

DUNGEON CRAWL CLASSICS LANKHMAR

ACTING UP IN LANKHMAR

#3: A LEVEL 2 ADVENTURE
BY MICHAEL CURTIS

AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER



ACTING UP IN LANKHMAR

A LEVEL 2 ADVENTURE

Mathew Gray, Jeff Jeppesen, Connor Skach, Matt Sturm, Aaron Talley, Sean Talley, Jim Tinklenberg, Brent Tomlonovic, Jenn Tomlonovic, Troy Wilhelmson (Gen Con 2015); Timothy Deschene, Kerry Dolan, James Laham, John LeBlanc, Kostas Nikolaidis, Edwin Stahlnecker, Michael Webster (Total Con 2018); Michael Bolam, Bob Brinkman, Jen Brinkman, "Weird" Dave Coulson, Tim Deschene, David Hoskins, Haley Skach (Gary Con 2018)

DCC RPG is copyright © 2012 Goodman Games. Dungeon Crawl Classics is a trademark of Goodman Games. DCC RPG is published under the Open Game License. Refer to the OGL in this work for additional information.

www.goodman-games.com

By Michael Curtis • Cover artist: William McAusland
Cartography: Stefan Poag • Editor: Jen Brinkman
Interior artists: Tom Galambos, Doug Kovacs, Brad McDevitt
Art direction: Joseph Goodman • Layout: Matt Hildebrand
Playtesters: Michael Bolam, Alana Davis, Sam Dester, Nick Mizer, Jim K. Weaver (NTRPG Con 2015); Tim Deschene,



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!

Acting Up in Lankhmar is an adventure for DCC Lankhmar designed for four 2nd-level characters. Although intended for play by smaller groups, notes are provided to scale the adventure for up to six players. During the course of this adventure, the PCs find themselves working to protect a troupe of actors from the machinations of a slighted Lankhmart noble. Successfully helping the struggling players earns them both allies and enemies in the City of the Black Toga.



BACKGROUND



Jallo of Ratskitter Court is the leader of one of Lankhmar's troupes of actors, mummers, dancers, and street performers, a band of troubadours known as the Dungsweep Players. Jallo and his fellow Dungsweeps eke out a meager living entertaining Lankhmar's lower class, providing an afternoon's diversion from the harsh realities of life in the slums. In addition to sheer entertainment—mostly in the form of comedic plays, sensual dances, and violent slapstick—the Dungsweep Players insert social messages into their works, seeking to expand the minds of their audience and take Lankhmar's aristocracy down a peg or two with satirical representations.

The Players' most recent subject of satirical skewering is a noble of moderate power in the city—Duke Borvat. The Duke earned Jallo's ire when the playwright observed the Duke command the leader of his house guard, Captain Dimman, to beat an elderly pushcart vendor to death for failing to swiftly move his cart out of the path of the Duke's litter as he traveled a crowded thoroughfare. Thus, the satirical comedy "The Fiascos of Duke Hogfat" was born.

Jallo, knowing little about the Duke's personal habits, packed the play with classic stereotypes of nobility as perceived by the city's poor—gluttony, incompetence, corruption, impotence, incest, murderous rage, etc. Unfortunately for Jallo, this portrayal, although drawn entirely from his own imagination, proved to be uncomfortably accurate in Duke Borvat's case. When word of the play spread to Lankhmar's upper class thanks to a few slumming nobles' sons, the city's aristocrats began attending the performances, bringing both cachet and money to the small troupe. The show is their most popular performance ever, allowing them to rent a ramshackle theatre on Mummers Court in the Plaza Quarter.

It wasn't long before Duke Borvat noticed the snickers and half-covered smiles directed towards him at social gatherings, and an investigation by Captain Dimman discovered why the Duke was the season's laughingstock. The Duke grew enraged and vowed to crush the Dungsweep Players and cancel the play permanently.

Unfortunately, the show's popularity amongst all social tiers of the city ties the Duke's hands. Although he'd love nothing more than to dispatch his house guard to the theatre with orders to slaughter every Dungsweep and post their head on pikes in Mummers Court as a warning to other play-writing wags, the Overlord would have no choice but to levy justice against the Duke for such a blatant display. The Duke must work much more carefully.

This morning, Captain Dimman and a squad of his men appeared at the theatre with a single order: cancel this evening's show and all subsequent performances of "The Fiascos of Duke Hogfat." He laid no consequences for failure to comply, but the unspoken threat was that failure to do so would result in the death of Jallo and the Dungsweep Players.

The performers vowed they'd resist the Duke and Jallo now seeks to hire a group of sellswords to provide security for the evening's show. His search brings him into contact with the PCs and the adventure begins.

APPENDIX A

SCENES FROM ACT THREE OF “THE FIASCOS OF DUKE HOGFAT”

This handout includes a partial script of the play and is intended to be used by the judge and players pressed into the roles of replacement actors during Act Three of the adventure. One PC, a warrior or other muscular character, is assigned the role of Captain Dim-Mind. The other plays the Agent of Lord Boulder-shoulder. The judge reads all the other roles.

Two versions of Scene One are provided for the judge’s convenience. The first version is quite funny (in this author’s not-so-humble opinion) but is a little risqué without being outright

vulgar. It was the author’s intent to capture the “earthy” tones of Elizabethan-era plays written for the lower class. It might not be appropriate for all judges or players, however, and an alternate Scene One is provided if the judge wishes a less risqué version.

Make three copies of each scene: one for each player and one for the judge, handing them out at the appropriate time. Don’t let the other players see them. Let them enjoy the scenes as they are acted out by the performers.

Perform Scene One at the start of Act Three and Scene Two at the end, cutting to the other PCs’ search for the poisoner in-between.



This work is based on the works of Fritz Leiber and is produced under license. All rights reserved. This printing of DCC Lankhmar #3: Acting Up in Lankhmar is done under version 1.0 of the Open Gaming License, and the System Reference Document by permission from Wizards of the Coast, Inc. Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Dungeon Crawl Classics, DCC RPG, Mighty Deed of Arms, spell check, Luck check, spellburn, mercurial magic, corruption, disapproval, all spell names, all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, such sections of Chapter One: Characters and Chapter Four: Combat as derive from the SRD are designated as Open Gaming Content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these books are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE “DCC LANKHMAR #3: ACTING UP IN LANKHMAR, copyright © 2018 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com”

DCC Lankhmar #3: Acting Up in Lankhmar is copyright © 2018 Goodman Games. Open game content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment,

magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original

creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

DCC Lankhmar #3: Acting Up in Lankhmar, copyright © 2018 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com

ACTING UP IN LANKHMAR

