

TABLE 3-3: PATRON DIE RESULTS

Patron Die Roll Result	Attack Bonus (Battle)	Spell Check (Wizardry)	Saving Throw (Protection)	Skill/Ability Check (Expertise)	Healing & Recuperation (Rejuvenation)
1*	+6	+6	+6	+6	Maximum hp gain +5; no Luck cost to regain health
2-3	+5	+5	+5	+5	Roll hit die twice; take best result and +5 hp
4-5	+4	+4	+4	+4	Roll hit die twice; take best result and +4 hp
6-7	+3	+3	+3	+3	+3 hp to HD result
8-9	+2	+2	+2	+2	+2 hp to HD result
10+	+1	+1	+1	+1	+1 hp to HD result

*A roll of a natural 1 on a patron die has no effect if the result on the action die is a natural 1 resulting in a fumble, spell loss, or similar calamitous event. The patron die is not lost, however.

TABLE 3-12: PATRON INFLUENCES

Patron	Battle	Protection	Wizardry	Expertise	Rejuvenation
The Gods of the Forest		X			X
Issek of the Jug		X		X	X
Kos	X	X		X	
Mog the Spider God	X		X	X	
Ningauble of the Seven Eyes		X	X	X	
The Red God	X				X
Sheelba of the Eyeless Face			X	X	X
The Gods of Trouble		X		X	
The Hates	X		X		
Winged Tyaa				X	

TABLE 1-7: LANGUAGES KNOWN

PLACE OF ORIGIN

Language Known	Lankhmar	Land of the Eight Cities	The Cold Waste	The Eastern Lands	The Mingol Steppes
Lankhmarese (High)	Automatic	1	1	1	1
Ilthmarish	1	2	2	2	2
Mingol	2	3	3	3	Automatic
Horborixic	3	4	4	Choice (4*)	3
Desert-Talk	4	5	5	Choice (4*)	4
Northspeak (Cold Tongue)	5	6	Automatic	5	5
Kvarchish	6	Automatic	6	6	6
Quarmallian	7	7	7	7	7
Kleshic	8	8	8	8	8
Old Ghoulish	9	9	9	9	9
Kiraayan	10	10	10	10	10
Eevamarensee	11	11	11	11	11
Simorgyan	12	12	12	12	12

*Characters from the Eastern Land must choose one of these two languages as their native tongue. A result of "4" when rolling for further additional languages indicates the character also knows the other native language of the Eastern Land.



TABLE 4-1: CAROUSING IN LANKHMAR

Roll	Luck Points Recovered	Carousing Consequences
1	1d3	Miraculously – boringly – you begin the adventure unscathed.
2	1d4	You begin the adventure with a legendary hangover. -1d to all actions until you have more to drink. You are also broke.
3	1d5	After a bout of epic debauchery you awaken to discover you now have followers. You have acquired (roll 1d5): (1) a devoted linkboy; (2) a skald that follows you everywhere; (3) an attractive but hapless (though not helpless) suitor; (4) 1d12 escaped Mingol slaves; (5) a band of 1d20 beggar children. Your followers have incurred 1d20 g.r. in expenses...and your coin purse is missing.
4	1d6	You were apprehended by the watch for public drunkenness. You escaped (of course) but at the cost of any wealth and gear you were carrying at the time. How bad was your offence? Roll 1d4: (1) the watch publicly mocks you when they encounter you in the street; (2) you cannot pass city gates without risking apprehension (DC 10 Luck check); (3) you are actively being hunted for your crimes; (4) a bounty of 1d100 g.r. is offered for your head, and every blackguard, thief-taker, and bounty hunter is out for your hide.
5	2d3	Last night's misadventures left you worse for the wear. A ragged wound (no doubt cleaned with alcohol) has left you with -1HD hit points. Judging from the dried blood on your weapons, the other side fared far worse. If only you could remember who they were. [Judge: Secretly roll the offending party, who will attempt to soothe their wounded pride with a duel or ambush. Roll 1d5: (1) a young duelist trying to prove himself; (2) a band of 3d4 haughty noble sons; (3) the blackguard the PC beat at dice...and then cards, and then rat-racing, and finally drinking; (4) a prideful Northerner; (5) an extra-planar being in the guise of a man.]
6	1d7	You spent a drunken night in the arms of your enemy's lover. (Alternately: a lover relevant to the coming adventure.) He or she (50% chance of either) is deeply enamored of you, and if spurned, betrays you out of spite.
7	1d8	You lost it all gambling...and then some. You have no wealth and owe 1d100 g.r. to (roll 1d5): (1) the Day Beggarmaster of the Beggars' Guild; (2) a black wizard; (3) a desperate merchant-lord; (4) a war-like and ill-tempered Mingol; (5) an eccentric Ilthmar duke or duchess. Agents of the moneylender harass the PC at inopportune times throughout the adventure.
8	2d4	For the entire adventure you are repeatedly mistaken for... (roll 1d6): (1) an exiled prince of Ilthmar; (2) a wanted murderer; (3) an incarnated deity; (4) an escaped slave; (5) the missing heir to a vast Land of the Eight Cities fortune; (6) an enemy general; and are accorded all the honors and burdens of the station. Worse, your simulacrum is simultaneously being seen about the city, stirring up even more chaos.
9	1d10	You knew she (or he, 50% chance of either) was trouble when she walked through the door. You're broke now, but it was worth every copper. [Judge: Who was she/he really and what will be the fallout? Roll 1d7: (1) a noble heiress/heir fleeing an arranged marriage; (2) an Eastern prince/princess seeking a general for his/her armies; (3) a poisoner sent by a rival – you have 1d24 hours to find an antidote; (4) a witch or warlock who has placed a geas upon your soul; (5) a daughter/son fleeing their father's cult; (6) your only alibi for a heinous massacre...but what was her/his name?; (7) he/she actually <i>was</i> a god!]
10	2d5	The evening was one Lankhmar will not soon forget. You spent through your considerable fortune and set fire to your favorite tavern or dive. While you are now a hero amongst drunks and blackguards, the owner is none too pleased. Initial estimates pin the cost to rebuild 5d100 g.r.
11	1d12	In a drunken fit of ill-timed idealism, you gave all your wealth to... (roll 1d3): (1) a fledgling religion that now venerates you as a saint; (2) a father feverishly trying to buy his family out of slavery; (3) a suitor desperate to win a noblewoman's love. In the morning they return to express their gratitude. The only trouble is they came up 1d100 g.r. short – can you spare some more?
12	3d4	A long-forgotten face showed up in town last night (roll 1d5): (1) an old lover hoping to win you back; (2) a rival from your misspent youth looking to settle old debts; (3) your former master, now aged and seeking asylum; (4) a sibling who will be slain unless he pays 1d500 g.r. to the Thieves' Guild by tonight; (5) a youth claiming to be your child.
13	2d6	That black magician wasn't too pleased with your jape. Roll 1d4: (1) you can no longer tell a lie; (2) everyone sees you as the opposite gender; (3) you cannot harm another living being; (4) you cannot keep any wealth.
14	1d14	This morning you awoke, naked... (roll 1d5): (1) in the Overlord's seraglio; (2) atop a cult's sacrificial altar; (3) shackled to a train of slaves; (4) in public stocks; (5) in the bed of a minor lord or lady (50% chance of either). You've since escaped, but all your wealth was lost in the misadventure. Your equipment was sold to a pawnbroker who will happily part with the items for three times their true worth.
15	2d7	You were robbed and beaten by your drinking companions. You have lost all valuables (including equipment) that you were carrying at the time, and emerge from the alley with a black eye and 1d3 fewer teeth.
16	3d5	The Overlord has grown weary of your antics. You cannot pass a gate, officer of the law, or member of the nobility without being recognized and accosted. Individual reactions vary (some may call for your capture, others may be open to bribery, etc.) but all will identify you as an outlaw and exile.
17	1d16	In hindsight, mayhaps defacing the holy nave was a bad idea. Devotees... (roll 1d5): (1) have opened a contract with the Slayers' Brotherhood; (2) have commanded their followers to hang your intestines from the temple walls; (3) are gathered in the hundreds, ceaselessly chanting in the hopes of bringing about your doom (you fail every Luck check so long as they remain uninterrupted); (4) follow you everywhere, cursing your damned soul; (5) have summoned a creature from beyond space and time that heralds your doom.
18	2d8	You awaken with your hand gripped tight around... (roll 1d5): (1) the iconic navel jewel of the overlord's lover; (2) a sacred skull stolen from the temple of Votishal; (3) an slimy idol from Drowned Simorgya; (4) a necromancer's familiar; (5) the severed head of a guild master.
19	3d6	You awaken to discover the Thieves' Guild has placed a bounty on your head; thief-takers the city over are hunting for you and your companions. Roll 1d4: (1) you were framed; (2) it's a case of mistaken identity; (3) you ratted out a fellow thief with a slip of a lubricated tongue; (4) you might have committed the deed, but the details are exceedingly fuzzy.
20	1d20	You've drawn the attention of the gods, but for weal or woe? [Judge: Make a secret d20 roll and ask the player to call high or low. If the player calls it right, his PC cannot fail a saving throw or Luck check during the adventure. If the players calls the roll wrong, his PC fails every saving throw and Luck check.]



GAINING FLEETING LUCK

PCs in Nehwon gain fleeting Luck in several ways. Those who engage in actions that amuse the Powers of Nehwon find they quickly accumulate fleeting Luck, allowing them to engage in more risky – and thereby more entertaining to the gods – endeavors.

All PCs begin each game session with 1 point of fleeting Luck. Fleeting Luck does not carry over from session to session.

A PC gains a point of fleeting Luck for any of the following actions with the judge's approval:

- Rolling a natural 20 on any attack roll, saving throw, ability or skill check, or spell check.
- Succeeding in a critical success or hit with a roll other than a natural 20 (such as an attack by a warrior with increased crit range or by a halfling wielding two weapons).

- Pulling off a daring feat (successfully beating incredible odds, defeating a nearly impossible foe, succeeding in a rash action, etc.).
- Performing an action or role-playing in a manner that reinforces the unique atmosphere and themes of Fritz Leiber's Fafhrd and the Gray Mouser tales (executing an elaborate robbery regardless of success or failure, engaging in behavior that leaves the PC destitute, making foes of superior enemies without care, etc.).
- Acting in accordance to the schemes, dreams, or expectations of one's alignment, patron, organization, or other guiding authority.
- Suggesting ways the PC's doom might complicate matters during game play to the judge.
- General good role-playing or entertaining one's judge and fellow players. (If something the PC does makes the judge laugh or his fellow players shout "Cool!" he deserves a point of fleeting Luck.)

THE QUARTERS OF LANKHMAR

Below are described the eleven notable districts of the City of Sevencore Thousand Smokes, presenting useful details, residents, rumors, and adventure ideas for the judge to use in his DCC Lankhmar campaign. The tables provided are intended to be used either at the table when the characters have taken an unexpected turn and the judge quickly needs new ideas or challenges to confront the party, or in between game sessions when the judge plans for future adventures in the City of the Black Toga.

The quarters described below are:

- The River Quarter:** Home to Lankhmar's docks and grain silos, the River Quarter is a place for honest trade and villainous skullduggery alike. For many visitors, the River Quarter is the first city district they encounter. Many an adventure begins in the River Quarter and not a few end here as well – usually when a body is dumped in the Hlal to hide a foul crime.
- The Citadel and the Rainbow Palace:** This part of the city houses its defenders and its great potentate, the Overlord of Lankhmar. Seldom visited by anyone except on official business, adventurers entering this district are likely to have either done something very right or horribly wrong.
- The Noble Quarter:** The villas and manors of Lankhmar's upper crust are gathered in this opulent neighborhood. Scheming nobility, vile cults, depraved demoiselles, and adventurers employed by the city's upper class all can be encountered here.
- The Street of the Gods (Temple Quarter):** Lankhmar's unusual religious practices call this area home. From rising cults swiftly leapfrogging their way up the city's ecclesiastical thoroughfare, to the opulent temples of the established religions, to the black fane of the Gods of Lankhmar, this district houses the city's spiritual heart.
- The Forbidden Temples:** Blasphemous and forgotten fanes squat in this neighborhood, rotting, crumbling, and ignored by the city at large. Whether remnants from an outlawed religion or the temples of forsaken gods predating the city's founding, these dark churches house many mysteries and far more dangers.

- The Crafts Quarter:** This broad section of the city is home to its merchants, tradesmen, and guilds. It is here where fortunes are made or lost, where unscrupulous traders cut their competitors' throats (both figuratively and literally), and where adventurers come to re-equip before their travels take them outside of Lankhmar.
- Thieves' House:** The headquarters of Lankhmar's notorious and powerful Thieves' Guild, this district is comprised of a single, sprawling building whose passages aren't fully known even by the thieves who dwell there. The heart of the city's criminal underworld, Lankhmar's thieves spend their careers either desiring to be accepted within its walls or hoping never to step foot inside them.
- The Slums:** There are several neighborhoods in Lankhmar occupied by the impoverished, the desperate, and the mad. These expanses of decaying tenements are home to all manner of folks, from honest but poor families to minor gang warlords to sinister cabals intent on spreading evil. Avoided by the cautious, the city's slums make perfect starting points for adventures.
- Rich Men's Quarter:** Inhabited by the affluent residents of the city who cannot claim nobility, this district is well-patrolled and home to lavish villas and small manses. Although placid to outward appearances, this district is a hot bed of intrigue and decadence.
- The Carousing Quarter:** The city's tenderloin, the Carousing District is where all the city's debased appetites are slaked. Home to a hundred taverns, gaming houses, bordellos, and other dens of ill-repute, the Carousing Quarter numbers many adventurers among its residents – including the famed Fafhrd and the Gray Mouser.
- Plaza of Dark Delights (The Plaza Quarter):** Bordering Lankhmar's legendary nocturnal marketplace, the Plaza of Dark Delights, the Plaza Quarter is also where the city's more respectable population goes for recreation. Music halls, theatres, salons, and similar reputable establishments are found in this district. It is also home to the city's sole parkland, the Park of Pleasure.

CRIT TABLE M: MONSTERS

Roll	Result
1 or less	Strike to chest, breaking ribs. This attack inflicts +1d6 damage.
2	Stunning blow! The PC falls to the bottom of the initiative count for the remainder of the battle.
3	Legs knocked out from beneath the character, knocking him prone.
4	PC disarmed. Weapon lands 1d12+5' away.
5	Blow to shield arm! If no shield, this attack inflicts +1d6 damage.
6	Weapon lodged in PC's chest! This attack inflicts +2d6 damage and an additional 1d6 damage next round.
7	Blow to jaw! The PC loses 1d8 hp and the same number of teeth.
8	Blow shatters PC's forearm. This attack inflicts +1d6 damage, and the arm is useless until healed.
9	Strike to helm! If no helmet, this attack inflicts +1d8 damage and forces a Fort save (DC 10 + HD). On a failed save, the PC falls unconscious.
10	Stunning blow! The world spins as the fell monster makes a second attack!
11	Strike to throat! The PC can't speak until healed and spends the next round struggling to breathe.
12	Blow smashes PC's kneecap. The character's movement is cut by half and this attack inflicts +1d10 damage.
13	Crushing blow! This attack inflicts +1d12 damage.
14	PC's weapon sundered in the violent assault.*
15	Strike to torso crushes internal organs. This attack inflicts +1d12 damage, and force the PC to make Fort save (DC 15 + HD) to remain conscious through the pain.
16	Devastating strike! This attack inflicts +1d16 damage.
17	PC's Achilles tendon is torn, snapping back into his thigh. The character's movement drops to 5' and the screaming can be heard for leagues.
18	Monster seizes PC by the neck. This attack inflicts +1d12 damage and the monster makes a second attack at +4 to hit.
19	Blow to cranium! This attack inflicts +1d16 damage and the PC must make a Fort save (DC 15 + HD) or fall unconscious.
20	Terrifying blow pierces several important organs. The PC spends the next 1d4 days dying a slow, painful death. Powerful magic (healing by a cleric of level 3 or higher) can arrest the dying.
21	Strike crushes skull, destroying the optic nerve and resulting in instant, permanent blindness.
22	PC's leg is shorn from his body. The character cannot move. This attack inflicts +2d12 damage.
23	Both the PC's arms are torn from his body. This attack inflicts +3d12 damage. Exceptionally cruel monsters may proceed to use PC's arms as weapons.
24	PC is disemboweled. Bloody guts spill to the ground. The PC spends the next 8 rounds dying as he futilely tries to feed the spooling intestines back into his body.
25	Attack craters PC's skull. This attack inflicts 1d8 Intelligence and Personality damage and puts the PC into an instant coma.
26	Strike crushes throat. The PC drowns in his own blood for 6 rounds.
27	Attack snaps the PC's spinal column like a twig. The attack causes permanent paralysis, and the PC watches the remainder of the battle from the floor.
28	Throat torn asunder. The panicked PC gargles wetly as blood gouts down his chest. He dies in 4 rounds.
29	Terrible blow to the chest explodes the PC's heart. Immediate and instantaneous death.
30+	Attack rends PC's head from his torso. Blood gouts from the collapsing body, and the monster moves on to the next foe, making attacks until it misses.

* Magical weapons never break due to critical fumbles. The target is disarmed instead, the weapon landing 1d10+5 feet away.

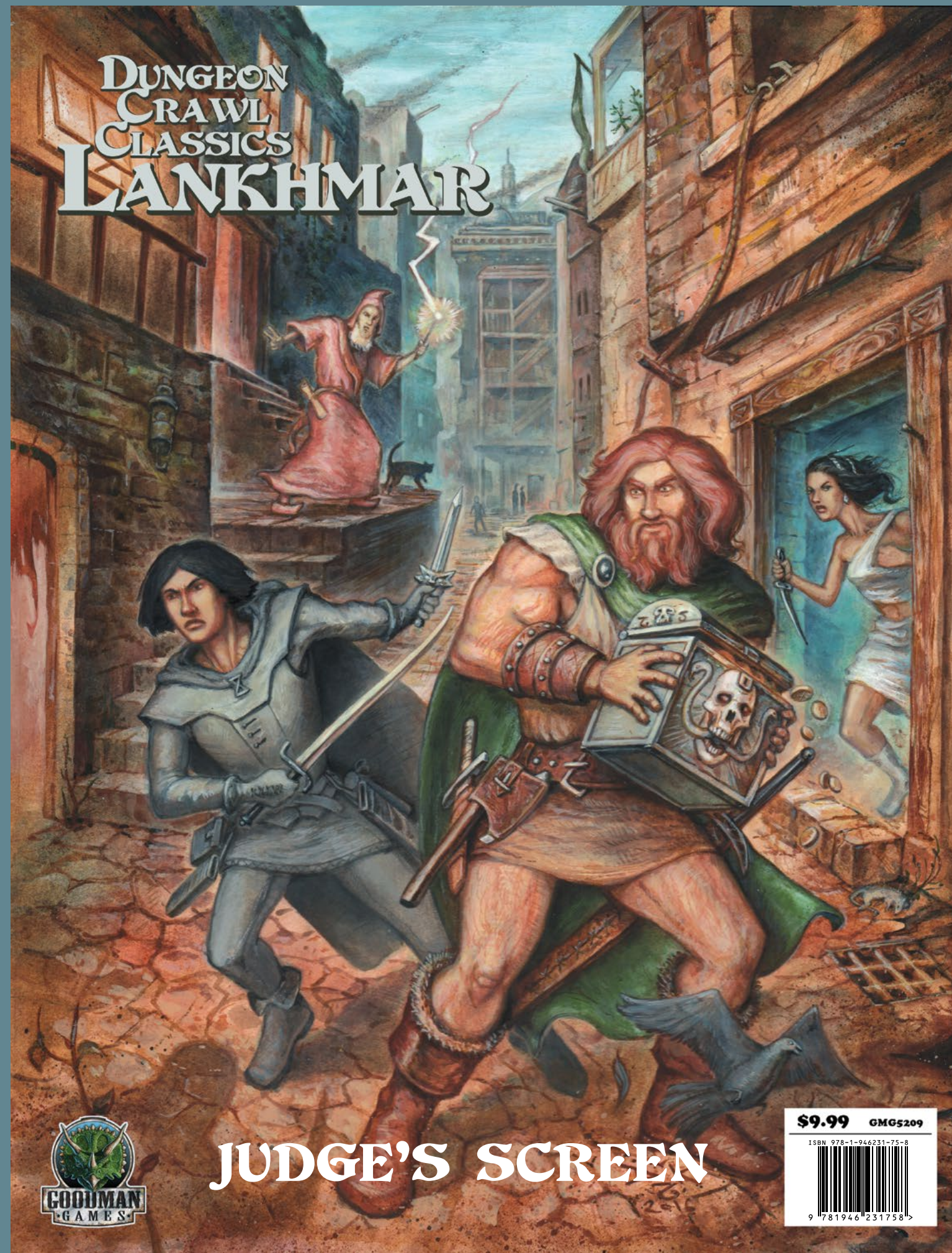


TABLE 1-3: LANKHMAR LIGHTING TABLE

Neighborhood	Lighting Conditions (Roll 1d6)		
River Quarter	Well-lit (1-2)	Dimly-lit (3-5)	Dark (6)
Citadel & Rainbow Palace	Well-lit (1-5)	Dimly-lit (6)	-
Noble District	Well-lit (1-3)	Dimly-lit (4-5)	Dark (6)
Temple District	Well-lit (1-5)	Dimly-lit (6)	-
Forbidden Temples	Dimly-lit (1)	Dark (2-6)	-
Crafts Quarter	Well-lit (1-2)	Dimly-lit (3-4)	Dark (5-6)
Slums	Dimly-lit (1-3)	Dark (4-6)	-
Rich Men's Quarter	Well-lit (1-3)	Dimly-lit (4-5)	Dark (6)
Carousing Quarter	Well-lit (1)	Dimly-lit (2-4)	Dark (5-6)
Plaza Quarter	Well-lit (1)	Dimly-lit (2-3)	Dark (4-6)

• **Well-lit** neighborhoods impart a -2 penalty to hide in shadows checks.

• **Dimly-lit** neighborhoods do not affect stealth checks, but all ranged attacks are treated as if one range band further (short range become medium range, medium range becomes long range, and long range attacks are impossible). These modifiers are cumulative with those due to air clarity (see Table 1-2 above).

• **Dark** neighborhoods have the same penalty to ranged combat as dimly-lit areas, plus targets are treated as if they have cover. Defenders in melee combat are considered blind. Hide in shadows checks enjoy a +1d bonus. These are *not* cumulative to bonuses due to air clarity (see Table 1-2).

TABLE 3-1: NEHWONIAN RESTORATIVES

Type of Restorative	Hit Die Roll Bonus	Cost per draught (8 oz.)
Average Wine/Beer	+0	5 b.a. to 5 s.s.
Average Brandy	+1	2 s.s.
Lankhmar Sour Wine	+1	1 c.p.
Mingol Kumis	+1	8 i.t.
Ool Hruspian Old Wine	+1	8 c.p.
Violet Wine of Kiraay	+1	5 c.p.
Amber Wine of Quarfall	+2	1 g.r.
Bubbly Wine of Ilthmar	+2	1 s.s.
Ilthmar Strong Wine	+2	8 s.s.
Tovilyis Strong Wine	+2	2 s.s.
Usquebaugh	+3	1 g.r.
White Snow-Potato Brandy	+3	7 s.s.
Horborixen Date Wine	+4*	-
Quarfall Mushroom Wine	+4*	-
Blooded Snow Brandy	Special*	-
Simorgyan Drowned Liqueur	Special*	-

*See *Judge's Guide to Nehwon* pp. 13-15 for additional information.

TABLE 1-1: RANDOM LANKHMAR BUILDING (ROLL 3D6)

Roll	Construction Method	Building Function	# of Stories
1	Brick	Shop	2
2	Brick	Shop with private home above	3
3	Wood	Storage (warehouse, stable, etc.)	3
4	Wood	Private home	4
5	Wood	Public building (tavern, inn, etc.)	5
6	Stone	Empty/abandoned	6

TABLE 1-2: LANKHMAR AIR QUALITY (ROLL 1D6 & 1D14)

Roll	Air Clarity (add +2 to roll after dark)	Predominant Odors (roll 1d5 times)
1	Clear	Dead fish
2	Clear	Burned fat
3	Clear	Horse dung
4	Faint mist/fog	Sausage gone stale
5	Moderate mist/fog (+2 bonus to stealth checks, -1 penalty to ranged attacks)	Cheap temple incense
6	Heavy mist/fog (+3 bonus to stealth checks, -2 penalty to ranged attacks)	Rancid oil
7	Dense mist/fog (+1d to stealth checks, -1d to ranged attacks)	Moldy grain
8+	Pea soup (+2d to stealth checks, -2d to ranged attacks; combatants are considered blinded in melee)	Slaves' barracks
9	-	Embalmers' tanks
10	-	Unwashed bodies
11	-	The Great Salt Marsh
12	-	The River Hlal
13	-	Cheap wine
14	-	Perfume

TABLE 1-8: DCC LANKHMAR CURRENCY

Lankhmar Currency (with abbreviation)	DCC RPG Currency	Number of Coins Equal to 1 GP
Iron Tik (i.t.)	-	1000
Bronze Agol (b.a.)	-	500
Copper Penny (c.p.)	Copper Piece (cp)	100
Silver Smerduk (s.s.)	Silver Piece (sp)	10
Gold Rilck (g.r.)	Gold Piece (gp)	1
Diamond-In-Amber Glulditch (d.g.)	Platinum Piece (pp)	1/100th