

DUNGEON
CRAWL
CLASSICS
LANKHMAR

**THE FENCE'S
FORTUITOUS
FOLLY**

#2: A LEVEL 2 ADVENTURE
BY DANIEL J. BISHOP

AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER



By Daniel J. Bishop • Cover artist: Ken Kelly • Cartography: Stefan Poag
Editor: Jen Brinkman • Interior artists: Doug Kovacs, Cliff Kurowski, Brad
McDevitt, Stefan Poag • Art direction: Joseph Goodman
Layout: Matt Hildebrand

Playtesters: Ryan Bishop, Jace Shultz, John Clayton, Mike Bishop, Ramona Ross.

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THE FENCE'S FORTUITOUS FOLLY

A LEVEL 2 LANKHMAR ADVENTURE



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!

The Fence's Fortuitous Folly is a 2nd-level adventure for DCC RPG Lankhmar, designed to be played with a small group (2 to 3 players). However, the adventure contains information for running the adventure with larger groups (4 to 6 players), allowing for enjoyment regardless of group size. *The Fence's Fortuitous Folly* is not tied into events in Fritz Leiber's stories, and can therefore be run at any point during Fafhrd and the Gray Mouser's timeline. The adventure was written to challenge a group containing at least one warrior and one thief, but sorcerous characters will not find the adventure without interest!

In this adventure, the PCs are offloading their most recent score in the pawnshop of Rooga the Fence, who has a penchant for unusual items. While the PCs are in the shop, a pair of silver-plated hands, rumored to have the power to lead to a treasure of great value, animates. The hands lead the PCs on a chase into the slums of Lankhmar, ending at the burned-out lot where a sorcerer once lived. Exploring the vaults below, the PCs discover that the un-dead sorcerer has designs not only on walking again among the living—but of using a PC's body to do so!



BACKGROUND



Twisted Monbada was born with a knotted spine in the poorest part of Ilthmar. Most children with such a deformity in that city would have been given to the sharks, but Monbada's parents fled to Lankhmar. There the child thrived despite his disability. His parents became devotees of Crooked Issek, thinking that the minor god had touched their son in his mother's womb. Monbada studied the liturgies of his parents' religion, but as time passed he grew jealous of the straight-backed bodies of other men. The call of dark sorcery enticed him with promises of an unblemished body, straight and strong. He began the series of experiments that would lead to his death.

Monbada used his position among Crooked Issek's faithful to recruit seven acolytes. Believing that Monbada would share Crooked Issek's "blessing" with them, the seven allowed the sorcerer to repeat experiments first conducted on rats, strays, and waifs of Lankhmar's slums.

However, Twisted Monbada's experiments had been noticed. Not every child wandering Lankhmar's slums is unwanted, and urchins were missed. With Monbada's success nearly accomplished, the mob turned upon his home. It was burned to the ground. The wizard and six of his seven apprentices were slain. The seventh apprentice, arriving late for his part in Monbada's final transformation, could do nothing but watch as the building burned.

Even this was not the end. Monbada's spirit, as twisted now as his form, lingered on. With his last living apprentice, he concocted a plan to restore everything he had lost.

ADVENTURE START



The Fence's Fortuitous Folly can be run as a one-shot adventure without difficulties. If the judge wishes to run the adventure as part of an ongoing campaign, there are advantages to introducing Rooga the Fence as early as possible. The judge is encouraged to offer Rooga as a potential Trusted Contact or Minor Ally, using those benisons. If the players are already aware of Rooga, and the PCs have previously examined some of his wares, the introduction to the adventure will seem less forced.

The judge must also supply some pretext for visiting Rooga. This may be a treasure obtained in some previous adventure, it may be the spoils of a randomly-picked pocket, or it may have come into the PCs' possession in some other way.

Read or paraphrase the following:

The lamps still burn in the pawnshop of fat, jolly Rooga. Rooga may tip the scales on a transaction from time to time, but he is interested in strange things and objects d'art, and Rooga has the skill for turning a blind eye to where those objects were found, or who owned them last. As the pawnshop is still open, you might be able to turn some of the more esoteric items you've recovered into hard coin...which is far easier to buy drink with, in any case.

