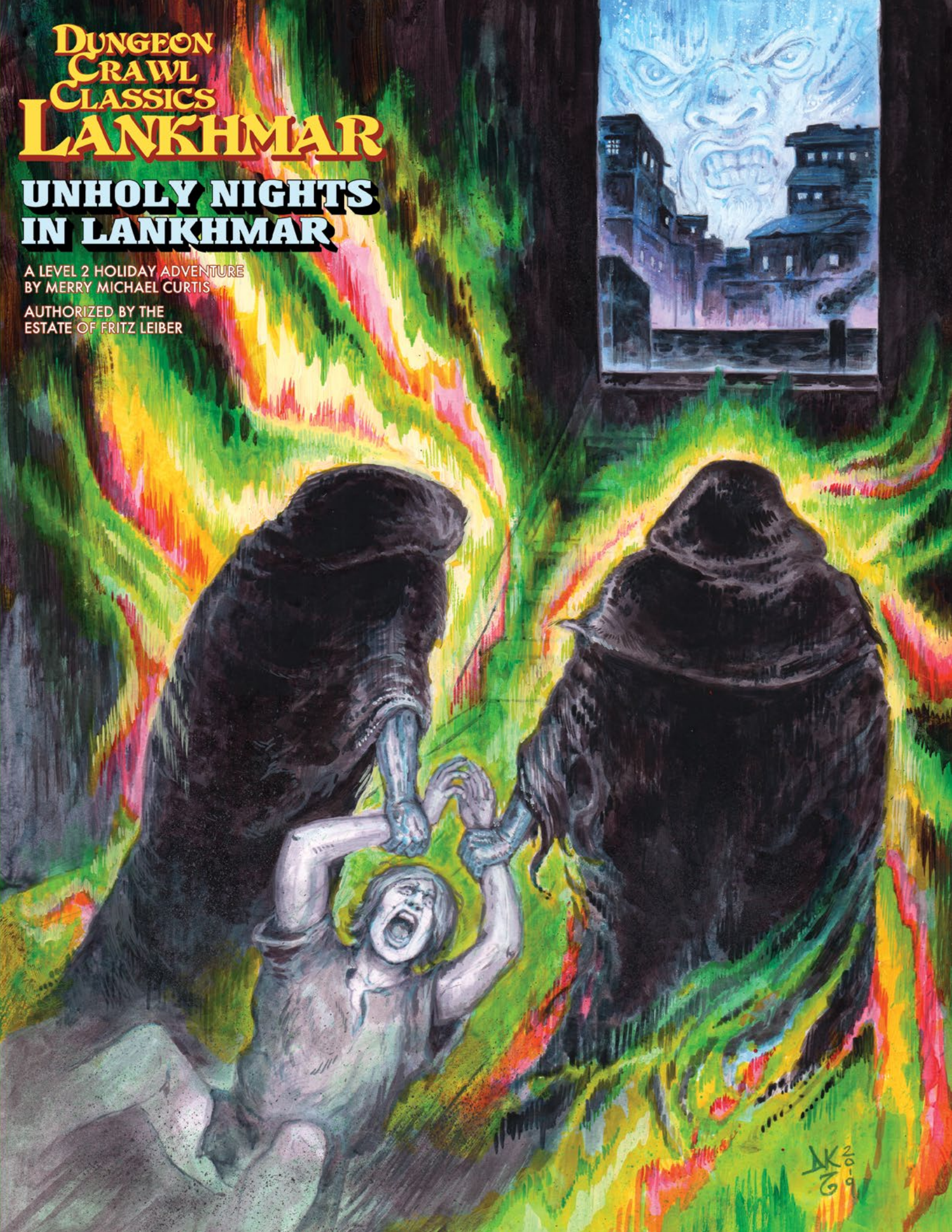


DUNGEON CRAWL CLASSICS LANKHMAR

UNHOLY NIGHTS IN LANKHMAR

A LEVEL 2 HOLIDAY ADVENTURE
BY MERRY MICHAEL CURTIS

AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER



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An adventure by Michael Curtis • Additional Writing: Terry Olson
Cover Artist: Doug Kovacs • Cartography: Doug Kovacs • Editor: Jen Brinkman • Interior artists: Chris Arneson, Doug Kovacs, Brad McDevitt, Peter Mullen and Stefan Poag • Art direction: Joseph Goodman
Layout: Matt Hildebrand

Playtesters: Michael Bolam, Dan Bidwa, Dave Crimm, Allen Hitchens, John Shortino, and Christopher Woodford; Jen Brinkman, Bob Brinkman, Jed Harrington, Alex Mayle, Brian Mayle, and Maximilian Mayle.

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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!

Unholy Nights in Lankhmar is a special holiday-themed adventure for DCC RPG set in the world of Fritz Leiber's Nehwon. It is designed for groups of three to four 2nd-level PCs, but as most combat encounters are dependent on the number of PCs in the party, the adventure will scale for larger groups as well. Although the events of the module occur in the city of Lankhmar, the adventure can easily be relocated to any fantasy urban setting with minor tweaking.

BACKGROUND

The archwizard, Khakhkt of the Black Ice—that powerful being called a man by some and It by others—has come south from the Cold Waste to the City of Lankhmar intent on recovering and resurrecting the bones of his ancestor, a Mingol warlord that shares his name: Khakhkt the Conqueror. To do so, Khakhkt must enact a prolonged magical rite, performing twelve occult sacrifices involving living trees that grow only in darkness and have mystical ties to the Shadowland. These killings are carried out by his minions, strange aurora wraiths who travel the city in drifting spheres of shifting Northern Lights.

To ensure success, the wizard has blanketed the sky above the city in sun-denying storm clouds, plunging Lankhmar into perpetual night. As the city grows restless in its panic, the party discovers an ally has been killed in a bizarre rite, one whose origin hints at the diabolical plot unfolding in the City of Sevenscore Thousand Smokes. The party investigates this and other killings, and the clues eventually lead back to Khakhkt's temporary lair in Lankhmar. The PCs then have the opportunity to both restore order to the city and foil Khakhkt's scheme to resurrect the most feared Mingol warlord in history.

NOTE: For additional information on Khakhkt of the Black Ice, the judge may wish to consult the Fafhrd and Gray Mouser stories, "The Frost Monstre" and "Rime Isle."

PLAYING THE ADVENTURE

Unholly Nights in Lankhmar is an investigation-style scenario. The PCs find an ally murdered in a gruesome fashion while the city is undergoing clearly supernatural weather. Through following various leads, speaking with witnesses, and using their own deductive reasoning, the party eventually learns not only the purpose behind the crimes, but the location of the wizard responsible for them.

The PCs may, in the course of their investigation, interact with all or only some of the NPCs detailed in this book and visit only a portion of the described locales. The adventure uses a number of redundant clues and leads for the PCs to discover and follow, making it unnecessary to experience all the potential encounters described herein for the judge's convenience.

A "clue map" is provided for the judge to consult during the adventure. This flow chart lists all the encounters and events presented in the scenario along with where those clues might take the party to next. The judge shouldn't feel tied down to the map, however, and if the party's actions or reasoning causes them to jump to an unconnected event or encounter, let them. Any progress is good progress, and all paths eventually lead to the adventure's conclusion.

THE RUMOR MILL

During the course of their investigation the party might decide to trawl the taverns, speak with contacts, bribe beggars, or otherwise seek out the latest scuttlebutt on any unusual goings-on in Lankhmar pertaining to the mysterious deaths they're exploring. Additionally, if the players hit a dead end and cannot think of the next avenue of investigation to pursue, the judge might decide that a friendly NPC approaches them with one or more rumors to help get the investigation back on track.

Appendix A of this adventure contains a full list of possible rumors available from the Rumor Mill. A copy of those pages kept close at hand will be extremely useful when running *Unholy Nights in Lankhmar*. Note there's no ability check required to learn information from the Rumor Mill—only the need to mention a specific topic and perhaps buy a drink or two.



APPENDIX B:

KHAHKHT OF THE

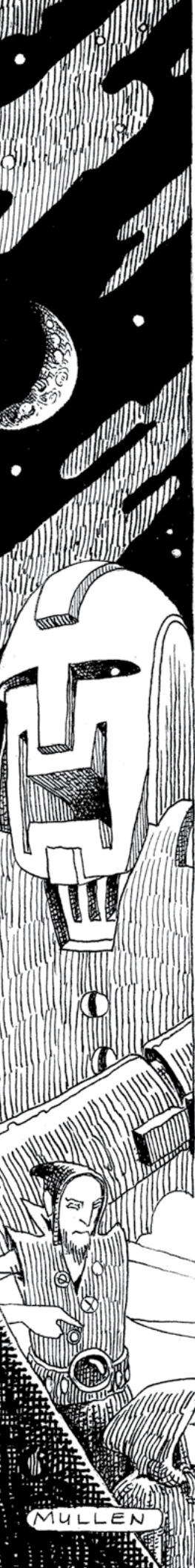
BLACK ICE



There is a power in Nehwon's far north, around the Frozen Sea. It's the sound of a chilled cough, an iceberg cracking, and a glacier's slow grinding: Khahkht. "Khahkht is Khahkht," any wizened Mingol will warn. A wizard ranked among the most powerful in Nehwon, It has evolved into a skinny, man-sized being covered with icy, bristly black hairs, four long limbs with reptilian quickness, a spidery countenance, and a personality of absolute malevolence. From Its wind-floating globe of black ice, Khahkht monitors the deeds of all Nehwon's beings, from flies to gods, devising evil whenever possible. Ice is Its breath, tool, and primary weapon. Khahkht's power is so mighty that even a demon may be in thrall to It. Those who pledge themselves to Khahkht may be seeking great power to further evil schemes, or may simply be desperate. To serve It is to ride an avalanche, a state becoming more precarious the longer one persists. Khahkht is a being that values Its privacy, and does not take interruptions lightly. If It is invoked poorly, the consequences may be fatal. The week-long patron bond ceremony for Khahkht should include prolonged exposure to ice — otherwise the caster suffers a -1d penalty to the bonding spell check.

Invoke Patron check results:

- 1 Failure, patron taint, and icy sarcophagus. If the caster rolls a natural 1, Khahkht is furious at the caster's inept intrusion and encases him in a block of black ice. The caster suffers patron taint, additionally losing 1d4 points of both hit points and Stamina per round (from arcane freezing and suffocation). Death occurs if either hp or Stamina reaches zero. The ice has AC 8 and takes 30 points of damage to shatter. Spellburn, burning Luck, etc., may not be used to avoid this fate.
- 2-11 Failure. Unlike other spells, *invoke patron* may not be lost for the day. Depending on the results of the *patron bond* spell, the wizard may still be able to cast it.
- 12-13 Khahkht flicks a spidery, long-nailed finger, propelling an icy javelin into one of the caster's enemies, causing 1d12 damage. The caster may choose any target within 90'.
- 14-17 Khahkht's frigid breath comes out of the caster's mouth with the chilling sound, "KHHHAAAAHHHHKHT". Frigid breath is a cone 20' long and 20' wide, inflicting the caster's *current* hit points in damage to all within (Fort save vs. spell check DC for half).
- 18-19 A minor blizzard spontaneously forms in a 60' radius around a point determined by the caster. Each round, all enemies within move at half speed, suffer 1d5 points of damage, and must each make a DC 15 Ref check or fall prone for the round. Enemies' visibility is limited to 20' within the storm, which lasts for 1d3+CL rounds.
- 20-23 Perhaps if the caster had a better body he'd stop bothering Khahkht. The caster's form becomes lithe and muscular, sprouting wings, fins, and water-breathing gills, enabling movement of 40' on land, air, and even underwater. Strength, Agility, and Stamina each increase to 18, and any spellburn uses these temporary ability points first. Effects last for 1d4+CL rounds.



MULLEN

