

DUNGEON CRAWL CLASSICS LANKHMAR

VIOLENCE FOR VOTISHAL

#4: A LEVEL 4 ADVENTURE
BY TERRY OLSON

AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER



*Please present this scroll
at the temple of Votishal
the Silent, when the sun
is at its zenith. I have a
proposal for you, and have
included a small payment
in thanks for your
consideration.*

- High Priest Balnou

HANDOUT 1: EVENT 1

*Check out the east
wall of the sewer,
south of the catacombs,
on the temple's side
of the street. The seer
says a tomb with a
skeleton of bronze is
hidden there.*

HANDOUT 4: AREA C-5

**LET IT BE KNOWN THAT
THOSE WHO KILL MY
SUBORDINATES, ESPECIALLY
WHEN THEY'RE CONDUCTING
MY LEGITIMATE BUSINESS,
WILL BE DEALT WITH
ACCORDINGLY.**

-B

HANDOUT 2: AREA A-15

*Dear Death,
Please accept this small advance
for considering our solution to your
problem. The ears say that the tomb's
entrance is hidden on the sewer's east
wall, roughly between the Street of the
Gods and the temple's courtyard wall.
Light the lamps if you must fight him.
The feet will be sufficient; we suggest
under the bed. The ears also say that
the latrine is the best passage.
May you hear it all.*

HANDOUT 3: AREA B-9

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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.

EVENT ONE

Event 1 – The Gagged Messenger: A Votishite priest approaches the party in a public place (perhaps the Silver Eel or the Plaza of Dark Delights). Read or paraphrase the following.

A robed figure approaches. His mouth is tightly gagged with a thick, black strip of leather. He retrieves a bound scroll and a pouch from a shoulder bag, hands them to you, and then turns to depart.

The priest does not speak, and answers questions only by gesturing to the scroll, which reads (Handout 1),

Please present this scroll at the temple of Votishal the Silent, when the sun is at its zenith. I have a proposal for you, and have included a small payment in thanks for your consideration. High Priest Balnov.

The judge is encouraged to have a handout prepared for this scroll, and to roleplay the priest's silence. The pouch contains 20 silver smerduks, and the priest's shoulder bag is empty. He leaves as soon as possible. If threatened, he flees to report the injustice.

Votishal's religion is ambiguous in Fritz Leiber's fiction. Here, Votishal's primary tenets encompass silence, self-improvement, discipline, and getting what one deserves (both self and others). The rumors table can provide PCs this knowledge.

Additional Hooks: If PCs need other motivations to embark on the adventure, try the following hooks:

- If a PC is a patron's agent, then the patron "encourages" accepting Balnov's proposal. Perhaps helping Votishal provides leverage against another patron.
- A PC has learned that there is a way to improve thieving skills within the temple.
- Glinthi the Artificer will pay for information about the temple's rumored gem-reading device.

EVENT TWO

Event 2 – Meeting High Priest Balnov: Cautious PCs may wish to do some research before delivering the scroll. Character benisons (e.g., Good Reputation in Certain Circles, Trusted Contact, and Urban Affinity) may assist in gathering information. Determine rumors from the table below. Award fleeing Luck for creative or entertaining feats of inquiry!

Table of Rumors: Roll 1d16 or Choose

- 1 The temple has been closed for 2 days. (true)
- 2 The temple is closed because Death has moved in. (false)
- 3 The grounds are guarded by "Otaz," a gray beast from Klesh. (true)
- 4 Aarthians are patrolling the temple's perimeter at night. (true)
- 5 Twenty Votishite priests have been killed in the temple. (false)
- 6 A skull with an emerald tongue lies unguarded in the temple's catacombs. (false)
- 7 The temple vault's entry is on the first floor. (false)
- 8 Votishites used to record history in gems. (true)
- 9 Female freelance thieves have joined the Votishites. (true)
- 10 A secret tomb lies in the sewers, near the temple's front gate. (true)
- 11 The sewer has a mass burial with lamps whose smoke turns ghosts to flesh. (true)
- 12 A week ago, an Aarthian was seen speaking to a member of the Assassins' Guild. (true)
- 13 Votishites practice silence, self-improvement, and discipline. (true)
- 14 Votishal's religion teaches you how to take what you deserve. (true)
- 15 Votishal's religion teaches you how to give others what they deserve. (true)
- 16 In ancient times, many Votishites were assassins and thieves. (true)





When the party approaches the temple, read the following.

Votishal's temple has a size and architecture befitting its second-best location on the Street of the Gods. The street-facing side is roughly 100' wide, with 30' tall concrete walls. Two raised pulpits jut from the wall 10' above the ground, one on each side of a closed entry. A black-gagged priest stands in the leftmost pulpit, lowering and raising an alms box into the crowd. About fifty people gather here, mostly soundless, but a few whispering. Some wear ornately stitched brown gags, though a few wear gray, yellow, and orange ones.

The temple has been closed for two days, and its congregation grows restless. The party may interrogate the crowd, which requires a DC 14 Personality check to interrupt a parishioner's quiet vigil. Reward success with a rumor. Aspiring Votishites wear colored leather gags to symbolize their devotion, and to advertise how much they've donated to Votishal's cause (see areas A-4 – A-7).

Basharat's bravos are disguised in the front of the crowd, by the temple door. They try to prevent anyone from helping the Votishites. As soon as the party presents the scroll for entry, the bravos attack. They gain a surprise round unless the party was cautiously watching the crowd, or noticed their counterfeit gags, which are plainly woven rather than ornately stitched (DC 14 Intelligence check).

Disguised Bravos (4): Init +1; Atk studded cudgel +2 melee (1d5); AC 12; HD 2d8+3; hp 15, 12, 12, 9; MV 30'; Act 1d20; SP stunning critical (on natural 19-20, additional abdominal punch for 1d3 damage, DC 13 Fortitude save or be stunned for 1 round); SV Fort +2, Ref +1, Will +0; AL L.

Loot per bravo: leather armor, studded cudgel, 2d8 silver smerduks.

Alternate Encounter for Larger Groups: The number of bravos is equal to the party's size plus two.

The crowd disperses when violence ensues. Remember morale checks (those that flee could harass the party later). Once the bravos are defeated, read the following:

With the melee's conclusion, the temple's door opens and a robed, aged-but-fit Mingol man emerges as the door closes and locks behind him; a black leather gag hangs loosely around his neck. He flips over a sand timer and whispers, "I am High Priest Balnov, who summoned you here. Votishal allows me only a few minutes per hour to speak. Let us make the most of it."

The judge is encouraged to use an actual 3-minute sand-timer or sand-timer phone app. It's important to impart a sense of urgency. Balnov reveals the following points.

- The previous high priest, Maamph, killed one of the extortionist Basharat's lieutenants, and was found murdered five nights ago with a slit throat and a "B" carved in his forehead.
- A Votishite priest has been found dead each subsequent night, but the cause of death is unknown. Victims remain as they were found in order to aid the temple's (failed) investigation.
- The priests have temporarily relocated to another temple outside of Lankhmar.
- Balnov wants the PCs to enter the temple at sundown; his exit rites for the grounds will be finished by then. Because the killings have occurred at night, he hopes the party may catch the murderer entering.
- He wants the abandoned temple locked to prevent robbery, so the party must break into it. He cannot grant non-priests a key.
- He offers each PC 200 gold rilks to stop the murderer.
- (Optional Handouts for faster sessions): Balnov gives the party crudely-scribbled partial maps of the sewer and both temple floors, indicating only the murder victims. He recommends entering through the sewers, and suggests examining Maamph's room, in case the Votishites missed something.



EVENT THREE

Event 3 – Breaking into the Temple: Unless otherwise stated, doors are unlocked and areas are unlit. There are some doorways and windows that are bricked over. These are recent modifications made by the Votishites. A PC with masonry knowledge easily recognizes the work to be a month old (DC 10 Intelligence check for others). There are a number of ways to enter Votishal's temple.

Sewer: PCs can enter the sewer from the temple's well (area A-11), the temple's courtyard (area A-3), or through an entrance the judge devises; placing one north of the dead assassin (area C-5) helps the party find valuable clues early, and is useful for con-length sessions. Once underground, the party may infiltrate the temple via the latrine (area C-4) or the sewer gate (area C-6).

First Story: The temple's rear section has a locked door on the east, and a bricked-over doorway on the west. The street-side door (area A-1) is both locked and barred with a wooden beam. The first story (areas A-10, A-12, A-13, A-15, and A-17) has windows made of thin alabaster rather than glass. These are easily, but noisily, shattered.

Second Story: The external walls and temple are 30' tall and are DC 17 to climb, though the pre-existing rope at area A-2 is easier. Besides climbing over the walls, entry may be gained by reaching the pulpits (area B-1), an open entry on the roof (leading to area B-8), or one of the second story's glass windows (areas B-6 and B-10). The Votishites bricked up the windows in rooms B-7, B-8, and B-9.



PLAYING PIN'QIBM

The party encounters Pin'qibm's ghost three times, in areas A-13, B-13, and C-10 (his tomb). The A-13 and B-13 encounters need not be violent; they depend on the party's actions. For his non-tomb encounters, the ghost is a recurring threat that inflicts (or suffers) a limited amount of damage, then disappears. When encountered again, he is fully healed. If he takes enough damage to disappear, his spectral necklace of toes becomes material and drops to the ground (see area C-9).

Pin'qibm is a former high priest of Votishal (see area B-13); his main interest is killing the "new" Votishites, who devolved the order into a shadow of its former glory. Though Votishal generally avoids squabbles between his followers, he limits the ghost to killing one Votishite per day. Of course, there is no limit to killing PCs. Regardless, in combat, Pin'qibm first attacks anyone who looks like a Votishite.

The ghost does not parley and cannot speak because he removed his own tongue. Ancient Votishites took their personal silence quite seriously. In life, Pin'qibm was known for his cruelty, cunning, and speed; some wondered whether his feet were magical. In death, his bronzed feet are magical beyond a doubt. They are found in area A-15.

Pin'qibm's Feet: The fused bronzed feet of Pin'qibm's skeleton treat their bearer's mundane weapons as magical when attacking ghosts, and provide a +2 bonus to hit. They confer training (or +1d if already trained) in move silently and hide in shadows, and provide a +1d damage bonus when attacking from behind. Possessing the feet is perilous, however, as all un-dead (Pin'qibm excluded) gain a +1d bonus attacking the bearer. More importantly, the feet store the ghost during the day, but cannot contain him during the evenings. Brutal murders follow the bearer wherever she goes, should she choose to keep the feet rather than restore them.

As ghosts are immune to non-magical attacks, non-casting PCs without magical weapons (or Pin'qibm's feet) may have trouble wounding the malevolent spirit. A few areas of the temple contain vials of Votishal's Holy Oil (areas A-13, A-15, A-19, and B-14). Using an entire vial on a weapon allows that weapon to be treated as magical when fighting Pin'qibm. However, the oil's efficacy only lasts for one encounter. The vials have ritualistic symbols and are labeled as holy oil.

Being a ghost, Pin'qibm cannot be killed, but he can be bound, or put permanently to rest. For either, his feet must be rejoined with his skeleton (see area C-10). At the adventure's start, he's claimed the following victims: Death of Maamph (area C-5); Aruhu (area A-7); Solmrak (area A-12); Nerka (area B-9); Rysdyr (area C-2).

AREA A: TEMPLE'S FIRST STORY

Area A-1 – Front Door: *This wooden door is painted with a depiction of a black-gagged skull. Fifteen feet on either side, a pulpit extends from the wall, its base 10' off the ground. Red velvet curtains hide the pulpits' interiors.*

The door is locked (DC 14 Pick Lock check), and barred from the other side. Forced entry is nearly impossible (at least by mundane means) unless PCs employ a battering ram or axe; this alerts the toughs in area A-3. Entering the pulpits requires a 15' climb (DC 17 Climb Sheer Surfaces or DC 14 Agility check if one PC boosts another). See area B-1.

Area A-2 – Dangling Rope: *A hemp rope hangs from the top of the wall, dangling down the junction where the wall meets the building.*

This provides an easy DC 5 climb check. The rope was hung by Basharat's toughs (area A-3) hoping to ambush the PCs and avenge the bravos' defeat (event 2). They left it hanging because one slinger is late (see areas A-3 and B-3).

Area A-3 – Courtyard: *Faded black curtains line this octagonal courtyard. The north side has double doors to the temple, while the south has a hallway leading to the street. Hallways bisect the west and east sides. A 15'-wide octagonal platform occupies the courtyard's center. A 3'-tall bronze cylinder sits atop this dais, and a burly man peers into its depths.*

This area is used for public worship and offerings, but is now guarded by three of Basharat's toughs. One is on the platform, one watches from the hidden roof (area B-3), and one is checking the "silence" chambers; he's currently in area A-7, and moves to A-6, then A-5, A-4, and back to A-7, all in three turn intervals; he patrols because he's heard one of the rooms has a secret door to the temple, but he doesn't know which. The fourth tough arrives over the wall in the fourth turn, or the fourth round of melee, whichever is first.

It's entirely possible to remove the toughs one-by-one, via stealth. The party could eliminate the one in area B-3 first, so he can't alert the others. The hidden nooses (see areas B-3 and B-4) may be useful for silently killing the rest.

Toughs (2 in A-3 - A-7, 1 in B-3, 1 arrives late in B-3): Init +1; Atk serrated shortsworads +2 melee (1d7) or sling +2 ranged (1d4); AC 13; HD 3d8; hp 18, 14, 13, 9; MV 30'; Act 1d20; SP teamwork (+1d to attacks if more than one tough targets PC); SV Fort +1, Ref +2, Will +2; AL L.

Loot: studded leather armor, serrated shortsword, sling, 3d6 sling bullets, 3d8 silver smerduks, 2d8 copper pennies.

Alternate Encounter for Larger Groups: The number of toughs is equal to the party's size. Place them in the courtyard, on the hidden roofs, or patrolling as desired.

Instead of combat, the party may parley with Basharat's crew. The speaker must pass a DC 14 Personality check to prevent immediate violence. If the speaker succeeds, then the toughs are welcoming, and may answer questions. They'll reveal, for example, that Basharat contacted the Assassin's Guild to deal with the previous high priest. However, the toughs double-cross the PCs when success seems likely (superior numbers, PCs wounded, etc.). They'd rather present Basharat with dead

PCs than allies who'd jeopardize their positions.

The bronze cylinder is the head of a pipe, leading 20' below to area C-2. When the temple is functioning, parishioners make offerings by dropping them here. In order to silence falling coins, jewelry, etc., the pipe has internal layers of padded ramps; these prevent an average-sized human from descending, though a small child or halfling (should one exist in Nehwon) could manage.

Area A-4 – Penny Silence: *This door is ajar, and features a mosaic: a brown-gagged skull on top of copper pennies. A narrow room is beyond, with a door on the opposite side. A smashed wooden box sits ruined on a pedestal, and brown gags hang opposite it.*

Parishioners whose typical donations are copper pennies are given brown gags to signify their devotion, and may semi-privately worship here. The collection box was robbed by area A-3's toughs. One may be here, depending on the PCs' actions (see area A-3). The larger chamber beyond the vestibule is encircled by a bench extending from the walls.

Area A-5 – Smerduk Silence: *Like the one directly across the hall, this door is ajar. A mosaic of silver smerduks beneath a gray-gagged skull adorns it. Wooden pieces of a broken collection box litter the room's floor. Gray gags hang from a peg within.*

This is the "middle class" devotion room, where parishioners receive gray gags for regular donations of silver smerduks. The collection box was robbed by Basharat's toughs. A bench wraps around the larger chamber's walls.

Area A-6 – Rilks Silence: *A mosaic of a yellow-gagged skull atop gold rilks decorates this door. A small vestibule is beyond, within which is a locked iron collection box and hanging yellow gags.*

Votishites reward yellow gags to those who donate gold rilks, and grant them this room. The collection box, which is built into the wall, is locked (DC 14 Pick Lock check) and contains 37 gold rilks. Similar to areas A-3 and A-4, the larger chamber has a bench along its walls, though this bench is nicely cushioned (both seat and back).

Area A-7 – Glulditch Silence: *This wooden door is decorated with a mosaic depicting a pile of diamond-in-amber glulditches, atop which sits a skull with an orange gag. The door opens into a small vestibule, with a door on the opposite side. A locked iron collection box extends from the wall, and orange gags hang opposite it. The vestibule's door opens into a larger chamber, containing five luxurious chairs arranged circularly. One is tipped over, and lies next to a corpse of a robed, Votishite priestess on the floor. Her arm reaches toward one of the walls.*

Favorite parishioners who donate diamond-in-amber glulditches wear orange gags to signify their standing, and worship here. The built-in collection box is locked (DC 14 Pick Lock check) and trapped (poison needle, DC 14 Find and Disable Trap checks, DC 16 Fortitude save or 1d3 damage per hour for four hours). It contains 12 glulditches.

The corpse is priestess Aruhu, one of Pin'qibm's victims. A cursory examination of the body reveals that her left big toe has been severed and cauterized, but the cause of death is not clear. She has skin burns shaped like sword wounds, but there is no

blood. A successful Luck check uncovers the robe's hidden pocket containing two keys: one that safely opens the collection boxes, and another that opens her private chest (see area B-10).

While being attacked, Aruhu tried to make it to the secret door to area A-8, so her arm is stretched out toward it. The door requires a DC 14 Intelligence check to find, but those inspired by Aruhu's arm gain a +1d bonus to the check.

This is the only "Silence" room that contains a hole for a noose (see area B-4). Any thief inspecting the ceiling notes the plugged hole (others require a DC 12 Intelligence check). Votishites sometimes "promote" troublesome parishioners here in order to strangle them from above.

Area A-8 – Secret Passage: *Two chairs face the longest wall of this triangularly shaped room. This wall has removable plugs that seem to be intended as spyholes into the courtyard.*

The passage's secret doors require DC 14 Intelligence checks to find.

Area A-9 – Entryway: *Across from stale-smelling double doors, three corridors radiate from this tiled entry room. The tiles form a geometric mosaic colored brown, gray, yellow, orange, and black.*

The double doors from area A-3 are unlocked, and open inward to this room. However, the thief Niksit stacked glass bottles in front of them. Anybody entering from A-3 knocks over the bottles and alarms Nox and Niksit (see areas B-5 and B-6). PCs should deduce that Basharat's toughs couldn't have placed the bottles from the A-3 side of the door.

If the bottles fall, Nox tries to noose the last PC to enter. He makes a DC 12 stealth check (+7 to roll) to surprise the party. He attacks at +2 (+9 with surprise) for 1 damage (3d4 with surprise). If successful, he hoists up the victim, who takes 1d3 damage/round until the noose is cut (AC 7, hp 2, DC 14 Strength check to snap). If Nox misses, he plugs the hole, and does not attack again. Thieves looking at the ceiling easily notice the plugged hole (DC 12 Intelligence check for others). Weapons' attacks suffer -2d targeting Nox through the hole, though spells may be more successful. See area B-5 for his stat block.

Area A-10 – Dining Hall: *This room contains a long table with six chairs on each side and one at the head. Insects buzz from plates with partially eaten food and wine-filled mugs. A redwood cupboard is in a corner between two doors.*

The insects gathered here have been transformed by Pin'qibm's necrotic presence, and viciously defend their territory. If PCs spend more than one turn in the room, or disturb the items on the table, the murder swarm attacks. Note that the swarm is also in the kitchen (area A-12); if it was already defeated there, only pacified remnants remain.

Murder Swarm (1): Init +2; Atk swarming bite +1 melee (1d3 plus impair sight); AC 12; HD 3d8; hp 14; MV fly 30'; Act 1d16 special; SP swarming bite all targets in areas A-10 and A-12, half damage from non-area attacks, impair sight (DC 12 Fortitude save or -1d to attacks for 1 round), larvae crit (on a natural 16, swarm does extra 1d4 and plants eggs that hatch in 1d3 hours, doing 1d6 damage); SV Fort +2, Ref +4, Will +2; AL N.

Alternate Encounter for Larger Groups: Increase AC to 13, hp to 20, and action die to d20.

The cupboard contains plates, mugs, and utensils. All are worth a few bronze agols each. There are three stoppered clay pitchers, like amphorae, that are brown, black, and white. Respectively, they contain Lankhmar Stout, Ilthmar resinated wine, and poisoned Ilthmar resinated wine (DC 12 Fortitude save or 1d3 hp per hour for 3 hours). See the *Judge's Guide to Nehwon* for more information on these beverages.

Area A-11 – Side Yard: From outside the temple:

A 30'-tall cement wall encloses a portion of the temple's east side. It seems difficult to climb, but there is a wooden door at the wall's base.

The wall is DC 17 to climb. The door is locked (DC 14 Pick Lock check; DC 16 Strength check to force). Once a PC is on the other side of the wall:

This walled yard features a well, a vegetable garden, and a small thick-limbed tree nestled in the wall's corner. Two shelves, 10' and 20' high, line the wall's inner surface, and hold potted plants and cascading ivy. A mostly-eaten pig carcass lies before the temple's door; the wood is splintered with claw-like grooves.

The Votishites left "Otaz," a rare gray jaguar from Klesh's jungles, to guard the garden. He wears a leather collar with a bronze nametag, and responds to simple dog-like commands spoken in Kleshic (DC 10 Personality check, with +3 bonus saying Otaz's name). A meaty treat, possibly from the kitchen's larder (area A-12), confers +1d to the check and pacifies him if successful, regardless of language.

Otaz, Gray Jaguar: Init +3; Atk bite +3 melee (1d6+3) or claws +1 melee (1d3+1); AC 13; HD 3d8; hp 16; MV 40' or climb 30' or leap 1d5+10'; Act 2d20; SP rake (if both claws hit, +1 melee for 1d6), stealthy (+4 bonus to surprise), trained (knows Kleshic commands), fearless (no morale check); SV Fort +1, Ref +2, Will +1; AL N.

Alternate Encounter for Larger Groups: Additional jaguar named Sufur.

Otaz attacks the PCs from stealth, using either the tree or hiding within the wall's ivy; he can move freely between the wall's shelves. For surprise, he must make a stealth check (+4 bonus) with DC equal to the party's highest Luck score. Alternatively, a PC having the Premonitions benison makes two Luck checks to notice Otaz, but he imposes a +4 "penalty" to both rolls.

The well is a rope-and-bucket device, and leads to an underground tributary of the river Hlal (area C-1) 30' below; this provides an entrance to the sewers, temple catacombs, and subterranean access to the temple. Those descending with the well's rope must pass a Luck check, or the rope breaks. The water beneath the well is about 20' deep. If someone falls, they take no damage with a DC 5 swimming check (non-swimmers roll a d10); otherwise, they take 3d3 damage.

The pig carcass is Otaz's days-old dinner. The door to the kitchen (area A-12) is locked (DC 14 Pick Lock check; DC 16 Strength to force). The door's claw marks are Otaz's, who tried to break in when he heard his master's death screams (area A-12).

A successful Luck check reveals sufficient plants have grown to make 1d3 + Luck modifier healing salves (if discovered, prohibit further checks). These may be used alone at any time, or during recuperation, and restore 1d4 hp (1d6 for a skilled healer).

Area A-12 – Kitchen: *This kitchen is in disarray. Logs lay outside the fireplace, scraps of food are strewn about the floor, and doors to the buttery, larder, and pantry are open. Dominating all odors is death's, wafting from a Kleshite priest face-up on the floor. Insects buzz about his body, and cover his left foot.*

The insects here are part of the murder swarm (see area A-10); if it was defeated there, only pacified remnants remain.

The dead priest is Solmrak, who was a Kleshite jaguar trainer before becoming a Votishite. Otaz in area A-11 is his “baby.” As with all of Pin’qibm’s victims, examining the body reveals that the left big toe has been severed and cauterized, but death’s cause is unclear. Skin burns are shaped like sword wounds, though they are not bloody. A PC searching Solmrak’s body finds a set of thieves’ tools, as well as 4 gold rilks.

The buttery contains two barrels of Lankhmar Stout, and there are open spaces on the floor for two more. The pantry is empty, except a few round loaves of wheat bread remain. The larder contains only a jar of salted meat that says, “Treats for Otaz” in Low Lankhmarese.

Area A-13 – Chapel: *Large, painted alabaster windows adorn this chapel, depicting gagged men and women performing thievery. Rows of benches face a cylindrical altar, behind which towers a 10'-tall humanoid spine, topped with an amethyst-eyed gagged skull. A ghostly alley-basher, wearing a gag and necklace of five severed toes, ignites incense with his touch, and places it on the altar. He dabs his finger into a vial of oil, touches the finger to his forehead, and begins to pray. Small portions of his finger and forehead look less spectral than the rest of him.*

Pin’qibm worships here. He considers this room to be (somewhat) holy ground, and does not disturb the PCs as long as they do not disturb him. However, Pin’qibm is easily disturbed.

He attacks anyone who: dresses like a Votishite priest; attempts to converse with him; touches, attacks, casts a spell, etc., targeting him; acts disrespectfully (climbs up spine, searches the room, etc.); converses with others at normal volume or louder (this also draws the skull’s ire, see below). A whispering PC must pass a Luck check, or the ghost attacks. He is fully healed, even if the party has previously fought him. Pin’qibm disappears after inflicting 12 or more damage, or suffering 12 or more points of damage (in which case his necklace of toes falls to the ground).

By the altar are two incense sticks and two vials of Votishal’s Holy Oil. The incense is mundane, but a weapon oiled with one of the vials damages the ghost (see “Playing Pin’qibm”).

Pin’qibm’s Ghost: Init +6; Atk flaming ghost sword +6 melee (1d8+2 fire) and choking globe +3 ranged (1d4 plus suffocate, range 60’); AC 17; HD 6d12; hp 50; MV fly 40’; Act 2d20; SP suffocate (DC 12 Fortitude save or lose 1d4 Stamina and unable to speak for 1 round), crits as thief (2d12/II), un-dead traits, immune to non-magical weapons, crits, disease, poison, sleep, charm, paralysis, mental effects, cold damage; SV Fort +4, Ref +8 Will +6; AL C.

Alternate Encounter for Larger Groups: Pin’qibm disappears once he inflicts damage equal to 4 times the number of PCs (20 points of damage for a 5 person party), or they do the same to him.

The Votishites require silence in their chapel; this is brutally enforced by the skeletal totem. If anyone speaks at normal volume

or louder, then purple rays shoot out of the skull’s amethyst eye-gems to damage the offender (DC 14 Reflex save or 1d4 damage); those targeted hear a voice harshly whispering “Silence!” in their heads. PCs casting spells quietly suffer -1d to spell checks. The totem may be “disarmed” by climbing 10’ up the spine (DC 5) and removing the skull’s gag.

Enterprising burglars recognize the large amethysts’ value (300 rilks each!), but removing them is perilous. Through gem magic, the totem animates if a gem is removed, or the skull is removed (DC 16 Find Trap check). To safely remove the gems, the spine must first be severed near the floor (DC 16 Disable Trap check). Otherwise, the spine attacks. Removed gems become mundane and no longer punish the noisy.

Totem Spine: Init +4; Atk spinal slam +4 melee (2d6, range 10’ from altar); AC 14; HD 4d8; hp 18; MV 0’; Act 1d24 plus amethyst rays (if gems in skull); SP amethyst rays (DC 14 Ref save or 1d4 dmg, 60’, targets speaking PCs), giant-like crit (on natural 24, 1d4/G), immune to mental effects; SV Fort +4, Ref +4 Will +4; AL L.

The chapel’s decorations suggest that Votishites are trained as thieves. This is corroborated by areas B-7 - B-9. How the PCs use this knowledge (alert the Thieves’ Guild, ask for training, etc.), is up to them.

Area A-14 – False Vault Door: *This wooden door has three iron locks arranged vertically at its top, middle, and bottom.*

This was the vault’s entry, but the Votishites bricked it up a month ago; now the only access is from area B-13. Nonetheless, the three locks are locked (DC 10 Pick Lock check), and one is trapped. A spring in the lowest lock activates a mechanism built into the wall; a 10’x5’ stone slab falls from the ceiling crushing those beneath for 2d6+4 damage (DC 15 Reflex save for half). Thieves detect the trap by noticing the spring in the lock and/or recent stonework along the frame (DC 16 Find Trap check); one disables it by carefully detaching the spring (DC 17 Disable Trap check). Opening the door reveals the bricked wall.

Area A-15 – High Priest’s Chamber: *Corpse stench fills this bedroom, emanating from the priest laid on a richly blanketed bed. His forehead has a large “B” carved in it, and his throat is cut. A piece of parchment is affixed to his chest with an iron spike. Besides the bloody bed, there is a chair and desk, and a couch with table.*

Here lies the former high priest, Maamph, killed by the Death of Maamph. PCs should note that the manner of killing is quite different from the other priests. Moreover, his left toe is intact. A DC 14 Intelligence check reveals a faint trail of fecal flakes leading towards the latrine (area A-18). The parchment says (Handout 2),

Let it be known that those who kill my subordinates, especially when they’re conducting my legitimate business, will be dealt with accordingly. –B

PCs find the bronzed feet of Pin’qibm under the bed (impose Luck checks if PCs don’t search). Wizards immediately note an arcane power surrounding the feet, which play a crucial role and provide benefits to the bearer (see “Playing Pin’qibm” above).

The desk’s formerly-locked drawer has been forced open and looted. Maamph’s ledger/diary was stolen by his assassin (see area C-5). However, the desktop has three vials of Votishal’s Holy Oil.

Area A-16 – Old West Entry: *This doorway has been bricked-over. Two Aarthian priests, one with a lantern, approach from the west. They smile while fishing a few rilks out of pouches.*

Votishites bricked this former entry a month ago. The Aarthians try to dissuade any who help them. They offer each PC 5 gold rilks to walk away, along with the blessing of Aarth, top deity of the Street of the Gods, etc. The party can politely decline the Aarthians without consequence. However, attacking members of the Quarter's most powerful temple should have consequences. The priests flee rather than fight.

Aarthian Priests (2): Init +0; Atk cudgel +2 melee (1d4) or sling +2 ranged (1d4); AC 12; HD 2d8; hp 10, 8; MV 30'; Act 1d20; SP death throes (curse of Aarth, slayer makes DC 15 Will save or fails all stealth checks, is always detected, etc. for 1 day); SV Fort +1, Ref +0, Will +3; AL L.

Loot: leather armor, cudgel, sling, 3d6 sling bullets, 1d4 silver smerduks, enough gold rilks among the priests to give each PC 5 rilks.

Alternate Encounter for Larger Groups: Two more priests.

Area A-17 – Leisure Room: *This room has two pillowed couches and a bench. A set of Rat-Snake dice are on a table. Juggling pins, stick-and-hoop, and a few board games litter the floor. The walls are heavily padded, and the room seems quieter than the others.*

Here the Votishites relax and take their gags off. When the doors are closed, the room's noises cannot be heard outside of it.

Area A-18 – Latrine: *Odors suggest that a latrine lies beyond this door. The room is small, with a lidded stone bench having two holes for occupants to sit side-by-side. Slits in the adjacent wall provide limited ventilation to the outside. A bucket filled with water sits on the floor.*

Although this room is unpleasant, it is useful as a point of access between the sewers and the temple. One can lift the lid, and make a five foot drop to a ramp which leads to the sewers (see area C-4). This is how the Death of Maamph stealthily entered the temple and murdered the high priest. A DC 14 Intelligence check reveals a faint trail of fecal flakes leading towards Maamph's room (area A-15).

Area A-19 – Sacristy: *This rectangular room contains black robes and gags hanging on the walls, as well as a few collection boxes and rolled-up banners. Two vials of oil sit on a small table.*

The sacristy provides robes and gags if PCs wish to dress themselves (or others) as Votishites; encounters with Pin'qibm prove that he targets these first. The banners say, "Votishal Rewards the Generous Silent." The two vials contain Votishal's Holy Oil; an oiled weapon damages Pin'qibm (see "Playing Pin'qibm"). The offering boxes are empty.

AREA B: TEMPLE'S SECOND STORY

Noose Holes: Areas B-2, B-3, B-4, and B-5 have 6"-diameter holes cut into the floor at positions indicated on the map. A twenty-foot length of rope ending in a noose lies next to each hole. A garrote-trained PC may noose a victim below. With a successful DC 12 stealth check, the attacker has surprise and applies her backstab bonus. Damage is as a garrote (1, or 3d4 as a "backstab"). Following a successful attack, the victim takes 1d3 damage/round until the noose is cut (AC 7, hp 2, DC 14 Strength check to snap). Weapon-wielding defenders suffer a -2d penalty targeting through the hole. By default, inactive holes are closed with a removable plug, though a thief inspecting the ceiling easily spots it (others require a DC 12 Intelligence check).

Glass Windows: Unlike the first story, which has "windows" of thin alabaster, the second story has glass windows.

Area B-1 – Pulpit: *This raised pulpit has a chest-height wall, and looks onto the Street of the Gods. A red velvet curtain is drawn across the exit.*

The pulpit provides entry into the wall's hallway, area B-2, although the door behind the curtain is locked (DC 14 Pick Lock check; DC 16 Strength check to force).

Area B-2 – Wall Hallway: *This bricked hallway runs within the temple's outer wall, along its second story. Wall sconces with candles are placed every 10 feet, though none are lit. A few small mice scurry in the distance.*

This hallway contains two doors to area B-1's pulpits (DC 14 Pick Lock check; DC 16 Strength check to force). There are two noose holes between these doors, over the passage from area A-1 to A-3. On the wall opposite the pulpit doors are doors to areas B-3 and B-4. These doors are unlocked and plainly visible,

though on the opposite (exterior) side hanging fabrics conceal them. There is a door in the north-east corner, which leads to the area B-5. This door is locked (DC 14 Pick Lock check; DC 16 Strength check to force). PCs that make a lot of noise opening this door must pass a Luck check or alert Nox (by area B-5's noose hole). Also, in this same corner, another unlocked door accesses area B-4.

Area B-3 – Poor-side Roof: *This area roofs the temple yard's first story and overlooks the courtyard's west side; a thin three-foot tall wall at the roof's edge provides concealment from below. Black faded cloth drapes the temple's wall, and a rope dangles from the junction with the main building. A man in studded leather has a readied sling as he scans the courtyard below.*

One of Basharat's toughs (see area A-3) is here, intent on watching the courtyard. PCs passing a DC 13 stealth check successfully sneak up on him. Another tough arrives via the dangling rope (from A-2) in the fourth turn, or the fourth round of melee, whichever is first.

Toughs (2 in A-3 - A-7, 1 in B-3, 1 arrives late in B-3): Init +1; Atk serrated shortsword +2 melee (1d7) or sling +2 ranged (1d4); AC 13; HD 3d8; hp 18, 14, 13, 9; MV 30'; Act 1d20; SP teamwork (+1d to attacks if more than one tough targets PC); SV Fort +1, Ref +2, Will +2; AL L.

Loot: studded leather armor, serrated shortsword, sling, 3d6 sling bullets, 3d8 silver smerduks, 2d8 copper pennies.

The door to area B-2 is concealed behind the hanging black fabric (which has 10'-wide shingled sections for easy passage). There are two noose holes over the passageway between areas A-4 and A-5. Attackers from the courtyard or area B-4 suffer a -1d penalty to hit those using the 3'-tall wall for cover.



Area B-4 – Rich-side Roof: *Overlooking the courtyard's east side, this area roofs the temple yard's first story; a 3'-tall wall along the roof's edge conceals onlookers from those below. The temple's wall is draped with black faded cloth.*

As with area B-3, the hanging, shingled, black fabric hides the wall's doors. There are three noose holes: two between areas A-6 and A-7, and one over area A-7. The 3'-high wall along the edge incurs a -1d penalty to those attacking from the courtyard or area B-3.

Area B-5 – Second Story Hallway: *This stone hallway has turns that seem to encompass a large central room, with lit candles at the corresponding corners. The candles in the hall's other sconces are unlit, creating deep shadows in the passageways.*

Although the hallway has candle sconces every 10 feet, Nox and Niksit (see below) have only lit the ones at each corner of the library (area B-13), creating shadows for hiding (DC 10 Hide in Shadows check). Currently Nox is by the noose hole over area A-9, and Niksit is looting area B-6.

As she did for area A-9, Niksit stacked glass bottles in front of the door to the stairway (door opens into hallway). Falling bottles alarm Nox and Niksit, who then ambush the party from opposite sides. Nox may draw the party while Niksit sneaks out of B-6 to backstab.

Nox: Init +1; Atk longsword +4 melee (1d8+2); AC 13; HD 3d8+3; hp 21; MV 30'; Act 1d20; SP thief crit (1d14/II), stealth +7, backstab +7; SV Fort +3, Ref +3, Will +0; AL C.

Loot: studded black leather armor, longsword, 3d8 gold rilks, thieves' tools.

Alternate Encounter for Larger Groups: For each PC beyond a party of three, increase Nox's attack bonus, HD, AC, and saves by one. For parties larger than six, give Nox an additional 1d16 action die.

Niksit and Nox are guild-sanctioned freelance thieves, and are independent and ignorant of Basharat's crew. Describe the two as having black armor, and looking different from the toughs. Both are scoundrels, though Nox is more the muscle, and his sister Niksit is more the brains. They entered through the roof of area B-8, set the bottle alarms, and started looting area B-6. They have not encountered the ghost, but they know that the priests started rapidly vacating two days ago. On a failed morale check, they attempt to bargain for their freedom if fleeing seems futile. If the party used subdual damage (DCC RPG rulebook p. 96), the thieves are cooperative upon regaining consciousness. Award fleeing Luck to those who manage to subdue the freelancers! Alternatively, if a PC has the "Blood Price" doom then these two could be assassins.

Area B-6 – Men's Dormitory: *Seven messy beds line the walls in disarray; many have open chests in front of them. Men's clothing is strewn about the floor, and there is one pair of shoes tied together by the laces with an incredibly complex knot.*

Niksit has looted this room. The shoes tied together are just a prank played by one priest (formerly a sailor) on another, who hastily left.



If Niksit has not been encountered yet, she is hiding underneath one of the beds (DC 19 Intelligence check to spot). If the party has defeated Nox, Niksit attempts to surprise anyone looking under her bed with a face full of steel ("backstab" attack). If Nox hasn't been encountered, she lays low and shadows the party, ambushing them when they find her brother. If the party reaches area B-6 stealthily, they surprise Niksit while she is looting. See area B-5 for more details on the sibling thieves.

Niksit: Init +3; Atk short sword +4 melee (1d6) and dagger +4 melee (1d4 or 1d10 backstab); AC 15; HD 6d8; hp 30; MV 30'; Act 1d20+1d16; SP thief crit (1d20/II), stealth +11, backstab +11; SV Fort +7, Ref +2, Will +4; AL C.

Loot: black leather armor, short sword, dagger, 6d8 gold rilks, 3d10 silver smerduks, thieves' tools.

Alternate Encounter for Larger Groups: For each PC beyond a party of four, increase Niksit's attack bonus, HD, AC, and saves by one. For parties larger than seven, give Niksit an additional 1d14 action die.

Area B-7 - Shadow Room: *Wooden silhouettes of various humanoid forms stand silently in this darkly shadowed room. Two sconces holding unlit torches are on opposite sides of the door.*

The Votishites train their hide in shadows skills here. Thieves automatically deduce this room's purpose. The silhouettes cast shadows of different sizes conferring different DCs for hiding (5, 10, 15, 20). Niksit or Nox may flee here if either gets in trouble. A PC who is either a thief or has the Skilled in the Criminal Arts benison may gain a permanent +1 to her hide in shadows

skill by training here. She must devote 12 hours a day, every day, for a month, and then pass a DC 10 Intelligence check. If she fails, she must train another month and try again. Every missed day confers a -1d penalty to that month's check. See "Advancing Non-Class Abilities" and "Optional Downtime Training Rule" in the *Judge's Guide to Nehwon* (p. 82) for alternative training ideas.

Area B-8 - Climbing Gym: *This trapezoidal-shaped room has an open trapdoor in the roof with a rope dangling to the floor. The surrounding walls have been smoothed or roughened to present different types of surfaces and textures.*

The Votishites train their climb sheer surfaces skills here. Thieves automatically deduce the purpose of this room. The walls confer different climbing DCs (5, 10, 15, 20). The DC 15 portion leads to the hole in the roof, which is 20 feet above the floor. The attached rope was put there by Niksit and Nox when they entered; they left it in case they had to make a hasty retreat.

Similar to area B-7, a thief may increase his climb sheer surfaces skill here with devoted study.

Area B-9 - Sneaking Floor: *This square room's floor has three 5'-wide sections. They contain cracked eggshells, old wooden planks, and cobblestone, respectively. A gagged priestess lies face down in the eggshells.*

The priestess is Nerka, another of Pin'qibm's victims. Like the others, her left big toe has been severed and cauterized. She has a sword wound-shaped burn on her back; thieves recognize it as a kill strike. Searching her yields 2d6 silver smerduks, a

bronze ring with a strange symbol of three daggers forming a triangle (hung on a chain about her neck), and a silver-hilted knife (regulation Thieves' Guild dagger). The judge is encouraged to use these as hooks for another adventure. What is the symbol on the ring? Was she a spy from a secret society? Why does she have a dagger from the Thieves' Guild, which forbids female members? There is also a note bearing the ring's symbol. It alludes to Pin'qibm's tomb, area C-10, saying (Handout 3),

Check out the east wall of the sewer, south of the catacombs, on the temple's side of the street. The seer says a tomb with a skeleton of bronze is hidden there.

The Votishites train their sneak silently skills here. The eggshells, planks, and cobblestone confer DC 20, 15, and 10, respectively. Similar to area B-7, a thief may increase her sneak silently skill here with devoted study.

Area B-10 – Women's Dormitory: *Eight beds line the walls in ordered fashion, neatly made with gray blankets; each has a small chest in front, with women's clothing folded on top of a few.*

Seven of the chests are wooden, unlocked, and empty (their contents taken by their owners). One is iron, however, and is locked and trapped. This is Aruhu's (area A-7); if PCs found her key, then they can use it to safely open the chest. Otherwise, the lock must be picked (DC 16 pick lock). A small glass vial is next to the lock's tumblers (DC 16 find trap, DC 18 to disable trap). Opening the chest without the key breaks the glass vial (unless disabled), and releases a smoke guardian. The construct burns the perpetrator's lungs by sending tendrils into his nose and mouth.

Smoke Guardian: Init +4; Atk tendril +4 melee (1d6); AC 14; HD 4d12; hp 26; MV fly 60'; Act 1d20; SP attacks PC that opened chest, unlucky miss (if PC other than guardian's target misses with a melee attack, he must pass a Luck check or roll to hit guardian's victim), half damage from normal weapons, undead crit (1d4/U), immune to fire damage, immune to mind-affecting spells, fights to death; SV Fort +2, Ref +2, Will +4; AL L.

The chest's contents include 500 gold rilks (a fortune!) and two books, written in Kvarchish. One is Aruhu's diary, and reveals that she was "The Violet Kiss," a thief of some infamy. PCs from the Land of the Eight Cities with the Storyteller benison have automatically heard of her, otherwise a DC 14 Intelligence check is necessary (+1d for those from the Land of the Eight Cities). The other book contains notes and diagrams for the Votishites' secret hand language.

PCs studying and training with the tome may learn this (see area B-7 for training ideas). Of course, the Votishites may not want the book's contents known...

Area B-11 – Storage Room: *Shelves and racks are partially filled with items necessary for the temple's maintenance, such as hammer and nails, candles, flint and steel, etc.*

If anyone wants to search for "something special" beyond a standard maintenance item, they must make a Luck check. If successful, the player rolls 1d100 on the Intriguing Items table (Appendix A in DCC Lankhmar's *Compendium of Secret Knowledge*). If the Luck check is a natural 20 (the worst possible roll), the searcher breaks a vial of acid and takes 2d3 damage.

Area B-12 – Armory: *Weapon racks and armor mannequins are mostly bare, though some roguish arms remain, as well as a few suits of leather. Tools for weapon and armor repair remain on two workbenches.*

The Votishites took most of their arsenal. However, this room contains 1 suit of padded armor, 2 suits of leather, 1 suit of studded leather, 40 sling bullets, 10 darts, and 1d3 of each of the following: blackjack, dagger, garrote, longsword, short sword, sling, and staff. A complete set of thieves' tools is under one of the workbenches.

Area B-13 – Library: The door to this room is locked (DC 14 Pick Lock check; DC 16 Strength check to force). Modify the description below if PCs have already acquired Pin'qibm's necklace.

Bookshelves occupy this room, though most are empty. The floor's center has an ornate bronze trap door, and the wall opposite the door is bare, and painted white. Close to the doorway is an apparatus with a vice-holder, a series of lenses, and a thick black candle, currently lit with a green flame. A ghostly alley-basher wearing a gag and a necklace of five severed toes is bent over a table, examining some large clear gems.

If PCs enter via picking the lock, Pin'qibm does not notice them; he is too focused on the lore gems. These clear crystals are glass rather than precious minerals. However, each has mysteriously small engravings throughout its volume. The aforementioned apparatus is designed to hold a gem and focus the candle's light through it and the lenses, projecting the engravings into High Lankhmarese text on the white wall. The gems are worthless without a means to read them, though Votishites would pay for their recovery (or steal them back).

On the table is a rack that can hold five lore gems, but one is missing. Most contain the Votishites' history through various Sevens-Cycles (current Sevens-Cycle is 429; see "Nehwonian Calendar" in the *Judge's Guide to Nehwon*):

- Gem 1: Sevens-Cycles 50-199. Discusses Votishal teaching the first priests. Outlines faith's basic tenets.
- Gem 2: Sevens-Cycles 200-299. Discusses thieves and assassins united as Votishite priests.
- Gem 3: Missing! (See area C-5.) Sevens-Cycles 300-349. Discusses the rise and fall of Pin'qibm, and how his murderous actions divided the priesthood and sent members fleeing to the Thieves' and Assassins' Guilds; the remaining Votishites slew him. It mentions that his tomb is hidden in the sewers, behind a secret door beneath the space between the temple wall and the Street of the Gods. Most importantly, the gem details that his spirit may only be contained if his bronzed skeleton is intact (see area C-10). A Votishite priest reading the gem recognizes an encoded ritual that uses the intact skeleton to put Pin'qibm to permanent rest.
- Gem 4: Sevens-Cycles 350-399. Discusses payoffs, problems with Thieves' Guild, and vaguely mentions remains of old guildmasters, though only "Ohmphal" is specifically named.
- Gem 5: *Confounding Glamour* (level 1 wizard spell in *Judge's Guide to Nehwon*, p. 16); learning from this gem requires rolling two spell stipulations.

As long as the PCs do not enter the library, and are quiet, they may watch from the doorway. This allows them to learn about the projection apparatus, read the gems' contents, and realize that the ghost is looking for something. Pin'qibm examines the gems to learn about events after his death (gem 4), but is also looking for details of his binding (gem 3). He doesn't know where the missing gem is. If the PCs recovered it, they recognize its similarity to the others.

If the PCs enter the library, try to speak to Pin'qibm, or make any loud noise, then the ghost attacks. However, if the party shows him the missing gem, he motions for them to place it on the apparatus. He reads it, and disappears. Award *Fleeting Luck* for such an outcome!

Even if the party has previously fought the ghost, he is fully healed. Pin'qibm disappears once he inflicts 12 or more damage, or suffers the same amount (in which case his necklace of toes falls to the ground if not previously acquired).

Pin'qibm's Ghost: Init +6; Atk flaming ghost sword +6 melee (1d8+2 fire) and choking globe +3 ranged (1d4 plus suffocate, range 60'); AC 17; HD 6d12; hp 50; MV fly 40'; Act 2d20; SP suffocate (DC 12 Fortitude save or 1d4 temporary Stamina damage and unable to speak for 1 round), crits as thief (2d12/II), un-dead traits, immune to non-magical weapons, crits, disease, poison, sleep, charm, paralysis, mental effects, cold damage; SV Fort +4, Ref +8 Will +6; AL C.

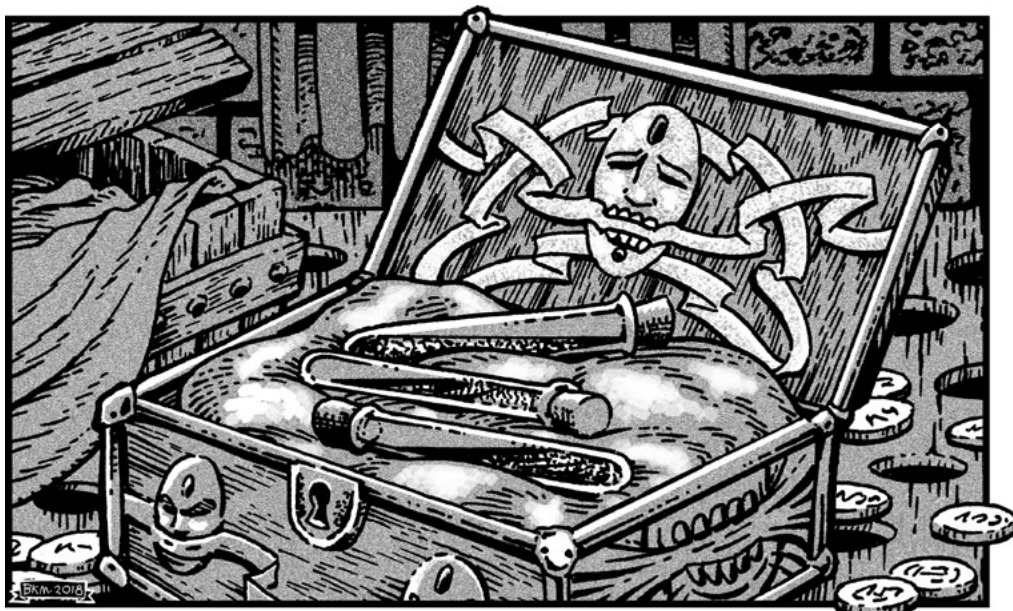
Alternate Encounter for Larger Groups: Pin'qibm disappears once he inflicts damage equal to 5 times the number of PCs (25 points of damage for a 5 person party), or they do the same to him.

The few books on the bookshelves contain miscellaneous information, cooking recipes, masonry instruction, etc. The ornate trap door leads to the vault (area B-14) and is detailed there.

Area B-14 – Vault: An ornate trap door leads from the library (area B-13) to here.

A 3'-diameter bronzed door is set in the floor. It features a raised relief of a large skull with four gem-shaped holes in its teeth, though the second hole from the left is filled with solid glass. Scenes of Lankhmar's history illustrate the outer edges, with somewhat recent events on the left, and ancient events on the right. A handle, shaped like a gag, protrudes at the door's edge, above the skull's crown.

This door is both a trap and a puzzle. Examining the gag-like handle reveals tiny holes in its surface (DC 16 Find Trap check); if a PC pulls the handle from this position, poisoned needles protrude (DC 14 Fortitude save or paralysis for 1 day and 1 hp loss per hour for twelve hours; if save is made, take 1d6 damage). One may notice that the door's hinges are at the handle's side, and there are small grooves near the handle's base, with identical grooves outside the skull's jaw (DC 16



Disable Trap or Intelligence check). The trap is disabled by sliding out the gag handle from its initial position, and sliding it in over the skull's teeth.

This does not unlock the door, however. There is no lock to pick. The lore gems must be placed in the door, from present to past, left to right (see area B-13). So, gem 4 goes in the leftmost hole, the next hole is filled with glass (for the missing gem 3), then gem 2, and finally gem 1 in the rightmost hole. The door only unlocks if the gag is placed over the gem-filled holes.

Once the door is opened, read the following.

An iron ladder descends 15' to a room below. A bricked-up doorway is on one end, and the opposite end has 6-inch diameter holes in the floor. Loose coins litter the area around the holes, and numerous chests lie open and empty, though one holds three vials of oil. A red cloak hangs on a peg, seemingly forgotten.

The Votishites took most of their wealth, though PCs may gather 21 copper pennies, 13 silver smerduks, and 7 gold rilks. Have the luckiest PC make a Luck check using a d100 rather than a d20. If successful, then he finds the Votishites forgot 6 diamond-in-amber glulditches. The three vials contain Votishal's Holy Oil (see "Playing Pin'qibm"). The priests have mixed feelings about the cloak, and left it behind.

Cloak of the Red God: This cloak is slightly warm to the touch. The wearer feels comfortable even in the coldest of climates; all saving throws vs. cold damage are made with a d100. However, the garment is perilous: whenever one removes it, or the sun rises while wearing it, the wearer must make a Luck check. If he fails, the cloak ignites, burning him for 3d6 fire damage. The cloak is unaffected by fire, magical or mundane, though it does not protect the wearer from heat-related harm, such as a fireball, heat stroke, etc.

Note that the holes lead to area C-3, and are used for passing offerings from there to here. The trap door in the ceiling can be opened simply moving its latch and pushing (no lore gems needed from this side).

AREA C: SEWERS AND CATACOMBS

The sewers and catacombs are accessible through the well (area A-11), or through the stairs from area A-3 to C-7. The judge may provide other sewer entrances, as she deems appropriate.

Area C-1 – Hlal Tributary: *Surrounded by a large tunnel, a listlessly flowing stream enters and exits a deep pool about 20' in diameter. An opening to a well is directly above the pool, about 30' up.*

The tributary flows briefly north then bends west, towards the river Hlal. A PC entering the 20'-deep pool must make a Luck check per turn in the water. Upon failure, she emerges with 1d3 fever leeches attached.

Fever Leech (variable): Init +0; Atk special; AC 10; HD 1d3; hp 2; MV 5' or swim 5'; Act special; SP unlucky attachment (swimmer makes 1 Luck check per turn; 1d3 leeches attach if failed), painful removal (removing a leech causes 1 hp damage, and requires a DC 6 Fort save to avoid infection), fever (if one kills an attached leech, or fails the Fort save, he is infected with a 1-day fever causing -1d penalties to all rolls); SV Fort +0, Ref +0, Will +0; AL N.

The well connects to the temple's side yard (area A-11).

Area C-2 – Collection of Offerings: *This square room has a large bowl covered by a thick blanket, centered on the floor, next to a few empty pouches. Above the bowl, a large bronze pipe rises to the ceiling. A gagged priest lies dead on the floor, staring upwards.*

The pipe ascends 20' to the courtyard (area A-3). A priest would gather the bowl's offerings, take them through the north wall's unlocked secret door (DC 12 Intelligence check to find), then place them in the vault (area B-14) through 6"-diameter holes in the ceiling (area C-3). The pipe may be ascended only by someone very small, like a child.

The dead priest is Rysdyr, one of Pin'qibm's victims. His left big toe has been severed and cauterized, and he has chest burns that look like multiple sword wounds. Searching him is fruitless unless one succeeds in a Luck check, yielding 3 diamond-in-amber glulditches hidden in a fold of the gag.

Area C-3 – Vault Access: *This corridor ramps upwards and ends in a small rectangular room that is about 4' tall. The ceiling has 6"-diameter holes that extend into darkness. Coins lie scattered on the floor, along with empty pouches.*

The ramp ascends at a 30 degree angle to enable lifting pouches of coins through the holes in the ceiling, placing them on the vault's floor (area B-14). The party may scrounge 10 copper pennies, 7 silver smerduks, and 4 gold rilks from the floor. This room enables the party to enter the vault from below, if they can fit through a 6-inch hole; this could be done using one of Hisvin's black potions (area C-9), or casting a reversed *enlarge* spell. Award Fleeting Luck to a PC that manages to penetrate the vault from below!

Area C-4 – Latrine Drainage: *This ramped corridor feeds into the sewer at one end, and terminates about 5' below two latrine holes at the other. The floor is covered in layers of excrement, occasionally rippling with scurrying rats. The urge to gag is almost irresistible. A trail of fecal sludge extends away from the corridor, following a path along the sewer.*

This is a way to clandestinely enter the temple from below, and was used by the Death of Maamph for this purpose. Pin'qibm

attacked him here when the assassin exited; he crawled (the aforementioned trail of fecal sludge) to area C-5, and died. PCs can follow this trail easily.

The party may dwell in the area to search. After one turn, remaining PCs must make a DC 10 Fortitude save to avoid retching helplessly for 1 round. If a PC is so affected, the rodents attack.

Rat Swarm: Init +4; Atk swarming bite +1 melee (1 plus disease); AC 9; HD 3d8; hp 13; MV 40' or climb 20'; Act d20 special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, disease (DC 5 Fortitude save or additional 1d3 damage); SV Fort +2, Ref +4, Will -2; AL N.

Alternate Encounter for Larger Groups: Increase the swarm's HD by +1d8 for every 2 PCs above 3 (4d8 for 5 PCs, 5d8 for 7 PCs, etc.).

Area C-5 – The Dead Death: *A trail of smeared excrement extends over a bridge crossing the sewer's flow, and ends in a slumped corpse. The leather-clad warrior collapsed near a closed iron gate, and sits in a puddle of green slime. Suddenly, the ooze moves out from underneath him!*

The sewer ooze has absorbed the heat from the Death of Maamph's body, and now eagerly seeks new victims. If a party goes "toe-to-pseudopod" with the creature, the encounter could be taxing. A clever PC may bait the slime away from the scene. Avoiding melee range is easy, given its 5' movement speed. For every five rounds the ooze pursues a PC without catching her, it makes a morale check, or gives up and waits for easier prey. Award fleeing Luck to anyone who serves as bait, or cleverly attacks the creature with cold-based damage!

Sewer Ooze (10'): Init (always last); Atk pseudopod +4 melee (1d4 plus heat absorption); AC 10; HD 2d8; hp 13; MV 5', climb 5'; Act 2d20; SP heat absorption (victim makes DC 7 Fortitude save or takes 1d3 temporary Stamina damage), half damage from slicing and piercing weapons, immune to fire, heals 1d3 hp from fire damage, takes double damage from cold-based attacks; SV Fort +4, Ref -6, Will -4; AL N.

Alternate Encounter for Larger Groups: For every two PCs above 3, make the ooze 5' larger, increase HD by +1d8 and actions by +1d20.

The assassin's body is cold. Inspecting it reveals sword-wound-shaped burns across the hamstrings, inner thighs, arms, and chest. As with all of Pin'qibm's victims, the left big toe is missing, having been severed and cauterized. If the party loots the body, they recover the following: longsword, shortsword, three daggers, thieves' tools, ruined leather armor, 23 gold rilks, 5 diamond-in-amber glulditches, a large glass "gem" with tiny scratches throughout its volume, a small book, and a note.

The glassy gem is lore gem number 3 (area B-13), which was interred with Pin'qibm because the Votishites wished to forget his existence. The assassin took it because he sensed its importance.

The book is high priest Maamph's ledger and diary (area A-15). It is written in High Lankhmarese, and contains information useful to the party.

- Maamph discusses that he killed Basharat's lieutenant when the whelp attempted to extort the temple, but worries about retribution.

- The ledger lists some donors who the Votishites subsequently robbed. The party must choose how to use this knowledge. Sell it back to the Votishites? Sell it to the victims? Sell it to both? If a PC has one of the “Owe a Favor” dooms, then the benefactor may demand this ledger. Regardless, the judge is encouraged to expand this into a new quest/adventure.

The letter is from Aarth’s priests; it reads (Handout 4),

Dear Death, please accept this small advance for considering our solution to your problem. The ears say that the tomb’s entrance is hidden on the sewer’s east wall, roughly between the Street of the Gods and the temple’s courtyard wall. Light the lamps if you must fight him. The feet will be sufficient; we suggest under the bed. The ears also say that the latrine is the best passage. May you hear it all.

Followers of Aarth recognize that “ears say” and “May you hear it all” suggest an Aarthian writer. Otherwise, a DC 12 Intelligence check reveals this (those with religious backgrounds or benisons receive a +1d bonus). If someone figures it out without an Intelligence check, award fleeting Luck! Once the party deduces that the Aarthians may have helped the Death of Maamph, and tipped him off about Pin’qibm, then they can play the Aarthians vs. the Votishites however they choose (a subsequent adventure in itself).

The gate is locked, and leads west, perhaps to Aarth’s temple; we leave that to the judge.

Area C-6 – Sewer Gate: *This rusty iron gate leads to a 5’-square, stone chamber, with a moldy wooden door on the opposite side.*

Sewer-trekking PCs may enter the temple’s subterranean rooms via this gate. It is locked, but easy to pick (DC 10 Pick Lock check). The bars are also weak, and easily bent (DC 13 Strength check).

Area C-7 – Trapped Stairway:

We do not provide descriptive text for this trapped wooden stairway; the judge should treat it as “business as usual.” Clever players will instantly suspect a stairway that has read-aloud text. The third step from the bottom is a pressure plate. A thief may notice it is significantly less worn than the other steps, and that there are grooves along its sides (DC 13 Find Trap check). Depressing it causes a blade to slice the trespasser’s ankle, doing 1d4 damage and reducing the PC’s speed by 5’ until healed. Although the trap can be disabled (DC 15 Disable Trap check), it is simpler to avoid stepping on that particular stair.

Area C-8 – Catacombs: *The door opens into a dank corridor that smells of decay. Small rooms branch off either side, containing dusty skeletal remains.*

The north and south entrances to the catacombs are locked with stout doors and complex locks (DC 16 Pick Lock check; DC 18 Strength check to force).

The Votishites, as well as older inhabitants, used the catacombs to inter important priests. The area is guarded by a lesser mummy, a priest who was embalmed and buried alive to serve this very purpose (see p. 422 of the DCC RPG rulebook for more details on mummies). Recall that un-dead have a +1d bonus to attacks vs. the PC bearing Pin’qibm’s feet. A weapon coated with Votishal’s holy oil bypasses the mummy’s damage reduction.

Lesser Mummy: Init +0; Atk choke +3 melee (1d4 / 2d4 / 3d4 / etc. plus mummy rot) or fist +3 melee (1d6+2 plus mummy

rot); AC 11; HD 5d12+8; hp 40; MV 20’; Act 1d20; SP damage reduction 2, mummy rot (DC 12 Fortitude save or take 1 Stamina damage each day and be constantly thirsty), takes double damage from fire, un-dead traits; SV Fort +2, Ref +0, Will +8; AL C.

Alternate Encounter for Larger Groups: If the party has 6 PCs or more, use a full-strength mummy (DCC RPG rulebook).

The mummy attacks any who enter the catacombs (unless accompanied by the high priest), though will not leave the area. It originates from area C-8a, just south of the north door. The catacombs are filled with loot-less skeletal remains, save one. In the southeastern corner, area C-8b, there is a skeleton with an emerald tongue (worth 400 gold rilks). Disturbing the skeleton causes it to attack; it summons skeletal priests to help destroy the desecrators.

Emerald-Tongued Skeleton: Init +0; Atk claw +3 melee (1d6) or choking breath; AC 12; HD 5d8; hp 22; MV 30’; Act 1d20; SP choking breath (as *choking cloud* spell, spell check 10+2d10), immune to choking breath effects, un-dead, half damage from piercing and slashing weapons; SV Fort +2, Ref +4, Will +4; AL C.

Skeletal Priests (4): Init +0; Atk claw +0 melee (1d3); AC 9; HD 1d6; hp 4 each; MV 30’; Act 1d20; SP immune to choking breath effects, un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +2; AL C.

Alternate Encounter for Larger Groups: There are twice as many skeletal priests as there are PCs.

Area C-9 – Tomb Entrance: *A large number of rat tunnels pock the walls, but avoid a 10’-square section in their midst. From the holes, red eyes glitter in pairs, as a chorus of tiny sniffing noses echoes from within.*

If the PCs do not possess Pin’qibm’s necklace of toes, then read the following.

A large gray rat walks upright (on two legs!) to a tunnel’s opening. It aims a tiny crossbow at the wall’s base, and fires. There is a piece of paper wrapped around the tiny bolt.

The paper says in Low Lankhmarese, “Bring us the toes.” The rats scurry down the tunnels at any sign of aggression, and will not parley until they smell Pin’qibm’s necklace.

If the PCs possess the necklace (or they brandish Pin’qibm’s Feet), then read the following.

A small swarm of rodents scurry onto the floor, and become fleshy goo as a human-sized rat-woman grows from their mass. She chitters in a child-like voice, “Death toes for potions. That was our deal. You ready to trade?”

In Pin’qibm’s time, he bargained with the rats of Lankhmar Below, and upon his ghostly liberation, he contacted them to resume fulfilling their ancient arrangement (even though, as a ghost, he no longer requires the deal’s benefits). The ancient bargain is that the rats provide one of Hisvin’s potions, either white or black, for every two severed left toes of recent murder victims. The black potion shrinks a human to rat size, while the white potion counteracts the black, or grows a rat to human size (see *Judge’s Guide to Nehwon*, p. 87, for details and stipulations). The rats of Lankhmar Below make the same deal with the party, and, should the party go on a killing spree, continue to trade for adventures to come. It is up to the judge to determine the rats’ diabolical toe-using ritual, though we recommend that the party regrets its consequences.



The rat-woman is Vittiv; she explains the deal and currently has one white and one black potion to trade for four toes (the potions enable entering the vault through area C-3). If the PCs are foolish enough to attack, they face a rodent onslaught of epic proportions. Refer to p. 101 in the *Judge's Guide to Nehwon* for stat blocks for rats of Lankhmar Below; there are twice as many human-sized rats as there are PCs, and twice as many animal-sized rats. If the party arrives before discovering enough clues, then Vittiv helps by describing the assassin's entry and exit from the tomb, and Pin'qibm's ghost soon following him.

The "secret" door to Pin'qibm's tomb (area C-10) is extremely easy to find (DC 6 Intelligence check), since it was recently opened by the Death of Maamph, and is somewhat outlined by rat holes. It used to be trapped, but the assassin disarmed it.

Area C-10 - Tomb: The following description varies depending on the party's size, and whether they possess the bronzed feet.

This square, shadowed chamber is a tomb and a mass burial. A 3' walkway surrounds a large pit, with countless shrouded bodies stacked along the sides, descending into darkness. Despite the walls having sconces for torches, the room's two northern corners each contain an unlit lamp. Narrow bridges reach from all four walls to the chamber's elevated center, upon which sits an open coffin.

If the PCs do not have Pin'qibm's feet, they find an open casket with a bronzed footless skeleton. If the PCs do have them, then the ghostly warrior materializes with flaming sword in hand, and hovers over his coffin. He focuses attacks his feet's bearer, though not at strategy's expense. Unlike previous encounters, he fights to the "death" (reduced to zero hp).

The PC possessing the bronzed feet feels a gentle tug toward the skeleton. Rejoining them fuses bone and bronze, sealing Pin'qibm's spirit within once he's defeated. When the feet are

attached, describe a spectral tether connecting the spirit to the intact skeleton.

Being so close to the arcane energies of his bronzed body, Pin'qibm gains spellburn resistance. If a caster spellburns when targeting him, roll a d30; if the result is less than or equal to the spellburned amount, Pin'qibm suffers no effect from the spell. Thus, if a caster spellburns 8 points to obtain a 32 spell check for *magic missile*, the spell is negated by a d30 roll of 8 or less.

Pin'qibm's Ghost: Init +6; Atk flaming ghost sword +6 melee (1d8+2 fire) and choking globe +3 ranged (1d4 plus suffocate, range 60'); AC 17; HD 6d12; hp 50; MV fly 40'; Act 2d20; SP spellburn resistance (d30 roll less than or equal to spellburned amount to negate spell), suffocate (DC 12 Fort save or 1d4 temporary Stamina damage and unable to speak for 1 round), crits as thief (2d12/II), un-dead traits, immune to non-magical weapons, crits, disease, poison, sleep, charm, paralysis, mental effects, cold damage; SV Fort +4, Ref +8, Will +6; AL C.

Alternate Encounter for Larger Groups: For every two PCs in the party beyond three, increase Pin'qibm's hp by 10 and give him an extra 1d16 action. Thus, a party of 7 PCs faces a Pin'qibm with 70 hp and 2d20+2d16 actions. If there are 6 or more PCs, add an unlit lamp in each of the room's southern corners (then, all 4 must be lit).

The narrow bridges only permit single file combat. If PCs avoid them, then Pin'qibm hurls choking globes at spellcasters and ranged attackers. The bridge spanning directly from the door to the coffin has a trap in its middle five-foot section, which opens toward the pit. It is DC 14 to find (cracks in walkway, hinges underneath), and DC 14 to disable (a safety latch along the edge), though one can easily leap over it. The pit is 100' deep, so falling results in 10d6 damage. A falling victim may make a DC 13 Reflex save to catch the edge before plummeting below. On a bridge, a PC suffering more than 8 points of damage from a single attack makes a DC 8 Reflex save or falls, though upon failure, he is allowed a DC 13 Reflex save as above. The bodies along the walls make climbing easy (DC 7). The judge may determine these bodies' origins.

The two lamps burn smoke that turns the ghost into flesh, making him susceptible to mundane weapons. This vulnerability occurs the round after both are lit. When made flesh, the ghost cannot fly, so a well-placed mighty deed can push him into the pit, killing him (no need to roll for damage). Award fleeing Luck for lighting the lamps, and also for knocking Pin'qibm off a ledge!

If the PCs haven't acquired the ghost's necklace of toes, it falls where he falls. Even if the party defeats Pin'qibm, the only way to permanently put the spirit to rest is to have a Votishite priest enact the ritual over the intact skeleton, as detailed in lore gem 3 (area B-13). Otherwise, the spirit is confined to its body, waiting to be freed.



EPILOGUE

If the party succeeds in re-binding Pin'qibm to his skeleton, high priest Balnov rewards them 200 rilks each, as promised. If they provide the previously missing lore gem, then Balnov performs the ritual putting Pin'qibm to rest, and rewards each PC an additional 100 rilks. Either outcome results in the Votishites happily moving back into the temple.

The adventures need not stop here. Consider the following:

- The party has done a significant service for the Votishites. Does Votishal take an interest in the PCs?
- Does Basharat seek revenge against the party?
- The party has discovered that the Votishites are trained thieves working outside the Guild. What do they do with this knowledge? Report it to the Thieves Guild? Ask the priests for training (areas B-7 - B-9)?
- The dead priestess Nerka (area B-9) had a bronze ring with a strange symbol, as well as a regulation Thieves' Guild dagger. What's the history of these possessions?
- Aruhu's diary (area B-10) reveals that she was "The Violet Kiss." Perhaps she mentions a former associate that still lives.

- Aruhu's notes about the secret Votishite hand language are detailed enough for a PC to learn it (area B-10). What does the party do with this book?
- The Death of Maamph had the Votishite's ledger, detailing people they had robbed (area C-5). Does the party blackmail the Votishites?
- The assassin also had a letter incriminating the Aarthians (area C-5). Does the party sell it back to them, or give it to the Votishites, or both?
- The rats of Lankhmar Below offer a supply of Hisvin's potions in exchange for the toes of the recently murdered. Does the party continue the arrangement?
- The party could decide that Pin'qibm's feet are too powerful to give up, and betray the Votishites by keeping them. Do the Votishites retaliate? Does Pin'qibm cause a murder spree the likes of which Lankhmar has rarely known, implicating the party all the while?

There are many choices the PCs can make, all of which lead the judge to introduce new perils beyond the violence for Votishal!

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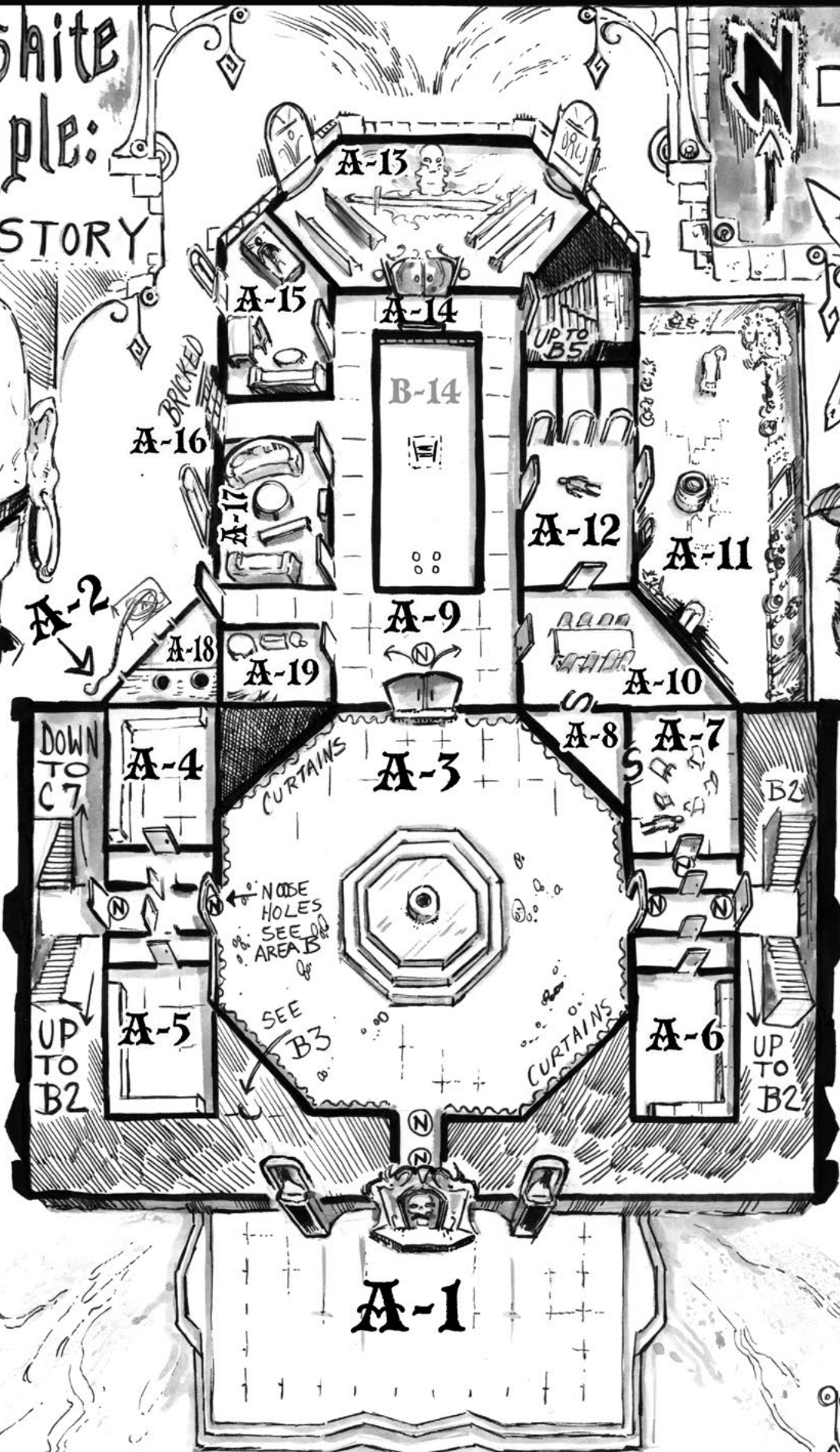
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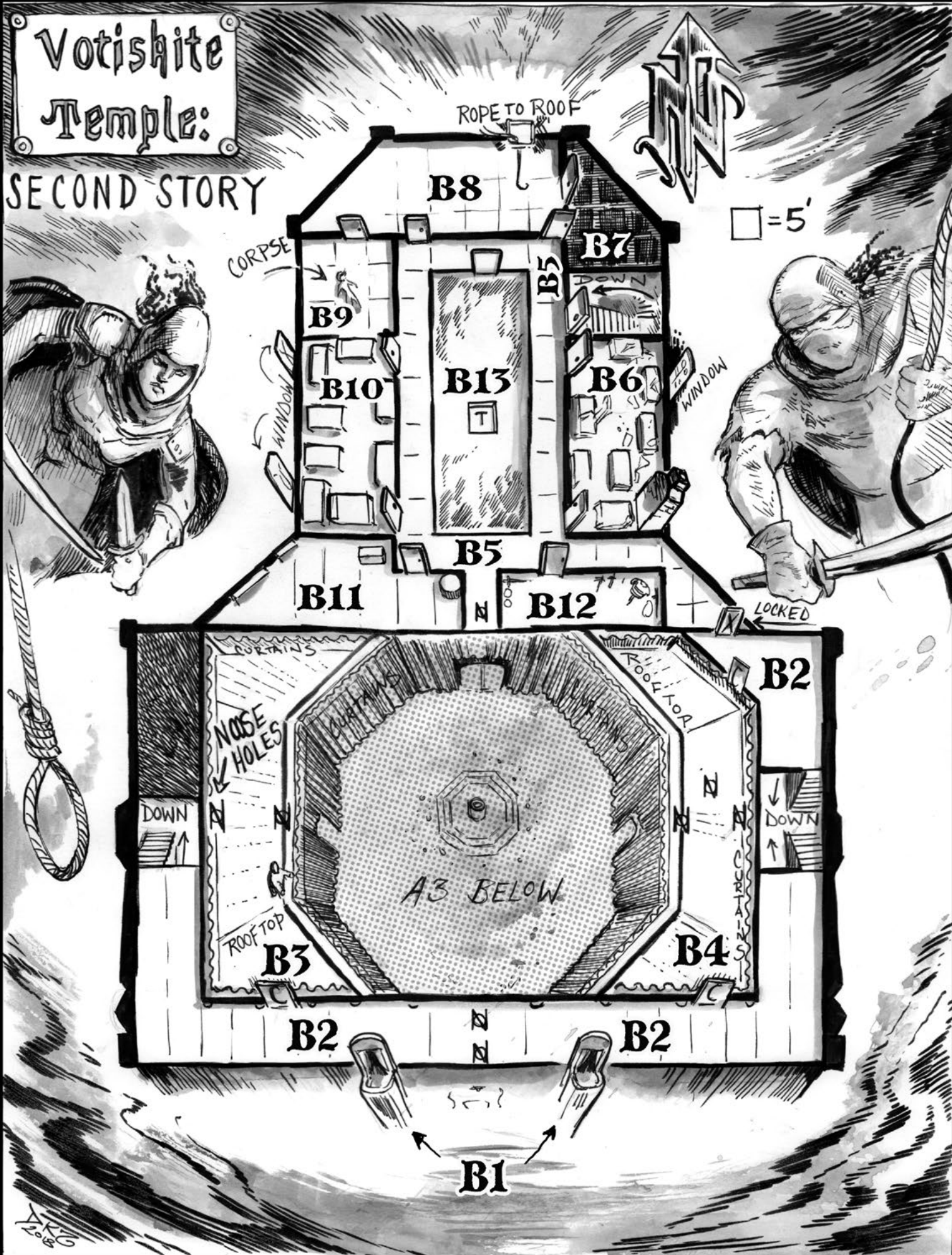
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FIRST STORY



STREET of the GODS



SEWERS & CATACOMBS

TO RIVER HALL

C5

C8

C8A

C8B

C8

C3

C4

LATRINE DRAINAGE

C6

C7

UP TO
AREA
A

CORPSE

UP
TO
A3

C2

UN LIT
LAMPS

TRAPPED
SECTION

C10

C9

□ = 5'

only include second set of lamps
for larger parties

UP TO
ALL
WELLAT

C1

AKA

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