

The scroll contains the formulae for the 1st-level wizard spell *enlarge*. It is written on behemoth-hide parchment and inked in cat's blood. It can be used as a magic scroll with the caster making a normal spell check, but if used when in a reduced state, all size increases are based on the subject's minimized stature.

In the cushions of the divan is a gold rilk and two silver smerduks, big as wagon wheels to the shrunken adventurers.

Area 1-3 - Dining Room: *A large table rises up before you, dominating the center of this gloomy and dusty room. Whatever lies atop its broad surface cannot be discerned from your lowly position on the floor. A single chair stands beside the table, pushed in firmly against its edge. A small, cobwebbed chandelier hangs unlit from the ceiling.*

Anyone examining the dusty floor notices tracks that cross the room several times, entering and leaving via the eastern archway. If this is the third or greater room the party has explored, the tracks are cat tracks; otherwise they are the footprints of mice and the rats of Lankhmar Below.

Scaling the chair or table legs to reach the tabletop is a DC 10 Strength or Climb Sheer Surfaces check.

The tabletop is covered with numerous intricate devices comprised of springs, metal rods, mechanical teeth with sharp jaws, wire nooses, and similar adornments. These are a variety of rat traps collected by Lord Suttar at the rats' request and dismantled. Not all of the devices were deactivated before his death, however, and a few are dangerous hazards to the unwary.

Anyone examining the traps must make a Luck check. If failed, they inadvertently trigger one of the traps, striking as a +4 melee attack (1d10 plus pinned). Anyone caught in the trap cannot escape unless they or another PC succeeds in a DC 20 Strength check. Warriors can add their deed die to their ability check. If the party has a crowbar, the DC is reduced to 10.

There are a total of six traps still in working order which, if somehow lowered to the ground, might be used against the stray cat, but the rats in area 2-1 are all too wary of such devices.

Also on the tabletop is a small collection of delicate tools, probes, and saws resting atop an oil-stained cloth. These items are worth 50 gold rilk to artificers, thieves, and similar folks who work with minute mechanisms. The tools can also be used as lockpicks in area 3-1.

Area 1-4 and 2-3 - Stairs: *Connecting the various floors of the home is a narrow staircase that, in your reduced state, resembles a mountain slope rife with wide ledges. Each riser stands 8' tall in comparison to your small statures, making the stairs inconvenient but not insurmountable obstacles. Climbing them is likely to be arduous, but with cooperation you can make it past the stairs and investigate the other floors.*



Climbing the stairs requires no ability checks, simply cooperation among the party boosting each other up and helping the less agile or strong scale the fifteen stairs connecting each floor. PCs climbing the stairs upward must each make a DC 6 Stamina check upon reaching the top. Failing the check results in 1 point of temporary Stamina damage inflicted by the arduous climb.

A PC who falls off a stair for some reason suffers 1d5 damage and lands on the next step down.

CELLAR

Area 0-1 - Cellar: *Dark and musty, a stone walled cellar sits under the house. Shelves holding moldy foodstuffs, potatoes with numerous eyes, and decaying sacks line the south wall. Patches of pallid mushrooms sprout from the earthen floor. Entrance to the cellar is achieved by a ladder rising a seemingly 70' to a trapdoor.*

Note: If the cat should be encountered here (i.e., it is the sixth room explored), the PCs meet it when they leave the cellar.

The cellar is currently occupied by a squad of rats from Lankhmar Below charged with protecting the entrance to their subterranean world while their brethren search the house.

Rats of Lankhmar Below (2): Init +4; Atk bite +2 melee (1d4+1), sword +2 melee (1d8+1), or crossbow +4 ranged (1d6); AC 13; HD 2d8+2; hp 8 each; MV 30' or climb 20'; Act 1d20; SP none; SV Fort +4, Ref +2, Will -1; AL N.

Alternate Encounter for Larger Group: Increase the number of rats to four.

The rats wait hidden in the mushrooms growing near the west wall. They challenge anyone descending the ladder with the word "Silo." Unless the character gives the proper response

("Gnawer"), the rat sentries fire their crossbows at the intruders. The mushrooms grant the rats cover against ranged attacks. Each rat has 1d10 sequin-sized gold coins decorated with a rat's head circled by a wreath of wheat on one side and a labyrinth-like design bearing numerals followed by the initials "S.F.L.B." — currency of the rat world. The coins are normal currency if used in Lankhmar Below, but only curiosities in the city above. A numismatist might pay 10 gold rilks apiece for such wonders, however.

One of the rats bears a tiny piece of parchment clearly gnawed from a larger book. Written on it, in letters that appear a squiggly mimicry of the intricate hieroglyphics of Lankhmar, are or-

RATS IN THE BASEMENT

This encounter can prove deadly to unlucky or brazen adventurers. The rats of Lankhmar Below have a distinct advantage over the party, capable of peppering them with crossbow bolts from behind cover as the PCs descend the ladder. An unlucky die roll or critical hit can also send an adventurer plummeting to their deaths. In playtesting, one group was TPK'd by the rats and another was greatly injured before overcoming the vermin. The rats issue their challenge just as the first party member begins down the ladder, immediately firing their crossbows if they provide the wrong response to the challenge. Wise PCs may choose to retreat rather than advance against an unknown foe, but if they insist on fighting the rats, let Chance and Fate determine who wins.

ders. They read: *You are ordered to explore the home of our former ally, the human known as Lord Suttar. Therein, seek out any intelligence and/or arcane lore useful to our machinations against the foul city of Lankhmar Above. Recovery of the elixirs said to allow man to walk among rats and rats to walk among men is a priority. Prevent entry into the tunnels of Lankhmar Below at all costs. Signed, Councilor Siss of the Supreme Thirteen.*

The ladder can be climbed with a DC 10 Strength or Climb check. If failed, roll 1d7×10. The result is the number of scale feet the climber falls. The same check can be used to reach the cellar shelves, but these are only 5' above the floor. A 1d5×10' roll determines the distance fallen on a failed check.

The shelves contain mostly rotten foodstuffs and decayed cloth. However, there is a 6' (scale) square locked tin box (DC 10 Pick Lock check, but see note in area 3-1 for details on tiny thieves). Inside the box are 120 iron tiks, 57 bronze agols, and 28 silver

smerduks as well as a spare key (nearly as tall as the PCs) to the door in area 3-1. A dusty, squat bottle with illegible writing rests near the box. It contains a powerful alchemical healing elixir that restores 2 dice of health to the drinker. The bottle contains a single use for full-sized drinkers, but can be used five times by tiny adventurers before being exhausted.

A rat-sized hole is gnawed in the western wall. The hole leads to an unlit tunnel winding deep into the bowels of the city, eventually leading to the rat metropolis of Lankhmar Below. The details and inhabitants of that subterranean world are beyond the scope of this adventure, but the judge is free to populate the rat kingdom as he desires should he wish to take his DCC Lankhmar campaign underground. If he wishes to close off entrance to the tunnels of Lankhmar Below, the rats have rigged the tunnel to fall and it collapses shortly after the PCs enter, allowing just enough time for the PCs to escape.

SECOND FLOOR

Area 2-1 – Bedroom: *The door to this room is ajar, providing a clear view inside. Within is a large poster bed set against the south wall, its drapes drawn shut. A fireplace filled with ancient ashes and charred wood is set into the wall nearby. A wardrobe, towering like an escarpment, stands against the west wall. A closed door is set into the south wall beside the bed. The floor here is free from dust; a steady draft blowing from the hallway keeps it clean.*

Note: If this is the sixth room the PCs explore, the stray cat discovers them here. It is not present inside the room, however. Instead, the feline arrives 1d3+1 rounds after combat with the rats begins. The cat has a 50/50 chance of attacking either the party or the rats once it arrives and fights until reduced to 5 hit points or less as described above.

This bedroom is currently occupied by a squad of rats from Lankhmar Below. Their keen noses detected the party and they are lying in ambush behind the drapes of the bed. They attack the party, surprising them if the PC with the worst Luck fails a Luck check.

Rats of Lankhmar Below (2): Init +4; Atk bite +2 melee (1d4+1), sword +2 melee (1d8+1), or crossbow +4 ranged (1d6); AC 13; HD 2d8+2; hp 10 each; MV 30' or climb 20'; Act 1d20; SP none; SV Fort +4, Ref +2, Will -1; AL N.

Alternate Encounter for Larger Group: The rats also have two regular sewer rats with them.

Sewer Rats (2): Init +2; Atk bite +1 melee (1d6 plus disease); AC 11; HD 1d8; hp 5 each; MV 30' or climb 20'; Act 1d20; SP disease (DC 10 Fort save or additional 1d6 damage); SV Fort +2, Ref +2, Will -2; AL N.

The rats hold their position on the bed, firing their crossbows at the party. The sewer rats (if present) leap from the bed to engage the adventurers in melee combat.

The bed is 30' (scale) above the ground. PCs wishing to engage the rats must climb either the posts or dust ruffle (DC 10 Strength or Climb Sheer Surfaces check). The rats have a +1d bonus to shoot at climbing characters.

The rats each carry 1d10 gold coins of Lankhmar Below (see area 0-1 for details).

A smell of rot and decay seeps from the wardrobe. It is closed

and requires a DC 20 Strength check to open the massive doors. Warriors can add their deed die to their Strength check and each additional character assisting adds +1 or their Strength modifier (whichever is higher) to the check total.

The wardrobe holds a half-dozen quality robes, doublets, and other finery, now stiff with age. On the floor of the wardrobe is a mahogany coffer inlaid with ivory (75 g.r. value) from Klesh. It contains a small box filled with powdered root and a trio of earthenware bottles. The bottles hold healing salves (see *Compendium of Secret Knowledge*, p. 33). Although each bottle contains enough of the salve for one use by a full-sized person, the PCs can get five uses out of a single bottle in their tiny state. The powdered root is from a rare jungle plant. It doubles the benefit of spellburning for one hour when consumed entirely (1 point of spellburn adds a +2 bonus). The root can only be used by full-sized PCs due to the reduced stomach size of shrunken characters.

Lastly, the rotted remains of a tiny human male are inside the wardrobe and are the source of the odor. He wears dark clothes, has a 5' (scale) rope wrapped around his middle, and carries a short sword and silver Thieves' Guild dagger. Like the body in area 1-1, he was a thief who succumbed to the curse. He died from dehydration when the wardrobe closed on him while he was searching it, trapping him inside.

Area 2-2 – Guest Bedroom: *The door to this room is wide open and a steady draft blows from across the threshold. Inside the room is a plain bed covered with moth-eaten blankets, a narrow bedside table that rises like a mesa into the air, and a closed wardrobe. A fireplace, its hearth empty, is set into the east wall. The draft of air blows from the flue, whistling like a gale across the wooden floorboard to ruffle your hair and clothing.*

Lord Suttar occasionally entertained priests of the Rat God of Ilthmar who visited Lankhmar surreptitiously. He had this room prepared for their visits.

The wardrobe is identical to the one in area 2-1, requiring a DC 20 Strength check to open. Inside is a 20' (scale) tall brass idol of a rat-headed naked man. Tiny rubies serve as its eyes. A DC 8 Intelligence check identifies this as the Rat God of Ilthmar.

The rubies are each worth 50 g.r., but defacing the idol might draw the Rat God's ire. Any PC prying the stones loose must

make a DC 15 Will save. If failed, the Rat God notices the theft and takes offense. The deity's ire manifests in two ways. First, so long as the PC carries the rubies, all vermin—including the rats of Lankhmar Below—gain a +2 attack bonus versus the PC and have their critical range increased by +1 (scoring a crit against the PC on a natural attack roll of 19 or 20, for example). Secondly, 1d3 nights later, the Rat God sends two rats swarms (see DCC RPG core rulebook, p. 424) to attack the PC. If the PC defeats the rat swarms and divests himself of the stones, he no longer suffers the Rat God's displeasure.

Stealing the stones or defacing the idol has an unexpected benefit. If the PC is the agent of a supernatural patron other than the Rat God and is currently in debt to one or more of these entities (suffering a penalty on his patron die), damaging the idol pleases the PC's patron(s) and his debt is reduced by 1 die for all his patrons. Agents of the Rat God foolish enough to dam-

age the idol have their patron die increased to a d30, ensuring they cannot call upon the Rat God's aid until they appease their patron.

Area 2-4 – Privies and Dressing Rooms: *This room is dingy and dark. Pegs for clothing are driven into the plaster walls and a three-legged stool stands in the corner. A ceramic chamber pot rests under the stool. [Adjacent to area 2-1 only:] A half-dozen articles of clothing hang on the pegs and dangle 20 scale feet above the floor.*

The dressing room adjacent to area 2-1 has a few common articles of clothing hanging from the pegs. Anyone searching the clothes can make a Luck check. If successful, they find a random object from the table in Appendix A: Intriguing Items (see *Compendium of Secret Knowledge*, p. 38–39). The dressing room next to area 2-2 is empty.

The chamber pots are of no monetary value.

THIRD FLOOR

Area 3-1 – Stair Landing: *A narrow landing lies at the top of the stairs, its edge ringed by the balusters and newel posts of a carved balustrade. The balustrade's handrail depicts a line of rats crouched in single file. The eastern wall of the landing holds a steel door set in a bronze frame.*

Note: The stray cat is found here if it hasn't been encountered elsewhere.

The door is locked and requires either the key from area 0-1 or a DC 10 Pick Lock check.

Tiny Thieves: The PC attempting to pick the lock needs a long probe such as a spear or pike, since his normal thieves' tools are much too small to work the tumblers in their reduced state.

Before either key or lockpick can be employed, the lock must first be reached. This requires a DC 12 Strength or Climb Sheer Surfaces check. The lock and handle are 35' (scale) above the ground. Once unlocked, the door is discovered to be exquisitely counter-balanced and even tiny PCs can push open the door without difficulty.

A party member can also attempt to slither under the small gap in the doorway, but unless they are halfling-sized (normally), they must discard any armor and gear before making the attempt. A DC 10 Agility check is required to succeed.

Area 3-2 – Suttar's Sanctum: *A windowless chamber lies beyond the door. Strange depressions are visible in the tiled floor, each the size of a large round shield and nearly 3' deep to your point of view. A work table with various alembics, crucibles, glass tubing, and other esoteric objects runs along the southeast corner of the room. A brick chimney lacking a hearth protrudes from the east wall. A minute steel door, standing 6' high to your scale, is set into the chimney at ground level. A stuffed, dust-coated alligator, hangs from the ceiling suspended by ropes moored to the west wall.*

A tiny shelf also runs along the baseboard of the west wall. A line of little white bottles, sized for miniature hands, rests under a blanket of dust on the shelf.

Standing motionless inside the room is a bronze giant. The humanoid figure appears fashioned from brazen plates and gears, its eyes glowing a pale blue in the gloom.

The bronze figure is an automaton Lord Suttar procured in the Eastern Lands, a mechanical guardian crafted by the master ar-

tificers of that realm. It springs to life if the door is opened or if a miniature creature enters this room and fails a DC 15 Agility or Hide in Shadows check to remain unobserved.

Note that because the PCs may engage the automaton in both reduced size and normal form, the stats provided are scaled to normal-sized opponents. See the SP note for how tiny attacks affect the guardian. The automaton has a severe penalty when attacking reduced PCs (-4 to its attack), but gains a +2 die bonus to its damage roll if it hits.

Bronze Automaton: Init -2; Atk slam +2 (-4 against tiny PCs) melee (1d6+1); AC 15; HD 4d8+4; hp 23; MV 20'; Act 1d20; SP immune to critical hits, immune to mind-affecting spells including sleep, attacks from shrunken PCs do 1 point of damage (no Strength bonus, but warriors can add their deed die to the damage total), +2d damage bonus vs. tiny PCs; SV Fort +5, Ref +1, Will +0; AL L.

Alternate Encounter for Larger Group: Increase the automaton's hit points to 33.

The stuffed alligator can be dropped with a Mighty Deed (AC 10) or by inflicting 10 points of damage to the rope. Miniscule characters do half damage to the rope. If dropped, anyone under it must make a DC 12 Reflex save or be pinned by the taxidermy menace. Pinned full-sized creatures are knocked prone and must succeed in a DC 12 Strength check to extract themselves from under the alligator. Tiny PCs suffer 1d8 damage and are pinned unless they make a DC 16 Strength check.

The low shelf holds ten white vials. These vials contain a variant of Hisvin's Potions (see *Judge's Guide to Nehwon*, p. 87). These potions work as described therein but also break Lord Suttar's curse, transforming the drinker back to normal size. A tiny PC is restored to full size at the end of the round in which he drinks the potion. See sidebar (next page) for further details.

The worktable contains alchemical bric-a-brac: alembics, beakers, retorts, aludels, crucibles, and other glassware. A stained wooden rack holds ten small vials. Six of the vials are black and are Hisvin's Potions (reducing version). Three vials hold an amber liquid and are alchemical restoratives (heal 1d4+1 hit points). The last is empty.

The tiny door in the chimney is locked and barred (DC 15 Pick Lock check and a DC 20 Strength check to open by tiny PCs; a

DC 14 Strength check to bash in by full-sized characters). The door leads to a miniscule stairwell running down the center of the chimney wall and debouching into a forgotten tunnel of Lankhmar Below. The stairwell may be blocked with fallen rubble, or clear, depending on the judge's desire for further adventure in the rat domain.

The shallow depressions were where Lord Suttar would stand when using his potions. Excess body mass would collect in a pool when he shrunk. When he needed to return to full size, he'd stand in the center of the pool and use a white bottle, upon which the matter would be reabsorbed by his growing body.

Area 3-3 – Curse Focus: *This room contains a bricked-up hearth and chimney, a broad dusty floor, and a long, narrow table hidden under a shroud of cobwebs. A brass cage, suitable for containing small pets, rests atop the table. Miniscule, unmoving figures are contained within the cage. The floor is unmarked by footprints.*

The cage is the focus of Lord Suttar's defensive curse and it radiates strong magic if detected for. Inside the cage are a number of 6"-tall marble figures equal to the number of shrunken PCs plus two. Each PC still in shrunken form is depicted by one of the miniature figures, down to their possessions and facial features. The two other shrunken figures depict corpses splayed out in death. These are the forms of the dead thieves found in areas 1-1 and 2-1.

Removing a marble figure from the cage causes the cursed PC to be restored to normal size. The figure then vanishes. Removing the cage from the house causes the curse to be permanently broken and the cage to become an ordinary item (5 s.s. value).

Careful measurement of this room reveals it is 5' (true) shorter than its counterpart next door, hinting at the presence of the secret vault.

Area 3-4 – Secret Vault: The door to the vault is a secret one, requiring a DC 12 Intelligence check to notice. Tiny PCs automatically notice a thin gap in the wall at floor level if they search the south wall. The door opens by depressing one of the floor tiles adjacent to the baseboard.

The secret door swings open to reveal a shallow but broad hidden room. Inside is a large iron-bound chest and a table with a thick tome resting atop it. A hollowed-out behemoth's foot rests beside the table, its interior filled with pieces of rolled parchment.

The chest is locked but not trapped (DC 15 Pick Lock check).

GROWING TALL AGAIN

Consuming a white vial returns the PCs to normal size. Normally, the elixirs are used when back in contact with the drinker's shed physical matter (the goopy pools of ooze the PCs find themselves standing in after the curse strikes or produced when drinking the black vials). If the PC's own matter is not within 10' of the drinker, the elixir's magic pulls physical matter from other sources, stealing it from wherever available. The magic first attempts to draw the necessary matter from living corpulent sources—but never another shrunken PC or other small creature. If none is available, formerly-living matter such as corpses, taxidermy trophies, foodstuffs, and similar sources are affected. If none of these are in range, the magic steals the necessary matter from any organic source such as floorboards, plaster, straw, etc. This alien matter restores the drinker to full size, but causes 1d4 temporary Stamina damage.

Miniaturized items, weapons, clothing, etc. are restored to normal size when the potion is consumed. Naturally tiny objects such as the miniature rat gold pieces or trophies taken from slain small foes are unaffected by the white potion's magic. However, if the drinker is naturally small and consumes the white potion, such as in the case of a rat of Lankhmar Below drinking one, its arms, armor, clothing, etc. increases along with its body. Such are the whims of magic in Nehwon.

Inside is a coffer containing 1,236 s.s. and 376 g.r. A small velvet bag holds 10 uncut garnets (20 g.r. value each). A set of ivory Rat-Snake dice (10 g.r. value) lie at the bottom of the chest, forgotten.

The tome is one of Lord Suttar's personal grimoires and contains three spells of the judge's choosing as well as the formulae for the spell *Mouse's Transference*. The recipe for reproducing Hisvin's Potions may also lie within the tome's pages if the judge has plans for adventures in Lankhmar Below.

The scrolls are all mundane, but provide evidence of Lord Suttar's machinations, intrigues, and other plots against the city

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of Lankhmar. Several of the papers allude to conspiracies with other noble families, the locations of entrances to the world of Lankhmar Below, and details about the subterranean rat city. This information can be useful as either blackmail material (assuming the indicted families wish to keep their ancestors' secret plots concealed), or for exploring Lankhmar Below and dealing with its ratty inhabitants.

APPENDIX A: SIGNS OF THE CAT

The stray cat inside the house is perhaps the most dangerous inhabitant the PCs will face. During initial playtesting, the cat surprised the party and made mincemeat out of them! Rather than have the PCs be taken unaware, the threat of the cat should grow incrementally, giving the party a chance to prepare to face it.

Each room they explore after the first contains a sign of the cat's presence. Once a total of six rooms are explored, the cat is encountered (unless lured sooner as detailed below). The following list is provided for the judge to keep track of the cat's imminent arrival and to remind him of what clues are discovered in each subsequent area of the house. Simply tick off the appropriate box as the PCs find clues until the cat strikes!

PCs wishing to confront the feline on terrain of their own choosing can attempt to lure it to them. This requires either a substantial amount of fresh food (all the PCs' carried rations, for example) or a scent the cat finds intriguing (a freshly killed rat would suffice). Each round after the lure is set, there is a cumulative 10% chance the cat shows up to investigate.

Cautious but curious, the cat may spot the party's ambush. Have the PC with the worst Agility make an ability check to determine the DC. If the cat beats this roll on a d20+3 it spots the party and the ambush is spoiled.

Signs of the Cat

Check Box	Room Explored	Cat Sign
☐	Second Room	A mutilated and long-dead corpse of a pigeon is discovered. Stray feathers lie about the half-eaten bird.
☐	Third Room	A trail of large tracks, much bigger than the mouse and rat prints so far discovered, is noticed in the dust. A DC 8 Intelligence check identifies them as belonging to a cat and having been made in the last 24 hours.
☐	Fourth Room	A fresh hairball stains the floor, odorous and warm to the touch. A DC 12 Intelligence check determines it is less than an hour old.
☐	Fifth Room	A shadow passes by a doorway or motion is detected out of the corner of the PCs' eyes. The floorboards vibrate slightly as if a great beast just passed nearby.
☐	Sixth Room	The cat is encountered and it attacks the party!





3RD FLOOR

2ND FLOOR

1ST FLOOR

NO SMALL CRIMES IN LANKMAR

NORTH
5'

BACK DOOR

ALLEYWAY

CELLAR

AKG 197

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