

DUNGEON CRAWL CLASSICS LANKHMAR

VIOLENCE FOR VOTISHAL

#4: A LEVEL 4 ADVENTURE
BY TERRY OLSON

AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER



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A LEVEL 4 LANKHMAR ADVENTURE

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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!

This DCC Lankhmar adventure is designed for 2-3 level 4 PCs, though encounters include advice for accommodating larger parties. The judge is encouraged to read the Fritz Leiber stories "Thieves' House" and "Lean Times in Lankhmar" to build upon (and improve!) this adventure's flavor.



BACKGROUND

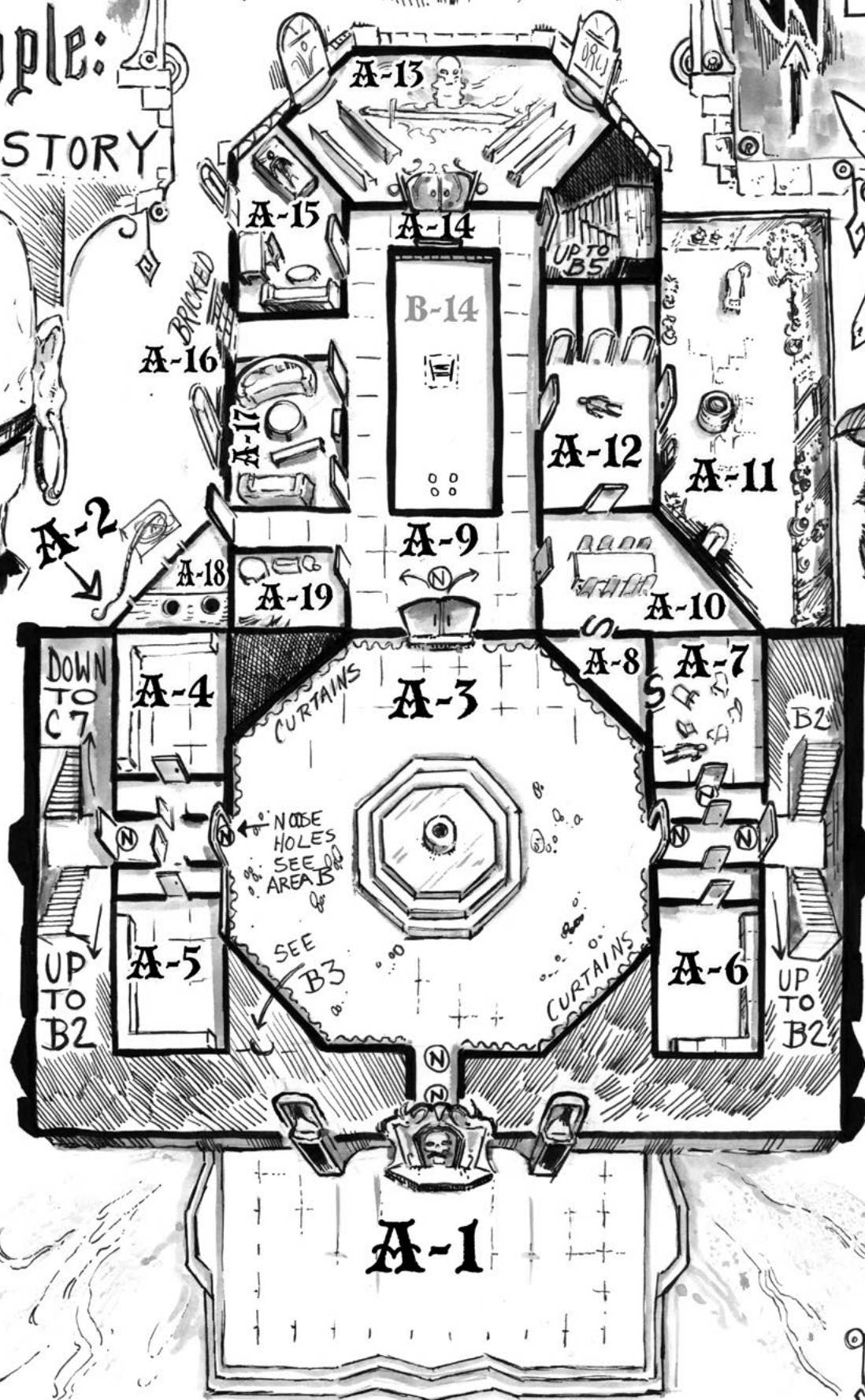


The religion of Votishal the Silent is on the rise! With one of the fastest known progressions up the Street of the Gods, the Soundless has moved all the way from the Marsh Gate to the second-most prestigious spot, next to the fane of Aarth the Invisible All-Listener. Votishal's ascendance came with substantial wealth, which captured the attention of Basharat, one of the street's notorious extortionists (see "Other Notable Inhabitants" in *Lankhmar: City of the Black Toga*, p. 36).

When pressed by Basharat's lieutenant, the Votishite high priest Maamph resisted the shakedown, and killed the insolent thug. Furious, Basharat hired the Assassins' Order to make an example of the upstart priest. Days later, the Death of Maamph arrived.

The Aarthians exploited this, gaining favor from both Basharat and the Assassins' Order, while dealing a crippling blow to the upstart religion. They told the Death that entering the temple from the sewer, via the latrines, would place him close to Maamph's chamber. They also hired the assassin to recover the bronzed feet of a forgotten murderer, Pin'qibm, and plant the cursed objects with the Votishites. The assassin would unknowingly free a malicious spirit in doing so.

The Death of Maamph plumbed the sewer's depths and raided Pin'qibm's secret tomb. Then he entered Votishal's temple, murdered Maamph (carving a "B" in his forehead, at Basharat's request), and planted the bronzed feet underneath his bed. As the Death escaped back through the sewers, Pin'qibm's now-liberated ghost killed him. The specter severed a toe, strung it on a necklace (renewing an ancient deal with the rats of Lankhmar Below), and left the corpse to feed the sewer's denizens. Now Pin'qibm rages in Votishal's temple, killing priests and collecting toes. The party must discover the ghost and decide how to contain him. Meanwhile they may contend with the temple's tricks and traps, Basharat's toughs guarding the premises, dissuasive Aarthian priests, and Niksit and Nox, an independent pair of freelance thieves who are robbing the temple.



STREET of the GODS