Sanctum Secorum

Episode #23

DCC Lankhmar

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #23 Companion

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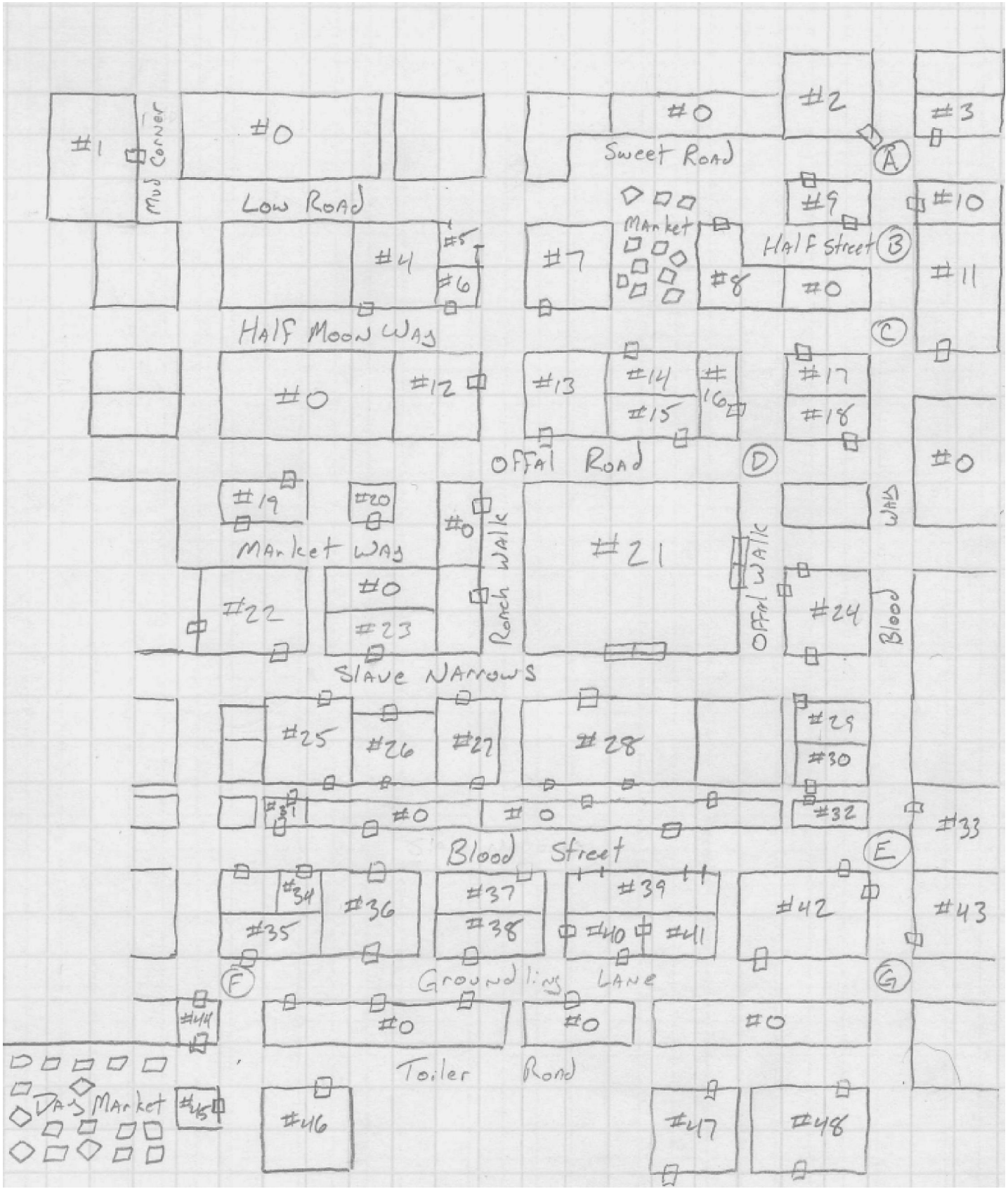
The Neighborhood



Locations

Intersections

Within the neighborhood, the intersections of some of the more colorfully-named streets have their own colorful nicknames among the residents. These nicknames are part of the neighborhood *patois* and are generally not known outside the neighborhood other than among some members of the Thieves' Guild.

A – "Crimson Candy," the intersection of Sweet Road and Blood Way
B – "The Bastard," the intersection of Half Street and Blood Way
C – "Blood Moon Court," the intersection of Half Moon Way and Blood Way
D – "Sewer Court," the intersection of Offal Road and Offal Court
E – "The Clot," the intersection of Blood Street and Blood Way
F – "Mud Court," the end of Groundling Lane
G – "Curb Stomp," the intersection of Groundling Lane and Blood Way

Neighborhood Locations

#0 – Tenement Housing
The residents of this neighborhood are not wealthy. Most are hardworking folks who live here and work in other areas of Lankhmar. From the roving tinker to those who collect night soil, all lower-class walks of life are represented here. These buildings are densely packed and many of the residents live in squalor despite their best efforts. There are 4d10 0-level people packed in per map square of housing.

#1 – Scriveners' Guild
Even here in the slums there is a need for books, leaflets, and flyers. While the number (and experience) of scriveners working from this guild house is much lower than other areas of Lankhmar, the guild still has a presence. Whether one is looking to generate a playbill, a wanted poster, or perhaps something less "above board," this is the place to go. The head of this guild house is a petty freelance thief by the name of Gigor.

#2 – The Crown & Stag Inn
Bordering on a slightly better neighborhood, this is the pricier inn for the area. Rooms here come with a modest breakfast. Rates here are 5 copper pennies a night, 3 silver smerduks a week, or 1 gold rilk for a month.

#3 – Raven's Palmistry
Located at "Crimson Candy" in a portion of a shared building is Raven's Palmistry, known throughout the neighborhood as a place to get one's future told or to have one's sweetheart wooed. Raven himself is a black-haired smooth talker whose ability to lay on charm is near legendary.

Beyond his ability to sweet-talk a mark, Raven is also known among the local urchins as a soft touch for an iron tik or two during a really tough time. Because of his local largesse, the Palmist is watched over by a number of local children who are all eager to tell him if anything untoward happens in the area.

Raven: Init +1; Atk dagger +0 melee (d4) or crossbow +1 missile fire (1d6); AC 11; HD 2d4; hp 5; MV 30'; Act 1d20; SP palmistry; SV Fort +1, Ref +2, Will +4; AL N.

Palmistry: With a successful DC 12 Will check, Raven can pick up on personal details about his mark. A successful roll of 18 or more allows Raven to see an upcoming event in the customer's near future (1d7 days), at the judge's discretion.

#4 – Puttin Inn
The lowest of the locally-run brothels. The proprietress, Madam Green, is not a member of the Whores' Guild and evenings are often disrupted by thugs sent in by the Pimps' Guild to smash things up. The reputation of the business (10 ugly women and 1 half-cute one) keeps most casual passersby from entering and the custom they receive is often from people who can go nowhere else. Despite rumors to the contrary, the Puttin Inn is not a front for the Thieves' Guild.

#5 – Fruit Stand
A small fruit stand where locals can purchase such exotic goods as shriveled apples and mostly-black bananas. The owner of the stand is father to Griffi, the gang leader of the Stains. Those creating trouble here may (depending on how tough they look) receive a visit from the gang in order to extort compensation.

#6 – Myrta's Miracles
Inside the depressing confines of this run-down building is local soothsayer Myrta who sells a number of small poppets. Each poppet is handmade and Myrta swears that they have any number of magical abilities ranging from curing impotence and easing the flux to bringing luck in business endeavors and warding off evil spirits. Each straw poppet is indeed made by hand by Myrta, and a small number of them are genuinely enchanted by minor witchery. The poppets cost 1 silver smerduk apiece and, after a purchase is made, the judge should roll d30 on the following table to see what (if any) enchantment rests on the poppet. The dolls must be carried to have any affect.

Myrta's Poppets

1-19	An ordinary doll.
20-22	Within 24 hours after purchase, the carrier of this doll may reroll a failed Luck check.
23-24	For the next week, the carrier of this doll will naturally heal at double the normal rate.
25	Within the next week, the carrier of this doll may reroll any one failed roll.
26-27	For the next 24 hours, the carrier of this doll receives +1 on all Fort saves vs. poison.
28-29	For the next week, the carrier of the doll receives +1 on all Reflex saves.
30	For the next week, the purchaser of this doll receives 1 additional fleeting Luck per day.

Note: Myrta's Miracles will only ever have one legitimately enchanted poppet during any given visit.

Myrta's countenance is enough to make most think that she truly is a witch. In her 60's, Myrta's hard life has left her with gnarled hands and wispy gray hair. Her gap-toothed smile, and the breath that comes with it, is enough to give even the hardest man pause.

Myrta: Init +1; Atk club +0 melee (d4-1); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SP shuddering countenance, witchery; SV Fort -1, Ref +0, Will +6; AL N.

Shuddering countenance: Those confronted with the grim visage of Myrta must make a DC 12 Will save or suffer a -1 penalty on all attacks made against her for one turn.

Witchery: Myrta is capable of making poppets enchanted with minor magic.

#7 – Public Baths
One of two public baths in the neighborhood. This location is not an extravagant luxury so much as a required necessity for those working at the tannery (if they expect to be welcomed in public anywhere). The water of the bath is murky and strange plant life grows along the bottom of the communal bath.

#8 – The Perfumed Trout
Unabashedly a brothel, the Perfumed Trout specializes in the unusual and darker desires of the lowborn residents of Lankhmar. The sounds emerging from the building are enough to make many local residents cross the street when passing and the residents of the adjoining tenement are often awakened by blood-curdling screams of agony in the night.

#9 – Tenkar's Tavern
A local watering hole located at the intersection locally referred to as "The Bastard," the tavern is a place mostly frequented by retired watchmen and caravan guards looking to share a drink, perhaps swap a story or two, or simply to brood in silence. Because of the gregarious nature of the proprietor, this is often a good place to come while looking for local rumors and gossip.

Tenkar is a retired member of the Overlord's guard who owns not only this building, but a number of other buildings in the area as well. Having grown old in the service of the Overlord has hardened him, and he will not back down once challenged. Tenkar is slow to anger – and slower to forgive. At any given time there are 2d3 retired soldiers (treat as Berserkers; see DCC RPG p. 433) in addition to Tenkar himself.

Tenkar: Init +2; Atk short sword +1d4+2 melee (1d6+deed die+1); AC 11; HD 2d8; hp 9; MV 30'; Act 1d20; SP d4 deed die, friend of the watch; SV Fort +2, Ref +1, Will +2; AL L.

Friend of the watch: Due to Tenkar's status in the neighborhood as well as his having been in the Overlord's service, the watch is quick to respond to trouble at the tavern. Once a hue and cry is raised 1d6 members of the watch (treat as Men-at-arms; see DCC RPG p. 434) will arrive to attempt to resolve the situation.

#10 – Coman's Clinic
Home to the neighborhood's resident apothecary and healer, the door here is always open. Because of the value of her services, Coman keeps a pair of men-at-arms (see DCC RPG p. 434) on duty at all times to help keep the peace, and six more live in the tenement across the street and can be called upon in emergency. Coman is a trained healer, able to provide the benefits thereof, and additionally can mix poultices and antidotes to cure disease and halt the spread of poison. Coman's services are not cheap, however, starting at 1 silver smerduk for basic care and raising upwards of 10 gold rilks for dealing with particularly nasty poisons and diseases.

#11 – Ice House
This building houses precious ice, carved out and hauled in during the winter. The ice here is not available to the locals, instead being destined to be used in the finer homes and estates of Lankhmar.

#12 – Gorniak's Odds and Ends
This shop houses a strange assortment of overpriced odds and ends, thingamabobs, gewgaws, and junk. No one with any sense would purchase anything here, although many locals sell their odd bits of stuff to the shop, keeping a regular trickle of foot traffic coming into the store. While a failure as a shop, Gorniak's Odds and Ends is a success as a front for the Thieves' Guild. Here local footpads can pawn the goods from jobs, leaving with coinage concealed amid some odd piece of junk or other. Besides Gorniak, there are always an additional 1d3 level 1 thieves present.

A man with a broad smile that never seems to reach his eyes, Gorniak moves with practiced grace. Always quick to suggest some overpriced item or other, he keeps an eye out for local thieves (and indeed, knows every guild member plying their trade in the neighborhood by name). If he encounters someone whom he identifies as an unauthorized freelance thief, he will not confront them – he will instead gather what information he can to turn over to his higher-ups at the Guild.

Gorniak: Init +3; Atk short sword +2 melee (1d6+1), garrote +2 melee (2 pts, or 3d4+1 with backstab), or crossbow +2 missile fire (1d6); AC 13 (leather armor); HD 3d6; hp 11; MV 30'; Act 1d20; SP thief abilities; SV Fort +3, Ref +1, Will +1; AL C.

#13 – Ugar's Fine Spirits
Despite the name, there is nothing fine about the libations in this grimy tavern. As commented by local resident Arwin Lost, "Any place that needs to add a description of the quality of their libations is probably watering the drinks." This observation is quite correct. Ugar's brother Izzy owns local nightmarish eatery, "Izzy's Fine Q-zine."

#14 – Cooperage
If one is looking for casks, kegs, or barrels, this is the place to go. Custom jobs are not a problem.

#15 – Butcher Shop
The neighborhood butcher shop makes their supplies stretch by adding rat meat to their sausages. Even so, the sausages are quite popular due to their reasonable price and apparent freshness. Of course, the owner is not above putting "other" meats into the sausages if, perchance, someone needs to disappear.

#16 – Bakery
The smell outside the bakery is a bright olfactory moment in the otherwise foul-smelling "Sewer Court." The bakery is best known for their pasties, filled with meat fresh from the neighboring butcher shop. A small pasty (fit for a child) costs a mere 10 bronze agols while one large enough to fill the belly of a working man only costs 30 b.a..

#17 – Vacant Hulk
This half of the building is vacant, having been burned out in a fire caused by the chandlery. Local urchins have been known to squat here in the evening so as to have safety in numbers. A faint, but cloying, smell hangs in the air here.

#18 – Chandlery
The local candle maker sells his wares from the front end of his shop. Due to the foul stench of the tannery, he is constantly smoking a pipe emitting a thick smoke that, while cloyingly unpleasant, is a vast improvement on the stench outside. The chandler lives in the back of his shop; it was his falling asleep with his pipe that led to the fire that damaged the back half of the building. He has since crudely boarded up the damaged walls well enough to keep out urchins but not well enough to keep in his pipe smoke.

#19 – Grocers
In a town of marketplaces, this grocer's tent on Market Way is truly an oddity. The owner purchases various root vegetables grown in the back alleys of the neighborhood as well as mushrooms found in the sewers below. Everything here is indeed edible (and inexpensive), while none of it would be considered choice morsels.

#20 – Prospero's Divinations
Home and workplace of another of the neighborhood's local soothsayers, Prospero, the décor here is definitely esoteric. Black cloth decorated with chalk white stars and moons drape the walls and heavy rugs cover the floor. The entire shop has a heavy air to it, and the street noise from outside is so muted as to make Lankhmar feel miles away. Prospero has some small gifts (treat as Fortune Teller; see DCC RPG p. 433).

#21 – The Tannery
From behind the raised walls of the tannery rises a miasmic stench so foul that passersby must succeed at a DC 8 Fort save to turn around and exit the area gasping for the relatively fresh (smoke-filled) air of Lankhmar. A steady supply of fly-buzzed hides, animal muck, and night soil goes in through the gates.

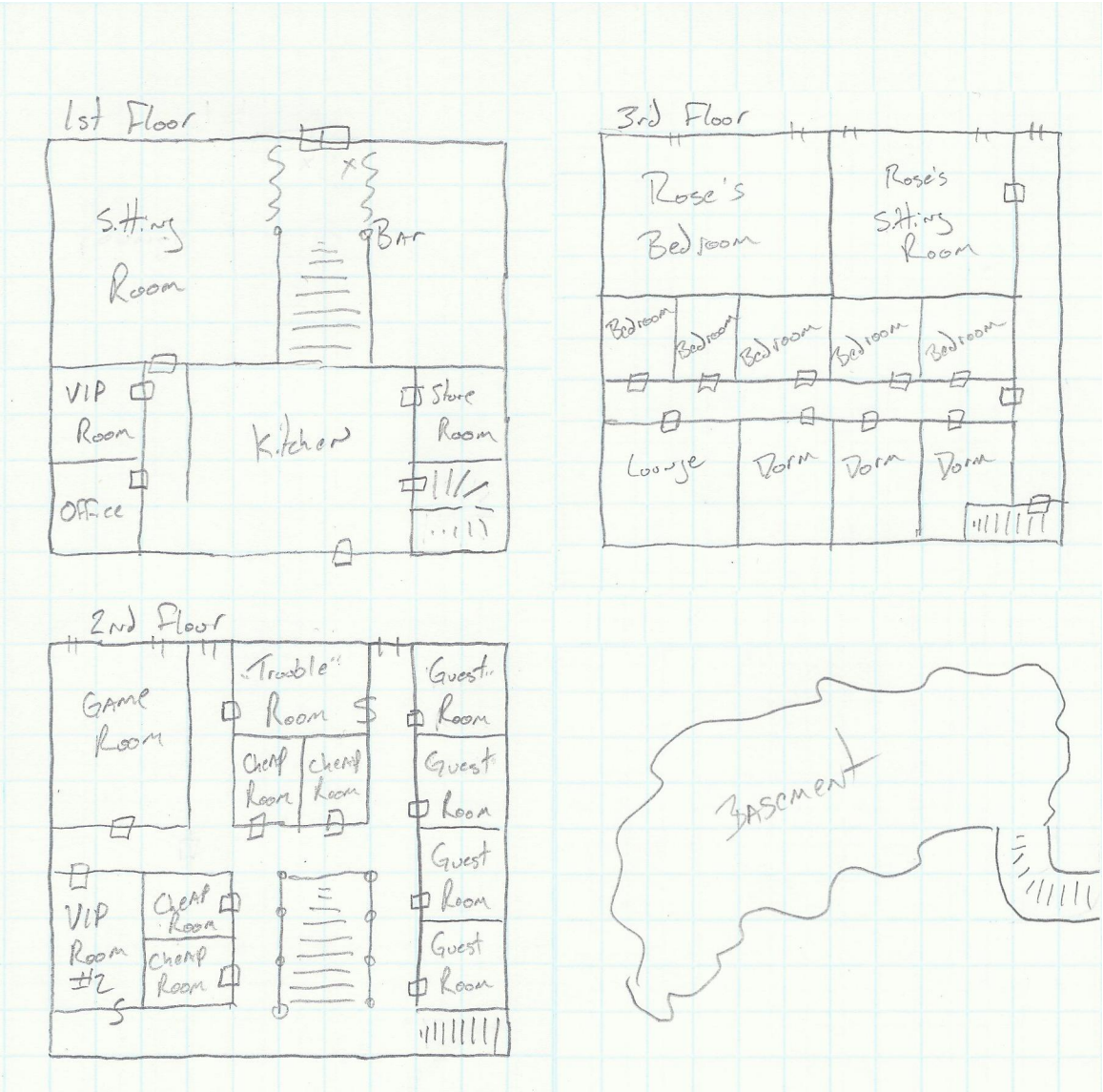
#22 – The Rat Hole
The Rat Hole is a favorite gambling hall of those locals looking for a relatively safe place to gamble the night away playing Rat-Snake. Inside, gamblers are served overpriced wines and beers in order to wring every last tik out of the patrons. At any given time there are 10 men-at arms (see DCC RPG p. 434) patrolling the interior of the gambling hall, watching for potential trouble. The guards here are on good terms with the butcher, and they do not eat the sausages sold there.

#23 – Izzy's Fine Q-zine
Despite the name, there is nothing fine about the food served here in this grimy eatery. The bread here is stale, the cheese has gone moldy, and the meats served are mostly gristle. Still, if one can keep it down, a meal can be had here for 20 agols. Izzy's brother Ugar owns "Ugar's Fine Spirits."

#24 – The Stains' Clubhouse
This large, mostly vacant building is used as the clubhouse by the local gang, the Stains (see **Men and Magicians** below). Unless otherwise occupied, all members of the gang can be found here in various degrees of inebriation and belligerence.

#25 – The Blighted Bloom
Undisputedly the nicest of the brothels in the neighborhood, the Blighted Bloom appears rather low-key from outside. The only sign of what goes on within this three-story building is a tied bunch of dead rose stems that hang outside the double doors. If Madame Rose is asked about the dried stems, she jokes that "the Blighted Bloom was deflowered a long time ago." The truth of the matter is that the stems are a remnant of a bitter feud Rose had with the Lankhmar Pimps' Guild when she decided to go into business for herself. It is worth noting that the Blighted Bloom is still in operation.

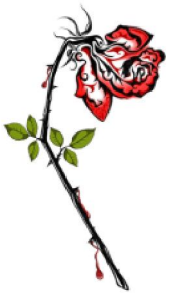
1st Floor
The entryway is dominated by a wide, banistered staircase ascending to the second floor (and the "guest" rooms). Madame Rose greets every visitor personally, receiving her patrons at the door and directing them through the heavy curtains to the bar before moving to the sitting room. For those wishing privacy with easy access to an exit through the kitchen, there is a VIP room next to Rose's downstairs office while the kitchen serves as both food preparation area as well as dining hall for the women employed at the Bloom. Stairs in the kitchen lead down to the basement.



2nd Floor
The second floor of the Blighted Bloom is filled with bedrooms meant for entertaining guests as opposed to habitation. The regular guest rooms are nicely appointed and are quite clean, whereas the cheap rooms tend towards neglect and are used for clients in disfavor with Madame Rose. There is a second VIP room here, across from the game room (used to house the in-house rolling Rat-Snake game as well as having a billiards table). Finally, there is the "trouble room". Guests who are beyond disfavored, or are marked by the Thieves' Guild, are led to this room. While they are indisposed it is a simple matter to slip in through the secret door and slit their throat.

3rd Floor
The third floor contains the living quarters of the women of the Bloom. Madame Rose's quarters take up the front third of the building, grandiose and elaborately furnished, with a well-hidden entrance to her *boudoir*. Among the décor can be found a number of small items that were the subject of notorious burglaries fenced here and kept by Rose. The center portion of the floor is individual bedrooms that are reserved for visitors or especially favored members of staff, while the back third consists of dorm rooms for the staff. No men are allowed on the third floor unless personally escorted by Rose. While a number of exceptions were made in the past, the sole exception now is local tough Oliver, who lives here with his wife in one of the private bedrooms.

Basement
The basement of the building is a small natural cavern that leads into a series of tunnels running beneath Lankhmar. Access here is open to any who know the way, although there are few who are aware of the existence of the tunnels, as most access points have been quietly bought up by the wealthier members of the Lankhmar elite – as well as a few well-connected members of the Thieves' Guild.



The Madame of the Blighted Bloom is a robust woman with her hands on the pulse of the city. Rose's acting as both a fence for the Thieves' Guild while also providing safe haven for members of Lankhmar's underworld has made her a favored citizen in the eyes of the Guild, and she is an acknowledged freelancer within Lankhmar.

Madame Rose is usually a "no questions asked" sort of person. A rash of recent fires at the Bloom are making her rethink that stance, however.

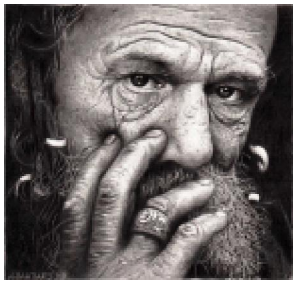
Rose: Init +3; Atk dagger +2 melee (1d4+1) or hairpin +3 melee (1d3+2); AC 12; HD 5d6; hp 32; MV 30'; Act 1d20 or 2d16; SP thief abilities, two-weapon fighting (as halfling); SV Fort +3, Ref +5, Will +3; AL N.

#26 – Milliners' Guild
Directly across the alleyway from some of the largest tenaments in the neighborhood, the workhouse of the Milliners' Guild employs a number of teens and children in the fashioning of finely crafted haberdashery for the upper crust of Lankhmar. Used for their small hands and keen eyesight in the application of fine stitches and beadwork, many of the workers here have poor vision after a mere few years and most are near blind and released from service after 6-7 years.

#27 – Potters' Guild
The studio space maintained by the Potter's Guild serves a dual purpose in the neighborhood. People looking for gainful employment, and who have the patience to learn the skill, are employed in the making of basic pottery items available for sale here. Those who do not are pressed into service hauling the large blocks of clay required by the potters. These workmen find themselves adding a decent amount of muscle mass and sometimes find their increased bulk useful in finding work in other industries where strength and attitude can carry one a long way.

#28 – The Muse Theater
Despite its name, the Muse is nothing more than a common music hall. Located directly across from the tannery, only risqué and lewd entertainment (coupled with copious amounts of alcohol) are able to bring patrons in. Every once in a great while some misguided patron seeks to mount a true theatrical production here, but they find that the producers freely take their coin before disappearing into the night (after quietly giving the Muse's owner a quiet payoff).

#29 – Zebulan's Prophecies



In a rundown building backing up to the inventory "warehouse" of Obid's, Old Man Zebulan plies his trade. While claiming the gift of second sight, Zebulan is merely a petty grifter, offering seances so that the living may speak again to their dearly departed. Zebulan uses a number of techniques including table tapping, spirit boards, and sleight of hand to convince locals that he can communicate with the dead.

Zebulan: Init +1; Atk dagger +1 melee (1d4+1); AC 11; HD 2d8; hp 5; MV 30'; Act 1d20 or 2d16; SP two-weapon fighting (as halfling); SV Fort +1, Ref +2, Will +2; AL C.

#30 – Obid's Stock "Warehouse"

This cramped space, bordering Zebulan's, is where Obid houses those whose debts he has purchased. The people found here, indentured servants who are little better off than slaves, are exhausted from their labors and listlessly look at any who enter. There is no hope here, only the mastery of Obid.

#31 – Uther's General Store

Uther runs a well-organized, clean shop where most mundane sundry items can be found. Nails direct from the forges of blacksmiths, plates direct from the Potters' Guild, even higher-priced items like parchment and inks can be found here. Despite the relative value of the items here, and how simple it would be to resell them, Uther has no troubles with theft. Being a retired member of the Slayers' Brotherhood has its advantages and Uther's reputation for ruthlessness preceeds him.

Treat Uther as an Assassin (see DCC RPG p. 433).

#32 – Obid's Slaves

While there are many who might find slavery unsavory, especially in a neighborhood such as this, Obid's services are in high demand within the rough trades of Lankhmar. While technically he is renting out indentured servants (generally for small but currently unpayable amounts of debt), there is little difference in the treatment of those he sends out. Obid is generally contracted for the most unsavory or dangerous of jobs, and many of his "products" do not return. In cases such as this, Obid collects a tidy sum, generally 10 times the original debt he purchased, in addition to the standard contract fee.

#33 – Public Baths

The second of the two public baths in the neighborhood, this bath house has direct access to a small spring that rises up from somewhere deep beneath Lankhmar. While the water's origin is subject of no small amount of rumors and legends, the owners of the bath house refuse to let anyone endanger the water supply by attempting to delve beneath the surface. The waters here are clean and clear, and the clientele only the better-heeled of the neighborhood. An hour's soak costs a staggering gold rilk, although there are many in the surrounding neighborhoods willing to pay the price. The bath house is also a favorite meeting place for negotiations amongst various guilds, as it is very difficult to conceal a weapon while in the bath.

#34 – Book Binder

This small shop is the only book binder within the surrounding neighborhoods. The owner set up his practice some time ago, before the neighborhood had completed its downhill slide into poverty. Unwilling to move, his goods are manufactured here and sold in other neighborhoods where demand is higher. The owner loves doing custom binding jobs though, and it is rumored that he has had some small traffic with a mysterious figure known as Sheelba.

#35 – The (Stepping) Stone Inn

The Stone Inn is a residential inn catering to those with nowhere else to turn. Among the residents the Inn is referred to as the Stepping Stone, as it is merely a step in wherever they are eventually going. The motto of the residents is, "No roads lead to the Stepping Stone, but many run through it." Rooms here can be booked for as little as 5 smerduks a month, with the bedbugs and other vermin being provided free of charge.

#36 – Weavers' Guild
Another workhouse owned by one of the varied trade guilds in the city, the Weavers' Guild does a brisk business in blankets, cloaks, and other textile items. Women too old, or blind, to work at the Milliners' Guild often find themselves here, endlessly working looms to produce fabrics that they will never own.

#37 – Night Soil Collectors
Muckrakers, gong farmers, night soil collectors – no matter the name, they do one thing. For those industries (such as tanneries or apothecaries) which might need quantities of their collected "goods", this building is both residence and office to those carrying out the task.

#38 – Rat Catchers
Easily identified by the small pelts nailed above the buildings threshold, the rat catchers of Lankhmar are a strange and superstitious breed. Even speaking to one for a short period of time exposes one to strange tales of rats that walk upright and of a hidden subterranean city, Lankhmar Below, that rat catchers swear is inhabited by intelligent rats. The rat catchers of the neighborhood work in teams of three, never leaving one another alone. They are always hiring, but there seems to be no retirement.

#39 – Stables
An oddity for the neighborhood, Runhnkar's Tavern keeps stables for the odd guest who has ridden in. While this is indeed a rare occurrence, Ruhnkar also rents out privately to members of the watch and caravan masters who want to be able to leave Lankhmar without being forced to purchase new horses. Two stable boys and a groom reside here, their sole responsibility being the care of the horses. Stabling a horse costs 1 smerduk per month, plus feed.

#40 – Runhkar's Tavern
While his brother Tenkar's tavern is filled with quiet men, often trying to enjoy retirement, Ruhnkar's tavern is filled with life and no small number of oddities. Mounted above the bar is a stuffed river carp, easily 12' in length, which Ruhnkar claims ate his hound, along with a Mingol and two neighborhood children. Ruhnkar also serves a dish called four-finger stew in honor of all that remained of the Mingol bowman who found himself devoured by the massive river fish. The stew itself is a spicy dish filled with miniature sausages that Ruhnkar makes in-house.

Ruhnkar's clientele tends to be among the rambunctious side, swapping stories, placing tavern wagers, arm-wrestling, and generally raising hell. Amongst all of this, Ruhnkar himself moves untroubled; his past service as a caravan guard has left him well equipped to deal with troublemakers. Willing to bust heads with his fists or take serious action with his long sword "splitter", Ruhnkar brooks no nonsense.

Ruhnkar: Init +1; Atk fists +1d5+3 melee (1d3+deed die+1), longsword +1d5+3 melee (1d8+deed die+1), or crossbow +1d5+1 missile fire (1d6+deed die); AC 12; HD 3d6; hp 10; MV 30'; Act 1d20; SP 1d5 deed die, friend to the street; SV Fort +2, Ref +1, Will +2; AL L.

Friend to the street: Due to Runhkar's status in the neighborhood and the troubles found within the tavern, the watch is especially slow to respond to trouble. This generally works in Ruhnkar's favor as trouble can be handled internally. When trouble breaks out, 3d5 of Ruhnkar's patrons leap into action (treat as Berserkers; see DCC RPG p. 433), gleefully cracking skulls and breaking bones. A favorite sport is bashing interlopers face-first into the door to the adjoining inn and counting the number of attempts required to leave them insensate.

#41 – The Breaking Inn
The inn adjoining Ruhnkar's tavern isn't the most restful (people bang on the main door at the oddest hours) but, for the price, it is surprisingly clean and vermin-free. Once one gets used to the noise it becomes apparent that the advantage to staying here is the number of drunk rowdies who, while banging on the door, are also indirectly guarding it. Rooms run 3 copper pennies a night, 2 silver smerduks a week, or 7 smerduks a month.

#42 – Doxies' Den
Masquerading as a brothel, the Doxies' Den is a cover for the actions of members of the Assassins' Guild. Much happens here under cover of night that is never explained and those who do walk away, walk away remembering very little. All of the women employed here are members of the guild and at any time there are 4d5 trained assassins (see DCC RPG p. 433) on the premises. Casual "walk-in" business to the brothel is discouraged.

#43 – Whirling Wailers
Unlike the Muse Theater, which exists for the purpose of unsavory entertainment, Whirling Wailers is just what it is billed as: a dance hall. Local busking musicians from surrounding neighborhoods come in the evenings to play music and provide entertainment for a small door charge of 1 copper penny. Most evenings the hall is packed with people attempting to escape the banality of their everyday existence. Characters with experience in playing music or singing can easily earn 5-6 pennies an evening should they choose to give up their adventurous ways.

#44 – Quigly's Tavern
Local hero Quiqly, whose skill with a bow is the stuff of neighborhood legend, tends bar here. Once the owner of the tavern, he was forced to sell out to Tenkar when his money started running short. (It was that or sell out to the Thieves' Guild, and his pride wouldn't allow him to do that.) On any given evening one may find as many as 4 patrons inside the tavern, generally face-down on the tables.

Quigly: Init +2; Atk club +0 melee (1d4) or bow 1d8+3 missile fire (1d6+deed die+2); AC 13; HD 4d6; hp 14; MV 30'; Act 2d20; SP legendary archer; SV Fort +1, Ref +3, Will +1; AL L.

Legendary archer: When using a bow, Quigly gains the benefit of a d8 deed die.

#45 – Tamika's Tarot
Recently having taken up residence in the neighborhood, little is known about Tamika other than her profession and proficiency with her oracular cards. A steady flow of business has been coming through her door and a number of the other fortune tellers in the area have been grumbling that something needs to be done.

Always with a smile on her face, and of indeterminate age, Tamika harbors a number of dark secrets. Foremost among those is her proficiency with dark magic and wizardry, and the ruthlessness with which she plans on removing her rivals. Be it by spell, blade, or poison, those who stand in her way will fall.

Tamika: Init +3; Atk dagger +2 melee (1d4) or spell; AC 11; HD 6d4; hp 15; MV 30'; Act 1d20+1d16; SP handle poison, spellcasting (+8 spell check); SV Fort +2, Ref +2, Will +6; AL C.

Handle poison: Tamika is capable of handling poison with the skill of a 5th-level chaotic thief. Her favored poison requires a DC 15 Fort save vs. death.

Spells known: (Level 1) *animal summoning, charm person, choking cloud, magic missile, sleep*; (Level 2) *forget*, *invisibility*, *scorching ray*; (Level 3) *demon summoning.*

#46 – Dunedin's Den
This gambling hall is home to the longest, continuously running, game of Rat-Snake (9 years). While shooters have come and gone, the game has never ended.

#47 – The Wicked Monkey
Among all the taverns in the surrounding area, the Wicked Monkey has the worst reputation of them all. Unofficially home to a number of freelancers and thugs, a trip to the Wicked Monkey often ends in broken bones or death. In order to keep the wrath of the Thieves' Guild at bay for harboring such undesirables, the owner of the tavern has been known to drug targets who have especially displeased the guild (such as freelancers who have killed members of the guild).

At any given time there will be 2d8 level 1 thieves (freelancers) and 1d6 level 1 warriors present in the tavern. They will fight so long as things are going their way, but will flee at the first sign that they are facing a superior or overwhelming force.

The owner of the tavern, Jarig, is a former freelance thief himself and harbors an unquenchable grudge against the Thieves' Guild. If he believes that he can get away with it, he is certainly not above "vanishing" a guild thief or two. As many as 3 or 4 thieves vanish in this part of the neighborhood every year – enough to satisfy Jarig's need for blood without arousing the suspicion of the guild. Between killing guild thieves, Jarig murders the odd patron now and then to "take the edge off."

Jarig: Init +3; Atk dagger +4 melee (1d4), long sword +4 melee (1d8), or blowgun +4 missile fire (1d3/1d5 plus poison); AC 13 (studded leather armor); HD 5d6; hp 20; MV 30'; Act 1d20; SP poison, thief abilities; SV Fort +3, Ref +3, Will +1; AL C.

Poison: Jarig has acquired a number of poisons over the years and has access to the Lankhmar equivalent of the entirety of Appendix P (see DCC RPG p. 446).

#48 – Meeting Hall

In this neighborhood, there are many disputes but not many folks want to settle them via the legal processes of Lankhmar – since that could end with all parties involved imprisoned. Instead, an abandoned smithy has been converted into a rudimentary meeting hall. In an arrangement that is unique in Lankhmar, the neighborhood comes together to resolve disputes that might otherwise end in open war amongst the citizenry.

Men and Magicians

The Stains

The stains are a small gang of young toughs and bravos, numbering eight members. Being wispy-bearded youths, the members of the Stains are often knocked aside by larger gangs. Making their home in an abandoned building across from the local tannery (on the corner of Offal Walk and the Slave Narrows), the Stains have always been minor players in the neighborhood until recently. They have now been associating with local tough, Dudley, and his companions, and the Stains have become far more confident in their abilities after getting a few lessons in delivering a hurtin' on their rivals.

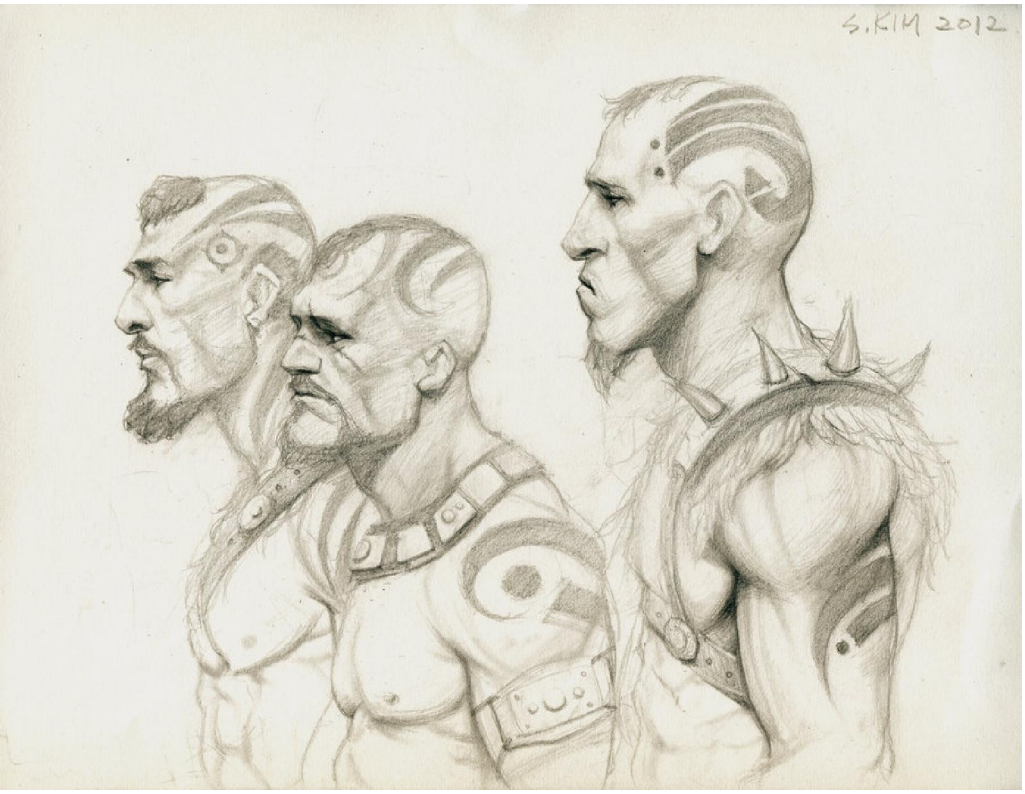
Fond of drinking and debauchery, the Stains are relatively easy going as bravos go. Gang leader Griffi and his boys can often be won over with the delivery of a keg or two of sub-par ale and a few hours of camaraderie.

Stain Member (5): Init +0; Atk dagger +0 melee (1d4) or rock +1 missile fire (1d2); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SP dirty fighter; SV Fort +0, Ref +0, Will +0; AL C.

Dirty fighter: Often abused and mobbed, the Stains are well versed in the art of fighting dirty as a matter of course. For each gang member beyond the first that is involved on an attack versus a single target, the lead attacker gains +1 to their attack roll as the others confuse and steal the attention of the target.

Griffi: Init +1; Atk short sword +1 melee (1d6+1) or crossbow +0 missile fire (1d6); AC 13; HD 1d10; hp 7; MV 30'; Act 1d20; SP backup, dirty fighter; SV Fort +1, Ref +0, Will +1; AL C.

Backup: As the leader of the Stains, gang members will automatically assist Griffi in combat via *dirty fighter* unless told to do otherwise. Griffi gains an additional +1 (above and beyond the *dirty fighter* bonus) when fighting with back up.



Notable Personages

The Five

Known throughout their neighborhood, both individually and as a group, this collective of characters is often simply referred to as “the Five” (at least in polite company). Having originally come together during a heist at the grand masquerade of the caravan master Igrik (see *Masks of Lankhmar*), they have built up a reputation as true hard cases. Rumor is that they have been involved in foiling assassination attempts during high-society parties, have worked for the Overlord, and have forced the Thieves’ Guild to reconsider having placed contracts out on their lives.

It is whispered that they once had residence in the brothel, the Blighted Bloom, under the protection of Madame Rose. After a number of violent encounters at the Bloom (fires, riots, fires, murders, and more fires) the group was forced to move on. These days they can be found living above a small goods and oddities shop, Derrio’s Delights (still named for the original owner).

While at least one of their number has perished (Baylor of the Cold Wastes), the group keeps a dynamic membership, taking in new members as needs and skills require.

Arwin Lost
Created by Bill Porter

Emerging from the Cold Wastes, the wizard Arwin brought his brother to Lankhmar in hopes of caring for him. Arwin’s distinct appearance (covered in purple tattoos), tendency to work magic while naked, and run-ins with followers of Issek of the Jug have made him a prime target of the law in Lankhmar.

Class: Wizard
Alignment: Chaotic
Patron: Sheelba of the Eyeless Face

Arwin Lost: Init +0; Atk short sword +0 melee (1d6) or spell; AC 10; HD 3d4; hp 10; MV 30’; Act 1d20; SP spellcasting (+4 spell check); SV Fort +1, Ref -1, Will +1; AL C.

Spells known: (Level 1) *animal summoning, cantrip, comprehend languages, force manipulation, invoke patron, patron bond*; (Level 2) *creeping marsh mist*, *scorching ray*.

Buyantu
Created by Kirk Kirkpatrick

Hailing from the Mingol steppes, Buyantu fled to Lankhmar to avoid the doom that came to his mentor. Working as a freelance thief, he is quick to silence a foe, striking from the darkness of an alleyway with his bow, Heartseeker, or with a dagger to the kidneys.

Class: Thief
Alignment: Chaotic
Patron: Sheelba of the Eyeless Face

Buyantu: Init +1; Atk short sword +0 melee (1d6), punch dagger +0 melee (1d4 or 1d10 with backstab), or Mingol bow +2 missile fire (1d6+1); AC 14 (studded leather armor); HD 4d6; hp 28; MV 30’; Act 1d20; SP thief abilities; SV Fort +3, Ref +3, Will +1; AL C.

Dudley
Created by Jim DelVasto

A warrior from the Land of the Eight Cities, as rash as he is ruthless, Dudley is fond of using his twin war hammers, Squish and Splat, in combat (and if one is doing poorly, he is known to punish it by leaving it out of the battle). Dudley is often found carousing with members of a local gang, the Stains.

Class: Warrior
Alignment: Chaotic
Patron: Sheelba of the Eyeless Face

Dudley: Init +4; Atk warhammer +d6 melee (d8+d6) or bow +d6 missile fire (d6+1+d6); AC 13 (hide armor); HD 3d12; hp 25; MV 30'; Act 1d20 or 2d16; SP d6 deed die, two-weapon fighting (as halfling); SV Fort +1, Ref +1, Will -1; AL C.

Lifthrasir the Gray
Created by Jen Brinkman

A warrior skald from the Cold Wastes, Lifthrasir submitted to wanderlust and found herself journeying to Lankhmar. Armed with her massive sword, Pericles, and her daggers, Justice and Servant, she is known for her signature "trip attack" that often leaves men cleaved in twain from groin to jaw.

Class: Warrior
Alignment: Neutral
Patron: Issek of the Jug, Sheelba of the Eyeless Face

Lifthrasir: Init +4; Atk two-handed sword +1d6+1 melee (1d10+deed die+1), dagger +d6+1 melee (1d4+deed die+1), or bow +1d6 missile fire (1+deed die); AC 13 (studded leather armor); HD 4d12; hp 32; MV 30'; Act 1d20; SP d6 deed die; SV Fort +2, Ref +3, Will +1; AL N.

Oliver
Created by William Ferry

Hailing from the Land of the Eight Cities, Oliver is a caravan guard who has struck up on his own. He prefers to use his Mingol bow, Redemption, at a distance before closing into combat. He is often found out and about in the neighborhood, avoiding his wife.

Class: Warrior
Alignment: Neutral

Oliver: Init +3; Atk obsidian scimitar +1d8 melee (1d8+deed die) or bow +1d8+1 missile fire (1d6+deed die+1); AC 15 (scale mail and shield); HD 3d12; hp 32; MV 20' (club foot); Act 1d20; SP d8 deed die; SV Fort +1, Ref +2, Will +1; AL N.

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