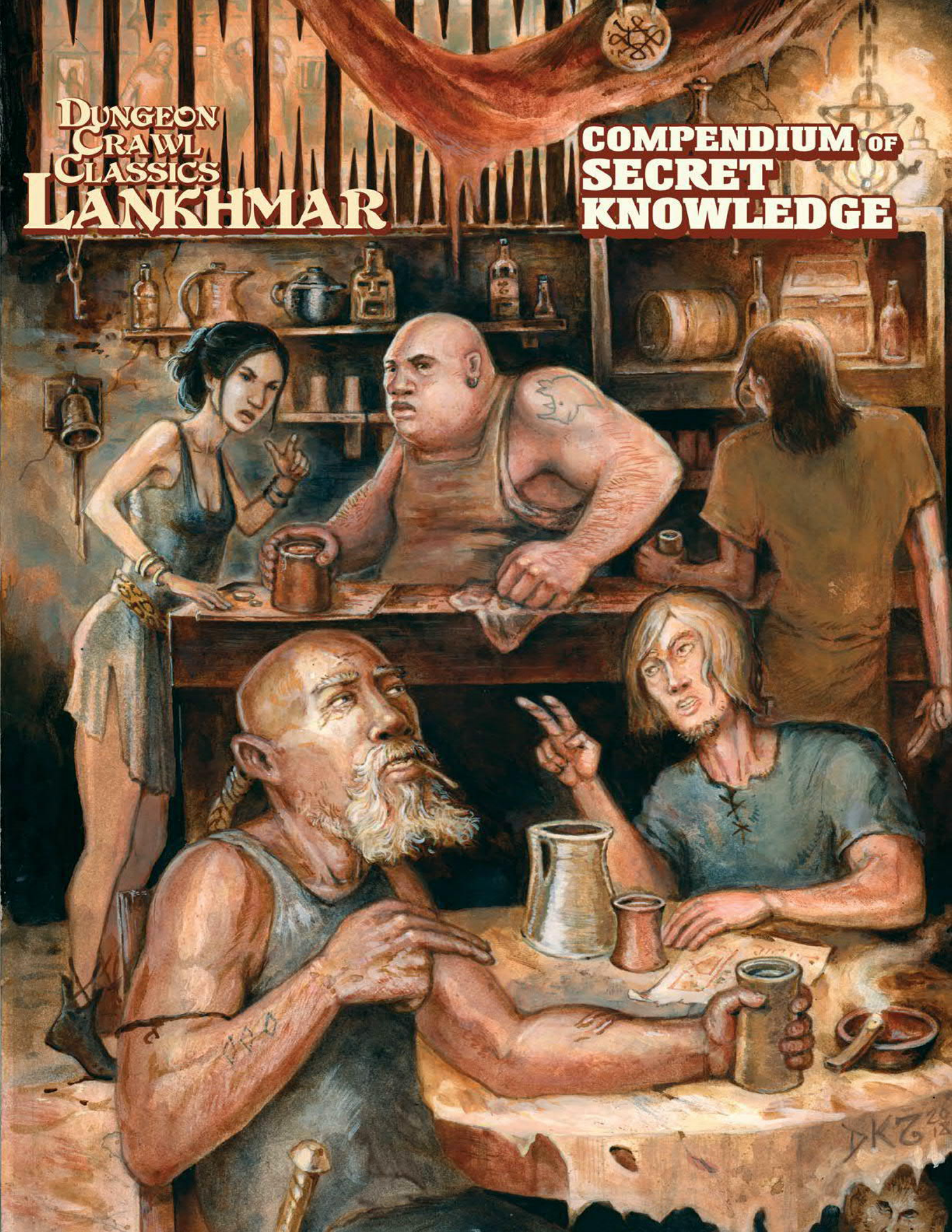
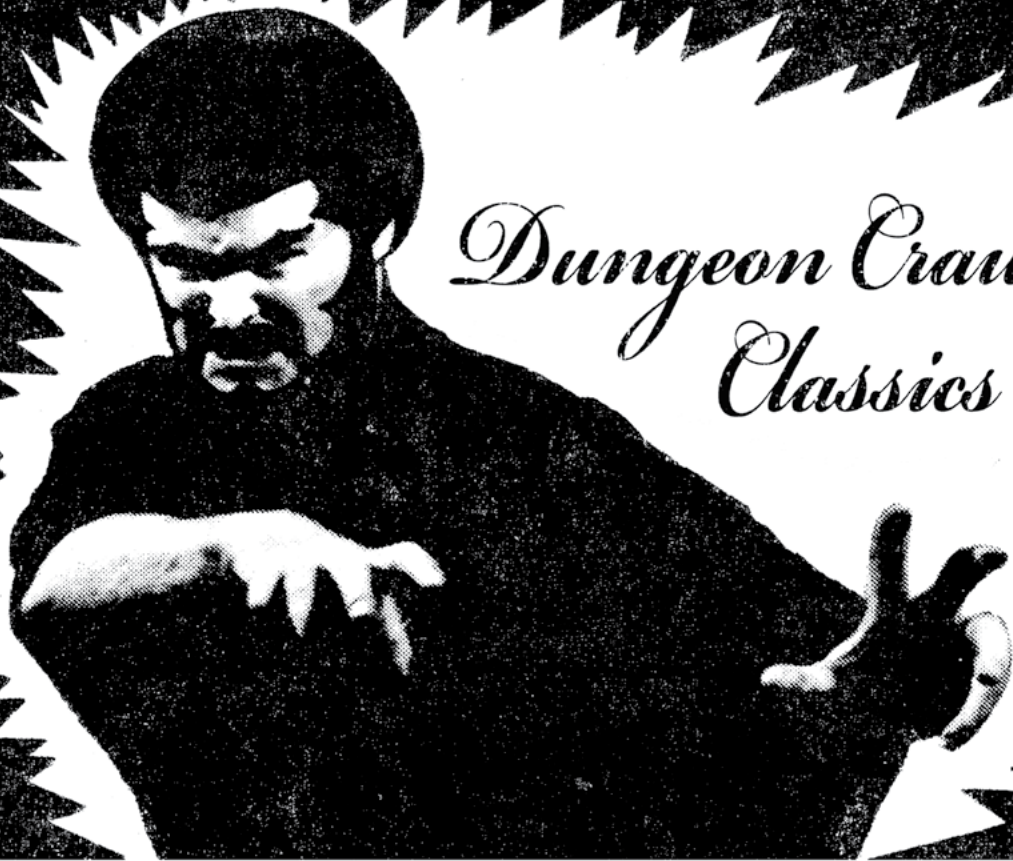


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Rule Options For DCC Lankhmar



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INTRODUCTION

DCC Lankhmar is designed to be 100% compatible with *Dungeon Crawl Classics RPG*. It was the authors' intent that every DCC RPG judge could use the information presented here with their home campaigns in several ways. First, judges who had no interest in adjudicating adventures set in Lankhmar could still utilize the new monsters, spells, and patrons as part of their campaign, cherry-picking what they desired. Secondly, judges could run a by-the-book DCC RPG campaign in Nehwon, using all the rules, classes, and so forth directly from the DCC rulebook. Lastly, judges desiring a true "literary" DCC Lankhmar campaign, one emulating Leiber's fantastic stories, would have a host of new and entirely optional DCC rules to incorporate into their games and help invoke the world of Nehwon. This work is a collection of all those rules in a single handy reference book.

All of the following rules are optional and judges are encouraged to use what they desire and discard the rest. In almost all cases, these rules are intended to replace similar ones presented in the DCC RPG rulebook and should not be used in conjunction with these core rules. Combining clerical healing and Lankhmar Luck healing, for example, might easily overpower the campaign and make for a less enjoyable play experience.

While these rules have been extensively playtested, conflicts between the optional DCC Lankhmar rules and those in the core book may still occur. The judge is left to adjudicate these conflicts as best suits his personal campaign. The one thing we've learned in creating the world of DCC Lankhmar is that everyone has their own interpretation of Leiber's creation and how it should best be replicated at the game table. Make the following rules your own and your version of Nehwon will be true to yourself and your gaming group.

See you at the Silver Eel!



PART ONE: CHARACTER CREATION



Characters in DCC Lankhmar are very similar to their counterparts in a standard DCC RPG campaign, but there are some variations. These changes are imposed to generate characters more akin to the heroic individuals that populate Fritz Leiber's tales. On a whole, DCC Lankhmar player characters are slightly more capable than their DCC RPG cousins, but not enough so as to change the tone and general rules of the game.

NO FUNNEL

DCC Lankhmar doesn't utilize the zero-level funnel mechanic. The reason for this is that the heroes of Nehwon are precisely that: heroes. They aren't jumped-up gongfarmers and cheesemakers who got lucky, but individuals gifted by Chance and Fate. This gift doesn't ensure longevity, however, just the opportunity to accomplish daring deeds before Death comes to fill his quota.

Character creation in DCC Lankhmar follows these steps:

1. Roll ability scores, swapping two of them if desired. See DCC RPG p. 18 and notes below.
2. Determine your Birth Augur and "Lucky Roll" See DCC RPG p. 19 and notes below.
3. Choose a Place of Origin. See p. 4.
4. Determine your PC's Benisons and Dooms. See p. 7.
5. Choose a class from the following: thief, warrior, or wizard. See p. 13 below and DCC RPG pp. 34-50.
6. (Optional) Choose an alignment. See DCC RPG p. 24 and p 14 below.
7. Determine Nehwonian language(s). See p. 14.
8. (Optional) Roll once on the Intriguing Item table. See Appendix A, p. 38.
9. Purchase equipment. See p. 15 below and DCC RPG pp. 70.
10. Based on class chosen, you may know some spells. See p. 16 below and DCC RPG p. 104.

ABILITY SCORES

DCC Lankhmar PCs generate their ability scores by rolling 3d6 in a row as described in the DCC RPG rulebook. However, to better demonstrate their heroic status, each PC can swap two of his rolled scores with one another if desired. For example, a warrior with a Stamina of 9 and an Intelligence of 13 could exchange those rolls, granting him a Stamina of 13 and a reduced Intelligence of 9. No more than two ability scores may ever be switched during character creation.

LUCK ABILITY IN DCC LANKHMAR

Luck plays a vital role in DCC RPG, but its role is significantly more important in DCC Lankhmar campaigns. As born heroes, the PCs accumulate Luck faster than their DCC RPG counterparts, but also expend it much more frequently. Rules for gaining a special form of Luck known as *fleeting Luck*, using Luck to heal injuries, and increasing Luck above one's starting score appear later in this book.

BIRTH AUGURS AND BENISONS AND DOOMS

DCC RPG includes the concept that each adventurer is born under a lucky (or sometimes unlucky) sign that influences their adventuring career, granting the PC an advantage or disadvantage with a particular endeavor or talent. DCC Lankhmar further expands this idea with *benisons* and *dooms*.

Some DCC Lankhmar campaigns will not incorporate classes or methods used in DCC RPG. For example, "literary style" Lankhmar games may not allow players to take the cleric class and begin play at 1st level rather than utilize the funnel. In these cases, certain birth augurs, such as *Pack Hunter*, *Righteous Heart*, or *Survived the Plague*, will not apply to the campaign and should be re-rolled. Consult your judge to determine what style of campaign he will be running and whether or not certain birth augurs should be re-rolled.

Benisons and dooms are similar to a PC's birth augurs in that they impact the adventurer's career in some manner. Unlike birth augurs however, benisons and dooms are tied to the character's place of origin, not the sign of his birth. An adventurer raised in the Cold Waste might have wildly different advantages than one hailing from the hot Eastern Lands. Benisons and dooms also resemble birth augurs in that they are randomly determined and can affect a character with varying degrees of severity.

Benisons are tied to the PC's Luck in another way. If a player has a specific idea in mind for his character and his benison roll results in an advantage that does not aid the character in realizing that goal, the player can permanently reduce his Luck score by a set number of points to purchase a second benison of his choice. This reflects the character spending his Luck throughout his childhood and young adulthood to achieve his goals. This process is further explained in the Places of Origin section below.

PLACES OF ORIGIN

Even as everything about the larger man suggested the wilderness, so the general appearance of the smaller man – and he was considerably smaller – spoke of the city. – The Jewels in the Forest

Every PC in DCC Lankhmar is human, but that doesn't mean they're identical in special skills, opportunities, and training. Where a character is born in Nehwon is just as important as what they eventually become. Fafhrd's birth in the Cold Waste granted him his physique, his training as a Singing Skald, and his training in weaponry and mountain climbing, making him very different from a warrior born among the Mingols of the Steppes, for instance.

After rolling his character's ability scores, each player determines the PC's place of origin. This can be done either by rolling randomly on Table 1-1: Character's Place of Origin or by choosing a place if allowed by the judge.

**Table 1-1:
Character's Place of Origin**

Roll d8	Result
1-2	Lankhmar (Table 1-2)
3-4	The Land of the Eight Cities (Table 1-3)
5-6	The Cold Waste (Table 1-4)
7	The Eastern Lands (Table 1-5)
8	The Mingol Steppes (Table 1-6)

Once the PC's place of origin is determined, the player rolls twice on the table corresponding to that land. The first roll determines the PC's *benison*, a special advantage the character begins play with. The second roll decides the PC's *doom*, a drawback, complication, or disadvantage that plagues the PC from the very start of his adventuring career. Each PC automatically begins the game with a single benison and a single doom, but the option exists to take an additional benison at the cost of Luck points and an additional doom.

The player rolls a d20 modified by his Luck score to determine both his benison and his doom. The PC adds his Luck modifier to his benison roll and applies the modifier's inverse when dicing for his doom. Thus, a positive Luck modifier is subtracted from the d20 roll for dooms and a negative modifier is added to the roll. Higher results on the doom column are more dangerous to the PC's heroic career.

A player desiring a second benison can purchase one by subtracting the benison's cost from his permanent Luck score. The player then rolls for a second doom, adding the benison's Luck cost to his d20 roll in addition to any Luck modifier. For example, if a player desired the Former Wizard's Pupil benison in addition to his randomly-rolled benison of Gifted, he must reduce his Luck score **permanently** by 5 points. He'd then roll for a second doom, adding the Former Wizard Pupil cost of 5 plus the inverse of his new Luck modifier (if any) to the d20 roll.

A PC can never have more than two benisons and two dooms at the start of the game.

Table 1-2: Lankhmar

Roll d20	Benisons	Roll d20	Dooms
1 or less	Well-Heeled (1 Luck)	1 or less	Distinctive Appearance
2	Trusted Contact (1 Luck)	2	Poverty-Stricken
3	Knows a Secret (1 Luck)	3	Owes a Minor Favor
4	Stored Goods (1 Luck)	4	Illiterate
5	Gambler* (1 Luck)	5	Dependent
6	Immigrant Upbringing (2 Luck)	6	Minor Foe
7	Ally, Minor (2 Luck)	7	In Debt
8	Noble Birth (2 Luck)	8	Blackmailed
9	Good Reputation in Certain Circles (2 Luck)	9	Bad Reputation in Certain Circles
10	Ally, Major (3 Luck)	10	Owes a Major Favor
11	Urban Affinity* (3 Luck)	11	Major Foe
12	Magic Scroll (3 Luck)	12	Outcast
13	Gifted* (3 Luck)	13	Inept
14	Split Soul Hero (4 Luck)	14	Magically Corrupted
15	Two-Weapon Fighter (4 Luck)	15	Hindered
16	Agent of a Supernatural Entity (4 Luck)	16	Enmity of the Slayers' Brotherhood
17	Accepted Freelance Thief* (4 Luck)	17	Cursed
18	Former Wizard's Pupil (5 Luck)	18	Geased
19	Martial Training (5 Luck)	19	Hatred of a Supernatural Entity
20+	Skilled in the Criminal Arts (5 Luck)	20+	Wanted by the Thieves' Guild

Table 1-3: The Land of the Eight Cities

Roll d20	Benisons	Roll d20	Dooms
1 or less	Well-Heeled (1 Luck)	1 or less	Illiterate
2	Trusted Contact (1 Luck)	2	Distinctive Appearance
3	Knows a Secret (1 Luck)	3	Poverty-Stricken
4	Stored Goods (1 Luck)	4	Owes a Minor Favor
5	Healer (2 Luck)	5	Dependent
6	Owens a Ship (2 Luck)	6	In Debt
7	Sea-Crafty (2 Luck)	7	Blackmailed
8	Ally, Minor (2 Luck)	8	Minor Foe
9	Good Reputation in Certain Circles (2 Luck)	9	Bad Reputation in Certain Circles
10	Forest Fighter* (3 Luck)	10	Inept
11	Ally, Major (3 Luck)	11	Outcast
12	Excellent Outdoorsman (3 Luck)	12	Owes a Major Favor
13	Tough (3 Luck)	13	Major Foe
14	Former Gladiator* (4 Luck)	14	Hindered
15	Split Soul Hero (4 Luck)	15	Magically Corrupted
16	Agent of a Supernatural Entity (4 Luck)	16	Geased
17	Two-Weapon Fighter (4 Luck)	17	Tainted Bloodline
18	Martial Training (5 Luck)	18	Cursed
19	Skilled in the Criminal Arts (5 Luck)	19	Hatred of a Supernatural Entity
20+	Former Wizard's Pupil (5 Luck)	20+	Escaped Gladiator

Table 1-4: The Cold Waste

Roll d20	Benisons	Roll d20	Dooms
1 or less	Well-Heeled (1 Luck)	1 or less	Distinctive Appearance
2	Knows a Secret (1 Luck)	2	Poverty-Stricken
3	Direction Wise (1 Luck)	3	Illiterate
4	Healer (2 Luck)	4	Prone to Seasickness
5	Mountaineer* (2 Luck)	5	Dependent
6	Pirate Raid Veteran* (2 Luck)	6	Minor Foe
7	Owens a Ship (2 Luck)	7	Owes a Minor Favor
8	Tough (3 Luck)	8	Blackmailed
9	Ally, Major (3 Luck)	9	Bad Reputation in Certain Circles
10	Berserker* (3 Luck)	10	Superstitious
11	Excellent Outdoorsman (3 Luck)	11	Outcast
12	Roaring Skald* (3 Luck)	12	Owes a Major Favor
13	Singing Skald* (3 Luck)	13	Inept
14	Split Soul Hero (4 Luck)	14	Major Foe
15	Two-Weapon Fighter (4 Luck)	15	Hindered
16	Agent of a Supernatural Entity (4 Luck)	16	Uncivilized
17	Premonitions (4 Luck)	17	Magically Corrupted
18	Martial Training (5 Luck)	18	Geased
19	Former Wizard's Pupil (5 Luck)	19	Cursed
20+	Skilled in the Criminal Arts (5 Luck)	20+	Hatred of a Supernatural Entity

Table 1-5: The Eastern Lands

Roll d20	Benisons	Roll d20	Dooms
1 or less	Well-Heeled (1 Luck)	1 or less	Distinctive Appearance
2	Trusted Contact (1 Luck)	2	Poverty-Stricken
3	Stored Goods (1 Luck)	3	Illiterate
4	Good Reputation in Certain Circles (2 Luck)	4	Dependent
5	Knows a Secret (1 Luck)	5	Owes a Minor Favor
6	Artificer's Gift* (1 Luck)	6	Minor Foe
7	Ally, Minor (2 Luck)	7	Blackmailed
8	Healer (2 Luck)	8	Bad Reputation in Certain Circles
9	Storyteller* (2 Luck)	9	In Debt
10	Immigrant Upbringing (2 Luck)	10	Outcast
11	Ally, Major (3 Luck)	11	Inept
12	Tough (3 Luck)	12	Owes a Minor Favor
13	Magic Scroll (3 Luck)	13	Major Foe
14	Agent of a Supernatural Entity (4 Luck)	14	Magically Corrupted
15	Split Soul Hero (4 Luck)	15	Hindered
16	Fire Magician* (4 Luck)	16	Eunuch
17	Two-Weapon Fighter (4 Luck)	17	Cursed
18	Former Wizard's Pupil (5 Luck)	18	Hatred of a Supernatural Entity
19	Skilled in the Criminal Arts (5 Luck)	19	Geased
20+	Martial Training (5 Luck)	20+	Blood Price on PC's Head

Table 1-6: The Mingol Steppes

Roll d20	Benisons	Roll d20	Dooms
1 or less	Direction Wise (1 Luck)	1 or less	Distinctive Appearance
2	Stored Goods (1 Luck)	2	Illiterate
3	Fearless* (2 Luck)	3	Poor Rider
4	Mingol Bow* (2 Luck)	4	Poverty-Stricken
5	Owens a Horse* (2 Luck)	5	Superstitious
6	Sea-Crafty (2 Luck)	6	Bad Reputation in Certain Circles
7	Kin to Horses* (2 Luck)	7	Owes a Minor Favor
8	Tough (3 Luck)	8	In Debt
9	Survivor* (3 Luck)	9	Minor Foe
10	Senses the Supernatural* (3 Luck)	10	Inept
11	Excellent Outdoorsman (3 Luck)	11	Owes a Major Favor
12	Ally, Major (3 Luck)	12	Outcast
13	Premonitions (4 Luck)	13	Major Foe
14	Two-Weapon Fighter (4 Luck)	14	Hindered
15	Glorious Doom* (4 Luck)	15	Magically Corrupted
16	Agent of a Supernatural Entity (4 Luck)	16	Uncivilized
17	Split Soul Hero (4 Luck)	17	Cursed
18	Martial Training (5 Luck)	18	Hatred of a Supernatural Entity
19	Former Wizard's Pupil (5 Luck)	19	Tainted Bloodline
20+	Skilled in the Criminal Arts (5 Luck)	20+	Inglorious Doom

BENISONS AND DOOMS

"The casting of the horoscope has been completed and the finding has been made. Even as the Heavens foretell is the fate of man fulfilled." – The Lords of Quarmall

Each of the benisons and dooms listed on the Place of Origin Tables are defined below. It will be necessary for the judge to customize some of the results to best fit his DCC Lankhmar campaign.

Benisons

Benisons marked with "*" are region-specific, and may only be purchased as a second benison by those from that place of origin or who have the Immigrant Upbringing benison."

Accepted Freelance Thief* (4 Luck): The Thieves' Guild of Lankhmar has bestowed an informal license to the PC allowing him to operate in the city without fear of retribution. The PC is still expected to give the Guild a 25% cut of any illicitly-acquired wealth or face a revocation of status. So long as the PC keeps his end of the agreement, he is allowed to engage in criminal activity. Female thieves, forbidden by custom to be members of the Guild, may possess this benison.

Agent of a Supernatural Entity (4 Luck): The character begins play as a patron's agent (see *Judge's Guide to Nehwon* p. 29), serving an entity of his choosing. The judge has final say on whether the chosen patron is appropriate and can veto the player's choice if deemed inappropriate or problematic. The PC begins with a d10 patron die.

Ally, Minor (2 Luck): The PC has a friend who possesses a minor, helpful talent and will occasionally aid the PC. Examples of a minor ally include a blacksmith who will shoe the PC's mount for free, a tailor who repairs or replaces his clothing for free, a guttersnipe willing to run errands, and similar folk. A minor ally never has combat, thief, or magical skills, and won't put themselves in harm's way for the PC. Rudeness, ingratitude, and other bad manners on the PC's part can cause them to lose this ally, either temporarily or permanently.

Ally, Major (3 Luck): The PC has a friend with extremely useful talents. This ally might be a trained warrior, freelance thief, apprentice wizard, member of the city watch, or similar individuals. The ally will occasionally agree to accompany a PC on his adventures, acting as a follower for a short time. Major allies are always 1st level in their chosen professions when first acquired, but may advance over time at the judge's discretion. If a major ally dies while adventuring, this benison is lost for good.

Artificer's Gift* (1 Luck): The PC has acquired one of the curious devices manufactured in the Eastern Lands, an ingenious item perhaps crafted by the great Gorex himself. This item is a small contraption or weapon that integrates springs, clockworks, mirrors, lenses, or other advanced (by Nehwonian standards) technology. Examples of these objects may include a ring with a concealed needle dipped

in poison, a dagger with a spring-loaded blade that either retracts for easy concealment or acts as a short-range missile weapon, a telescope, or a collapsible climbing pole. The player and judge should work together to determine an appropriate gift along with its powers and limitations.

Berserker* (3 Luck): The PC can go into a wild frenzy for a number of rounds equal to twice his level each day. These frenzied rounds don't need to be consecutive, but the PC must make a DC 10 Will save to end his berserker state prematurely. If the saving throw fails, the character continues to frenzy on subsequent rounds until he either makes his Will save or he hits his daily berserker round limit. He may attempt the Will save at the end of each round. During this berserk rage, the PC gains +2 to attack rolls, damage rolls, and saving throws against fear. While in a rage, the PC cannot spend Luck to heal himself.

Direction Wise (1 Luck): The PC always knows which direction north lies regardless of impediments (including magical confusion). It is extremely difficult for the PC to become lost.

Excellent Outdoorsman (3 Luck): The PC gains a +1d bonus when attempting to hunt, track, construct shelters, or otherwise live for extended periods in the outdoors. When in his native environment, the bonus increases to +2d.

Fearless* (2 Luck): The PC is so inured to facing death that he is no longer affected by mundane fear. He is immune to any fear-inducing effect caused by a natural source. The PC gains a +1d bonus when making saving throws against magical fear-causing effects.

Fire Magician* (4 Luck): This benison is only for wizard PCs and must be re-rolled by other classes. The wizard begins play having studied under the formidable fire magicians of the Eastern Lands. He receives the benefits of the pyromancer specialization of the *arcane affinity* spell (see DCC RPG pp. 162-164) as if the recipient of spell check 16-19.

Forest Fighter* (3 Luck): The PC learned the arts of combat in dense woodlands and how to use the terrain to his advantage. He gains a +2 bonus to attack rolls and AC when fighting in a forested environment.

Former Gladiator* (4 Luck): The PC was a gladiator in the Mad Duke of Ool Hrusp's arena, learning special skills in the process. Roll 1d4 to determine what the benefit of this training is: (1) adds +2 to number of hit points regained when spending Luck to heal; (2) +1 to attack rolls with a single weapon type (dagger, handaxe, etc.); (3) gain +1 to AC when wearing leather armor or lesser protection; (4) can shield bash as if a dwarf (see DCC RPG p. 52).

Former Wizard's Pupil (5 Luck): The PC begins play knowing one randomly-determined 1st-level spell. He rolls a d14 spell check die when attempting this magic. The PC can improve his spell check die with additional magical training as stipulated by the judge. Armor check penalties apply to the spell check as normal and he can spellburn as if a wizard.



Gambler* (1 Luck): The PC spent his formative years in the seedy gambling dens of Lankhmar and is greatly skilled in its various dice games, card games, and stranger games of chance. The PC gains a +2d bonus whenever making a skill check related to gambling. Optional: If the gaming group is playing Lankhmarian Rat-Snake at the RPG table, the player with this benison can re-roll the dice once during each of his turns and take the result he desires.

Gifted* (3 Luck): The PC adds +1 to any ability score of his choice. This bonus cannot bring the ability score above 18.

Glorious Doom* (4 Luck): Long ago, a witch-doctor prophesized the PC will die in a glorious manner. He might even be right! Whenever the PC makes a Luck check to roll over his body, he can roll twice and take the better result. However, should the PC ever die as a result of an event or combat that the judge deems as glorious (after taking down fifty foes, fending off an entire fleet, in single combat with a demon, etc.), he must make two Luck checks, taking the worse result when rolling over the body.

Good Reputation in Certain Circles (2 Luck): The PC is friendly with a specific organization or social class in the city. This allows him to move freely among them, receive invitations to important gatherings, and beg favors from time to time. Roll 1d10 to determine among whom he has standing: (1) city guardsmen; (2) city watchmen and police; (3) a specific merchant's guild; (4) a specific religion faith; (5) minor nobles; (6) the Thieves' Guild; (7) the Slayers' Brotherhood; (8) city beggars; (9) the Whores' Guild; (10) dockworkers and harbormasters.

Healer (2 Luck): You've been trained in the healing arts, allowing you to tend wounds, treat diseases, and draw out poisons. Anyone you treat while recuperating gains the benefit of your training, herbal lore, deft hands, etc., resulting in increased restored health. You add your Intelligence modifier or class level (whichever is greater) to the number of hit points the treated individual gains when recuperating. Also, if you attend to a poisoned creature immediately after they been poisoned (within three rounds), they can make another saving throw to reduce or negate the effects of the poison. Lastly, creatures suffering from a disease recover faster when treated by you. Any patient of the healer afflicted by a non-magical disease can make a new saving throw each day he is treated by the healer. On a successful save, the disease goes into remission and the creature is restored to full health in 1d3 days.

Immigrant Upbringing (2 Luck): Although raised in the city, the PC's family comes from another culture. The PC can choose one free culturally-specific benison from any other Place of Origin with the judge's approval.

Kin to Horses* (2 Luck): The PC is a prodigy when it comes to all matters equestrian. He gains a +1d modifier when making skill checks related to riding, caring for horses, and when mending or making tack. The PC also gains +2 to all attack rolls while mounted on horseback.

Knows a Secret (1 Luck): The PC begins play knowing a useful or valuable secret, something he should not know. Roll 1d6 to determine what the secret is: (1) true identity of an important figure; (2) a secret entrance/passage to a protected building; (3) the love nest of a powerful authority figure; (3) the shameful vices of an influential person; (4) the schedule of smuggled goods coming and going through the harbor; (5) the location of a buried treasure; (6) the true name of a supernatural entity. What the PC does with this secret knowledge is left to the player's judgement.

Magic Scroll (3 Luck): The PC has acquired, either as a gift or by crime, a magical spell inscribed on a scroll. The contents of the scroll and its casting mechanism is determined randomly according to the DCC RPG rulebook, p. 373. Re-roll this benison if the PC isn't a wizard, thief, or a Former Wizard's Pupil.

Martial Training (5 Luck): The character is trained in one particular type of weapon, such as longsword, shortbow, dagger, etc. When using this weapon he gains a +1d bonus to his deed die if a warrior. If the PC is not a warrior, he rolls a d3 deed die when wielding that type of weapon and can declare Mighty Deeds of Arms as if a warrior.

Mingol Bow* (2 Luck): The PC begins the game with a composite recurved Mingol bow. This weapon is the size of a shortbow, but has the range of a longbow. It grants a +1 bonus to either attack rolls or damage rolls (player's choice). If ever broken or lost, the PC can acquire another by returning to the Steppes.

Mountaineer* (2 Luck): The PC is adept at scaling rocky cliffs, perilous mountains, and snowy peaks. He enjoys a +1d bonus whenever climbing mountains, cliffs, ice walls,

or other natural vertical surfaces. If the PC possesses the climb sheer surfaces skill, this benison imparts a +1d bonus to that skill as well.

Noble Birth (2 Luck): The PC hails from an upper class family with noble standing. He is likely a third or fourth child and unlikely to inherit any property or direct title. He benefits from both their wealth and their social standing so long as he brings no open shame to the family. The PC enjoys the benefits of the Well-Heeled benison and gains a +1d bonus to all Personality rolls when dealing with those who know of and recognize his social standing. If the PC ever commits a crime that can't be hushed up or otherwise brings shame to the family, he gains the doom Major Foe as his family turns against him.

Owens a Horse* (2 Luck): The PC begins play with a sturdy, fearless Mingol mount, loyal unto death. The horse has maximum hit points and the benefits of the Fearless benison. The mount obeys the rider's command without question, even if doing so places the steed in danger (such as charging into a burning city). If the mount ever perishes, the PC can acquire a replacement by returning to the Steppes.

Owens a Ship (2 Luck): The PC begins play with a small river or ocean-going craft in his possession. This small vessel may either be at the PC's current location (if the game begins in a place where the ship's presence is believable) or moored someplace safe nearby.

Pirate Raid Veteran* (2 Luck): The PC has undergone several yearly pirate raids and seen more of Nehwon than average. He is acquainted with the operation of a sailing ship as per the Sea-Crafty benison and speaks an additional language above and beyond his starting tongue. This additional language is unaffected by Intelligence modifier and is freely gained from this benison.

Premonitions (4 Luck): The PC gains an inkling of danger to come. When making Luck checks to avoid surprise, the PC rolls twice, taking the better of the two results. The PC may also experience the occasional omen of future events or prophetic dream at the judge's discretion.

Roaring Skald* (3 Luck): The PC learned the secrets of the Roaring Skald school which emphasize battle chants and victory songs. The PC can spend an action performing a thunderous roaring chant that enervates his allies. He must spend 1 Luck to enact this quasi-supernatural power. The song imparts a +1 bonus to attack rolls to all allies within 30' of the skald. This bonus lasts a number of rounds equal to the PC's level. Allies who hail from the Cold Waste are stirred by the skald's songs more than outlanders, and gain +2 to attack rolls for the chant's duration.

Sea-Crafty (2 Luck): The PC is adept at the sailing, maintenance, and navigation of sea-going vessels. All rolls pertaining to the operation of sailed or oar-powered ships made by the PC gain a +1d bonus. This benison may apply to larger river and lake-going boats at the judge's discretion.

Senses the Supernatural* (3 Luck): The PC, by virtue of his Mingol blood, often sees obscured supernatural forces as uncanny, allowing him to recognize them as something other than mortal. Whenever the PC encounters a supernatural creature that is attempting to masquerade as human, he can make a Luck check to determine if he senses something wrong with the creature's guise. On a successful check, the PC realizes not all is what it appears - but does not know the creature's true identity, only that they are not what they seem.

Singing Skald* (3 Luck): The character was trained in the Singing Skald tradition which emphasizes performance and healing. The PC gains all the benefits of the Healer benison plus a +1d bonus when making skill checks related to singing, performing, or playing music.

Skilled in the Criminal Arts (5 Luck): The PC chooses three thief skills from the following options: sneak silently, hide in shadows, pick pocket, climb sheer surfaces, pick lock, find trap, disable trap, forge document, disguise self, read languages, and handle poison. A thief PC gains a permanent +1 bonus to the three chosen skills. If the PC is not a thief, he gains these skills with a +1 modifier (further modified by ability score where applicable).

Split Soul Hero (4 Luck): The PC and one other character in the party are two halves of a heroic whole. Due to the ineffable whims of reincarnation, a long-dead hero's soul was broken in half when he or she reincarnated, with each fragment manifesting in a separate body. The two halves immediately recognize their shared connections (even if they don't understand it or know why they have one) and likely become either boon companions or instant enemies. A PC with this benison chooses another player character who - assuming he agrees - also gains this benison for free. It does not count against the second PC's starting number of benisons nor require the player to roll for another doom. This benison allows each Split Soul PC to spend Luck with double the benefit to help the other. Each point of Luck grants a +2 bonus to the assisted PC's roll. Also, Split Soul Heroes can spend permanent Luck in addition to fleeting Luck to help one another and regain this expended Luck much faster. (See Part Four: Luck in Lankhmar for full details on this process.) This benison can apply to more than one PC. If two or more PCs begin the game rolling or choosing this benison, they can possibly form an entire party of Split Soul Heroes, the reincarnated forms of a great hero whose soul was fragmented multiple times. The death of a Split Soul Hero ends the mortal connection between the two PCs.

Stored Goods (1 Luck): The PC begins play with 1d3x50 gold rilks' worth of merchandise stored somewhere. These goods might be the result of the PC's wheelings and dealings, pirated plunder, stolen booty, or ill-gotten goods. The merchandise is cumbersome and not easily moved, but if a buyer is found, the PC can transform it into hard coin. If desperate for cash, the goods can be sold immediately at a loss of 50% of its value.



Storyteller* (2 Luck): The PC learned the tales and legends of his people and can recall the details of them. Not only does this benison allow the character to tell an entertaining tale, but he can consult his mental encyclopedia of stories for details applicable to his current situation. This benison allows the PC to roll a d24 when making a skill check to recall useful information pertaining to his culture or native environment. For example, a PC from the Cold Waste would use a d24 when making a skill check to remember details about furred serpents, representing him consulting his storehouse of Cold Waste tales for one relating to the warm-blooded snakes of the north.

Survivor* (3 Luck): The PC has endured harsh conditions in his youth, toughing him against adversity. He receives a permanent +1 bonus to all Fort saves and begins play with an additional 1d3 hit points. In addition, he can “bleed out” when reduced to zero hit points for one more round than typical for his level. Thus a 3rd-level PC with this benison could be saved if he is healed within 4 rounds.

Tough (3 Luck): The PC easily shakes off injury from wounds and other sources of damage. Whenever this PC spends 1 Luck to regain hit points during combat or spends a period recuperating outside of battle, he rolls his class hit die twice and takes the better result of the two.

Trusted Contact (1 Luck): The PC has an inside source within an influential organization who provides him with information, advice, or advance warning. Roll 1d8 to determine the contact’s affiliation: (1) the city constables; (2)

Thieves’ Guild; (3) priesthood; (4) merchant’s guild; (5) street beggars; (6) Slayers’ Brotherhood; (7) Rainbow Palace; (8) Lankmar’s Sorcerers’ Guild.

Two-Weapon Fighter (4 Luck): The PC can wield two weapons in combat as if he were a halfling (see DCC RPG p. 60). However, both weapons need not be the same size. A PC with this benison can fight with two longswords, a sword and dagger, a sword and handaxe, or any other one-handed weapon with the judge’s approval.

Urban Affinity* (3 Luck): The PC is at home in the city and well-versed in its everyday customs and challenges. He knows how to keep an eye out for danger, find his way about, and otherwise avoid becoming a victim to alley-bashers and thieves. The PC enjoys a +1d bonus to all skill and ability rolls relating to his city of birth. Affected rolls include Intelligence checks to know about the city, Personality checks when dealing with others, Agility checks to climb rooftops and shimmy into sewers, and similar tests. Additionally, he can choose one of the following roll types to gain a +1 bonus to in urban settings: attack rolls, saving throws, or spell checks.

Well-Heeled (1 Luck): The PC’s starting funds are increased 100%.

Dooms

Every character begins the game with at least one doom. A player who chose a second benison begins the game with two randomly-determined dooms. The roll for the second doom is modified by the Luck cost of his purchased benison plus the inverse of his Luck modifier if applicable.

Bad Reputation in Certain Circles: The inverse of Good Reputation in Certain Circles, the PC has done something (or is accused of doing something) distasteful to members of a certain social group or profession. Refer to the Good Reputation in Certain Circles description to determine the offended group. Members of that group or profession are automatically unfriendly to the PC and can easily be further spurred to violence or other unpleasant actions against the PC.

Blackmailed: The PC has committed a crime or engaged in an embarrassing activity that would mean either imprisonment, social shunning, or a similar punishment is revealed. Someone knows of the PC’s offense and regularly solicits funds from the character to remain silent. The blackmail demands are for 1d10×10 gold rilks and come at the judge’s discretion. The PC does not know who is blackmailing him or what evidence the blackmailer might have.

Blood Price on PC’s Head: The PC committed some great offense to the King of Kings, resulting in the potentate placing a bounty on the character. This punishment makes the PC an enemy of the state and he has any number of assassins and bounty hunters after him, all willing to die to appease the King of Kings. Returning to the Eastern Lands would almost certainly result in the PC’s death, but even in other regions of Nehwon he is plagued by suicidal as-

sassins and relentless manhunters. These relentless killers strike when and where the judge decides and the PC can never be sure when the next attempt on his life will occur.

Cursed: The PC begins the game under a dire curse. He may have offended a Mingol witch-doctor, a Snow Woman, a Lankmart sorcerer, or similar wizardly foe depending on his place of origin. The curse is a minor one (see DCC RPG p. 438 or one of the judge's own creation) and can be removed as normal.

Dependent: The PC has a spouse, parent, sibling, child, or other individual he is responsible for. He must ensure the dependent is cared for by spending both time and money to their benefit. The PC's foes will eagerly endanger the dependent should their existence be discovered. A PC who fails to care for a dependent suffers a permanent loss of Luck (usually 1 to 3 points depending on the severity of the failure) and may be cursed by his culture's gods as determined by the judge.

Distinctive Appearance: The PC possesses a certain trait or unique physical quirk that makes him easy to recognize and remember. The PC could be abnormally short or tall, have a strange birthmark, odd gait, memorable facial tic, curious-colored eyes, a hunchback, or similar unique characteristic. This characteristic always ensures the PC is remembered by others when committing a crime, passing through a village, attempting to lay low, or otherwise escape notice. If the PC is a thief, he suffers a -1d penalty on all disguise self checks.

Enmity of the Slayers' Brotherhood: The PC committed some horrible offense that has stirred the Slayers' Brotherhood against him. Perhaps he stole something of value from the Brotherhood or was a former member who betrayed his Brothers. The entire membership desires him dead and he must tread carefully whenever in territory where the Slayers' Brotherhood has members. If recognized, a squad of bloodthirsty warriors will soon be seeking the PC's head.

Escaped Gladiator: The PC was sentenced to die in the Mad Duke's game for a crime he committed or debt he owed. He managed to escape before he appeared in the arena, but he now has the Duke's bounty hunters after him. These worthies appear at the worst times, intent on recapturing the escapee and returning him to the Mad Duke. The PC would almost certainly be recognized and captured if he ever returns to the Land of the Eight Cities.

Eunuch: Perhaps the PC committed a crime or previously served as a harem guard; in any event, he is a eunuch and unable to sire children. Re-roll this result if the PC is female.

Geased: The PC either willingly or unwillingly had a geas placed upon him. If he is an agent or the servant of a supernatural power, this geas was imparted upon him by his master. Otherwise, it is likely the result of offending a witch, wizard, or godling. The geas is a formidable one, akin to a major quest, and will likely take years to complete. See the *Judge's Guide to Nehwon* for more information on geases in DCC Lankmar.

Hatred of a Supernatural Entity: The PC has angered a force beyond mortal ken, one able to enact all manner of vengeance, curses, and further dooms on the character's head. This entity could be an arch-wizard, a demon, a god, Death, or an even stranger foe. At the start of each adventure, the judge makes a Luck check for the PC. If the check fails, the entity works against the PC in some manner before the adventure is over. How and when the entity acts is left to the judge, but the various *invoke patron* tables may provide inspiration as to how the entity's hatred manifests.

Hindered: The PC suffered an injury or other misfortune that affected one of his ability scores. His score is permanently reduced by 1 point. Roll 1d5 to determine the score affected: (1) Strength; (2) Agility; (3) Stamina; (4) Intelligence; (5) Personality. This penalty cannot bring the ability score below 3. Re-roll the affected ability in this case.

Illiterate: The PC is incapable of reading any language he speaks. He cannot even write his own name. Wizards with this doom do not possess spellbooks and employ some other mnemonic device to learn their magics. A *comprehend languages* spell temporarily overcomes this doom. This doom may be overcome permanently with education at the judge's discretion.

Inglorious Doom: The tribe's witch-doctor predicted the PC will perish in an ignoble manner, his name forgotten by time and clan, and that his mere membership in his tribe is a mark of shame to other Mingols. Not only does the PC suffer from the same effects as the Outcast doom, but he is likely to die in an inglorious manner. Whenever the PC makes a Luck check when his body is rolled over, he must make two Luck checks and take the worse result.

In Debt: The PC owes 3d6×100 gold rilks to a shady moneylender and is behind on his payments. The loan shark has decided to collect any way he can, resulting in the PC having regular run-ins with the moneylender's goons, hired thieves, and other difficulties. The loan shark is well-defended, so killing him isn't a convenient way to overcome this doom.

Inept: The PC was never able to master one aspect of his class and suffers a -1d penalty whenever attempting that ability, skill, or power. Examples include a single thief's skill, wielding a certain type of weapon, casting a particular spell, or similar class talent. The task the PC is inept in is chosen by the player with the judge's permission.

Magically Corrupted: The PC either performed magic far beyond his capacity as an apprentice or was too close to a mystical event gone horribly wrong. As a result, the PC bears a trace of magical corruption. Roll 1d5 to determine the severity of the corruption: (1-3) Nehwonian Minor Corruption; (4-5) Nehwonian Major Corruption. Roll on the appropriate corruption table (see p. 19) to determine the effect of the taint.

Major Foe: The PC has offended or otherwise angered a person or small group of some importance or power. This foe strives to foil the PC's plans and impede his life whenever possible. Examples of a major foe include an entire family or clan, a mercantile guild, a street gang, an outlaw band, a city constable, a major bureaucrat, or similar enemies. These foes have the power to physically threaten the PC if necessary and are not above hiring others to do their dirty work. This foe can eventually be overcome, but a straight fight is likely to be lethal to the PC, requiring some thought, planning, and luck to thwart this doom permanently.

Minor Foe: The PC has offended or otherwise angered a person of little importance or power. Despite their lack of influence, the foe strives to foil the PC's plans or impede his life however possible. Examples of a minor foe include an ex-lover, a petty bureaucrat, a modest merchant, a laborer, a young member of the clan, etc. The foe cannot usually directly challenge the PC, but can make life difficult. An ex-lover might convince his/her latest beau that the PC is a horrible brute that needs a thrashing or a shopkeeper could spread vile gossip about the character to prevent other businesses from dealing with him, while a petty bureaucrat will find ways to fine, inconvenience, or even arrest the PC. The foe can be eventually overcome, but will usually have precautions that preclude the PC from killing him or her outright. Negotiation, apologies, repayment, and other social niceties will be required to assuage the foe's anger.

Outcast: The PC dwells outside his starting culture. He may be a slave, expelled from his clan, outlawed, or otherwise not accepted in ranks of status. The PC will never receive aid from his culture at large and, depending on the circumstances of his ousting, may even meet violence when encountering his own people.

Owes a Major Favor: The PC owes a debt of gratitude to a benefactor who once helped the PC out of a serious predicament. At this level of severity, the favor is a large one, such as having helped the PC escape imprisonment, intervened with a powerful foe on the character's behalf, or saved the PC's life. The benefactor will eventually call the debt due and the PC must attend to his obligation. Failure to do so might result in the benefactor seeking revenge against the PC, perhaps instigating the very event he or she once saved the character from. The player and judge should work together to determine who the PC's benefactor is and what he or she did to aid the character.

Owes a Minor Favor: Similar to the above, the PC was once helped out of an uncomfortable predicament by someone and now owes his benefactor a debt of gratitude. At this level of severity, the favor is a small one, such as having been lent money during a time of poverty, been given assistance to escape from a social predicament, or other small matter. The benefactor will one day call in the owed favor and ask the PC for help. The player and judge should work together to determine who the PC's benefactor is and what was done to aid the character. Failure to tend to his obligations when the debt comes due will result in social shunning, a loss in reputation, and/or possibly legal action.

Poor Rider: Much to the PC's chagrin, he never achieved the mastery of horseback riding possessed by his kin. The character suffers a -1d penalty whenever making skill checks related to equestrian matters, and suffers a -2 penalty to all attack rolls, saving throws, and spell checks while on horseback. Re-roll this doom if the character possesses the Kin to Horses benison.

Poverty-stricken: The PC's starting funds are reduced by 50%.

Prone to Seasickness: The PC cannot abide being at sea for longer than an hour. After this time, he suffers a -2 penalty to all attack rolls, saving throws, skill checks, and spell checks until he reaches dry land. He is often the brunt of insults and mocking from his kinfolk.

Superstitious: The PC strongly believes that a certain act always brings bad luck and refuses to perform that action unless it is the only option left to him. The player and judge must work together to devise what the PC's belief is, but it should be an act that has potential disadvantages to the campaign. Examples of a superstition include never riding a horse, refusing to wield a weapon before midday, never sleeping indoors, etc. A PC who acts against his beliefs suffers a -1d penalty to all his rolls until he performs a personal purification ritual that takes 3d6 hours to complete.

Tainted Bloodline: The PC has an inhuman ancestor in his family tree and that creature's taint continues to plague him. The ancestor might have been a Ghoul, an Invisible of Stardock, one of the legacies of the Elder Gods, a merwoman, or something else. The PC enjoys no benefit from this ancestry, only problems. He is considered to have the *Distinctive Appearance* doom, with his unique appearance being tied to his ancestry as determined by the player and judge. His blood is also highly desirable by sorcerers, alchemists, racial purity fanatics, and similar beings. The PC can hide his tainted blood for a short period of time, but eventually someone learns of his ancestry and seeks to exploit it or stomp it out.

Uncivilized: The PC is unfamiliar with the morals, mores, and daily life of the big city. He stands out in crowds and constantly suffers social faux pas when he interacts with "civilized people." The character suffers a -1d penalty to all skill and ability checks when interacting with a city environment and its inhabitants. Sample checks affected are Personality checks when negotiation or meeting others, Intelligence checks to notice urban dangers, Agility checks to navigate challenging city environments, and similar rolls. Attack, saving throw, and spell check rolls are never affected by this doom.

Wanted by the Thieves' Guild: The PC likely committed the unpardonable offense of stealing in the Thieves' Guild's territory and they want his head as punishment. Lankhmar is a dangerous place for the PC to dwell and the judge should make a secret Luck check for the character at the start of each adventure. A failed check indicates the Thieves' Guild knows his current whereabouts. Knife-wielding thieves will soon descend on the PC looking for blood. This doom is extremely difficult, but not impossible, to overcome. Re-roll this doom if the PC has the Accepted Freelance Thief benison.

DCC RPG CLASSES IN LANKHMAR

...They were heroes too disrespectful for classic myth... – Adept's Gambit

The world of Nehwon is different from the countless other worlds (or "world bubbles," if you share the latest Nehwonian philosophy regarding the cosmos) covered in DCC RPG. Humans are the predominant race on Nehwon, and while there are many odd inhabitants, dwarves, elves, and halflings are not native to the place. Likewise, while Nehwon is home to innumerable deities of varying power, they rarely grant even the most devout worshippers even a sliver of their divine power. Clerics as divine spellcasters do not exist in Nehwon when playing a DCC Lankhmar campaign intent on replicating Leiber's stories.

All PCs native to Nehwon in these types of DCC Lankhmar games must choose to be thieves, warriors, or wizards. There are no other classes available to them.

STARTING HIT POINTS

To ensure that the heroic PCs of DCC Lankhmar are at least as hearty as their DCC RPG counterparts, all 1st-level PCs roll both the indicated die for their class' hit points and 1d4 (each die roll modified by Stamina), totaling the results of both rolls. This allows a DCC Lankhmar PC the benefits of surviving a zero-level funnel without the need to do so.

THIEF

"And are you – your pardon, but it's written here – that mongrel and long-suspected burglar, cutpurse, swindler, and assassin, the Gray Mouser?" – The Swords of Lankhmar

From daring cat-burglars to crude alley-bashers to highway brigands and sea-faring pirates, Nehwon has no shortage of folks willing to part others from their hard-earned wealth. A thief in DCC Lankhmar is almost identical to one in other DCC RPG campaigns and therefore requires little alteration. The judge and players should refer to DCC RPG pp. 34-38 for information on the thief class.

Class Clarifications and Modifications

- **Backstab Ability:** Thieves with the Martial Training benison cannot declare a Mighty Deed of Arms in conjunction with a backstab attack, although they do roll their deed die to determine the attack/damage bonus as normal. Backstabbing is a quick and discrete action, while Mighty Deeds of Arms are grandiose and attract attention; the two attacks are at cross-purposes.
- **Luck Die and Fleeting Luck:** Thieves roll their Luck die whenever they expend Luck to aid their own rolls. This applies to both permanent and fleeting Luck. The sole exception to this rule is when he spends a point of Luck to heal: this is always treated as a single point.

WARRIOR

Big raw-boned fellows, so blond they seemed almost to lack eyebrows. They wore metal-studded war gear and close-fitting bronze helmets. Their expressions were frozen halfway between a glare and a grin. – The Sunken Land

Warriors in DCC Lankhmar range from barbarians living in the Cold Waste, hot-blooded Mingol horsemen galloping across the Steppes, scimitar-wielding soldiers of the King of Kings of Horborixen, and scarred knife-fighters prowling the foggy streets of Lankhmar. Warriors are largely unchanged in DCC Lankhmar and both players and the judge should consult DCC RPG pp. 42-44 for details on this class.

Class Clarifications and Modifications

- **Lucky Weapon:** A warrior with a positive Luck modifier to his lucky weapon must name the weapon in order to receive that benefit. Thus, Fafhrd would not enjoy his lucky weapon modifier if he simply grabbed a sword from a rack and started hacking away at his foes. He'd have to name the weapon "Graywand" before the bonus would apply. A warrior can name replacement weapons the same as the original armament and receive their lucky weapon bonus. The name need not be unique.
- **Unarmored Warriors:** In some campaigns, the judge may use an optional rule granting increased armor class benefits to warriors who fight without armor. See Part 3: Combat and Healing, p. 31 for further details on this combat option.

WIZARD

"[Wizards] all take their chances, sign their death warrants when they speak their first spells – 'tis a dangerous trade." – The Lords of Quarmall

Magic is very real in Nehwon, but perhaps rarer than in other worlds. The sorcerers, wizards, witches, shamans, etc. that populate Nehwon are just as capable of feats of magic as those on other worlds governed by the DCC RPG rules. The way magic is conjured and the forms of corruption that manifest in Nehwon are different, however. These differences are described in Part Two: Magic on p. 16.

Class Clarifications and Modifications

- **Mercurial Magic:** Mercurial magic does not exist in Nehwon. Instead, each wizard learns to cast a spell differently, instructed by hoary grimoires, half-mad tutors, pieced-together scrolls, etc. As a result of this individualized study, every wizard uses different means to enact a spell. This places stipulations on how, when, or where a spell can be cast or require special equipment to properly channel mystical forces. Details on spell stipulations are found on p. 16.



- **Corruption:** Corruption is much more subtle on Nehwon and seldom manifests in grotesque transformations of the wizard's flesh at lower levels. Only when a wizard fails to invoke the mightiest of magics does the eldritch power warp his physical body. When corruption occurs in a DCC Lankhmar game, the players and judge roll on specialized corruption tables found on p. 19.
- **Black and White Magic:** Rarely, wizards choose to devote themselves to the philosophical practice of working magic of a certain type, eschewing its direct opposite. A wizard may choose to become a black or white magician at character creation, but this specialization is not required. More information on the benefits and drawbacks of choosing a moral magical path is detailed on p. 30.

WHERE ARE THE CLERICS?

Priests and priestess abound in the stories of Fafhrd and the Gray Mouser and also populate the world of DCC Lankhmar, just not in the manner they normally occupy DCC RPG. Leiber demonstrates a certain skepticism towards clergy wielding miraculous powers in his stories, perhaps owing to his own time spent at the General Theological Seminary in his younger days. Magic is present in Nehwon and the gods do work in mysterious – and insufferable – ways, but rarely through those who proclaim themselves their worldly workers. Of all the tales, it is only Fafhrd who temporarily wields a god's power...and we're not even sure about that.

The designers felt that including the cleric class in DCC Lankhmar campaigns attempting to capture the literary spirit of the Fafhrd and Gray Mouser stories wasn't appropriate and limited the potential classes to those well-represented in Nehwon. Judges who believe otherwise can simply choose to include them. The choice is theirs.

ALIGNMENT IN LANKHMAR

The traditional three-point alignment system of DCC RPG is based on the stories of Appendix N authors other than Fritz Leiber and it was discovered during playtesting that alignments played a reduced role in DCC Lankhmar, primarily acting as a guide for role-playing. With the absence of clerical magic, which alignment affects the most in DCC RPG game terms, the choice of allegiances to Law, Neutrality, or Chaos doesn't impact DCC Lankhmar as much as in the core game.

The judge should feel free to disregard alignment entirely in DCC Lankhmar if he desires. In campaigns that focus on heroes of questionable morality such as Fafhrd and the Gray Mouser, it might be best to assume the PCs are all of a general neutral bent with the occasional leaning towards more structured or destructive pursuits. Fafhrd, in DCC RPG terms, would probably be considered neutral with lawful tendencies, while his comrade Mouser is most certainly neutral with chaotic leanings.

The choice to keep alignment is left to the judge. If he feels it is a useful tool to help players role-play, leave it as part of character creation.

Judges wishing to disregard alignment in their DCC Lankhmar games should allow thieves to choose the Path of the Boss, the Path of the Assassin, or the Path of the Swindler as the players desire. If clerics are also present in an alignment-less DCC Lankhmar campaign, treat all *lay on hands* attempts as if the subject was "adjacent" in alignment to best reflect the selfish nature of Nehwonian morality.

STARTING LANGUAGES

Almost all characters know the pidgin version of Low Lankhmarese, which is the common trade language of Nehwon. They also know the language native to their place of origin. If a PC comes from a place with multiple native languages such as the Eastern Lands, he must choose one of the languages as his native-born form of communication. Characters with an Intelligence of 5 or less begin play knowing only their native tongue.

For each point of Intelligence modifier, the character knows another language based on their place of origin. Roll 1d6 to determine the language(s) understood by the PC, re-rolling duplicate results as necessary. Wizard PCs roll 1d12 when determining which languages they speak.

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.

PURCHASING EQUIPMENT

"I also make out Rivis Rightby the swordsmith...and just about all the other creditors any two men could have in Lankhmar. And each with a hired thug or three... Didn't you settle any of our bills before we left Lankhmar the last time?" - The Swords of Lankhmar

DCC Lankhmar characters begin the game with a random amount of gold to purchase equipment. Use the table on

DCC RPG p. 70 to determine their starting funds at level 1.

Judges wishing to run games that best reflect Leiber's stories may desire to make some equipment unavailable to starting characters. The following armor types, for example, are not common on Nehwon and cannot be purchased: banded mail, half-plate, and full plate. Other items and equipment can be disallowed as the judge and the campaign require.

Table 1-8: DCC Lankhmar Currency

Lankhmar issues several denominations of coins ranging from the iron tik to the diamond-in-amber gluditch. Most of these coins correspond directly with values presented in DCC RPG and can be quickly converted back and forth to determine the price of goods and services.

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 Pennies (c.p.)	Copper Piece (cp)	100
Silver Smerduk (s.s.)	Silver Piece (sp)	10
Gold Rilk (g.r.)	Gold Piece (gp)	1
Diamond-In-Amber Gluditch (d.g.)	Platinum Piece (pp)	1/100th

PART TWO: MAGIC

SPELL STIPULATIONS

"That's all I can tell without reading their minds," Hristomilo concluded. "Shall I fetch my lights and mirrors?" - Ill Met in Lankhmar

Mehwon is considered a "low magic" world, meaning there is sufficient magical power to enact spells and other sorcery, but not so much that those who work magic are burdened with the peculiarities of what is known as mercurial magic on other DCC RPG worlds. Instead, when a wizard learns to cast a spell, he typically does so by studying hoary old tomes, copying ancient fragments

of lore of the walls of ruins, or by studying with demented wizards who dwell alone in remote caves. Formulae for spells acquired via these means almost always have unusual requirements attached to them: odd foci, rites, materials, or actions that must be undertaken as part of the spell-casting process. These are called *spell stipulations*.

Each time a wizard acquires a spell, including at character creation, he rolls d% on the table below to determine if the spell has any stipulations and their nature. As with mercurial magic, the wizard's die roll is adjusted by his Luck modifier $\times 10\%$; i.e., a +2 modifier counts as +20% on the roll.

Table 2-1: Spell Stipulations

Roll d%	Adjustment
1	Spell requires the caster be indoors when working its magic. Failure to do so results in a -1d penalty to the spell check die.
2	Spell requires the caster be outdoors when working its magic. Failure to do so results in a -1d penalty to the spell check die.
3	Spell requires the caster spellburn 1 point before casting it. This spellburn is in addition to any stated requirement in the spell's description.
4	Spell's casting time is extended. A spell that normally requires 1 action now requires 1 round. A spell with a 1-round casting time requires 1 turn. A spell with a 1-turn casting time requires 1 hour, etc. The judge has final say over how long the spellcasting process takes.
5	Spell is less effective when cast on a specific gender (player's choice). The spell either suffers a -2 spell check penalty or the target gains a +2 saving throw bonus depending on the nature of the spell.
6	Spell is automatically lost for the day if the spell check fails, regardless of spell table notes.
7	Spell requires the caster have a personal belonging or physical piece of its target in order to be cast effectively. Lacking this sympathetic connection, the caster suffers a -4 penalty to his spell check.
8	Spell has no range and can only be cast by touching its target. If the spell normally has a range of touch, it can only be cast exactly 10' away from the target.
9	Spell makes the caster ravenously hungry when cast. Until he eats, he is cranky and irritable and suffers a -2 penalty to Personality.
10	Spell requires the caster spend a point of Luck before working its magic.
11	Spell requires a quantity of the caster's blood be shed to work its magic. Casting the spell inflicts hit point damage to the caster equal to its level; i.e., a 2nd-level spell does 2 points of damage to the caster.
12	Spell requires a large boiling cauldron filled with odd ingredients in order to be cast at full efficiency. The cauldron costs 10 gold rilks initially and each batch of ingredients costs 1d4 \times 10 gold rilks. Casting the spell without these tools imparts a -1d penalty to the spell check.
13	Spell is thwarted by iron. If cast against a target wielding an iron weapon, the spell check suffers a -2 penalty. If the spell is cast against a subject clad in iron armor, the spell check suffers a -1d penalty. These penalties are not cumulative and only the largest applies.
14	Spell is weak and suffers either a -1 penalty to the spell check, a +1 bonus to the target's saving throw, or a -1 per die penalty to damage rolls. The judge determines in what manner the spell is lacking and the appropriate modifier.
15	Spell requires the caster to sacrifice a creature with at least 1 HD to produce the spell's effect. Failure to provide a sacrifice results in a -1d spell check penalty.
16	Spell causes advanced corruption when it occurs. The severity of the corruption is either increased by one step (a 1st- or 2nd-level spell causes moderate corruption for example) or a -2 modifier to the corruption table roll if the spell is 5th level.

- 17 Spell requires the caster to know the name of its target to be completely effective. Otherwise the spell check suffers a -1d penalty.
- 18 Spell can only be cast by shouting at the top of the caster's lungs. No stealth is possible when casting it.
- 19 Spell cannot be cast while the caster is carrying any object made of metal. This includes precious metals as well as more mundane metallic substances.
- 20 Spell requires the caster to be a bloody wreck. Unless the caster's current hit point total is 50% or less than his maximum, the spell check suffers a -1d penalty.
- 21 Spell requires the caster to consume a specially prepared and potentially toxic brew when casting it. This noxious liquid costs 2 gold rilk to prepare a single draught. When consumed, the caster must make a DC 8 Fort save of suffer 1 point of temporary Stamina damage.
- 22 Spell requires the caster to be elevated above the ground in order to correctly channel the magical forces. The caster cannot have even a single foot planted firmly on the ground and must be at least 2' in the air to cast this spell without a -1d penalty.
- 23 Spell must be cast in complete darkness to be fully effective. Casting it in an area with even a single small flame is burning imparts a -1d penalty to the spell check.
- 24 Spell requires casting in bright daylight to be fully effective. Casting it in an area with even some gloom or shadows imparts a -1d penalty to the spell check.
- 25 Spell requires the caster to be assisted by another creature when casting this spell. The assistant holds certain props and materials while the caster invokes the spell's power. The assistant must spend its action helping the caster for the spell to succeed. Otherwise, the spell automatically fails and is lost for the day.
- 26 Spell is cursed. A failed spell check when casting it automatically results in corruption as well as potential spell loss.
- 27 Spell will not function in a specific location. Roll 1d5 to determine the negating place: (1) inside a temple; (2) in a graveyard or burial ground; (3) while at sea; (4) underground; (5) in a private residence.
- 28 Spell is wildly inaccurate. There is a 25% chance that the target of the spell is randomly determined each time it is cast. The potential target can include allies, enemies, or the caster himself.
- 29 Spell is ineffective against animals. Natural animals are never affected by the spell's magic.
- 30 Spell is ineffective against natives from a specific place of origin. Roll 1d5 to determine the inhabitants immune to the spell: (1) Lankhmarts; (2) Mingols; (3) Foresters of the Eight Cities; (4) Tribesmen of the Cold Waste; (5) Easterners.
- 31 Spell is overly complex. The caster must roll his action die twice when casting this spell and take the worse of the two results. Spellburn, Luck expenditure, and other modifiers are then applied to that roll.
- 32 Spell is physically taxing. The caster can cast it once per day without difficulty, but must make a DC 10 Fortitude save each subsequent time he attempts it during a 24-hour period. Failing this save results in the spell being lost for the day.
- 33 Spell requires the caster to recoup after invoking its power. The caster must rest for a number of rounds equal to the spell's level after successfully casting it or suffer a -10 penalty to all spell checks performed during that time.
- 34 Spell is mentally draining when performed incorrectly. A failed casting of the spell inflicts 1 point of temporary Intelligence loss.
- 35 Spell requires the caster to remain motionless. No movement is allowed during the spell's casting time. Taking even a single step causes the spell to automatically fail and be lost to the caster for the day.
- 36 Spell induces nausea when cast. The caster suffers a -2 penalty to all attacks, saving throws, skill checks, and spell checks for a number of rounds equal to the spell level after casting the spell, regardless of the success or failure of the spell check.
- 37 Spell requires the caster to stand boldly while casting it. The caster suffers a -2 penalty to his AC during the round(s) he casts the spell.
- 38 Spell formula is fixed and cannot be improved by spellburn. Luck may be spent to increase the spell check, however. Re-roll this stipulation if the spell requires spellburn to cast.

- 39 Spell is less effective against magical creatures. The caster suffers a -1d penalty to his spell check when invoking this spell against summoned, magically created, or creatures of extraordinary origin as determined by the judge.
- 40 Spell requires the caster to be a solitary practitioner. The spell's effects can never be increased by ritual casting or otherwise cooperating with another wizard or spellcaster.
- 41-60 No special stipulations.
- 61 Spell requires the caster to utilize a pair of small mirrors to focus mystical forces.
- 62 Spell requires the caster to weave complex knots or braids into his or her hair or beard.
- 63 Spell requires an open flame be present in order to cast the spell.
- 64 Spell requires the caster to draw sigils and glyphs to conjure its power. Without the means to do so, the spell cannot be cast.
- 65 Spell requires the caster to dance an intricate series of steps and deft footwork.
- 66 Spell requires the caster eat a small live creature (insect, mouse, hatchling, etc.) to invoke its power.
- 67 Spell requires the caster to drink a foul broth of his own making before working its magic.
- 68 Spell requires loud chanting/singing to focus its magical power.
- 69 Spell requires at least a drop of the caster's blood be spilled before invoking its energy.
- 70 Spell requires a strand of human hair be burned before casting the spell.
- 71 Spell requires a small ceremonial drum be beaten as the spell is cast.
- 72 Spell requires the caster to smoke a blend of uncommon herbs before working the spell's magic.
- 73 Spell requires the caster to anoint himself with special oils while invoking its power.
- 74 Spell requires a small poppet to be used as a focus for its eldritch energy.
- 75 Spell requires the caster's feet must be touching solid ground while casting it.
- 76 Spell requires a special rattle or tambourine be played as the incantation takes effect.
- 77 Spell requires the caster abstain from amorous activities for 24 hours before casting it.
- 78 Spell requires a bone flute be played as the spell is enacted.
- 79 Spell requires a brass ring be worn on the caster's right hand to focus its power.
- 80 Spell requires an iron ring be worn on the caster's left hand to focus its power.
- 81 Spell requires a prism of cut glass be held to the caster's forehead to enhance his mental power while casting the spell.
- 82 Spell requires the caster to be stone cold sober when casting it.
- 83 Spell requires the caster to burn a colored candle when invoking its power.
- 84 Spell requires a perfectly straight coffin nail be held in the caster's mouth while calling upon its magic.
- 85 Spell requires a special top be spun while the spell takes effect.
- 86 Spell requires the caster to pour water over his hands or otherwise immerse them while he casts the spell.
- 87 Spell requires a ceremonial dagger be used to cut the air around the caster when the spell is invoked.
- 88 Spell requires the caster to wear a pair of specially etched or embroidered bracers when he casts it.
- 89 Spell requires the caster wear a specially woven scarf or stole when working its magic.
- 90 Spell requires the caster to paint his bare flesh with odd-colored tinctures before casting the spell.
- 91 Spell requires the caster face a specific direction (north, towards the sea, looking skyward, etc.) when invoking its power. The direction is chosen by the player when this stipulation is rolled and must be approved by the judge.
- 92 Spell requires a pendulum or amulet be swung in the air as its magic takes effect.
- 93 Spell requires the caster to eat at least one meal containing meat within 1 hour prior to invoking its power.
- 94 Spell requires special odiferous incense be burned before the caster calls upon its power.
- 95 Spell requires seven specially carved stones be arranged in a mystical pattern in order to call forth its magic.

- 96 Spell requires the caster to be fully dressed when invoking its mystical energy.
- 97 Spell requires the caster to be completely undressed before working the spell's magic.
- 98 Spell requires an arcane diagram be drawn in squid ink upon a piece of paper or parchment while the spell is being cast.
- 99 Spell has been mastered by the caster. Character has a +1d bonus when making his spell check with this spell.
- 100 Roll again twice.

MERCURIAL MAGIC IN NEHWON

One of the aspects of the DCC RPG magic rules that make spellcasting in *Dungeon Crawl Classics RPG* so unique is the mercurial magic effects caused by each spell. Mercurial magic goes a long way in differentiating DCC RPG from other fantasy role-playing games. However, in the context of Leiber's stories, mercurial magic seems woefully out of place in Nehwon.

DCC Lankhmar presents spell stipulations as a means to make spells unique and add a level of complexity to the game—something mercurial magic effects do in DCC RPG. Some judges might prefer to use spell stipulations instead of mercurial magic, while others could not dream of playing any form of *Dungeon Crawl Classics* without them. Ultimately, we leave it up to the individual judge and his players to rule whether mercurial magic affects spells in the campaign. Judges looking for a game closer to the original DCC RPG should include mercurial magic, while those seeking to recreate Leiber's stories may wish to use spell stipulations in the place of mercurial spell effects. In the end, the choice is yours. If everyone is satisfied and having fun, you've made the correct one.

CORRUPTION

"None can use black magic without straining the soul to the uttermost – and staining it [in] the bargain. None can inflict suffering without enduring the same." – The Unholy Grail

Corruption occurs in DCC Lankhmar games just as it does in other worlds. However, Nehwon possesses far less magical energy than a typical DCC RPG setting. Spells can be cast on Nehwon, and side effects of meddling with eldritch forces unknown by man do occur, but seldom in such a blatant manner than on other worlds. Corruption in Nehwon is more subtle at lower levels, but as a wizard gains power, the effects increase in magnitude.

NEHWONIAN CORRUPTION TABLES

To reflect this difference in corruption level, judges looking to run a DCC Lankhmar campaign closer to the style of Leiber's stories are encouraged to use the following corruption tables in place of those presented in the spell tables in the DCC RPG rulebook. Use the Nehwonian Minor Corruption Table when resolving corruption for spells of levels 1 and 2, the Nehwonian Major Corruption Table for spells of levels 3 and 4, and the Nehwonian Greater Corruption Table for 5th-level spells.

Table 2-2: Nehwonian Minor Corruption Tables

Roll d%	Result
1 or lower	Character develops horrible pustules on his face. These pustules do not heal and impart a -1 penalty to Personality.
2	Character develops painful lesions on his chest and legs and open sores on his hands and feet that do not heal.
3	Chills. Character shakes constantly and cannot remain quiet due to chattering teeth.
4	Character's hair is suffused with dark energy. Roll 1d4: (1) hair turns bone white; (2) hair turns pitch black; (3) hair falls out completely; (4) hair sticks straight up.
5	Character's voice becomes a whisper.
6	Character's voice becomes a growl.
7	Character's voice becomes booming.
8	Character is affected by overwhelming lassitude and fatigue. This imparts a -1 penalty to Stamina.
9	Character suffers from constant itchiness. His enduring shifting and scratching imparts a -1d penalty to attempts to hide or conceal himself.

- 10 Character acquires the animosity of a certain type of animal. This creature avoids the character at all costs and will attack him if pressed into close quarters. Roll 1d6 to determine animal type: (1) cats; (2) dogs; (3) rats; (4) horses; (5) cats and dogs; (6) swine.
- 11 Character develops facial tics and spasms.
- 12 Character must drink twice as much water each day as normal or suffer 1 point of temporary Stamina damage.
- 13 Character becomes sickened by a certain liquid, regurgitating it if consumed. Roll 1d5: (1) wine; (2) beer; (3) milk; (4) brandy; (5) cider.
- 14 Character develops a lisp.
- 15 Character suffers from dizzy spells if he casts more than three spells in a row, imparting a -1d penalty to all further actions until he takes a round to recover.
- 16 Character develops a hunchback.
- 17 Character's fingers grow abnormally long.
- 18 Character's body hair doubles in volume, giving him a soft pelt.
- 19 Character's body hair falls out completely and never regrows. He might find this to his advantage should he ever visit far-off Eevamareensee.
- 20 Character's nose drips constantly.
- 21 Small vermin, such as lice, mites, flies, ants, etc., nest in the character's hair, resisting all attempts to drive them out.
- 22 Character's skin becomes dry and flaky. Fire damage suffered by the character is increased by 1 hit point.
- 23 Character's fingernails turn black.
- 24 Character's body emits a constant stink. This odor imparts a -1 penalty to Personality.
- 25 Character can no longer sleep soundly in a soft bed and only finds rest when supine on hard floors, stone biers, and other uncomfortable surfaces.
- 26 Character's touch causes small plants to wither and die.
- 27 Character occasionally emits the noises of small animals (frogs, rats, bats, etc.) when speaking.
- 28 Character cries bloody tears when moved emotionally.
- 29 Character is compelled to speak in rhymes or with rhythm.
- 30 Character's eyes bulge unnaturally far from their sockets.
- 31 One of the character's eyes rolls independently of its partner.
- 32 Character's nose shrinks and flattens against the face.
- 33 Character develops an apelike bowlegged stride.
- 34 Character suffers from an allergic reaction to mystical substances. Exposure causes violent sneezing, watery eyes, and itchiness. Roll 1d5 to determine allergy-inducing substance: (1) quicksilver; (2) bat's blood; (3) wolfsbane; (4) hemlock; (5) mummy powder.
- 35 Character's skin develops a waxy appearance like that of a fresh corpse.
- 36 Character's hair ceases to grow.
- 37 Character develops pale or dark blotches all across his body, giving him a mottled appearance.
- 38 Character's eyes cease to blink.
- 39 Character's eyes blink constantly.
- 40 Character suffers from constant nightmares. There is a 5% chance these hellish dreams are portentous and foretell the character's fate.
- 41 Character becomes unable to sing.
- 42 Character suffers 1 point of damage whenever he enters a temple or other sacred space. He suffers an additional point of damage for every minute he remains inside the space.
- 43 Character develops a vestigial tail.

- 44 Character's fingernails fall out.
- 45 Character no longer derives nutrition from cooked meat. He must consume it bloody and raw.
- 46 Character's presence induces nightmares in others. All sleeping within 30' of the caster must make a DC 10 Will save during the night or awaken plagued by nocturnal terrors and suffer a -1 penalty to all rolls the following day.
- 47 Character suffers 1 point of damage whenever he touches pure gold.
- 48 Character's touch has a 25% chance of causing gemstones to shatter into dust.
- 49 Character loses 1d4+1 teeth.
- 50 Character's tongue turns black.
- 51 Character's saliva become slimy and viscid.
- 52 Character becomes unable to speak his own given name aloud.
- 53 Character is no longer able to stomach vegetable matter and becomes violently ill if he consumes even a small quantity of plant life.
- 54 Character's toes grow together, leaving him with three thick toes on each foot.
- 55 Character's fingers become noticeably webbed.
- 56 Character develops a milky cataract on one eye. He suffers a -1 penalty to all ranged attacks and may encounter other vision-related difficulties at the judge's discretion.
- 57 Character develops a series of red birthmarks arranged in a pentacular pattern on his left hand.
- 58 Character's reflection becomes cloudy and indistinct.
- 59 Character's palms become overgrown with black, animalistic hair.
- 60 Character develops a compulsion to eat slugs, snails, centipedes, and other creepy crawlers. He suffers a -1 penalty to Strength each week he fails to consume at least ten of these creatures.
- 61 Character's eyes become permanently bloodshot.
- 62 Character's eyes sink into their sockets, becoming beady and skull-like.
- 63 Character sweats blood when exerting himself.
- 64 Character excretes live worms after eating.
- 65 Character becomes plagued by a constant, wracking cough.
- 66 Character's skin becomes cracked and wrinkled like old leather, regardless of his age.
- 67 Character develops a craving to sup on the cold, coagulated blood of corpses. Failure to do so at least once per week causes 1d4 points of damage. This damage can only be healed after consuming chilled ichor.
- 68 Character causes paper and parchment to become dry and brittle if held more than a minute.
- 69 Character's hands are constantly wet as if he had just immersed them in water.
- 70 Character ceases to have a noticeable pulse or heartbeat.
- 71 Character's laughter becomes that of a braying donkey.
- 72 Character's hands become blotchy with crimson splatters as if always stained with the blood of the innocent.
- 73 Character develops a third nipple that weeps rancid milk.
- 74 Character loses the ability to see colors. The entire world appears cloaked in shades of white, black, and gray.
- 75 Character's eyebrows grow together into a bushy unibrow.
- 76 Character's body constantly exudes the odor of brimstone.
- 77 Character causes mirrors to break when he gazes into them.
- 78 Character's breath is constantly visible as vapor.
- 79 Character's fingernails become thick, ragged, and horn-like.
- 80 Character's fingernails transform into shards of slate.
- 81 Character's irises become slit-like, similar to those of a cat.
- 82 Character's eyes reflect light like a nocturnal predator's.

- 83 Character's tongue becomes slightly forked.
- 84 Character acquires a limping walk.
- 85 Character's spine becomes bent and twisted, granting him an unseemly posture.
- 86 Character's canines transform into small fangs.
- 87 Character loses his sense of smell.
- 88 Character cannot abide the smell of a specific substance. Roll 1d6: (1) roses; (2) garlic; (3) perfume; (4) sweat; (5) the sea; (6) blood.
- 89 Character attracts moths that flutter about him constantly.
- 90 Character's breath permanently smells of excrement.
- 91 Character falls into a deep stupor whenever he sleeps, making it nearly impossible to wake him prematurely by any means other than inflicting physical harm to him.
- 92 Character must eat a handful of dirt from a fresh grave each day or suffer 1 point of damage. This damage cannot be healed until the character sups again on grave earth.
- 93 Character periodically coughs up tar.
- 94 Character's fingerprints and palm lines vanish, leaving his hands unnaturally smooth.
- 95 Character causes small glass objects to instantly shatter when handling them.
- 96 Character suffers from sharp pains when walking. His speed is reduced by -5'.
- 97 Character develops an irrational fear of some commonplace item or situation. Roll 1d10: (1) cats; (2) bared blades; (3) open windows; (4) crowds; (5) open sky; (6) birds; (7) sewing needles; (8) horses; (9) staircases; (10) masks.
- 98 Character cannot abide music. He suffers a -1 penalty to all rolls while singing or music is occurring.
- 99 Roll again twice.
- 100 Roll on the Nehwonian Major Corruption Table (Table 2-3).

Table 2-3: Nehwonian Major Corruption Table

Roll d%	Result
1 or lower	Genderless. The character's reproductive organs vanish, rendering him or her genderless.
2	Febrile. Character slowly weakens over 1d4 months, suffering a -1 penalty to Strength for each month.
3	Consumption. Character's body feeds on its own mass. Character loses 2d10 pounds in one month and suffers a -1 penalty to Stamina.
4	Corpulence. Character gains 6d12 pounds in one month. The weight gain imposes a -1 penalty to Agility, and the character's speed is reduced by 5'.
5	Character's body throws two separate shadows in bright light.
6	Elf blight. Character gains the allergy to iron as per an elf (see DCC RPG p. 57).
7	Spiritual poverty. Eldritch forces conspire to rob the character of his worldly wealth. He can never possess more gold rilks than his permanent Luck score. Excess gold always vanishes mysteriously.
8	Character's blood changes color. Roll 1d5 to determine new hue: (1) blue; (2) green; (3) yellow; (4) purple; (5) invisible.
9	Exaggerated nail growth. The caster's fingernails grow fast and constantly, advancing 1" every hour. Unless trimmed regularly by the character, he suffers a -1 Agility penalty for every two hours the nails go untrimmed.
10	Toothless. All of the character's teeth fall out, forcing him to survive on gruel, porridge, soup, and other soft foods.
11	Hemophiliac. Wounds suffered by the caster continue to bleed at a rate of 1 hit point every 2 rounds until bandaged.
12	Eyes affected. Roll 1d4: (1) pupils vanish and the eyes becomes entirely irises; (2) irises turn silver and mirror-like; (3) eyes turn utterly black; (4) eyes become completely white.



- 13 Cursed. The magical backlash manifests as a random moderate curse. See DCC RPG p. 438 or use one of the judge's creation.
- 14 Gloomy. The caster's presence causes flames to dim and shadows to darken. This change is ominous and appears centered on the caster. The dimming of the light is not sufficient enough to benefit stealth attempts, however.
- 15 Unnatural light. Open flames change color whenever the caster is near. Roll 1d4: (1) flames turn eldritch green; (2) flames turn black; (3) flames burn cobalt blue; (4) flames change to glittering silver.
- 16 Blue Essence of Thunderbolt magnet. The caster's body unnaturally attracts electricity. There is a 20% chance he is struck by lightning if exposed during a storm (the bolt inflicts 4d6 damage; DC 10 Fort save for half damage). *Lightning bolt* spells and similar electricity-based magic have a 50% chance of leaping at the caster rather than their intended target.
- 17 Alchemical nullifier. The caster's touch renders all alchemical, herbal, and magical elixirs impotent. The touched substance loses all its beneficial properties. This form of corruption even affects healing salves and restorative draughts.
- 18 Aura of cold. A chill aura surrounds the caster, dropping the temperature by 15 degrees. Anyone within 10' of him notices the chill is centered on the caster.
- 19 Magical leprosy. The caster suffers from a magical wasting that slowly weakens him over 1d5 months, suffering a -1 penalty to Stamina for each month. This disease is not contagious.
- 20 Echoes. Noises louder than a whisper reverberate around the caster. This imparts a -1d penalty to all stealth checks made within 10' of him.
- 21 Skull face. The flesh on the character's face becomes taugth and sallow, giving him the rictus of a corpse's visage. His skeletal appearance imparts a -1 Personality loss.
- 22 Hateful presence. Animals, small children, and the simple-minded find the character hateful and either flee his presence or attack him if no avenue of escape is available.
- 23 Spindly-limbed. The character's arms and legs grow thin and spindly, giving him a spiderlike appearance. Some worshippers of Mog might see this as a blessing, but most find their gangly limbs unpleasant.
- 24 Ash-bearer. The character leaves small piles of ashes behind whenever he pauses in one place and scatters a trail of cinders behind him as he travels.
- 25 Luminescent. The character's skin glows with a dim phosphorescence akin to that of some subterranean fungi. All stealth attempts by the character suffer a -2d penalty and his AC is decreased by 2 against ranged attacks in dark environments.
- 26 Scorching touch. The character leaves sooty fingerprints and charred hand marks behind when he touches surfaces or handles objects. Despite the searing, the character's hands produce no heat and cannot burn flesh.
- 27 Maggot-breeder. Maggots boil beneath the character's flesh, occasionally bursting free and wriggling away. While disgusting, the larva are only uncomfortable to the character and do not cause him injury.
- 28 Aura of heat. The character exudes an aura of raised temperatures around him. The air grows 15 degrees warmer in a 10' radius and its source is readily noticeable to bystanders.
- 29 Transparent flesh. The character's skin turns invisible, making his internal organs clearly visible. Most will assume him a loathsome human/Ghoul half-breed and likely become enraged if the character does not conceal his condition.
- 30 Rust-touch. The character's touch causes metal to tarnish and corrode in small patches. This rust is insufficient to damage or break objects the size of a dagger or larger, but small items will be destroyed if the caster holds them long enough.
- 31 Weak bones. The character's skeleton becomes brittle and breaks easily. Physical attacks against the character receive a +2 damage bonus. Falls from even short distances are likely to break bones.
- 32 Sadness. Bystanders spending more than a few minutes in the character's presence become maudlin and melancholy. They are aware the character is the source of their misery.
- 33 Extra digit. The character grows a sixth finger or toe on one of his extremities. Roll 1d4: (1) sixth finger on left hand; (2) sixth finger on right hand; (3) sixth toe on left foot; (4) sixth toe on right foot.

- 34 Persistent insomnia. The character simply cannot gain a restful night's sleep. He suffers a -1 penalty to all rolls after the first week. This penalty increases by -1 each week until it reaches -3.
- 35 Buzzing speech. The character's voice acquires a buzzing unearthly timbre.
- 36 Glowing eyes. The character's eyes glow softly in darkness. The shine imparts a -2 penalty to all stealth checks, but does provide illumination equivalent to a candle.
- 37 Spellburn inefficient. The character must spellburn 2 points to gain a +1 bonus from now on when amplifying the spell that caused this corruption taint.
- 38 Thunderous. The crash of thunder sounds whenever the character invokes one of his spells. Bystanders are automatically alerted to the character's presence.
- 39 Cannibalistic. The character can no longer gain nutrition from animal or plant life. Only the consumption of creatures of his own species sustains him.
- 40 Albino. The character's flesh turns chalky white and his irises become tinged with red. He suffers a -1 penalty to all rolls when in bright light.
- 41 Statically charged. The character's body constantly builds up a static charge which dissipates suddenly and painfully whenever the character touches metal. Touching a metal object with bare flesh inflicts 1d3 points of damage to the character.
- 42 Slow recuperation. The character's body is slow to recover after strenuous exertion or physical injury. The character regains 1 point of temporary ability loss every two days instead of every one. The character regains hit points normally.
- 43 Muscular abnormality. The character's muscles bulge in some places and shrink in others, giving him an unseemly and gangrel appearance. The character gains +1 point of Strength, but suffers a -2 penalty to Personality as a side effect.
- 44 Shriveled limb. One of the character's arms or legs becomes weak and shriveled. If it is an arm, all rolls with that limb suffer a -1d penalty. If it is a leg, the character's speed is reduced by 10'. Roll 1d4: (1) left arm; (2) right arm; (3) left leg; (4) right leg.
- 45 Temporal decay. Objects owned or worn by the character wear and break faster than those owned by others. This is due to a strange bubble of accelerated time that permanently swaths the character's body. The character's age is unaffected; only his possessions suffer the consequences.
- 46 Amnesia. The character immediately forgets the events of the past 1d6 months. Also, he must make a Luck check or immediately lose 1 level as a result of his new lack of experience. The character's memories can be restored, but he must reacquire XP normally to regain his former level.
- 47 Life siphon. The character suffers 1 point of temporary Stamina loss whenever he casts a spell of 3rd level or higher.
- 48 Child. The caster is reduced to the age of 1d5+7 years, returning him to a childlike statue and appearance. The character's Strength is reduced by -2, but he gains +1 to both Agility and Stamina. The character is treated as a deluded child by anyone to whom he cannot prove his true identity.
- 49 Loss of ears. The character's ears melt away, leaving only holes surrounded by low rings of unsightly scar tissue. The character suffers a +1d penalty to all Luck checks made to hear noises.
- 50 Striated flesh. The character's skin becomes striated with foul-looking veins that pulse grotesquely. Roll 1d4 to determine the nature of the striation: (1) bloody red; (2) pitch black; (3) glittering crystal; (4) pustule yellow.
- 51 Crystalline hair. The character's body and head hair become fine and brittle like strands of spun glass. The hair does not regrow if shattered.
- 52 Touch of Arilia. The character's body becomes lightweight and less dense as if partially composed of ethereal matter. The character suffers a -2d penalty to escape grapples and to avoid being knocked prone due to his gossamer state. However, he is unlikely to leave tracks or trigger pressure plates and similar weight-based traps.
- 53 Bat ears. The character's ears grow large and wide like those of a bat. He gains a -1d bonus when making Luck checks to hear noise, but permanently loses 1 Personality point.

- 54 Burning brands. Demonic forces scar the character's flesh with smoldering brands. These burning sigils char cloth and burn away any attempts to cover them, but do not produce sufficient heat to inflict damage to others.
- 55 Chilling touch. The character's touch leaves a rime of frost behind. Glass and metal become covered in lacy frost while a trail of ice-rimmed footprints marks the character's passing.
- 56 Rigid spine. The character's spinal column fuses together, cursing him with inflexibility and a slow gait. The character is incapable of bending over and suffers a -3 penalty to his Agility. His speed is reduced by -5'.
- 57 Petrified flesh. A portion of the character's body becomes stone. Roll 1d6 to determine which part of his body is affected: (1) right hand; (2) left arm; (3) right leg; (4) left foot; (5) right side of the face; (6) neck and shoulders. The petrification imparts a -1 Agility loss but does impart a natural AC of 15 to the affected body area.
- 58 Canine nose. The character's nose becomes that of a scenting hound, causing the loss of 1 Personality point. As a benefit, the caster can make Intelligence checks to track by scent. The DC for sniffing out a trail is left for the judge to determine based on the circumstances surrounding the check.
- 59 Gills. Rows of feathery gills appear on the character's neck. These organs provide no benefit when immersed in water as they are entirely cosmetic.
- 60 Stone eater. The character no longer derives nutrition from animal and plant matter. Only stone and mineral will sustain the character. He must consume two pounds of stone or similar matter every day to stave off starvation.
- 61 Scales. Patches of faint scaling appear on the character's body. These scales are dark green or light gray in coloration (judge's choice). Roll 1d7 to determine where the patches appear: (1) around the eyes; (2) on the back of the hands; (3) the neck; (4) buttocks; (5) arms; (6) legs; (7) back.
- 62 Skeletal limb. A section of the character's flesh rots away, leaving bare bone behind. The character can still manipulate the skeletal limb and use it as normal, but onlookers are horrified at the macabre display. Roll 1d8 to determine the skeletal body part: (1) left hand; (2) left arm; (3) right hand; (4) right arm; (5) left foot; (6) left leg; (7) right foot; (8) right leg.
- 63 Extradimensional sight. The character no longer sees the physical world with his vision, but instead perceives another level of existence. The PC is effectively blind to most everyday events, but sees with perfect clarity the goings-on occurring in his viewed field. Roll 1d5 to determine what level of existence the character perceives: (1) astral plane; (2) microscopic life; (3) invisible fields; (4) magical auras; (5) time.
- 64 Vulnerable to silver. The character suffers double damage from silver weapons.
- 65 Vulnerable to wood. The character suffers double damage from wooden weapons.
- 66 Vulnerable to cold iron. The character suffers double damage from cold iron weapons.
- 67 Vulnerable to poison. The character's body has difficulty resisting foreign toxins. All Fort saves against poison suffer a -1d penalty.
- 68 Tendril lashes. The character's eye lashes are transformed into tiny fleshy cilia that seem to move with a life of their own. This corruption is not readily noticeable at first, but once detected makes the character a grotesque to be shunned.
- 69 Living shadow. The character's shadow moves independently of him, writhing with a life of its own. The shadow might make obscene gestures at the character or onlookers, assume horrific shapes on the wall or floor, or vanish completely as it desires.
- 70 Regurgitation consumption. In order to derive sustenance from food, the character must first eat it, then regurgitate it. The pre-digested mass is then consumed a second time to obtain nutrients. The character is seldom invited to formal dinners twice.
- 71 Scavenger caller. The character's mere presence attracts scavenger birds such as crows, vultures, seagulls, and similar avian creatures. These birds appear in flocks of 2d6 and perch near the character's location.
- 72 Eyeless. The character's eyes vanish, leaving only misty orbs in their place. The character can see normally despite the unusual replacements.
- 73 Corruptive touch. Any food the character consumes with his own hand or while holding utensils rots and turns rancid within moments. The caster must make a DC 8 Fortitude save to keep his meal down and satiate his hunger.

- 74 Hallucinations. In times of great stress the character becomes prone to hallucinations. The trigger of these visions is the judge's prerogative, but once conditions are nominal, the judge makes a secret DC 12 Will save for the character. On a failed save, the character experiences horrible visions that seem quite real. These hallucinations persist until the stressful condition passes.
- 75 Melting flesh. The character's skin on a random body part appears to melt. It flows like wax and reforms into odd puddles and shapes. This is an ongoing, constant motion that itches constantly and repulses others. Roll 1d6 to determine the melting body part: (1) face; (2) arms; (3) legs; (4) torso; (5) hands; (6) feet.
- 76 Rapid aging. The character suddenly ages 2d20 years.
- 77 Magical amnesia. The character's mind is burned by magical energy, utterly obliterating the knowledge of a single spell known by the character. The lost spell is determined randomly. It may be relearned from a new source (requiring a new quest to relearn it) at the judge's discretion.
- 78 Random visions. The character experiences fleeting visions of distant places almost daily. These prophetic images are almost never useful to the character and are typically mundane events (a washerwoman cleaning clothes, a shepherd watching his flock, etc.). There is a 15% chance each day the character suffers a vision while engaged in other activities such as spellcasting or combat. The visions come without warning and cause the character to lose his action(s) for a single round.
- 79 Sentient flesh. The character's skin develops a rudimentary mind and mobility, moving about his body and writhing in frustration. The sight is disgusting and horrifying to bystanders and many will react violently to the character's unnaturalness.
- 80 Tongues. The character speaks in tongues, incomprehensible to others without deciphering magic. The character can concentrate and speak in his native language, but only with great effort and he is limited to words of a single syllable.
- 81 Gravelly voice. The character's speaking voice acquires a grinding, unnatural timbre. He sounds like a turning millstone and is unpleasant to the ear. At the judge's discretion, he may enjoy a bonus to intimidation efforts, due to his fearful vocal emissions.
- 82 Bloodlust. The character angers easily and becomes compelled to shed the blood of those who offend him. He must make a DC 10 Personality check any time he is insulted or thwarted. Failure results in him attacking the offending party.
- 83 Sorcerous dependency. The character's body develops a dependency on magical energy. The character must be the target of a spell cast by another person every day or lose a point of Stamina. His own magic cannot sustain him. Lost Stamina cannot be healed until the character draws sustenance from another's magic.
- 84 Spell queller. The spells of allies within 20' of the character suffer a -1d penalty. The character's own magic is unaffected as is that of enemies. He is not popular in magical circles.
- 85 Muttering sleeper. The character constantly mutters in his sleep, reciting secrets, shames, and magical incantations. Those who listen to his nocturnal speech might learn embarrassing secrets about the character. Each week the PC must make a Luck check. If failed, the character incants a random spell while asleep, its effects taking place centered on him.
- 86 Bound by magical circles. The character cannot willingly enter or exit a magical circle like those drawn to summon supernatural creatures. If he is ever placed within one, he is bound within its circumference until the circle is destroyed.
- 87 True name brand. The character's true name becomes magically branded on his chest, making it readily visible unless covered. Any spellcaster who learns the character's true name gains a +2d bonus on all spell checks made against the character.
- 88 Boiler. Liquids of both magical and non-magical nature boil away in the character's presence. A vial boils away in a single round, while larger quantities of liquid take longer.
- 89 Supernatural enmity. The character's clumsy spellcasting has angered a supernatural entity. The character acquires the Hatred of a Supernatural Entity doom (see Benisons and Dooms, p. 7). The entity is chosen by the judge.
- 90 Chattering skull. A human skull, perhaps from one of the character's enemies, becomes animated and attached to the PC. The skull follows the character about, insulting him, cursing him, and otherwise being an annoyance. Attempts to destroy the skull may succeed, but it always returns unharmed 1d3 days later.
- 91 Slow to heal. The character suffers a -1 per die penalty on all healing rolls, whether as a result of magical or Luck-based healing.

- 92 No face. The character's facial features diminish. His nose and mouth become mere slits in his flesh, his eyes narrow to crescents, and his eyebrows, beard, and other body hair vanishes. The character appears to have a featureless mask of wax for a face.
- 93 Sorcerous coma. Character falls into a magical coma. He does not age or require nourishment while in this state, but can only be roused by an extremely rare event or substance. The judge must determine what can awaken the character, but it should require an epic adventure.
- 94 Vulnerable to fire. The character suffers double damage from fire-based attacks.
- 95 Vulnerable to lightning. The character suffers double damage from electrical attacks.
- 96 Ghost hand. The character's left hand becomes insubstantial and unable to grasp objects. The appendage is translucent and ghostly, and the character can no longer use two-handed weapons or otherwise manipulate objects with his left hand.
- 97 Tail. Character grows a lizard-like tail. The appendage is mostly useless, but does grant a +1d bonus to rolls made to keep the character balanced or avoid being knocked prone.
- 98 Personality change. The character's alignment changes randomly. There is a 50/50 chance he assumes one of the two alignments he does not currently adhere to. For example, a neutral character would become either lawful or chaotic, a chaotic character would become lawful or neutral, etc. Re-roll if the campaign does not utilize alignments.
- 99 Roll again twice.
- 100 Roll on the Nehwonian Greater Corruption Table (Table 2-4).

Table 2-4: Nehwonian Greater Corruption Table

Roll d20	Result
1 or lower	A sliver of soul energy is permanently claimed by a demon lord. Character experiences unearthly pain, suffering 3d6 damage, a <i>permanent</i> -2 penalty to all ability scores, and an additional -2 penalty to Luck.
2	Character's limbs are replaced by suckered tentacles. One limb is replaced at random each month for four months. At the end of four months, it is impossible to hide the character's inhuman nature.
3	Third eye. Roll 1d4 for location: (1) middle of forehead; (2) palm of hand; (3) chest; (4) back of head.
4	Death from silver. The character is instantly and irrevocably slain if he ever suffers 4 or more points of damage from a silver weapon.
5	Death from wood. The character is instantly and irrevocably slain if he ever suffers 4 or more points of damage from a wooden weapon.
6	Small horns grow on the character's forehead. They appear as a ridge-like, simian forehead for the first month; then buds for the second month; goat horns after the third month; and finally bull horns after six months.
7	Character's eyes extend from his sockets on writhing eyestalks. These protuberances measure up to 3' in length when fully extended and a mere 6" when fully retracted.
8	Strange growths appear around the character whenever he works magic. Roll 1d6: (1) toadstools; (2) pools of slime; (3) flowers; (4) black fungus; (5) crystals; (6) saw-toothed grass.
9	Character's mouth vanishes, covered by a growth of scar-like webbing. He must cut the flesh daily to drink and eat, a process that inflicts 1d2 points of damage. This damage cannot be reversed with Luck-based healing; only natural rest or magical aid will heal the damage.
10	Fingers on one hand fuse while the thumb enlarges. After one week, the hand has transformed into a crab claw. Character gains a natural attack for 1d6 damage but can no longer grasp normal weapons or objects with the affected hand.
11	Character's arm (determined randomly) is replaced by that of a demon. The obviously unnatural limb grants the character no benefits, but the demon who once owned it will come looking for it. How long its search takes and what it does to the character when it finds him is left to the judge's discretion.
12	Character suffers damage when exposed to the native soil of his homeland. Even a handful of dirt inflicts 1d3 points of damage on contact. Returning home will kill the character within hours.
13	Character's hand becomes sentient and evil. It seeks to slay the character by any means available (an unattended dagger, strangling the PC in his sleep, etc.). If severed, it scuttles away and continues its campaign of vengeance. Only permanent destruction of the appendage ends its evil.



- 14 Character loses a point of permanent Luck every time he fails a spell check.
- 15 Magical backlash obliterates the character's legs. He can only move about by crawling and his speed is reduced to 5' unless he is carried.
- 16 Shadowland's grasp. The character's soul is mostly in the grip of Death. If he ever dies, Death claims the rest of it. The character may not make a Luck check when his body is rolled over, and no force on Nehwon can restore him to life.
- 17 Character is diminished by the forces of corruption. He suffers a permanent loss of 1 point from every ability score and loses 1d4 hit points permanently.
- 18 Character is hurled out of Nehwon by magical forces. He arrives on a distant world and is either removed from the campaign for 1d12 real months or must complete a quest to return home (judge's discretion).
- 19 Character grows a beak in place of his mouth. Transformation starts as a puckering of the lips that slowly turns into a full-fledged bird or squid beak over the next 1d12 months. Character gains a bite attack for 1d3 damage.
- 20 Roll again twice.

RITUAL MAGIC

The double coven of sorcerers in turn began to bustle more nervously, each with his particular spell – touching off more stinks, jiggling black drops out of more dirty vials, waving more wands, pin-stabbing more figurines, finger-tracing eldritch symbols more swiftly in the air, mounding up each in front of him from his bag more noisome fetishes, and so on. – The Lords of Quarmall

In the stories of Fafhrd and the Gray Mouser, magic is described as requiring great effort, curious materials and equipment, and often prolonged periods of spellcasting to accomplish. These descriptions work well in the context of the stories, making magic a mysterious, truly occult force and fueling the imagination of the reader. However, in terms of a role-playing game, this method of magic-work-

ing hinders the enjoyment of the players – especially those with wizard characters. Many spells, especially combat-oriented ones, become significantly less useful if they require minutes, hours, or days to perform.

DCC Lankmar uses the standard spellcasting methods and casting times as described in the core DCC RPG rules. The introduction of spell stipulations is intended to evoke Leiber's descriptions of magic without impacting the enjoyment and utility of wizards.

Judges looking to fully replicate magical casting as described in Leiber's stores should review the section on Ritualized Magic in the DCC RPG rules on pp. 124-126. These rules allow the judge and players to include ritual-type spellcasting in the campaigns without affecting everyday incantations.

BLACK AND WHITE MAGIC

"My Gray Mouse, still midway in his allegiance between white magic and black." – The Unholy Grail

Rarely, wizards of Nehwon make a moral decision to practice a single type of magic, either to benefit or harm others. Many magical scholars deride these single-minded sorcerers, proclaiming that such philosophical and moral limitations hinder the understanding of magic and the only rational course for any serious wizard is to practice magic for magic's sake. Nevertheless, the concept of "black magic" and "white magic" endures.

At the end of a wizard's apprenticeship, the newly-minted sorcerer may decide to dedicate his life towards a single form of magical practice, either white or black. White magicians devote themselves to the betterment of the world around them and the respect of all forms of life. Conversely, black magicians believe that magic is inherently evil and should be used to glorify the fouler aspects of life, especially if doing so increases the wizard's personal power and position.

The primary advantage of choosing to follow the white or black path is the caster gains a +2 bonus to his spell checks when casting spells associated with his philosophical path. These spells are listed below. However, the wizard's spe-

cialty comes at a cost. In his emphasis on one form of magic over all others, he suffers a penalty when casting other spells. Spells from the opposite path are cast with a -1d penalty to the spell check.

Each path also has separate disadvantages related to it.

- White magicians suffer a -2 penalty to each damage die rolled (minimum of 1 point of damage per die) when casting a spell that inflicts harm on living creatures. Non-living creatures such as un-dead or animated objects suffer normal damage.
- Black magicians are more prone to horrible corruption and roll on the next higher corruption table when struck by casting misfortune. If the Greater Corruption Table is already being rolled on, the caster applies a -2 modifier to his die roll.

The secondary benefit of picking a philosophical pursuit of magic is that the caster can choose which spell he receives upon gaining a new level. At 1st level, the wizard chooses up to two spells (Intelligence allowing) from the appropriate list on Table 2-5 below. Thereafter, each time the wizard gains a level, he can choose one spell from the pertinent list. If the caster already knows all of the spells listed for the level(s) he can cast, he must determine the new spell randomly as normal.

Table 2-5: White and Black Magic Spells

White Magic Spells

Animal summoning (level 1)
Breathe life (level 3)
Color spray (level 1)
Comprehend languages (level 1)
Confounding glamour* (level 1)
ESP (level 2)
Fire resistance (level 2)
Feather fall (level 1)
Locate object (level 2)
Lokerimon's orderly assistance (level 4)
Magic shield (level 1)
Mending (level 1)
Sleep (level 1)
Strength (level 2)
Water breathing (level 3)

Black Magic Spells

Binding (level 3)
Chill touch (level 1)
Choking cloud (level 1)
Demon summoning (level 3)
Emirikol's entropic maelstrom (level 3)
Fireball (level 3)
Flaming hands (level 1)
Hristomilo's strangling fog* (level 4)
Lightning bolt (level 3)
Magic missile (level 1)
Monster summoning (level 2)
Mouse's painful suffering* (level 1)
Scorching ray (level 2)
Shatter (level 2)
Turn to stone (level 3)

*denotes a new spell (see *Judge's Guide to Nehwon* for more details)

PART THREE: COMBAT AND HEALING

COMBAT



The Gray Mouser and Fafhrd rely largely on their speed, agility, and prowess in the fighting arts to protect them in battle. This dependence on speed and skill for defense runs counter to the usual expectations of DCC RPG, where heavy armor provides protection. Judges wishing to replicate the tendency for heroes to wear little or no armor in Leiber's tales might consider using the following rule adjustments.

Unarmored Warriors

In this option, any PC with the benefit of advanced combat training (warriors or PCs with the Martial Training benison) know how to utilize speed and esoteric parrying methods to protect themselves from enemies in battle. These characters gain double their Agility bonus to their AC when unarmored. A PC with an Agility of 16 would have a natural AC of 14 under this rule, for example. Unarmored PCs may use a shield normally, enjoying its AC bonus, when fighting unarmored. Negative Agility modifiers are unchanged.

Additionally, under this rule, any character wearing any armor with a check penalty of -3 or more no longer gains the advantage of a positive Agility bonus. The armor is simply too bulky or cumbersome to benefit from the wearer's speed and nimbleness. A PC wearing chainmail would have an AC of 15 (or worse if he has poor Agility) at best, while a very dexterous PC with an 18 Agility would be harder to hit with an AC of 16 if wearing no armor.

HEALING WITHOUT MAGIC

"I know a place where they've soothing salves – and needles too, to stitch up the notched ears of thieves – and where both the wine and the girls are sharp and clean!" – The Cloud of Hate

The PCs in DCC Lankhmar are heroes, even if they're dubious ones. As such, they can endure injury and adversity to a higher degree than the average alley-basher or city watchmen. A wound they suffer in the heat of battle might seem worse than it actually is, or a hero's adrenaline may start to flow fast and strong, allowing him to shrug off some of the trauma of his injuries.

In combat, a PC can spend a point of Luck to roll their class hit die plus Stamina modifier and regain that number of lost hit points (a warrior would roll 1d12 while a wizard would roll 1d4). The hero is in effect taking a quick break from battle to inspect his wounds, catch a breath, or rally his strength before plunging back into combat, revitalizing himself and shaking off bodily trauma. The PC can perform no other action that round as it takes all his concentration to deal with his wounds, even if the PC has more than one action die. The character can move normally, however. The PC must be conscious to spend Luck to regain lost hit points. An unconscious or dying PC cannot regain hit points in this manner, but can be treated by an ally (see Rousing Dying Characters).

Only a single Luck point may be spent to roll the PC's class hit die; spending multiple points of Luck does not allow for

additional hit die rolls, and a thief's or halfling's class ability to receive multiple Luck points with a single expenditure of Luck does not affect the number of healing hit dice rolled. However, a PC can spend additional Luck to add to the hit die's roll result as normal. For example, a Warrior spends 1 Luck to recover 1d12 hit points. The hit die is rolled with a "2" result. Caught in the midst of a fight that's going poorly, the warrior decides to spend 4 additional Luck and increase the number of lost hit points to 6.

A PC can only perform this type of healing once per combat, but may do so at any time during the battle—even as the last enemy is slain. Healing outside of battle takes more time, but potentially restores more lost health (see Recuperating, below).

BROKEN LIMBS

Several entries under the DCC RPG critical hit tables result in broken limbs. These injuries require magical healing under the core DCC RPG rules, so how do you heal a broken arm if you're using the Healing Without Magic rule option? There are a few options.

- Realistically, it can take between 6 to 8 weeks for a broken bone to heal. If the PC seeks out a healer knowledgeable in esoteric medicines or receives long-term treatment from a PC with the Healer benison, this time can be reduced to 3 to 4 weeks. The PC is either out of action until that time passes or at a disadvantage as stipulated by the critical hit result or by the judge's choosing. PCs who continue to adventure despite this disadvantage should be awarded an extra point of fleeting Luck at the start of each game session to reward their moxie.
- The break is actually just a sprain or a bruised bone. The PC can recover from the injury by recuperating, but they regain no lost hit points from the rest period. These can be recovered normally with a later recuperation.
- Witches, alchemists, and other practitioners of eldritch arts might have concoctions that speed up the healing of broken limbs. These elixirs are not cheap (50 gold rilkis or more), but do the job in 24 hours.
- Powerful sorcerers and supernatural entities can heal the break instantaneously. Sheelba of the Eyeless Face is specifically known to be able to mend broken limbs. Of course, such preternatural aid usually comes at a price not always measured in gold. The PC and his friends may find themselves performing some task in return for the healing.

Ultimately, the judge should decide what method works best for the group or create a method of his own to mend broken bones and other serious long-lasting injuries.



Rousing Dying Characters

When a PC is reduced to zero or less hit points by any means, he is incapacitated and begins dying as per the rules in DCC RPG, p. 93 (but see the “Decrepit Heroes” sidebar for further information). A bleeding-out character can be saved from death by either applying a magical unguent or by staunching his wounds. Both these life-saving methods require an action by an ally working to save the dying character.

If a magical unguent is applied, the PC regains the normal number of hit points and is pulled back from the precipice of death. He awakens and may act normally on the following round.

A bleeding-out character saved by another staunching his wounds remains incapacitated and is considered to be at zero hit points and unconscious. He cannot take any action and is at the mercy of his enemies. An unconscious PC with zero hit points is utterly defenseless and can be killed by an enemy administering a *coup de grâce*.

Once the battle is ended, the incapacitated character can spend 1 Luck to regain a single hit point and become conscious. The character can regain further hit points by the application of unguents and poultices of either magical or non-magical power or by recuperating as normal. If the PC has already utilized his recuperation for the day, he can only regain hit points by natural rest or via magical or alchemical healing unguents until the following day.

DECREPIT HEROES

The lack of clerical healing in literary DCC Lankmar campaigns may result in the PCs being incapacitated more often than in one where clerical idol magic is commonplace. This may result in a steady, permanent loss of Stamina as per the core rules in DCC RPG, p. 93. Judges looking for a gritty sword & sorcery campaign should apply the normal Stamina loss as indicated in the rules, but be aware this may result in decrepit heroes over the course of the campaign, ultimately making some PCs no longer viable adventurers.

If decrepit heroes become a problem or the judge wishes to avoid this situation entirely, he has the option of making the point of Stamina loss from being incapacitated temporary rather than permanent. The loss is cumulative, so a PC incapacitated three times during an adventure temporarily loses 3 Stamina, but the damage heals normally. The judge should be sure to inform the players if he chooses to use this option in DCC Lankmar.

Recuperating

Outside of combat, a PC can rest and recuperate to bind his wounds, restore his spirit, and recover from the stress of battle. Recuperating in this manner takes 1d3 turns, after which the PC can spend 1 point of Luck and regain hit points equal to a roll of his class hit die + Stamina bonus + his level. If the PC's rest is interrupted before this time elapses, he does not regain any hit points and must start the recuperating process anew.

Each PC can only recuperate once per day and gains no benefit from further rests until he has had a full night's sleep (which has its own restorative benefits; see DCC RPG p. 94).

Agents and Healing

Agents serving a patron with the Healing area of influence can attempt to ask that entity to intervene on the behalf of either himself or another. The agent can only do this while the subject to be healed is recuperating. The agent must personally tend to the subject's wounds in order to serve as a conduit of his patron's aid.

The agent makes either an Intelligence or Personality check and rolls his patron die as normal. If the patron die is less than the result of his action die roll plus the ability modifier, the patron intercedes, granting additional healing. If the patron die roll is higher than the ability check roll, the patron does not grant assistance to the injured character during this recuperation period. The agent cannot attempt to invoke his patron's aid on that target again during the current recuperation, but may call upon the patron when tending to a different character. If the patron provides any aid, the tending PC's patron die increases in size as normal. The agent does not need to spend Luck to utilize this form of healing.

Healing Ability Damage

Temporary ability damage heals as normal in DCC Lankmar (see DCC RPG p. 94 for details), requiring time and rest to recover. Permanent ability damage, however, is far more difficult to heal in Nehwon. With a lack of cler-

LUCK AND HEALING IN NON-NEHWONIAN CAMPAIGNS

The healing with Luck mechanic can be used in campaigns set on other worlds besides Nehwon. Any setting, either homemade or adapted from literary sources, that features clerics or priests with no or limited divine power can benefit from the non-magical healing mechanics presented above.

However, in a standard DCC RPG campaign where clerics are a playable class and magical healing is commonplace, this system should not be included unless the judge desires his game's PCs to be nearly indestructible! Combining both systems makes it far too easy for injured PCs to be restored to health, removing much of the challenge of combat and thereby diminishing both the players' and the characters' accomplishments.



ics and the *restore vitality* spell, PCs can find themselves swiftly approaching physical and mental decrepitude as they advance in their adventuring career.

Judges desiring a gritty campaign can decree that permanent ability loss cannot be recovered by any mortal means. A character wishing to restore lost ability points must seek out sorcerous or divine founts of power or pledge themselves to a formidable patron in return for mystical restoration. Barring these methods, the character will likely be forced to retire after one too many brushes with death takes its toll on their mind and body.

Alternately, a judge can allow the characters to recover from persistent ability damage during downtime between adventures. Characters looking to heal permanent ability loss cannot carouse during downtime and are instead considered to be seeking out medical treatment from various quack physicians, hedge mages, wise women, and street witches. The character can heal a single point of permanent ability damage by spending 1 point of permanent Luck. There may be a monetary cost as well if the judge desires, representing payment to these medical practitioners. The cost is left to the judge to decide, but 50 to 100 gold rilks per ability point healed is a good starting point.

No more than 1 ability point can be healed during downtime and this Luck point is permanently deducted from the character's score. Thieves and halflings do not regain this point as usual and can only raise their Luck score back to its previous levels via methods typically used by other classes (appeasing the gods, successful adventures, etc.).

Ointments, Unctions, and Unguents

He snatched from a shelf and unfolded a stout sack, then raced about, thrusting into it coiled ropes, bandage rolls, rags, jars of ointment and unction and unguent, and other oddments. – Ill Met in Lankmar

Various herbal, medicinal, and quasi-alchemical treatments exist on Nehwon for the treating of wounds. These are not always magical potions, but medical salves that alleviate pain and accelerate the healing of wounds. They can be purchased from apothecaries and witches, procured from one's patron, or otherwise acquired by a daring adventurer.

A PC using a healing unction regains 1d4 hp. If the salve is applied by a NPC trained in the healing arts or by a PC with the Healer benison, the salve restores 1d6 hit points. Healing salves can be used to restore additional hit points above and beyond the hit points a PC receives from recuperating and indulging in restoratives (see below).

Healing salves usually cost 10 gold rilks for a single application but prices vary by region and availability.

Restoratives

Gritted teeth and clean bandages can go a long way to restoring a PC's vitality, but a draught of potent potable goes even further! There are several liquors and wines, plus an assortment of even stranger beverages that help revive an injured PC's spirit and rally his health.

Most of these restoratives can only be consumed while recuperating (see above) as it takes time for the beverage to rouse the PC's vitality. Drinking a restorative beverage in the heat of combat is not always possible and the effects are not immediate.

When a PC consumes a draught of restorative drink while recuperating (typically a half-pint of liquid or ¼ the contents of a wineskin), the PC receives a bonus to his hit die roll at the end of the recuperating period. The bonus depends on the type of liquor consumed, based on the following table.

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 Quarmall	+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.
Horbrixen Date Wine	+4*	—
Quarmall Mushroom Wine	+4*	—
Blooded Snow Brandy	Special*	—
Simorgyan Drowned Liqueur	Special*	—

*see *Judge's Guide to Nehwon* for additional information

INCREASED HEALING OPTIONS

Due to individual preferences and playing style, some DCC Lankhmar judges may find the PCs are suffering increased deaths or proving unable to keep up with the damage they suffer, regardless of the amount of fleeting Luck awarded. This gritty, low fantasy play style may not be for all groups and the following two optional modifications to Luck healing are provided for the judge's consideration. Use whichever works best for the group and the campaign style desired.

Option #1: Cinematic Healing

Some judges and players may not wish to worry about how many times they can spend Luck or take prolonged recuperations to heal. Groups desiring a more cinematic rule—one that emphasizes the PCs' heroic status over more realistic health recovery rates—can simply spend an action and 1 Luck to regain hit points equal to their hit die plus Stamina modifier. They can expend Luck to do this as many times per day as they desire. PCs in campaigns using this option tend to be tougher than normal and the judge may have to increase the threat of the PCs' enemies to keep characters from running roughshod over Nehwon.

Option #2:

Increased Luck and Recuperation

Under this option, each PC can spend Luck to recover hit points a number of times during a single battle equal to his level rather than just once per combat.

Outside of battle, each PC can recuperate a number of times per day based on his level. Consult the following table to determine how many times the character can rest and recover additional hit points during a single day.

PC Level	Number of Recuperations Allowed per Day
1st & 2nd	1
3rd & 4th	2
5th & 6th	3
7th & 8th	4
9th	5
10th	6

PART FOUR: LUCK IN LANKHMAR

FLEETING LUCK

He thought of the masked powers Fate and Chance, and the game they play for the blood and brains of men. – The Jewels in the Forest



he gods of Nehwon are capricious at best. The mortals scurrying about the world are little more than afterthoughts to the divine mind—as long as their prayers keep flowing! When they do take interest in the lives of mankind, it is often for entertainment. While one struggles to keep the gods pleased, one can hope to benefit from their benevolence. But displease the fickle Powers and his luck will turn faster than a Whore Street doxie's heart.

To represent these shifting fortunes, DCC Lankhmar uses *fleeting Luck*, a form of Luck that PCs accrue in addition to their normal Luck stat, but which can also vanish in the blink of an eye—or the roll of a die. Fleeting Luck is spent as normal Luck, but is far easier to earn.

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.)

As a general rule, the judge should award fleeting Luck whenever he sees the opportunity. Luck in DCC Lankhmar flows fast and furious, much like the fortunes of *Fafhrd* and the *Gray Mouser*.

Characters can also earn fleeting Luck by carousing in the city's taverns and other dens of ill repute, potentially gaining great amounts of temporary Luck—but potentially entangling themselves in further complications. Rules for carousing and its effects are presented in the *Judge's Guide to Nehwon*.

As noted above, fleeting Luck can be used in any way normal Luck can be spent. Also, when making Luck checks, the PC treats his total current Luck score as the sum of both his normal Luck ability score plus any fleeting Luck possessed at the time of the check. A PC with a Luck score of 9 and four points of fleeting Luck would either have to roll a 13 or less to succeed at a Luck check, for example, or would have a +1 modifier, depending on the nature of the check.

Losing Fleeting Luck

It is "easy come, easy go" with fleeting Luck, and PCs should spend it freely to assist their actions and efforts (which could earn them more fleeting Luck in turn). The whims of Fate might change at any given moment, leaving a PC without fleeting Luck when he requires it most.

Any time any PC in the party rolls a natural 1 that results in a failure, **every** PC loses all of his fleeting Luck. The natural 1 must be from the roll of an action die, spell check, saving throw, ability or skill check, or similar roll. Rolling a 1 when determining initiative or making a Luck check (when rolling over a body, for example) does not cause fleeting Luck to be lost.

PCs possessing a class ability or benison that prevents them from suffering a fumble when rolling a natural 1 (such as a halfling fighting with two weapons or a PC with the *Two-Weapon Fighter* benison) do not cause the party-wide loss of fleeting Luck by rolling a single 1, but if the PC rolls two natural 1s, triggering a fumble, then all fleeting Luck would be lost.

All remaining fleeting Luck is lost at the end of the playing session. The PCs begin with 1 point of fleeting Luck at the start of the next game.

Fleeting Luck can also be lost at the judge's discretion should the PCs engage in activities that might attract the attention of the Gods of Trouble, Fate, Chance, or similar influential powers. A PC who desecrates an altar dedicated to Chance or mercilessly trounces a priest of Fate might incur the wrath of those powers, resulting in the loss of fleeting Luck for him and his companions. The judge can also cause fleeting Luck to be lost as a consequence for any action he deems suitable.

OPTIONAL RULE: BANTER

Leiber's stories crackle with witty banter, wry insults, and philosophical speculations uttered by Fafhrd and Mouser, giving the stories a humanity and humor not typically found in sword & sorcery fiction. This optional game mechanic rewards players who love to indulge in this form of role-playing, quipping, and intra-party interaction.

Banter functions similar to a game of hot potato. A marker is passed among the players, moved by social exchanges and role-playing. At the start of each game session, the banter marker is held by the judge who awards it to the first player who captures the mood with interesting, funny, or clever play, or otherwise role-plays in a manner appropriate for a Fafhrd and Gray Mouser story. The banter marker is now in play.

Any small object such as a poker chip, coin, miniature, prop, or similar item can be used as the banter marker.

Once the banter marker is in play, it is passed around the group as a reward for good role-playing as indicated above. The players award the banter marker among themselves, voting to pass it to a fellow player who keeps the banter flowing with witticisms, astute observations, and other repartee. Any player can nominate another player to receive the banter marker at any time and if the majority of the other players agree, it is awarded to the chosen player. The judge breaks all ties if the group cannot achieve a majority. The judge can also

suspend the passing of the banter marker if he feels the social contesting for its ownership is slowing game play or otherwise impacting the enjoyment of other players, reinstating it later when circumstances better allow for role-playing.

Whoever currently has the banter marker can "cash it in" at any time to gain +1d3 points of Luck to immediately apply to a single roll made by his character. Alternately, the player can use the banter marker to subtract 1d3 points from a roll made by another character or NPC. When utilized in this manner, the banter marker must be cashed in before the roll result is made or the total announced. Once the banter marker is used, it returns to the judge's possession until awarded once again to a player.

The banter marker can be awarded and cashed in multiple times during a game session, but like fleeting Luck, it is lost at the end of the session and returns to the judge's safekeeping.

The banter mechanic is not suitable for all gaming groups and the judge must deem whether his players possess the proper mixture of sociability before implementing this rule. In groups where one player tends to dominate role-playing situations, the banter marker may stall with that player, never passing to another, or be awarded to that player over and over again, placing this PC at an advantage over the rest of the group and leading to player resentment. The banter mechanic can be implemented or withdrawn as the judge sees fit.

Making Fleeting Luck Permanent

As a reward for exceptional role-playing, achieving near-miraculous success, going to great length to set the appropriate tone for a DCC Lankhmar game, or for other reasons decided upon by the judge, the game master can make a point of fleeting Luck permanent for a character. This point is added to the PC's permanent Luck score and can no longer be lost or shared as fleeting Luck.

Sharing Fleeting Luck

As the twain eyed each other challengingly through the murky fog lit indirectly by distant torches, they were already dimly aware that they were two long-sundered, matching fragments of a greater hero and that each had found a comrade who would outlast a thousand quests and a lifetime – or a hundred lifetimes – of adventuring. – Induction

As comrades-in-arms, the PCs' successes and failures are often determined by how well they work together and assist one another. It is also dependent on the whims of the gods of misfortune and how entertaining the party's mortal antics are to them. This combination of factors allows for the PCs to help one another out in tight situations, trading fleeting Luck to overcome adversity.

All PCs in the party – so long as they're in close proximity to one another (usually within visibility range) – can spend fleeting Luck to help another. Each point of fleeting Luck spent to help another adds +1 to the assisted PC's die roll. There is no limit on the number of PCs that can spend fleeting Luck to help a comrade. PCs with the Split Soul Hero benison share fleeting Luck as above, but with double the benefit. For each point of fleeting Luck a Split Soul Hero shares with his soul-twin, the aided PC gains a +2 bonus to his die roll. The *Split Soul Hero* benison also allows the PCs to spend permanent Luck to help their soul-twin. Any permanent Luck spent in this manner is restored at a rate of 1 point per class level per day (a 3rd-level split souled warrior would recoup 3 points of permanent Luck each morning) or as their class ability normally allows (in the case of thieves and halflings), whichever is greater.

Characters without the Split Soul Hero benison can only share fleeting Luck amongst the group. Permanent Luck can never be expended to help another unless the PC has a special benison, spell, or other ability that allows them to specifically do so.

Tracking Fleeting Luck

PCs can account for their fleeting Luck by simply noting their current number of fleeting Luck points on their character sheet, adjusting the total as it comes and goes. However, to save wear-and-tear on their sheets and to remind both players and judges to spend and award fleeting Luck, a physical marker or token is recommended. When a PC earns a point of fleeting Luck, the judge hands him one of these markers and the PC returns one whenever he spends

a point. Whenever all fleeting Luck is lost, all players return their markers to the judge and the process begins anew. In playtesting, we found that having physical tokens assist in encouraging the players to spend their fleeting Luck and helps remind the judge to award it.

The judge may use whatever object he desires, such as poker chips, glass beads, coins, etc. This book also includes a sheet of fleeting Luck templates (below) to be printed out and glued to matte board or similar material and used to keep track of the whims of fortune.

FLEETING LUCK TOKENS



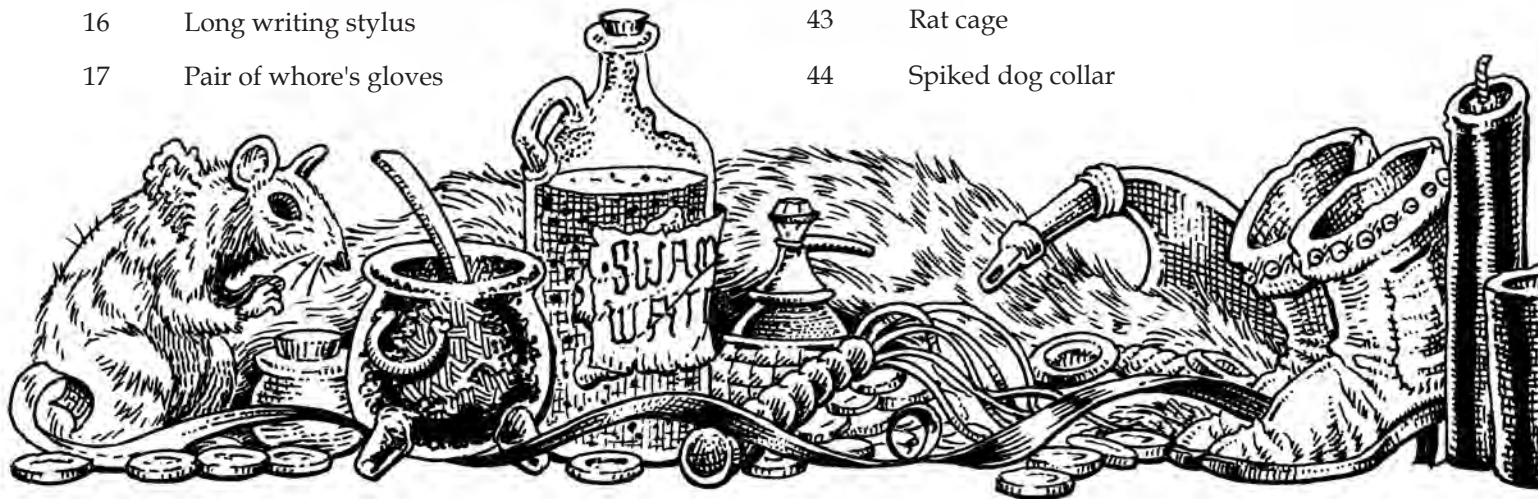
APPENDIX A: INTRIGUING ITEMS

The objects included a toothed small wooden wheel as big almost as a Sarheenmar dollar with two of the teeth missing, a finch's feather, three lookalike gray round pebbles, a scrap of blue wool cloth stiff with dirt, a bent wrought-iron nail, a hazelnut, and a dented small black round that might have been a Lankhmar tik or Eastern halfpenny. – The Curse of the Smalls and the Stars

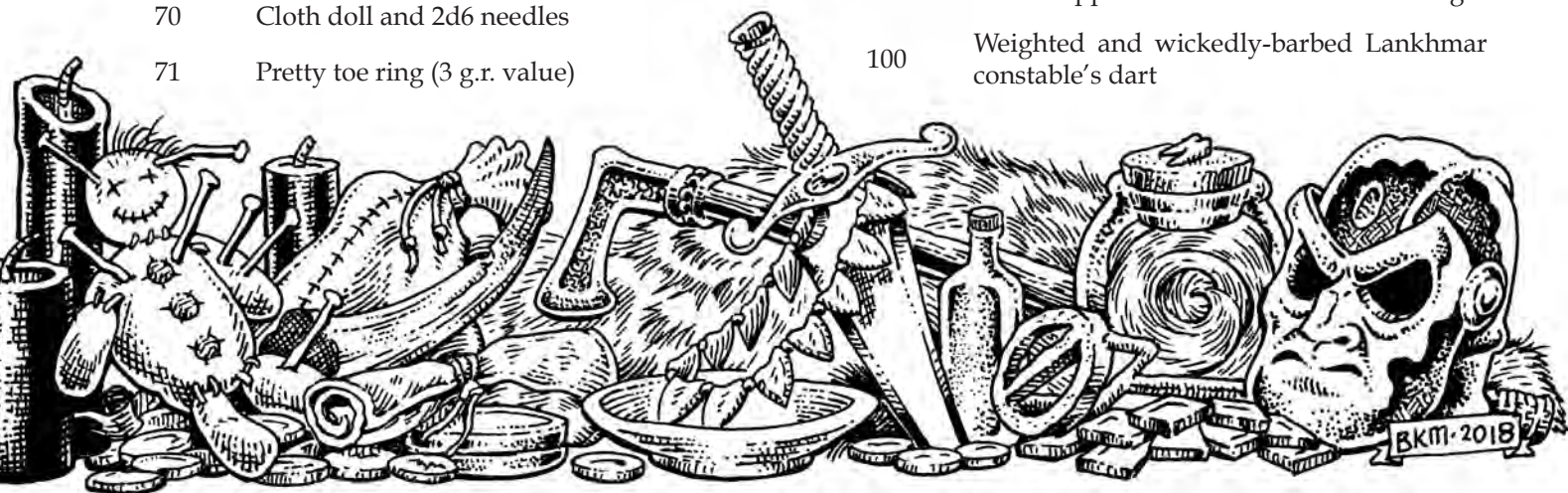
If the judge desires, each DCC Lankhmar PC begins play with an interesting item they've acquired prior to the start of the campaign. Roll d% and consult the table below to determine what object the character has in his possession. The object may be useful or not, but creative players can use these items as inspirational springboards to further flesh out their characters. The benefit (if any) of the following objects is left to the judge to determine.

Table 4-1: Table of Intriguing Items

Roll d%	Intriguing Item
1	Copper spoon
2	Bottle of Great Salt Marsh water
3	Mingol bone flute
4	Eel poison and a pair of water cobra-skin gloves
5	Ice serpent fur leggings
6	Swamp rat pouch
7	Black squid ink in a metal vial
8	Black toga
9	Aromatic herbs
10	Reversible white fur cloak
11	Five feet of black silk ribbon
12	Small browned iron fire pot
13	Bear cub skull
14	Two white ermine pelts
15	Smelly, unwashed jerkin
16	Long writing stylus
17	Pair of whore's gloves
18	2'-long roll of blank parchment
19	Skis and poles
20	Waterproof scroll case
21	Wineskin filled with Ilthmar strong wine
22	Spiked boots
23	Hand mirror
24	Short velvet whip
25	Eye patch
26	Decorative chamber pot
27	Walrus tusk hair brush
28	Pouch with hidden pocket
29	Stuffed rat
30	Pair of boots with a concealed stiletto sheath
31	Collapsible oar
32	Gray cloak
33	Expensive perfume
34	Caltrops
35	Camel bridle
36	Vial of anti-itch ointment
37	Warlock's hood
38	Cheap brooch
39	Piece of black chalk
40	Small bottle of burn balm
41	Silver bound purse (5 s.s. value)
42	Euphoric weed
43	Rat cage
44	Spiked dog collar



45	Rat-sized halberd	72	Rat-skin cloak
46	Sea Mingol pirate flag	73	Knuckle bones of a pimp
47	Belaying pin (damage as club)	74	Pair of rat-skin gloves
48	Single bronze horseshoe	75	Child's doll
49	Slave's collar	76	Small lyre
50	Gold tooth (5 g.r. value)	77	Courtesan's red silk dress
51	Rabbit's foot	78	Black tunic of a Lankhmar police constable
52	Pair of silk stockings	79	Wicked saw-edged knife
53	Petrified plum	80	Steel helm with grimacing face visor
54	Verdigris-stained bronze sword	81	Long-burning torch (burns three hours)
55	Dagger with decorative kitten-headedommel	82	Earthenware jar
56	Tin of white face powder	83	Thieves' Guild silver membership dagger
57	Horse hair drawing brush	84	Barber-surgeon's scalpel
58	Pair of huntsman's boots	85	Small brandy-filled cask
59	Cat's collar with small bell	86	Pair of padded shoes
60	Single boar's tusk	87	Branding iron
61	Four black candles	88	Belt with four throwing daggers
62	Silver plate (8 s.s. value)	89	Unkempt reddish-gold wig
63	Walking cane with spring-loaded spike in the tip	90	Bearskin cloak
64	Set of lock picks	91	Pair of wire cutters
65	Scarlet cap	92	Gray wizard's beard in a jar
66	Pair of beggar's crutches	93	Mysterious idol
67	Shark's tooth necklace	94	Skin of Quarmall mushroom wine
68	Large vial of syrupy liquid	95	1d20 bronze agols
69	Red lace bustier	96	2d7 silver smerduks
70	Cloth doll and 2d6 needles	97	Pair of gold rilk earrings (2 g.r. value)
71	Pretty toe ring (3 g.r. value)	98	Fake diamond-in-amber glulditch
		99	Metal-capped Lankhmar constable's cudgel
		100	Weighted and wickedly-barbed Lankhmar constable's dart



PLAYTESTER CREDITS

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DCC RPG

DUNGEON CRAWL CLASSICS LANKHMAR

COMPENDIUM OF SECRET KNOWLEDGE

A Hundred Random Nehwon Names

Lankmart Names			Eastern Land Names			Mingol Names			Northerner Names			Land of the Eight Cities Names		
01	1	Freng	21	1	Hallan	41	1	Aarph	61	1	Frohi	81	1	Ocrarch
02	2	Tulabat	22	2	Symeena	42	2	Goultu	62	2	Ungir	82	2	Gerya
03	3	Numinia	23	3	Mumman	43	3	Keraang	63	3	Throort	83	3	Lommach
04	4	Ulgratt	24	4	Akinn	44	4	Lurph	64	4	Leenah	84	4	Asalleh
05	5	Friff	25	5	Res	45	5	Moulph	65	5	Elfehee	85	5	Murgon
06	6	Smot	26	6	Usha	46	6	Yilyn	66	6	Songor	86	6	Bouchicha
07	7	Dunaba	27	7	Saylah	47	7	Krellouh	67	7	Hlalf	87	7	Kremuch
08	8	Krix	28	8	Amun	48	8	Phung	68	8	Odrumir	88	8	Loubt
09	9	Dulria	29	9	Beshir	49	9	Murool	69	9	Fenrik	89	9	Emrrl
10	10	Lagabat	30	10	Ulkahar	50	10	Bouranghis	70	10	Olgalha	90	10	Quoult
11	11	Ishlum	31	11	Besh	51	11	Preng	71	11	Garmir	91	11	Anleg
12	12	Satha	32	12	Asisha	52	12	Poulsh	72	12	Gloki	92	12	Troval
13	13	Yilt	33	13	Wassan	53	13	Trunch	73	13	Vislif	93	13	Shmehk
14	14	Glagmesh	34	14	Bulhdulla	54	14	Qual	74	14	Reheena	94	14	Ulgomarch
15	15	Algrulk	35	15	Sennah	55	15	Simoul	75	15	Siff	95	15	Fremmech
16	16	Olvili	36	16	Erramesha	56	16	Golgo	76	16	Helegah	96	16	Grummlelh
17	17	Drenvas	37	17	Yulba	57	17	Bu	77	17	Ishlif	97	17	Huggruch
18	18	Gruglum	38	18	Bumbusha	58	18	Doloush	78	18	Urruk	98	18	Olsolva
19	19	Vilishi	39	19	Halima	59	19	Quat	79	19	Thilf	99	19	Rrarch
20	20	Julm	40	20	Ubulan	60	20	Woovu	80	20	Tur	00	20	Brunach

Roll either d% to determine a name randomly or choose the applicable category and roll d20 to generate a more specific or appropriate result.

