

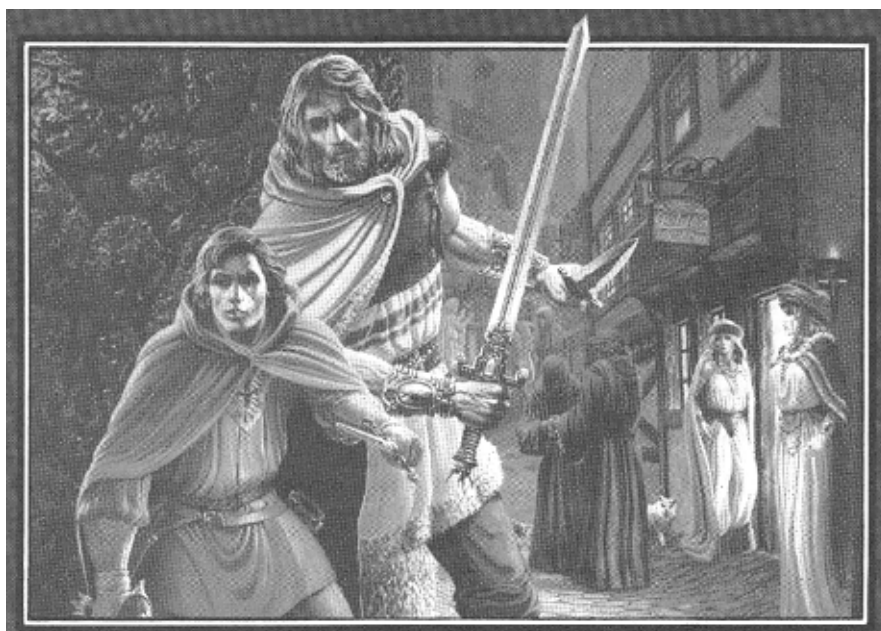
For use with ADVANCED DUNGEON & DRAGONS® Game

LANKHMAR

City Of Adventure

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Using This Booklet

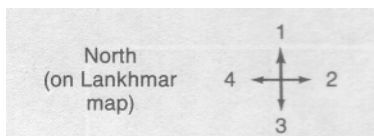
This booklet contains a number of forms, maps, and charts designed to help the DM run a campaign in Lankhmar. To be used to best advantage, the pages should be separated from the binding into individual reference sheets. Permission is granted to photocopy these pages for personal use only.

City Block Geomorphs

The geomorphs are designed to allow the DM to randomly generate the winding "backstreets" areas of Lankhmar - areas that the PCs are not familiar with unless they adventure there. There are 12 different geomorphs in this booklet. A geomorph may be used more than once.

Placing the Geomorph: When the characters are about to enter an area of Lankhmar displayed by an open square on the large city map, the DM should use a geomorph to determine the layout of the streets, alleys, and buildings. The DM may simply select an appropriate geomorph and place it in the direction he desires, or he may randomly generate and place the geomorph.

To randomly select a geomorph, roll 1d12 and select the geomorph with the resulting number. To determine its orientation, roll 1d4 and fix the top of the geomorph page in the resulting direction, as shown:



Using a pencil, write the number and draw an arrow to show the facing of the geomorph on either the large city map, or the appropriate DM District map from the book.

Players may make photocopies of the geomorph maps so that the names and descriptions of buildings and NPCs found in a geomorph area can be recorded in the spaces below the map.

The Dungeon Master will also find copies of these forms useful for his records. Symbols may be drawn on the map and recorded in the "Location" boxes next to an identifying word or phrase. NPC domiciles may be keyed with numbers, written on the geomorph and in the box next to that entry's line. The areas for random event chances and law enforcement activity are for the DM's use only.

Player Character District Maps

These maps serve much the same purpose as the DM District maps in the other book, but these are given to the players to record the establishments and people that their characters find in a district. Naturally, the information on the PC maps tends to be much less detailed than that on the DM maps.

The DM may also use copies of these forms if he wants to alter information on the districts.

The random events area records the chance that an encounter will occur. The space for law enforcement activity is used to note how corrupt the officials are in this district, and the chance that a crime will be discovered. The "Special Keys" section is used to record symbols used on the map and what they mean. NPC domiciles should be numbered and marked on the map as they are discovered. Information about the NPCs may also be recorded here. Finally, the area labeled "Faction Activity" is a place to record encounters and reactions with the different factions, such as the Thieves' Guild, that may be present.

Dungeon Master Player Roster

This page allows the DM to record the vital statistics for each player character in the campaign. The back, called the "Dungeon Master Adventure Journal," provides a form for adventure notes, experience points earned during play, and information on specific magic items or encounters that needs to be recorded.

In the area of the Roster Sheet labeled "Noteworthy Facts," the DM should fill in such things as percentage chances for thief abilities and bonuses to surprise chances for each character, as well as information discovered by PGs during the course of the adven-

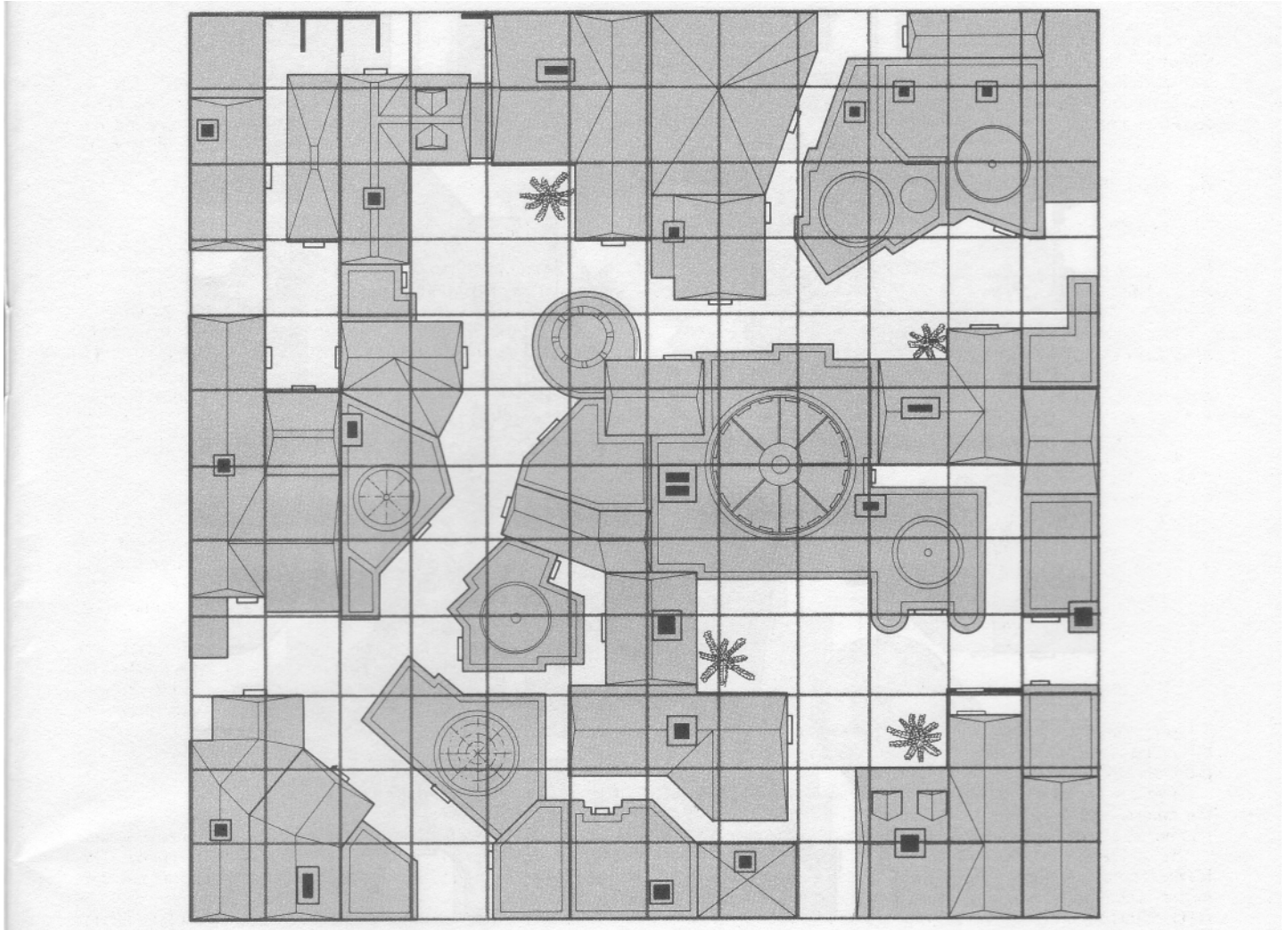
Player Character Campaign Record Sheets

These pages repeat the information on the pregenerated player characters in the "CITY OF ADVENTURE" book. The pages are designed to be handed to the players for their use during the game.

The back of each of the first two sheets contains a blank form, so the player can record magic items, encounters, and other information for later reference.

Fafhrd and the Gray Mouser each have a full page. The other three pregenerated characters are together on another page.

Neighborhood Geomorph A



Random Events : ____ on 1d ____

Law Enforcement Activity: _____

Locations

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

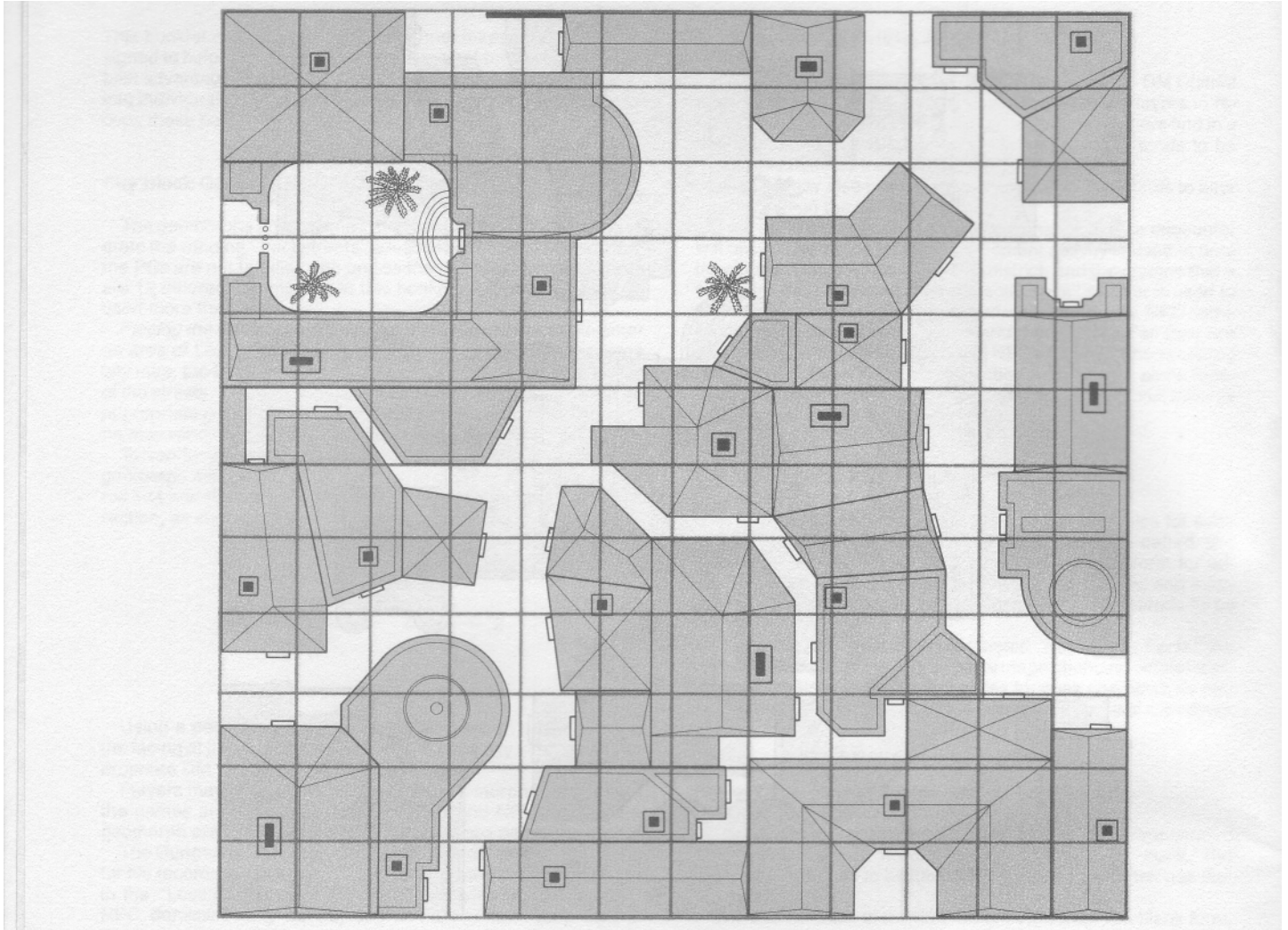
NPC Domiciles

Stats (S/I/W/D/C/CH,Lvl,AC,hp) Motives,gear,etc.

- () _____
- () _____
- () _____
- () _____
- () _____

Neighborhood Geomorph B

(2)



Random Events : ____ on 1d ____

Law Enforcement Activity: _____

Locations

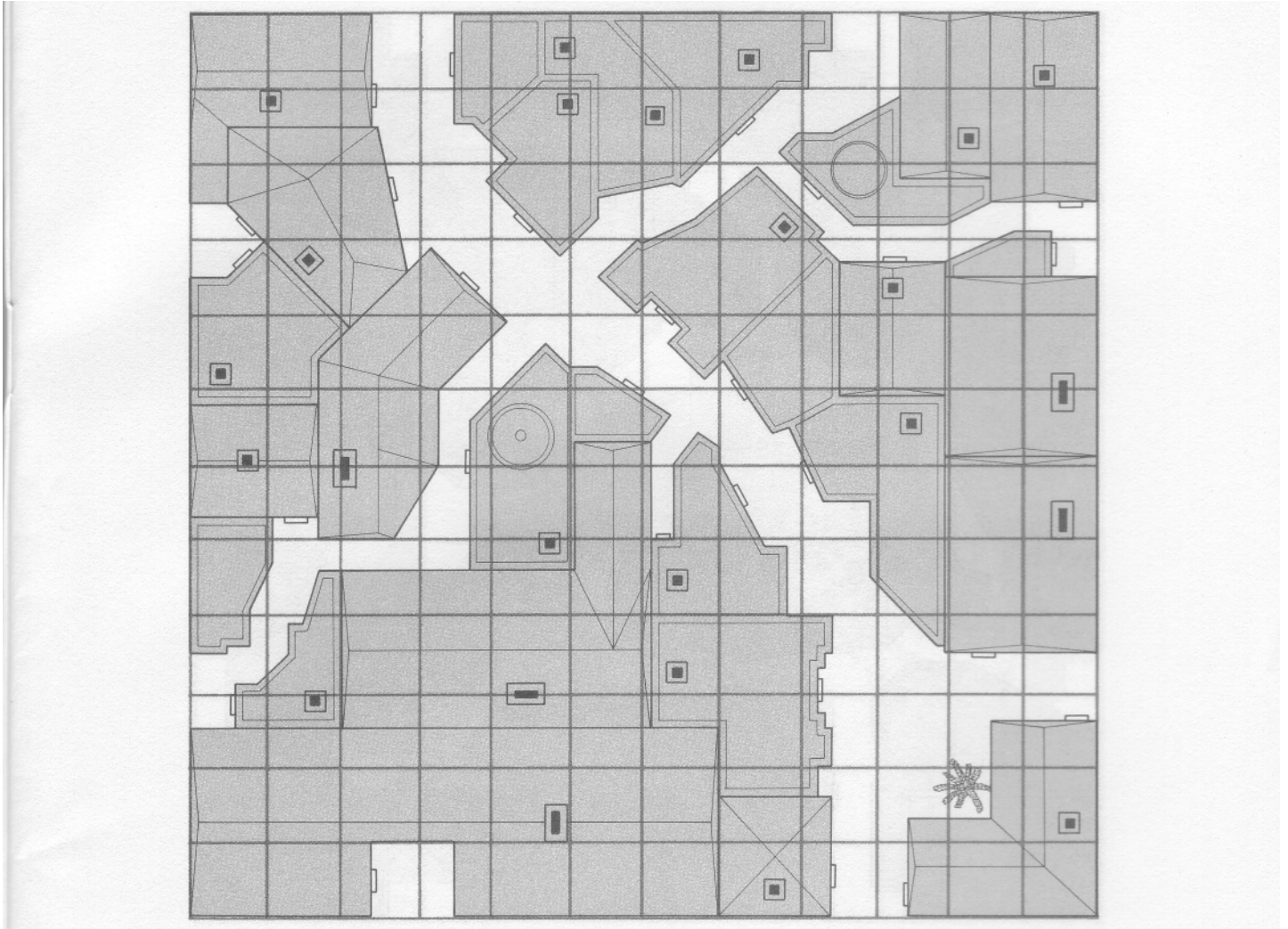
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles

Stats (S/I/W/D/C/CH,Lvl,AC,hp) Motives,gear,etc.

- () _____
- () _____
- () _____
- () _____
- () _____

Slum Geomorph A



Random Events : ____ on 1d ____

Law Enforcement Activity: _____

Locations

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

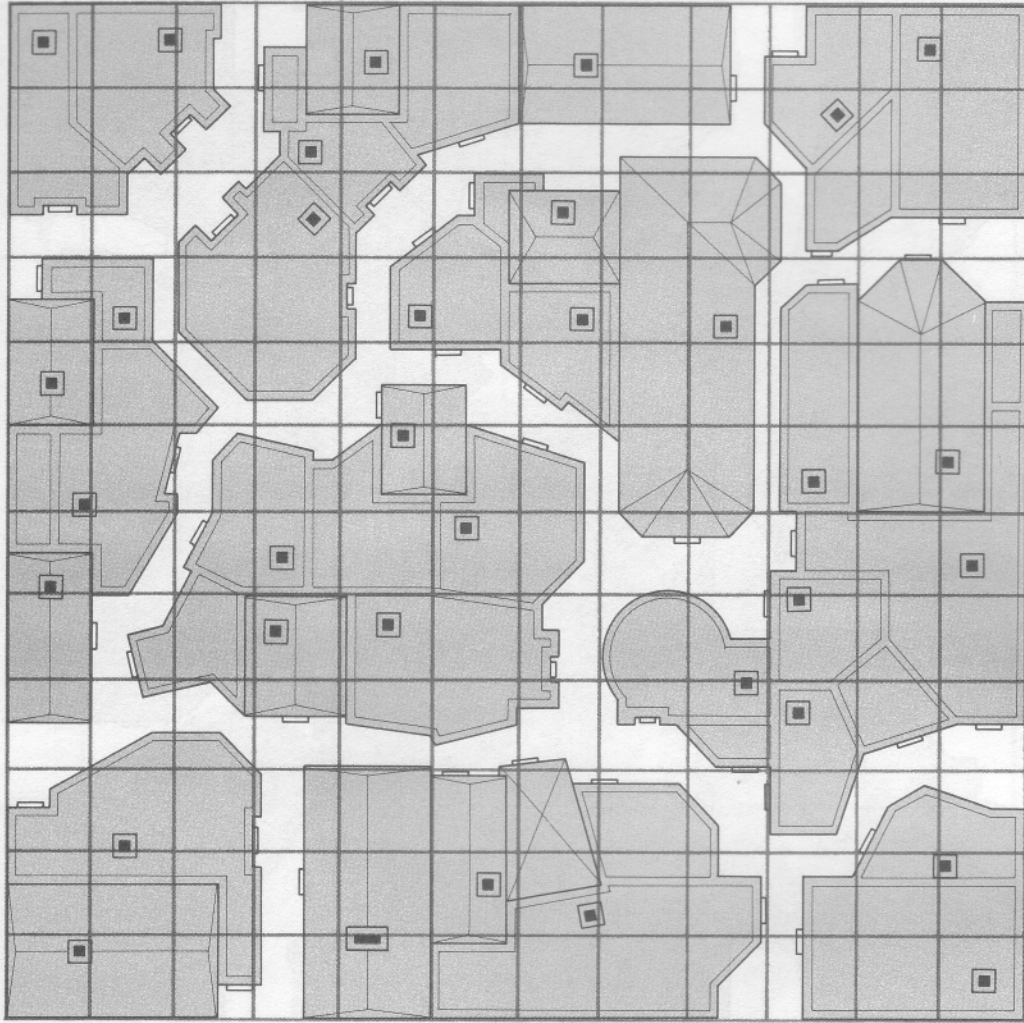
NPC Domiciles

Stats (S/I/W/D/C/CH,Lvl,AC,hp) Motives,gear,etc.

- () _____
- () _____
- () _____
- () _____
- () _____

Slum Geomorph B

(4)



Random Events : ____ on 1d ____

Law Enforcement Activity: _____

Locations

() _____ () _____ () _____

() _____ () _____ () _____

() _____ () _____ () _____

() _____ () _____ () _____

() _____ () _____ () _____

NPC Domiciles

Stats (S/I/W/D/C/CH,Lvl,AC,hp) Motives,gear,etc.

() _____

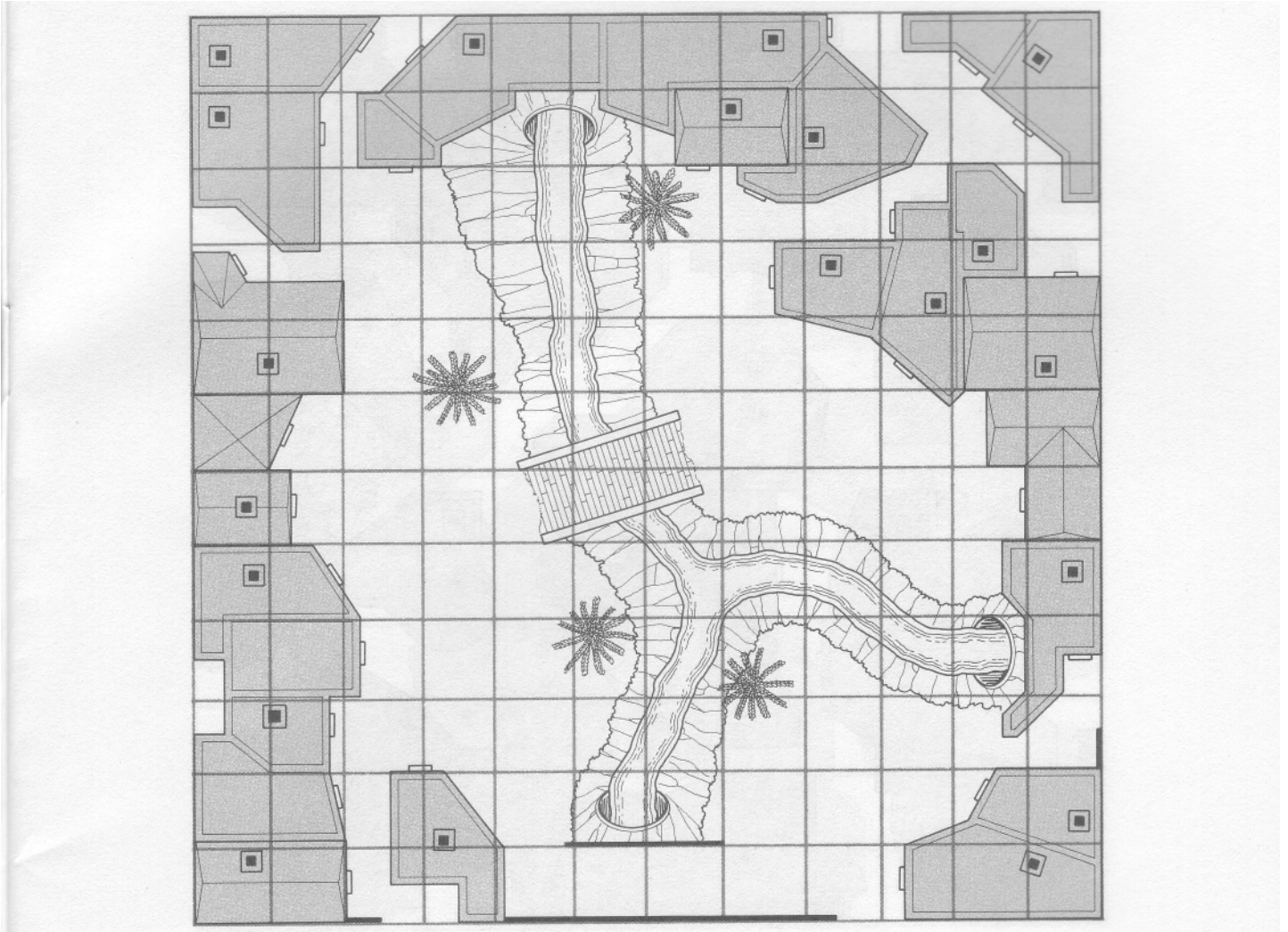
() _____

() _____

() _____

() _____

Open Field Geomorph



Random Events : ____ on 1d ____

Law Enforcement Activity: _____

Locations

() _____ () _____ () _____

() _____ () _____ () _____

() _____ () _____ () _____

() _____ () _____ () _____

() _____ () _____ () _____

NPC Domiciles

Stats (S/I/W/D/C/CH,Lvl,AC,hp) Motives,gear,etc.

() _____

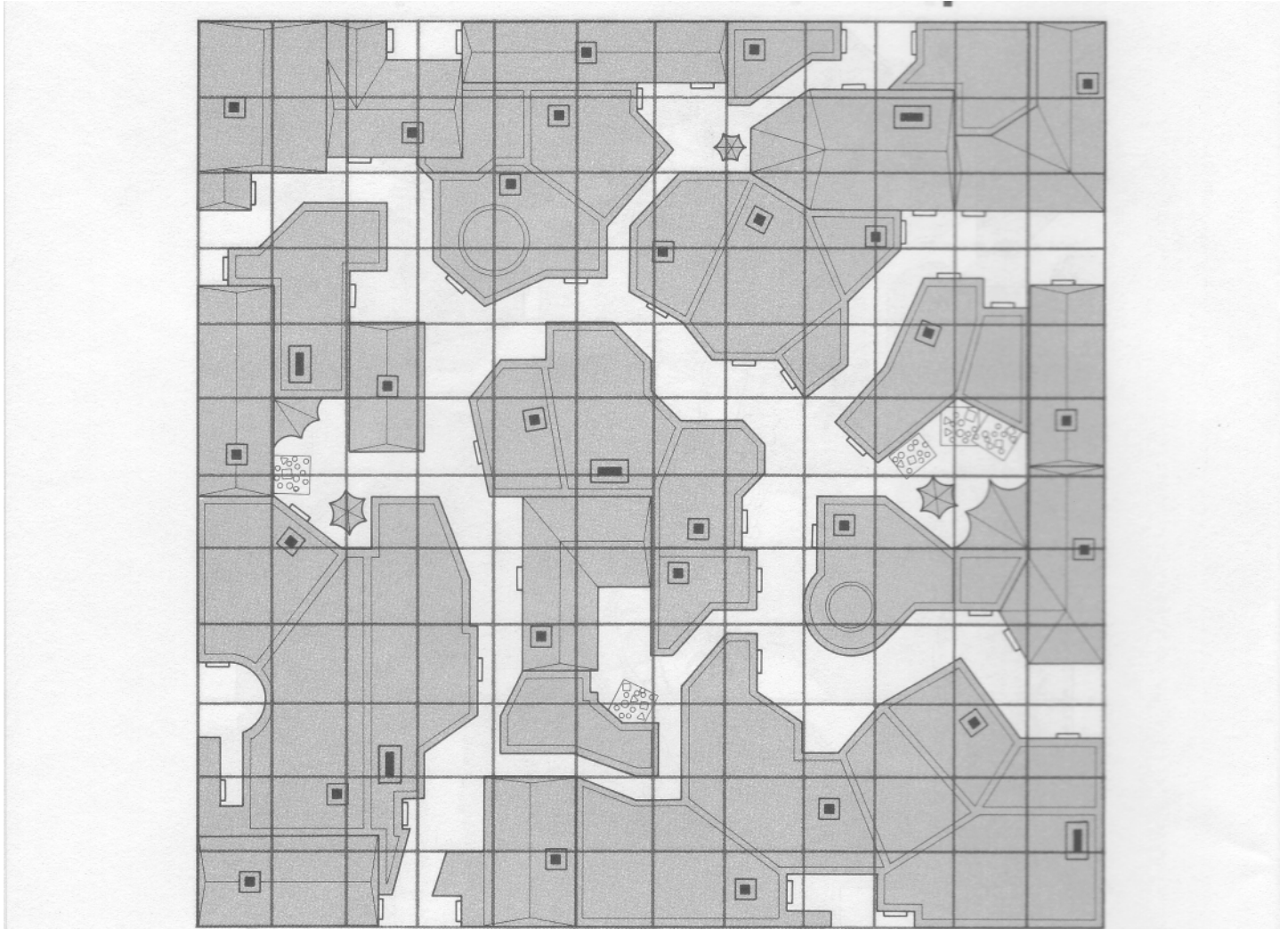
() _____

() _____

() _____

() _____

Black Market Geomorph



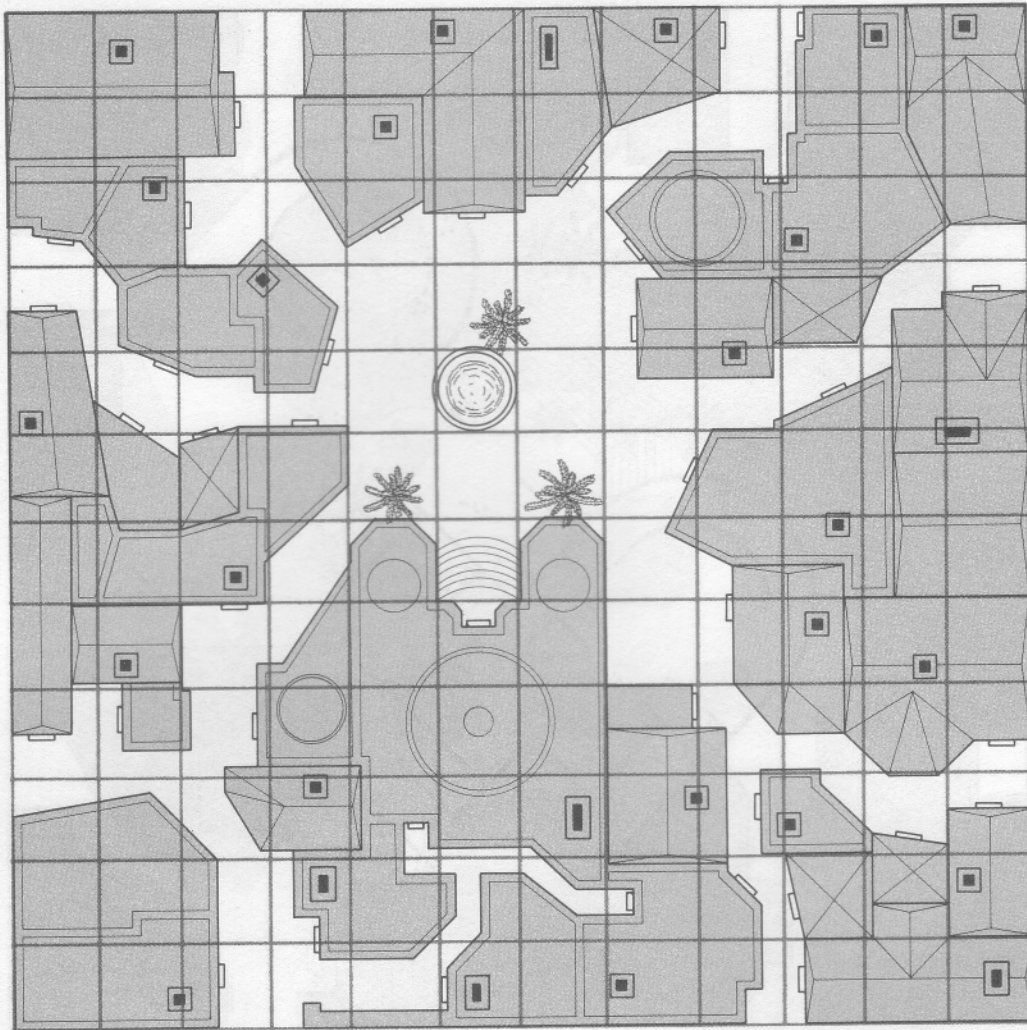
Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Locations

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

The Well Geomorph



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Locations

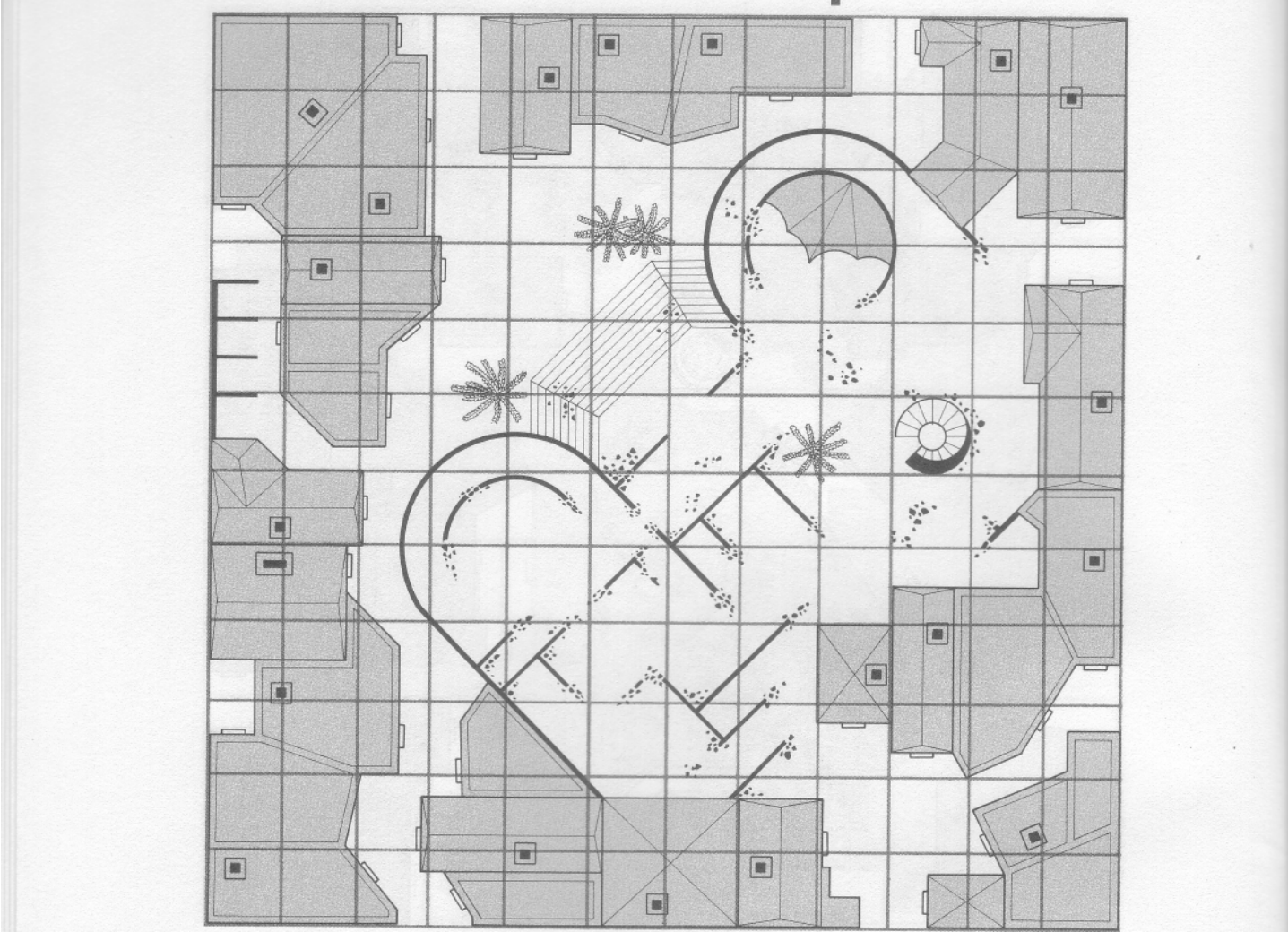
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles

Stats (S/I/W/D/C/CH,Lvl,AC,hp) Motives,gear,etc.

- () _____
- () _____
- () _____
- () _____
- () _____

Ruin Geomorph



Random Events : ____ on 1d ____

Law Enforcement Activity: _____

Locations

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

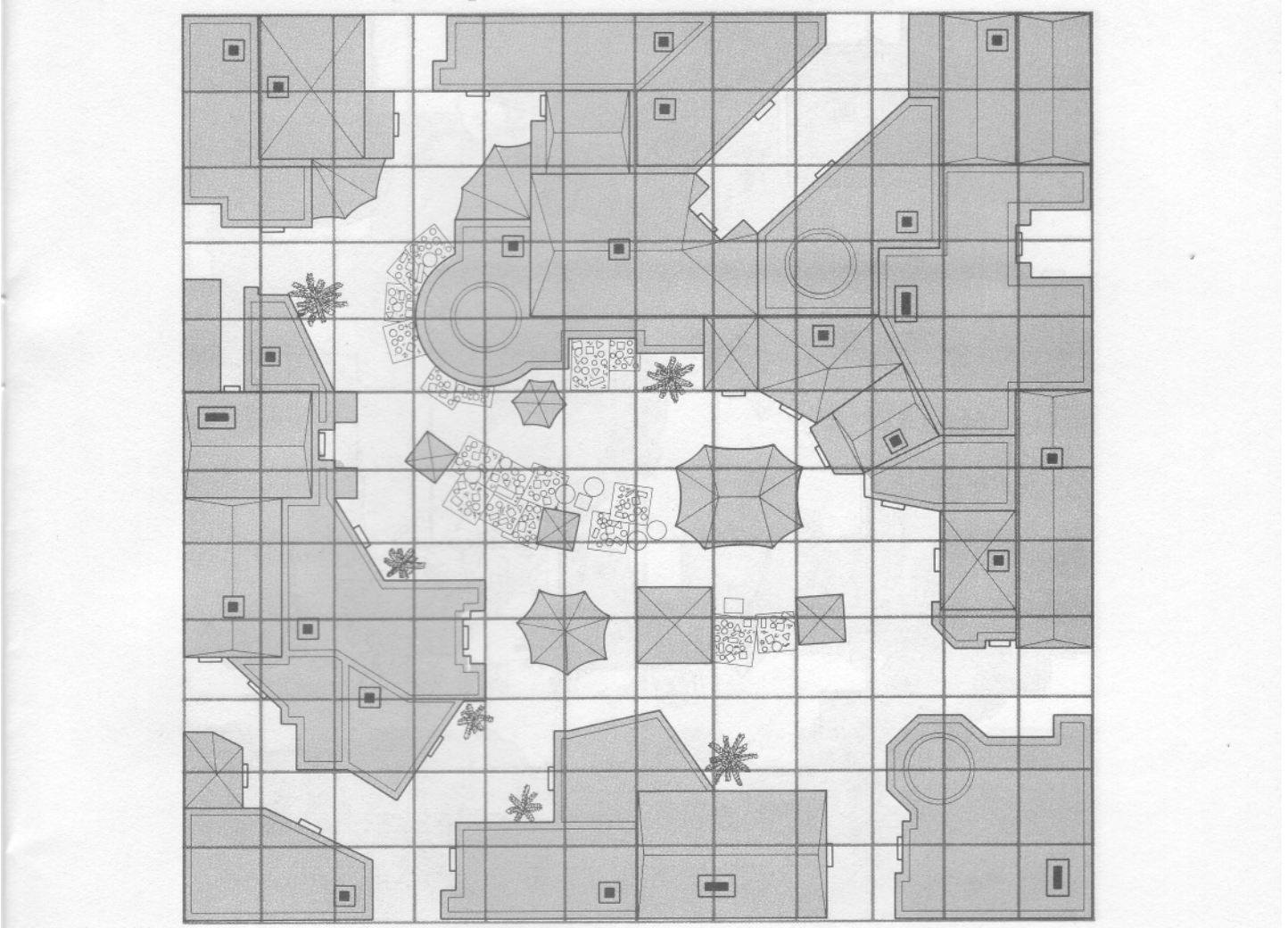
NPC Domiciles

Stats (S/I/W/D/C/CH,Lvl,AC,hp) Motives,gear,etc.

- () _____
- () _____
- () _____
- () _____
- () _____

Marketplace Geomorph A

19)



Random Events : ____ on 1d ____

Law Enforcement Activity: _____

Locations

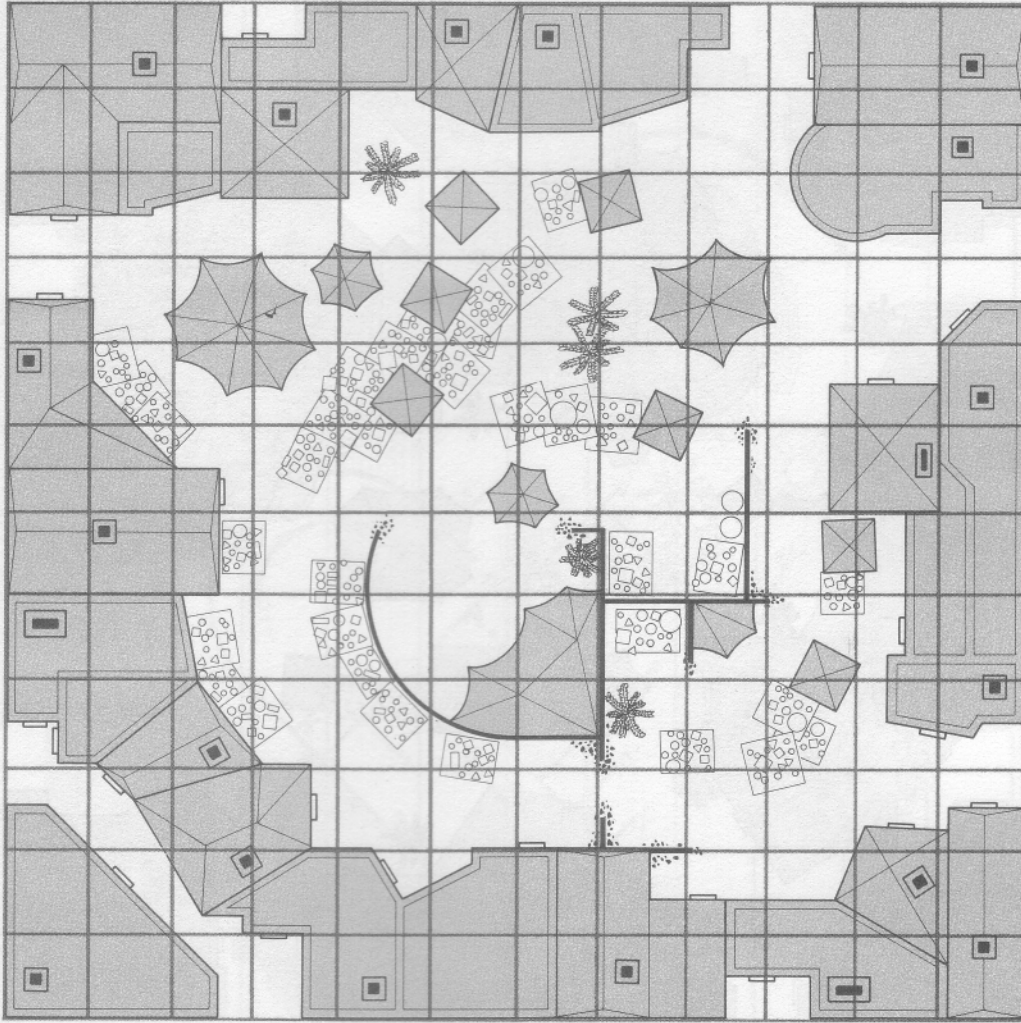
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles

Stats (S/I/W/D/C/CH,Lvl,AC,hp) Motives,gear,etc.

- () _____
- () _____
- () _____
- () _____
- () _____

Marketplace Geomorph E



Random Events : ____ on 1d ____

Law Enforcement Activity: _____

Locations

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

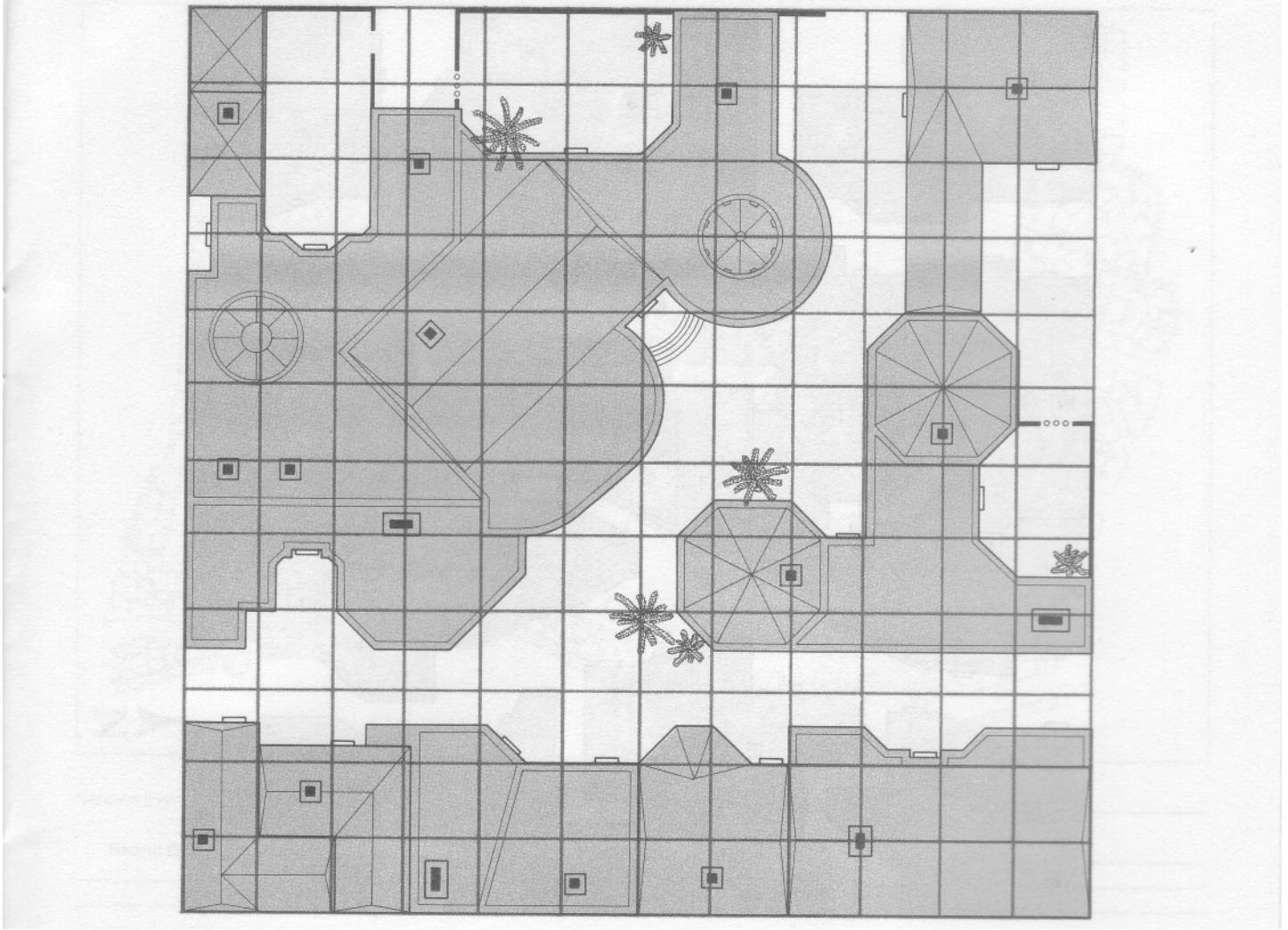
NPC Domiciles

Stats (S/I/W/D/C/CH,Lvl,AC,hp)

Motives,gear,etc.

- () _____
- () _____
- () _____
- () _____
- () _____

Wealthy Geomorph



Random Events : ____ on 1d ____

Law Enforcement Activity: _____

Locations

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles

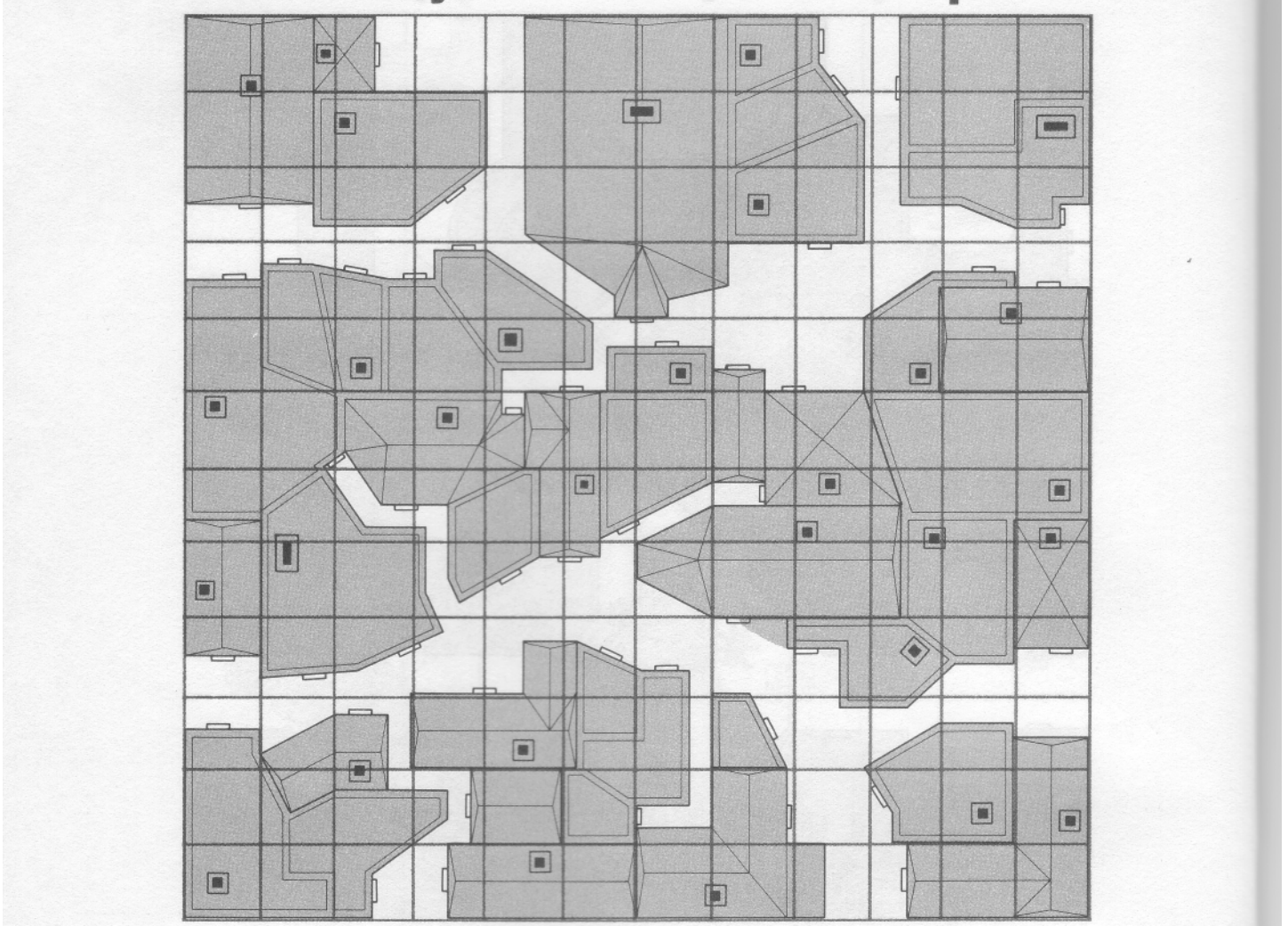
Stats (S/I/W/D/C/CH,Lvl,AC,hp)

Motives,gear,etc.

- () _____
- () _____
- () _____
- () _____
- () _____

(12)

Sleazy District Geomorph



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Locations

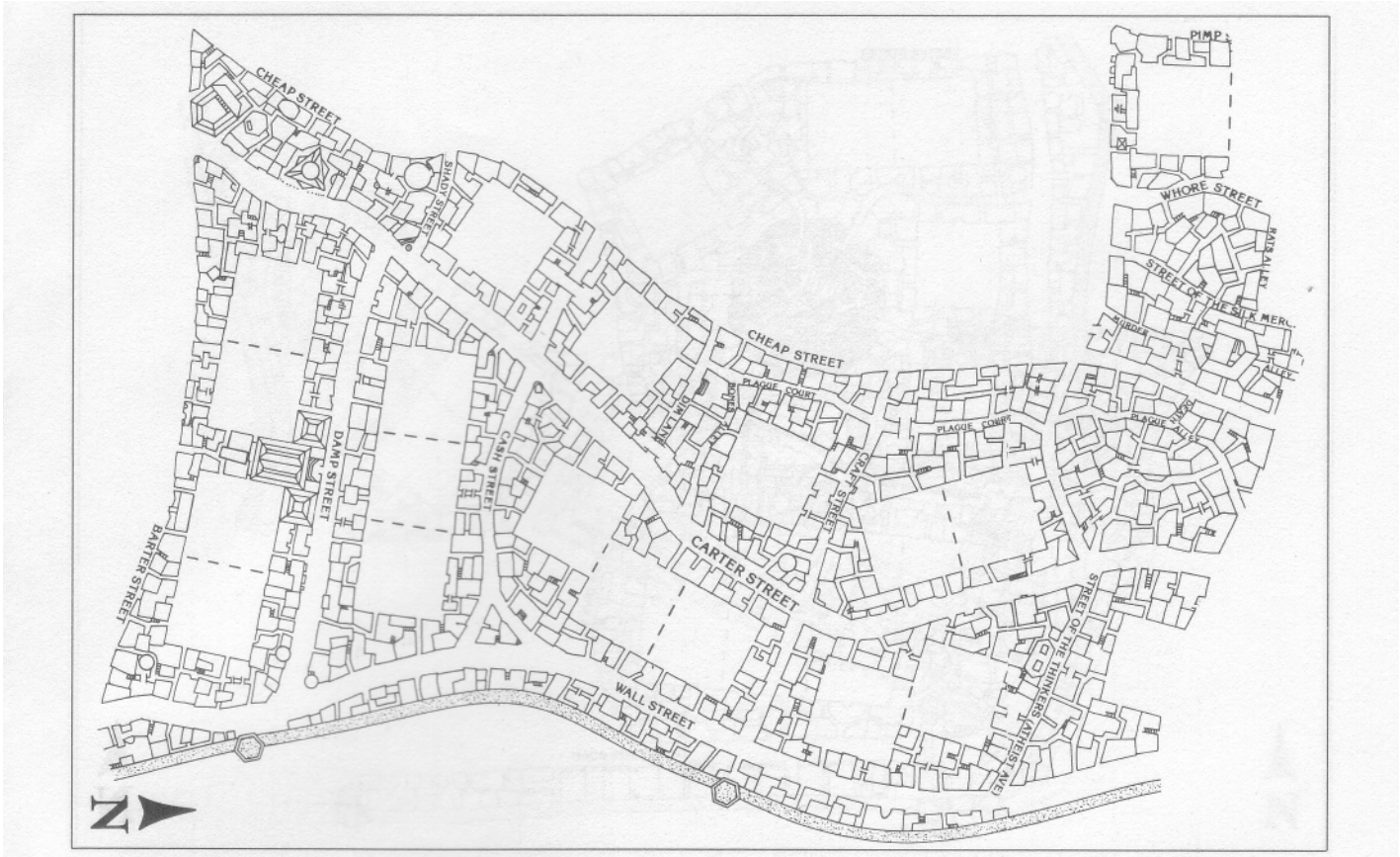
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles

Stats (S/I/W/D/C/CH,Lvl,AC,hp) Motives,gear,etc.

- () _____
- () _____
- () _____
- () _____
- () _____

Tenderloin District



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Recent Events: _____

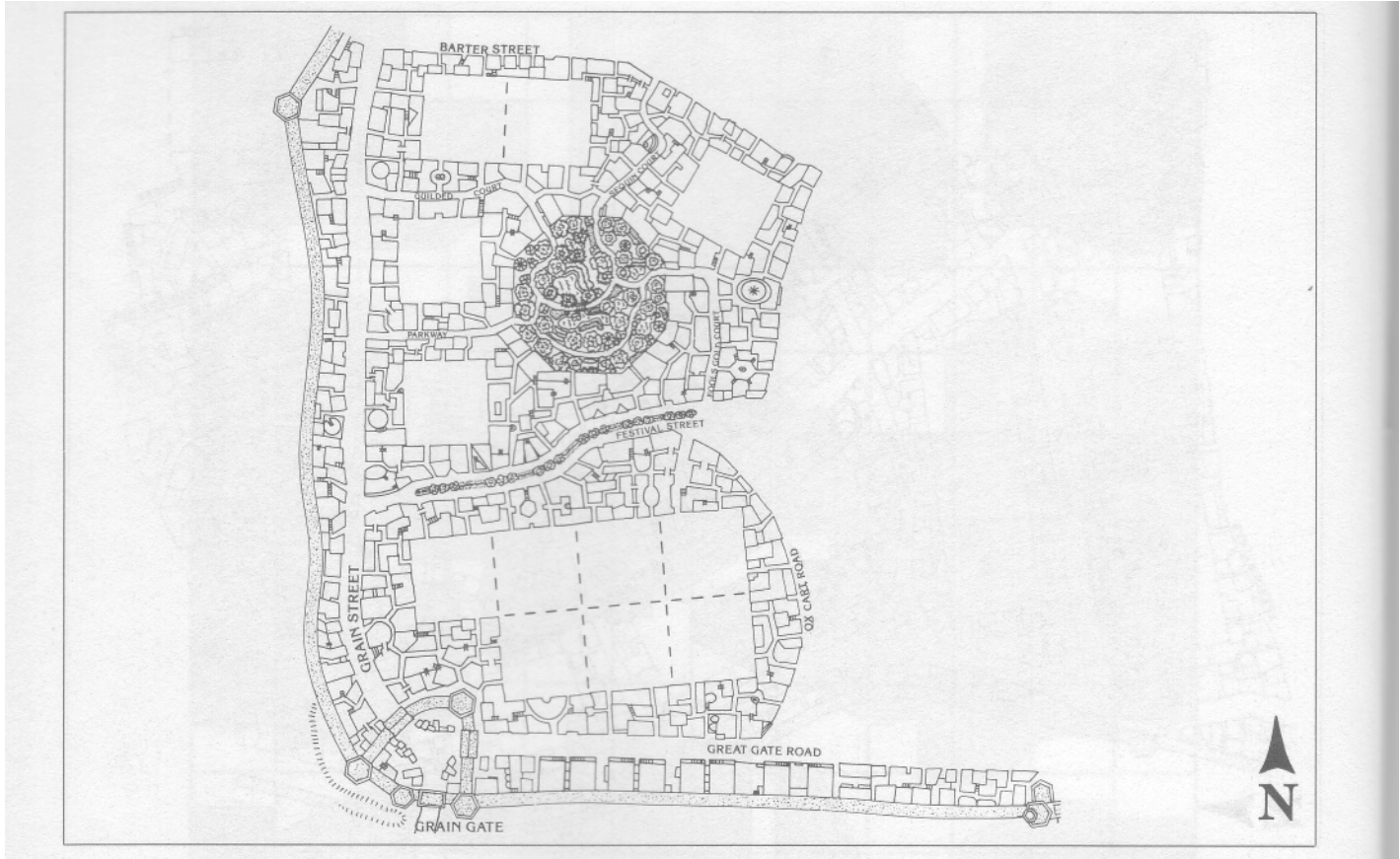
Special Keys(sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

Faction	Activity
_____	_____
_____	_____
_____	_____

Park District



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Recent Events: _____

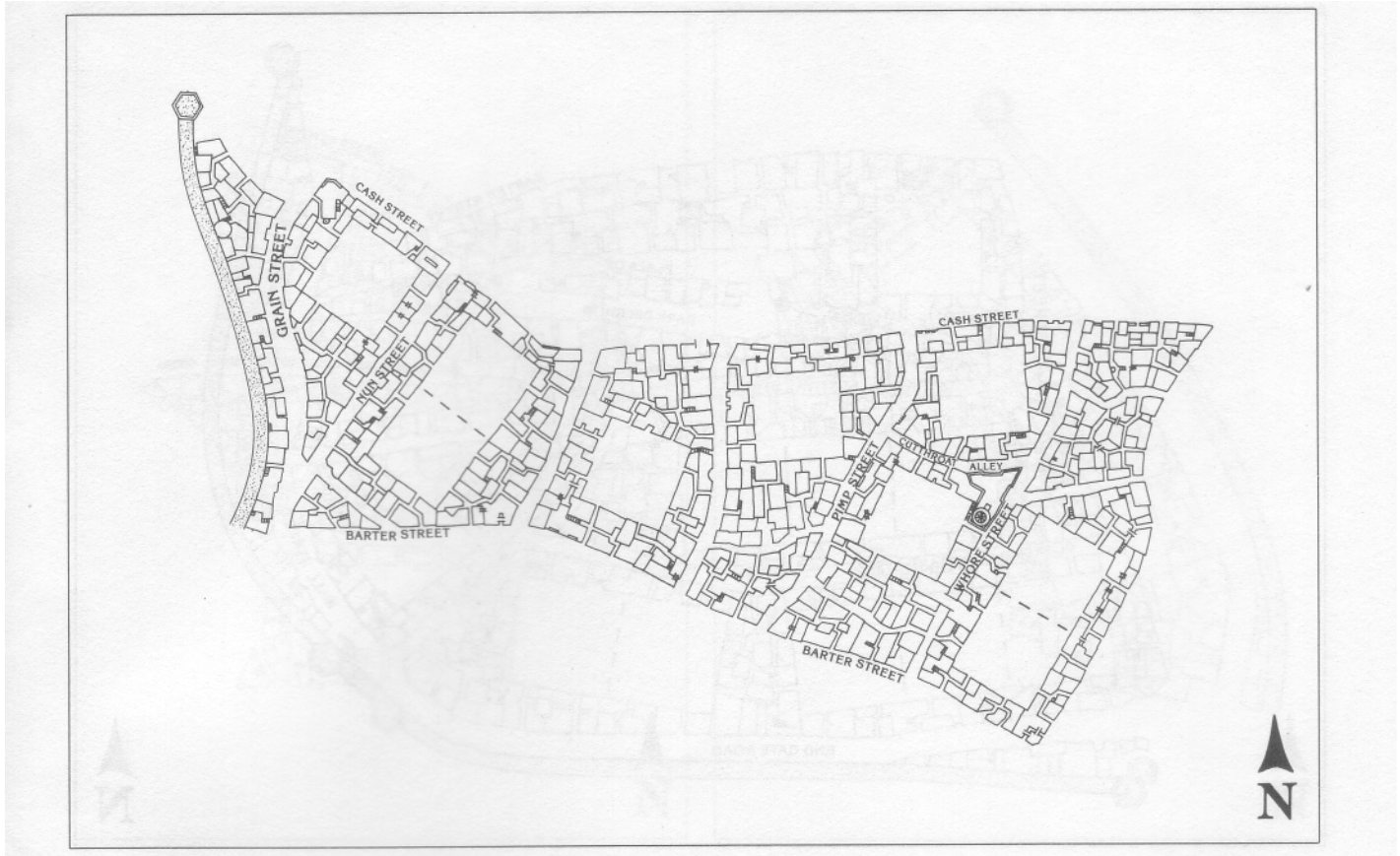
Special Keys(sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

Faction	Activity
_____	_____
_____	_____
_____	_____

Cash District



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Recent Events: _____

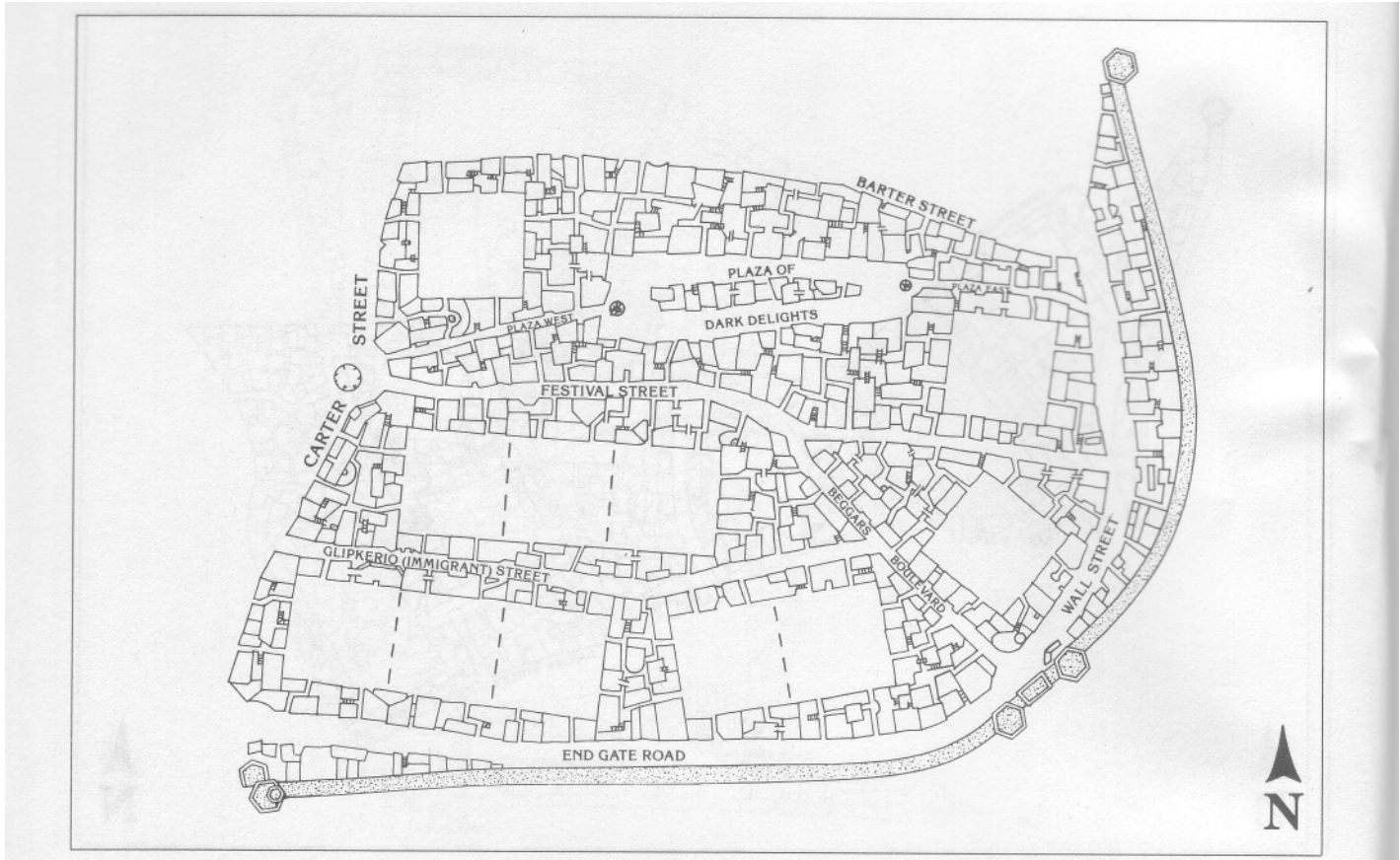
Special Keys(sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

Faction	Activity
_____	_____
_____	_____
_____	_____

Plaza District



Random Events : ___ on 1d ___ Law Enforcement Activity: _____

Recent Events: _____

Special Keys(sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

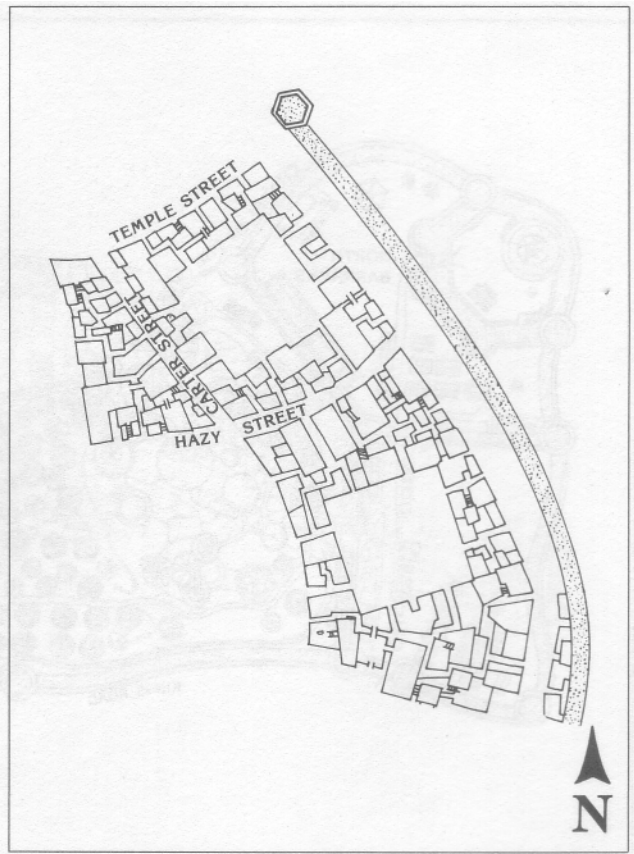
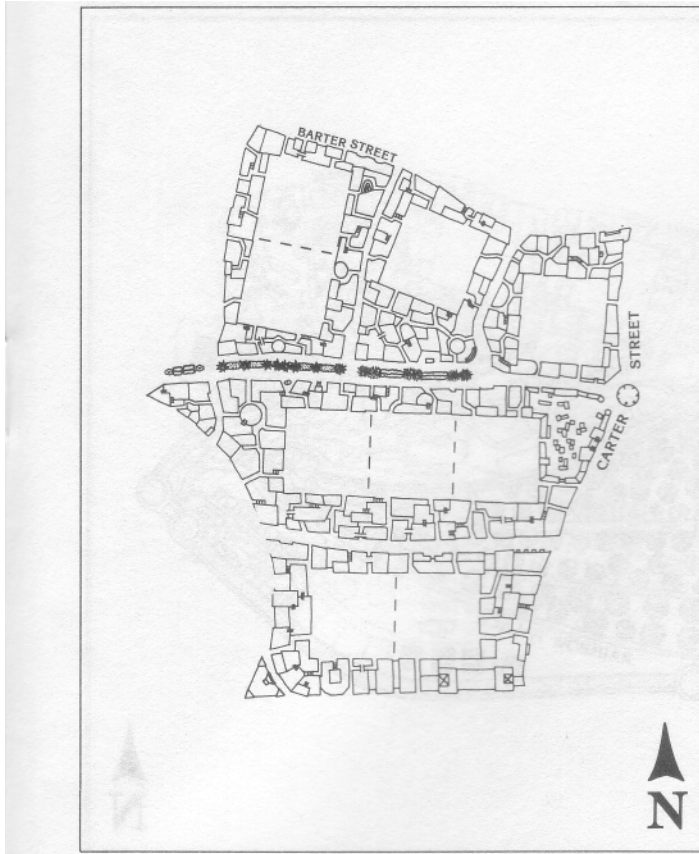
() _____ () _____ () _____
 () _____ () _____ () _____
 () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

Faction	Activity
_____	_____
_____	_____
_____	_____

Festival District

Marsh District



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Recent Events: _____

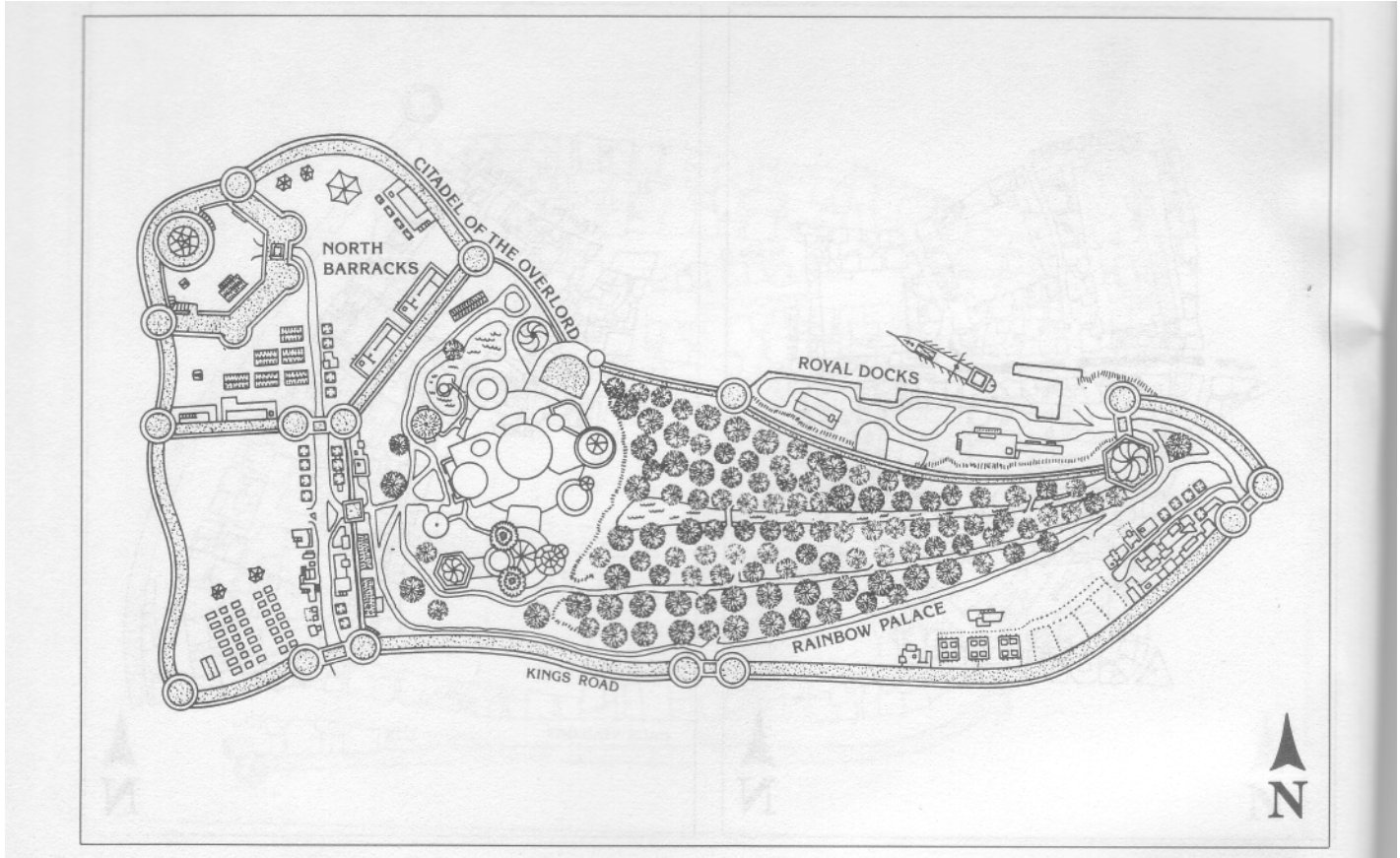
Special Keys(sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

Faction	Activity
_____	_____
_____	_____
_____	_____

Citadel District



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Recent Events: _____

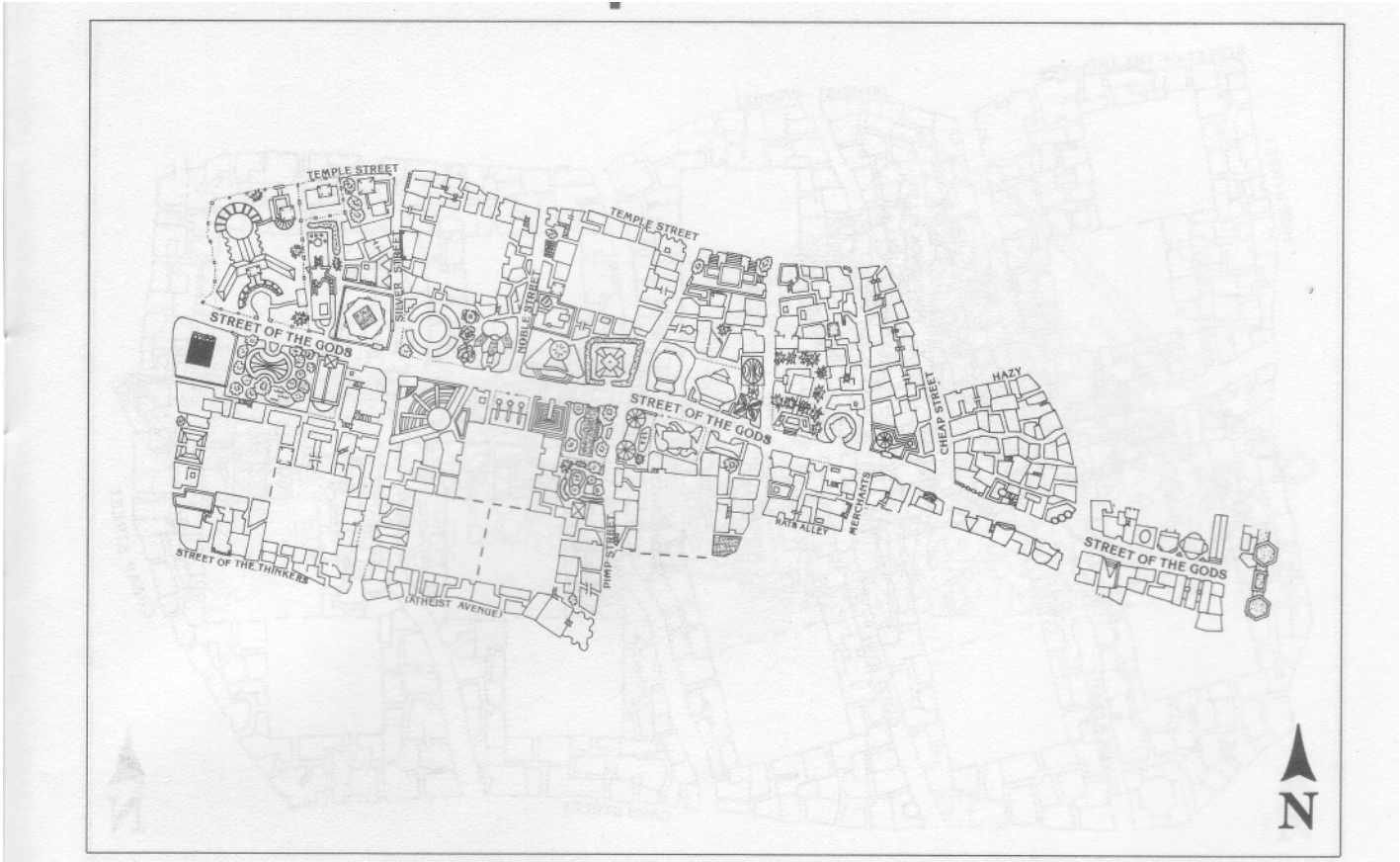
Special Keys(sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

() _____ () _____ () _____
 () _____ () _____ () _____
 () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

Faction	Activity
_____	_____
_____	_____
_____	_____

Temple District



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Recent Events: _____

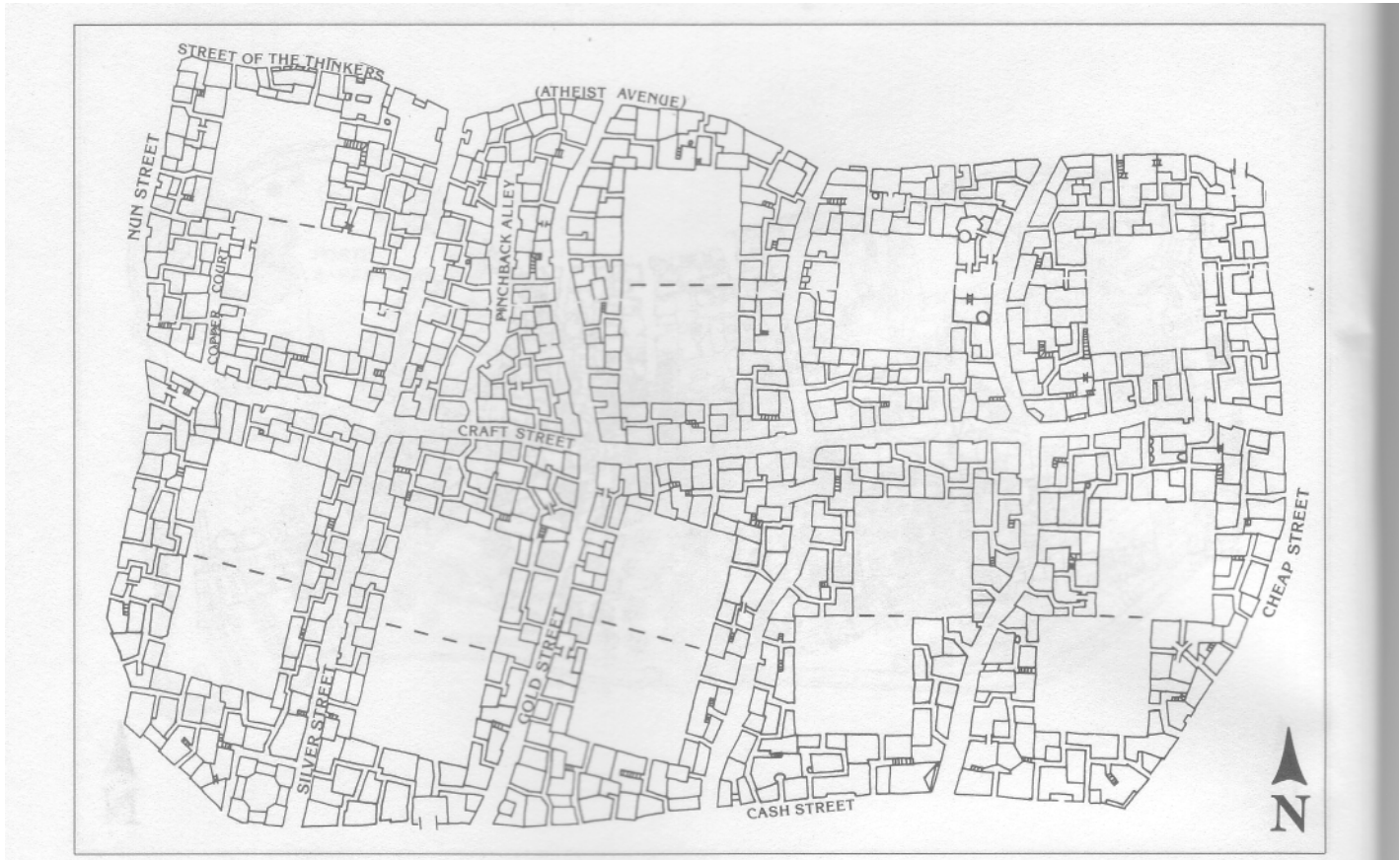
Special Keys(sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

() _____ () _____ () _____
 () _____ () _____ () _____
 () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

Faction	Activity
_____	_____
_____	_____
_____	_____

Mercantile District



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Recent Events: _____

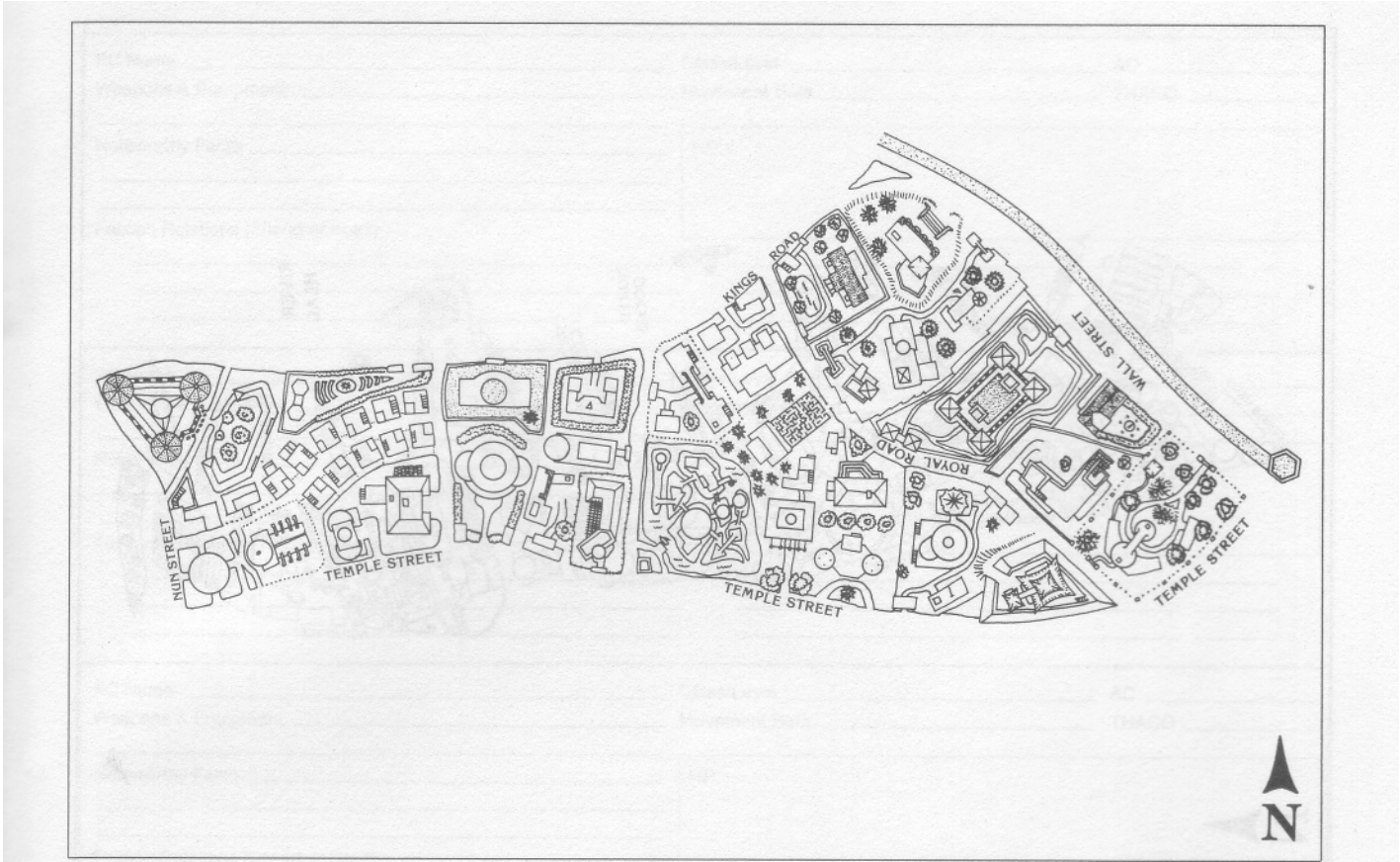
Special Keys(sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

() _____ () _____ () _____
 () _____ () _____ () _____
 () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

Faction	Activity
_____	_____
_____	_____
_____	_____

Noble District



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Recent Events: _____

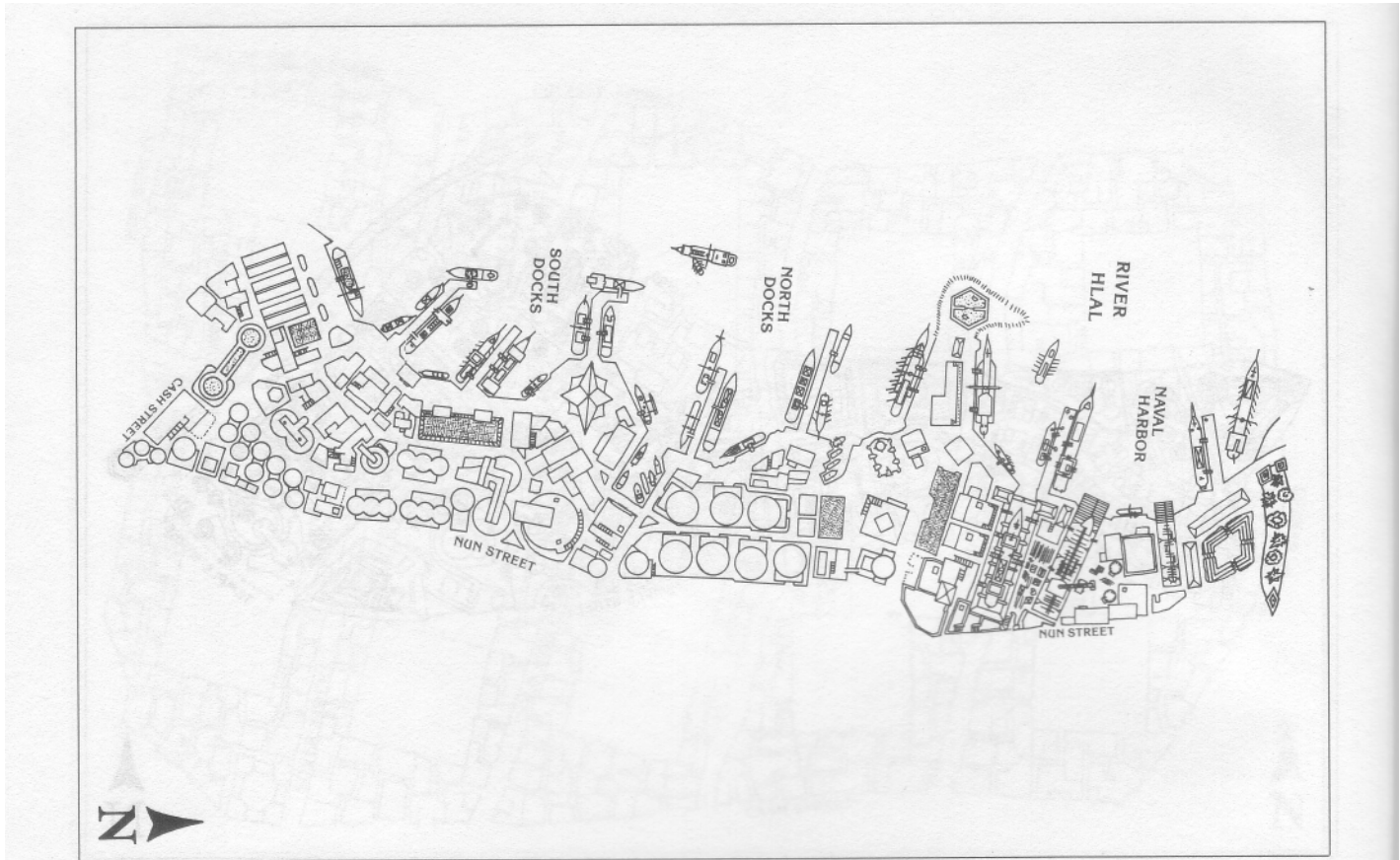
Special Keys(sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

() _____ () _____ () _____
 () _____ () _____ () _____
 () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

Faction	Activity
_____	_____
_____	_____
_____	_____

River District



Random Events : ____ on 1d ____ Law Enforcement Activity: _____

Recent Events: _____

Special Keys(sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

- () _____ () _____ () _____
- () _____ () _____ () _____
- () _____ () _____ () _____

NPC Domiciles	Stats (S/I/W/D/C/CH,Lvl,AC,hp)	Motives,gear,etc.
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____
() _____	_____	_____

Faction	Activity
_____	_____
_____	_____
_____	_____

Dungeon Master Player Roster

PC Name _____ Class / Level _____ AC _____
Weapons & Equipment _____ Movement Rate _____ THACO _____

Noteworthy Facts _____ HP: _____
_____ | _____
_____ | _____

Faction Relations (Friend or Foe?)

PC Name _____ Class / Level _____ AC _____
Weapons & Equipment _____ Movement Rate _____ THACO _____

Noteworthy Facts _____ HP: _____
_____ | _____
_____ | _____

Faction Relations (Friend or Foe?)

PC Name _____ Class / Level _____ AC _____
Weapons & Equipment _____ Movement Rate _____ THACO _____

Noteworthy Facts _____ HP: _____
_____ | _____
_____ | _____

Faction Relations (Friend or Foe?)

PC Name _____ Class / Level _____ AC _____
Weapons & Equipment _____ Movement Rate _____ THACO _____

Noteworthy Facts _____ HP: _____
_____ | _____
_____ | _____

Faction Relations (Friend or Foe?)

PC Name _____ Class / Level _____ AC _____
Weapons & Equipment _____ Movement Rate _____ THACO _____

Noteworthy Facts _____ HP: _____
_____ | _____
_____ | _____

Faction Relations (Friend or Foe?)

Fafhrd

	Peak	Mature	Youth
Ranger	15th	10th	5th
Thief	5th	3rd	1 st
Bard	5th	4th	3rd
Alignment	Neutral Good		
Strength	18/75 (+ 2, + 3)		
Intelligence	15		
Wisdom	10		
Dexterity	17 (+ 1,-2)		
Constitution	19 (+5,+1)		
Charisma	17 (+ 30%, + 30%)		
Armor Class	6		
Hit Points	130/110/60		

Standard equipment: Leather armor, bastard sword, dagger

Born in the frozen northlands of Nehwon, Fafhrd was raised by his mother, Mor, in the matriarchal society of Cold Corner. There he learned fighting, hunting, archery, sailing, mountain climbing and Skald talents. A Skald is the Nehwon term for Bard (See Appendix AD&D conversion). Like most northern barbarians he has a small talent for thievery.

This red-haired northern barbarian stands 6' 11 " tall; all of it muscle. He favors a beard and tends to wear his hair in a single braid down his back. Fafhrd dresses the part of the barbarian in furs and manly jewelry. He takes great pleasure in correcting the opinions of those who call him uncivilized.

As a ranger Fafhrd favors a bastard sword and a dagger. He always names the sword Graywand and calls the dagger Heartseeker. On several occasions Fafhrd has been known to use a battle axe balanced for throwing, instead of a sword or hand axe. He has been known to use a long bow for hunting. He strictly follows the armor and shield restrictions (PH 118) for Bards. As noted, he does not obey the weapons restrictions.

All the men of Cold Corner are expert climbers and Fafhrd is no exception. He climbs as a 15th level thief and is not subject to any modifiers for ice and snow when cling.

The mighty northern barbarian both fears and hates wizardry. As a result he has none of the spell casting abilities normally associated with rangers and bards. Even if he had them he would not use them. This restriction does not apply to the other natural abilities of these classes which have spell-like effects. For example, Fafhrd is as fully capable of charming creatures with song as a bard.

Having lived much of his life in the frigid northlands, Fafhrd is adept at survival in that environment. He gets +3 on any saving throw against cold. He knows all the tricks for finding food, shelter, and safety in winter and northern wilderness areas.

Like his companion the Gray Mouser, Fafhrd is susceptible to the charms of beautiful women. When he is an NPC, any woman with a Charisma of 16 or 17 has a 50% chance of *charming* him. A woman with Charisma 18 automatically *charms* him. As a PC, Fafhrd loses 1-6 status points if he does not act as if *charmed in* the presence of a woman with a Charisma of 18. There is a 50% chance of losing 1-6 status points for not acting as if *charmed in* the presence of a woman of Charisma 16 or 17.

Fafhrd loves to spend money on silly things, like drink, women, and worthless baubles. As a result, he must spend twice as much to maintain the same social level as normal inhabitants of Lankhmar. It costs him twice as much to attain the next social level compared to most Lankhmarians.



Gray Mouser

	<u>Peak</u>	<u>Mature</u>	<u>Youth</u>
Fighter	10 th	6th	3rd
Thief	15 th	10th	5th
Magic-Use	3rd	3rd	3rd
Alignment		Neutral	
Strength		15	
Intelligence		16	
Wisdom		11	
Dexterity		19 (+ 3,-4)	
Constitution		17 (+2)	
Charisma		17 (+ 30%, + 30%)	
Armor Class		4	
Hit Points		90/70/35	

Standard equipment: Leather armor, rapier (treat as a long sword), dagger (balanced for throwing)

The Gray Mouser's origins are shrouded in mystery. Even he does not know where he was born or who his family is. He was raised by a hedge wizard that practiced white magic. Mouser chose to peer into his mentor's books on black magic rather than study the white. See the chapter on AD&D conversions for more information on white and black magic. Upon the hedge wizard's death he firmly allied himself to black magic and ended up in Lankhmar.

The dark-skinned Mouser is probably of southern extraction. He stands 5' 4" tall, all wiry muscle. He enjoys clothing himself in mystery and so wears concealing garments all in gray. He wears a cloak and hood, tunic and trousers with soft boots for his feet. He is fond of gray gloves, so long as they don't encumber him.

Gray Mouser's favorite weapons are an edged rapier and a throwing knife. If he has had a particular rapier for over two weeks he wields it with a + 3 on all Hit rolls because of his particular proficiency. The rapier is treated as a long sword and the throwing knife as a dagger. He always names the rapier Scalpel and the throwing knife Cat's Claw. When Mouser fights with one in each hand he gets 2 attacks per round, one with each weapon, and no penalties. He strictly follows the weapons and armor restrictions of the thief class except that he does not use poison.

Cities, especially the nastier parts, are Mouser's natural environment. He is extremely streetwise, particularly in Lankhmar, receiving a + 2 bonus on all rolls for finding information, bargaining and dealing with bureaucratic systems. He is well-known to the underworld of Lankhmar.

The Gray Mouser is fascinated and drawn to anything magical. Unfortunately he is rarely able to keep hold of these things. As a result, he has no spell book even though he is a 3rd level black magician. This means he cannot cast any spells in the normal course of an adventure. Should he happen upon a spell book, he can use any spells it contains. Keeping the book for any length of time is virtually impossible in thief-ridden Lankhmar.

Like his companion Fafhrd, the Gray Mouser is susceptible to the charms of beautiful women. When he is an NPC, any woman with a Charisma of 16 or 17 has a 50% chance of *charming* him. A woman with Charisma 18 automatically *charms* him. As a PC, the Gray Mouser loses 1-6 status points if he does not act as if *charmed* in the presence of a woman with a Charisma of 18. There is a 50% chance of losing 1-6 status points for not acting as if *charmed* in the presence of a woman of Charisma 16 or 17.

Mouser has a great love of spending money on silly things, like drink, women and worthless baubles. As a result, he must spend twice as much to maintain the same social level as normal inhabitants of Lankhmar. It costs him twice as much to attain the next social level compared to most Lankhmarters.



