

DUNGEON CRAWL CLASSICS LANKHMAR

BLASPHEMY & LARCENY IN LANKHMAR

#5: A LEVEL 5 ADVENTURE
BY BOB BRINKMAN

AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER



BLASPHEMY & LARCENY IN LANKHMAR

A LEVEL 5 ADVENTURE

An adventure by Bob Brinkman • Based on a concept by Michael Curtis
Cover Artist: Jeff Easley • Cartography: Stefan Poag • Editor: Jen
Brinkman • Interior artists: Doug Kovacs, Brad McDevitt and Cliff
Kurowski • Art direction: Joseph Goodman • Layout: Matt Hildebrand

Playtesters: Jen Brinkman, Jim DelVasto, William Ferry, Kyle Hanshaw, Kristin
Pennisi, Bill Porter (The Dungeon Games Crew); Jen Knighton, Keenan Mills,
Lenora Mills, Sarah Putts (Gen Con 50); Jim Dovey, Chris Fassano, Gori Newton,
Stephen Newton, Terry Olson, David Pier; Jeff Bernstein, Shiv Chopra, Hector
Cruz, Jon Hammersley, Tiffany McCollough, Todd McGowan, Cheryl McGowan,
John Potts, Jared Rascher, Jeff Scifert, Clayton Williams (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



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!

Blasphemy and Larceny in Lankhmar is a DCC Lankhmar adventure designed for groups of 2 to 3 or 4 to 6 5th-level adventurers. It is intended to be run for an established group of adventurers. Although written for DCC Lankhmar, *Blasphemy and Larceny in Lankhmar* can easily be used in any city-based DCC RPG adventure.

Beginning with a clue choked from the lips of a dying man, the PCs launch a heist to recover a forgotten treasure. Rumor has it that the purported hoard resides in one of the city's forbidden temples. Once inside, they uncover a sinister plot by a forgotten cult—a plan to murder the Inner Council of the Overlord and sow ruination across the city. Such an attack would plunge Lankhmar into chaos and the PCs have a choice: either attempt to prevent the assassinations, or sit back and ensure that the plot is successful. Regardless of their decision, the PCs are enmeshed in a web set against the machinations of a sinister cult of one of the forgotten gods.



BACKGROUND



The seventeen black towers of the forgotten gods are not always silent, nor are they always unattended. Starting life as an urchin on the streets of Lankhmar, Twelm was small for his age, compounding his status of "victim." Beaten and robbed regularly through the course of his days, Twelm sought more and more inventive and secretive hiding places so as to sleep in safety, until ten years ago he found the ultimate in hiding places—an ancient and secret access that led into one of the forbidden temples. Unaware of the temple's extant priest, Twelm made his home in the temple while being secretly observed.

Unbeknownst to Twelm, the last of the high priests of the forgotten god, Kezotek, concealed himself within the secret passages that honeycombed the temple. Watching Twelm come in night after night, beaten, bruised, and forlorn, the ancient priest was moved to reveal his presence and offer to improve Twelm's lot in life. The priest, with the aid of a handful of secretive cultists and priests, indoctrinated Twelm into the mysteries of their god. In time, he became an acolyte of Kezotek the Ravenous.

Twelm's knowledge of the forbidden lore grew, as did his desire for retribution upon a society that had so ill-used him. Last month Twelm finally murdered his mentor and took up the mantle of high priest of Kezotek. He immediately reintroduced blood sacrifices to liturgical ceremonies. He plans to exact his revenge upon Lankhmar by striking at its heart—the Overlord's closest council and advisors. The cult of Kezotek is preparing to release the full might of their god during a meeting of the city's elite. If they succeed, Lankhmar could be plunged into chaos as a massive power vacuum is formed.

CALENDARS, FORGOTTEN GODS, AND FLEETING LUCK



Days and months in Lankhmar carry their own portents and astrological ramifications. While these connections are often as tenuous as any horoscope, sometimes the impact is quite real. When one interferes with the machinations of a long-forgotten god, things can get even riskier. An optional enhancement to the adventure is to begin on the morning of the Day of the Scorpion, an inauspicious day for dealings with the clergy. If you choose to incorporate this into the story, be sure to include the optional read-aloud text at the end of Starting the Adventure, below. With this, while inside the temple of Kezotek, fleeting Luck is lost on a roll of a natural 1 or 2.

Should the PCs fail to confront the cult until beneath the Rainbow Palace during the dark of the following morning (the Day of the Boar, a fortuitous day for slaughter and execution), things go from bad to worse. In combat, warriors gain a bonus of +1d to their deed die; however, characters bleeding out have one less round in which they may be recovered before death. This should be expressed to players by noting that a character is bleeding exceptionally heavily or that their wounds look particularly deadly. This is not meant to be a harsh surprise for the players, but something to add a feel of urgency.



STARTING THE ADVENTURE

This adventure begins while the party is recovering from last night's carousing. Allow the players to roll and recover on the carousing table as normal, but replace the outcome for the PC with the highest result with the read aloud text below.

Last night must've been quite the memorable evening – if you could remember any of it, that is. As the sun is weakly rising above the smoky streets and alleys of the city, you are lying in a back alleyway bordered on either side with squat brick buildings. The smell of rotting garbage, mixed with other measures of the city's effluvia and a hint of the River Hlal, assails your senses. Your head aches as you grasp for fragments of memory, hoping to recall what happened last night. Clutching your purse, you find it to be empty. Of course it is.

From the mouth of the mist-shrouded alleyway come quiet sounds of a struggle. You can make out a brief scuffle, followed by footfalls dashing away into the fog. Out of the alley's shadows, a figure staggers towards you, one hand against the bricks to help him keep his feet. Seeming to sense you, the figure looks in your direction as his body is wracked by a bubbling, wet cough. You recognize the victim. Vigomia is a local pawnbroker and has purchased various "family heirlooms" that have come into the possession of yourself and your fellow adventurers.

He drops to his knees, unable to keep upright any longer. Blood pours from numerous stab wounds and the light is rapidly fading from his eyes; his mouth moves, fishlike, as he struggles to form words. Beckoning you closer, he speaks thinly, his pained voice barely audible. "I never should have brought you here, no matter how rich that gods-cursed altar treasure is." His eyes glaze and Vigomia goes still for a moment before continuing. "Beware...beware the hungry tears." He looks you directly in the eyes, and will never look away again.

[Optional] *It is the Year of the Worm, Month of the Serpent, Day of the Scorpion...and a very bad morning to be Vigomia the pawnbroker.*

The PC is at the edge of the Forbidden Temple Quarter, in an alleyway just off of Nun Street. The trail of the pawnbroker's blood is easy enough to follow out of the alleyway and to its origin across the way, one of the city's forbidden temples. At this point, give the PC Handout #1, detailing the hazy memories of last night's sour wine-clouded conversation, including his plans to meet with his companions.

Vigomia's corpse has a purse with 20 gold rilks and a folded-up map of the area surrounding the temple, which details the hidden breach in the wall (see Event 2). The characters are due to meet at sundown, so for campaign play PCs will have continued opportunities to recover hit points should carousing not meet their needs.



RUNNING THIS ADVENTURE FOR CONVENTIONS OR AS A HIGH-LEVEL MEET

For convention play, carousing should be bypassed; the PC with the lowest Luck finds himself in the alleyway. Read the scene as above and include the information of the temple's location, Handout #1, and begin the actual adventure with the PCs hatching their scheme.

In campaign play, bad things happen, and characters sometimes die and need to be replaced. In such a case, you can introduce any number of new characters as specialists, hired by Vigomia, to assist in the caper. The new characters will know little of the circumstances, save that they were paid 20 gold rilks up front for their services.

A Lankmar Adventure

Beacon
(4-1)

Third Level

Hungry
Spirit

Second
Level

Nun
Street

Ground
Level

Blasphemy & Larceny in LANKHMAR

Image
of
Kezotek

Feaster
of
Kezotek

Alleyway
with 20 foot tall
Garden Wall

SBP