

DUNGEON CRAWL CLASSICS LANKHMAR

Masks of Lankhmar

A LEVEL 1 ADVENTURE
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elcome to the fantastic city of Lankhmar, the greatest and oldest metropolis in the world of Nehwon and the creation of legendary author, Fritz Leiber. This adventure is the third release in Goodman Games' new Lankhmar line of supplements for the Dungeon Crawl Classics RPG. This adventure, *Masks of Lankhmar*, provides the judge with a starting scenario to begin a campaign in the City of Sevenscore Thousand Smokes. Further information concerning Lankhmar and staging campaigns in Nehwon will appear in the DCC RPG Lankhmar boxed set to be released in the months ahead.

Masks of Lankhmar is a starting adventure for DCC RPG Lankhmar and is designed to be played with a small group

(2 to 3 players). However, the adventure contains alternate descriptions for running the adventure with larger groups (4 to 6 players), allowing for its enjoyment regardless of group size. *Masks of Lankhmar* can be run at any point during the timeline of *Fafhrd* and the Gray Mouser as it is not tied into events in Leiber's stories. The PCs should have both a wizard and a thief among them or a character with some training in both sorcery and larceny.

In this adventure, the PCs meet while in the midst of a late-night burglary and are forced to pool their skills in order to retrieve a treasure trove of long-forgotten golden masks from an abandoned Lankhmar temple. Before they recover these gilded relics, however, deadly rivals must be overcome and the masks' tainted magic defeated.

BACKGROUND



wo hundred years ago, the city of Lankhmar was home to the Mysteries of Djil, a sect of worshipers faithful to the goddess of that name. The Mysteries of Djil espoused a creed that relieved the religion's faithful of their worldly sins and thereby assured the devoted a place in the paradisaical afterworld of the Sixth Heaven. With a single kiss by one of the masked priestesses of Djil, the unseen sisters would draw the sins and guilt of another away from the penitents' souls, leaving them unblemished and worthy of paradise.

The sect was a popular one among the well-to-do of Lankhmar, as the faith's rites cleansed the wealthy of their numerous sins accumulated in the quest for pecuniary solvency, leaving them free to acquire more in the name of greed. The Mysteries of Djil's coffers swelled from the tithing of Lankhmar's upper crust and the sect built a large temple near the River Hlal. The temple not only served as the religion's bastion of faith in the City of the Black Toga, but also as the repository of the Mysteries' most revered relics: the Gilded Masks of Djil. These seven gold and jewel-encrusted visors were worn when imparting the Kiss of Djil, the sacred rite that removed worldly sins.

One hundred years ago, the priests of the Great God, in collusion with a number of Lankhmar's mercantile-nobles, grew jealous of both the Mysteries of Djil's influence over Lankhmar's people and the sect's expanding wealth. Through means both fair and foul, this conspiracy of secular and ecclesiastical power convinced the Overlord to outlaw the faith and drive the unseen sisters from the city. Their expulsion was a rapid one, sped by the pike points and swords of Lankhmar's soldiers and the hurled torches of cloaked arsonists in the employ of the Mysteries' rivals. Many of the unseen sisters either died in the flames or where rushed from the temple without time to rescue the holy relics secreted in a sanctified vault concealed within the temple. The Gilded Masks remain locked away inside the temple and the unseen sisters of Djil, nearly exterminated in the wake of events, unable to reclaim them.

Now, a century later, the means to recover this forgotten

bounty has emerged.

Igrik of the East is a wealthy caravan-master dwelling in Lankhmar. A native of the Eastern Lands, Igrik has lived in Lankhmar for two decades, accruing a fortune thanks to a lucrative business of running trade caravans between Lankhmar and Horborixen. But Igrik's status as an Easterner has deprived him of social acceptance amongst the City of the Black Toga's noble families and he remains determined to buy his way into the city's innermost upper class circles. To this end, Igrik has accumulated a collection of rare objects d'art and unique treasures to display in his manor. Among these riches is an odd key of gold, adorned with strangely-cut gems. Unknown to Igrik, this key opens the secret reliquary of Djil.

Tonight, Igrik is holding a masque at his manor to celebrate the acquiring of another treasured piece of artistry. While the owner and attendees are distracted with this new diversion, a group of thieves – working independently of one another – chooses to slip into the manor and acquire the bejeweled key for themselves. But they're about to learn that there are yet others who desire the key for their own purposes.

STARTING THE ADVENTURE

Masks of Lankhmar is intended to be run at the beginning of a Dungeon Crawl Classics Lankhmar campaign. It is, in the parlance of this line of game supplements, "The Meet," an event that throws the PCs together and gives them both an origin story as a band of adventurers and a common goal to work towards. By the end of the *Masks of Lankhmar*, the PCs should have forged a bond and earned both some riches to spend and some enemies to give them a reason to continue their relationship.

Meet adventures in DCC Lankhmar are intended to capture the tone and style of Fritz Leiber's *Fafhrd* and the Gray Mouser stories: fast paced, frolicking, and fun. As such, the action begins *in media res* with the PCs dropped into the action from the get-go. The players shouldn't worry about the details of how they got themselves into their predicament.

ment just yet, but the judge is encouraged to allow them to flesh out the details in character and perhaps gain a point of Luck in the process.

Masks of Lankhmar is an urban-based adventure and thus more open to player innovation and unexpected actions.

PART ONE: THE ROBBING OF IGRIK



The first section of *Masks of Lankhmar* sees the PCs meeting for the first time. This event occurs as each character independently decides to rob the caravan-master's vault on the night of a grand masque celebrating the acquisition of a new piece of valuable art. The PCs must work together to breach the vault and to defeat those who would rob them of their ill-gotten booty. Once this chapter is concluded, hopefully the PCs will realize a more valuable treasure trove awaits them if they continue their alliance.

EVENT 1: THE MEET

This encounter drops the PCs into a pitched battle, forcing them to cooperate to overcome the hired guards of Igrik of the East. Read the following then have the players roll for initiative.

It is the midnight between the Day of the Snake and the Day of the Catamount, an exquisite time for larceny in the City of the Black Toga. Tonight, the wealthy caravan-master, Igrik of the East, is throwing a lavish masque in his stylish manor adjacent to the aristocratic quarter in Lankhmar. The purpose of this masked party is to unveil another one of the objects d'art he has accumulated in a desperate bid to buy his way into Lankhmar's polite society. With the eyes of the host, his guests, and more importantly, his house guards occupied by this new glittering bauble, it is the perfect time to raid his vault for another treasure: the so-called Key of the Unwitnessed Sisterhood. This electrum-and-gold item is said to be encrusted with curiously cut gems, jewels that could fetch a small fortune if pried loose and sold in the shadowy underworld of Lankhmar.

Unfortunately, it seems that each of you wasn't alone in realizing that tonight is the perfect time to steal the Key. You now find yourself standing in the cellar antechamber leading to Igrik's vault, not alone as you'd hope, but in the presence of one another. Quick glances make it obvious that you're here on similar business and hands rest on dagger hilts warily and spells are being prepared under your breath.

However, before you have a moment to respond to each other's unexpected presence, yet another party makes their appearance on the scene. The thunderous tread of booted feet down the cellar stairs announce the arrival of hired bravos from Lankhmar's Slayers Brotherhood, likely employed by Igrik to bolster his security on this night. "Thieves in the cellar!" one leather-clad hired sword exclaims upon sighting you. "Let's earn our coin, brothers!" he cries as he and his comrades in steel bare blades and charge!

Some of the events detailed in this scenario may or may not occur based on the PCs' action and decisions, and no less than three possible climaxes are provided for this adventure! It's not necessary for the players to experience all the events in this adventure, only that they have a rip-roaring time reaching the scenario's end.

The hired guards are low ranking members of the Slayers Brotherhood, desperate to earn both coin and respect among the organizations upper ranks. As such, they intend to kill or capture the PCs single-handedly and do not bother to raise an alarm.

Before the battle begins in earnest, make sure the players are familiar with both the rules for Luck in a Lankhmar campaign (especially its role in healing) and the layout of the cellar (refer to area 1-1 below).

Hired Slayers (3): Init +0; Atk short sword +1 melee (1d6); AC 12; HD 1d8; hp 4; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +0; AL N.

Alternate Encounter for Larger Group: The number of hired slayers is equal to the party's size minus one.

The bravos fight wildly, without coordinating their tactics or demonstrating martial creativity beyond hewing away at their opponents. They should prove little threat to the PCs.

AFTER THE BATTLE

Once the Slayers are dispatched, take a moment to allow each of the players to describe both what their PCs look like and to recount how they arrived in the cellar. The judge should give each player the freedom to briefly describe their scheme to rob Igrik and award a point of Luck to players who regale their new comrades with interesting accounts. If the player seems stuck for ideas, the judge can suggest some of the following options to help them out:

- The PC stole an invitation destined for one of Lankhmar's nobles and arrived in a costume hiding their identity. He later slipped away into the cellars. Ask the PC to describe the costume and whether they're still wearing it (this may be to their advantage when they encounter the thieves in Event #2).
- The PC slipped into the manor under the cover of darkness, scaling the estate wall and sneaking inside Igrik's home. He barely avoided detection by the caravan-master's house guards, and managed to creep into the cellar.
- The PC impersonated one of the numerous deliverymen bringing foodstuffs, alcohol, or other party favors to the estate. When nobody was looking, he hid in a closet or similarly concealed position until the masque was fully underway. He then snuck into the cellar.



Once the introductions are complete, the PCs hopefully realize the benefits of pooling their abilities at least in the short term. Hint that there is likely to be other treasures in Igrik's vault beside the Key should the PCs argue over ownership of that item.

Area 1-1—The Cellar Antechamber: *A flight of stout wooden stairs access this low-ceilinged room of mortared brick. Crates and barrels are stacked along the east and west walls, dusty and disused. Niches in the walls contain thick, sputtering candles that lend dim light and far too much smoke to this room. In the north wall is a large circular iron door. A complex-looking lock is integrated into the portal's face. Strange symbols ring the circumference of the door.*

The vault door is made of solid 6" thick iron. The symbols around the edge of the door are magical glyphs from the Eastern Lands that interfere with sorcerous attempts to open the door. Spells such as *knock* suffer a -2 die penalty to spell checks when cast upon the vault door. A DC 12 Intelligence check identifies the symbols and their properties. Spellcasters roll 1d20 when making this check, all others roll 1d10 as per DCC RPG p. 66.

The lock is also of cunning, Eastern manufacture and Igrik has the sole key. Picking the lock requires a DC 20 pick lock check, likely requiring the expenditure of Luck by the PCs to accomplish. The judge should remind the players of the fast and furious nature of Luck in DCC Lankhmar if they appear hesitant to spend Luck in this endeavor.

Listening at the door requires a PC to roll a d30 when making his Luck check due to the thickness of the door. If suc-

cessful, the listener faintly hears the growl of a large cat (the desert jaguars in the next room).

The crates contain moth-eaten table clothes, spare goblets and dinnerware, vinegar, and similar ordinary and worthless household goods.

Area 1-2—Cat Guardians: *Low, angry growls and hissing rings through this stone chamber as a number of large spotted cats slink towards you, their tails whipping the air furiously. Beyond the tawny beasts stands a forbidding-looking door.*

The cats are desert jaguars imported from the Eastern Lands to guard Igrik's wealth.

Desert jaguars (2): Init +1; Atk bite +2 melee (1d4+1) or claw +1 melee (1d4); AC 13; HD 2d8; hp 10 each; MV 40'; Act 1d20; SP none; SV Fort +1, Ref +2, Will +0; AL N.

Alternate Encounter for Larger Group: As above.

The room contains only scraps of bloodied meat, a low sand-filled box containing cat scat, and a clay bucket with a rope handle filled with fresh water.

The ceiling of this room has a 3' square shaft running 20' to the first floor of Igrik's manor. The bottom of the shaft is 10' above the floor and the upper end of the shaft is sealed by a locked metal grate (DC 15 pick lock check to pick). The grate sits in the floor of the manor's pantry and Igrik's staff lowers down meat and water to feed the jaguars once per day. Although a weakness in the vault's security, Igrik believes the jaguars and the inner vault door are sufficient to keep anyone from plundering his treasury.

The shaft may come in handy should the PCs be trapped in the vault when the Thieves' Guild arrives (see Event #2). Climbing the shaft without a rope requires either a DC 10 Strength or climb sheer surfaces check. The grate can be either picked (see above) or broken open with brute force (DC 20 Strength check).

Area 1-3—Inner Vault Door: *A stout bronze door of curiously crimson tint bars further passage into Igrik's vault. The face of the door is inscribed with flame-like patterns and strange sigils line the edges of the valve. A single keyhole set in the middle of a circular plate rests in the dead center of the door.*

This door was specially created by the fire sorcerers of the East. It can be opened safely with the proper key (which Igrik possesses) or by a combination of larceny and wizardry.

Picking the lock requires a DC 15 pick lock check, but opening it without a key triggers a second protective measure. The bronze door vanishes, replaced by a wall of searing flames. The round key plate remains floating in the center of the burning fire. Inserting the proper key dims the flames, but without that, wizardry must be invoked or the flaming gauntlet braved.

A DC 14 Intelligence check (wizards automatically succeed) causes a PC to realize that the door's flames can be extinguished by unweaving the magic that created them. Doing so is similar to counterspelling. A spellcaster must

successfully cast any non-offensive spell to build a magical conduit. Due to the modification of the spell, the spell check suffers a -1 die penalty, but any result of 12+ regardless of spell level is successful. Once established, the caster can attempt to unweave the magic holding the flames intact.

Unweaving the door's magic is accomplished by both the PC and the judge rolling dice and comparing the result. The PC makes a spell check as normal and the judge rolls d20+2. If the wizard rolls higher than the judge, the flames are reduced in intensity and their damage potential reduced by 1 die (see below). Three successful attempts extinguishes the flames. These success need not be consecutive.

If the judge rolls higher than the PC, the wizard suffers 1d4 burning damage (DC 12 Fort save for ½ damage). If the PC is reduced to zero hit points, the conduit fails. All accrued successes are lost. A new conduit must be established and the unweaving process begun again. If the result is a tie, no progress is achieved, but no damage is suffered as well.

The flames inflict a base 3d6 points of damage if anyone enters them. A DC 10 Reflex save reduces the damage by half. Each successful unweaving attempt reduces the flames' intensity and reduces the damage by -1d6. The flames also reduce in strength for each person that passes through them by -1d6. Three PCs running the fire gauntlet extinguishes the flames.

Throwing a significant quantity of water on the flames (such as the cat's water bucket) reduces the base damage by -1d6, but this measure only affects the flames once. Their magical nature burns too hot to be extinguished completely by mere water.

Area 1-4—The Inner Vault: *Beyond the bronze, flame-inscribed door is a surprisingly small chamber measuring less than 10' square. Rows of mostly bare shelves line walls. A small coffer, a chain-link bag, and a wooden box are the only objects apparent.*

A close inspection reveals there are clean patches on the dusty shelves, indicating most of the vault's contents have been removed (some are on display for the party, others have been sold to pay for the fete and to acquire Igrik's latest treasure). While sorely lacking in riches, the items present do have some value.

The wooden case contains deeds, contracts, and other business records pertaining to Igrik's caravan operations. Although lacking inherent value, the records could be useful to rival businessmen and blackmailers. A PC finding a buyer would earn 100 gold rilks...assuming the buyer doesn't attempt to double-cross him.

The chain mesh bag holds household funds for the manor. Depleted by the masque's expenses, the bag contains 50 gold rilks, 157 silver smerduks, 186 copper pennies, and 14 iron tiks.

The coffer holds the Key of the Unwitnessed Sisterhood, nestled in a bed of ebony satin. The Key is fashioned from gold and bears three unusually cut amethysts of darkest purple along its length. These stones are in lozenge-, cres-

cent-, and trapezoidal-shaped cuts. The Key measures 8" long and is worth 100 gold rilks.

Anyone examining the Key and making a DC 10 Intelligence check (thieves succeed automatically) notices that the item is actually composed of three interlocked parts, cunningly designed to be unnoticed (Igrik hasn't realized this). Once detected, the Key can be disassembled, revealing a hollow cavity inside containing a small rolled piece of vellum that smells faintly of temple incense.

The vellum page bears writing in both a foreign script and High Lankmarese.

The foreign text is in Ottishif, an obscure desert tongue used in the Mysteries of Djil's rites. The PCs might be able to deduce something about the script:

- A DC 12 Intelligence check identifies the script, but not its meaning.
- If the writing is identified, a DC 15 Intelligence check recalls that the language has a connection with an Eastern religion dedicated to the goddess Djil, but no other specifics.
- A DC 10 Intelligence check or an appropriate Benison allows a PC to remember there is a scholar and scribe known as Semrik who deals in the Plaza of Dark Delights. Consulting him may shed some light on the message and its contents (see Part Two below).

The High Lankmarese reads:

Beneath neither Cup nor Chain nor Moon do I stand

But under the gaze of visage face, secret and awaiting the touch of hand

Is where our resting place is to be found

Safe from thief, heretic, or sniffing hound.

This doggerel indicates the location of the secret entrance to the Spire (see Part Three). The rhyme means nothing to the PCs now, but in context with the symbols in the temple-tene-ment, it reveals where the Reliquary's entrance can be found.

EVENT 2: ESCAPE!

Once the PCs acquire the Key, they'll need to leave undetected. This is more difficult than reaching the Vault. Unknown to them, a group of low-ranking Thieves' Guild operatives also intended to rob Igrik's vault while the masque was underway. These burglars arrive just as the PCs are leaving.

The party might spot the thieves if they are being attentive. As the party approaches area 1-1 on their way out, have the PC with the best Luck score make a Luck check to notice the thieves. If the PC succeeds, he spots movement in the shadows in area 1-1 as the party reaches area 1-2, alerting him to the thieves. The party is surprised if the PC fails the check and are ambushed as they enter area 1-1.



Thieves' Guild Operatives (3): Init +2; Atk dagger +1 melee (dmg 1d4); AC 13; HD 1d6+1; hp 5 each; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +2, Will +0; AL C.

Alternate: Increase the number of thieves to equal to the number of PCs minus one.

The thieves are determined to slay the PCs and acquire the Key. They pull no punches and fight until only one or two remain. These survivors attempt to flee, easily losing the PCs if they reach the top of the stairs exiting area 1-1. Take note of any of PC whose face is visible during the fight or if any have unusual physical traits that might be easily remembered. These PCs will be reported to the Thieves Guild upper-ranking members and they'll be branded as freelancers.

After defeating the Thieves Guild members, the PCs must still escape the villa. Below are the three most likely routes the party might employ:

- **The Kitchens:** If the party climbs the stairs or the feeding shaft in area 1-2, they can make a break for it through the kitchen, as indicated on the map. The kitchen is filled with servants, cooks, house slaves, and others keeping Igrik's guests fed. It is alive with activity, the air rich with the smell of cooking meats, soapy washing water, and the clatter of dishes. All PCs wishing to slip out the back door unnoticed in the chaos must make Luck checks. If every party member's Luck check is successful, they reach the back door which is guarded by two hired slayers (use stats in Event #1 above) who must be overcome. If even one of the PCs fails the Luck check, the kitchen slaves notice the party and scream, alerting the guards at the door who respond immediately. There are also 1d4 guards in the area marked "Guard Post" on the ground floor map. These house guards come running if a fight occurs in the kitchen!
- **The Ground Floor Corridor:** The party can slip down the corridor and escape through any of the windows in the guest rooms. No matter which room they choose, they stumble upon a tryst in progress as some of Igrik's guests have chosen the room for privacy. The room contains a young aristocrat swordsman and a pair of bored noble wives. The ladies scream and the swordsman draws his blade and attempts to impress his paramours

with his swordplay. He has the stats of a Noble (DCC RPG p. 434) but is AC 11 due to his state of undress. The two ladies have Peasant stats (same page) but do not directly enter combat. They frantically hurl vases, curios, and other small objects at the party (damage as clubs) and continue to scream. Three house guards (stats as hired slayers) arrived in 2d4 rounds.

- **Out the Front Door:** The most brazen of routes, the PCs earn 1 point of Luck each if they pull this escape off successfully. Leaving by the front door potentially works only if the PCs are disguised in a manner appropriate to a masque. If not, they are immediately spotted by Igrik's house guard and must fight their way to freedom against 1d4+2 armed guardsmen (use stats from area 1-1). A disguised party can walk through the crowd in the front hall, but the PC with the worst current Luck score must make a Luck check. If the check fails, the party encounters a complication. Roll 1d4:
 - (1) A drunken attendee mistakes one of the PCs as an acquaintance and begins a loud conversation with him. A DC 12 Personality check is required to calmly convince him he's mistaken about the PC's identity. If failed, he makes a scene which attracts the notice of 1d4 house guards.
 - (2) A house slave is lifting valuables off party guests. Each PC must make a DC 10 Intelligence check. Any success notices the attempted crime. A DC 8 Personality check scares off the slave without causing unwanted attention. If all the PCs fail their Intelligence check, the slave steals a random amount of coin from them.
 - (3) One of the PCs catches a guest's fancy and he or she approaches the chosen PC intent on flirting. A DC 10 Personality check rebuffs the seduction attempt without ruffling feathers. If failed, the guest loudly berates the target, attracting the attention of 1d4 house guards.
 - (4) The PCs bump into Igrik, himself, as they attempt to leave. A DC 15 Personality check combined with some flattery is enough to convince the host they are invited guests departing. If the check fails, he identifies them as party crashers (at the least) and immediately summons 2d4 house guards. Treat Igrik as having King stats (DCC RPG p. 434) if needed for combat.

The PCs may choose to leave by different routes to make capture more difficult. Resolve each route's success individually. Any PC captured inside the Manor ends up in the Great Gaol of Lankhmar, and unless his new allies finds means to rescue him, the player should begin preparing another character for the campaign.

Once the party makes it out of the manor, they can escape into the night fog of Lankhmar without further opposition. As a reward for their escapades, each PC receives 2 points of Luck.

PART TWO: DARK MYSTERIES AND DARKER DELIGHTS (OPTIONAL)



f the PCs are unable to decipher the strange Eastern script on the page inside the Key, they might seek outside help to decode it. Luckily, such assistance is readily available in Lankhmar! Semrik, a scribe of slightly questionable reputation offers his services in the Plaza of Dark Delights, translating obscure languages for warlocks, philosophers, tomb breakers, and similar individuals.

The path leading to Semrik can either be a direct one with one of the PCs knowing of him and his services, or the culmination of an exchange of information by the group. For example, one of the PCs might identify the language as Ottishif, while a second recognizes the tongue was used by a certain religious sect, but does not recall specific details. A third PC, perhaps a native of Lankhmar or one with an appropriate Benison realizes Semrik might be able to shed more light on the subject, leading to a trip to the Plaza of Dark Delights. This second method is the recommended one as it further binds the group together, emphasizing the benefits of working together as they seek to make a name for themselves in the City of the Black Toga.

The Plaza of Dark Delights is an infamous place of business, open only during the evening hours. Bounded by the Fountain of Dark Abundance on one end and the Shrine of the Black Virgin at the other, it is a nocturnal marketplace of services and objects best suited for surreptitious commerce. Among the simple stalls and outspread blankets on the dark cobblestone, is Semrik's place of business.

The Plaza of Dark Delights is a long piazza of shadows and indistinct forms. Vague individuals move about the dim lights of caged glow-worms, bottled foxfire, and glowing firepots filled with crimson embers. The soft susurrus of whispered deals, hushed negotiations, and murmured assignations drifts through the night like snatches of conversation from half-remembered dreams.

At one end, near the ebony baroque architecture of the Shrine of the Black Virgin, stands a simple wooden frame covered by an airy cloth of dark crimson. Within the modest pavilion is a lean, rangy-looking man dressed in slate gray tunic and breeches. His skin looks like buffed leather and his black hair is trimmed in a scholarly tonsure. He sits atop a tall stool beside a high angled table intent on papers and parchments spread about it.

Semrik is a professional scribe, translator, and code-breaker, who knows his key to both commercial and bodily longevity is his reputation for both accuracy and discretion. He has proven his usefulness to both the Thieves' Guild and the Lankhmar Sorcerers' Guild in the past and enjoys both groups' protection. He conducts his business in a hushed, slightly accented voice and readily identifies the writing for the cost of 2 gold rilks. He provides the following information if paid:

- The writing is Ottishif, a rare Eastern language that came to Lankhmar with the Mysteries of Djil, a desert sect that enjoyed brief popularity in the city some 200

years ago.

- The Mysteries of Djil was a religion of women priestesses known as the Unseen Sisters. They obtained this sobriquet due to the religious masks that obscured their identities. The Unseen Sisters were rumored to be able to cleanse anyone of worldly sin with a ritualized kiss.
- Their masks were supposedly made of gold and adorned with fabulous gems. There were seven of these Gilded Masks.
- The sect was driven from the city one hundred years ago by a coalition of secular and religious figures jealous of the Mysteries' influence and wealth. The sect was evicted with sudden violence, evicted from their great temple in the middle of the night. The priestesses were said to have been forced to leave their reliquaries and treasures behind, most of which were plundered by their enemies.
- The seven Gilded Masks, however, were not discovered and despite many attempts to locate them, remain lost.
- The former temple of Djil is now a massive tenement, occupied by some of the city's poorest residents, homeless vagabonds, and outlaw squatters. It stands in a poor neighborhood near the River Hlal, south of the Street of the Gods.

Semrik hints vaguely that he's always in the market for more examples of obscure lore or ancient alphabets. Should the PCs' future activities uncover such materials, he'll gladly pay their market value. The group's dealings with Semrik makes him a contact they (or the judge) may use in later adventures set within Lankhmar.

EVENT 3: SHEELBA OF THE EYELESS FACE (OPTIONAL)

A judge wishing to introduce one of Nehwon's foremost wizards into the mix, perhaps to serve as a future patron or adventure hook, can include this event after the PCs finish their business with Semrik. Sheelba, sensing the PCs may prove suitable agents in Lankhmar in the future (especially in light of the Gray Mouser's continual absences from the environs), approaches them in the darkness of the Plaza of Dark Delights.

Read the following:

As you move to exit the night-haunted interior of the Plaza, an abrupt "Hist!" catches your attention. Spinning in the direction of the exclamation, at first you see nothing. Then, like a phantom emerging from the night fog, a shadow of darker hue than the surrounding gloom comes into sight. In a narrow alleyway between two shuttered buildings is a robed figure dressed in black sack cloth. A featureless oval of utter darkness fills the figure's cowl, providing no indication of its identity or even gender. A robe-covered arm



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beckons you closer, its long expanse covering the whole extremity so even the figure's hand is hidden by the woven cloth.

This is of course Sheelba and he wants words with the group. Any dilly-dallying is met with a gruff rumble of aggravation and a sharp "You'd be dead if I wished. Now, come here!" He moves further back into the alleyway. If the party follows, Sheelba pauses when they are sufficiently concealed.

"You seek the Gilded Masks of Djil. I, too, desire them. It would suit us both if we came to an accord," Sheelba says. "I am Sheelba of the Eyeless Face, the most formidable wizard in Nehwon and other worlds beyond. The Masks intrigue me in a small manner and I require one for my purposes. Fetch me the chief-most – or should I say chieftess-most given its gynarchical origin – Mask and you earn my gratitude. The gratitude of a wizard which is worth more than gold and jewels."

In game terms, Sheelba is willing to provide assistance to the party as if they achieved a "10" result on the Agency table (see DCC RPG Lankhmar boxed set) if they acquire and give to him the High Priestess' Gilded Mask. He identifies

it as having seven gemstones of deepest purple set into its golden forehead. This Mask is the only one he desires, and Sheelba has no need for the other vizards. If the PCs obtain the High Priestess' Mask for Sheelba, the wizard may use them in future endeavors, even agreeing to become their patron or asking them to serve as his agents. Failing to recover the Gilded Mask intact earns them the wizard's disdain. PCs wishing to later seek supernatural patronage from Sheelba will face a harder time proving themselves worthy of the wizard's patronage in light of their failure.

PCs refusing to obtain the Mask for Sheelba are met with a snort of disgust and a snarled, "Addle-pates! Unable to see opportunity even when it raps you dead upon the nose. Be off with you, then, and may the Masks be your ending." He vanishes abruptly.

Sheelba states that he'll know if the PCs succeed and contact them to collect what is owed him when the time comes. He then disappears in the darkened alley, but whether by mundane or supernatural avenues of departure it is difficult to determine.

PART THREE: THE TEMPLE-TENEMENT AND SPIRE OF DJIL



he Temple of Djil stood abandoned for several years after the expulsion of the sect. Then, slowly, some of the bravest of the city's poorest citizens began living in the flame-blackened interior of the temple. Unlike some of the other abandoned temples in Lankhmar, such as the former temple of Winged Tyaa, there was no edict forbidding entrance into the empty house of Djil. In fact, the Overlord and the Inner Council of Lankhmar approved of the squatters as it sheltered the underclass at no cost to the city coffers.

In the decades since, the former temple has been divided into numerous dank and dark rooms, cubicles, and chambers by the inhabitants. Rickety walkways and platforms of scavenged and stolen lumber crisscross the building, creating additional living space above the flagstone floor. The tenement is filthy, stinking, and rife with pests, rodents, and the lowest of men. This roughshod community stands between the entrance and a massive column at the rear of the temple. This column, the base of the Spire that transfixes the building, holds the secret entrance to the reliquary containing the Gilded Masks.

The tenement is ruled by a gang of alley bashers, street brawlers, would-be pimps, and wannabe Thieves' Guild members who call themselves the Spider Kings. The unopposed lords of the temple-tenement, they demand tribute from those who dwell beneath its soaring, leaking roof. Although most of the Spider Kings are unskilled fighters, their power is bolstered by Yohmanus, an alcoholic wizard fallen on hard times by drink. He casts spells for the gang in return for wine.

Read the following as the party approaches the temple-tenement:

The former temple of Djil stands in one of Lankhmar's many poverty-stricken neighborhoods. The surrounding buildings are in varying states of disrepair and the businesses here are obviously struggling. Dominating the neighborhood is the massive temple, now turned tenement. The stone walls of the temple rise 50' into the air, supported by stout buttresses. At the rear of the temple is a thick spire continues another 30' into the sky. This large tower is crowned by an oval construction resembling a flattened coin stretched as if trodden on by a behemoth. Smoke from cook fires and drying ragged clothing spill from the temple's glass-less windows and the noise of a crowd tumbles from the open front doors.

The oval decoration crowning the spire was once a stylized mask, but time, the elements, and vandals have rendered it unidentifiable. Aside from a few curious glances at the PCs by people about the street or the tenement's residents slumped on the stairs leading inside, the party is ignored by the neighborhood dwellers. Inside the temple, the PCs are confronted with its filthy, crowded interior.

The smell of unwashed bodies, cooking food, bodily waste, and old sickness assails your nostrils as you step into the dim confines of the abandoned temple. The former fane, once gilded with the wealth of its worshipers, is now filled with hovels and sleeping spaces formed by crudely erected walls of scavenged lumber and tattered blankets. Overhead you see a large balcony covering the front-most section of the temple. A number of ramshackle walkways and platforms hang from the support pillars, forming a meandering and dangerous second floor to the tenement.

HAZARDS IN THE TEMPLE-TENEMENT

Although the residents of the former temple are likely to avoid the PCs, there is always the chance something unforeseen occurs. The PC with the worst current Luck must make a Luck check. On a failed check, an encounter with some of the temple-tenement's inhabitants occurs. Roll 1d3 to determine the event:

- 1. Beggar Child:** A dirty, rag-clad child approaches the PCs, seeking a handout. The urchin begs for a scrap of food, a penny, or a spare article of clothing, pleading with both desperate voice and wide eyes. If the PCs refuse, the gods notice and each character loses a point of Luck. Giving the child something, however, marks them as a soft touch and they are soon surrounded by other pleading children and adults. A DC 12 Personality check can scare them off. If the PCs resort to violence, they lose 2 points of Luck each.
- 2. Plague:** A feverish occupant of the tenement rounds a corner unexpectedly and coughs a spray of bloody spit into a random PC's face. The PC must make a DC 10 Fortitude save or contract the Bloody Cough. This disease manifests in 1d4 days and results in the loss of 1 point of Stamina each day for 2d7 days. At the end of this time, the PC can make another DC 10 Fortitude save to recover. If failed, the disease continues for another 2d7 days after which it runs its course. A PC reduced to zero Stamina dies. The barber-surgeons of Lankhmar can treat this disease with a 50% success rate.
- 3. Rickety Hovel:** A flimsy wooden wall collapses as a random PC passes it, perhaps caused by time or maybe due to the PCs' clumsiness. The occupants, a family of four, emerge to berate the PCs, demanding money for damages.

EVENT 4: THE SPIDERS' WEB

Unless the PCs are supernaturally stealthy, their presence is eventually noticed by the Spider Kings. The gang confronts them before they reach the Spire at the far end of the temple.

The desperate and destitute residents of the tenement abruptly vanish from sight, slipping into their hovels or fading into the shadows like prey detecting a predator's scent. Appearing around you just as suddenly are several fierce-looking individuals. Clutching clubs and swords in hand, each one bears a tattoo of a spider crawling up their cheek. Beside the largest of these tattooed bravos is a spindly man dressed in wine-stained robes. Crazed eyes peer from his face, unblinking and unearthly.

The leader, Gravak, (the man besides the wizard) demands to know why the PCs are in Spider King territory without permission as the rest of the gang menaces them with weapons. The gang is after two things from the party: 1) a show of respect and 2) hard coinage. Failing to provide either will result in a beating.



If the PCs display an appropriate amount of respect for the gang, responding to their threats with a meek attitude or treating them as superior opponents, allow them to make a DC 10 Personality check. A successful check convinces the Spider Kings the PCs are suitably cowed. Openly groveling PCs need only succeed in a DC 8 Personality check, which if successful convinces the gang they're no threat and not even worth a beating. Brazen PCs who challenge or insult the Spider Kings are immediately attacked.

The gang demands the party pay tribute to the Spider Kings if they wish to remain in their demesne. This tithe is one gold rilke apiece (2 if the PCs look well-heeled). Failure to pay is punished by violence with the intent to rob the party blind.

Spider King Gang Member (2): Init +1; Atk short sword +1 melee (1d6) or club +1 melee (1d4); AC 12; HD 1d4+2; hp 4 each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +1, Will -1; AL C.

Gravak, Spider King Boss (1): Init +2; Atk short sword +2 melee (1d6+2); AC 14; HD 2d6; hp 9; MV 30'; Act 1d20; SP none; SV Fort +3, Ref +3, Will +1; AL C.

Yohmanus, Alcoholic Sorcerer (1): Init +0; Atk dagger +0 melee (1d4) or spell; AC 11; HD 3d4; hp 6; MV 30'; Act 1d20; SP spells (+2 to spell check; *enlarge*, *magic shield*), *spray of spiders* (magical effect: +2 ranged [1d5 dmg; affects up to two adjacent targets], range 30'); SV Fort +0, Ref +1, Will +2; AL C.

Alternate Encounter for Larger Group: Increase the number of Gang Members to four.

A fight with the gang alerts more of the Spider Kings that trouble is brewing, and 1d4 more gang members arrive in three rounds. If Gravak is slain, the surviving gang members flee and the party is given a wide berth for the rest of their time in the temple-tenement. The Spider Kings won't willingly assist the PCs without magical compulsion. Each gang member has 1d10 silver pieces. Gravak has an additional 2d4 gold pieces. Yohmanus carries only a skin of foul wine.

THE SPIRE

The soaring spire that protrudes from the roof of the building rests atop a thick base within the temple. This structure is located near the far end of the temple-tenement and is decorated with a number of bas-relief carvings. These religious icons are obscured by grime and graffiti, but provides clues to the hidden entrance to the secret treasury inside the Spire.

Area 2-1—Spire Entrance: *A massive pillar stands near the far end of the former temple, rising from floor to soaring ceiling. Measuring roughly 60' square, the stone support is defaced by grime, soot, and inscribed graffiti left by generations of slum-dwellers. Faintly visible beneath the obscuring dirt are bas-reliefs located 10' up the pillar.*

There are four bas-reliefs on the pillar. They are, going clockwise from the east, a goblet, a length of chain links, a horned crescent moon, and a skull wearing a domino-style mask. The secret entrance to the Spire's interior is located beneath the skull. PCs specifically searching this section of wall automatically discover the hidden doorway; otherwise a DC 15 Intelligence check is required to find it.

The secret door is a section of wall that swings outward when two stones are depressed simultaneously. Unopened and unmaintained for a century, the wall grinds open, blowing a cloud of dust and cobwebs into the PCs faces. After opening only a few feet, the sound of snapping metal and a collapsing counterweight within the wall's interior is heard. The mechanism allowing the door to pivot has broken, locking the door ajar. The PCs can slip through the gap, but have no way of closing the door or hiding their point of ingress. This should convince them to act fast before others discover the way inside!

Area 2-2—Treasury Staircase: *Beyond the secret entrance is a square, dusty chamber. Every surface is covered by an inch-thick carpet of dust. A winding stone staircase rings the walls of the room, rising upwards into the gloom. Aside from your breathing, the room is silent, but you have an uncomfortable sensation that something lies within, slumbering fitfully.*

The staircase has no railing and is comprised of slabs of stone mortared directly into the walls. Gaps in between the risers make the stairs seem more like rows of crooked teeth than a staircase, but this construction does not impede climbing the flight of steps. The stairs terminate at the unlocked door to area 2-3.

Area 2-3—Robing Room: *Dust-covered vestments hang from hooks on the walls of this small chamber. Unlit torches*

stand in brass sconces on both the north and east walls. Also on these walls are two rows of full-face masks carved from some dark wood. An ancient, moldering rug spans the floor beneath a layer of grey dust. A door exits the room in the south wall.

The opening of the door has awoken the dark sentience that inhabits the Gilded Masks of Djil, causing it to send out ethereal tendrils to probe those who disturb them. These invisible coils wrap themselves in the ancient robes within this room and manipulate them to test the PCs. As the party enters, a few of the robes shake off the dust and slip down from their hooks, approaching the PCs with empty cowl's staring and barren sleeves reaching for them.

Animated Robes (2): Init +1; Atk smothering +2 melee (1d3); AC 10; HD 1d5+2; hp 7 each; MV 30'; Act 1d20; SP smothering (wraps around victim's face and inflicts 1d3 damage each round; requires a DC 10 Strength check to remove, but victim suffers a -1 die penalty to the attempt. Others may assist at no penalty); suffers double damage from fire; takes half damage from blunt attacks, immune to piecing damage, immune to mind-affecting spells including sleep; SV Fort +2, Ref +1, Will +0; AL N.

Alternate Encounter for Larger Group: There are Animated Robes equal to the number of party members minus one.

There are a dozen wooden masks arrayed in two rows of six. They hang from iron nails. Each mask represents an angular female face and is carved with great skill from Kleshite ebony, giving it a deep indigo color. Inspecting the interior of the mask reveals that the mouth and nose slits are covered by a densely-woven fabric, also of deep purple hue. These cloth filters protect the wearer from the inhaled spices in area 2-4. Each mask is worth 10 smerduks to curio sellers and collectors of religious paraphernalia.

Area 2-4—The Sisterhood's Crypt: The doors to this chamber are stubborn, requiring a hard pull by the opener (no Strength check necessary however). Anyone inspecting the door notices that the bottom of the portal bears a strip of tarred cloth that stops the gap between door and corridor floor, creating a seal. This keeps the spices in this room contained inside the chamber.

Silent, dust-laden air fills the chamber beyond the door. As below, this room is blanketed by an untouched layer of ashen dust. Eight stone biers, arranged in two rows of four, occupy this chamber, an apparent crypt. Atop each featureless stone block is a humanoid form wrapped in a gray shroud. A faint glitter is dimly visible through the dirty winding cloths. The air reeks of exotic spices and dust. A door exits the room on the far side of the chamber.

The exalted sisters of the Mysteries of Djil were interred here upon their deaths. Each corpse underwent secret funeral preparations to preserve the body. To defend the mortal remains from desecration, exotic, psychoactive spices were used in the funeral rites. Would-be grave robbers entering the crypt are exposed to these chemicals.

Each PC not wearing one of the masks from area 2-3 or otherwise taking precautions against inhaled poisons must

make a DC 10 Fortitude save after spending more than a minute in this room. Failing the save indicates they are affected by the spice, which intensifies one of the victim's personal shortcomings or sins. The judge may either pick an effect most appropriate for the PC (wrath for a Northern berserker PC, for example) or roll 1d7 to determine it randomly.

Crypt Spice Effect Table	
d7	Sin Inflamed by Exposure to the Spice
1	Envy: The PC becomes jealous of a random party member, envying his skills, looks, equipment, etc. The affected individual will strive to outperform the targeted individual, attempting actions far beyond his capabilities in an effort to impress.
2	Gluttony: The PC develops a ravenous appetite for food and drink eschewing all other activities to indulge in this sinful pleasure. The affected individual consumes all carried food & potables, refusing to take any other action. Once the meal is finished (or if the PC does not have food & drink on him), there is a 50% chance that he remains unsated and will attempt to acquire more food, even resulting to physical violence to steal it from another.
3	Greed: The PC becomes mad with treasure lust, seeking to acquire the largest share of treasure possible. Each time an object of value is available for the taking, there is a 50% chance the greedy PC outright claims it as his own, resorting to violence if necessary to obtain it.
4	Lust: The PC finds another individual physically desirable and goes to great lengths to win their affections. Foolhardy risks, foppish behavior, bestowing gifts, and even blindly obeying their commands are all likely behavior by the affected individual.
5	Sloth: The PC refuses to do anything but lounge about and let the rest of the party do the hard work. Even threats of physical violence are insufficient to get him to move from his present location.
6	Pride: The PC deems himself superior to his comrades, ordering them about as a lord and expecting his commands to be heeded. Failure to do so results in either furious anger (50% chance) or a huffy attitude of "If you want something done right, do it yourself!" (50% chance).
7	Wrath: The PC is overcome by directionless anger and is likely to attack the first person or object that draws his attention. This rage continues until either the target is laid low or the Wrathful individual is.

This effect lasts for either one hour or until shaken off. Overcoming the effects of the spice can be achieved by a Luck check as if healing a wound and receiving a result of 5+ or by incapacitation. An affected individual knocked out or put to sleep (via spell or a blow to the head), awakens with a clear mind.

The crypt will clear of its debilitating spice-filled air if both doors are left open for an hour or efforts to speed up the ventilation (flapping cloaks or blankets to air out the space for example) are undertaken. However, if the crypt is ventilated, the Thieves Guild agents have an easier task of surprising the PCs (see Event #4 below).

The glittering beneath the winding shrouds is a bejeweled choker adorning each mummified corpse. The stones are dark purple, nearly black, amethysts. Each is worth 10 rilks, but retrieving the stones results in a second exposure to the debilitating spices and a -2 die penalty to the saving throw roll. The concentration of spice is so great in the wrappings that even PCs wearing a mask must make a save, but at no penalty.

Area 2-5—Reliquary Door: *A solid-seeming door of dark iron stands in a thick stone frame. The face of the door is decorated with seven masks, each depicting an angled woman's face. They are set in a spiral pattern. At the center of the spiral, in lieu of a final mask, is an oval lock plate with inset keyhole.*

The door is both locked and trapped. The Key unlocks the door, but, as an addition precaution against thieves, only deactivates the trap is turned clockwise (towards the Eastern Lands where Djil originated). If turned counterclockwise, the trap activates as detailed below.

The trap is a series of nozzles that spray jets of a highly caustic solution in a 10' square area before the door. These nozzles are concealed behind the eyes of the masks on the door. A DC 12 Intelligence or find trap check notices the masks' eye sockets contain a moveable iron flap. These flaps retract when the trap is sprung. A DC 15 Intelligence or find trap check discovers the keyhole bears redundant base pins. These pins are connected to the trap. Inhibiting those pins with a DC 12 disarm trap check keeps the trap from functioning regardless of the direction the key is turned.

If the trap triggers, all within the affected area must make a DC 11 Reflex save or suffer 1d5 points of acidic damage. Placing an obstacle over the masks' eye sockets (a shield, for example), prevents the spray from drenching the area of effect, but dissolves the obstruction, rendering it useless. The trap only functions once before the solution reservoir is exhausted.

Area 2-6—Reliquary: *The chamber beyond the stout door is low-ceilinged and gloomy. The dust that fills the interior rooms of the spire appears less heavy here, as if errant breezes have stirred it during the temple's long abandonment. The shadows look more gray than black in this room, possibly rife with cobwebs. In the ashen gloom, seven golden faces glitter.*

This chamber is the home of the Gilded Masks of Djil. For a century they've slumbered here, dreaming dreams tinged with the sins they absorbed. Now, someone has come to free them.

The gray shadows are not cobwebs, but dusty strands of ectoplasm, a supernatural substance woven from the sins



absorbed by the Masks and excreted over the decades. This morass covers the walls and sections of the floor beneath the Masks and gathers in the corners. Any character moving through the room and wishing to avoid the gray material must spend a Luck point to keep from contacting it. Those unwilling to burn Luck step or brush against it, becoming momentarily stuck (-1 die penalty to the next roll the PC makes). The PC also experiences a brief hallucination of some ancient sin (a brutal murder, an illicit affair, a brazen robbery, etc.) – he absorbs the memory of a long-ago sin woven into the substance.

The Gilded Masks are animate and possess an evil guile. Although once an instrument of the goddess, Djil, they've become corrupted by the sins they absorbed and their long abandonment. They seek to escape their prison and spread their taint across Lankhmar. Once more than half the party enters the room, the Masks drift off their hooks and float through the air, seeking the doorway.

Gilded Mask (3): Init +2; Atk bash +2 melee (1d3) or ray +1 ranged (1d5+1 Personality); AC 14; HD 2d6+2; hp 9 each; MV 40' flying; Act 1d20; SP ray attack (inflicts psychic damage to target; victim suffering damage equal to or greater than their Personality score becomes enslaved by the Mask, acting as if *charmed*), immune to mind-affecting spells; SV Fort +1, Ref +5, Will +0; AL C.

High Priestess' Mask (1): Init +3; Atk bash +2 melee (1d4) or ray +2 ranged (1d6+1 Personality); AC 14; HD 4d6+2; hp 14; MV 40' flying; Act 1d20; SP ray attack (inflicts psychic damage to target; victim suffering damage equal to or greater than their Personality score becomes enslaved by

the Mask, acting as if *charmed*), immune to mind-affecting spells; SV Fort +2, Ref +5, Will +0; AL C.

Alternate Encounter for Larger Group: The remainder of the Gilded Masks animate making all seven active.

The Masks attempt to enslave the PCs at first, concentrating their rays on a one or two targets in order to swiftly overwhelm their psyches. The Masks cause an enslaved target to indulge in one of the seven sins (see area 2-4 for possible reactions by the PC), but likely stirs up their Wrath to attack his fellows in the Masks' defense. Once the thieves arrive (see Event #4 below), they too are viable targets and the Masks will attack them as well as the party during the battle.

If the Masks suffer more than 50% casualties during the battle, they seek less formidable servants. They streak out the door and down the stairs, heading towards the ground floor of the temple-tenement.

Each of the Masks is worth 200 gold rilks, but only if intact. A broken Mask's value is reduced to 50 gold rilks. The High Priestess' Mask is worth 500 gold rilks, but only 100 rilks if damaged.

EVENT 4: THE THIEVES GUILD ARRIVES

Things are about to get very interesting for the PCs (and a little complex for the judge, so pay attention). The Thieves Guild has been following the PCs, intent on acquiring the Gilded Masks for themselves. The Guild is content with letting the PCs take most of the risks, then rob them after they acquire the booty. A squad of thieves has trailed the party since they escaped Igrik's manor.

The robbers followed the party to the temple-tenement, lingering behind them some distance as they entered the Spire. Unless the PCs have taken precautions to protect their backs as they explored the Spire, it's likely the thieves have remained undetected. The Guild agents reach area 2-4 just as the fight in the Reliquary breaks out. Each thief must make a DC 10 Fortitude save as they cross the crypt, potentially succumbing to the inhaled spices that cloy that room. If they do, the PCs might detect them as they argue or fight among themselves. If this occurs, a Luck check by any PC near to door to the Reliquary detects the thieves' presence, allowing them to prepare.

If undetected, the thieves reach the Reliquary three rounds after the Masks animate. They move into the room, using their blackjacks and sneak attack ability to subdue the PCs before seeking to capture the Masks in their abductor's bags. The thieves' intent is to gather as many Masks as they can before fleeing. If the PCs (and Masks) prove too much of a challenge, the Guild cuts its losses and either flees empty handed or with whatever Masks they've bagged. This may lead to the Rooftop Chase (see Event #5)

Thieves' Guild Operatives (3): Init +2; Atk short sword +1 melee (1d6) or blackjack +1 melee (1d3/2d6 subdual dam-



age); AC 13; HD 1d6+1; hp 7 each; MV 30'; Act 1d20; SP kidnapper's sack (see below); SV Fort +1, Ref +2, Will +0; AL C.

Alternate Encounter for Larger Group: There is one thief for every PC.

Each thief carries a drawstring bag of woven cloth large enough to fit over a human head. The bags are steeped in soporific herbs which induce unconsciousness if placed over a victim's head (+1 melee attack, DC 10 Fort save or fall unconscious for 1d10 minutes). The thieves attempt to use these to snare the animated Masks. A successful attack roll against a Mask snares it inside the bag, entrapping it. While encased in the bag, a Mask's ray is useless and it cannot produce enough force to escape the woven cloth. Only destroying the sack or willingly freeing the trapped vizard allows it to escape.

EVENT 5: THE MASKS ESCAPE

If the combat goes against the Masks, they fly out the door and escape the Spire (all the doors between area 2-6 and the exit were left open by the thieves to ensure a quick escape). Once the Masks reach the floor of the temple-tenement, they use their rays to affect as many of the residents as possible. As most are downtrodden and weak-willed, the Masks quickly put many of them under their command. Those succumbing to the Mask's beams indulge in their darkest sins.

The PCs arrive to find the tenement in a state of utter confusion as Mask-dominated residents enact a litany of sins. Murder, gluttony, lechery, jealousy, and pride run amok in the crowded bottom floor of the tenement. Read the following:

The interior of the tenement has become a madhouse. The escaped Masks drift over the heads of the rampaging inhabitants, their bruise-colored beams of power striking hither and thither, sending the targets into a frenzy of sinful activity. Ramshackle homes are being overturned by jealous neighbors, half-dressed souls titter as they seek amorous entanglements, victims of violent robbery lie screaming and bleeding on the dirty flagstones, and angry mobs take out their wrath on anyone who gets too close. To your horror, it's apparent the Masks are heading towards the exit of the tenement, intent on spreading their influence into the streets outside. They must be stopped!

Destroying the Masks ends their supernatural domination of the tenement's residents, but before that can be accomplished, the PCs must run the gauntlet of sinful madness. Each PC makes a Luck check. If failed, they encounter one of the following situations:

1) **Lecherous mob:** A group of partially-clad carousers attempts to drag the PC into their antics. Resolve as a grapple attack (DCC RPG p. 96). The group is +8 to their grapple attack due to numbers. If grappled, the PC is pinned by the group and must break the grapple to escape. Other PCs may assist; each PC helping grants the victim a +2 bonus to his roll to break the grapple.

2) **Wrathful mob:** A swarm of residents, overwhelmed by wrath, attacks the PC. Treat the crowd as a single monster which, if reduced to zero hit points, disperses and no longer threatens the PC.

Wrathful Mob (1): Init +3; Atk improvised weapons +3 melee (1d4); AC 9; HD 4d8; hp 18; MV 30'; Act 1d20; SP attacks all targets in a 10' square area, immune to critical hits, cannot critically hit opponents; SV Fort +4, Ref -2, Will -3; AL N.

3) **Thieving Band:** A greedy horde of residents attempts to rob the PC of all their worldly possessions. Resolve as a grapple attack (see #1 above). If grappled, the PC is held down and each round loses 1d4 possessions including weapons, armor, money purse, etc. Only by escaping the grapple as above or dispersing the mob with violence (treat as AC 9 and with 10 hp. Reducing to zero hit points sends the thieves running with a 50% chance of dropping purloined objects).

The Masks are 60' away from the PCs when the party exits the Spire, but the crowded conditions and rampaging sinners make pursuit difficult. The PC's speed is reduced by -10' per round unless they can clear a path through the

teeming sinners. Doing so requires either a spectacular display of magic (succeeds automatically), bared weapons used in a threatening manner (a DC 10 Personality check while brandishing a weapon clears the way) or by physical shoving or shouted threats (which opens a path with either a DC 15 Strength or Personality check). The Masks are unaffected by the crowds or cluttered interior, but are intent on spreading their corruption with their beam attacks, which reduces their speed to 20' each round.

The flying Masks are 80' away from the doors when the PC arrive, giving the party four rounds to reach and/or stop the vizards from reaching the streets of Lankhmar.

Gilded Mask (varies): Init +2; Atk bash +2 melee (1d3) or

CHASES

Chases down city streets and across rooftops are common events in urban campaign. Full rules for adjudicating these thrilling pursuits will appear in full in a future DCC RPG Lankhmar release. Until then, use the following system if the PCs end up pursuing the thieves across the rooftops.

- Each participant in the chase must make either a Strength or Agility check each round. In this rooftop chase, the check is DC 13. The thieves have a +1 modifier to their check regardless of type. They begin the chase with 2 acquired successes due to their head start.
- If the thieves make six successful checks, they reach Dead Dog Alley and vanish into the labyrinth of Lankhmar's back alleys. If a PC ever makes more successful checks than the thieves, he catches them before they escape and combat occurs.
- If a participant rolls a 5 or less on his check, a complication happens. See below for potential complications.
- A participant whose speed is twice as fast as those he's chasing/being chased by automatically gains once success each round and can make a Strength/Agility check to accumulate another.
- A participant can forgo making their check for one round to increase the difficulty of the any pursuer's check. Rather than continue to run, the chased individual performs a maneuver to increase the likelihood of his escape. The exact action is left to the judge to determine, but possible methods of evasion include knocking a plank that bridges a gap between buildings off the rooftop, toppling a decrepit pigeon coop over to create an obstacle, severing a laundry line to fill the air with fluttering clothing that obscures vision, etc. This increases the pursuer's next Strength or Agility check to DC 15.
- A thief can stop fleeing and engage a PC in combat. If the PC chooses to fight the thief, he cannot make a Strength or Agility checks to gain successes in the chase until the combat is over. A PC can also choose to evade the thief by making either a Reflex save vs the thief's attack roll or with a Mighty Deed of Arms. If successful, the PC rushes past the thief and continues the chase without interruption and makes Strength or Agility checks as normal that round. The thief may either pursue or attempt to hinder other PCs.

Complications

1. The participant's foot goes through a weak spot in the roof. They must spend a round freeing themselves and they lose one acquired success from their total if any.
2. The participant hits a stretch of slippery shingles and must make a DC 8 Reflex save. If failed, the individual takes a tumble and suffers 1d4 points of damage. If the result of the Reflex check is a natural "1," the participant falls off the roof and suffers 2d6 points of damage.
3. The participant's footsteps sends a rickety cistern/dovecote/chimney into collapse. The person responsible must make a DC 10 Reflex save or take 1d3 points of damage and be knocked prone by the debris. All chase participants behind the person have their next Strength/Agility DC increased to 15 for one round as they maneuver through the scattered debris.
4. The participant drops a carried object as they almost lose their balance and must make a grab to keep from falling. A PC drops his weapon if carrying one, while a thief either drops his weapon (50% chance) or the bag holding a Mask (50% if applicable). A dropped bag smashes onto the ground below, shattering the Mask and reducing its value to 50 rilks.

ray +1 ranged (1d5 Personality); AC 14; HD 2d6+2; hp 9 each; MV 30' flying; Act 1d20; SP ray attack (inflicts psychic damage to target; victim suffering damage equal to or greater than their Personality score becomes enslaved by the Mask, acting as if *charmed*), immune to mind-affecting spells; SV Fort +1, Ref +5, Will +0; AL C.

High Priestess' Mask (if applicable): Init +3; Atk bash +2 melee (1d4) or ray +2 ranged (1d6+1 Personality); AC 14; HD 4d6+2; hp 14; MV 40' flying; Act 1d20; SP ray attack (inflicts psychic damage to target; victim suffering damage equal to or greater than their Personality score becomes enslaved by the Mask, acting as if *charmed*), immune to mind-affecting spells; SV Fort +2, Ref +5, Will +0; AL C.

Destroying the Masks before they exit the tenement prevents catastrophe in the city, but unfortunately comes at pecuniary costs. As the Masks shatter, the golden fragments fall to the ground. The poverty-stricken residents are swift to snatch up the valuable shards and then vanish into the crowds. Ultimately, the PCs can only recover fragments worth 20 rilks, a mere portion of the potential wealth.

EVENT 6: THE FLIGHT OF THIEVES

This event occurs if the Thieves' Guild acquired one or more of the Masks and chooses to flee rather than stay and fight. So long as one PC remains alive and conscious, there is a chance the Thieves can be stopped before they escape with the Gilded Masks in their possession.

The thieves rush out of the Spire and ascend the spiral staircase in the northeast corner of the temple-tenement. They use the plank walkway to cross to the nearby platform and reach the closest pair of windows in the north wall of the building. From there, the thieves exit the temple-tenement and leap to an adjoining roof. They then proceed across the neighboring roofs until they reach Dead Dog Alley (see map for route). If the PCs fail to catch them by that point, they easily vanish into the winding alleys of Lankhmar and the Gilded Masks are lost (see *Ending the Adventure* for further details on this development).

ENDING THE ADVENTURE



It is likely that the PCs, forced by the threat the Gilded Masks pose to Lankhmar, destroy most of the golden visages, rendering them both powerless and vastly decreased in value. Depending on the number of PCs in the adventure some or all of the Masks might have been shattered. The party might get cold comfort from knowing they spared Lankhmar from being plunged into a maelstrom of sinful chaos, but that doesn't buy wine or a night's lodging. The party will hopefully have learned their skills complement one another and pursue future adventures in Lankhmar as a group. Behold! An adventuring party (and a campaign) is born!

Sheelba appears shortly after the party leaves the temple-tenement, looking for the High Priestess' Mask. If the party recovered it, he appears almost gleeful, snatching the Mask from them and informing them that they need only seek him out in the Great Salt Marsh if they require assistance. He then immediately vanishes. A group who failed to acquire the High Priestess' Mask (or smashed it in the processes), is met with muttered curses and Sheelba departs, disgusted.

If the PCs fail to destroy the Masks and they escape from the temple-tenement, the flying vizards spread their corruption across the city like wild fire. Riots erupt across the western half of Lankhmar as the Masks run rampant. Lankhmar's soldiery and the Sorcerers' Guild are called to action. It takes three days before the last of the Masks is tracked down and destroyed. The Thieves' Guild uses the chaos and to their advantage, staging several stunning burglaries across the city. Even Igrik of the East isn't spared from the widespread larceny, his last few treasures vanishing in the night. He ultimately returns to the Eastern Lands, a broke and bitter man.

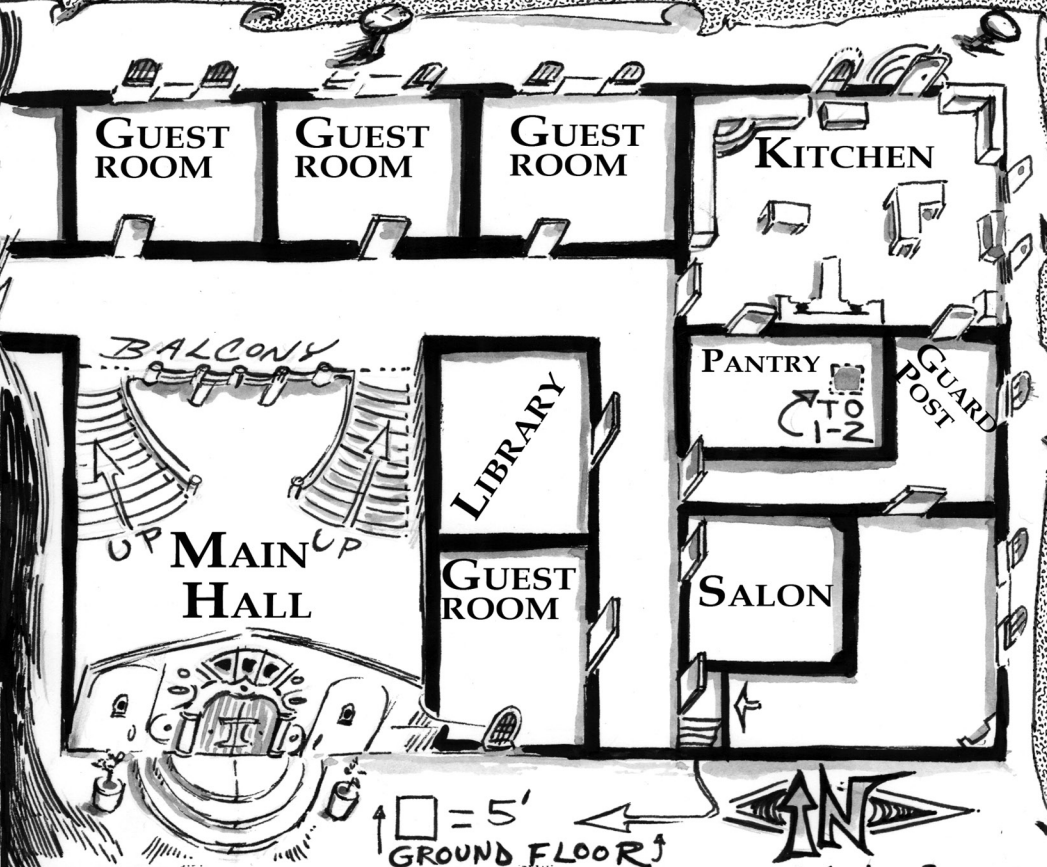
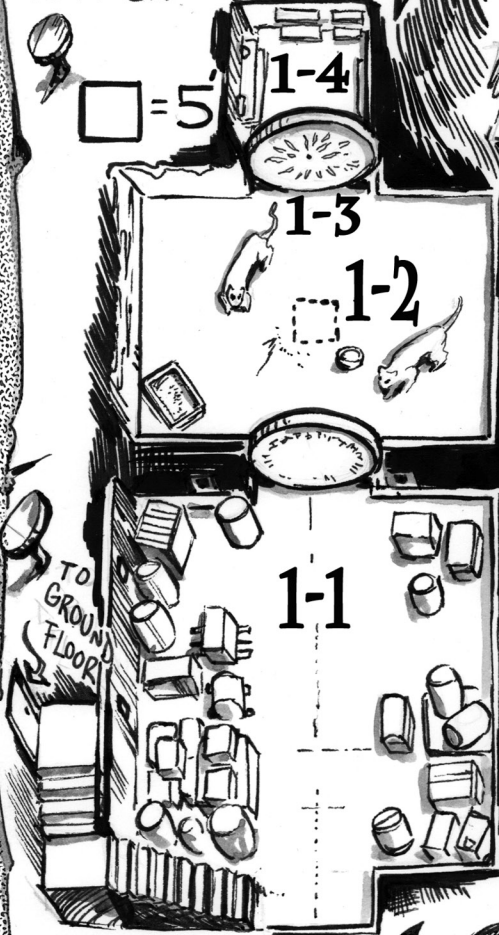
A group of PCs who have been identified by the Guild as freelancers might also find themselves targeted for death in the chaos, forcing them to flee from the City of Sevenscore Thousand Smokes and seek friendlier lands beyond the land of Lankhmar. A group unwilling to flee must either demonstrate they're too formidable for the Thieves' Guild to seek vengeance on (no simple task!) or buy the Guild's pardon, likely by giving the brotherhood of burglars any Gilded Mask or piece thereof they might have ended the adventure with.

The last possible outcome of the opening of the Spire and discovery of the Gilded Masks is that the Thieves' Guild ends with one or more of them in their possession. The Masks prove to be too much for the Guild to handle. Once removed from the sacks, the Masks animate again and quickly use their power to plunge the Guild into a whirlwind of sinful indulgences. This leads to both rampant robbery, inter-guild battles, depletion of the Guild's treasury, and other acts that threaten the very fabric of the Guild. A handful of Guild members escape the corrupting effect of the Masks and seek assistance in destroying them. They may call on the PCs, knowing their prior encounter with the vizards, granting the group amnesty from their crimes or even the benefits of membership if they destroy the Masks.

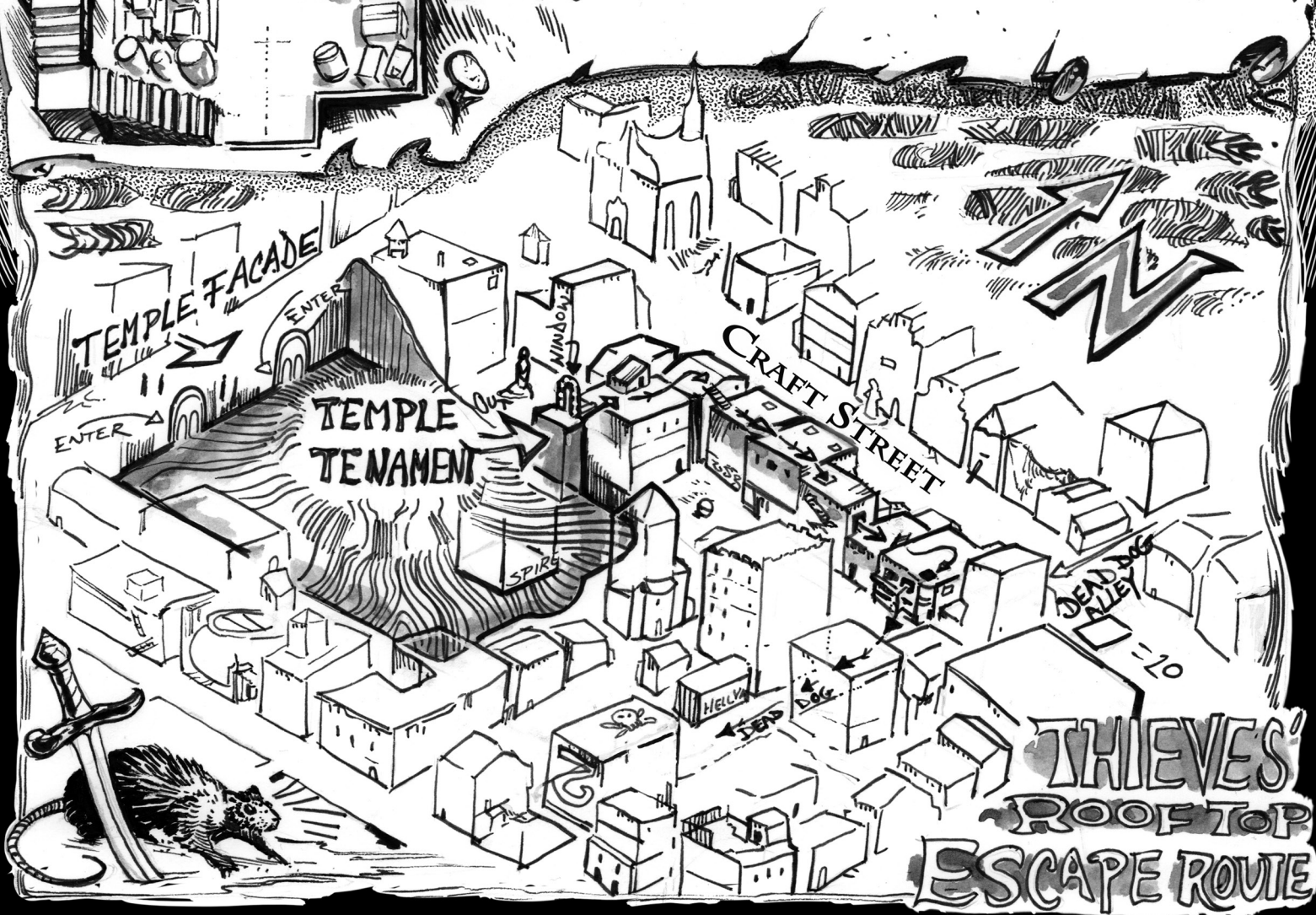
No matter what occurs at the end of *Masks of Lankhmar*, it is only a minor lull before the next thrilling adventure, brazen crime, or exciting escapade happens to the party. The life of a hero in the world of Nehwon is never dull, and neither is the game of Dungeon Crawl Classics!

CELLAR/Vault

NOTE: SCALE IS LARGER
THAN GROUND FLOOR



IGRIK OF THE EAST'S MANOR



DUNGEON CRAWL CLASSICS LANKHMAR

Masks of Lankhmar

A LEVEL 1 ADVENTURE
BY MICHAEL CURTIS

AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER

A heist gone wrong brings an unlikely group of thieves together and sets off a search for forgotten treasures hidden in the City of the Black Toga! Can our heroes of questionable moral character survive the twisting chase that leads through the Plaza of Dark Delights, crosses paths with Sheelba of the Eyeless Face, and delves into one of the oddest tenements in Lankhmar? Not if the Thieves' Guild has their way!

Masks of Lankhmar is the inaugural adventure written for Goodman Games' new DCC Lankhmar line of supplements produced with the approval of the Estate of Fritz Leiber. This 1st level adventure is specially designed to start a DCC Lankhmar game set in the City of Sevenscore Thousand Smokes and provides the judge with the perfect means to assemble the players and kick off the campaign. That is, assuming they survive, of course! Look for more DCC Lankhmar supplemental material coming soon from Goodman Games.



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