

DUNGEON CRAWL CLASSICS LANKHMAR

GANG LORDS OF LANKHMAR

#1: A LEVEL 1 ADVENTURE
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AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER



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Dedicated to Ilneeb the Slayer, Firstborn of Saurus

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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!

Gang Lords of Lankhmar sweeps fledgling PCs into an internecine shadow war between three rival criminal gangs. The initial stakes are small as the gangs vie for control of a small slum – no different from any of the hundred other back alley courts and rotting tenements in the City of the Black Toga. But as bodies begin to appear in the Hlal and the shadow war threatens to spill over into street violence, the price of blood favors those who trade in swordwork and black magic.

If they hope to survive, PCs will need to be both deadly and cunning by turns. For when the first rule of thieves is to never kill the hen that lays brown eggs with ruby in the yolk, old hands know it won't be long before the Thieves' Guild moves on the gangs to protect their own interests.

The adventure is designed for three or more 1st-level characters. Because many of the challenges can be solved by ingenuity and cunning, the adventure is easily scaled to larger parties or more powerful characters. However, at the very least the PCs should count one warrior and one thief among their companions. Additionally, patron-tainted sorcerers and their ilk are always invaluable amid the squalor of the slums.

While *Gang Lords of Lankhmar* takes place in the City of Sevenscore Thousand Smokes – and capitalizes on the setting and rules laid out within *Dungeon Crawl Classics Lankhmar* – it can easily be inserted into any urban DCC RPG game and does not require the Lankhmar rules to play.



BACKGROUND



Lankhmar's slums are home to an interminable number of gangs, whose fortunes rise and fall as surely as the tides of the Inner Sea. Each vies against the others, pitting beggar against bravo, slayer against thug, and gang lord against gang lord. And as one gang falls beneath a storm of intrigue, blades, and sling-stones, inevitably another rises to take its place. If ever a gang is to break free of this quick cycle of death and rebirth, they must first triumph over their neighborhood rivals.

The watch constables and the Thieves' Guild are largely content to watch these small conflicts play out, only intervening when a gang presents a risk to the city, or – far more likely – an opportunity for monetary gain.

Gang Lords of Lankhmar captures such a moment. The Knife Twisters yearn to shake free the muck and mud of the slums. But to do so, first they must eliminate their neighborhood rivals: the Pimp Street Scuttlers and the Forty Owlets.

It's a Lankhmar story that's been told a thousand times, and the conflict – likely spanning no more than a week's time – would be entirely forgettable, save for the PCs.

Recruited into the conflict as mere sellswords, the characters quickly find themselves elevated to lieutenants, and possibly – ushered along by violence and their own machinations – rising to the rank of gang lords. And perhaps, just perhaps, the PCs will possess the wits, skill, and ruthlessness to triumph where all others have failed.

SUMMARY



The adventure unfolds within a small neighborhood set deep within Lankhmar's slums. As part of a living city, the chaotic, shifting elements of the adventure defy mere geography. While there are keyed encounter locations (encounter levels 1 through 3), there are also events occurring according to a timeline, and events triggered in response to the rising neighborhood tension.

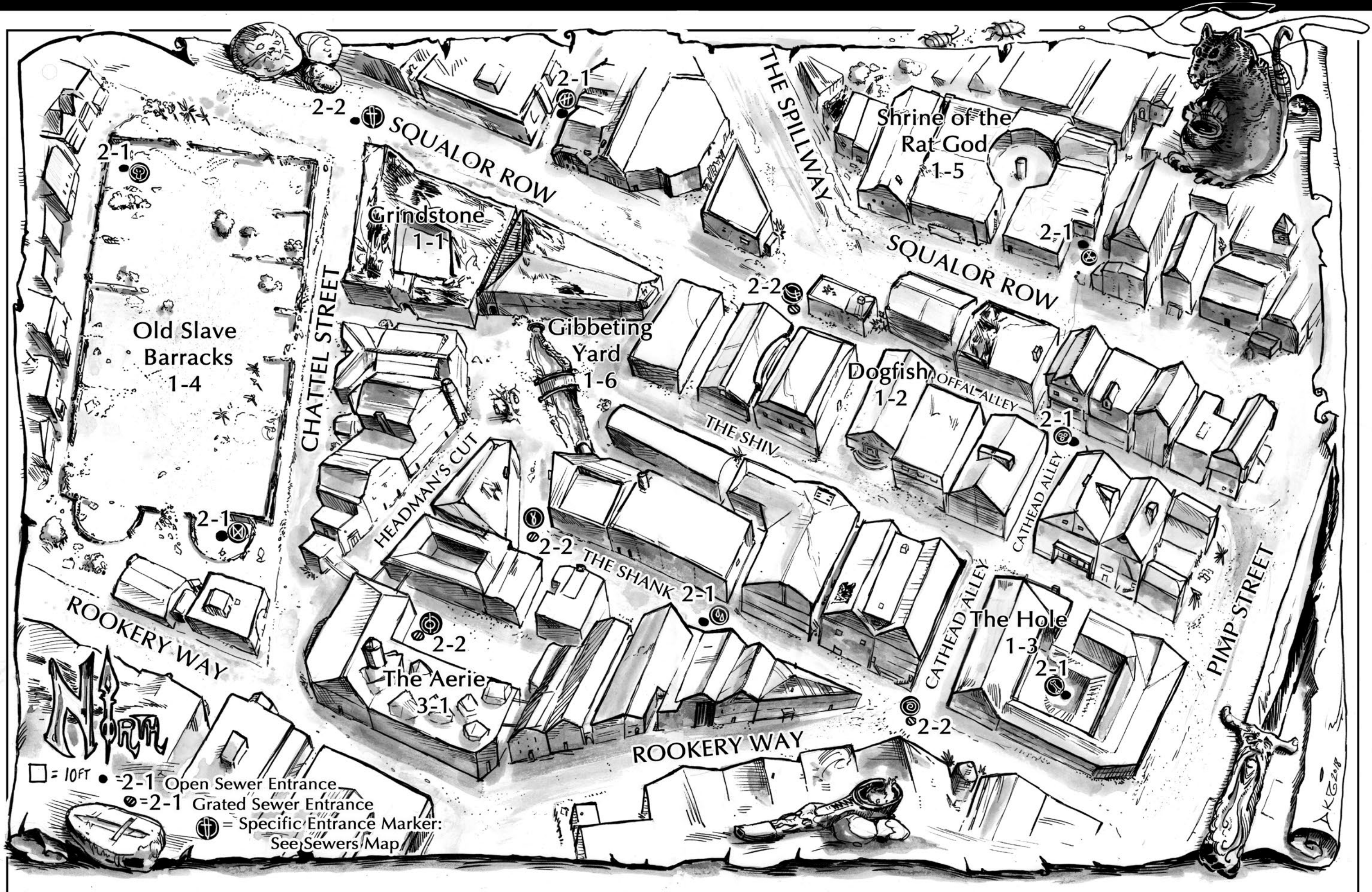
The neighborhood is contested by three gangs:

The **Knife Twisters**, led by **King Korvul**, a petty gang lord whose ambition is only matched by his arrogance and love of wine. The Knives operate from a collapsing tenement, the Grindstone. Rumored to have amassed a fortune in gold and gems, the gang lord is eager to recruit sellswords and sorcerers to his cause, cementing his place as master of the neighborhood before expanding into the surrounding slums.

The **Pimp Street Scuttlers** are a band of alley-bashers and bravos, who make their coin through protection rackets and gambling. The Scuttlers are kept in line by **Boss Letho** and his cadre of hired **Slayers**. The Scuttlers make their lair in an abandoned cistern beneath the neighborhood streets.

The **Forty Owlets** are a gang of cat burglars, pickpockets, and freelance thieves. An exclusively female crew, they are fiercely loyal to their thief-queen, **the Abbess**. The Owlets maintain close relations with **Captain Ildam**, a corrupt constable of the watch. The crew operates out of the **Aerie**, a rooftop lair.





□ = 10ft • -2-1 Open Sewer Entrance
⊗ = -2-1 Grated Sewer Entrance
⊕ = Specific Entrance Marker:
See Sewers Map