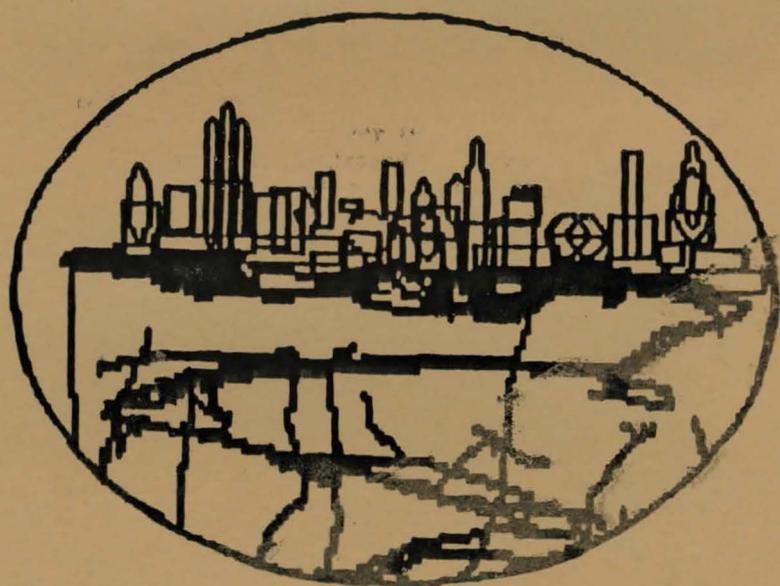


Landu the Eloquent's

Handbook of Horrors II TM



Book Two: The City of Dukerton

Requires Dragonfire Software

Landu the Eloquent's

Handbook of Horrors II

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TO GET STARTED: Insert your **Dragonfire** diskette in Drive A and turn your computer on. When you have entered **Dragonfire**, remove the diskette, and insert the **Handbook of Horrors** diskette in Drive A. You're ready to go!

NOTE TO IBM USERS: All file names are a maximum of 8 characters long. To access a monster type the first 8 characters of the name skipping blanks i.e. "Cave Giant" is "Cavegian"

Book II: The City of Bukarten

Rising above the stark, rocky shores of the great Southern harbor of Ugarth are dark towers, crumbling walls, and broken spires which serve as a final testament to the former power of my ancestors, the great magical elves of Dukarton. In the golden age, before the humans came and despoiled the fertile lands surrounding it, the elves, led by Prince Dukar, built a magnificent shining city. Using peaceful magicks, and muscles driven by pride, they carved the cliffs into great sloping roads which led to the shore. Here they erected huge wharfs for trading and fishing, and developed what was to become the most famous merchant city the world had known. After a brief but glorious time, though, Dukarton was beset by an insidious blight, a tumor of corruption which grew and festered. The city of light was not attacked from without, but from within; its former luster was tarnished by greed and deceit. No longer was the great city of Dukarton held as an example of all that was good in the world.

The loyal citizenry, those who still followed the ways of the past and who still revered the memory of Prince Dukar, slipped quietly into the background, while the newcomers - humans, creatures of the night, evil-doers - gradually took over the workings of the city. Darkness settled upon the former golden city, and fear. Soon, Dukarton was no different than any other old trading city; it ceased to be anything more than a profitable merchant port. There are rumours that the descendants of the city's founders still live somewhere in Dukarton, hidden by their remaining magic; no one in the city will say for sure.

Now, Dukarton faces another challenge to its livelihood. It is rumoured that all of the city's leaders are not what they appear to be at all, but members of criminal organizations who plan to milk the people of everything they own, and then leave the city - naked and vulnerable - to whomever decides to come and take it. When last I was there, some years ago, strange things were afoot; here is a record of what I saw...

THE MONSTERS, CREATURES, AND ENCOUNTER TABLES GIVEN IN THIS BOOK MAY BE USED WITH THE SCENARIO GIVEN ABOVE OR MAY BE INTEGRATED INTO YOUR OWN CAMPAIGNS. FEEL FREE TO ADD TO THE ENCOUNTER TABLES OR TO USE ANY OF THESE BEASTS IN YOUR OWN WORLD. HAVE FUN!

H'rim Bostnogkt

Regarded by many as simply a successful merchant who always seems to find the right bargains, Bostnogkt is as unknown as he is famous. While he seemingly controls a major portion of almost every market in Dukarton, Bostnogkt is notorious for his anonymity. When he does appear in public, the apparently well-fed, pampered businessman is always surrounded by the most able bodyguards he can recruit, whose dedication to the whims of their master is seemingly total. Further, he travels with a large retinue of extremely beautiful women, who, hidden behind veils, are jealously loyal to their lord. It is rumored that Bostnogkt is a master of illusion and hypnotism; however, none can get close enough to him to confirm or deny this tale.

Bostnogkt is, in fact, a very high level illusionist. His primary means of controlling others is through the power of subliminal suggestion. He is descended from the founders of Dukarton and uses his considerable powers to prevent that fact from being revealed to anyone, including his top aide, Adleil Docksin. If he hears of a party which is working to rid Dukarton of evil, he will find a way of helping them without compromising his carefully wrought web of concealment.

Adleil Docksin

A stunningly beautiful woman, Docksin is the chief lieutenant in Bostnogkt's commercial empire. She serves as his spokeswoman, negotiator, and public representative. While she is cunning and efficient, Docksin also has a ruthless side which becomes apparent whenever she is angered. Stories about her dubious past tie her to criminal elements; she is thought to be a highly trained assassin with the literal ability to kill with a look. Docksin does not travel alone, as she is more easily recognized than her employer, and is always accompanied by at least three of Bostnogkt's personal guards.

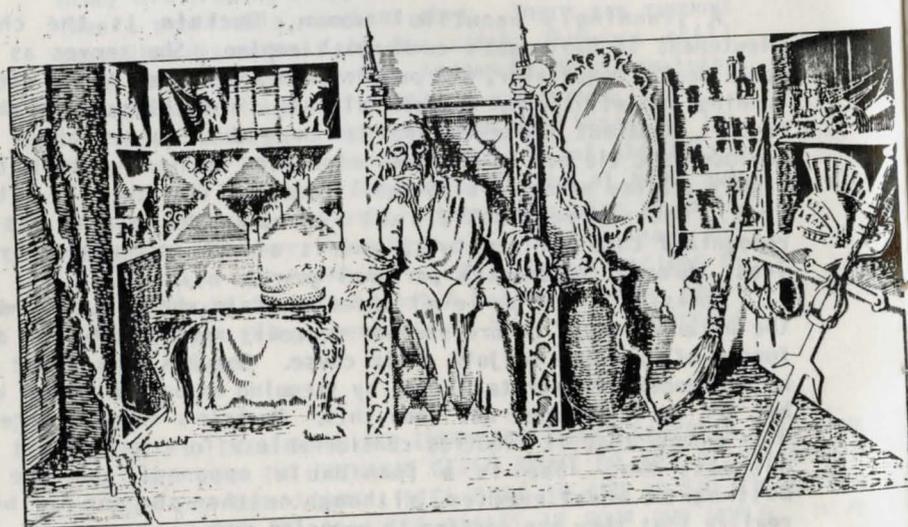
Docksin is a high level thief-assassin who was trained by the Dukarian Guard before she was secretly recruited by the dark forces of Dukarton to join their cause. She has worked her way up Bostnogkt's corporate ladder by stepping on anyone in her way, but her employer does not know this. Docksin's intelligence is high enough that it requires considerable effort to outsmart and outguess her. She is a formidable opponent and one of Bostnogkt's worst enemies, although neither she nor her boss realize that they are working to opposite ends.

Oldien Sirfeut

A small, wizened old man, Sirfeut is probably the oldest living inhabitant of Dukarton. He lives above his large shop, which is called simply Magicks. Not only can almost anything magical be purchased in the shop, almost any tidbit of information can be obtained from its owner. However, Sirfeut is, first and foremost, a merchant, so nothing is free. There is one old story about a man who literally paid with an arm and a leg for something which he desperately wanted; Magicks is not known as a place in which bargains can be found.

Sirfeut does not like the way the city is now; he yearns for the old days and is most friendly with those who feel the same way. He has been known to rant for hours in front of his shop about the "way it was, back when Dukar was remembered." He has also been known for never once being bothered by thieves, which is unusual in a city as large as Dukarton.

Oldien the Hidden, as his name once was, is the most powerful wizard who ever lived in Dukarton. He has created his own spells which enable him to draw on the powers of all of his dead ancestors and which allow him to hide from the constantly seeking eyes of evil which want to eliminate him. Oldien's power is so great, though, that he cannot use it except for parlour tricks, lest he be identified and marked for extermination. While everyone in Dukarton knows him as Oldien Surfeut, none know his true identity or age. Oldien is currently seeking a descendant of Dukar to take his place, or a man of good heart whom he can train to use the powers of Dukar.



Bojan Thumpwood

A coarse, gruff man from the wilderness, Thumpwood just appeared one day from the forests to the west. With him came a whole variety of seemingly tamed animals from the forests and mountains of far away. When he tired of showing off his animals for fairs and market days, Thumpwood moved to the edge of the city and started the "School of the Wild." Here, sequestered from the prying eyes of society, students learn the ways of the forest. Once they enter the school, Thumpwood's students remain for at least thirty months. After this, they are only infrequently seen in the outland forests or coming back from hunting trips. Thumpwood himself has not been seen since he began the school, although it is said that he is quite often in Dukarton, disguised as some form of animal.

Thumpwood is a very high level ranger who could thrive quite well without anything in the wilderness. He trains students until they are capable of surviving prolonged periods without civilized contacts. Due to the nature of his school, students who cannot or do not complete the training have their minds wiped of all experience and are taken to distant lands. Thumpwood commands several powerful spells, which allow him to discern the true alignment of any creature, shape change, and erase the memories of creatures. He will only use these when absolutely necessary.

Feri Lookler

Many years ago, one of Bojan Thumpwood's first pupils was in an accident due to a great magical battle. As a result, beautiful Feri Lookler came to possess great powers which she uses in the name of good. Like all of Thumpwood's pupils, she can summon and tame animals at will. She is known as a kind and gentle woman who will go out of her way to help those in need. However, there is a dark side to Lookler which manifests itself whenever she is greatly angered. She is instantly transformed into a savage fighting machine known only as Vengeance. In the persona of Vengeance, she can shape change to any animal form; she can communicate with any animal telepathically, and she is relieved of any need for food or rest. Vengeance will stalk the offending party until it is trapped. Only with the death of her sworn enemy is Feri Lookler released from her enchantment.

Lookler is a mid-level ranger but for her exceptional abilities with animals and nature. She possesses spells which are similar to her mentor's. As Vengeance, she becomes the equivalent of a barbarian/magic-user who can shape change any number of times and has telepathic powers with animal life. She possesses innate capabilities of camouflage at all times.

The Brotherhood

Dukarton is a large city with plenty to steal, and the secret members of the Brotherhood make sure that the black market is always well stocked. One can never contact the Brotherhood directly; it seems that no one is a member! However, with persistence, an interested party can always get information through to these highly elusive, skillfully trained thieves. It usually takes only a few hours of payouts and pushing before the word is out on the streets, and in about a day, the buyer will receive confirmation that someone has agreed to do his job. Once the payment is collected, the Brotherhood will make sure that the job is quickly done.

Members of the Brotherhood never use their real names, as they all have alter-egos by which they make a respectable living. If someone should run into a member and accuse him of belonging to the organization, he will be delayed until the member's colleagues manage to gather in for the kill. No one has ever managed to infiltrate the organization to see how it is run; any thief who has been caught has killed himself right away. Generally, pickpockets and cutpurses are merely amateurs trying to qualify for acceptance into the Brotherhood.

Smithies' Guild

A loose cooperative of metal smiths, the Guild can boast of one great accomplishment. Given the money, the Guild can produce any object made from any metal within two weeks time. But the prices tend to be very extreme and none of the members will admit to knowing of the Guild unless plied with great amount of alcohol and gold. None of the members are human; most are dwarves, some are orcish or elven in background. For this reason, they do not tend to gather, nor to get along with one another very well. If a party finds a member of the Guild, it is just as likely to be cheated as it is to obtain whatever has been commissioned. It should be noted that Guild members go for the highest price, but that is not the only price they will try to collect.

Guild members are extremely dexterous; they can make almost anything with their hands. For this reason, they are sometimes sought out to help adventuring explorers with special needs. However, it should be noted that the Guild is a secret branch of the Brotherhood, and all its members initially met the entrance requirements for the former group.



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Guardians of the Tomb

The watchmen for the fabled Tomb of Dukar are likened by many as walls of solid steel. So expert are the Guardians at keeping trespassers from the Tomb that no one knows for sure what lies behind the great iron doors to that monument. The faces and bodies of the Guardians are shielded by ornate armor of unknown origin, and each Guardian carries a broadsword, a morning star, and a spear, as well as various concealed weapons. The only times a Guardian is seen is during a city ceremony. Then, a squad of twenty stands at attention before the great Tomb. Some say that the Guardians are undead spirits, others that they are just reclusive members of the community.

Guardians are elvish fighter/magic users of very high degree, skilled in all forms of martial combat. They will never allow their magic to be seen by living creatures. They can fight with any weapon, and have damage bonuses due to the strengthening power of their magic armor. If a Guardian dies, his armor vanishes instantly to the bowels of the Tomb, where it awaits a new owner. A new Guardian is selected from among the most skilled elvish fighters of Dukarton in a secret meeting of the Guard; he is then trained in his new post. Once he dons the armor, he is compelled by the life force of Dukar to serve faithfully as a Guardian until he dies.

Sons of Dukar

A widely known but never acknowledged underground organization, the Sons of Dukar have as their sole purpose the glorification of their idol, Prince Dukar. So fanatic are the group's members that they willingly train and practice only to die in regular assaults on the Guardians of the Tomb. They commit themselves and all of their spare time to seeking out the enshrined remains of Dukar, believing that to see these will gain them the powers of all the old elven masters. Many have disappeared into the Tomb, never to be seen again in Dukarton. Those who have returned from supposed forays into that monument have had their minds addled. They are usually reduced to the state of babbling babies.

The archives of the Sons of Dukar are rumored to be the most complete in all of known lands, but access is limited to highly favored members of the organization. It is said that anything at all about Prince Dukar and the world during his reign is recorded in the archives, but that much remains unknown because the Sons do not have the knowledge to translate the old documents.

Dukarian Guard / Dread Legion

"Only the best and the bravest make the Dukarian Guard," which serves not only as military protection but as a constabulary force in the maze of Dukarton. Recruited from all over the city in a great contest of strength once each year, the Guard is trained in a private compound and only ventures out into Dukarton when on duty. A Guardsman is a soldier, he serves his commanders who ultimately serve the rulers of Dukarton. He will fight to the death for the cause to which he has been charged by his city, or by his commanders. Any member of the Guard can be assumed to be a mid-level fighter with superior strength, strong enough to bend most small steel bars with bare hands.

A more secretive branch of the service is known as the Dread Legion. Its members are Guards who are stronger, more deft in battle, and more likely to take risks than their comrades in arms. These men are trained to fight as armies - themselves! To the common people of Dukarton, the Dread Legion is to be more feared than the criminal element itself. It is rumored that H'rim Bostnogkt contributes substantially to the funding for the Dread Legion, and that he personally picks those Guardsmen who will be inducted into its ranks. A member of the Dread Legion will have the fighting abilities of a very seasoned warrior. His extreme dexterity makes him almost impossible to hit, even if he is not wearing armor. He will be familiar with all forms of martial combat, with and without weapons, and his strategic planning will be on a par with that of the greatest generals ever known. A member of the Dread Legion is reputed to be able to take on a whole squad of regular soldiers - and have a picnic.

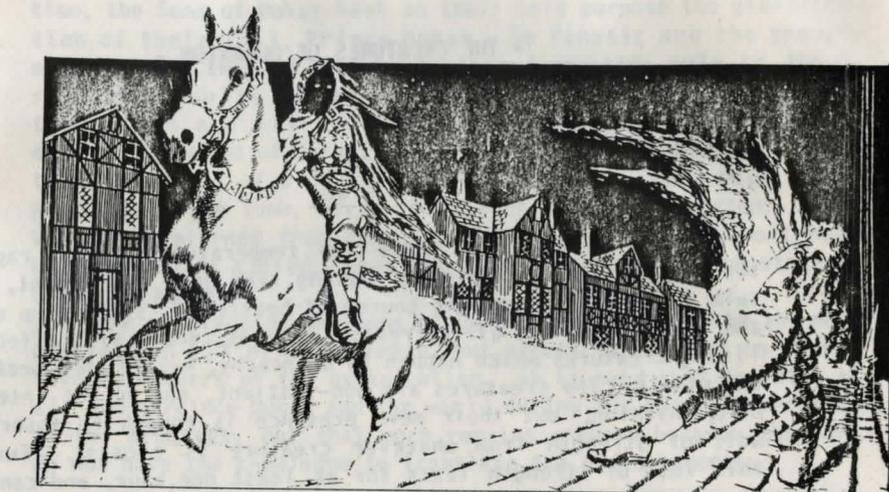
- THE CREATURES OF DUKARTON -

Grads

Lured to any area where the temperature changes rapidly, such as a block of ice or a roaring fire on a cold night, grads swim invisibly around the source of heat/cold, soaking up energy and floating on the air currents. However, grads also affect any living creatures which happen to be nearby, making them weaker by the minute. The creatures are non-sentient, and do not intend to harm anything, but their mere presence is enough to absorb one unit of strength from whatever creature is closest. Further, this loss of strength lasts for at least one hour, and can only be restored through rest - away from the grad. The only way to get rid of grads is to equalize the temperature in the area, so that they weaken and drift away. Creatures can also move away from the area until the temperature is normalized. Grads have been known to follow heat sources as small as a lit torch. The only signal of their presence is a slightly sharp odor which permeates the air once they start absorbing energy.

Bugs

Appearing as ordinary insects like crickets, flies, or cockroaches, Bugs are only distinguishable by the fact that they always appear in pairs and that they have a strange metallic coloring to their heads. They are just as hard to catch or kill as their ordinary counterparts, but if captured, they can be put to very interesting uses. Bugs have a very highly developed and unusual sense of communication. If separated, any sound made in the presence of one Bug in a pair will be heard coming from the body of the other Bug, just as if both were in the same place. Hence, Bugs have proven to be very valuable to people who need information, but cannot obtain it openly. Bugs have been known to transmit sounds over distances as long as two miles. If one of a pair of Bugs is killed, the other Bug will die within a day, but in the meantime it will receive the sounds from any and all Bugs within a hundred yards, as well as transmitting sounds to all of these.



Riders

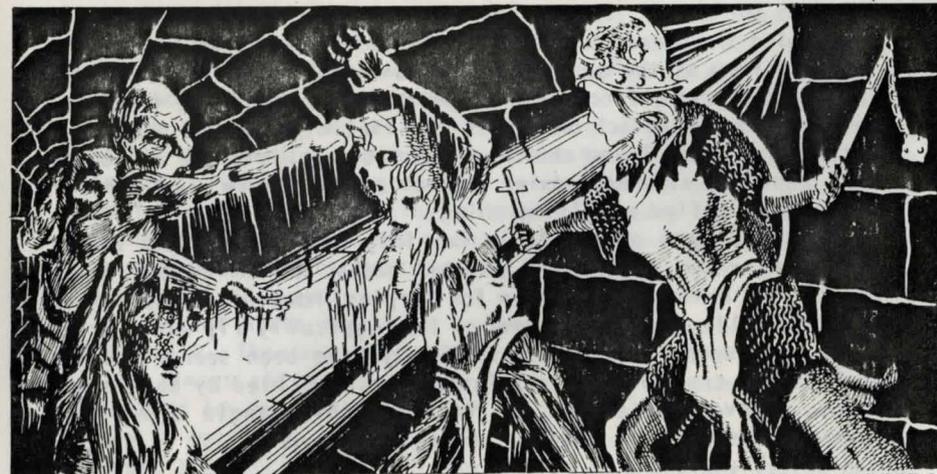
Riders are large ghost-like demons of the night which resemble men on horseback. They roam the streets of Dukarton only on the darkest of nights, searching for those with evil in their hearts. Feared by all, Riders are harmless to those who do not intend to harm others or who are not basically evil. Still, they cast about them an aura of fear, which results in paralysis unless it is successfully resisted. Riders will typically gallop through Dukarton until they find someone with evil intent; a flash of their glowing red eyes and that person vanishes in a cloud of dark smoke. Riders are especially hated by the Brotherhood and by the League of Equalizers.

Riders make no sound except for an ominous dull beating sound, said to be the caused by the heartbeats of those whose souls they have swept away. They are semi-transparent, except for the eyes, which glow even in the bright light of a bonfire. They cannot be turned away or dispelled by magic, although they are known to avoid sanctuaries and grounds which have been ritually blessed. Riders appear singly, although as many as ten may be in Dukarton at any one time. It is said that Riders are summoned by the lamenting souls of the victims of evil intentions.

Sewer People

The tunnels and pipes which comprise the filthy and ancient network of sewers in Dukarton are home to more than the expected giant rats and various slime creatures. Here, in the deep crevices formed by crumbling stone are the foul Sewer People. They will attack any and all living things without provocation, feeding upon the freshly killed carcasses for nourishment. Victims of Sewer People attacks typically die minutes after they are first touched by the putrid gook which drips off the bodies of these hideous creatures. Legends say that the poor victims reappear in a few weeks, themselves transformed into Sewer People. While Sewer People are rarely seen above ground, they have a particularly vulgar odor which permeates the air for some distance from their actual location, and this smell is what above ground inhabitants use to track the monsters.

Sewer People appear in numbers of between five and fifteen and look vaguely like rotting human corpses covered with dripping slime. Their eyes glow with an eerie greenish light, which is the only indication of whether the creature is alive or not. They are slow moving, but because of the poisonous nature of their "skin," very dangerous. Sewer People are afraid of fire, and can be killed by any normal means.



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Night Ravens

Flying about Dukarton when the sun is set and the moon is less than half full, Night Ravens search silently for creatures sleeping in the open. Finding a victim, the Night Raven will swoop to the attack, revealing itself as more than just the large black bird it appears to be. Night Ravens will attack any living thing so long as the odds appear to favor the carnivorous avians. Sometimes, a whole flock will cooperate to down a large creature, leaving off the attack only when the victim is torn to shreds. A victim of a Night Raven attack who somehow survives the encounter will never be attacked again; however, the creature will forever after be terrified of flying things.

Night Ravens appear to be horribly disfigured black birds, with long sharp talons and pointed beaks set in almost human faces. They have been mistaken for Harpies, however, Night Ravens are not really evil; just hungry. They typically fly alone or in pairs, although flocks of up to twenty have been seen attacking much larger creatures. Night Ravens can be killed by any normal means, however, if one is not killed with a single blow, more Night Ravens will be summoned by its death cry.

Fuzzles

Small bundles of squeaking fur which only basically resemble animals, Fuzzles are adored by children as pets. However, not only are they rare and valuable, they are difficult to obtain. They do not breed in captivity, nor can they be cared for by anyone other than their intended owner. Fuzzles move more rapidly than field mice and are exceptionally good at hiding in cracks, corners, boxes, etc. They will not respond to any kind of baiting or fall into traps, either; the presence of one or the other causes the Fuzzle to emit a high pitched warbling sound. If captured, a Fuzzle adopts as its owner the first creature to feed it; thereafter it will never leave the owner until it dies or is killed.

Fuzzles appear in many colors and in unexpected locations. Very little is known about their habits outside of the scope already discussed. Fuzzles are about the size of a rabbit and have broad faces that extend into a large nose. Their mouths are all but invisible, and they seem to eat almost any kind of sweetened food or drink.

Street Brats

Small groups of cheerful youngsters romping and singing about the streets of Dukarton are seemingly innocuous. However, some of these children are actually Street Brats - parasitic organisms which thrive on living creatures. Street Brats attack by dancing happily around their intended victim, singing nonsense rhymes and asking to play. Unless the victim can successfully resist their magical spell, the Street Brats will lull him into a dazed state, draining energy every minute until the victim collapses. Then, emitting a shrill scream, the Street Brats lunge upon the hapless creature, sucking out nutrients for themselves. Street Brats cannot be killed by ordinary means, merely chased away.

Street Brats appear to be human children about four or five years old. They are seemingly dressed in ragged clothes but have clean faces and hands. They are magical in nature, and can be attacked by magical spells or weapons, although they will run away if possible. Killing a Street Brat while it is feeding will return the victim to its former status as a healthy living being.

Clear Slime

Due to the abundance of running fresh water and standing salt water in Dukarton, clear slime is almost impossible to detect. It appears to be regular water, but is in fact a lethal plant-like organism which, if swallowed, kills the poor creature within two minutes, converting its whole body to clear slime in two days. The only way to get rid of clear slime is to collect and burn it without touching the gooky substance.

Clear slime can be anywhere that water can: in puddles, in wells, in open containers. It floats on water, and so can even be encountered while swimming in the Harbor. Since it is absorbed as readily as swallowed, clear slime poses an ever present danger to the daily lives of everyone in Dukarton.

Falling Bricks

Falling Bricks are non-sentient colonial creatures which appear to be real red clay bricks and mortar making up real walls. Only under vigorous investigation will their true nature be revealed. Falling Bricks grow on top of old buildings, multiplying in even rows so that they slowly build up a wall on the edge of the roof of the "host" building. A Falling Brick does the same damage as a ten pound rock if it hits some creature below; further, there is a ten percent chance per brick that falls that more bricks will follow within a minute. If a Brick hits the ground and breaks, there is a seventy percent chance that at least three more Bricks will fall in the same spot.

The Falling Bricks cannot be distinguished from real brick at any distance. They cannot be detected by spells, and only give away their true nature under close scrutiny or if pressure is applied to them. Falling bricks can be induced to multiply by "feeding" them with water and heat, whereupon they will begin to grow upwards in a wall.

Sergeant Krulfor

A former member of the Dukarian Guard and hero of the brief orcish wars, the now retired "Sarge" teaches new recruits to the Guard about the ways of stealth and camouflage. At night, though, "Sarge" is the president and most vocal member of the city's adventure seekers club. He organizes activities like hunting parties, rescue missions, and general exploring trips. He has been known to take part in those "assignments" which he feels are for a good cause, like filling his bags with gold. "Sarge" is a local legend for outwitting as many foes as he beat in combat, and is sought out by most people who are looking to do some serious military maneuvers for his skill and wisdom in planning strategy.

Krulfor is a highly skilled fighter who is proficient with any weapon that he has seen. He also has a limited amount of magic, which manifests itself in the form of camouflage spells. Krulfor is also adept at hand-to-hand combat, and is strong enough to kill many opponents with a blow.

League of Equalizers

Purportedly the most successful legal firm in Dukarton, the League is actually an underground organization of assassins who practice law during the day. Dedicated to giving everyone his fair chance in court, these baristers are in fact one of the deadliest groups ever conceived. All members of the League are highly respected (and highly paid) officers of the Dukarton Great Court, and some are prominent businessmen as well. For a fee, the League will diligently try to defend a client. For a price, the League will put just as much dedication into eliminating a specified target. The League is feared and hated by the Brotherhood, which has lost many too both public and private equalization.

Any member of the League is a highly skilled assassin who is trained to kill with his body if necessary. Most are proficient in any number of concealed weapons, and they are not at all put out by resorting to various deadly poisons. A very few are also low level illusionists, and escape detection by casting diversionary spells.

Chimes

A gentle breeze blows and a quiet ringing drifts through the air. Looking around, the casual observer might spy a hanging structure of pipes on strings which, when knocked together by the wind, rings. Chimes, however, are actually vampire-like creatures which prey on sleeping victims. If any humanoid creature should fall asleep (or be rendered otherwise unconscious) within the sound of Chimes, it is likely that the monster will attack, draining energy levels from the creature at a rate of one per minute. When sated, however, Chimes collapse and cannot move for several hours. There is no way short of destroying Chimes to avoid them, as they are very prevalent, especially in the less affluent areas of Dukarton. Once killed by a Chimes, a creature will wander the earth as a ghost until the Chimes which killed it is destroyed.

Chimes can be in several shapes and sizes, and are impossible to tell from normal noise-makers except that if something silver is held near them, they tend to swing away from the metal object. Chimes can be destroyed by burning or by immersing them in water. Chimes can be taken down and kept; as long as they make no sound they can cause no harm to any creatures.

Shadow Dogs

Running wild through the many twisting, darkened alleys of Dukarton are the fearsome Shadow Dogs. Like untamed dogs in most respects, Shadow Dogs are very hard to see and therefore very hard to stop. Enchanted by old magicks, they are able to blend into shadows extremely well - as long as they are not in direct light - and can be detected only ten percent of the time by creatures with infrared vision who are looking for them. The touch of a Shadow Dog is enough to cause a numbing fear in any creature, although this can be resisted. Once paralyzed, a Shadow Dog victim is dragged away to be devoured by the whole pack. Shadow Dogs only prey upon defenseless seeming creatures, and will usually not attack groups of creatures.

Shadow Dogs appear in numbers of from one to five and look like hazy, dark images of wild dogs. They attack with fangs and claws, although their touch can be enough to doom a victim. Besides paralysis though, a Shadow Dog only causes as much damage as a normal wild dog might.

Cold Rocks

Not stones at all, but immobile creatures of unknown origin, Cold Rocks have the natural ability to give off waves of chilled air. They are found only during the fiercest of blizzards and are somewhat rare, but they seem to live forever. They have been known to reproduce in captivity, but without much success. Grads are greatly attracted to Cold Rocks, unfortunately, their presence eventually kills the icy creatures. To "capture" a Cold Rock, one must first of all forge into a blizzard with a container of sawdust or sand. Upon finding a Cold Rock, which appears as a large, stone shaped, white ball floating inches above the ground, the harvester must place the container under it until the Rock falls into the sawdust or sand. At this point, the Cold Rock can be taken anywhere and used in any manner as long as it does not fall into water or fire.

Cold Rocks appear singly and have the feel of a large ball of rubber. They are virtually indestructible except when dropped into water or fire, when they dissolve away into nothing. They can be clustered together and after a while will fuse into a larger Cold Rock. Cold Rocks can be made to multiply by putting three or more together in a sealed container of ice chunks; after a week each ice chunk will become a small Cold Rock if the "spawning" is successful.

The Handbook of Horrors is a compendium of monsters both fair and foul for use in fantasy role playing games. For Gamemasters who use Dragonfire (the computer software tool which has revolutionized game playing), each Handbook of Horrors offers:

- * dozens of new monsters in a coherent and dangerous setting
- * automatic encounter tables to speed and customize encounters
- * treasure tables to determine appropriate treasures
- * easy modification and addition of monsters, tables, and treasures

**Landu the Eloquent's
Handbook of Horrors - Book Two: The City of Dukarton**

...now, Dukarton faces another challenge to its livelihood. It is rumoured that all of the city's leaders are not what they appear to be at all, but members of criminal organizations who plan to milk the people of everything they own, and then leave the city - naked and vulnerable - to whomever decides to come and take it. When last I was there, some years ago, strange things were afoot; here is a record of what I saw...

FROM THE INTRODUCTION