

# Visitor's Guide to **Dillhonker City**

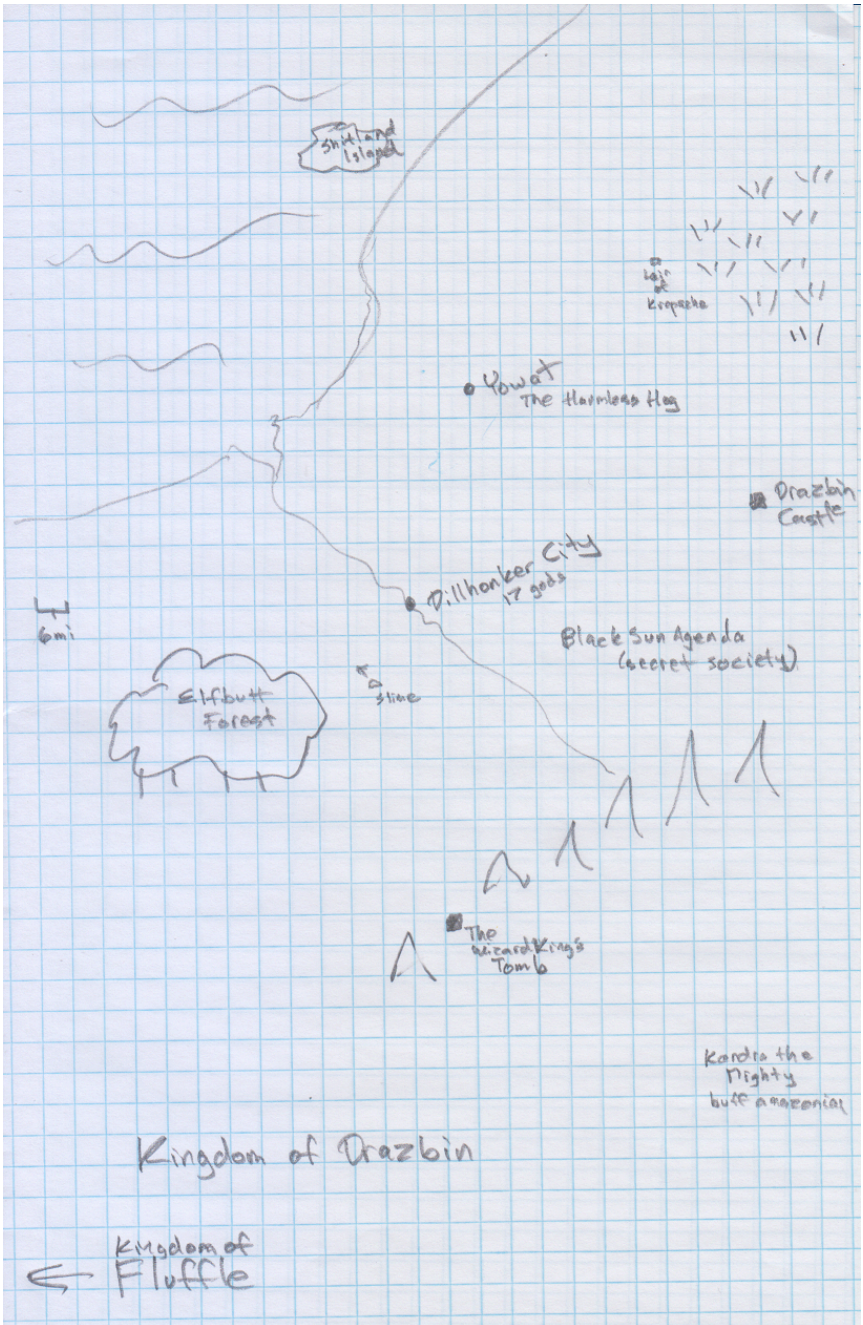
a ridiculous LotFP setting



mag

“Being a doofus is the entire point of  
*Lamentations of the Flame Princess.*”

--Jimbo Eddie Raggi no. 4



Hastily scrawled map with miscellaneous notes.

**Amber** - In addition to insects, this gemstone sometimes contains a trapped soul from bygone days.

**Atheismo** - God of Not Existing. Professing belief in this deity is considered a heinous crime in the kingdoms of Drazbin and Fluffle.

**Balls** - The best place to stab a demon.

**Bartbut** - A popular Haldrani spice mixture, similar to garam masala but with more of a kick.

**Bar with No Name** - Tavern in Dillhonker City where the most rascally of adventurers gather.

**Baron Vulmoth** - Vulmoth is one of the six great baronies of Drazbin that owe fealty to the king. The current Baron is one of the last remaining dragon knights.

**Battles of Hathval Pass** - Twice, separated by nearly a century, the Vuldrani attempted to invade Drazbin via this route. Both times the invasion was thwarted only after the mysterious appearance of the legendary Black Knight and his troops.

**Beast of Shitland Island** - A dragon with a vast hoard of gold residing on an island just off the coast, recently slain. Most of the rest of the fauna on the island is smaller than the mainland version.

**Bembo's Ranseur** - An enchanted polearm of ferocious might; once owned by the legendary hero Bembo of Thwakk.

**Bes** - Fork-bearded luck god worshiped by a cult of one aspect heretics.

**Black Sun Agenda** - A sinister secret society or cult said to be actively recruiting from the underclasses of Dillhonker City.

**Blue Wizards Correspondence School** - The main reason there are so many half-assed magic-users running around nowadays.



**Blue Spheres** - A monster like a floating rubber ball 2' across. Will zap your ass with electricity.

**Brainbat** - Brains with bat wings that feed on malice.

**Breadsticks** - An important part of Fluffle haute cuisine.

**Brethren of the Skull** - A band of pirates that menace the sea lanes. They are said to have a hideout at an island on the Sea of Dreams.

**Buttgear** - Common Tongue term for an elven undergarment, rather like a bustle for pants. The most fashionable models give the cheeks of the posterior a rather conelike and enlarged appearance.

**Canons of St. Thoofwaq** - The by-laws of the Guild of Priests. Although not considered a sacred text as such, it is one of the most important books uniting the Seventeen Cults. An appendix forms the basis for most monastic rules.

**Chaos** - The alignment of dancing stars, unfinished poems, and quantum vacuum fluctuations.

**Chinggi** - A chili-like stew made by Vuldranis. A well-known street food around the University of Drazbin, though 1 in 6 non-Vuldranis

can't stomach the stuff. Served either pungent, spicy, or supreme. When served on potatoes or toast it is called chinggiz.

**Christianity** - An outlaw sect said to be quite popular in other regions.

**Coffee** - A popular new beverage in Dillhonker City. Ker-fluffle reputedly has a variant that is thick enough you eat it with a spoon.

**Coins** - Drazbin is on the gold standard, with 100cp=10sp=1gp.

**Cool Wizards Club** - An elite organization like Greyhawk's Circle of Eight but more up front about being obnoxious magical fuckos.

**COVID** - All COVID restrictions were lifted in Drazbin about a year before the campaign starts.

**Crabsmashers** - A dwarven clan active in the area. Some Crabsmasher warriors have mastered the art of the Self-Dwarf Toss.

**Crepache the Foul** - Some sort of evil dude who has been terrorizing people around Yowat. Recently defeated by murderhobos.

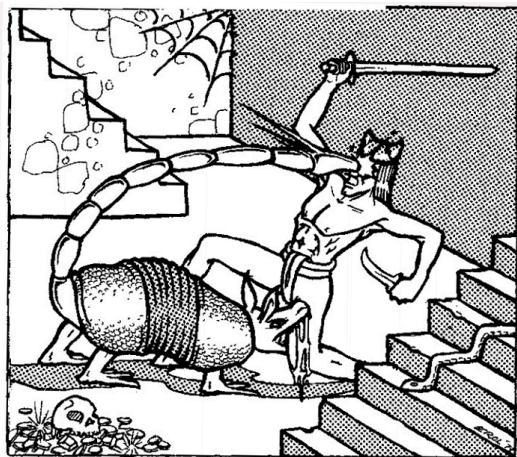
**Demonic** - This infernal language is available to study as an elective at the University of Ker-Fuffle School of Culinary Arts.

**Dillhonker City** - Capital of the Kingdom of Drazbin. Largest and most sophisticated city of the realm. The kind of jaded fantasy burg where a goblin or an ogre walking down the street doesn't raise a fuss. With King Draz stuck in his castle, city politics is largely dominated by the Guild of Priests.

**Dissel & Sons** - Dillhonker City's foremost purveyor of luxury bedding, towels, and curtains.

**Drakkan** - A long-armed and rather muppety relative of the common troll. Drakkans prefer to make their lairs in abandoned wells and other narrow vertical shafts. They will grab passerby and pull them down into their pits, never to be seen again.

**Drazbin Castle** - A vast gothic ruin with just a few intact towers built on the site of Vladimir Draz's now-exhausted mithril mine. The current king, Draz IV, lives here only because the wizard Floppy Socks Joe cursed him to guard the entrance to the horrible Dungeons of Underdraz. Ol' Drazzo is the richest mofo in the land and has put bounties on the various monsters that live in the dungeons in hopes of buying himself free of the curse.



Typical encounter in the Dungeons of Underdraz.

**Dwarf Reproduction** - Dwarves are known to have a gestation period of 12 months rather than nine.

**Dzapr & Waggo** - Locksmiths in Yowat City. They maintain a friendly open hostility with the thieves' guild.

**Eaglebear** - Like an owlbear, but...

**Edgelord clan** - A dwarf clan that once worked the mines below Drazbin Castle. Centuries ago they had a falling out with the humans in the area.

**Elf** - See *goblin*.

**Elf Bones** - Can be used as weapons against the undead.

**Elfbutt Forest** - The last elven refuge in the kingdom, now in ruins and full of gigantic ooze monsters.

**Elfhound** - Doggies with unicorn horns.

**Ermlaf the Drunkard** - Formerly, Ermlaf the Hero, but he's let himself go in his old age.

**Firearms** - Arquebuses have been available—imported into Drazbin from distant ports—for many years. Wheellock weaponry is available to the wealthy, while flintlocks are new and only readily for sale in Dillhonker City (at exorbitant prices).

**Floppy Socks Joe** - One of the greatest wizards in the land. Easily recognized by his Eyes of All Colors, his Magic Bag, and his Floppy Socks worn without shoes. The socks thing is the result of a curse, apparently.



**Four and a Half Shires** - Name given to the halfling settlements on the border of Drazbin and Fluffle. Pigshire is an exclave just inside the currently accepted Fluffle border. The others are Osshire, Midshire, Crapshire, and Halfshire. Midshire is the largest and most prosperous of the shires and is home to the Bureau of Fishing and Gardening, the meager central authority overseeing all the shires. Halfshire is a mixed community of halflings and goblins with a weird shared governance and an unfathomable hybrid culture.



**Four Kingdoms** - Name given to the region encompassing the realms of Drazbin, Fluffle, Haldran, and Vuldran. One can travel from the Four Kingdoms to Early Modern Europe and back, but how the two are connected is obscure.

**Free City of Yowat** - The second largest community in the kingdom of Drazbin. Although less under the thumb of the authorities, Yowat is also less cosmopolitan. A good place for recruiting down and out mercenaries and shifty-eyed henchmen.

**Funne Towne** - Once Dillhonker City's greatest amusement park, this enormous leisure complex has long been shut down.

**Goblin** - See *elf*.

**Gog, Wolfgog, and Ogrémoch** - This legendary trio are regarded as the First Wizards, founders of the magic-user profession.

**Golden Chicken of King Koraz** - Universally acknowledged as the most fabulous treasure in the whole world.

**Good Knievel** - A.k.a. The star-spangled wizard. One of the greatest magic-users in the land. Identical twin of Evil Knievel, but a wizard. Often heard grumbling about his brother ruining the family name.

**Grendel** - A species of spiny-backed, semi-aquatic troll.

**Guild of Priests** - One of the most powerful institutions in Dillhonker City. Clerics of the seventeen sanctioned cults of the kingdom pay dues to belong. Healing spells of various sorts are available for hire at the Guildhouse at the end of the Street of Temples.

**Haldran and Vuldran** - Realms to the south and southeast of Drazbin. Significant trade with both occurs along the Great Caravan Route. Both Dillhonker City and Yowat have significant Haldrani and Vuldrani communities.

**The Harmless Hog** - A tavern in the Free City of Yowat well-known for its wide variety of clientele and cheap red beer. The favorite drinking hole of many adventurers.

**Heresy of the One Aspect** - Theological concept in the writings of St. Thoofwaq. All true gods have two aspects known by two names. One name/one aspect gods are false gods.

**Hobgoblin Playing Cards** - Similar to human playing cards, but the suits are Ravens, Skulls, Flames, and Blood (the latter is usually depicted as a drop).

**House of Sh◻m** - A powerful merchant house that operates the caravan routes to Ker-Fluffle and Haldran. A succession crisis is brewing in the House, as the patriarch, Rosebud Sh◻m is elderly and in failing health, while his only child, his son Aloysius, is afflicted with madness.

**Hue Eaters** - An ancient warrior race related to mind flayers but possessing four arms and four eyes. These weird mercenaries somehow feed upon the pigmentation of their foes, leaving behind strangely colorless corpses.



**Illusionists** suck. You may propose playing damn near any type of character in the campaign except for an illusionist.

**Infinite Homunculi Controversy** - An arcane scholarly dispute among the professors of the University of Drazbin and the greatest sages of the land.

**Invincible School of Necromancy** - A former college of the University of Drazbin, now a monster-infested ruin just off the U-Draz quad.

**Jabberwocky** - A species related to the Common Dragon but lacking breath weapons.

**Jade** - Commonly used in jewelry dating from the era of the Wizard-Kings.

**Jewel of Jamomo** - The biggest gem ever. Rumored to be the size of an ogre's buttcheek and worth one million gold pieces.

**Jindhari** - No one alive today remembers who or what the enigmatic Jindhari were, but everyone knows they or it made the sickest weapons. Reputedly some Jindhari blades were so sharp that they could kill you twice in one blow, preventing reincarnation.

**The Joyeater Cousins** - An adventuring party of five dwarves, all related to each other. The leader is Nono Joyeater. The other members are Nloo and Floo (siblings), Bombur the Slim, and Glop.

**Judaism** - Practitioners of this minor sect have communities in Yowat and Dillhonker City and perhaps elsewhere. Members of this group refuse to participate in any of the various civic activities surrounding the cults of the Seventeen Gods and thus are often viewed with suspicion.

**Kazoo of Death** - This potent necromantic device is said to have been an early experiment of Vecna himself.

**Kendra the Mighty** - When it comes to the mightiest warrior in the land opinions are split. It's either King Draz the Accursed or this buff amazon fighter. A wandering adventurer, she is sometimes seen at the Harmless Hog.

**Killboy Extraordinaire** - A cool magic sword.

**Kingdom of Drazbin** - Like, where the campaign is at. One of the two successor states to spring up following the fall of the Wizard-Kings.

**Kingdom of Fluffle** - Drazbin's chief trading partner, rival, and opponent in war. Identical in nearly every important way to Drazbin except they have gnomes there.

**Known Standard Monsters** - Bugbears, Goblins, Orcs, Troglodytes, Trolls, Ogres, Minotaurs, Stirges, Hydras, Giant Rats, Snakes, Zombies, Skeletons, Wights, Cockatrices.

**Last of the Wizard-Kings** - The tomb of Smadjrat III is said to be crazy full of treasure, yo.

**Law** - The alignment of Big Brother, the Anti-Life Equation, and the Heat Death of the Universe.

**Leprechauns** - Demons and spirits and a thousand other creatures exist in the kingdom. But when something happens and no one can explain it people tend to blame the leprechauns.



A leprechaun stole Strongheart's golden hammer!

**Lovely Swamp** - Every other swamp in a game is a loathsome place full of nasty critters. This one is nice. Like the kind of place where you could chill out with Kermit the Frog or something. In times of war the kind and gentle Swamp People wear turtle-shell armor, equivalent to studded leather.



**Madchen Misvet** - An artist. They have no fear, they have never seen the ocean. Beloved of the mad cleric Ashburn the Monkey Man.

**Magic Spells** - *Vaginas are Magic/Eldritch Cock* rules for magic-users are the default. You would not even believe my Secret Random Spell List. Standard LotFP or whatever rules for clerics. Elves use Standard LotFP or whatever rules but can access additional spells.

**Marko the Atheist** - Leader of the largest group of bandits in Drazbin. Holds the record for being excommunicated by more of the Seventeen Temples of Dillhonker City than anyone else. Current bounty 5,000gp, dead or alive.

**Meldrak the Mostly Wise** - Sage and adjunct instructor at the University of Drazbin. The realm's foremost expert on all things draconic.

**Mint of Drazbin** - Located in Dillhonker City, principal manufacturer of coins for the kingdom.

**Misty Isles** - Northwest of Shitland Island.

**Mlerg** - Upon death, some souls ascend to Heaven, some sink to Hell. The rest end up at Mlerg, the Land of Shadows. Souls in Mlerg eventually return via reincarnation.

**Moonshadow Strong** - A popular goblin-made bluish-green cheese.

**Naegoth** - What if wolves were also dragons?

**Nandie** - A baboon-like primate hostile to technologically advanced species.

**Natasha of the Sapphire Eyes** - By many accounts, the most beautiful woman in the Four Kingdoms. Her third husband (a rich baron) just met an untimely demise.

**Necrotic Vapor** - A wispy purple phantom with a skullish visage. The Dungeons of Undraz are haunted by at least one such undead. His name is Steve.

**Neutrality** - The alignment of druids, Switzerland, and people just trying to make it to the weekend.

**Neutralize Poison** - Capable of outright slaying leopards made of slime.

**Library of Xoxoy** - This institution exists only in the distant future. The Omega Tome will be compiled there.

**Obliteration Engines** - These techno-organic magical war machines were built by elvish atrocity weavers for some long-forgotten war.

**Ogre Piss** - Highly acidic and possessing some sort of unknown catalytic agent that greatly speeds the rusting process.

**Onion Jim** - Deadliest assassin in the realm. Leaves an onion next to his victim as a calling card.

**Ool Ploonkif** - A mysterious wizard who wears an all-encompassing cloak that conceals both body and face. He seeks the Seven Silver Volumes.

**Orb of Morden** - It's round and magical.

**Otto the German** - How a goddamn Nazi occultist ended up in the campaign world has yet to be explained. In addition to wielding substantial wizardries, he's backed up by some Nazi goons with submachine guns.

**Pastrami on Rye with Mustard** - Any cleric holding one of these blessed sandwiches aloft in lieu of a holy symbol may turn elves.

**Penguins** - This potent avian race has been at war with the elves for nigh on ten millennia. The claim that the sinking of Atlantis was a penguin war crime may be elvish propaganda.

**Port Mlergo** - Primary commercial port of the Kingdom of Drazbin, located at the place where the River Honker becomes an estuary.

**Priest-Kings** - Legendary dynasty predating the era of the Wizard-Kings.

**Puffin** - A typical halfling surname. Also common are Giraffe, Pelican, Salamander, Newt, and Halibut.

**Rapier** - Listen, you can't just go galavanting about Dillhonker City with whatever implements of destruction you like. The cops just will not put up with that shit. If you are dressed decently, a rapier suddenly becomes a safe option. If you look like riffraff only a dagger will be tolerated, if anything.

**Rat Cider** - A beverage popular with ogres and literally no one else ever.

**Razmazzazz** - Long forgotten dwarven city.

**Really, Really Big Blue Slime** - A rather large ooze that menaces the land very slowly.

**Red Emmer** - A grain widely cultivated in Drazbin. Red ales, breads, and porridges are quite common among the middle and lower classes.

**Repository of Sighs** - A prison/tomb built by the Wizard-Kings, where immortals were sent to never die. Its location has been lost to the passage of the centuries.

**River Honker** - Flows from the southeast mountains across the realm, through Dillhonker City, eventually emptying into the sea. Navigable for most of its length, though some stretches are rough enough waters to require an experienced pilot. Sometimes also called the River Asro.

**Rules** - We roll 3d6 for stats, d6 for group initiative, and d20 to-hit and save. Everything else defaults towards *Mystery Science Theatre 3000* protocols: hey, man, it's just a game, you should really just relax.



**The Sea** - Very wet. Also, sea monsters?

**Sercathvi Split-Axe** - Signature weapon of the Hue Eaters, who use the notch in the axe blade to parry and disarm foes.

**Seven Silver Tomes** - A set of spell books said to have fallen through a wormhole from the future.

**Seventeen Gods** - Each of these gods has its own temples, priesthood, credos, etc. Every god is known to manifest in two aspects, which are often seemingly incompatible or even contradictory. The cult of Thor-Osiris is most popular among adventurers. Other popular cults include Ebisu-Nin-Hursag, Camazotz-Lakshmi, and Demeter-Ki.

**Shitland Island** - The volcano here is home to the enigmatic Giants with Kitchen Utensils for Heads.

**Sister of Infinite Punishments** - Goddess of a growing cult popular in Dillhonker City.

**Smadj** - An ancient language with a hieroglyphic writing system.

**Snail Quarter** - Portion of Dillhonker City where adventurers and other dubious types reside.

**Soul** - A variety of parasitic ectoplasmic snake residing inside the body of many creatures. A creature with a soul inhabiting it exhibits certain emergent properties absent from ordinary animals.

**Spanish Inquisition** - Not expected to appear in the campaign

**Spasmodius** - Sage who lives in the Snail Quarter of Dillhonker City.

**Starmongers Guild** - The union representing astrologers and other soothsayers.

**Stinky of Larion** - A traveling Wizard from a distant kingdom.

**Swampwater Tea** - A sufficiently popular beverage that barrels of water from Lovely Swamp are now imported into Dillhonker City.

**Temple Street Brewery** - Supplier of much of the ale quaffed in the Snail Quarter.

**Three-Handled Cup** - A Haldrani mug design popular with Dillhonker City hipsters.

**Thruppo the Mighty** - Wizard who once got annoyed and turned an entire village into a single salamander.

**Thug Weapons** - Spears, polearms, flails, and morningstars are considered low-class violence-tools in Drazbin, as any old blacksmith can churn these out.

**Traditional Halfling Archery** - Halflings fire shortbows by laying on their back and using their feet.

**Triganon the Science Sorcerer** - *Thundarr the Barbarian*-style techno-wizard. Disgraced former member of the Cool Wizards Club.

**Umberto of the Four Blades** - Ancient hero of Dillhonker City. A statue dedicated to him is located in the fountain in Center City Square.

**Umso the Damned** - Court wizard to Baron Vulmoth. Dear gods, what happened to his face?!?

**Underground Arena** - Gladiatorial combat is technically illegal in Dillhonker City, so this venue is both literally and metaphorically underground. Purses for successful fighters generally range from 25gp for 0-level schnooks to 2,500gp for the greatest of bouts.

**Union of Thieves, Rogues, Robbers, and Assorted Specialists**

- The Thieves Guild. Politically active in the Free City of Yowat, which is a big union town. They operate more covertly in Dillhonker City.

**Vanishing Pyramid** - This enigmatic edifice sometimes appears near the Hathval Pass.

**Venrak the Thrice Deceased** - Legendary wizard from a few generations back, before wizardry got all crass and commercial. Remember the good ol' days, when wielding cosmic power was about the sheer joy and artistry of it all, and not just an easy route to fame and fortune? That was Venrak's time, at least up until that third death.

**Village of Cahli** - This small community is near where the River Honker exits the mountain range that serves as the southeast border of the kingdom. The Ferryman's Inn and a blacksmith are the only businesses of note.

**Violence Road** - A violent road to nowhere.

**Vuldrani Discus-Shield** - A type of round metal shield that can be thrown Captain America-style.

**Waaz** - A small village on the road between Yowat and Drazbin Castle. Most notable for the Bronze Helmet, an alehouse inside a gigantic bronze barbut. Some say a wizard's enlarge spell got out of hand, while others say a titan set it down there eons ago and the village grew up around it. A few blame leprechauns.

**Waldoff the Alchemist** - This eccentric fellow claims to have studied for many years under the gnome tinkers of Ker-Fluffle, capital of the Kingdom of Fluffle. Waldoff is notably the inventor of the bagpipe-flamethrower.

**Wet Wet** - Gnome privateer captain slain in battle by Weenie Puffin the halfling hero.



**Wizards of Old** - Term for the wizards who preserved the arcane arts during the dark age following the fall of the Wizard-Kings. Little is known about the lives of most of these figures; many are simply names attached to certain spells, grimoires, and/or magic items. Known Wizards of Old include Aldone, Angborn, Antigian, Azalldam, Azom, Azetbur, Balar, Barker, Basilton, Bastion, Blotto, Boitano, Chang, Charonard, Chastarade, Cyril, D'allon, Darklight, Darkray, Dar-Thom, Davenet, Diligum, Detho, Don Juan, Dunkelmeyer, Edelarri, Ekim, Eldron, Elmo, Elric, Emirikol, Ethelbert, Fafing-Ghar, Fandrahl, Fazalla, Fellstar, Felojun,

Flogiston, Fyltar, Ged, Gilgad, Gizmo, Gizz, Gjosaf, Guilda, Harbag, Harbald, Hargyn, Hepsoj, Hildagarde, Hoover, Houllart, Ingold, Ishorg, Iucounu, Jahk, Jamye, Jasterman, Jheep, Jimathon, Joe Makarak, Jorge, Karmer, Karole, Karpethan, Käsegott, Katrine, Kazago, Khoreb, Khurluu, Klaus, Klynt, Korel, Korum, K'thun, Kyler, Lhaeo, Lohocla, Lokerimon, Ludvick, Lugwiler, Lustym, Maryindi, Masayuki, Merklin, Merlin, Merlini, Mikkis, Mindan, Morbaera, Morden, Morgault, Morgorn, Morrison, Moshaera, Narhwal, NightShade, Noad, Noel, Nythuul, Omar, Ool, Oppenhazer, Orkhen, Orko, Otigax, Par-Kher, Partholomew, Percival, Peterson, Phandaal, Pilpin, Punkhlun, Quantas, Quarzalla, Querdloe, Quoover, Rawdrij, Redd, Rhialto, Rhoar-Eee, Roland, Rorghull, Roteley, Russalla, Sanh, Santander, Sara, Saracfander, Sarkhan, Savalles, Savoy, Skorn, Skorzandon, Sholnon, Sladamura, Slygon, Smallby, Solomon, Spenser, Sporling, Stafford, Starbuck, Stephan Le Strange, Styx, Sulthoe, Taleron, Talso, Tarnu, Targon, Thasdrubel, Thoth Amon, Thurldon, Timaharn, Tirinyo, Tokkrang, Torozon, Trenkhole, Tuamantras, Twilight, Uncommono, Urlic, Vanquil, Voorhyng/Voor-Hing, Waragen, Werp, Whisper, Wimbly, Wynocki, Xarf, Xundomyre, Yar-Akuu, Yathagon, Yolly, Yurmum, Zoarkhar, and Zym.

**Wolfy the Snowbeast** - Once upon a time some kids built a snow-werewolf instead of a snowman. One of the kids found an old wizard's hat that turned out to be magic. Long story short, the tallest of the Southeast Mountains is home to the Ice Citadel of some sort of werewolf/wizard/snowman.

**Xani Xani** - Sometimes spelled Shani Shani. Nearest province of the eastern Empire of Xani.

**Yag-Nesh** - An anti-magical monster with 3 eyes, 3 tentacles, 3 feet and one mouth on top of its barrel-shaped body.

**Your mama** - I heard she was employee of the month at the Yowat Doxies Guild. Again.

**Zigismund** - Owner of the last legit magic shop in Drazbin. You know, the kind that lets you buy magic items for mere gold and gems. Zigi's shop was taken out by one of the all-time most elaborate Thieves' Guild heists.

**Zodiac** - Locals to the four kingdoms recognize different star signs than nearby regions, including the Serpent King, Damnyell the Archer, the Randler, the Cockatrice, and the Seagoat.



