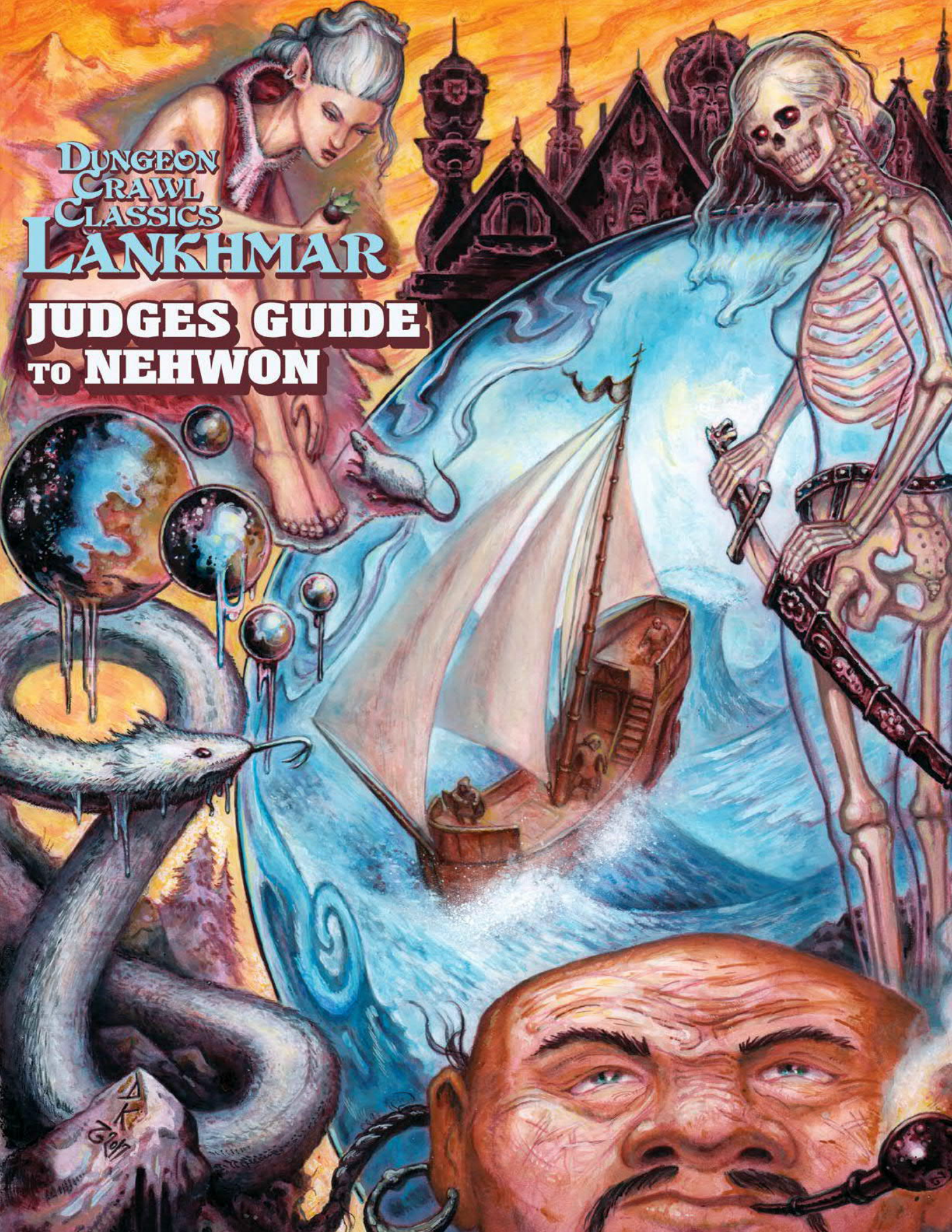


DUNGEON
CRAWL
CLASSICS
LANKHMAR

**JUDGES GUIDE
TO NEHWON**



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JUDGE'S GUIDE TO NEHWON

A Setting Book For DCC Lankhmar

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INTRODUCTION



Welcome to the fantastic world of Nehwon, home to the legendary Lankhmar and the dubious heroes known as Fafhrd and the Gray Mouser! Dungeon Crawl Classics RPG is pleased to be given the opportunity to mine the incredible stories of renowned author Fritz Leiber and adapt the people, places, and things of his tales for use at your gaming table. Within this boxed set, you will find everything you require to begin a DCC Lankhmar campaign or to take your DCC RPG adventurers through space and time to visit the world bubble of Nehwon.

The DCC RPG is a perfect fit for Leiber's world and the stories that chronicle it, perhaps more so than any other role-playing game to date. DCC RPG was specifically designed to go back to the classic sword & sorcery stories that inspired the original fantasy role-playing game and provide judges and players with the means to replicate the feel of those tales for their own enjoyment. One could say that Leiber and Lankhmar are in DCC RPG's very DNA, a crucial part of making the game what it is. Now, thanks to a partnership with the estate of Fritz Leiber, DCC Lankhmar presents the fans of DCC RPG with new role-playing material that comes directly from the tales of Fafhrd and the Gray Mouser. Herein are new lands to explore, new monsters to battle, unique spells to uncover, and a bevy of optional rules to make your DCC RPG game better reflect the adventures that fill Fritz Leiber's fiction.

All of us at Goodman Games are delighted by the opportunity to play with Leiber's most famous creation. His work casts a long shadow over the role-playing game hobby, influencing and informing some of the universal components of the pastime. Every shadowy thieves' guild, every teeming city filled with fog and danger, every scroll-reading rogue and slyly intelligent wererat skulking through the underworld owes a debt of gratitude to Fritz Leiber. It is safe to say that almost all fantasy cities in RPGs are muddled reflections of Lankhmar, whether or not we recognize it on a conscious level. Everyone involved in the DCC Lankhmar line is thrilled to be able to play in Lankhmar and to figuratively walk its foggy streets after dark. After playing in the shade of the grand city for so long, it is an honor lay our hands on the very object that has thrown that long and influential shadow.

While the DCC Lankhmar set contains all the basics a judge requires to get his Nehwon-based game running, it is far from a complete compilation of all things Lankhmar! Leiber penned more than forty Fafhrd and Gray Mouser stories, novellas, and novels in his lifetime, incrementally adding to the world of Nehwon. Consider this set a mere aperitif, a sip of a fine vintage to wet your lips before consuming more. Each subsequent release in the DCC Lankhmar line will further explore Nehwon, allowing you to build your campaign piece-by-piece, much as Leiber did his stories. We hope you'll continue this journey of exploration with us and to further range across the world of Nehwon and delve into the twisting streets of the City of the Black Toga through the lens of DCC Lankhmar!

A BIBLIOGRAPHY OF NEHWON SOURCES

Fritz Leiber wrote dozens of short stories, poems, novellas, and novels telling the tales of Fafhrd and the Gray Mouser between the years of 1939 and 1988, a period spanning almost fifty years. Because of the sheer amount of Nehwon fiction published, new readers often have difficulty choosing a story to begin with, while more experienced readers might not find all of Leiber's tales to their liking. Nevertheless, any judge desiring to run a DCC Lankhmar campaign needs to have at least a passing familiarity with the source material. Although this boxed set makes every attempt to provide the judges and players everything they need to begin their adventures in Nehwon, knowledge of Fritz's stories is invaluable when running or playing in a DCC Lankhmar game.

The following list covers every piece of Fafhrd and Gray Mouser fiction Leiber penned during his lifetime, plus two others not written by Fritz. Many can be found in the various collections produced by publishing houses such as Ace Books, Gregg Press, White Wolf Publishing, or Dark Horse Books, but a few are more difficult to locate. The stories presented in **bold** below are, in this author's opinion, the quintessential Fafhrd and Gray Mouser stories and are required reading for any DCC Lankhmar judge or player.

The Jewels in the Forest (1939, as "Two Sought Adventure")

The Bleak Shore (1940)

The Howling Tower (1941)

The Sunken Land (1942)

Thieves' House (1943)

Gray Mouser: 1 (1944)¹

Gray Mouser: 2 (1944)¹

Adept's Gambit (1947)²

Claws from the Night (1951, as "Dark Vengeance")

The Seven Black Priests (1953)

Induction (1957)

Lean Times in Lankhmar (1959)

When the Sea-King's Away (1960)

Scylla's Daughter (1961)³

The Unholy Grail (1962)

Bazaar of the Bizarre (1963)

The Cloud of Hate (1963)

The Lords of Quarmall (1964)⁴

Stardock (1965)

The Swords of Lankhmar (1968)

Their Mistress, the Sea (1968)

The Wrong Branch (1968)

In the Witch's Tent (1968)

The Two Best Thieves in Lankhmar (1968)

The Circle Curse (1970)

The Snow Women (1970)

Ill Met in Lankhmar (1970)

The Price of Pain-Ease (1970)

The Sadness of the Executioner (1973)

Trapped in the Shadowland (1973)

The Bait (1973)

Beauty and the Beasts (1974)

Under the Thumbs of the Gods (1975)

Trapped in the Sea of Stars (1975)

The Frost Monstreme (1976)

Rime Isle (1977)

Sea Magic (1977)

The Mer She (1978)

The Childhood and Youth of the Gray Mouser (1978)⁵

The Curse of the Smalls and the Stars (1983)

Slack Lankhmar Afternoon Featuring Hisvet (1988)⁶

The Mouser Goes Below (1988)⁶

"The Tale of the Grain Ships": A Fragment (1997)

Swords Against the Shadowland (1998)⁷

¹ "Gray Mouser: 1" and "Gray Mouser: 2" are each short poems. They can be found in *Ill Met in Lankhmar* (White Wolf Publishing, 1995).

² "Adept's Gambit" was actually the first Fafhrd & Gray Mouser story ever written (1936), but was rejected by *Weird Tales* and didn't see print until 1947.

³ Began as "The Tale of the Grain Ships" in 1936, but the story became the prototype for "Scylla's Daughter" and later *The Swords of Lankhmar*.

⁴ Harry Otto Fischer wrote the first 10k words of *The Lords of Quarmall* in 1936, but it was Leiber who finished the tale and saw it published in 1964.

⁵ "The Childhood and Youth of the Gray Mouser" was written by Leiber's long-time friend and co-creator of Fafhrd and the Gray Mouser, Harry Otto Fischer. It was published in *The Dragon* #18.

⁶ These two stories were combined into one when published in *The Knight and Knave of Swords* (1988).

⁷ *Swords Against the Shadowland* was written by Robin Wayne Bailey and was authorized by Leiber.

CHAPTER ONE: AN OVERVIEW OF NEHWON



Nehwon is a world very much like our own in many ways, yet utterly alien in others. A visitor transplanted upon Nehwon from Earth (and there have been one or two down the long march of years) might initially mistake it for some far-flung land of their native world. But the longer he remained and the more he discovered about Nehwon's oddities, the greater the alienation he would experience.

This section serves as a general overview of the world of Nehwon, introducing its various locales and lands, as well as cosmology, people, and customs to the reader. However, we can only briefly explore this wondrous world in the space provided and cannot hope to replace the bevy of lore contained in the works of Fritz Leiber. Serious Nehwonian scholars should consult those texts first and foremost. Additional information on the subjects addressed below will also appear in future DCC Lankhmar supplements from Goodman Games.

THE COSMOLOGY OF NEHWON

The question seemed to confound the man-demon. Hurriedly consulting his book, he replied, "Do you know about other worlds? Don't you believe the stars are only huge jewels?" Fafhrd responded, "Any fool can see that the lights in the sky are jewels, but we are not simpletons, we know of other worlds." – The Swords of Lankhmar

Nehwon is a world rife with sages, priests, philosophers, and dreamers, and each of these individuals postulates different theories about the composition of the world and its place in the cosmic landscape. These theories are often at odds with one another, making the truth of the matter something the individual must decide for himself.

The most popular theory about Nehwon currently is that it is a giant bubble slowly ascending through the cosmic waters of eternity. The inner surface of this "world bubble" bears the great continents, islands, and the massive jewels that form the stars twinkling above in the night sky. The Overlord of Lankhmar, Glipkerio Kistomerces, once had a grand metal diving bell crafted so that he might traverse the waters of eternity and visit other world bubbles (the success of the venture remains in dispute).

Scholars and priests who adhere to this theory, the most widely believed one amongst Nehwon's learned folk, claim that the stars above are the product of the gods. The gods fashioned them from massive jewels before launching them into the night sky from atop the mountain of Stardock. The gems that litter the world of Nehwon are but artists' models used by the gods in their designs before being cast away carelessly when no longer needed. According to this belief, when the sun sinks in the west, the burning orb swims through the eternal waters to resume its starting position in

the east and stray rays thrown off by the sun on its journey cause the jewel stars to glitter in the night.

Lately, a rival theory has emerged in certain circles, but given its origin arises from phenomenon witnessed by "that mongrel and long-suspected burglar, cutpurse, swindler, and assassin, the Gray Mouser," it remains very much in dispute. This rival theorem attests that the sun, moon, and stars (and perhaps even the "planets nine") reside in the heart of great waterspouts that circle the interior of the world bubble of Nehwon in delicate order within the Great Equatorial Ocean—also known as the Sea of Stars—that rings the world. When the currents carry the waterspouts to the far side of the bubble, those below can see the lights burning at their heart and these are the stars, sun, and moon.

STARS OF NEHWON

Speaking of stars, Leiber was an amateur astronomer and his love of the science is evident in the stories of Fafhrd and the Gray Mouser. Several stars and constellations appear in those tales and judges seeking to emulate Leiber's writings might reference them when applicable in their DCC Lankhmar campaigns.

Akul: This star sometimes aligns with the tip of the Spire of Rhan in Lankhmar.

Ashsha: Brightest of Nehwon's stars, it is pale blue in color.

Astorian: Nehwon's greatest star.

Black Panther: A constellation.

Shadah: A star visible in the cold north.

Sol: The sun.

The Bright Ones: A collective name for all the stars in the heavens.

The Dog Star: A bright star; whether there is a connection to it and Sirius is unknown.

The Ghosts: A constellation comprised of dim stars.

The Knife: A constellation resembling a skinny, long triangle of stars with a tip star as red as blood.

The Lovers: A constellation composed of several bright star pairs.

The Targe: The northernmost constellation. It is comprised of seven spiraled stars.

The Whale Star: Mentioned, but no details given.

Less civilized cultures hold beliefs more in tune with their brutal lives on the fringes of the world. For example, among the northern barbarians, a people who live and die by the sword, Nehwon is believed to be the interior of a dead god's skull, one ceilinged with jewels that shine in the night sky. There are undoubtedly other skulls—other worlds—scattered across the frigid battlefield that is the universe.

It also bears noting at this time that there exists (or perhaps existed) a fringe religion that believes Nehwon is in fact alive, a living yet slumbering god of magmatic blood, tectonic flesh, and a lingering hatred for the vermin called Men. This sect holds that a dark day shall come when Nehwon will awaken and assume man's form to exterminate the teeming life that scurries across its rocky skin.

Whatever theory one believes, it cannot be doubted that other worlds and dimensions exist outside of Nehwon. Priests and philosophers speak of the red star which is Hell and the Fiend that lords over the dark devils and chained souls damned there as well as the Nine Heavens where gods and heroes dwell. Connections between Nehwon exist via Ningauble's Cave that allow heroes to reach Earth and likely other worlds. Arilia, the World of Air, lies either adjacent to Nehwon or perhaps in the skies above it, and the harbors of Rime Island host ships that have crossed strange waters and hail from unknown worlds.

THE LANDS OF NEHWON

Nehwon's known realms crowd about the Inner Sea: northward the green-forested fierce Land of the Eight Cities, eastward the steppe-dwelling Mingol horsemen and the desert where caravans creep from the rich Eastern Lands and the River Tilth. But southward, linked to the desert only by the Sinking Land...are the rich grain fields and walled cities of Lankhmar, eldest and chiefest of Nehwon's lands. - Induction

Many cultures and kingdoms cover Nehwon, separated by vast distances and formidable natural boundaries and obstacles. This section introduces those lands to the newcomer, beginning with the oldest and greatest of Nehwon's cities: Lankhmar.

Lankhmar City, often simply called "Lankhmar" or by its sobriquets of "The City of the Black Toga" or "The City of Sevenscore Thousand Smokes," is both the grandest city in Nehwon and the capital of the nation of Lankhmar (sometimes referred to as "Lankhmar Land" to distinguish it from the city of the same name). Lankhmar stands on the southern coast of the **Inner Sea**, located where the **River Hlal** empties into the sea. Lankhmar is surrounded by the numerous grain fields necessary to support the metropolis, and those dwelling outside of the city earn their living toiling in the fields as either free farmers or slaves to the city's endless hunger. [More information is contained in the accompanying city book, *Lankhmar: City of the Black Toga*.] East of Lankhmar is the **Great Salt Marsh**, a desolate region uninhabited by man, but home to snakes, spiders,

leopards, and the archwizard Sheelba of the Eyeless Face. To the west, across the River Hlal and on the far side of the grain fields are both the **Great Dike**, which abuts the Inner Sea and protects those invaluable resources, and the town of **Earth's End**, the last settlement of merit on the Inner Sea's southern coast.

South of Lankhmar are the **Lakes of Pleea**, a collection of lakes fed by springs in the **Mountains of Hunger**. The city of **Tovilyis**, often called the "beggar city" as it is dependent on grain from Lankhmar and trade from Ilthmar to survive, rests on the shore of the Lakes of Pleea, adjacent to a constructed canal that links the Lakes with the **Sea of the East**, a placid warm sea separated from the Inner Sea by that strange geological oddity known as the **Sinking Land**. The Sinking Land, as its name implies, regularly rises and falls beneath the waves, creating an intermittent land bridge between Lankhmar and the lands on the eastern shores of the Inner Sea and Sea of the East.

South of Tovilyis, on the far side of the Mountains of Hunger, lies the ancient and curious city of **Quarmall**. This metropolis was once the capital of a massive empire that stretched across the Sea of the East, but it long ago fell into decline. Now all that remains of the empire of Quarmall is a single keep situated atop a hill near the coast of the **Outer Sea**. Beneath the castle, however, is Quarmall proper, a vast, twisting network of subterranean levels excavated from the bowels of the earth. Quarmall is nigh-legendary, with many believing it to be mere myth. Those who dwell near the underground city know far too well that it is real and that its ancient line of lords regularly enslave those who wander too close to the city with their sorcery.

The lands south of Quarmall are poorly documented. It is known that a broad, dry desert sits along the coast of the Sea of the East. The land of **Klesh**, a verdant jungle land rich with exotic trade goods, venomous serpents, and flying, luminous spiders, is located beyond Quarmall on the Outer Sea coast.

Continuing our journey, we cross the Sea of the East to the **Eastern Lands** on its far shore. The **River Tilth** empties into the Sea of the East and marks the westernmost verge of a massive desert. This arid land is the **Great Eastern Desert** and home to the empire of the King of Kings, perhaps the greatest potentate in Nehwon—or at least to those under his dominion. The capital of his empire is the citadel-city of **Horborixen**, second only to Lankhmar in size and splendor. There the King of Kings rules his demesne from his gilded court, surrounded by his wives, concubines, ministers, and devoted assassins.

Located to the southeast of the great desert empire is the exotic land known as **Far Kiraay**. Few people dwelling in the lands west of the desert kingdom have seen this distant land known for its violet wine and valuable spices. Were it not for the fact that these commodities regularly appear in the markets of Lankhmar, many would believe Kiraay to be wholly mythical.



Far, far to the east of the King of King's empire is **Tisilinilit**, a city of gleaming, slender spires that shine nearly crystalline in the dawn. Beyond Tisilinilit lies the shriveled **Empire of Eevamarensee**, a land so decadent and old that its inhabitants are hairless—even its rats, cats, and dogs are bald. Past these legendary and half-believed regions stands a great ocean with deafening surf crashing upon its stony shores. What lies across that sea is unknown (although some have speculated it marks the western shore of the Outer Sea, meaning Lankhmar lies across its waters).

Venturing north along the strange coast, we encounter the city of **Sayend**, the easternmost city of ancient Eevamarensee. Or perhaps we don't, as some claim it was burned to ashes by the Sea Mingols. Also, somewhere along this weird coast is a strand of basalt crags, gray rocks, and white bones. This desolate coastline is known as the **Bleak Shore** and is home to corpse-like men and armored creatures under their mental command.

Turning back to the west takes us across uncharted lands (although it's said that Fafhrd and the Gray Mouser traversed these regions and found them to be a vast plain, lightly covered with trees, and home to a tower haunted by spectral hounds) until a strange change in the landscape occurs. The air turns cool and moist, and thick green grass and thickets of dark cedars appear. The sky turns dark as if a perpetual twilight looms over a land bearing odd, low hills covered with outcroppings of black stone. We have reached the **Shadowland**, home to Death and Nehwon's Death Pole. The living are not welcome here and rightly

fear it. Only the bravest or most accursed souls plumb beyond its verges. Choosing wisdom over valor, we turn north and skirt Death's domain.

This change in direction leads us to the **Steppes**: cold, wind-swept grasslands home to the fierce Mingols. This violent people have no permanent cities on the Steppes, only itinerant camps comprised of hundreds of Mingols and thousands of horses that move across its treeless expanse. Woe unto the traveler who chances upon a Mingol band and lacks the steel or etiquette to spare his life!

Safely passing through the Steppes, we see mountains rising to the southwest. These are the **Parched Mountains**, arid peaks that demark the westernmost boundaries of the Shadowland. Hugging the western foothills of the Parched Mountains is the **Sea of Monsters**, a salty, inland sea home to great white-bearded serpents that sport in its waters. A crumbling city stands on the western shore of the Sea of Monsters, seemingly bleached white by sun and time. This relic is the **City of the Ghouls**, home to the wondrous and horrible Nehwon Ghouls, whose transparent flesh makes them appear as walking skeletons. The Ghouls feast on humans and their city is best avoided.

Looking to the south, a range of ancient peaks mars the horizon. Old and worn by time, these are the **Mountains of the Elder Ones**, a range filled with shadowy vales and trickling streams that often glitter with gold ore washed down from veins high in the mountains. One mighty river flows south to feed the River Tiltth on the borders of the Eastern Land.

Further west, beyond the City of the Ghouls, the land turns arid and unforgiving. This is the **Poisoned Desert**, a vast expanse of lifeless sand and rock, where springs and oases are rare and commonly tainted when their waters do trickle to the surface.

Assuming a traveler survives the trip through the Poisoned Desert, he finds a forbidding wall of mountains rising in the west, a single pass leading through them at the center of the range. The northernmost peaks are known as the **Barrier Mountains**, while those south of the pass bear the name of the **Ilthmar Mountains**. Journeying through the pass, we catch a whiff of salt air and see the city of **Sarheenmar**, a metropolis of low buildings constructed from dried clay bricks, filling the westernmost mouth of the pass and squatting on the shore of the Inner Sea. Orchards of plum trees grow on the sun-kissed hills around the city, and a trade road runs north and south directly through Sarheenmar.

If one were to follow the trade road south, the trip would take him along the eastern shore of the Inner Sea until he reached the crossroads city of **Ilthmar**. Situated between the lands of Lankhmar, the Eastern Lands of the King of Kings, and the trade routes from the north, Ilthmar is a nexus of travel, trade, and news, all of which is conducted under the unblinking gaze of murals and sculptures depicting the city's foremost deity, the Rat God. Ships fill the harbor, as do sharks drawn by regular sacrifices to the city's second-most venerated deity, the Shark God. The hills and vales outside the city bear grain and cornfields, and vineyards that produce the famed light-colored wine of Ilthmar.

The Ilthmar Mountains rising behind the city that bears their name are famed as the home of the archwizard Ningauble of the Seven Eyes. His cave lies but a short journey from bustling, filthy Ilthmar, and those seeking to consult with the Septinocular One must first climb the dry foothills to seek out the entrance to the Bottomless Caves.

Back in Sarheenmar, the northern trip along the trade road takes us into more verdant climes. Skirting the edge of the Inner Sea until we reach the northern coast, we find the **Great Forest** stretching before us, spanning from the seashore to the far northern mountains. This massive forest is home to the kingdom known as both the **Forest Land** and, more commonly, the **Land of the Eight Cities**.

Scattered across its length like pearls on a string are the eight cities that give the kingdom its name: **Kleg Nar**, the easternmost city and often the target of Mingol raids; **Kvarch Nar**, the chiefest of the cities and home to the realm's ruler, Movarl; **Gnamph Nar**, whose roads lead to the Cold Waste and the lands of the northern barbarians; **Illik-Ving**, smallest of the eight cities and gateway to the northern mountains; ancient **Ool Hrusp**, where the Mad Duke oversees gladiatorial games for his entertainment; **Ool Plerns**, closest to the Outer Sea and renowned for its caviar and timber trade; **Ool Krut**, where some of the finest sail canvas is crafted; and, lastly, **Mlurg Nar**, small and isolated in the wild. Splitting the Great Forest and the Land of the Eight

Cities in twain is the **River Mangrishik**, whose cold waters begin in the **Trollstep Mountains** far to the north.

The Trollstep Mountains separate the somewhat civilized Land of the Eight Cities from the barbaric tribes and harsh regions that lie behind them. Those crossing the Trollsteps find the **Cold Waste** stretching out before them. This taiga and tundra region is home to unmarred beauty and deathly peril. It is home to the fiercely proud northern barbarian tribes of the Snow Clan, the Ice Tribe, and the Frost Companions, as well as the gnarled, squat Ice Gnomes that sometimes mass like lemming hordes to slay and plunder.

Abutting the Cold Waste on its northern edge are the mountain ranges of the **Bones of the Old Ones** and the **Mountains of the Giants**, home to the tallest peak in all of Nehwon, **Stardock**. Legend holds that a great rift valley, temperate and pleasing, lies beyond the Mountains of the Giants, but that is surely barbaric nonsense.

Continuing to journey west along the northern shore of the Inner Sea, we eventually reach the eastern coast of the Outer Sea and the westernmost edge of the Land of the Eight Cities. There, where the two seas meet, we observe a long, thin peninsula of rock stretching out into the water, the **Curtain Wall** that serves as a natural breakwater between the two oceans' waves and tide. Once, the Curtain Wall stood whole, but there is now a great gap in the stone that daring captains sail through. Some say that the Sea King's court lies directly beneath the Curtain Wall and there are stories of an odd door in a tower-like spire of stone rising just offshore of the Curtain Wall.

Leaving the Curtain Wall behind us, we travel north up the coast of the Outer Sea. The land here is fierce and often ice-bound in winter. After a difficult trip, we eventually reach the last known speck of civilization in the north: the city of **No-Ombrulsk**. The city is ruled by Lord Logben, who is crafting a throne of exotic ivories, but as the city's harbor is frozen outside of the summer months, trade is intermittent in No-Ombrulsk and he seldom has the rare material to complete his labor.

Passing through No-Ombrulsk we enter into the wilds once more, traversing through lands occupied by tribes of Ice Gnomes, who sometime trade with southerners. Were we braver (or madder), we might take to the sea and sail off to the west. Legend holds that the lands of sunken **Simorgya** lie somewhere beneath the waters of the Outer Sea west of No-Ombrulsk, but its precise location has been lost to time.

Beyond the tribal lands of the Ice Gnomes, we come to the **Claws**, mountainous fjords that stretch out into the Outer Sea and where the pirate raids of the northern tribes are launched. These jagged peninsulas also mark the end of the Outer Sea and the beginning of the **Frozen Sea** and the icebergs and sheet ice that persist there year-round. We have at last come to the edge of known Nehwon.

One last place bears mentioning before we close our travelogue, however. There are those who claim that a mysterious island nation exists in the waters west of the Claws, a

place where the cliffs glisten like white glass and twin volcanoes puff plumes of smoke and rivers of lava. This surely hellish land is known as **Rime Isle**, but, like many far-flung places in Nehwon, it is likely wholly legend and unworthy of seeking out.

THE PEOPLE OF NEHWON

She wore a lustrous loose yellow robe and had the winsome triangular face, moss-green hair, and bright blue eyes of an Ilthmarix. —The Lords of Quarmall

Nehwon is filled with exotic lands and curious people, each of whom brings their own customs and adventure opportunities to a DCC Lankmar campaign. There are nearly a half-score of cultures mentioned in the adventures of Fafhrd and the Gray Mouser and likely an equal number or more that never appeared in Leiber's tales. This section examines many of those peoples and cultures in brief, providing the judge with the basic information to portray denizens of these various lands in his campaign.

Five of these cultures are available to starting characters, and details of the benefits and potential drawbacks of hailing from these lands are provided in the *Compendium of Secret Knowledge*, pp. 4–6. Other cultures will be covered in greater detail in forthcoming DCC Lankmar books. Cultures such as the weird Ghouls of Nehwon or the residents of sunken Simorgya are detailed in Chapter 5: Monsters of Nehwon.

Cultures of the Inner Sea

Lankmarts are natives of the land and city of Lankmar and consider themselves the most civilized of Nehwonians. Almost any complexion, hair, or eye color can be found amongst the Lankmarts thanks to countless centuries of trade, conquest, and immigration to the foremost city in Nehwon. Lankmarts are almost as varied as the architecture of the city itself and, aside from a general disdain for anyone not hailing from Lankmar, it's difficult to predict the personality and behavior of anyone from the City of the Black Toga.

Closely related to their neighboring Lankmarts, **Ilthmarts** are residents of Ilthmar and the surrounding lands. They are renowned for their avarice and their dedication to their strange deities, the Rat God and the Shark God. Ilthmarts tend to have tan complexions and dark hair, although there is a tendency for Ilthmart women to dye their hair unusual colors such as green or fiery red. Ilthmar is a hub of trade and travel, and the residents do their best to profit from the commerce that passes through their city, taxing goods and travelers, and extorting bribes on top of those levied tariffs.

Mingols, as their name suggests, are similar to the Mongols of Earth and share identical physical and cultural characteristics. The Mingols hail from the Steppes and are divided into two cultural branches. The Horse Mingols still call the Steppes home and are renowned horsemen. Nomadic in nature, these Mingols build no permanent cities and prize wood almost as much as silver and gold. The other Mingol

branch is the Sea Mingols, adept sailors and pirates who ply the waters of both the Inner and Outer Seas, raiding and trading.

Northerners are anyone hailing from the Cold Waste and the various barbarian tribes that live there. Northerners are a tall people that possess pale complexions, red, brown, or black hair, and tend towards brown, green, and blue eyes. They are a robust culture, hardened by their natural environment and most Northerners are in prime physical condition. Northern barbarians make their living by hunting, trading, and pirating, and are both adept sailors and mountaineers. Although patriarchal as a whole, women are both respected and feared amongst the northern tribes for the weird witchery they can wield on their menfolk.

The residents of the Land of the Eight Cities, commonly called **Eight-Citymen** or **Eight-Citywomen** (and sometimes just Foresters) tend towards swarthy complexions and dark hair, traits inherited from their nomadic ancestors from the eastern steppes and deserts. Inter-marriage with the former Lankmart inhabitants of the region, however, give them a larger range of physical traits than Mingols or Easterners, and it's not unknown to find paler skin and lighter hair and eyes among the Foresters. Although civilized, the Land of the Eight Cities isn't so far removed from its unsettled past that its people have forgotten their tribal ways and manners. Eight-Citymen revere women and any slander or insult addressed to an Eight-Citywoman is certain to be met with violence as the men leap to defend her honor.

Easterner is a broad term for any native of Horborixen and its subject cities as well as the various tribesmen from the arid desert lands beyond the River Tilt. Easterners are a more homogenized culture than those of the Inner Sea region, seldom intermarrying outside their own people. Easterners are therefore usually tan or ruddy in complexion and nearly always have dark hair and eyes. Their culture, customs, and architecture somewhat resembles that of the Earth's Middle East and arabesque flourishes and motifs are prevalent in the Eastern Lands. Easterners respect both skill in battle and in trade and it's common to find steely-eyed assassins lounging with fat merchants in the kasbahs of Eastern cities. Easterners venerate a multitude of gods and spirits, some of whom make their way to the Street of the Gods in Lankmar via wild-eyed desert holy men and women.

Other Cultures of Nehwon

Kleshites are native to the Jungle of Klesh and the coastal regions surrounding it. Kleshites possess dark complexions, hair, and eyes, and are renowned for their craftsmanship. Kleshites tend towards a smaller stature than northern cultures, being on average below 6 feet in height and often much shorter. The wealth of Klesh lies in the natural resources such as mahogany, ivory, gemstones, and gold are found in great abundance in that region. Unfortunately, some Kleshites also prey on their own people, enslaving and selling the less fortunate to the ever-hungry slave markets of the Inner Sea that foster this horrific trade.

The realm of Far Kiraay is said to lie beyond the Eastern Lands and is generally only seen in the form of strange imported wares that arrive via odd ships or sand-beaten caravans. **Kiraayans** are said to be dark of hair and eye with skin tones ranging from yellow tan to brown. Kiraayan eyes, like those of the Mingols, usually have epicanthic folds, and it is possible that some so-called “Mingols” in the lands of the Inner Sea might truly be Far Kiraayans who prefer not to advertise their real cultural origins. In the Inner Sea region, Kiraayans are largely known as the makers of the violet wine of Kiraay which is enjoyed in Lankhmar, Ilthmar, and other Inner Sea cities.

Eevamarensians, the natives of the Empire of Eevamarens-ee are easy to identify: as a whole, the culture is hairless, lacking even eyelashes. Eevamarensians are a product of the mixing of many cultures and peoples down the eons and are physical amalgamations of nearly every flesh and eye color imaginable. Eevamarensians are sometimes considered a myth in the lands around the Inner Sea and only the farthest traveled adventurers and merchants have ever laid eyes on their weird, decadent realm.

Rime Islanders Rime share a common ancestry with the Northerners, being descended from the same stock. They greatly resemble their northern cousins, but are less prone to war and more inclined to commerce. They greatly resemble their Northern cousins, but are less prone to war and more inclined to commerce. Rime Islanders eschew religion as superstition, but at one time possessed a rich matriarchal faith centered on the moon goddess. That religion is slowly making a comeback. Rime Islanders are almost never encountered outside their island home and Rime Isle itself is largely believed to be a myth except by certain sea captains and navigators sworn to secrecy.

LANGUAGES OF NEHWON

Instead he asked, “How many languages can you speak – besides this pidgin-Lankhmarese?” She smiled at last. “What a question! Why, I speak – though not too well – Mingol, Kvarchish, High and Low Lankhmarese, Quarmallian, Old Ghoulish, Desert-talk, and three Eastern tongues.” – The Snow Women

Given the number of cultures present on Nehwon, it’s unsurprising there exists a plethora of languages. Adventurers traveling outside of Lankhmar City may get along moderately well by speaking Low Lankhmarese, but interactions with more remote cultures require the PCs be fluent in esoteric tongues or possess magic capable of translating speech.

Language of the Inner Sea

Several dialects are common in the Inner Sea region. Characters automatically know the native language of their region as indicated below, plus Low Lankhmarese, the universal trade language of northern Nehwon.

Lankhmarts speak either High Lankhmarese or Low Lankhmarese (or both if they can know additional languages). **High Lankhmarese** is the language of Lankhmart scholars, nobles, educated merchants, and so forth, but

understandable by all native Lankhmarts. The Ghouls of Nehwon also speak High Lankhmarese. The alphabet of Lankhmarese is comprised of intricate hieroglyphics. **Low Lankhmarese** is a pidgin form of Lankhmarese used as the common trade tongue in the northern half of Nehwon. Low Lankhmarese is also the language of the City of the Black Toga’s lower classes. Those who speak High Lankhmarese can understand this dialect and vice-versa.

Ilthmarish is the native tongue of Ilthmar. It uses the same alphabet as Lankhmarese.

Mingol, sometimes called Mingolish, is the dialect of the Steppes spoken by the Mingol people. A pidgin version of Mingol is spoken by the Ice Gnomes of the Cold Waste.

Easterners speak either Horborixic or Desert-talk, depending on if they were raised among the desert tribes or in the cities. **Horborixic**, one of the “three Eastern tongues” Viana was fluent in, is the language of the King of Kings and all those under his rule. It is the primary language of the Eastern Lands; Horborixic is spoken by beggar and king alike. Only the nomadic tribes of the desert sands eschew Horborixic for their native Desert-talk. **Desert-talk** is the language shared by the tribes of the Eastern Desert. There are many tribal dialects of Desert-talk, but most are comprehensible by anyone fluent in the root language.

Northspeak, sometimes called the **Cold Tongue** by southern merchants, is the dialect of the barbarians of the Cold Waste. A musical language, Northspeak lends itself well to ballads, songs, and epic poetry.

The language of the Land of the Eight Cities is **Kvarchish**. Also known as the Forest Tongue, Kvarchish shares a root language with Mingolish (albeit with a Lankhmarese accent), and speakers of these languages can understand each other if they enunciate slowly and clearly.”

Exotic Dialects

Besides the languages common to the Inner Sea, there exist more esoteric dialects that adventurers might find handy. Wizard PCs beginning the game knowing any of these exotic languages after rolling on Table 1-7 in the *Compendium of Secret Knowledge* (p. 15) should work with the judge to establish character history.

Quarmallian is the language of the subterranean city of Quarmall and the surrounding villages and farms. It is an old language and it is seldom encountered outside of Quarmall’s immediate environs. **High Quarallese** is an erudite dialect of Quarmallian spoken only by the noble of Quarmall. Those not of noble birth or who serve as tutor-slaves to Quarmall’s elite are forbidden to learn or speak High Quarallese under pain of death.

Kleshic is the language of the southern jungle and coastal region of Klesh. Like Desert-talk, Kleshic has many tribal dialects, but they aren’t substantially different from the root language to create communication barriers among native speakers.

GODS OF NEHWON FOR DUNGEON CRAWL CLASSICS CAMPAIGNS

Judges may choose to allow PC clerics in their DCC Lankhmar campaigns or they may desire to incorporate the Nehwonian deities into their own campaign world. The following chart will assist them in doing so. It is structured similarly to the table on p. 32 of the DCC RPG rulebook and should be employed in the same manner.

Alignment	God	Weapons	Unholy Creatures
Law	Aarth the Invisible All-Listener	Club, mace, sling	Un-dead, demons, devils, chaotic extraplanar creatures, monsters (e.g., Bleak Shore executioners or Simorgyan mantas), Chaos Primes, chaotic humanoids (e.g., Nehwonian ghouls), chaotic dragons, agents of chaotic patrons
	Djill	Club, staff	
	Fate	Flail, sling	
	Issek of the Jug	None	
	The Gods of Lankhmar	Staff, sling	
	Mog the Spider God	Dagger, flail, net	
Neutral	Ilala	Dagger, sling, club	Mundane animals, un-dead, demons, devils, monsters (e.g., Bleak Shore executioners or Simorgyan mantas), lycanthropes (including some rat-blooded humans), perversions of nature (e.g., slimes)
	Kos	Axe, sword (any), dagger, bow, sling	
	Lords of Necessity	Any	
	The Rat God	Dagger, flail, whip	
	Winged Tyaa	Dagger	
Chaos	Chance	Any	Angels, agents of lawful patrons, lawful dragons, Lawful Primes, and lawful humanoids (e.g., Quarmall slaves)
	The Gods of Trouble	Dagger, crossbow	
	The Hates	Axe, bow, dagger, sword (any)	

The Ghouls of Nehwon once spoke **Old Ghoulish**, but this ancient language has fallen out of use in favor of Low Lankmarese. A few learned individuals of that strange race still remember it, however. Some wizards learn Old Ghoulish in hopes of deciphering certain crumbling scrolls and worn inscriptions.

Kiraayan is the native language of Far Kiraay and seldom encountered in the lands around Lankhmar. Its alphabet is fascinatingly alien when compared to the hieroglyphs of Lankmarese, making it easily identifiable if not comprehensible.

One of the three Eastern tongues, **Eevamarenee** is the dialect of the far-off and decadent Empire of Eevamarenee. Eevamarenee is seldom encountered in the lands around the Inner Sea and generally only known by wizards, scholars, and exceedingly well-travelled merchants anywhere west of the Eastern Lands.

Simorgyan is the aquatic language of sunken Simorgya. It is a dialect of a much older version of the tongue spoken in the days before Simorgya slipped beneath the waves. Modern Simorgyan evolved from the older form, becoming a language better suited for underwater communication.

GODS OF NEHWON

From all around other divinities large and small, baroque and classical, noisome and beautiful, came drifting up to comment and observe. Godsland is overcrowded, a veritable slum, all because of man's perverse thirst for variety. – Under the Thumbs of the Gods

Nehwonians believe that the gods dwell in a paradisiacal land situated around the world's Life Pole, a region known as Godsland, said to lie somewhere in Nehwon's southern hemisphere. At the antipode of the Life Pole lies the Death Pole, home to the Shadowland and the entity that is Death. If some writings can be believed, Godsland is a crowded land where uncounted gods, goddesses, demigods, and godlings are crammed together, their divine ears cocked to hear the prayers of their faithful.

As a rule, the gods of Nehwon are little better than the mortals who worship them. They are jealous, easily angered, perverse, and swift to hurt. Gods in Nehwon are far from omnipotent and cannot pry into the minds of mortal men and women. However, they can hear their names spoken and any prayers addressed to them with complete clarity no matter where the speaker is in Nehwon. It should be noted that the gods are said to have sharp ears for boastful statements or declarations of happiness and self-satis-

faction, or for those who make predications on events that must surely happen or to any other statement that might suggest man has any control over his fate. The gods move quickly to scotch such predications and cast hurts upon the happy.

The Nehwonian Pantheon

There are more than fifty gods mentioned in the various tales of Fafhrd and the Gray Mouser, some of whom directly affect the lives of the Twain, while others are merely sworn to (or at) in frustrated oaths uttered by the two adventurers. This section lists only a portion of those gods, naming the ones most likely to impact the lives of DCC Lankhmar adventurers.

- **Aarth, the Invisible All-Listener:** The most revered god in Lankhmar, Aarth possessed the largest temple on the Street of the Gods prior to the rise of Issekianity. He has since regained his prominence in the wake of that religion's destruction.
- **Chance:** Often partnered with Fate, Chance is the goddess of misfortune, luck, and happenstance. It is one of the "masked powers," never making itself known directly, only through its workings. Chance is said to war with Fate for the "blood and brains" of men.
- **Djil:** The goddess Djil provided absolutions for one's sins and saw the dead on their journey to the afterlife with a kiss. The faith has been driven from Lankhmar, but persists in other cities. See the DCC Lankhmar adventure *Masks of Lankhmar* for more details on Djil and her unseen priestesses.
- **Fate:** Another "masked power" and rival to Chance, Fate is responsible for predetermining the lives of mankind. Only Chance has the power to thwart Fate's designs and the two are in constant contest. Like Chance, Fate never manifests directly and is only discernable by its actions.
- **The Gods of Lankhmar:** The black-boned things that slumber inside a single squat temple on the Street of the Gods are feared and respected by Lankhmart. It is said that the Gods of Lankhmar predate the city itself and that the metropolis grew around their ancient fane. The Gods of Lankhmar are served by a small cadre of black-gowned nuns, but most other residents of the city happily ignore them—until they have no recourse but to beseech them for aid. The Gods of Lankhmar then rise in defense of their city, but chastise the citizens for allowing it to come under danger in the first place!
- **The Gods of Trouble:** The so-called Gods of Trouble may be a minor manifestation of either Fate, Chance, or something else entirely. As their name suggests, the Gods of Trouble are often blamed when things go awry and best laid plans fall apart. No known temples stand in their name, but small sacrifices are made to appease them before important undertakings are begun.
- **The Hates:** A personification of anger and outrage, the Hates are called upon whenever the wronged have had enough. The cult of the Hates is a secret one and largely comprised of the downtrodden, the lower class, any

caste that has been preyed upon by their betters, or anyone who has been hurt by someone they once loved. At least one subterranean temple to the Hates exists beneath Lankhmar.

- **Ilala:** "The great goddess of all shes," Ilala is the deity of all females everywhere. She is invoked when her "daughters"—regardless of culture or even species—require assistance or solace. The high priestess of Ilala in Lankhmar takes the name of the goddess upon assuming her title and she is believed to be an earthly manifestation of the deity by the devoted.
- **Issek of the Jug:** This godling of peace and those who endure suffering rose from anonymity to great importance in Lankhmar, somewhat due to the devotion of Fafhrd and the inadvertent help of the Gray Mouser. Issek of the Jug became the most powerful god in Lankhmar for a handful of years before hubris destroyed his temples and priesthood. The god currently lingers in Godsland in the company of Kos and Mog, cursing his faithless adherent, Fafhrd.
- **Kos:** A northern battle god, Kos is depicted as a burly, bearded man, dressed in louse-infested furs. Kos is only venerated in the Cold Waste and the high death rate of his barbaric faithful means he lacks the congregations of other, more successful gods. He is often found in the company of Issek and Mog in Godsland, hurling invectives aimed at Fafhrd and the Gray Mouser.
- **Lords of Necessity:** Like Fate and Chance, the Lords of Necessity are a "masked power," a potent cosmic entity never directly glimpsed or venerated. It is the task of the Lords of Necessity to ensure the cosmos holds together and that existence functions as intended (but intended by whom is uncertain). The Lords of Necessity exceed even Death in the cosmic hierarchy and assign that macabre entity his quotas of souls for reaping.
- **Mog:** Mog the Spider God is Lord of Arachnids, but lacks much in the way of human followers. Aside from a handful of devotees—and the Gray Mouser for a few weeks—Mog has little power in the human world, a fact that irks him to no end, and constantly seeks to ensnare new worshipers with little success. Mog is regularly in the company of Kos and Issek, having his own mixture of love and enmity toward the Mouser.
- **The Rat God:** One of two major gods in Ilthmar, the Rat God is appealed to stave off hungry and plague. Images of the Rat God, depicting a human male body with rat's head, are found nearly everywhere in Ilthmar. There are connections between the Rat God, the rats of Lankhmar Below, and certain noble families in Lankhmar.
- **Winged Tyaa:** Once a powerful deity in Lankhmar long ago, Tyaa was driven from the city and her temples shuttered. She is a goddess of birds and craves both attention and riches, growing petulant and even dangerous when these tokens of admiration are withheld. Winged Tyaa enjoyed a brief resurgence in Lankhmar before her worship was ended by Fafhrd and the Gray Mouser. It is likely yet other adherents to her faith survive in the Mountains of Darkness.

ISSEK, KOS, MOG, AND... CTHULHU?!

Many readers of the Nehwonian stories have pondered what, if any, connection exists between certain phrases and places found in Leiber's stories and the Cthulhu tales of H.P. Lovecraft. Who are the Elder Ones that may dwell in certain deep caverns according to Ningauble of the Seven Eyes and what secrets might the Mountains of the Elder Ones hold?

Leiber's original version of "Adept's Gambit" contained a handful of veiled and not-so-veiled references to Lovecraft's stories and the horrible entities found therein. Leiber removed those connections on the advice from Lovecraft, himself, who felt the story was much stronger without them. The judge, however, is free to continue to maintain ties between the land of Nehwon and the weirder cosmic entities, combining humor and horror, swords and secret lore.

Given the Appendix N inspirational material DCC RPG stems from, adding a dash of the Cthulhu mythos to a DCC Lankhmar campaign wouldn't be the worst idea...if done with a light touch. An encounter between the PCs and Cthulhu, ending in the adventurers going mad as cosmic truths reveal themselves is probably a bit too much, but a run-in with a strange new cult venerating Shub-Niggurath on the Street of the Gods or the party discovering cyclopean ruins in the Mountains of the Elder Ones ripe for the plundering wouldn't be out of place in a DCC Lankhmar game.

NEHWONIAN CALENDAR

It was the Year of the Behemoth, the Month of the Hedgehog, the Day of the Toad. – The Jewels in the Forest

Leiber's stories are filled with references to Nehwon's somewhat esoteric calendar and the means of keeping track of the passage of time. The DCC Lankhmar judge is encouraged to use this same method of time-keeping to convey the proper Nehwonian atmosphere in his campaign. The Nehwonian calendar is explained here for the judge's convenience.

The center of the Nehwonian calendar is the Sevens-Cycle, a series of seven named years that repeat to mark the passage of time. Each Sevens-Cycle possesses numeration depending on when it occurred in course of Nehwon's history. For example, at the start of recorded time using the Sevens-Cycle, these initial seven years belonged to the 1st Sevens-Cycle. An event occurring in the fourth year during that time frame would be recorded as the Year of the Roc of the 1st Sevens-Cycle. The current Sevens-Cycle is the 429th Sevens-Cycle.

The seven years occurring during the Sevens-Cycle are as follows:

- Year of the Snake
- Year of the Worm
- Year of the Leviathan
- Year of the Roc
- Year of the Dragon
- Year of the Behemoth
- Year of the Monsters

Only legal bodies, historians, and scribes pay much attention to the number of the current Sevens-Cycle. Common folk simply refer to events happening "in the last Year of the Monsters" or "the Year of the Roc which was three turns of the Seven-Cycles ago." Occasionally, a year becomes known for a specific memorable event. For example, in the wake of the odd avian thefts and slayings perpetrated by the Beloved of Tyaa in Lankhmar, the year they occurred became known as the "Year of Feathered Death" by the inhabitants of the City of the Black Toga.

Each year in the Sevens-Cycle consists of twelve months. These months are from first to last:

1. Month of the Panther
2. Month of the Raven
3. Month of the Weasel
4. Month of the Lion
5. Month of the Hedgehog
6. Month of the Serpent
7. Month of the Owl
8. Month of the Lizard
9. Month of the Eagle
10. Month of the Bear
11. Month of the Badger
12. Month of the Wolf

Each month is comprised of thirty days. According to Nehwonian superstition, some days are considered lucky or unlucky to undertake certain actions. Whether there's any truth to this is left to the judge to determine, but each day is provided with an associated superstition for the game master's convenience. These are in order of occurrence:

Order of Day	Day Name	Superstitions Regarding the Day
1	Day of the Bat	Lucky day for working outdoors.
2	Day of the Catamount	Unlucky day for traveling on the roads.
3	Day of the Goat	Lucky day for pursuing romantic interest.
4	Day of the Spider	Unlucky day for consulting oracles.
5	Day of the Goose	Lucky day for meeting new friends.
6	Day of the Shark	Unlucky day for sailing.
7	Day of the Dog	Lucky day for warfare.
8	Day of the Rat	Unlucky day for building or crafting.
9	Day of the Frog	Lucky day for gathering herbs, flowers, and seeds.
10	Day of the Stoat	Unlucky day for chopping wood or drawing water.
11	Day of the Cockroach	Lucky day for beginning new business ventures.
12	Day of the Snail	Unlucky day for planting.
13	Day of the Ox	Lucky day for harvesting.
14	Day of the Horse	Unlucky day to gamble.
15	Day of the Porpoise	Lucky day for beginning ocean voyages.
16	Day of the Scorpion	Unlucky day to begin a pilgrimage or seek priestly advice.
17	Day of the Boar	Lucky day to slaughter animals or execute prisoners.
18	Day of the Wasp	Unlucky day to climb roofs or scale mountains.
19	Day of the Cat	Lucky day for clandestine activities.
20	Day of the Toad	Unlucky day for entering deserted houses.
21	Day of the Leech	Lucky day for seeking medical treatment.
22	Day of the Crow	Unlucky day to lay away grain or invest money.
23	Day of the Fox	Lucky day to plot crime.
24	Day of the Mouse	Unlucky day for purchasing supplies and groceries.
25	Day of the Rabbit	Lucky day to seek advice on a troubling problem.
26	Day of the Crab	Unlucky day to bathe.
27	Day of the Ass	Lucky day to perform theatre, sing, or play music.
28	Day of the Mongoose	Unlucky day to repair armor or maintain weapons.
29	Day of the Eel	Lucky day for extracting oneself from troubling situations.
30	Day of the Vulture	Unlucky day for performing sorcery.

When one needs to provide a specific date, it is commonly stated with the year first, followed by the month, then ending with the day. For example, the events of Fafhrd and the Gray Mouser's adventurers in the Tower of Urgan of Angarni occurred beginning on the "Year of the Behemoth, the month of the Hedgehog, the day of the Toad."

Note that while most cultures in Nehwon utilize this common calendar, some cultures (such as legendary Rime Isle) measure time using other systems. These variants will be discussed in more detailed writings regarding those cultures in future DCC Lankhmar supplements.



NEHWONIAN ALCOHOL

"...On what do you suppose the Gods subsist?"

"They are ethereal and require neither air nor food," Fafhrd suggested after a long frown of thinking.

"Yet you just now said they drink wine."

"Everybody drinks wine," Fafhrd asserted with a yawn...

– Stardock

Fafhrd and the Gray Mouser are no teetotalers. From the finest vintages of the Rainbow Palace to the worst swill of an Ilthmar dive tavern, the duo regularly indulge in potent potables. When used as a restorative to regain lost hit points, the various wines and spirits of Nehwon can have a beneficial effect, improving morale and dulling pain. Those benefits are listed in the *Compendium of Secret Knowledge*, p. 34. Judges looking to add a bit more color to the campaign's quaffing will find it here.

Common Potables

There are myriad forms of alcohol in Nehwon. **Brandy**, a form of distilled wine, is both commonplace and highly flammable, making it useful for warming the body on a cold night and burning down a tavern during a bar brawl. **White brandy** is also produced on Nehwon, but is much rarer and fetches a high price. **Wine** is the most common alcoholic beverage and is consumed unadulterated, mulled,

or fortified with brandy. **Mead** is produced in the Land of the Eight Cities, which, aside from Ool Hrusp, is too young a land to make good wine but has an over-abundance of apiaries.

The following are the most common varieties of these beverages. Some are specific to certain regions, while others are widely traded and can be purchased most anywhere.

- **Amber Wine of Quarmall:** The subterranean kingdom of Quarmall produces two vintages of wine, but its amber wine is the one most commonly found outside of the secretive realm. Made from grapes grown on the hillsides below Quarmall Keep, Quarmall amber is a light-brown, dry wine similar in taste to a Riesling.
- **Bubbly Wine of Ilthmar:** One of several vintages of Ilthmart wine, bubbly wine (sometimes called Ilthmar light wine) is a mildly carbonated, light colored or completely clear (depending on vintage) beverage similar to champagne.
- **Ilthmar Resinated Wine:** A cheap form of Ilthmar wine, this yellow wine is left to ferment in clay amphorae sealed with pine resin. The resin gives the wine a heavy piney aroma which some enjoy. The strong pine odor has the unintended side effect of overpowering other scents, making it the perfect drink for thieves and press gang agents to doctor with opium and other soporifics to drug their victims.

- **Ilthmar Strong Wine:** Similar to Tovilyis strong wine, this potable is not as sweet and has a slightly higher alcohol content.
- **Lankhmar Stout:** Brewed from the surplus wheat of its many grain fields, this dark ale is the most commonly consumed beverage of its type in Lankhmar and the surrounding lands. More sanitary than water, stout ale is enjoyed by all ages and sexes, and is often mixed with the bubbly wine of Ilthmar to create a type of Nehwonian “black and tan.”
- **Lankhmar Sour Wine:** Lankhmar is surrounded by grain fields, not vineyards, a fact its native wine attests to. Lankhmar produces sour red wine that is little-loved outside of the land of Lankhmar—and even there it is not a popular beverage. Lankhmar sour does not travel or age well, and is consumed soon after it is finished fermenting.
- **Mingol Kumis:** Enjoyed by the Mingols when Quarmall mushroom wine is not available, this drink is made from fermented mare’s milk aged in horse-hide leather skins strapped to a Mingol’s saddle. The heat and jostling of the mount’s daily ride produces a lightly carbonated, mildly alcoholic beverage.
- **Ool Hruspian Old Wine:** Although not nearly as old as the vintages made in Quarmall or the better wines crafted in Ilthmar, Ool Hruspian Old Wine is the oldest variety of wine made in the Land of the Eight Cities. The grapes that make Old Wine were first cultivated in the days when Ool Hrusp was still a vassal of Lankhmar. Old Wine is a harsher wine than most, but its high alcohol content makes it popular with sots and sailors.
- **Tovilyis Strong Wine:** What we would call “port,” Tovilyis strong wine is a dark, almost purple wine with both a high sugar and alcohol content, making it a sweet potable that can pack a wallop.
- **Usquebaugh:** Whiskey made from wheat grain, usquebaugh is identical to Irish whiskey. It is sometimes used as a form of grog, being cut with water to reduce its potency and served to sailors and galley-rowers on ocean-going trips.
- **Violet Wine of Kiraay:** This beverage is one of the most common exports of Far Kiraay, making it readily available in most major cities at a reasonable price. Semi-sweet, this lavender-hued wine is similar to white zinfandel and a popular choice among civilized (or at least those pretending to be civilized) women and nobles.
- **White Snow-Potato Brandy:** This spirit is produced by the barbarian tribes of the Cold Waste and is nearly identical to vodka. It is a high-proof, clear alcohol consumed by the natives to ward off the winter chill and raise the spirits.

One last beverage bears mentioning: the drink known as **gahveh**. Although not an alcoholic beverage, gahveh is enjoyed by many Lankhmarts, Ilthmarts, and other citizens of Nehwon. This dark, bitter beverage is closely related to coffee and is served and consumed in the same manner. Favored by sleepy-headed watchmen and need-to-sober-up bravoes alike, gahveh and roasted gahveh beans can be purchased in most major cities.

Legendary Liquors

There are a handful of extremely rare potent beverages that can almost never be purchased for love or money. Each of these wines or spirits impart beneficial properties upon their drinkers, a non-magical advantage that helps them endure the dangers of heroic adventurers and nefarious skullduggery. These exotic liquors and wines must usually be acquired through daring deeds or as rewards for services rendered to powerful potentates. The following four are a sample of the weird wines found in Nehwon and the judge is encouraged to create his own.

Blooded Snow Brandy: Made from rare ice grapes and crimson snow berries found in the Cold Waste, this liquor is imbibed by northern berserkers before battle, administered in a religious ceremony by the clan’s shaman or spirit-worker. Blooded snow brandy grants the drinker the ability to ignore the first wound he takes in battle for up to one hour. After that time, the brandy’s effect fades. No creature can benefit from blooded snow brandy more than once per day.

Horborixen Date Wine: This vintage is a highly-guarded secret known only to the King of King’s chief vintner and his most trusted apprentices. The wine is a powerful restorative, said to be able to revive even the most flagging spirit. When consumed when recuperating, Horborixen date wine allows the drinker to roll his hit die twice and take the better result, then add +4 to the total.

Quarmall Mushroom Wine: The second of Quarmall’s vintages, this blood-colored, almost viscous wine is made from crimson mushrooms grown on the Lower Levels of the interred city. The mushrooms are mildly psychotropic and consuming large quantities of this wine produces visions and hallucinations. Quarmall mushroom wine is popular among Mingols, who rely on its hallucinogenic properties for both magical rituals and battle-madness.

Due to the psychotropic nature of the mushrooms used to make this wine, overindulging in it can lead to hallucinations and temporary madness. A PC can consume a number of drinks of mushroom wine equal to 1 + Stamina modifier (minimum of 0) without effect. If a greater quantity is consumed, he must make a DC 10 Fortitude save. For each additional drink of mushroom wine the DC is increased by +2. On a failed save, he must make a Luck check. If the check succeeds, the wine provides a slight benefit based on his class (see table below). The effect lasts for 1d4 hours.

Table 1-1: Mushroom Wine Benefit Table

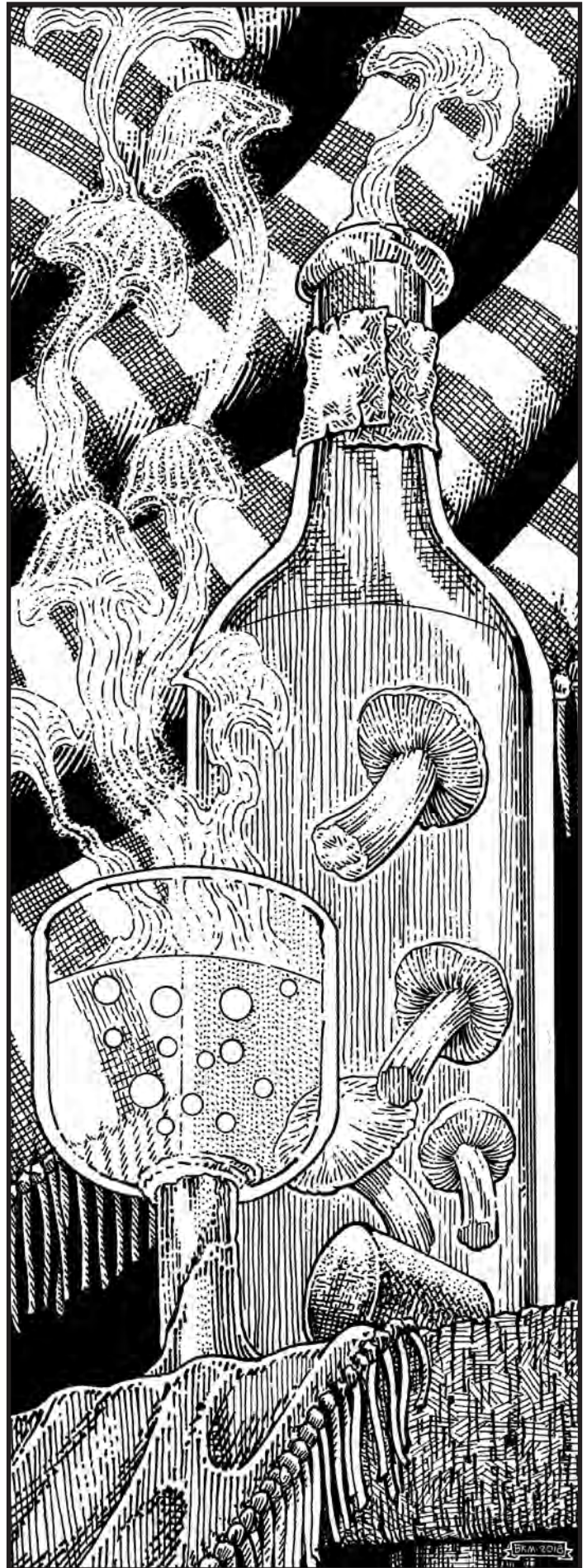
PC's Class	Benefit Gained
Thief	The character seems to move as if he is not entirely in this world (+1d to all stealth-related checks).
Warrior	Vivid memories of past battles flood his mind, imparting improved combat prowess (+1 to all damage rolls and saves vs. fear and charm magics).
Wizard	The sorcerer sees into the netherworld, observing the strange pathways of magical energy (+1 to all spell checks on two spells the wizard knows; the player chooses one spell and the judge chooses the other to receive these benefits).

On a failed check the PC experiences intense hallucinations and suffers temporary madness lasting 2d4 hours. Roll on the table below to determine the form of madness suffered by the character.

Table 1-2: Mushroom Wine Madness Table

Roll d5	Madness Suffered
1	Homicidal Rage (randomly attacks anyone nearby)
2	Catatonia (retreats to interior world and does not respond to outside stimulus including damage)
3	Monomania (focuses on a single object or subject, ignoring all else)
4	Paranoid (believes hidden foes are out to do him harm)
5	Delusions of Grandeur (believes he is a deity incarnate deserving of awe and veneration)

Simorgyan Drowned Liqueur: This liqueur was distilled in Simorgya before it sank beneath the waves. Only a handful of exported bottles of the liquor are believed to still exist, but sailors tell tales of occasionally fishing dark, barnacle-encrusted bottles from the Outer Sea that hold draughts of this emerald-hued liqueur. Any spellcaster drinking this spirit while recuperating regains a single spell that has been lost due to miscasting. The spell returns to the wizard's repertoire of known spells and can be cast again as normal. If the wizard loses the spell again that day, additional drinks of Simorgyan drowned liqueur have no effect and it remains lost.



CHAPTER TWO: THE MAGIC OF NEHWON

Nehwon is a world inhabited by—or, as some would say, plagued by—wizards and witches. From the Snow Women of the frigid north to the wizard lords of Quarmall to the weird witches of Rime Isle and the Mingol shamans of the Steppes, sorcerous practitioners can be encountered nearly anywhere. The adventurous heroes of DCC Lankhmar are guaranteed to cross paths with magic in one form or another during their careers, either at the command of merciless foes or as treasure to be liberated from ancient tombs or nobles' vaults. This chapter covers new spells, magical artifacts, and new patrons waiting to be employed in a DCC Lankhmar campaign.

SPELLS OF LANKHMAR

"If it's magical helpings you lack," the Mouser retorted boldly, "I have a spell or two that would frizzle your elder brother's witches and warlocks!" – The Lords of Quarmall

Fafhrd and the Gray Mouser faced several magical enemies during the course of their career, pitting their swords Graywand and Scalpel against wizardry and coming out on top (usually). The spells included below represent a sample of the powerful sorcery faced by or employed by the Twain during their lives.

These spells are not in common usage by the wizards of Nehwon and are unavailable to beginning characters. Adventurers wishing to learn these incantations must seek out tutors willing to instruct them or liberate these rare magics from the grimoires of their enemies.



LEVEL 1 WIZARD SPELLS

Confounding Glamour

Range: Varies

Duration: Varies

Casting Time: 1 round

Save: Will vs. spell check

General: This spell confounds and confuses those searching for the caster, whether human, beast, or supernatural being. The caster may choose any result at or lower than the spell check result and apply the effects described.

Manifestation: Varies (see below).

Corruption: Roll 1d6: (1) the caster becomes difficult for others to detect, requiring a DC 5 Will save simply to notice her, even in a common, public situation, such as ordering a beer in a tavern; (2-6) Nehwonian minor corruption.

Misfire: Roll 1d4: (1) the caster causes herself to turn fluorescent orange for 1d4 turns, making detection incredibly easy (+5 to any rolls to detect); (2) for the next hour the caster gives off an intermittent "ping" noise, providing trackers within 300' with an approximate location and distance; (3) a mental image of the caster and her immediate surroundings forms in the tracker's mind; (4) the caster gives off a strong and distinctive odor attractive to those attempting to find her (baking cookies, an animal in estrus, etc.).

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
- 2-11 Lost. Failure.
- 12-13 For 1d3+CL turns the caster obscures the physical signs of her passing, making any sight tracking rolls more difficult (-2 penalty to check).
- 14-17 For 1d5+CL turns the caster obscures both physical signs and scents of her trail, making both sight and scent tracking rolls more difficult (-3 penalty to check).
- 18-19 For 1d6+CL turns the caster obscures both physical signs and scents of her trail, making both sight and scent tracking rolls more difficult (-4 penalty to check). The caster also may shelter in place and, so long as she doesn't move or make significant noise, remain unnoticed by sight trackers.
- 20-23 For 1d3+CL hours the caster eliminates all physical signs of passing, making sight tracking impossible. She also obscures her scent from scent trackers (-5 to check), and veils her aura from supernatural hunters (e.g., eldritch hounds), making it 10% less likely they will be able to track her (-2 penalty to check). The caster also may shelter in place and, so long as she doesn't move or make significant noise, remain unnoticed by sight and scent trackers.
- 24-27 For 1d8+CL hours the caster eliminates all physical signs of passing, making sight tracking impossible. Should any scent hunters find her trail, they will find it increasingly difficult to follow it (-6 penalty to check, -7 to subsequent check, then -8 to check after that, and so forth). She also veils her aura from supernatural hunters (e.g., eldritch hounds), making it 20% less likely they will be able to track her (-4 penalty to check).
- 28-29 For 1 day the caster eliminates all physical signs of passing, making sight tracking impossible. Scent hunters will be made to think of the caster as one of their pack, and will intentionally lead their masters on false trails. The caster also veils her aura from supernatural hunters (e.g., eldritch hounds), making it 40% less likely they will be able to track her (-8 penalty to check). Even *Lokerimon's Unerring Hunter* (DCC RPG core rules, p. 249) will find it more difficult to find the caster, and must make a DC 5+CL check to follow her trail.
- 30-31 For 1 week the caster eliminates all physical signs of passing, making sight tracking impossible. Scent hunters will be made to think of the caster as one of their pack, and will turn on their masters once they encounter the caster's trail. The caster also veils her aura from supernatural hunters (e.g., eldritch hounds), making it 60% less likely they will be able to track her (-12 penalty to check). Even *Lokerimon's Unerring Hunter* (DCC RPG p. 249) will find it more difficult to find the caster, and must make a DC 8+CL check to follow her trail.
- 32+ For 1 week the caster eliminates all signs of her passing, making sight and scent tracking impossible. However, attempts to hunt by sight or scent will provide a phantasmic trail which will lead any trackers into myriad increasing dangers (powerful and malevolent creatures, dangerous landscapes, etc.). The caster also veils her aura from supernatural hunters (e.g., eldritch hounds), making it 80% less likely they will be able to track her (-16 penalty to check). Even *Lokerimon's Unerring Hunter* (DCC RPG p. 249) will find it more difficult to find the caster, and must make a DC 12+CL check to follow her trail. Should her trackers attempt to enlist the aid of demons, supernatural patrons, or deities, the price of such aid will be double, and they will suffer a 50% chance of outright failure.

Mouse's Painful Suffering

Range: Varies

Duration: Until dispelled, or until the fetish has been destroyed

Casting Time: Special + 1 turn

Save: Varies

General: The caster creates a doll, poppet, or similar fetish, and uses this object to cause a living being to suffer debilitating pain through means of sympathetic magic. Crafting the fetish requires 1 hour per intended target. The caster must have seen the target in person in order to create the fetish, and the fetish must be crafted prior to casting the spell. At higher casting rolls, the effects of the spell manifest physically in the target, and become permanent (or fatal) unless a *remove curse* spell check beats the original spell check result. If the caster has a token of the target(s) (hair, blood, etc.) she gains +2 to the spell check.

Manifestation: Varies (see below).

Corruption: Roll on Nehwonian minor corruption table.

Misfire: Roll 1d4: (1) the fetish is possessed by a type I demon (DCC RPG core rules, p. 401, attributes per judge) and attacks the caster; (2) the caster rolls the spell check again, and applies the result to herself; (3) the caster rolls the spell check again, and applies the result to all allies within 30' radius; (4) caster rolls the spell check again, and applies the result to all creatures within 30' radius. In addition, the misfire summons Pain (the sister of Death) from the Shadowland. She offers to become a patron of this prodigy of the Woeful Art.

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|-------|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | A single target at a range of up to 50' is afflicted with minor pain. All of the target's actions are at -1 and movement is reduced -5'. Will save vs. spell check negates effect. |
| 14-17 | A single target at a range of up to 100' is afflicted with moderate pain. All of the target's actions are at -2 and -10' movement penalty. Will save vs. spell check negates effect. |
| 18-19 | A single target at a range of up to 250' is afflicted with extreme pain. All of the target's actions are at -3 and movement is halved. Will save vs. spell check negates effect. |
| 20-23 | A single target at a range of up to 500' is afflicted with agonizing pain. All of the target's actions are at -4 and movement is impossible. Will save vs. spell check halves effect. |
| 24-27 | A single target at a range of up to 1 mile experiences excruciating pain. No actions or movement are possible, and the target must make a Fort save vs. spell check or fall unconscious for 1d6 turns. |
| 28-29 | 1d4 targets at a range of up to 5 miles are wracked with infernal pain. Their limbs are twisted by the spell, as if by some malevolent force. Actions and movement are impossible, and the target must make a Fort save vs. spell check or fall unconscious for 1d10 hours. The target also must make a Will save vs. spell check or lose 1 point each to Strength, Agility, and Stamina, permanently, unless a <i>remove curse</i> beating the casting check is performed. |
| 30-31 | 1d8 targets at a range of up to 20 miles swell with buboes and their limbs and spines are twisted horribly in unimaginable pain. Targets must make a Will save vs. spell check or spasm violently, harming themselves (1d3 damage) and others (fist or foot +2 melee, 1d3 damage) each round. The effects last until the caster dispels them, or a <i>remove curse</i> beating the spell check is performed. Even if the effect is removed, the target hovers eternally on the edge of madness, permanently losing 1d6 Personality. |
| 32+ | Up to 20 targets at unlimited range begin bleeding from every orifice, and their pain eclipses reason. They fall limp to the ground and may not do anything other than whimper weakly. Even unconsciousness is impossible due to the extremity of their suffering. Each target must make a Fort save vs. spell check or die within 1d4 rounds. If this save is made, they each must make an additional Will save vs. spell check or permanently lose 1d10 Personality due to madness from the trauma experienced. |

LEVEL 2 WIZARD SPELLS

Mouse's Transference

Range: 30' + line of sight to channeler + touch by channeler Duration: Instantaneous

Casting Time: 3 rounds

Save: Will vs. spell check for half damage

General: *Glavas Rho had said, "The sufferer can hurl his suffering back upon the oppressor, if only his oppressor can be tempted to open a channel for his hate" Now there was a channel open for him, leading to Janarrl's inmost being. -The Unholy Grail*

The caster uses another being as a gateway to harm a target creature. Any harmful action or attack (mundane or magical) resulting in damage against the caster may be directed through another being (the Channel) who directs the harm back to its point of origin (the Target). To cast the spell the person or creature acting as the Channel must be within range and it must be possible for the caster to make eye contact. Once eye contact is established, the Channel must make an opposed Will save vs. the caster if it wishes to break the link. Once the link is made between caster and Channel, it must be maintained for 2 additional rounds during which the harm inflicted on the caster must be directed to the Channel (round 2) and then the Channel must make physical contact with the Target (round 3). If the harm to the caster is physical, then she will take all damage inflicted on her, but the Target will take damage as per result below, and the Channel will be unaffected. If the harm to the caster is magical, then the effect of the spell is directed to the Target as per spell result, and the caster and Channel both remain unharmed.

Manifestation: As per harm directed at the caster. If physical damage, then appropriate wounds appear on the Target. If spell effect, then manifestation as per the spell.

Corruption: Roll on Nehwonian minor corruption table.

Misfire: Roll 1d3: (1) caster takes double the harm inflicted upon her by the Target; (2) caster directs the harm to the Channel for the spell instead of the Target; (3) caster and Channel both take full damage from the harm.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster transfers half of the normal damage from physical harm from herself to the Target. Any spell that would cause damage to the caster also causes half normal damage to the Target. Any other spell results fail to affect the caster, but the Target must make a Will save vs. the Mouse's Transference spell check or take the full effects of the spell. Diminished spell effect (down 2 steps from original spell result) if Target makes save.
16-19	The caster transfers the normal damage from physical harm from herself to the Target. Any harmful spell causing damage to the caster also causes its normal damage to the Target. Any other spell results fail to affect the caster, but the Target must make a Will save vs. the Mouse's Transference spell check or take those additional effects of the harmful spell. Halve the harmful spell's additional effects if Target makes save.
20-21	The caster transfers the normal damage from physical harm + CL damage from herself to the Target. Any harmful spell causing damage to the caster also causes normal damage + CL damage to the Target. Any other spell results fail to affect the caster, but the Target must make a Will save vs. the Mouse's Transference spell check or take those additional effects of the harmful spell. Halve the harmful spell's additional effects if Target makes save.
22-25	The caster transfers the maximum damage from physical harm + CL damage from herself to the Target. Any spell causing damage to the caster also causes max damage + CL damage to the Target. Any other spell results fail to affect the caster, but the Target must make a Will save vs. the Mouse's Transference spell check or take those additional effects of the harmful spell as if the Target's spell check result were one step higher, or as-rolled if Target makes the saving throw. In addition, the caster heals 1d3 hit points, if applicable.

26-29 The caster transfers the normal damage from physical harm + CL damage from herself to the Target, but normal damage is calculated using the next die up the dice chain (d4 becomes d6, d6 becomes d8, and so on). Any spell causing damage to the caster also causes normal damage + CL damage to the Target, also calculated at +1d. Any other spell results fail to affect the caster, but the Target must make a Will save vs. the Mouse's Transference spell check or take those additional effects of the harmful spell as if the Target's spell check result were one step higher (up to max result), or as-rolled if Target makes the saving throw. In addition, the caster heals 1d4 hit points and 1d4 points of attribute damage, if applicable.

30-31 The caster transfers the normal damage from physical harm + CL damage from herself to the Target, but normal damage is calculated using the die two steps up the dice chain (d4 becomes d8, d6 becomes d12, and so on). Any spell causing damage to the caster also causes normal damage + CL damage to the Target, also calculated at +2d. Any other spell results fail to affect the caster, but the Target must make a Will save vs. the Mouse's Transference spell check or take those additional effects of the harmful spell as if the Target's spell check result were two steps higher (up to max result), or as-rolled if Target makes the saving throw. In addition, the caster heals 1d5 hit points and 1d5 points of attribute damage, if applicable.

32-33 The caster transfers double the normal damage from physical harm + CL damage from herself to the Target. Any spell causing damage to the caster also causes double normal damage + CL damage to the Target. Any other spell results fail to affect the caster, but the Target must make a Will save vs. the Mouse's Transference spell check or take those additional effects of the harmful spell as if the Target's spell check result were three steps higher (up to max result), or one step higher if Target makes the saving throw. In addition, the caster heals 1d6 hit points and 1d6 points of attribute damage, if applicable. She also should make a Luck roll: if she succeeds, the caster has gained the attention of a potential patron who is impressed by her deft casting of this complex spell.

34+ The caster transfers triple the normal damage from physical harm + CL damage from herself to the Target. Any spell causing damage to the caster also causes triple normal damage + CL damage to the Target. Any other spell results fail to affect the caster, but the Target must make a Will save vs. the Mouse's Transference spell check or take those additional effects of the harmful spell as if the Target's spell check result were three steps higher (up to max result), or two steps higher if Target makes the saving throw. In addition, the caster heals 1d8 hit points and 1d8 points of attribute damage, if applicable, and gains 1d3 permanent Luck. The caster also has gained the attention of a potential patron who is impressed by her deft casting of this complex spell.

Hristomilo's Phantasmic Fog

Range: Varies

Duration: Varies

Casting Time: 1 round

Save: Will vs. spell check

General: The wizard shapes smoke or other vapors into a variety of manifestations. This spell can be used to produce any effect equal to or less than the casting result, as per the spell check table below. While the phantasm has no physical form, any creature encountering it must make a Will save vs. spell check result or the object will be effectively real, with real effects – so a sphere hurled at one who believes it is real will cause real damage.

Manifestation: Roll 1d6: (1) inky black smoke; (2) a whispering gray fog; (3) shining silver mist; (4) a noisome brown fog stinking of peat and old death; (5) sparkling, golden dust motes; (6) a void of deepest darkness, outlined with a violet glow.

Corruption: Roll 1d6: (1) the caster's breath assumes the appearance of the spell's manifestation (as previously rolled); (2) smoke intensifies in the caster's presence; (3) the caster is followed constantly by 1d4 small creatures made from smoke resembling the spell manifestation; (4-6) Nehwonian minor corruption.

Misfire: Roll 1d4: (1) the caster is attacked by a snake of mist (manifested as above), and must make a Will save vs. DC 15 or take 1d4 damage; (2) the caster spews thick smoke from every bodily orifice, effectively blinding her and anyone within a 10' radius for 1d6+CL rounds; (3) the caster calls into being a phantasmic nightmare landscape (as per result 32-33, below), and she and any companions within a 10' radius must make a Will save vs. DC 15 or suffer effects of the judge's choice; (4) the caster fills all the space in a 30' radius with an inky black fog.



- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 The caster creates a complex object consisting of 1d4+CL simple geometric forms. For example, a door would be a flattened cube, its knob a flattened sphere, etc. If the person(s) encountering the form fail their Will save, it will work exactly as the thing it represents, including structure, consistency, durability, and so forth. Duration is 1d6+CL rounds.
- 16-19 The caster creates a phantasmic tool or simple machine (e.g., a pair of shears, a crossbow). To the caster and to those failing Will saves, the object will be seen as real, and its effects will be real as well. So, if the caster shoots a phantasmic crossbow, it will fire a real quarrel and do damage as a normal crossbow. The shears actually will cut the flesh of the credulous target (but cannot cut the strands of a non-sentient rope). Duration is 1d3+CL rounds.
- 20-21 The caster creates an area-of-effect phantasm (e.g., a spider web filling a well shaft, a thicket of blackberry canes) of CL+5' per side volume (i.e., a level 2 wizard would be able to fill a volume of 2+5'=7' per dimension, or 7'x7'x7'=343 cubic feet). To those failing Will saves, the area and the objects it contains will be seen as real, and their effects will be real as well: victims can get tangled in the web, or get caught upon and scratched by the thorny blackberry canes. Duration is 1d6+CL turns.
- 22-25 The caster creates a phantasmic creature of 1+CL hit dice (HD d8, AC 10+CL, 1d6 damage). The creature can take any form the caster imagines, but must remain within a 10' radius of the point at which it was conjured. Duration is 1d6+CL hours.
- 26-29 The caster creates 2 phantasmic creatures of 1d4+CL hit dice (HD d8, AC 12+CL, 1d8 damage). The creatures can take any form the caster imagines, but must remain within a 30' radius of the point at which they were conjured. Duration is 1d6+CL hours.
- 30-31 The caster creates a complex phantasmic trap of her choice. The trap only reveals itself when triggered. The creature who triggers it and all who would be affected by its results each must make a Will save vs. casting check or take 1d6+CL damage. Trap remains for 1d4 days.
- 32-33 The caster creates a phantasmic landscape that includes two of the results listed above. The area of effect is (10×CL)2', but can be shaped as the caster desires (e.g., a stairway, a corridor, a chasm, a room) so long as it fits within those dimensions. Duration is 1 week each.
- 34+ The caster creates a phantasmic landscape that includes three of the results listed above. The area of effect is (20×CL)2', but can be shaped as the caster desires (e.g., a stairway, a corridor, a chasm, a room) so long as it fits within those dimensions. Duration is 1 month each.

LEVEL 3 WIZARD SPELLS

Bestow Geas

Range: 30'

Duration: Until geas is completed or spell is dispelled

Casting Time: 1 round

Save: Will vs. spell check

General: The caster places a magical compulsion upon one or more individuals, forcing them to undertake a great quest or task or suffer misfortune. The imposed geas can be to the benefit of others or to the detriment of the afflicted creatures. Tasks cannot be entirely suicidal, however, and there must always be at least a slim chance the target can successfully complete its given task. The imparted geas can be lifted by the caster at any time he chooses, but should the caster die without lifting the enchantment, only completing the quest or magical dispelling will liberate the subject from his compulsion. Geases are not curses and are unaffected by *remove curse*.

Manifestation: Varies (see below).

Corruption: Roll on Nehwonian major corruption table.

Misfire: Roll 1d4: (1) the caster must make a DC 10 Will save or be afflicted by the geas he was attempting to impart upon another; (2) the geas fails to affect the target and the subject gains a magical immunity. The subject is permanently protected from any future bestowed geas from the caster; (3) a random creature within 30' of the caster must make a DC 10 Will save or be affected by the intended geas; (4) the caster must follow the commands given to him by any creature to the best of his ability for the next 1d6+6 turns.

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | A single target is compelled to undertake a single quest or task as instructed by the caster. This task can be of moderate difficulty, requiring the subject to travel up to 200 miles from his current location and overcome challenges equal to or less than his competency as determined by the judge. For example, a 1st-level warrior couldn't be compelled to defeat the entire Mingol nation alone, but could be commanded to defeat a local street gang that has been annoying the caster. Each day the subject fails to at least attempt to fulfill his task he loses 1 point of permanent Luck and he cannot gain Luck (including fleeting Luck) again until he continues his efforts to complete the geas's demands. |
| 18-21 | As result 16-17 above, but a number of subjects up to CL can be targeted by the spell. For each subject beyond the first, all potential subjects gain a +1 bonus to their Will save to avoid the spell's effects. |
| 22-23 | A single target is compelled to undertake a single quest or task as instructed by the caster. This task can be of great difficulty, requiring the subject to travel up to 500 miles from his current location and overcome challenges equal to his competency as determined by the judge. For example, a 3rd-level warrior could be compelled to rescue a captured princess from the tribe of Mingols, but not forced to infiltrate the City of the Ghouls alone to do the same. Each day the subject fails to attempt to fulfill his task he loses 1 point of permanent Luck and cannot gain Luck (including fleeting Luck) again until he continues his efforts to complete the geas's demands. Alternately, the caster can attempt to target multiple subjects as with result 18-21 above, compelling them to a geas of moderate difficulty. The save to resist this effect is unmodified by the number of targets which can be up to the caster's level in creatures. |
| 24-26 | As result 22-23 above, but a number of subjects up to CL can be targeted by the spell. For each subject beyond the first, all potential subjects gain a +1 bonus to their Will save to avoid the spell's effects. |
| 27-31 | A single target is compelled to undertake a quest or task as instructed by the caster. There is no limit to the difficulty or opposition facing the subject, and the target will travel up to 1,000 miles to finish the task. The quest must at least be theoretically possible for the subject to complete, even if highly unlikely he will succeed. A subject ordered to complete an impossible task (drink the Outer Sea dry, for example) automatically saves vs. the spell's effects. Each day the subject fails to attempt to fulfill his task he loses 2 points of permanent Luck and cannot gain Luck (including fleeting Luck) again until he continues his efforts to complete the geas's demands. |
| 32-33 | As result 27-31 above, but a number of subjects up to CL can be targeted by the spell. For each subject beyond the first, all potential subjects gain a +1 bonus to their Will save to avoid the spell's effects. |

34-35 As result 32-33 above, but a number of subjects up to CL can be targeted by the spell and the save to resist this effect is unmodified by the number of subjects targeted.

36+ The caster can compel an entire organization or group of individuals to undertake a task of great danger and difficulty. There is no limit to the distance required by the subjects to travel to complete the task, nor is there any restriction on the level of opposition facing them. The task must be theoretically possible to complete and subjects ordered to complete impossible tasks (drink the Outer Sea dry, for example) automatically succeed in the Will save to resist the spell's effects. Each day the subjects fail to attempt to fulfill their task they lose 2 points of permanent Luck and cannot gain Luck (including fleeting Luck) again until they continue their efforts to complete the geas's demands. They also lose 1 temporary point of Stamina each day they fail to attempt to complete their task. This ability damage will not heal until they resume their efforts to achieve their imposed goal. At this level of effect, the caster can compel a number of subjects equal to his CL×10. There is no modifier to the save based on number of potential targets.

Conjure Rime of Frost

Range: Varies

Duration: Varies

Casting Time: 1 round (single target) or 1 turn (area effect) Save: Fort or Ref vs. spell check

General: This spell produces several cold-based effects, which target either individuals or geographical areas. Against individuals, the spell may put an ague on the bones, reducing movement or causing pain and paralysis, and other similar effects. **Fire-based and warm-blooded creatures take double the penalties and/or damage described in the individual spell effects listed below.** As an area effect, the spell may be used to cover whole landscapes in frost and ice, impeding movement and causing trees and structures to collapse. When cast as a ritual spell involving multiple casters, add +1 to the spell check result for each additional caster. The wizard and anyone helping her cast the spell must concentrate during casting or the effects are halted or negated, depending on manifestation.

Manifestation: Varies (see below).

Corruption: Roll 1d6: (1) caster's skin is permanently rimed in frost; (2) caster's hair is encased in icicles; (3) caster radiates cold to a radius of 3 feet; (4-6) Nehwonian major corruption.

Misfire: Roll 1d4: (1) caster is turned into an ice sculpture, and only a *dispel magic* spell check result of 27 or higher can return the caster to flesh; (2) ice spikes explode outward from the caster inflicting 1d6+CL damage to all within 20' (Reflex save for half); (3) the ground around the caster is coated with black ice. Movement is ¼ normal rate and requires a DC 15 Reflex save each round or the PC falls prone and must make a DC 15 Reflex save to rise; (4) the caster summons a blizzard lasting 1d10 hours (with effects at judge's discretion, including snowfall, limited visibility, high winds, and extreme cold).

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

Individual Effect: A chill comes upon a single target within 25' of the caster(s). The target must make a Fort save vs. spell check or suffer the following consequences: movement is reduced by -5' and Reflex saves are made at a -1 penalty. Duration is 1 round.

16-17 **Area Effect:** A light rime of frost covers a 10'×10' area within 50' of the caster(s). Anyone attempting to cross smooth surfaces within the affected area (e.g., stairs or floors) must make a successful Reflex save vs. spell check, or fall prone, taking additional damage if warranted by the fall (e.g., down stairs or off a cliff). Duration is 1 turn.

Individual Effect: A bone-numbing cold affects a single target within 50' of the caster(s). The target must make a Fort save vs. spell check or suffer the following consequences: uncontrollable shivering reduces all actions and Reflex saves by -2. Movement is reduced by -5. Duration is CL rounds.

18-21 **Area Effect:** Heavy frost coats a 25'×25' area within 50' of the caster(s). Any light foliage bows under the weight of accumulated ice, and horizontal surfaces become slick, requiring a Reflex save vs. spell check or fall prone. A successful Reflex save must be made to rise again. Duration is CL turns.



Individual Effect: The claws of deepest winter grip an individual target within 100' of the caster(s). The target shivers uncontrollably, causing a -3 penalty to all actions taken and Reflex saves. If the target is not clad warmly or has exposed skin then she also takes 1d3 frost damage. Duration is 1d3+CL rounds.

22-23 **Area Effect:** A quarter-inch layer of ice forms on a 50'x50' area within 200' of the caster(s). Light foliage bows to the ground, and larger foliage like trees may lose weak branches. Plants from climes not accustomed to freezing weather are frozen solid and killed. Creatures attempting to move through the area or to make a melee attack or other vigorous action must make a Reflex save vs. spell check or fall prone. The same Reflex save must be made to rise again. If on a slope, a separate DC 15 Reflex save must be made, or the individual will slide 1d30 feet downslope. Duration is 1d3+CL turns.

Individual Effect: Abysmal cold enfolds 1d4 individuals within 500' of the caster(s). Each target must make a Fort save vs. spell check or suffer the following consequences: -4 penalty to all actions and Reflex saves, and take 1d6 frost damage. If extremities like fingertips, toes, or noses are exposed to the cold, they are frostbitten and will be lost permanently. Duration is 1d4+CL rounds.

24-26 **Area Effect:** A half-inch of ice coats everything in a 100'x100' area within 500' of the caster(s). Foliage bows and sometime breaks under the load, and any impermanent structures (e.g., tents or lean-tos) collapse. Small objects may be embedded in the ice, making them difficult to see and to access. Creatures attempting to move through the area or to make a melee attack or other vigorous action must make a Reflex save vs. spell check or fall prone. The same Reflex save must be made to rise again. If on a slope, a separate DC 15 Reflex save must be made, or the individual will slide 1d30 feet downslope. Duration is 1d4+CL turns.

Individual Effect: Polar winds and cold buffet 2d4 targets within 1,000' of the caster(s). Each target must make a Fort save vs. spell check or suffer the following consequences: -5 penalty to all actions and Reflex saves, and take 2d6 frost damage. Any exposed flesh freezes instantly, and a DC 20 Will save must be made each round within the affected area or the target will lay down to rest (and take 1d6 additional frost damage per round). Duration is 1d4+CL rounds.

27-31 **Area Effect:** A full inch of ice covers everything within a 200'x200' area within 1,000' of the caster(s). Any trees in the area will lose branches, and older specimens will topple (DC 15 Reflex save to dodge or take 1d6 damage and be pinned under branches). Impermanent structures will collapse, and the roofs of more rickety permanent structures may cave in, causing 1d8 damage to those within. Small and medium objects may be embedded in the ice, making them difficult to see and to access. Creatures attempting to move through the area or to make a melee attack or other vigorous action must make a Reflex save vs. spell check or fall prone. The same Reflex save must be made to rise again. If on a slope, a separate DC 15 Reflex save must be made, or the individual will slide 1d30 feet downslope. Duration is 1d4+CL turns.

Individual Effect: Whipping winds drive sleet and unearthly cold onto 3d6 targets within 1,500' of the caster(s). Each target must make a Fort save vs. spell check or suffer the following consequences: -6 penalty to all actions and Reflex saves, and take 2d10+CL frost damage. Any exposed flesh freezes instantly, and a DC 25 Will save must be made each round within the affected area or the target lays down to rest (and takes 1d10 additional frost damage per round) and will be buried in a drift of icy sleet. Duration is 1d5+CL rounds.

32-33 **Area Effect:** A 2-inch layer of ice covers everything in a 300'x300' area within 1,500' of the caster(s). Only the hardiest trees remain unscathed and many will shatter under the load (DC 15 Reflex save to dodge or take 1d6 damage and be pinned under branches). Even well-built, permanent structures may collapse, causing 1d10 damage to those trapped within. Those failing to escape will be entombed in the accumulated ice. All medium and some large objects may be embedded in the ice, making them difficult to see and to access. Creatures attempting to move through the area or to make a melee attack or other vigorous action must make a Reflex save vs. spell check or fall prone. The same Reflex save must be made to rise again. If on a slope, a separate DC 15 Reflex save must be made, or the individual will slide 1d30 feet downslope. If two successive Reflex saves are failed, the creature is frozen to the ground and must make a DC 20 Strength check to break free, or take 1d3 frost damage per turn. Duration is 1d5+CL turns.

Individual Effect: Sub-zero gale winds fling hail-sized sleet down upon 3d10 targets within 2,000' of the caster(s). Each target must make a Fort save vs. spell check or suffer the following consequences: -6 penalty to all actions and Reflex saves, and take 3d10+CL frost damage. Any exposed flesh freezes instantly, and a DC 30 Will save must be made each round within the affected area or the target cowers in place under the lash of the icy deluge (and takes 1d12 additional frost damage per round). Duration is 1d5+CL rounds.

34-35 **Area Effect:** 4 inches of ice cover everything in a 500'x500' area within 1,500' of the caster(s). All trees will collapse within 3 turns (DC 15 Reflex save to dodge or take 1d6 damage and be pinned under branches). Most permanent structures collapse, causing 1d10 damage to those trapped within. Those failing to escape will be entombed in the accumulated ice. Large objects are embedded in the ice, making them difficult to see and to access. Creatures attempting to move through the area or to make a melee attack or other vigorous action must make a Reflex save vs. spell check or fall prone. The same Reflex save must be made to rise again. If on a slope, a separate DC 15 Reflex save must be made, or the individual will slide 1d30 feet downslope. If two successive Reflex saves are failed, the creature is frozen to the ground and must make a DC 25 Strength check to break free, or take 1d4 frost damage per turn. Duration is 1d5+CL turns.

Individual Effect: Blizzard conditions prevail, flinging snow, sleet, and ice down upon up to 5d10 targets within 1 mile of the caster(s). Each target must make a Fort save vs. spell check or suffer the following consequences: -8 penalty to all actions and Reflex saves, and take 4d10+CL frost damage. Any exposed flesh freezes instantly, and a DC 30 Will save must be made each round within the affected area, or the target huddles helplessly (and takes 1d12+CL additional frost damage per round). After 2 rounds, the helpless target is entombed in ice and will suffocate (1d6 points of Stamina damage per round and die when Stamina reaches 0; lost Stamina is restored immediately if broken free). Duration is 1d6+CL rounds.

36+ **Area Effect:** 6 inches of ice cover everything in a 1,000'x1,000' area within 1 mile of the caster(s). All trees will collapse within 2 turns (DC 15 Reflex save to dodge or take 1d6 damage and be pinned under branches). Most permanent structures collapse, causing 1d10 damage to those trapped within. Those failing to escape will be entombed in the accumulated ice. Surviving structures cannot be entered or exited without chipping through the ice (8 hit points per inch of accumulated ice). By the end of casting, every structure and object in the area of effect have been obscured under glacial ice, and must be dug out. Creatures attempting to move through the area or to make a melee attack or other vigorous action must make a Reflex save vs. spell check or fall prone. The same Reflex save must be made to rise again. If on a slope, a separate DC 15 Reflex save must be made, or the individual will slide 1d30 feet downslope. If two successive Reflex saves are failed, the creature is frozen to the ground and must make a DC 30 Strength check to break free, or take 1d6 frost damage. Duration is 6+CL turns.

LEVEL 4 WIZARD SPELLS

Hristomilo's Strangling Fog

Range: Varies

Duration: Concentration

Casting Time: 1 turn

Save: None

General: Using a crystalline globe, bowl of mercury, or other seer's apparatus, the wizard creates and controls an insidious fog, mist, or smoke to seek out, spy upon, and kill her enemies from a distance. The volume of fog depends on the success of the casting roll, and its shape may be changed in some cases. The fog is incorporeal but may be used by the caster to manipulate physical objects, though no fine manipulation is possible (i.e., it could upset a flask of lamp oil, but not pick a lock). The caster may select any result at or below the casting roll. As noted below, the fog is linked to the wizard and may, in some cases, allow its victim(s) to harm the caster through that link. Should the fog be struck with a magical weapon, the caster takes half the damage (rounded down), and must make a Will save (DC 10 + damage taken) to maintain concentration. The wizard can "see" through the tendrils and may attack with as many tendrils as are present in the fog, but must always roll her lowest action die when making an attack for each.

Manifestation: Roll 1d4: (1) tendrils of black smoke; (2) a whispering gray fog; (3) opalescent mist filled with disturbing shadow figures; (4) a noisome brown fog stinking of peat and old death.

Corruption: Roll 1d6: (1) the caster's breath assumes the appearance of the spell's manifestation (as previously rolled); (2) the caster is wreathed in whispering gray fog, which trails behind her like a billowing cloak when she moves; (3) the caster is followed constantly by 1d4 small creatures resembling the spell manifestation; (4-6) Nehwonian major corruption.

Misfire: Roll 1d4: (1) caster rolls spell check again and applies the result against herself; (2) caster rolls spell check again and the result is uncontrolled, attacking friend and foe alike within 50' of the caster; (3) caster instead summons a fog demon (DCC RPG p. 401, type 1d4, attributes per judge); (4) caster is transformed into smoke for 1d6 turns, and must make a DC 10 Will save each turn or become too disperse to maintain coherence, resulting in 1 week's incorporeality (as if victim of *curse*, result 20-21, DCC RPG p. 273).

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-17 Failure, but spell is not lost.

18-19 The caster creates a single tendril of fog (AC 15, hp 10, SP immune to non-magical weapons) at a distance of no more than 250'. Via the seer's apparatus, the caster can "see" through the tip of the tendril (as normal human). The fog tendril's attack grapples (+3 melee) and then strangles its victim (1d6 Stamina damage per round, death resulting when Stamina reaches 0). Though immune to non-magical weapons, the fog can be hit with spells or magical weapons. Half the resulting damage is applied to the fog tendril itself, and half is applied to the caster linked to it (round down in both cases). Caster must make Will save (DC 10 + damage taken) to maintain concentration or spell fails.

20-23 The caster creates a 10'x10'x10' cloud of fog with 2 manipulating tendrils (AC 15, hp 15, SP immune to non-magical weapons) at a distance of no more than 500'. Via the seer's apparatus, the caster can "see" through a tendril of her choice (as normal human), and may change which tendril provides this "sight." Each tendril's attack grapples (+4 melee) and then strangles its victim (1d6 Stamina damage per round, death resulting when Stamina reaches 0). Though immune to non-magical weapons, the fog can be hit with spells or magical weapons. Half the resulting damage is applied to the fog tendril itself, and half is applied to the caster linked to it (round down in both cases). Caster must make Will save (DC 10 + damage taken) to maintain concentration or spell fails.

24-25 The caster creates a small fog bank (approximately 50'x50'x20') with 1d4+1 manipulating tendrils (AC 16, hp 20, SP immune to non-magical weapons) at a distance of no more than 1,000'. Via the seer's apparatus, the caster can "see" through a tendril of her choice (as normal human), and may change which tendril provides this "sight." Each tendril's attack grapples (+4 melee) and then strangles its victim (1d6 Stamina damage per round, death resulting when Stamina reaches 0). Though immune to non-magical weapons, the fog can be hit with spells or magical weapons. Half the resulting damage is applied to the fog tendril itself, and half is applied to the caster linked to it (round down in both cases). Caster must make Will save (DC 10 + damage taken) to maintain concentration or spell fails.

26-28 The caster creates a medium fog bank (approximately 100'x100'x50') with 1d4+1 manipulating tendrils (AC 16, hp 20, SP immune to non-magical weapons) at a distance of no more than 1,500'. Via the seer's apparatus, the caster can "see" through a tendril of her choice (as normal human or infravision to 30'), and may change which tendril provides this "sight." Each tendril's attack grapples (+4 melee) and then strangles its victim (1d6 Stamina damage per round, death resulting when Stamina reaches 0). Though immune to non-magical weapons, the fog can be hit with spells or magical weapons. Half the resulting damage is applied to the fog tendril itself, and half is applied to the caster linked to it (round down in both cases). Caster must make Will save (DC 10 + damage taken) to maintain concentration or spell fails.

29-33 The caster creates a large fog bank (approximately 200'x200'x50') with CL manipulating tendrils (AC 16, hp 20, SP immune to non-magical weapons) at a distance of no more than 2,000'. Via the seer's apparatus, the caster can "see" through a tendril of her choice (as normal human or infravision to 30'), and may change which tendril provides this "sight." Each tendril's attack grapples (+5 melee) and then strangles its victim (1d6 Stamina damage per round, death resulting when Stamina reaches 0). Though immune to non-magical weapons, the fog can be hit with spells or magical weapons. Half the resulting damage is applied to the fog tendril itself, and half is applied to the caster linked to it (round down in both cases). Caster must make Will save (DC 10 + damage taken) to maintain concentration or spell fails.

34-35 The caster blankets a large area (approximately 500'x500'x50') with a mass of fog capable of producing CL+1d3 manipulating tendrils (AC 16, hp 20, SP immune to non-magical weapons) at a distance of no more than 3,000'. Via the seer's apparatus, the caster can "see" through a tendril of her choice (as normal human or infravision to 60'), and may change which tendril provides this "sight." Each tendril's attack grapples (+5 melee) and then strangles its victim (1d6 Stamina damage per round, death resulting when Stamina reaches 0). Though immune to non-magical weapons, the fog can be hit with spells or magical weapons. Half the resulting damage is applied to the fog tendril itself, and half is applied to the caster linked to it (round down in both cases). Caster must make Will save (DC 10 + damage taken) to maintain concentration or spell fails.

36-37 The caster fogs an entire city district (approximately 1,000'x1,000'x50') with a mass of fog capable of producing CL+1d5 manipulating tendrils (AC 17, hp 25, SP immune to non-magical weapons) at a distance of no more than 1 mile. Via the seer's apparatus, the caster can "see" through a tendril of her choice (as normal human or infravision to 60'), and may change which tendril provides this "sight." Each tendril's attack grapples (+6 melee) and then strangles its victim (1d6 Stamina damage per round, death resulting when Stamina reaches 0). Though immune to non-magical weapons, the fog can be hit with spells or magical weapons. Half the resulting damage is applied to the fog tendril itself, and half is applied to the caster linked to it (round down in both cases). Caster must make Will save (DC 10 + damage taken) to maintain concentration or spell fails.

38+ The caster obscures a large area with a massive fog bank (approximately 2,000'x2,000'x100') with a mass of fog capable of producing CL+2d4 manipulating tendrils (AC 18, hp 30, SP immune to non-magical weapons) at a distance of no more than 10 miles. Via the seer's apparatus, the caster can "see" through a tendril of her choice (as normal human or infravision to 100'), and may change which tendril provides this "sight." Each tendril's attack grapples (+7 melee) and then strangles its victim (1d6 Stamina damage per round, death resulting when Stamina reaches 0). Though immune to non-magical weapons, the fog can be hit with spells or magical weapons. Half the resulting damage is applied to the fog tendril itself, and half is applied to the caster linked to it (round down in both cases). Caster must make Will save (DC 10 + damage taken) to maintain concentration, or spell fails.

LEVEL 5 WIZARD SPELLS

The Great Spell

Range: Varies

Duration: Instantaneous

Casting Time: 1 turn

Save: Fort vs. spell check

General: The wizard injures, kills, or annihilates other, less powerful spell casters within range. This spell can be used to produce any effect at or lower than the casting result, as per the spell check table below.

Manifestation: Roll 1d4: (1) the effects of this spell are invisible to detection, and damage turns the victims' bodies to gray dust; (2) a ring of golden light radiates from the caster and moves rapidly outward in all directions, and causes its victims' bodies to burst into flame; (3) an irritating, high-pitched hum emanates from the caster, and causes its victims' bodies to vibrate and bones and teeth to shatter; (4) vague, shadowy forms emit from the caster's bodily orifices and flow toward any other casters within range, and then to devour the victims' bodies.

Corruption: Roll 1d6: (1) the caster's flesh withers into mummy-like consistency (plus 1d4 Stamina, minus 1d4 Agility); (2) the caster loses CL + 1d4 hit points each day at sunrise; (3) caster ages 1d30 years minus Luck modifier; (4-6) Nehwonian greater corruption.

Misfire: Roll 1d4: (1) caster targets herself by mistake. Roll spell check again and apply results to caster; (2) caster causes all beings within 25' radius to age 1d30+CL years; (3) caster affects all living creatures as per casting roll of 25 minus Luck modifier (range as per result); (4) caster summons her bane (e.g., a demon or a negative plane version of herself with identical attributes) who will flee initially, but return within 1d4 weeks to kill and/or possess the caster.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint: (1-2) corruption: (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-17	Failure, but spell is not lost.
18-19	The caster causes 2d6+CL damage (Fort save for half) to all wizards of Level 3 or lower within a radius of 100'.
20-23	The caster causes 2d8+CL damage (Fort save for half) to all wizards of Level 4 or lower within a radius of 200'.
24-25	The caster causes 2d10+CL damage (Fort save for half) to all wizards of Level 5 or lower within a radius of 300'.
26-28	The caster causes 2d12+CL damage (Fort save for half) to all wizards of Level 5 or lower within a radius of 500'.
29-33	The caster causes 4d6+CL damage (Fort save for half) to all wizards of Level 6 or lower within a radius of 700'.
34-35	The caster causes 1d5×CL damage (Fort save for half) to all wizards of Level 7 or lower within a radius of 1,000'. In addition, any common magic items (e.g., scrolls, rings, weapons, or staves) in the possession of the victims must make a save (1d20 + item's magic level) vs. DC 20 or be destroyed.
36-37	The caster causes 1d7× CL damage (Fort save for half) to all wizards of Level 8 or lower within a radius of 2,000'. In addition, any common magic items (e.g., scrolls, rings, weapons, or staves) in the possession of the victims must make save (1d20 + item's magic level) vs. DC 22 or be destroyed. Any unique magic items or artifacts save vs. DC 20.
38+	The caster causes 2d5×CL damage (Fort save for half) to all wizards of Level 9 or lower within a radius of 5,000'. In addition, any common magic items in the possession of the victims must make save (1d20 + item's magic level) vs. DC 25 or be destroyed. Any unique magic items or artifacts save vs. DC 22.

CHAPTER THREE: AGENTS AND PATRONS OF NEHWON



It is well known that wizards enter into contracts with supernatural forces or entities, agreeing to serve those patrons in return for magical or earthly power. These compacts are sealed with sorcery and bind the wizard to his patron, making him a servant of that powerful creature. However, this is not the sole way to act on behalf of a supernal or diabolical principal in exchange for assistance. Some adventurers become agents in the service of an entity, acting as proxies, go-betweens, and overblown errand-boys on their principal's behalf.

AGENTS AND SERVANTS

"You and your swamp-rat wizard!" the big man mocked. "Why isn't he at your side now, making some spells for us?"

"Why isn't Ningauble at your side, doing the same?" the small man counter-asked. - The Swords of Lankmar

DCC Lankmar introduces a new system detailing an alternate means by which characters can bind their fates with those of supernatural powers. This agreement is not a magical one like that forged by the *patron bond* spell in the DCC RPG core rulebook, but more of an informal agreement of mutual aid between the character and the supernatural entity. Characters bound to a patron via the *patron bond* spell are called servants. PCs who agree to aid a patron on a less formal basis, eschewing magical compacts, are called agents.

Servants are likely to be wizards, although the *patron bond* spell does allow for non-casters to pledge their devotion to supernal powers. On the other hand, warriors, thieves, and less ambitious wizards on Nehwon are far more often

agents to a power. The benefits of being a patron's servant are already described in the DCC RPG core rules. The process of becoming a patron's agent and the benefits of this role are described here.

BECOMING AN AGENT

In a grating voice like the clank of small boulders moved by a sullen surf, Sheelba said from his doorway, "Will you faithfully serve me as long as you live? Do my every lawful command? On my part, I promise not to call on you more than once a year, or at most twice, nor demand more than three moons out of thirteen of your time." - The Price of Pain-Ease

Those who come to serve the supernatural forces of Nehwon do so in myriad ways. Some seek out their patron, willing to trade service for assistance in their own nefarious schemes or noble goals. Others find themselves drawn unwillingly into the service of a mystical being, forced to lend assistance by blackmail, threats, or magical compulsion.

A person seeking to become a patron's agent must take steps to attract the attention of the entity he wishes to work for. This can be done by visiting the potential patron directly (assuming that's possible), seeking out an intermediary to speak to the entity on his behalf (such as when the would-be patron is a deity), or engaging in special rites or actions to draw the patron's notice. The judge should customize the steps necessary to become a patron's agent, but the table below can serve as inspiration or as a random means of determining what a creature might do to work for a supernatural force.



Table 3-1: Becoming an Agent

Roll d20	The PC must...
1	Visit the foremost temple of the would-be patron and convince the high priest to work a secret rite to attract the entity's notice.
2	Bring a gift of great value to the patron's home and present it without expectation. The gift should be something the patron desires above all other things (juicy gossip for Ningauble, for example).
3	Steal 1d3+1 objects and bring them to a special location. Used in conjunction, the items attract the patron's attention. The items could be unusual (a bezoar, for example), rare and difficult to procure (powdered mummy from the Demon Pharaoh), or magical (the skull of Ohmphal).
4	Acquire a witch's tent and boil out the decades-worth of accumulated smokes and resins. The PC must then drink the nauseous liquid the tent yields and ascend/descend spiritually to the dwelling place of the patron.
5	Slay an agent or servant of the patron's most hated rival power.
6	Beat the patron in a game of chance or other wager, demonstrating the would-be agent's competence.
7	Locate a long-lost scroll containing the patron's name of power. Speaking this name aloud draws the patron's notice and it seeks out the PC.
8	Seek out one of the Thirteen and implore it to bring a message to the patron, introducing the would-be agent and his desire to serve.
9	Create or destroy a work of great magical power and dedicate its making/destruction to the potential patron.
10	Engage in an extended period (2d4 weeks) of spiritual and moral purity, practicing charity, tolerance, sobriety, and non-violence.
11	Steal an object of value from the potential patron without his/her/it noticing. Boldly reveal yourself to be the culprit and announce you'll return the stolen item if the patron takes you on as an obviously talented agent. Pray the patron is more impressed than enraged.
12	Embark on an extended pilgrimage to a location the would-be patron holds dear or otherwise important. There the PC must announce his desire to serve as an agent and await a response.
13	Perform random acts that would benefit the potential patron, gradually escalating the impact and difficulty of each until the entity takes notice of the agent.
14	Invite the would-be patron to an all-night carouse through the most notorious taverns and pleasure palaces in the city. If you can keep up with his antics and quaffing, he takes you into his service.
15	Endure injury or illness unto the brink of death. On the cusp of life, the would-be agent might attract the attentions of his preferred employer and establish a compact between one another.
16	Carve his name into the flesh of a living animal/person and then sacrifice that creature in a tremendous bonfire. The ashes of his name will drift to the patron's location and announce the PC's intent to treat with the entity.
17	Slay a current agent of the potential patron and usurp his position as valued servitor of the entity.
18	Pledge to serve the potential patron faithfully and without question for a year and a day. In return for this selfless service, for which he receives no reward or advantage, the PC may become the patron's formal agent at the end of this internship.
19	Engage in an hours-long philosophical debate with the patron, arguing successfully why you are the most eligible person in all the various world bubbles across the cosmos to serve as the entity's agent. If you make a good argument (or simply prove entertaining enough), the patron accepts your point of view.
20	Speak the potential patron's name in a series of vile, offensive oaths. Repeat this often until the entity becomes annoyed enough to seek out the PC and force him to stop. When the entity appears, offer to cease disgracing its name in return for becoming the PC's patron.

Unsought-After Patrons

Agents do not always seek out their patrons. Sometime an entity will approach a person who might be of use to the patron's schemes and offer to serve as the potential agent's mentor or benefactor. Other times a patron simply adopts an agent without warning, stepping in to assist the unwitting servant and thereby bind him with the obligation of repaying his debt to the entity. As far as the written record shows, neither Fafhrd or the Gray Mouser asked to be agents of Ningauble of the Seven Eyes or Sheelba of the Eyeless Face: the wizards just appointed themselves the Twain's mentors!

It is not suggested that the judge force the role of agent upon a PC without the player's permission. Not every player desires to burden his character with the potential obligations of agency. But, if a player agrees that he's open to his character gaining unsought-after employment as the agent of an entity, the judge can introduce the patron in many different ways. The table below contains just some possibilities for the judge to consider.



Table 3-2: Unsought-After Patronage

Roll d6	The PC becomes an agent because...
1	The PC suffers a mortal wound, but the patron intervenes on his behalf and saves his life. The character now owes the entity a debt and finds himself working as his agent.
2	The character is unwittingly working towards the same ends as the patron and the entity wants him to succeed. At a point when failure seems certain, the patron offers assistance. If the PC accepts, he now owes the patron and must act as his agent until the books are balanced.
3	The PC is affected by a curse or geas that places him into servitude to the patron. Once the curse or geas is lifted, the character discovers that he still owes the entity for further service due to debts accrued while under the magical compulsion.
4	The patron simply sees the PC as a useful (and potentially disposable) agent. The entity begins acting on the character's behalf, offering patron dice to the PC. If the character accepts the aid, he finds himself obligated to serve the patron in return.
5	The PC finds himself to be a pawn in a conflict between two (or more) rival patrons, each of whom is attempting to manipulate the character to their own ends. Unless the PC makes an agreement to serve one of the entities over the other(s), he will likely find himself destroyed by the warring factions.
6	The character is effectively sold into supernatural servitude by a friend or foe, becoming payment rendered for a service provided to that person by the patron. The PC discovers the entity is willing to help the character out, but as soon as he accepts assistance for the first time, he is now in the patron's debt and must serve as an agent to pay off what he owes.

THE PATRON DIE

Once a creature has become a patron's agent, he can request assistance from his patron at any time, seeking a small portion of the being's supernatural power in order to achieve a difficult goal or turn an abject failure into a triumph. The agent calls on their patron, placing themselves in debt to the power, in return for aid. This bartering is resolved through a special new game mechanic called the *patron die*. Upon becoming a patron's agent, a character receives a d10 patron die he can roll when requesting help from that power.

Using Patron Dice

Before an agent makes an attack, spell check, saving throw, skill check, or attempts to restore his health, he can request the aid of his patron. He rolls his current patron die along with the action die appropriate for the task being attempted. If the result of the patron die is less than or equal to the unmodified roll on his action die, the agent's patron assists the character in some capacity, providing a bonus to his activity. Table 3-3: Patron Die Results is consulted to determine the scope of this aid.

Table 3-3: Patron Die Results

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

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

The bonus is immediately applied to the action die roll, granting the agent an increased chance of success/effectiveness in his attempt.

If the patron die result is greater than the unmodified roll of the action die, the patron refuses to assist its agent. Perhaps the agent's patron is busy with other endeavors and cannot spare his/her/its attention to grant aid, or maybe the agent has unwittingly slighted the patron in some way. If the patron refuses to aid the agent, assistance cannot be requested again for that action or activity, but can be attempted when performing a similar action at a later date. For example, if the patron refuses to help its agent while he is fighting an opponent or attempting to pick the lock of his jail cell, the agent cannot roll the patron die again for that action. If the agent engages a new enemy or attempts to bend the bars of the cell, a new request for aid can be made and the patron die rolled to see if help is provided.

Once an agent has **successfully** used his patron die to receive aid, all subsequent appeals for assistance become more difficult. The next time he calls upon his patron, he rolls the next largest die in the die chain to determine if the entity steps in and helps. For example, if the agent last rolled a d10 patron die when asking for aid and the patron granted its help, he would roll a d12 the next time he attempted to beseech his patron for aid.

The patron die continues to grow in size, thus decreasing the chance of patron assistance as the agent continues to badger the power for aid. The patron die increases in size until the agent performs tasks to the patron's benefit or the die size exceeds a d24.

Whenever the patron die is rolled and results in a successful attempt to invoke the patron's assistance, it (and any other dice of the same type the PC might have as a result of multiple patrons) is marked off his character sheet by

drawing an "X" or slash through the die (or that die column in the case of multiple patrons). The agent no longer rolls that die type when asking for assistance from his patron until he has repaid his debt.

HEALING AND PATRON DICE

Healing and rejuvenation is the only area of patron influence that typically does not require the roll of an action die to perform. However, it is still possible to request the aid of one's patron when attempting to recover from injuries.

To do this, any time the agent spends Luck to recover lost hit points during a battle or when recuperating afterward, he rolls a d20 check die along with his normal patron die. The d20 result is compared to the patron die roll as normal and, if the patron die is less than or equal to the d20 roll, the patron lends aid according to the Patron Die Result Table above.

Being the Agent of Multiple Patrons

A PC can be an agent of more than one patron, but these creatures are often rivals or at least jealous of one another. An agent who calls upon one of his patrons automatically displeases any others he might act on the behalf of. In game terms, this means that when an agent rolls his patron die of any type, he loses that die for ALL his patrons. He crosses out the entire die column on his character sheet and cannot use it again until he makes amends and/or repays his debt to every one of his patrons.

For example, Olgvor the Mingol is an agent of both Khahkht of the Black Ice and Mog the Spider God. He is currently in both their good graces and owes neither any boons nor favors. His patron dice for both are d10. When a mob of Nehwonian Ghouls attacks Olgvor in the Parched Mountains, he asks Khahkht to aid his sorcery and rolls his d10 patron die along with his d20 action die for his spell check. If the patron die roll succeeds, Mog, jealous of the attention Khahkht is getting, becomes harder to beg assistance from. Olgvor's player draws an X through both d10 patron dice on the Mingol wizard's character sheet. In order to restore both his d10 patron dice, Olgvor will have to perform services for both Khahkht *and* Mog.

No agent can have more than three patrons at one time. If the PC attempts to gain a fourth patron, he automatically insults all his current patrons, causing them to desert their agent. The PC cannot regain the insulted former patrons except by taking extreme measures to ask for their forgiveness. The fourth patron must be forsaken as a gesture of forgiveness, potentially leading to its own consequences of the judge's devising.

Debts and Boons

After a much longer bit, the Mouser said in a low, broken voice, "O Sheelba, great magician, grant me a boon or else I shall go mad. Give me back my beloved Iorian, give me her entire, or else rid me of her altogether, as if she had never been. Do either of those and I will pay any price you set." – The Price of Pain Ease

An agent must perform a service for the patron in order to balance the books between them and pay off his supernatural debt. For each service performed, the agent's patron die for that patron alone is reduced in size by one step. If he has incurred the displeasure of other patrons he acts as an agent for, those patron dice are unchanged. The agent must perform boons for those offended patrons to also reduce the patron die penalty. Thus, a PC with three patrons would have to perform three separate boons to balance the metaphysical scales between himself and all the supernatural powers that occasionally assist him.

If an agent calls upon the assistance of a patron while still in debt to other powers, the patron die increases by +1d across the board. For example, a PC with Sheelba and the Sea King as patrons is currently in debt to both with a d14 patron die. He helps out Sheelba, partially appeasing the wizard. His patron die for Sheelba of the Eyeless Face is reduced by -1d, leaving him with a d12 patron die for the swamp wizard, but his relationship with the Sea King remains unchanged. He retains a d14 patron die when calling upon the oceanic overlord for aid. If the PC is forced to ask one of the two patrons for aid again before he can square things between them both, his patron dice increase to d14 in regards to Sheelba (eliminating the goodwill he earned with the wizard) and to a d16 when asking for aid from the Sea King.

If a PC's patron die ever increases beyond d24, the agent has completely alienated himself with his patron and can



no longer attempt to call upon that entity for assistance until he has acted on the patron's behalf or performed a service to reduce the patron die's size.

AGENT TASKS

...the Seven-Eyed One was a somewhat more pretentious archmage, whose taste in the thaumaturgical tasks he set Fafhrd ran in larger directions, such as the slaying of dragons, the sinking of four-masted magic ships, and the kidnapping of ogre-guarded enchanted queens. – Bazaar of the Bizarre

Patrons assist their agents in times of need, helping them succeed in efforts they might otherwise fail at. This aid does not come without cost, however. Each time an agent relies upon his patron for support, the entity marks the aid in its mental ledger, pushing the servant further into the patron's debt. When the patron needs help in its own schemes and plots, the agent finds its time to balance the books.

Each task an agent completes on behalf of the patron reduces the patron die penalty by -1d. When the agent has completed a number of tasks, missions, errands, or other services for the patron to reduce his patron die back to a d10, the debt has been erased and the agent is free of any obligation to help the patron—until such time when he, himself, receives aid, placing him in the patron's debt once more.

Each patron has common types of tasks they send their agents to complete. The following tables are examples of the errands or quests that a patron might require of its agent to help balance the books between them. The judge can use these tasks as written or as a basis for his own creations.

Table 3-4: Ningauble of the Seven Eyes Tasks

Roll d4 Task

- 1 The agent must slay a great beast such as a dragon and bring Ningauble a delicate morsel from the corpse.
- 2 The agent must end some magical menace to Nehwon and/or Ningauble. This might entail staving off a Devourer invasion or sinking a magical four-masted ship crewed by fiends and un-dead madmen.
- 3 The agent must abduct a person who possesses knowledge Ningauble requires. Such targets are never simple scholars, but typically monster-guarded enchanted princesses in distant lands and similar daunting individuals.
- 4 The agent must visit a dangerous and usually distant location to acquire information about the place and its inhabitants. This might entail a sojourn to the cramped world of Lankhmar Below, the dark subterranean depths of Quarmall, or a lofty journey to Arilia, World of Air.

Table 3-5: Sheelba of the Eyeless Face Tasks

Roll d4 Task

- 1 The agent must procure nine white cats without a single black hair upon them and bring the wailing felines to Sheelba's hut in the Great Salt Marsh.
- 2 The agents must steal or replace multiple copies of the same book of eldritch knowledge from multiple sorcerous libraries throughout Nehwon without being discovered.
- 3 The agent must recover a specimen from a living or dead (or both) potentate's body so that Sheelba can work a mighty spell. The specimen could be hair, sweat, blood, excrement, or similar substances.
- 4 The agent must extinguish several lamps and light certain others throughout the city before the rising of the full moon and record what shapes the nearby shadows take thereafter.

Table 3-6: Mog the Spider God Tasks

Roll d4 Task

- 1 The agent must locate and punish those who've recently committed a crime against the Spider God's temple (stolen from it, slayed a priest, desecrated the structure, etc.). Mog desires they be exsanguinated and their blood fed to him.
- 2 The agent must go forth and convert new believers to the cult of Mog to help replenish his fading worshipper base. Many are unwilling to pay homage to such a gruesome and often hungry deity, making this a difficult endeavor.
- 3 The agent must act as Mog's mortal hand to scold a wayward worshipper. This might be a simple verbal rebuke or require the agent to instigate several unfortunate accidents or dire omens to convince the apostate to return to the fold.
- 4 The agent must perform some seemingly minor but difficult task (sneak into the Rainbow Palace and rearrange the furniture in a secure room, for example) as part of Mog's ineffable web of schemes and plots.

Table 3-7: Issek of the Jug Tasks

Roll d4 Task

- 1 The agent must free a prisoner who has been unjustly incarcerated, rescuing them from the grievous torture they face daily.
- 2 The agent must negotiate a peace accord between two warring factions that have no reason to end their quarrel.
- 3 The agent must lend aid to the adherents of Issekianity. If this occurs during the events of *Lean Times in Lankhmar* that might mean assisting Bwadres and Fafhrd on the Street of the Gods. If this task is assigned afterwards, it might involve raising the sect's profile in Lankhmar and undermining rival religious sects. Should the agent get this task after the Gods of Lankhmar decimated the sect, he might have to locate and reunite the few surviving worshippers of Issek of the Jug.

- 4 The agent must perform an act of revenge upon the Gods *of* Lankhmar for their massacre of Issek's faithful. Such vengeful acts might bring the agent into the black temple of the Gods *of* Lankhmar and pit him against the restless godlings that dwell inside.

Table 3-8: Kos Tasks

Roll d4	Task
1	The agent must slay a score or more enemies in single, hand-to-hand combat, dedicating each of their deaths to the glory of Kos!
2	The agent must set out pirating on a raid lasting no less than two weeks. Half of all the plunder looted during that raid must be melted down in a tremendous bonfire erected to honor Kos.
3	The agent must slay a great beast that dwells in the Cold Waste. Its head must then be hurled from a high mountain peak while bellowing the name of Kos.
4	The agent must find a symbolic bride for Kos, typically a northern maiden of true virtue and demure personality. Suffice to say, this is a task far more difficult than it appears.

Table 3-9: The Gods of Trouble Tasks

Roll d4	Task
1	Sabotage several important pieces of equipment in a business establishment, home, or government building, ensuring something breaks or goes wrong when most needed.
2	Frame an innocent for a crime or get an unwitting person embroiled in plots that turn their life into a woeful existence.
3	Spread gossip and rumors that foster chaos in the daily lives of Lankhmar's citizens.
4	Engineer the wholesale destruction of an important building, structure, or landmark.

Table 3-10: The Hates Tasks

Roll d4	Task
1	Kill someone or destroy something that has responsible for the suffering of one of the Hates' downtrodden worshipers.
2	Foster disagreement and strife between two groups or factions which are currently at peace.
3	Cultivate the seeds of hatred in a peace-loving individual and fan their hate into a burning fire of rage.
4	Assist the masked Archpriest of the Hates in his schemes to plunge Lankhmar into a cauldron of righteous rage.

Table 3-11: Winged Tyaa Tasks

Roll d4	Task
1	Restore her crumbling temple into a state of grandeur, gilding its altar and attracting numerous birds to roost atop its ancient roof.
2	Track down and slay the meddlesome adventurers known as Fafhrd and the Gray Mouser who foiled her last attempt to reestablish her cult in Lankhmar.
3	Free a captive bird from its cage or coop. This is never a simple task, such as liberating a songbird, but a dangerous labor, like emancipating the sacred black swans of Lankhmar or the rare sapphire-eyed court-birds of the King of Kings.
4	Retrieve a jewel of lustrous hue and clarity and deliver to the shuttered temple of Tyaa in Lankhmar.

Table 3-12: Patron Influences

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

Patron Areas of Influence

Patrons have varied powers and influences and one might excel in an area where another is utterly inept. An agent must call upon the right patron for assistance in order to have a chance of their aid. For example, an agent asking Issek of the Jug, a god known to be a peace-loving power, for help in smiting his enemies has little hope of success, while a character calling upon Kos for the same help is likely to receive it.

Each patron has between one and three areas of influence they can provide aid in. These areas of influence fall under the categories of Battle, Protection, Wizardry, Expertise, and Rejuvenation. Battle affects attack rolls; Protection influence saving throws; Wizardry empowers magic; Expertise affects skill and ability checks; and Rejuvenation modifies regained health from non-magical healing and recuperating (see **Healing without Magic** in the *Compendium of Secret Knowledge*, p. 31). The table above shows which entities can affect what areas of influence when serving as an agent's patron.

PATRONS OF LANKHMAR CITY

Ningauble in his cave near Ilthmar and Sheelba in his mobile hut in the Great Salt Marsh each smiled, though lacking the equipment for that facial expression. They knew they had laid one more obligation on their protégés. – Trapped in the Shadowland

There are numerous supernatural forces in Nehwon that sorcerers, witches, warlocks, wizards, warriors, and thieves might seek out to serve in return for unnatural assistance and power—far too many to document in the limited space available here. The following entities, gods, and otherworldly beings are known to have connections with Lankhmar City or persons dwelling there and thus are most likely to be encountered by the player characters or prove useful to judges adjudicating a DCC Lankhmar campaign. Additional patrons will be presented in future DCC Lankhmar releases.

Customized Assistance Results

Table 3-3: Patron Die Results (see p. 32) presents the simplest means of adjudicating the success of a patron die roll made by the agent of a supernatural power. Some judges might find these results—although comprehensive and usable for any patron—to be rather bland in terms of role-playing color. Others might find the inclusion of yet another table to the gamut already required for patrons to be too much. In an attempt to compromise between those two stances, some simple tables providing a little more in-game color are included with the patron profiles present below. Hopefully these short Agent Assistance Effects provide those seeking more elaborate descriptions of patron assistance what they desire without overburdening the already-lengthy standard patron profile.

To use these customized patron die result tables, one simply can choose an appropriate effect or roll a d4 when an agent successfully invokes his patron's aid to determine how the assistance manifests.

DESIGNER'S NOTE

Fafhrd and the Gray Mouser do receive assistance from their mentors (or patrons in DCC Lankhmar terms) on a few occasions, usually in the form of a magical item to attend to an issue at hand (the *Blindfold of True Seeing* or a potion to shrink down to rat-size, for example). Other times, such as during the events of "Adept's Gambit," the mentors send assistance in the form of helpful advice or not-so-helpful minions. The Agent Assistance Effects attempt to duplicate this help in the DCC RPG style. Judges wishing to run DCC Lankhmar campaigns in true "Leiber fashion" might wish to downplay the manifestation of a patron's assistance or leave out Assistance Effects entirely. The choice is theirs.

ISSEK OF THE JUG



Issek of the Jug (as opposed to Issek the Armless, Issek of the Burnt Legs, Flayed Issek, Jugged Issek, and several other Isseks whose worshipers have walked the Street of the Gods) was one of the many jackleg faiths to come out of the Eastern deserts. Originally arriving in Lankhmar on the lips of Bawdres, a near-senile prophet, Issek of the Jug enjoyed a period of brief popularity largely due to attracting the hero Fafhrd into the godlet's clergy. Isseki-anity flourished for three years in Lankhmar before the Gods of Lankhmar took umbrage to the godlet's followers and destroyed the religion within the city's boundaries. Despite this setback, some of Issek's faithful survive, albeit in scant numbers.

Invoke Patron check results:

- 12-13 Issek bolsters the caster's Stamina. For CL turns, the caster's Stamina is increased by +4. This enhanced constitution affects the caster's Fortitude save bonus and hit point total if applicable. Any additional hit points gained by this Stamina increase are lost first when the caster suffers damage.
- 14-17 Issek grants the caster the fortitude to endure suffering. The caster gains 10+CL hit points. These hit points are lost first when the caster is wounded, and damage suffered while benefiting from Issek's blessing transfers to his normal hit point pool only if he first loses all these bonus hit points. The caster can also expend these bonus hit points to add to any Fort save on a one-for-one basis.
- 18-19 Issek liberates the caster from bondage. Any and all manner of restraints including magical ones break, unlock, fail, or otherwise no longer impede the caster's freedom. Shackles fall open, ropes break, locked doors fly open, paralysis ends, etc., allowing the caster to move or depart his present location normally. This blessing affects all restraints within 100' of the caster that impede or potentially bar his passage. Incidental restraints and barriers are unaffected. For example, this power would unlock the door of the cell that contains the caster, but would not open a locked treasure chest in a nearby room.
- 20-23 Issek anoints the caster with the Waters of Peace, preventing violence from affecting him. For 1d6+CL hours, the caster cannot be attacked by enemies if there is another available target nearby. They automatically direct their anger elsewhere. In the events that the caster is the sole target, all creature of CL or fewer HD cannot attack the caster at all, while those with more HD than the caster's level must make a Will save vs. the spell check to attack him. This protective aura automatically fails if the caster attacks or takes aggressive action in any way.
- 24-27 Issek bolsters the caster's Stamina. For CL turns, the caster's Stamina is increased by +8. This enhanced constitution affects the caster's Fortitude save bonus and hit point total if applicable. Any additional hit points gained by this Stamina increase are lost first when the caster suffers damage.
- 28-29 Issek grants the caster the fortitude to endure suffering. The caster gains 20+CL hit points. These hit points are lost first when the caster is wounded, and damage suffered while benefiting from Issek's blessing transfers to his normal hit point pool only if he first loses all these bonus hit points. The caster can also expend these bonus hit points to add to any Fort save on a one-for-one basis.
- 30-31 Issek calms the masses, bringing peace to conflict. Any clash, be it of arms or words, within 100' of the caster is overwhelmed by an aura of brotherhood. All creatures of CL or fewer HD immediately become peaceful and friendly towards one another. Creatures with HD greater than the caster's level must make a Will save vs. the spell check to engage in or continue to combat. This aura of brotherhood remains in effect for as long as the caster remains in the vicinity of the affected individuals. The pacified combatants are not charmed or otherwise under the control of the caster, but maintain a positive, friendly mien until he departs. This effect ends automatically if the caster attacks or takes aggressive action in any way.
- 32+ Issek temporarily inhabits the caster's body, becoming, for a brief period, divine. As Issek, the caster cannot be restrained by any means, mundane or magical. Chains fall away, ropes snap, racks shatter, and so forth, and spells such as *paralysis*, *spider web*, and *ropework* automatically fail to affect the caster-Issek. Spells that render the caster immobile due to incapacitation (*color spray*, *sleep*, etc.) affect him normally. The caster-Issek exudes an aura of divinity and all creatures witnessing the godlet made flesh must make a DC 20 Will save or be rendered awe-struck, unable to move and likely to fall to their knees in shock. Anyone rolling a natural 1 on this save goes mad, driven insane by the godlet's appearance. Lastly, the caster-Issek gains a Stamina score of 30 (+9 hp per HD and +9 to Fort saves) during the manifestation. This possession lasts for CL rounds, after which Issek departs the caster's form. All bonus hit points are lost and, as a side effect of the possession, the caster's body hair (if any) falls out, leaving him temporarily hairless.

PATRON TAIN: ISSEK OF THE JUG

Those who follow in Issek's steadfast path find they too endure the sufferings inflicted upon the god. When patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling.

Roll Result

1 The caster experiences constant aches and pains, especially in the wrists, ankles, shoulders, and hips. These pains are initially discomforting but not debilitating. If this result is rolled a second time, the pain increases in severity. Each morning upon arising, the caster must make a DC 10 Fort save or be wracked by pain for the next 24 hours. While enduring this agony, the caster suffers a -2 penalty to all spell checks and attack rolls. If this result is rolled a third time, the agony is continuous, imparting the -2 penalty at all times. Magical healing (if available in the campaign) can temporarily relieve this torment, but only for 1 turn per HD achieved on the *lay on hands* check. When magical healing is applied in this manner, the servant of Issek does not regain hit points — only pain relief.

2 The caster's wrists and ankles become bent, appearing broken and twisted. If this result is rolled a second time, the caster's speed is reduced by -5' due to persistent limping. If rolled yet a third time, the caster's malformed wrists make the fine gestures of spellcasting difficult, creating more spectacular failures when his invocations go awry. The caster suffers a -1 modifier when rolling to determine the effects of a spell's misfire.

3 The caster acquires the desire to avoid violence whenever possible. This personality change manifests only as a minor quirk that can be overcome in dire circumstances. If this result is rolled a second time, the caster must make a DC 10 Will save in order to attack another living creature either with physical violence or spells. If rolled a third time, the caster cannot harm a living creature without severe punishment. In the event the caster harms another creature, either willingly or unwillingly, he loses the ability to cast spells until the dawn of the following day. No spell checks to cast spells, use magical items, or otherwise employ magical energies are allowed until the next sunrise.

4 All non-magical liquids within 5' of the caster transform into water if they remain in his presence for longer than two turns. Initially, the caster transforms up to 1 gallon of liquid into potable water. If this result is rolled a second time, any harmless or beneficial liquid that touches the caster's lips transforms into water. Wine and strong spirits become spring water, magical elixirs become normal water, etc. Harmful liquids such as ingested poisons are unaffected. If this result is rolled a third time, all beneficial or harmless liquids within 10' of the caster become mundane water. At this level of corruption, the caster transforms up to CL gallons of liquid if it remains in his presence for more than one minute.

5 The caster's hair thins, falling away to leave a bald patch on the crown of his head. If this result is rolled a second time, the caster loses all his hair, leaving him utterly bald. If this effect occurs a third time, the caster loses his eyebrows and eyelashes, leaving his head completely hairless. This lack of eyebrows and eyelashes hampers the caster in gritty environments and hot environments. The caster suffers a -2 penalty to attack rolls and skill checks dependent on vision in these surroundings as sweat and blowing debris sting his defenseless eyes.

6 The caster's becomes concerned with his own fame (or lack thereof). He becomes obsessed with ensuring that others know who he is and of his accomplishments, revealing them whenever the opportunity to safely do so occurs. If this result is rolled a second time, the monomania increases to the point where the caster struggles to avoid claiming ownership to his identity and actions even when doing so is detrimental to his health and livelihood (such as in the wake of criminal activity or when enemies are seeking him). The caster must make a DC 15 Will save to avoid bragging of his actions and identity. If rolled a third time, the caster becomes so obsessed with spreading his fame that he must introduce himself to at least one new person each day and make them aware of him and his accomplishments. Failure to do so results in a cumulative -1d penalty to spell checks. In addition, the Will save DC to avoid revealing himself when in a precarious situation is increased to 20.



SPELLBURN: ISSEK OF THE JUG

Issek remains a godlet of peace and endurance, rewarding those whose actions adhere to his own path. Servants of the godlet of the Jug are often called upon to share the burden of earthly existence in return for a portion of Issek's power. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your Lankhmar campaign.

Roll Spellburn Result

1 Issek's power amplifies the caster's spell, but the godlet of the Jug requires the sorcerer to take upon himself some of the world's suffering. Bearing this burden results in stat loss.

2 Issek is keen to assist one who seeks to better the word and loathe to aid those who sow violence. If the wizard's spell is a defensive or utilitarian one (*ropework*, *magic shield*, etc.), the caster gains a +2 bonus for each point of spellburn. However, if the magic is harmful or causes injury, every two points of spellburn only results in a +1 bonus. The judge determines what category the spell falls under, taking situational factors into account (for example, a *magic missile* used to breach a cistern and help extinguish a house fire would be consider utilitarian in nature despite being an offensive invocation).

3 The caster experiences an echo of the suffering endured by Issek, resulting in stat loss. The caster must also make a DC 15 Fort save. If passed, Issek is impressed by the caster's grit and rewards his spell with an additional +1 point of spellburn.

4 The hatred of the Gods of Lankhmar for Issek of the Jug endures despite the scouring of his faithful. Calling upon Issek's assistance rouses the slumbering black-boned gods' ire, which blasts the caster's body with palpable hate. This onslaught manifests as stat loss.



Table 3-13: Issek of the Jug Agent Assistance Effects

Roll d4	Protection	Expertise	Rejuvenation
1	The agent becomes inured to pain and suffering, allowing him to shrug off injury.	The agent tastes the Waters of Peace, stilling his mind and allowing him to concentrate on the matters at hand.	The patient's broken bones set as if being drawn back into place by a cranking rack.
2	Weapons turn away from the agent, seeming to bend to the point of breaking.	Placid words bearing a homily of hidden wisdom fill the agent's mind.	A sense of peace washes over the patient, easing his aches and pains and restoring his spirit.
3	The source of injury lands true, but rebounds off the agent as if his skin were invulnerable to hurt.	The agent's body becomes free of annoying aches, irritations, and stress, allowing him to focus his efforts.	Water used to clean the patient's wounds and ease his aches becomes cool and refreshing as if drawn from a deep cistern.
4	The agent's foe seems to have second thoughts about hurting him and pulls aside his attack at the last moment.	The agent recalls useful wisdom once spoken to him in a quiet, peaceful setting.	The patient's spirit rallies as if instilled with a newfound respect for his life and all living things.

PATRON SPELLS: ISSEK OF THE JUG

Issek of the Jug grants three unique spells, as follows:

Level 1: *Waters of Peace*

Level 2: *Nullify Suffering*

Level 3: *Summon Servitor of Issek*

Waters of Peace

Level 1 (Issek of the Jug)

Range: 100'

Duration: Varies

Casting Time: 1 action

Save: Will vs. spell check

General: The faithful of Issek wash the rage from their enemies, forcing peace on the warlike and shielding his allies from combat. This spell effects mundane humanoids, including other spellcasters, and animals, but not un-dead or mindless creatures.

Manifestation: Roll 1d4: (1) a daub of water appears on the forehead of every subject the spell is cast upon; (2) a deep voice rises up from the earth, walls, ceiling, or sky, calling out words of peace; (3) a wave of visible empathy radiates out from the caster, passing through bodies like a bursting star field; (4) the sad-eyed shades of dozens of victims of violence appear behind the caster, reaching out their arms to the targets as if to implore them to cease fighting and make peace.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 A single enemy must make a Will save or be pacified, unable to take aggressive action for 1d3+CL rounds. The target may wander away or flee, stand and do nothing, defend himself against attacks, or tend to wounded allies, but may take no violent action nor assist in any violent action. If the subject is struck in combat he may make another Will save; success means the spell is broken, failure means he continues to be pacified despite his injuries.

14-17 A single enemy must make a Will save or be pacified and unable to take any aggressive action for 1d3+CL turns. The target may wander away or flee, stand and do nothing, defend himself against attacks, or tend to wounded allies, but may take no violent action nor assist in any violent action. If the subject is struck in combat he may make another Will save; success means the spell is broken, failure means he continues to be pacified despite his injuries.

18-19 A single enemy must make a Will save or be pacified and unable to take any aggressive action for a 1d3+CL hours. The target may wander away or flee, stand and do nothing, defend himself, or tend to wounded allies, but may take no violent action nor assist in any violent action. If the subject is struck in combat he may make another Will save; success means the spell is broken, failure means he continues to be pacified despite his injuries. In addition, the subject cannot attack the caster, directly or indirectly, for a full week, unless the caster attacks him first. If the caster attacks the target in any way, including casting aggressive spells or sending minions against him, the power of the spell is broken.

20-23 The caster targets 1d4 enemies, each of whom must make a Will save or be pacified and unable to take any aggressive action for 1d3+CL rounds. The subjects can flee or stand their ground, defend against attacks, or tend wounded allies, but they can take no violent action nor assist in any violent action. If any of the subjects are struck in combat they may individually make a new Will save each time they are struck, a success breaking the enchantment on that individual immediately.

24-27 The caster targets 1d6+CL opponents, each of whom must make a Will save or be pacified and unable to take any aggressive action for one turn. The victims can flee or stand their ground, defend against attacks, tend wounded allies, or take other non-aggressive actions, but they can take no violent action nor assist in any violent actions. If any of the subjects are struck in combat they may individually make a new Will save each time they are struck, a success breaking the spell on that individual immediately. In addition, any of the effected who wish to attack the caster for a full hour after the initial effect ends must make an additional Will save, failure meaning they fail to do so and lose their action in the attempt.

28-29 The caster targets a number of foes equal to $d6 \times CL$, each of whom must make a Will save or be pacified and unable to take any aggressive action for 1d3+CL turns. The subjects can flee or stand their ground, defend against attacks, tend wounded allies, or take other non-aggressive actions, but they can take no violent action nor assist in any violent actions. If any of the subjects are struck in combat they may individually make a new Will save each time they are struck, a success breaking the spell on that individual immediately. In addition, any of the effected who wish to attack the caster for a full hour after the initial effect ends must make an additional Will save, failure meaning they fail to do so and lose their action in the attempt.

30-31 The caster targets a number of foes equal to $3d6 \times CL$, each of whom must make a Will save or be pacified and enraptured, unable to take any aggressive action for a full hour. The affected may only stand and proclaim the glory of Issek for the full duration of the effect, or simply stand enraptured if they lack the power of speech. If any of the subjects are struck in combat they may individually make a new Will save each time they are struck, a success ending the spell effect on that individual immediately. In addition, any of the affected may only ever attack the casting caster ever again by first succeeding in a Will save, and all of their melee attacks, ranged attacks, and spell checks vs. the caster are made at -1d. The effect is permanent without a *remove curse* spell, the *Water of Peace* effect being considered a minor curse.

32+ The caster targets up to 144 enemies, each of whom must make a Will save or be pacified and enraptured, unable to take any aggressive action for a full 24 hours, during which they will wander away from the site of the battle and proclaim the glory of Issek. If any of the subjects are struck in combat they may individually make a new Will save each time they are struck, a success breaking the spell on that individual immediately. Failure means they accept the attacks, all the while proclaiming the glory of Issek.

Nullify Suffering

Level 2 (Issek of the Jug)

Range: Self or allies within sight (see below)

Duration: See below

Casting Time: 1 action

Save: None

General: The priest of Issek demonstrates her loyalty and faith by easing the suffering of the pained and injured. The benefits of multiple castings of this spell are not cumulative. On a successful casting, the caster may choose to invoke an effect of lesser power than her spell check roll to produce a weaker but potentially more useful result.

Manifestation: Roll 1d4: (1) the caster holds her arms aloft and her wrists bend at an unnatural angle while she invokes mighty Issek; (2) a chorus of pained caterwauling like the shrieking of a thousand tormented souls rises from nowhere and everywhere at once; (3) for an instant the caster becomes Issek, and all nearby worshippers can feel his palpable divine presence and rejoice; (4) the caster must hold a mundane weapon or instrument of torture or restraint aloft, and while she invokes Issek the item twists in her hand and becomes a small symbol of a jug.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 Issek makes the subject a vessel of his compassion and fortitude. The caster chooses herself or a single ally she can see as the recipient. The subject receives +10 hit points and feels no pain or discomfort, both effects lasting 1 round. The additional hit points are lost first when the target is wounded, and damage suffered to these bonus points do not transfer to the subject's normal hit point pool when the spell ends. Alternately, the recipient can forgo these benefits and instead touch a single wounded creature and transfer the 10 points to it to heal its wounds. The hit point bonus and duration are doubled if the spell's recipient is helpless and being tortured.

16-19 The caster chooses herself or a single ally she can see as the recipient. The subject receives +10 hit points per caster level, feels no pain or discomfort, and is immune to the effects of drowning, all effects lasting for 1d3+CL rounds. The additional hit points are lost first when the target is wounded, and damage suffered to these bonus points do not transfer to the subject's normal hit point pool when the spell ends. Alternately, the recipient can forgo these benefits and instead touch a single wounded creature and transfer the immunities and the additional hit points to it to heal its wounds. The bonus hit points and duration are doubled if the spell's recipient is helpless and being tortured.

20-21 The caster chooses herself or a single ally she can see as the recipient. The subject receives +10 hit points per caster level, feels no pain or discomfort, and is immune to the effects of drowning and fire, all effects lasting 1d3+CL rounds. The additional hit points are lost first when the target is wounded, and damage suffered to these bonus points do not transfer to the subject's normal hit point pool when the spell ends. Alternately, the recipient can forgo these benefits and instead touch a single wounded creature and transfer the immunities and the additional hit points to it to heal its wounds. The bonus hit points and duration are doubled if the spell's recipient is helpless and being tortured.

22-25 The caster chooses herself or a single ally she can see as the recipient, or a group of targets, the maximum size being her caster level (the group may include herself). If she chooses herself or a single other individual, the subject receives +25 hit points per caster level, feels no pain or discomfort, and is immune to the effects of drowning, fire, freezing, and being stretched on the torture wrack, all effects lasting for 1d3+CL turns. If the caster targets a group, then each member gains +10 hit points which last for 1d3+CL rounds. In either case, the additional hit points are lost first when the target is wounded, and damage suffered to these bonus points do not transfer to the subject's normal hit point pool when the spell ends. Alternately, the recipient(s) can forgo these benefits and instead touch a single wounded creature and transfer the immunities and the additional hit points to it to heal its wounds. The bonus hit points and duration are doubled if the spell's recipient is helpless and being tortured.

26-29 The caster chooses herself or a single ally she can see as the recipient, or a group of targets, the maximum size being equal to her caster level (the group may include herself). If she chooses herself or a single other individual, the recipient is immune to damage, pain, and death from suffocating, fire, cold, or poison, all effects lasting for 1d3+CL turns. If the caster chooses herself as the recipient, the spell instantly ends if the caster attacks or acts aggressively towards any creature by any means. If the caster chooses to cast this spell on a group, each individual gains +25 hit points for 1d3+CL rounds. The additional hit points are lost first when the target is wounded, and damage suffered to these bonus points do not transfer to the subject's normal hit point pool when the spell ends. Alternately, the spell's recipient(s) can choose to pass this spell on to a creature who is wounded or who has been dead for less than one turn, who immediately returns to life and/or full hit points and is immune to injury for one turn as above (or for two turns if they are helpless and being tortured).

30-31 The caster becomes a minor manifestation of Issek of the Jug for 1d6+CL rounds. Every round she can touch an injured ally, automatically healing 1d10 points of damage per caster level, or 1d5 points of ability damage as they see fit. In addition, any creature thus healed is immune to death from suffocating, fire, cold, torture wracking, or poison for 1 turn, and cannot be restrained by any means (bonds simply break or shatter; restraining spells of any kind fail). The effect ends instantly if the caster takes aggressive action against an opponent.

32-33 The caster becomes a major manifestation of Issek of the Jug for 2d6+CL rounds. Every round she can touch an injured ally, automatically healing 1d14 points of damage per caster level, or 1d8 points of ability damage as they see fit. In addition, any creature thus healed is immune to death from suffocating, fire, cold, torture wracking, or poison for 1 turn per caster level, and cannot be restrained by any means (bonds simply break or shatter; restraining spells of any kind fail). The effect ends instantly if the caster takes aggressive action against an opponent.

34+ The recipient becomes a full manifestation of Issek of the Jug for 1d3+CL turns. During this time the caster is immune to all damage. As Issek, the caster may take no aggressive action against any creature, but instead uses his healing touch on any injured creature it sees. Issek touches up to one injured creature per round, instantly restoring them to full hit points and ability scores. Issek, fully manifested, can detect wounded creatures in a 10-mile radius and makes no differentiation between allies and enemies, simply moving to the nearest injured creature every round until every suffering creature it senses is restored. In addition, any creature thus healed is immune to death from suffocating, fire, cold, torture wracking, or poison for 1 hour per caster level, and cannot be restrained by any means (bonds simply break or shatter; restraining spells of any kind fail). Alternately, the caster-as-Issek can touch one dead creature, who can have been dead for any length of time, and restore them to full life and hit points, and making them immune to any damage, injury, or restraint for seven days. Restoring a creature to life ends the spell immediately.

Summon Servitor of Issek

Level 3 (Issek of the Jug)

Range: 5'

Duration: Varies

Casting Time: 1 action

Save: None

General: Issek sends a shadow of himself to the caster to free him and help him continue his holy work.

Manifestation: See below.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.

- 16-17 The caster summons a minor servitor of Issek, which steps out from behind him with a sound like the echoing thud of a massive jug being struck. The creature is a huge, bald, muscular creature, quasi-corporeal and flickering like a magic lantern illusion. The servitor aids the caster with simple tasks, but cannot attack or cause damage against creatures in any way. The creature rolls 1d16+CL for Strength checks. The servitor will carry or drag away objects such as chests of coins or fallen comrades, work to break the caster out of bonds or cages, open sealed doors, or other non-aggressive actions as commanded. Commanding the creature to perform an inappropriate task, such as turning a torture wheel or shoving a ladder full of enemies off of a wall, causes the servitor to immediately disappear. The creature cannot be targeted by mundane weapons, but magical weapons and damage-dealing spells can affect it: the servitor is AC 16 and has 10 hp. The servitor disappears after 2d5 rounds.
- 18-21 The caster summons a servitor of Issek, with the same appearance and command limitations as above. The creature rolls 1d20+CL for Strength checks. The creature can lift and carry the caster over difficult or dangerous terrain at a rate of 10' per round, but cannot fly with him. The servitor can be targeted by magical weapons and spells, is AC 18, and has 5 hp per level of the summoning caster. The servitor disappears after 1d3 turns.
- 22-23 The caster summons a servitor of Issek, with the same appearance and command limitations as above. The creature rolls 1d20+CL for Strength checks. The servitor can carry the caster over difficult or impassable terrain, such as water or hot lava, with no ill effects and at a speed equal to the caster's normal movement. The servitor can be targeted by magical weapons and damage-dealing spells, is AC 20, and has 10 hp per level of the summoning caster. The servitor disappears after 1 turn per CL.
- 24-26 The caster summons a servitor of Issek, with the same appearance and command limitations as above. The creature rolls 1d24+CL for Strength checks. The servitor can carry the caster over difficult terrain, or actually fly with him, at up to 40' per round. The servitor can be targeted by magical weapons and damage-dealing spells, is AC 22, and has 20 hp per level of the summoning caster. The servitor disappears after 1 turn per CL.
- 27-31 The caster summons a huge servitor of Issek, with the same appearance as above, except the creature is 10' tall and fearful to look upon in its magnificence. The creature has the same command limitations as above, with the exception that it can shield the caster from blows while he attends wounded or sick creatures, unerringly taking the attacks that normally would have targeted the caster. The servitor suffers damage from any attacks if they come from a source which can damage it. Area affects and similar spells still affect the caster. The creature rolls 1d24+CL for Strength checks. The servitor can carry the caster and a number of willing allies equal to the caster's level across difficult or impassable terrain at a speed of 30' per round. The servitor can be targeted by magical weapons and damage-dealing spells, is AC 22, and has 25 hp per level of the summoning caster. The servitor disappears after 1 hour per CL.
- 32-33 The caster summons a huge servitor of Issek, with the same appearance as above, except the creature is 15' tall and sheds a divine light bright enough to see by as if by torchlight. The creature has the same command limitations as above, can defend against blows as above, and can also defend incapacitated allies, unerringly taking the attacks that normally would have targeted the afflicted parties. Area affects and similar spells still affect the caster and any incapacitated allies in range. The creature rolls 1d30+CL for Strength checks. The servitor can carry the caster and a number of willing allies equal to the caster's level across difficult or impassable terrain at a speed of 30' per round. The servitor can be targeted by magical weapons and damage-dealing spells, is AC 25, and has 25 hp per level of the summoning caster. The servitor disappears after 2×CL hours.
- 34-35 The caster summons a huge servitor of Issek, with the same appearance as above, except the creature is 15' tall and sheds a divine light bright enough to see by up to 60' away. The creature has the same command limitations as above, can defend against blows as above, and can also defend incapacitated allies as above. The creature rolls 1d30+CL for Strength checks. The servitor can carry the caster and a number of willing allies equal to the caster's level across difficult or impassable terrain at a speed of 60' per round. The servitor can be targeted by magical weapons and damage-dealing spells, is AC 25, and has 25 hp per level of the summoning caster. The servitor disappears after 12 hours.
- 36+ The caster summons a huge servitor of Issek, with the same appearance as above, except the creature is 15' tall and sheds a divine light bright enough to see by up to 120' away. The creature has the same command limitations as above, can defend against blows as above, and can also defend incapacitated allies as above. However, at this level the caster may also cast aggressive spells while being guarded by the servitor. In addition, it can be sent to defend allies who abstain from melee or ranged combat, although the protected subject may cast aggressive spells. The servitor unerringly blocks any attacks made against the ally the caster chooses. The creature rolls 1d30+CL for Strength checks. The servitor can lift the caster and a number of willing allies equal to the caster's level and their mounts, should they have any, and fly with them at a speed of 90' per round. The servitor can be targeted by magical weapons and damage-dealing spells, is AC 25, and has 25 hp per level of the summoning caster. The servitor disappears after 24 hours.

KOS



Known alternately as Kos of the Dooms or Kos of the Green Ice, Kos is the principle male deity of the Cold Waste (where he is sometimes known as the All Father)...and one of the least important of Nehwon's many gods. He values the masculine virtues of strength, virility, violence, and self-reliance in a country ruled by its women. Few call on Kos, for his temper is short even with his worshipers, and he values direct action over subtlety. Yet, because a god without worshipers is the lawful prey of Death, Kos is willing to act as patron to those wishing to treat him as such. With any luck, he will not even smite them for disturbing him before he considers the consequences of doing so. Thick-bearded and hairy, Kos is infested by fleas, lice, and other vermin. In Godsland, he is avoided by most other gods, save Mog the Spider-God and Issek of the Jug. Because he wears heavy furs in Godsland's paradisiacal climate, Kos is constantly sweating.

Invoke Patron check results:

- 12-13 Annoyed at the caster's invocation, Kos first intends to strike him dead. Luckily, the swift words of his compatriots Mog and Issek may change his mind in time. Roll 1d20. If the roll is over the caster's Personality, the caster takes an immediate 3d4 damage (DC 15 Fort save for half). If the roll is equal to the caster's Personality or less, Kos instead lends the caster strength, resulting in a +2 bonus to attack rolls and damage for the next 1d3 turns.
- 14-17 Steel doesn't bite! For the next 1d3 turns, the caster ignores 2 points of damage from every successful attack against him.
- 18-19 Berserk! For the next 2d5 rounds, the caster gains a +4 bonus to attack rolls and damage, but casts spells with a -4 penalty to the spell check during this time.
- 20-23 Bolstered by Kos, the caster immediately regains 1d4 lost hit points per level. Unfortunately, Kos is easily distracted, and there is a 1 in 6 chance that the damage healed returns. Roll after 1 turn to make this determination.
- 24-27 Kos is impressed! The caster immediately heals 1d5 points of damage per level, and gains a +2 bonus to attack rolls and damage for the next 2d3 turns.
- 28-29 Kos is greatly impressed! The caster immediately heals 1d6 hp damage per level, and gains a +2 bonus to attack rolls and damage for the next 2d3 turns. During this time, the caster also gains a 1d3 deed die as if a 1st-level warrior. If the caster already possesses a deed die, the die gains a +1d increase in size.
- 30-31 Doom! Kos smites all the caster's opponents within 100' for 2d6 damage each. Roll 1d5: (1) great balls of snow and ice rain from the sky; (2) wounds appear on the foes as though by invisible axes and swords; (3) the opponents are compelled to attack themselves, inflicting the damage with their own weapons; (4) pustules, boils, and great buboes appear upon the opponents, causing the damage; (5) the opponents are frozen by a blast of icy wind.
- 32+ Doom! The caster may select either a single opponent or up to 20 HD of creatures within 500'. Kos strikes the selected opponent(s) dead, unless a save against the spell check succeeds—in which case, they merely take 3d14 damage each. Roll 1d5: (1) opponents' weapons turn on their wielders, delivering great wounds; (2) opponents are struck by an avalanche of falling snow and ice, if possible, or great balls of hail; (3) opponents' hearts simply stop beating; (4) opponents are frozen in green ice; (5) spectral barbarians appear, hacking at the opponents with swords and axes, and then vanish.

PATRON TAINT: KOS

Kos is direct, brutal, and violent. Those who serve Kos become loutish, violent, and battle-mad as well. Nor can one both associate with Kos long and be entirely rid of lice, fleas, and other such vermin. While they become stronger and more warlike, their ability to cast subtle magic can wither over time. Finally, Kos may simply send one of his Dooms to deal with those who annoy him too often. When patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling.

Roll	Result
1	Loutish. The caster becomes surly and quick to strike. When this patron taint is first rolled, the affect is minor. When it is rolled a second time, the caster permanently loses 1 point of Personality due to his loutish behavior. If rolled a third time, the caster must thereafter make a DC 10 Will save to avoid physically striking any who offers even the most unintended insult.
2	Battle lust. The caster grows to love the joys of armed conflict. When this patron taint is first rolled, the caster must roll a DC 5 Will save to avoid joining in combat if the chance is offered. When it is rolled a second or third time, the DC for this save raises to 10 and 15 respectively. This same save must be made to break from melee and flee. The battle lust of Kos completely subsumes self-preservation, so that the caster must save or engage in even the most obviously suicidal of combats.
3	Cold tempers the weak. The caster develops a preference for cold weather and becomes agitated and short-tempered when forced to endure temperatures greater than 70° F. When this result is rolled a second time, the caster's discomfort in warm climes increases and he suffers a -1 penalty to all attacks and saving throws when in warm temperatures. If this result is rolled a third time, the caster suffers a -1d penalty to all action die rolls when dwelling in temperatures greater than 70° F.
4	Infestation. Closeness to the God of Dooms brings its own rewards. When this patron taint is rolled, the caster suffers an infestation of lice, fleas, and similar vermin, causing him to take a -2 penalty to all checks involving concentration (including spell checks where the casting time is greater than 1 action). At first, the vermin infest only the wizard, but if this taint is rolled a second time, those who are the wizard's closest companions may be afflicted for 1d3 days if they spend more than 1 hour in his close company (including adventuring) – this may be avoided with a Luck check. If this patron taint is rolled a third time, anyone who spends more than 10 minutes in the wizard's company must succeed in a Luck check or become infested. This will naturally make the wizard somewhat less popular.
5	Might before wit. Swinging an axe is easy; casting a spell is hard. When this patron taint is rolled the first time, the caster must succeed in a DC 10 Will save to cast a spell when a problem could be solved by steel instead. When it is rolled a second time, the caster permanently loses 1 point of Intelligence in addition to having to make the save. When rolled a third time, the caster permanently loses another point of Intelligence, but he also permanently gains 1 point of Strength and no longer needs to make a Will save to cast spells.
6	Doom. The caster has annoyed Kos, who sends a Doom to chastise him. The first time this taint is rolled, the Doom is minor: a curse that causes 1d3 points of ability damage to a random ability score for 1d5 days. The second Doom is a physical blow dealing 1d6 damage per caster level, from (roll 1d3): (1) the caster's own weapons; (2) an unseen force; (3) a falling rock or chunk of ice. The third Doom is a creature, whose HD are equal to the caster's level +4, which is sent to destroy the caster, arriving 1d3 turns after this patron taint is rolled.



SPELLBURN: KOS

Calling upon Kos is perilous, for Kos is as likely to strike out at the caster as to aid him. Yet, at times, Kos is willing to help those foolish or desperate enough to call on him. When a caster utilizes spellburn, roll 1d4 and consult the following table, or build off the suggestions to create a unique event for your own campaign.

Roll	Spellburn Result
1	The caster has interrupted Kos, but the northern god may still choose to help. The damage taken in spellburn represents a buffet from the icy wind of the god's wrath. After the damage is taken, the caster rolls 1d7 + Luck modifier. On a result of 3 or less, no bonus is given. On a result of 3-5, a bonus is given equal to half the spellburn taken, rounded down. On a roll of 6-8, the caster gains normal bonuses for spellburn. If the roll is 9 or higher, the wizard gains normal spellburn bonus, +1d3.
2	The wizard feels thousands of fleas and lice biting him, expressed as Strength, Agility, or Stamina damage.
3	Kos will grant up to 5 points of spellburn for free, but the wizard must personally slay in combat 1 HD of creatures per point of spellburn within the hour, or Kos will take any remaining spellburn at twice the normal cost.
4	The wizard feels invisible blades cutting into his flesh, and he bleeds from a myriad of wounds. This is expressed as Strength, Agility, or Stamina damage. For every 3 points of spellburn expended, rounded up, the caster gains a +1 bonus to attack rolls and damage for the next 1d3 turns.



Table 3-14: Kos Agent Assistance Effects

Roll d4	Battle	Protection	Expertise
1	The agent froths at the mouth like a berserker and his blows fall with the fury of a madman.	The agent appears to be soaked with blood as the source of injury strikes him. The gore deflects the attack.	The agent's muscles swell, granting him increased strength with which to overcome adversity.
2	The agent's weapons turn blood-stained, blessed by the mighty Kos.	An insubstantial byrnie of chain-mail covers the agent's body, absorbing damage.	The agent goes into a frenzy, succeeding by sheer mindless tenacity.
3	Kos imparts his godly strength upon his agent, increasing his skill at arms and strength in battle.	A great, bellowing laugh sounds, breaking the intensity of the attack and reducing its effectiveness against the agent.	Kos intervenes on the agent's behalf, shoving aside obstacles or bodily lifting the agent to help him succeed.
4	The agent's face becomes that of a northern hero of old as his attacks decimate his enemies. His visage then returns to normal.	A battered shield appears in front of the caster, shattering under the harmful force directed at the agent but sparing his life.	Kos plucks the answers from the mind of one of his northern priests and shoves it into his agent's head.

PATRON SPELLS: KOS

Kos grants three unique spells, as follows:

Level 1: *Berserk Rage*

Level 2: *Breath of Kos*

Level 3: *Heroic Inspiration*

Berserk Rage

Level 1 (Kos)

Range: Self

Duration: 1 turn or more

Casting Time: 1 action

Save: None

General: The wizard enters into a berserk rage, enhancing his martial prowess, but making it harder to cast spells.

Manifestation: Roll 1d5: (1) the caster's hair bristles and his muscles bulge; (2) the caster froths at the mouth and bites his shield (if he has one); (3) the caster is surrounded by a green-glowing nimbus reminiscent of the northern lights; (4) the caster takes on bestial features, resembling a bear, wolf, or polar tiger; (5) the caster takes on the semblance of Kos himself.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster gains a +2 bonus to attack rolls and damage. He suffers a -1 penalty to spell checks.
14-17	The caster gains a +2 bonus to attack rolls and a +1d bonus to damage. He suffers a -2 penalty to spell checks.
18-19	The caster gains a +4 bonus to attack rolls and a +2d bonus to damage. His critical range is improved to 19-20. He suffers a -4 penalty to spell checks.

- 20-23 The caster enters a true berserker's rage, gaining all the benefits of result 18-19 above. In addition, critical hits are rolled on Table II instead of Table I, using the wizard's normal die. The wizard suffers a -4 penalty to spell checks.
- 24-27 As result 20-23 above, but critical hits are rolled on Table III and the caster gains a bonus 1d14 action die that can only be used for attacks.
- 28-29 As result 24-27 above, but critical hits are rolled on Table IV, and the caster's bonus action die is 1d16. The wizard suffers a -6 penalty to all spell checks. This effect lasts for 1d3 turns.
- 30-31 The caster gains all of the benefits of result 28-29 above, but his bonus action die is now 1d20, and he gains a +1d bonus when rolling critical hit results. In addition, he gains a 1d3 deed die for performing Mighty Deeds of Arms. If he already has a deed die, the existing deed die is moved one step up the dice chain. The caster suffers a -8 penalty to spell checks. This effect lasts for 1d3 turns.
- 32+ The caster is nigh invincible upon the battlefield! In addition to the benefits of result 30-31 above, the caster ignores the first 5 points of damage caused by any successful attack against him. His deed die is increased to 1d4, or two steps up the dice chain if he already has a deed die. The caster cannot cast spells. If, after making an attack, any living thing – friend or foe – remains within 30' of the caster, he must succeed in a DC 10 Will save to avoid attacking it with his next action. These effects last for 3d3 turns.

Breath of Kos

Level 2 (Kos)

Range: Varies

Duration: Varies

Casting Time: 1 action

Save: Varies

General: This spell allows the caster to breathe out the power of the northern god, potentially creating obscuring fog, slippery ice, and stinging cold. This spell is taxing for the wizard, who suffers a -1d penalty to all rolls during the next round.

Manifestation: See below.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 The caster creates an obscuring mist in a 30' diameter area directly in front of him. All within the mist have a -2 penalty to attack rolls and a +2 bonus to AC vs. ranged attacks originating outside of the cloud. This somewhat unpleasant-smelling mist lasts for a mere 1d6 rounds (less if formed within an area of strong winds).
- 16-19 The caster creates a heavy fog in a 50' diameter area directly in front of him, which remains in place even in the presence of high winds. All within the mist have a -4 penalty to attack rolls and a +4 bonus to AC vs. ranged attacks originating outside of the cloud. Ranged attacks originating inside the cloud are 50% likely to miss, regardless of the attack roll. The fog remains for 1d6 rounds per caster level.



- 20-21 As result 16-19 above, but the ground within the region is covered with a thick coat of slippery green ice. Any move or attack roll requires a DC 5 Reflex save to remain standing. Even after the fog dissipates, the icy rime remains for an additional 2d6 rounds.
- 22-25 As result 20-21 above, except that the Reflex DC to move or attack is 10, and the duration is measured in turns rather than rounds. In addition, each round a creature remains within the fog, it must succeed in a DC 10 Fort save or suffer 1d3 damage from cold.
- 26-29 As result 22-25 above, but damage is 2d5, with a DC 10 Fort save for half.
- 30-31 The caster breathes out an obscuring fog, as result 16-19 above, except the area is equal to 100' per caster level in diameter, and the fog remains in place for 1d3 hours per caster level.
- 32-33 The caster breathes out an obscuring fog, with a thick coat of slippery green ice, as result 20-21 above, but the fog remains in place for 1d5 hours per caster level, and the ice remains 1d3 days thereafter.
- 34+ The caster breathes out an obscuring fog, which remains in place even in the presence of hurricane-force winds for a period of 2d5 days. All within the fog take a -4 penalty to attack rolls, but gain a +4 bonus to AC. There is a 50% chance that any melee attack, and a 75% chance that any ranged attack, misses a creature in the fog, regardless of attack roll. All creatures within the fog, except the caster, suffer from intense cold, taking 3d7 points of damage each round (DC 20 Fort save for half). In addition, there is a thick coat of green ice which layers all surfaces. Creatures except the caster and his allies must roll a DC 10 Reflex save to move at half speed within the fog, or to make an attack roll. Even picking up an unattended item may require a Reflex save of DC 10 or more, as determined by the judge, due to this icy coating. This ice remains for 1d5 days after the fog dissipates.

Heroic Inspiration

Level 3 (Kos)

Range: Self and/or allies

Duration: Varies

Casting Time: 1 action

Save: Will vs. spell check

General: Kos inspires others to great feats of heroism. As a vessel for Kos's spirit, the caster is able to encourage his allies and bring terror to his foes.

Manifestation: Roll 1d5: (1) astral warriors appear to swell the ranks of the caster and his allies; (2) the caster takes on the appearance of Kos himself; (3) the caster is surrounded by a shining nimbus of greenish-white light; (4) any wounds or losses the caster and his allies suffer are simply not registered; (5) the caster appears to tower like a giant over his foes.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 All allies of the caster within 100' gain a +2 bonus to attack rolls, damage, and AC. These bonuses last for 3d6 rounds.

18-21 The caster and all allies within 500' or line of sight gain a +2 bonus to attack rolls, damage, and AC. They gain a +2 bonus to Will saves against fear-based effects. Their critical die is increased by +1d on the dice chain. These effects last for 1d3 turns.

22-23 The caster and all allies within 500' or line of sight gain a +2 bonus to attack rolls, damage, and AC. Allies within 500' need not be able to see the caster to gain this bonus. Allies gain a +2 bonus to Will saves against fear-based effects. Their critical die is increased by +1d on the dice chain. The caster and all affected allies ignore the first 2 points of damage from any successful attack. These effects last for 2d3 turns.

24-26 The caster and all allies within 500' or line of sight gain a +2 bonus to attack rolls, damage, and AC. Allies within 500' need not be able to see the caster to gain this bonus. Allies gain a +2 bonus to Will saves against fear-based effects. Their critical die is increased by +1d on the dice chain. The caster and all affected allies ignore the first 2 points of damage from any successful attack. Any foe that attempts to attack the caster from 50' away or less must succeed in a Will save vs. the spell check or flee immediately in panic. This flight lasts a number of rounds equal to the caster's level. The spell lasts 3d3 turns.

27-31 The caster and all allies within 500' or line of sight gain a +2 bonus to attack rolls, damage, and AC. Allies within 500' need not be able to see the caster to gain this bonus. Allies are immune to any fear- or charm-based effects. Their critical die is increased by +1d on the dice chain. The caster and all affected allies ignore the first 2 points of damage from any successful attack. Any foe that attempts to attack the caster from 100' away or less must succeed in a Will save vs. the spell check or flee immediately in panic. This flight lasts a number of rounds equal to the caster's level. The spell lasts 3d3 turns.

32-33 The caster and all allies within 500' or line of sight gain a +2 bonus to attack rolls, damage, and AC. Allies within 500' need not be able to see the caster to gain this bonus. Allies are immune to any fear- or charm-based effects. Their critical die is increased by +1d on the dice chain. The caster and all affected allies ignore the first 2 points of damage from any successful attack. In addition, all allies heal 1d3 damage at the start of every round. Any foe that attempts to attack the caster from 100' away or less must succeed in a Will save vs. the spell check or flee immediately in panic. This flight lasts a number of rounds equal to the caster's level. The spell lasts 3d3 turns.

34-35 The caster and all allies within 500' or line of sight gain a +2 bonus to attack rolls, damage, and AC. Allies within 500' need not be able to see the caster to gain this bonus. Allies are immune to any fear- or charm-based effects. Their critical die is increased by +1d on the dice chain. The caster and all affected allies ignore the first 2 points of damage from any successful attack. In addition, all allies heal 1d3 damage at the start of every round. Any foe that attempts to attack the caster from 150' away or less must succeed in a Will save vs. the spell check or flee immediately in panic. This flight lasts a number of rounds equal to the caster's level. The spell lasts 3d4 turns.

36+ The caster and all allies within 500' or line of sight gain a +2 bonus to attack rolls, damage, and AC. Allies within 500' need not be able to see the caster to gain this bonus. Allies are immune to any fear- or charm-based effects. Their critical die is increased by +1d on the dice chain, and critical hits are rolled on one table higher, to a maximum of Table V. The caster and all affected allies ignore the first 2 points of damage from any successful attack. In addition, all allies heal 1d3 damage at the start of every round. All foes within 300' of the caster must succeed in a Will save vs. the spell check or flee in panic, being unable to confront the caster or his allies again for a number of days equal to the caster's level. If a foe is cornered and forced to fight during this period, he takes a -2d penalty to both attack rolls and damage. Any foe that rolls a natural 1 on this save immediately expires from fear. The spell otherwise lasts for 3d5 turns.

MOG THE SPIDER GOD



he Lord of Arachnids rules over creatures both eight-legged and two-, dwelling in the paradisiacal environs of Godland on Nehwon's southern continent. Mog's physical form is that of a four-legged spider with a handsome, but not yet all-together human face. Some say there is a passing resemblance between Mog and "that mongrel and long-suspected cutpurse, burglar, and assassin, the Gray Mouser."

Although a god, Mog is one of the lesser gods of Nehwon and always eager to acquire new servants. *Patron bond* spells made to form a compact with Mog enjoy a +2 bonus due to the god's desire for new servants.

Invoke Patron check results:

- 12-13 The caster gains the ability to climb walls and ceilings as if under the effects of a *spider climb* spell with a spell check result of 18-19. This effect lasts for 1 turn per CL.
- 14-17 The caster becomes invulnerable to all arachnids for CL turns. During this time, no arachnid can attack the caster, even when magically compelled. He is also immune to all spider toxins or poisons having a spider venom base while this power is in effect.
- 18-19 The caster grows large hypodermic fangs capable of poisoning a target. The bite is considered a melee attack which forces the victim to make a DC 14 Fortitude save or suffer 1d6 damage and lose 1d4 points of Strength. These fangs persist for 1d8+CL hours.
- 20-23 The caster can launch sticky spider webs that can ensnare opponents. This counts as a ranged attack with a 30' range. Struck targets are unable to move or take any action until they make a DC 14 Strength or Agility check. The caster retains this ability for 2d8+CL hours.
- 24-27 The caster is granted the power to cast the *spider web* spell as an action. The caster makes his spell check normally (or by rolling 1d20+Int modifier if not already a spellcaster). If the caster already possesses the ability to cast *spider web*, he gains a +2d bonus to this spell check roll while this power is in effect. This granted ability lasts for CL turns.
- 28-29 The caster grows fangs as result 18-19 above and gains the ability to throw spider webs as result 20-23. In this case, the Fort DC for the venom and the DC of the Strength/Agility check needed to escape the webs are increased by +2. The effects are otherwise as stated above.
- 30-31 Mog dispatches one of his Manifestations to assist the caster. A Manifestation of Mog resembles a red-haired spider measuring 10' in diameter and 9' high. The avatar of the god serves the caster for 1d8+CL hours or until slain, obeying all commands to the best of its ability during this time.
Manifestation of Mog: Init +5; Atk bite +6 (2d8 plus poison); AC 15; HD 5d8; MV 30' or 40' in web; Act 1d20; SP venom (DC 16 Fort save or suffer 3d4 damage and -1 point of Strength loss; 1d4 damage on successful save); SV Fort +6, Ref +8, Will +4; AL N.
- 32+ Mog briefly manifests to slay the caster's enemies. He drains their blood, forcing them to make a DC 25 Fortitude save or die. On a successful save, the victim suffers 5d12+CL damage. Mog attacks a number of enemies equal to the caster's level plus his Personality modifier. These attacks occur simultaneously and can target any foe the caster can see.



PATRON TAINT: MOG THE SPIDER GOD

To bind oneself to Mog is to walk the strands of his vast, mystical web and risk becoming like the Spider God in various ways. When patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling.

Roll Result

The caster attracts spiders of all sorts who flock to his location anytime he spends longer than 1d6 hours in a single place. As a side effect, the caster becomes immune to normal spider venom (but not giant varieties or magically-created spider poison). If this result is rolled a second time, the caster's body becomes host to 2d20 spiders who dwell in his clothing and hair. These arachnids cause the caster to suffer a -1d penalty on all Personality checks.

1 The check fails automatically if it is a social one (seduction, bargaining, negotiations, etc.) and the opposing individual is arachnophobic (judge's discretion). If the result is rolled a third time, the spiders' presence is more pronounced, with webs appearing in the caster's hair, beard, and/or clothing. Few are willing to provide lodging or otherwise play host to the spider-infested sorcerer. Should the spiders be killed, new ones arrive to replace their brethren within 1d8 hours.

2 The caster develops a taste for uncooked foods, preferring meat only slightly cooked initially. If this result is rolled a second time, the caster can only subsist on raw meat. If rolled a third time, the caster can only derive sustenance from the dissolved inner organs and juices of dead animals.

3 The caster develops a second pair of irises in his eyes. These secondary ocular traits provide no special benefit, but give the caster a fiendish appearance that inflicts a -1 loss to his Personality score. If this result is rolled a second time, a pair of smaller eyes appear on the caster's face, situated atop his cheekbones. This results in another -1 Personality loss. If this result is rolled a third time, the caster's eyes are replaced by eight smaller, simple eyes situated across his face similar to those of a spider. These eyes possess no special qualities and cause another -1 point of Personality loss.

4 Tiny, stiff hairs appear on the caster's flesh. These follicles catch at clothing and chafe, making wearing garments unpleasant for the caster. If this result is rolled a second time, the hairs increase in number, utterly covering the caster's body. If this result occurs yet a third time, the hairs alter coloration, giving the caster's body the appearance of a tarantula with stripes of brown and black appearing throughout his hairy coat.

5 The caster grows a pair of vestigial arms. These tiny, infant-sized limbs appear slightly below his primary arms. They are small enough to be concealed by voluminous clothing. If this result is rolled a second time, the arms increase in size to those of a pre-adolescent child and become more difficult to conceal. If this result is rolled yet a third time, the arms grow to adult size and are covered with stiff, bristly black hairs. Regardless of size, the additional limbs are palsied, ineffectual defects and grant no additional actions or benefits to the caster. They may even flail about futilely at inappropriate moments, causing drawbacks to the caster's actions at the judge's discretion.

6 The caster's body undergoes mutation. His lower limbs swell slightly, while his chest shrinks minutely in size. This effect produces a strange sense of proportion to the caster's physique but is otherwise unremarkable. If this result occurs a second time, the caster's chest becomes truncated and narrow while his legs swell greatly. His waistline shrinks abnormally, giving him the overall appearance of possessing a spider-like build. If this result is rolled a third time, the caster's body becomes that of a man-sized spider. Although he gains additional limbs, he gains no spider-like abilities (wall-crawling, spinnerets, venomous fangs, etc.). He can still speak and cast spells in this form, but is otherwise limited to actions possible by a spider-shaped creature.

SPELLBURN: MOG THE SPIDER GOD

Mog's web is wide but flimsy. Suffering a dearth of worshippers, he is quick to assist those who pledge themselves to him, but his strength is feebler than some deities. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your Lankmar campaign.

Roll Spellburn Result

1 The caster's body becomes shrouded in glittering, rainbow-hued webbing, forming a complete cocoon around him. The caster's magical power builds within before bursting the gauzy prison and invoking the spell. The physical effort exerted to escape the clinging web results in stat loss.

2 Mog provides his aid, but uses the caster's body to magically gestate a brood of tiny divine spiders in his stomach. When the spell is cast, the brood hatches, forcing its way up the caster's gullet and emerging as a spewed horde of skittering arachnids. The stress of the mystical regurgitation manifests as stat loss.

3 Mog craves sustenance and drains a portion of the caster's vital fluids in return for bolstering his spellcasting. This blood drain results in stat loss.

4 Mog desires new worshipers and is willing to make a deal: If the caster proselytizes in his name for the next 1d5 days, Mog assumes the spellburn cost and the caster suffers no stat loss. However, should the caster fail to convert a number of individuals equal to the spellburn amount before the determined period elapses, he suffers three times the spellburn cost in stat damage.



Table 3-15: Mog the Spider God Agent Assistance Effects

Roll d4	Battle	Wizardry	Expertise
1	The agent becomes as nimble as a spider, weaving his weapons in a web of steel.	The agent's hands become dexterous and subtle, forming the gestures of the spell like the twitching of a spider's legs.	The agent sees interconnecting strands of related information, showing how facts or circumstances are related, allowing him to make great mental leaps.
2	The agent's attacks drain away some of his opponent's vitality, as a spider does the fly.	Mog reweaves the delicate strands of magical power to benefit the agent's spellcasting.	A tarantula bearing additional information from Mog crawls onto the agent's shoulder and chitters into his ear.
3	A thin sheen of venom briefly covers the agent's weapons, imparting increased lethality.	Soft chittering voices are heard in the air around the agent, echoing his spoken invocations.	Lore that Mog has consumed from the souls of those caught in his divine web is imparted to the agent.
4	The agent attacks multiple times in an instant, striking his enemies as if he possesses several weapon-bearing arms.	Numerous translucent eyes like those of a spider appear behind the agent, observing his spellcasting and increasing its potency.	A message woven from gossamer threads is noticed someplace inconspicuous by the caster. Instructions are written in amongst the threads.

PATRON SPELLS: MOG THE SPIDER GOD

Mog the Spider God grants three unique spells, as follows:

Level 1: *Mog's Useful Threads*

Level 2: *Mog's Many Venoms*

Level 3: *Mog's Enticing Lure*

Mog's Useful Threads

Level 1 (Mog the Spider God)

Range: Varies

Duration: Varies

Casting Time: 1 action

Save: Varies

General: Cleverness is better than force, and the silken force which is hard to resist is better than mere brute strength! The caster emulates Mog, creating a web which can meet several purposes. The caster may choose any result equal to his spell check or below. Mog appreciates shrewdness, and the wizard who emulates the Spider God's cunning retains his favor.

Manifestation: See below.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The caster creates a single silvery-gray strand, not unlike a thin silken rope, up to 15' long per caster level. This thread connects any two points chosen by the caster, so long as one end point is fastened within 5' of the caster per caster level. The caster can climb this rope, or walk upon it if it is angled to 45° or less, with no chance of falling. Others treat it as a normal rope. This thread is amazingly strong, and can easily hold up to 300 lbs per caster level. The effect lasts for 1d6 turns.

- 14-17 The caster creates a mass of webs which seals an area of up to 5' square per caster level. The area must have solid connection points for the webs, such as a door or a passage. These webs block missile weapons and passage, but do not by themselves block line of sight. They can only be harmed by magic (including magic weapons) or great strength (DC 20), but are only slightly sticky to the touch. If used to catch a falling creature, they eliminate 1 die of falling damage per caster level. This effect lasts for 1d6 hours.
- 18-19 The caster creates a single strand of sticky spider web, which can be used to ensnare any target within 30'. The target gains a Reflex save against the spell check, or is enmeshed, unable to take any action except speech. The target may attempt a Strength check each round to break free; the first is at a DC equal to the spell check, but each failure increases the DC by 2. This effect lasts for 1 turn per caster level.
- 20-23 The caster can create a thread as described in result 12-13 above, but the thread is sticky to everyone but him and those he designates by touch. Any other creature must succeed in a DC 10 Strength check each round to move 10' along the thread. This effect lasts for 1 hour per caster level, but the caster may instantaneously dissolve the thread with a word.
- 24-27 The caster weaves a spider web up to 30' in diameter, which he may throw or anchor between any solid anchoring points, in either case to a maximum distance of 100' plus 10' per caster level. If thrown, the target must succeed in a Reflex save (DC equal to spell check), or be caught. Those caught by a thrown web, or who come into contact with the anchored web, may attempt a Strength check (DC equal to spell check, +5 for each failed attempt) each round to get free. This effect lasts for 1d6 hours.
- 28-29 The caster creates a vast flat spider web along the ground, up to 30' per caster level in radius, with himself at the center. The caster can move freely in this area, but all other creatures must succeed in a DC 20 Strength check to move at half speed. Failure prevents movement, but no other actions. Creatures which fail a Strength check lose any AC bonus due to Agility until they succeed in a Strength check against the web, or the spell comes to an end. This effect lasts 1d6×CL turns.
- 30-31 Mog's clever webs bind the wounds of the caster, or of a target touched by the caster, healing up to 1 HD of damage per CL. The webs can be used instead to bind broken bones, but cannot heal diseases or poisons. The webs dissolve over a period of 1d6 days, but the effect is permanent.
- 32+ The caster may choose any two of the above effects, which occur simultaneously. Both chosen effects last for twice their normal duration.

Mog's Many Venoms

Level 2 (Mog the Spider God)

Range: Touch

Duration: Varies

Casting Time: 1 action

Save: None

General: This spell allows the caster to either envenom weapons or to poison an enemy with a touch. The spell has three variables: venom produced, duration, and the number of weapons that can be affected. If the caster chooses to use the touch option, the target has a -1d penalty to any saving throw the venom allows. The caster may choose the venom from any result equal or less than his spell check, but the duration and the number of weapons affected is always based upon the spell check result. Duration determines how long the venom remains on the weapon(s), or how long the caster has to touch a target before the spell expires. If envenoming weapons, the caster can continue to envenom weapons by touch during the duration of the spell, until the maximum number of envenomed weapons is reached.

Manifestation: See below.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The dripping venom (Fort save DC 12 or wounds continue to bleed, doing 1d3 additional damage each round for 1d5 rounds, or until an action is spent to staunch the wound; no damage on a successful save). Duration: 1d6 rounds. This venom can affect only 1 weapon.
16-19	Salt spider venom (as Tarantula poison; see DCC RPG p. 446). Duration: 1d6 +CL rounds. This venom can affect up to 1d3 weapons.
20-21	Black widow venom (see DCC RPG p. 446). Duration: 1d6+CL rounds. This venom can affect up to 2d3 weapons.
22-25	Dazzling venom of Klesh (Will save DC 14 or become dazed, taking a -1d penalty to all die rolls for 2d5 hours; same penalty occurs on a successful save, but lasts only 1d4 rounds). Duration: 1 turn. This venom can affect up to 2d3 weapons.
26-29	Snow spider venom (Fort save DC 12 or paralyzed for 1d3 hours; no effect on a successful save). Duration: 1d3 turns. This venom can affect up to 2d5 weapons.
30-31	Mind spider venom (Will save DC 16 or become charmed as per <i>charm person</i> spell check result 18-19; no effect on a successful save). Duration: 1d5 turns. This venom can affect up to 2d5 weapons.
32-33	Venom of greater slumber (Fort save DC 16 or fall asleep for 1d6 days; on a successful save, take a -1d penalty for 1d5 rounds to all action dice due to drowsiness). Duration: 1d3 turns. This venom can affect up to 2d5 weapons.
34+	Bone spider venom. This dreaded venom is found in the bone spiders which lurk in Death's domain in the Shadowland. Fort save DC 25 or die; 4d6 permanent damage on a successful save. Duration: 1d3 days. This venom can affect only 1 weapon, and whatever weapon bears this dread venom is destroyed by its corrosive properties at the end of the duration.

Mog's Enticing Lure

Level 3 (Mog the Spider God)

Range: Varies

Duration: Varies

Casting Time: 2 rounds

Save: Will save vs. spell check

General: This spell allows the caster to emulate Mog, luring creatures to a location of his choosing with a subtle psychic web. This location can be where the spell is cast, a city (such as Lankhmar), a geographical location (such as the Cold Waste), or even a specific building or location within a city (such as the Silver Eel or the Plaza of Dark Delights). The caster must know the area, and must have visited it at least once. If the area is known by the target to be particularly dangerous, the target(s) gain a +1d bonus to the save. If the area is suicidal to enter (as determined by the judge; for example, the Temple of the Gods of Lankhmar or the City of the Ghouls), the target(s) gain a +2d bonus. If the target(s) are at a range greater than 500' or line of sight (see below), the caster must have some portion of the target, or an item linked to the target (a piece of clothing or a fingernail paring are enough), to cast this spell.

Using the enticements of Mog is risky for mortal casters. Each time this spell is cast, there is a 1% cumulative chance that the mental snare is created so cleverly as to enmesh the caster (in addition to other targets). In this event, the caster is allowed a save to negate the spell, as are all other targets.

Manifestation: See below.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 The caster can affect up to 1d3 targets, no further than 100' away or within line of sight. These targets move toward the caster (or chosen location) in a daze, moving at half normal speed. Any attack or damage breaks the spell, but only after a surprise round occurs.
- 18-21 The caster creates a compulsion in up to 1d5 targets, each of which must be no more than 500' away or within line of sight. Each day that they do not move toward the location chosen by the caster, they must succeed in another saving throw or suffer 1d3 points of temporary ability damage. The ability score affected by each point of damage is determined randomly. Until the location is reached, the targets have enticing dreams of it each night, as though something wonderful awaits them there. Ability damage reflects distraction and daydreams of the location. If the targets do not reach the location in 1d5+CL days, the compulsion fades away.
- 22-23 The caster creates a strong compulsion in a single target, which can be up to 50 miles away. The target is drawn to the location, and thinks about it almost constantly. Each waking hour the target resists moving toward the location, he must succeed in a new save or take 1 point of temporary ability score damage to a random ability. If the target is not paying attention, he will find himself walking in the direction of the chosen location. If the target is unable to reach the location in 1d7+CL days, the compulsion fades.
- 24-26 The caster creates a compulsion that affects a group of beings (up to 10 targets): a family, a community, a village, an adventuring group, etc. Those affected must be within 5 miles of the caster, and the caster must have some object that creates a link to that group. Each member of the group is affected as under result 18-21 above.
- 27-31 The caster creates a compulsion that affects a large group of beings (up to 50 targets). This is otherwise the same as result 24-26 above.
- 32-33 The caster creates a dire compulsion affecting up to 1d5 targets, which can be as far as 500 miles away from the caster. Each waking hour, each target must make a significant effort toward the chosen location (as determined by the judge) or suffer 1d3 points of temporary ability score damage, with each point coming from a random ability score. If the targets are unable to reach the location in 2d7+CL days, the compulsion fades.
- 34-35 The caster creates a dire compulsion affecting up to 3d3 targets, which can be anywhere in Nehwon. Each waking hour, each target must make a significant effort to reach the chosen location (as determined by the judge) or suffer 1 point of permanent ability score damage from a random ability. In addition, whenever a target is not engaged in activity leading towards reaching the chosen location, that target suffers a -1d penalty to all rolls. If the targets fail to reach the location in 3d7+CL days, the compulsion fades.
- 36+ This most dire compulsion affects only a single target, but that target can be anywhere within the cosmos – anywhere in Nehwon, Arilia, or even another reality-bubble. Every waking hour, the target must make significant efforts to reach the chosen location (as determined by the judge), or suffer a -1d penalty to all die rolls until three hours of significant efforts have been made. Each waking hour without significant effort to reach the location increases this penalty by -1d, so that it is -2d on the second hour, -3d on the third hour, etc. If the target does not reach the location within 3d14+CL days, the target gains a new save. If the target succeeds, the compulsion fades. If the target fails, he dies.



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NINGAUBLE OF THE SEVEN EYES



ningauble is unlike many of the supernatural or quasi-supernatural entities in Nehwon in that he actively seeks out potential agents for patronage. Any individual whom the Gossiper of the Gods can employ in his schemes might be considered for employment as one of his Gentles. This is especially true if the person in question bears the spark of heroism. Ningauble acts as patron for not only less powerful wizards but warriors and thieves as well.

Invoke Patron check results:

- 12-13 Ningauble assists his servant with a modicum of useful advice. The Gossiper's communique appears in a manner appropriate for Ningauble, arriving attached to an arrow falling from the sky, affixed to an ebon bat, or hand-delivered by one of his urchin underlings. The message contains a brief (for Ningauble) suggestion about the best course of action leading to beneficial results for the servant. Possibilities include the location and identities of potential allies, the resting place of a useful object or knowledge, or even just a reiteration of common sense ("It is perhaps best if you flee this fight and hope to reengage when factors are better inclined in your favor.").
- 14-17 Ningauble provides his servant—and only his servant—with a mundane tool or service beneficial to the crisis at hand. The object or assistance appears suddenly, manifesting in a subtle yet mysterious way. Possible wizardly assistance includes a horse kitted out for travel, a guide willing to lead the caster to safe ground, or simply a coil of rope to cross a chasm or climb a cliff. The object or individual remains until it serves its purpose to the caster, then vanishes.
- 18-19 Ningauble grants the caster a brief flash of insight gleaned from the Gossiper's massive collection of lore and cosmic gossip. This knowledge grants the caster a +2d bonus on a single action attempted in the next hour. The knowledge fades once applied or after the hour elapses.
- 20-23 As above, but the caster can apply the +2d bonus to a number of actions equal to his CL over the course of the next hour. He loses the benefit of this imparted knowledge after the hour elapses whether he uses it or not.
- 24-27 Ningauble loans the caster a useful magical object from his collection of oddities. The object is always applicable to the task or problem facing the caster. It provides one magical benefit determined by the judge, then disappears or is collected by one of the patron's agents once the caster has overcome his difficulties or accomplished his task. Sample magical objects and their level of power and usefulness for this result include the *Blindfold of True Seeing* and the *Cloak of Invisibility*.
- 28-29 Ningauble extends a portion of his wizardly power to the caster. The next spell the caster invokes automatically succeeds as if the caster had rolled the third most powerful spell check result on the spell table. For example, if the caster casts *lightning bolt*, it manifests as if the caster rolled a spell check of 32-33, the third highest spell check result for that spell. This imparted wizardly power vanishes once the caster makes his next spell check or an hour passes.
- 30-31 Ningauble assists his servant by casting a single spell useful to the caster at that moment, as determined by the judge. This spell manifests anywhere the caster can see and takes effect as if Ningauble had rolled the second most powerful spell check result for that spell. For example, if the caster needed to swim down to the sunken land of Simorgya and successfully invoked Ningauble at this level of effect, the judge might determine Ningauble casts *water breathing* on his agent. The spell would manifest as if Ningauble rolled a spell check of 34-35, the second highest result on the spell table. For purposes of CL, treat Ningauble as a 10th-level wizard.
- 32+ A cave mouth appears at the caster's location. This entrance connects to Ningauble's cavern, but only remains in existence for two rounds. Anyone entering the cave usually arrives at the foot of the Staircase of Error. However, should Ningauble have need of the caster's services elsewhere, he might appear at an entirely different location in either Nehwon or another world. The caster may soon discover he escaped one problem to land square in the middle of another, not of his choosing.

PATRON TAINT: NINGAUBLE OF THE SEVEN EYES

Ningauble prefers his agents hale and hearty, but there are unfortunate side effects of tying oneself to the Gossiper of the Gods. Powers that even he cannot comprehend enforce consequences for meddling with eldritch energy. Some sorcerers of lesser rank believe Ningauble was himself once a mortal man and his current form—whatever it might be—is the consequence of his lust for sorcerous knowledge. And as a common adage in Lankmar goes, “Over time, a servant resembles his master.” Let Ningauble’s agents be forewarned.

When patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling. At the judge’s discretion, a caster who accumulates all variations of patron taint becomes a Gentling (see the DCC Lankmar supplement, *Through Ningauble’s Cave*, for more details on these creatures), and dwells permanently in the Bottomless Caves with his master.

Roll Result

1 The caster’s flesh become sensitive to sunlight and he must keep it covered to avoid breaking out in an itchy rash. If this result is rolled a second time, the caster suffers a -1d penalty on all rolls whenever his skin is exposed to natural light. If the result is rolled a third time, the caster suffers 1d4 points of damage for each minute or part thereof his flesh is exposed to sunlight.

2 The caster’s eyes acquire vertical pupils like those of a cat. If this result is rolled a second time, the caster’s irises become vivid yellow in color and glow softly in darkness. If rolled a third time, his eyes protrude 4” from their sockets on tendril-like cords. This disconcerting appearance imparts a permanent -2 loss to the caster’s Personality score.

3 The caster develops a lust for news and gossip, striving to learn the latest developments in whatever location he currently resides in. If rolled a second time, the caster must actively seek out details of the latest current events or ribald tales each day. Failing to do so imparts a -2 penalty on spell checks as the caster finds it difficult to concentrate. If the result is rolled a third time, the caster must spend 1d3 hours every day as soon as he awakens seeking out gossip and news, trolling taverns and bribing those in the know for details. If the caster does not spend the indicated time acquiring gossip, he suffers a -1d penalty to all spell checks until he completes his gossip-hunting.

4 The caster’s connection to Nehwon (or his home world if different) becomes tenuous, causing him to sprinkle his speech with alien words from utterly unknown languages (French, Spanish, Japanese, Galactic Basic, etc.). If the result is rolled a second time, the caster has a 25% chance of momentarily fading out of existence in his home world during times of stress (judge’s discretion). The caster vanishes for 1d10 minutes, reappearing at his last location once that time elapses. If the result is rolled a third time, the caster vanishes utterly, permanently banished from his home world. Where he appears is left to the judge to determine. The closest the caster can ever return to his native land is Ningauble’s cave or similar locations that exist on the cusp of world boundaries.

5 The caster shrinks in size, losing 1’ of his height but otherwise remaining physically unchanged. If this result is rolled a second time, the caster shrinks to half his original size, and permanently loses 2 points of Strength and Stamina. If the result is rolled a third time, he diminishes to a mere 1’ in size and suffers an additional -4 loss to Strength and Agility.

6 The caster’s flesh acquires a sooty gray coloration. If this result is rolled a second time, his skin begins to sag and droop, forming hanging wattles of flesh. These wattles impede the caster’s movement, reducing his speed by -5’. If the result is rolled a third time, the caster’s flesh becomes amorphous, resembling a robe of skin covering his body—a fleshy robe resembling Ningauble’s own swaddled form.



SPELLBURN: NINGAUBLE OF THE SEVEN EYES

Ningauble rewards casters who are dedicated to the acquisition of new knowledge or interesting gossip — especially if he can benefit from it! Those who serve Ningauble often suffer the side effects of his alien form and/or his mental peculiarities. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your Lankmar campaign.

Roll Spellburn Result

1 The caster's flesh writhes and bulges as if seven ocular protrusions were attempting to burst free from his skin. The resulting physical stress and trauma manifests as stat loss.

2 Ningauble is eager to assist the caster in return for information and gossip. The Septinocular One will double the spellburn of the caster, but in return he must bring a juicy piece of news or forgotten lore to his cave before the setting of the next full moon. Until the caster does so, he finds it impossible to spellburn further.

3 The caster must consider all possible ramifications of his spell before casting it. The casting time is delayed to the next longest increment (1 action becomes 1 round, 1 round becomes 1 turn, 1 turn becomes 1 hour, etc.), but Ningauble grants the caster 1d6+1 points of spellburn at no cost to the caster.

4 Ningauble requires the use of the caster's sight to spy upon his foes and acquire new knowledge. If the caster temporarily lends the sorcerer one of his eyes, he is rewarded with seven points of spellburn. A ghostly bat appears and plucks the caster's eye from its socket, inflicting 1d4 damage and 1 point of Stamina loss. The caster suffers a -2 penalty to all ranged attacks and skills requiring depth perception while the eye is borrowed. After 3d7 days, the bat returns and restores the caster's eye, negating these penalties.



Table 3-16: Ningauble of the Seven Eyes Agent Assistance Effects

Roll d4	Protection	Wizardry	Expertise
1	Seven motes of green fire appear around the agent, protecting him from a single malignant effect.	A large bat flutters up to the agent and whispers an incantation into his ear.	A scroll with expert advice appears in the agent's hand.
2	A ragged yet insubstantial robe appears briefly around the agent, deflecting harm.	A glowing green eye on a long stalk appears behind the agent's head, watching intently.	The agent receives a flash of insight accompanied by Ningauble's chuckle.
3	A swarm of ghostly bats flutter about the agent, absorbing the damage intended for him.	A potsherd covered with eldritch sigils appears before the agent, providing instruction to boost his spell power.	One of Ningauble's Gentlings appears with a message bearing pertinent information to the matter at hand.
4	A gentle ghostly push moves the agent out of the path of danger.	Seven burning green symbols briefly appear on the agent's flesh, increasing his magic.	Ningauble's voice is heard in the agent's ear, whispering secrets.

PATRON SPELLS: NINGAUBLE OF THE SEVEN EYES

Ningauble of the Seven Eyes grants three unique spells, as follows:

Level 1: *The Seven-Sided Answer*

Level 2: *Sorceretical-Surviving Assimilance*

Level 3: *Sampling the Cosmic Din*

The Seven-Sided Answer

Level 1 (Ningauble)

Range: Self

Duration: Varies

Casting Time: 1 round

Save: Will vs. spell check

General: Ningauble, the Septinocular One, is known to see seven sides to every question. *The seven-sided answer* aids the caster in gathering information and "viewing" a query with a multitude of perspectives. After casting the spell, the caster must study, converse, and/or interact with the target, which may be a location, person, object, creature, etc. The caster then receives additional insight as described in the results below. Sentient targets unwilling to divulge information are allowed a Will save vs. the spell check result.

Multiple castings at the same target cannot gain more information than the first successful casting. The spell may be used in combat, but with a -1d penalty to the spell check; Ning doesn't appreciate being rushed. If a rumor is involved in an answer, the judge may decide whether the rumor is true. In the spirit of the loquacious, over-sighted Gossiper of the Gods, the judge is encouraged to use more words than necessary in yielding answers.

Manifestation: Roll 1d4: (1) the answers appear written along the blade, staff, etc., of the caster's weapon; (2) a bat lands with its leg wrapped in a tiny scroll of parchment, on which the answers are written; (3) a cocky, insolent urchin magically appears, hands the caster a wax tablet containing the answers, then disappears; (4) a long, white arrow, shot from an unseen bow, lands at the caster's feet; a sheet of papyrus tied around the shaft contains the answers.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster, barely ascending beyond the status of pudding-head, learns 1 morsel of gossip (rumor, recent event, particular knowledge) regarding the target. The focus of the insight answers 1 question from the possibilities "Who?", "What?", and "Where?" (caster's choice).

- 14-17 The caster, no longer a know-not know, learns 2 morsels of gossip (rumor, recent event, particular knowledge) regarding the target. The foci of these insights answer 2 questions from the possibilities “Who?”, “What?”, and “Where?” (caster’s choice).
- 18-19 The caster masters the tri-lemma, and learns 3 morsels of gossip (rumor, recent event, particular knowledge) regarding the target. The foci of these insights answer 3 questions from the possibilities “Who?”, “What?”, “Where?”, and “When?” (caster’s choice). For 1d3+CL hours after casting, the caster’s knowledge imparts to him a +1d bonus to a single skill check or saving throw that involves the target.
- 20-23 The caster surmounts the quadra-quandry, and learns 4 morsels of gossip (rumor, recent event, particular knowledge) regarding the target. The foci of these insights answer 4 questions from the possibilities “Who?”, “What?”, “Where?”, “When?”, and “Why?” (caster’s choice). For 1d4+CL hours after casting, the caster’s knowledge imparts to him a +1d bonus to a single skill check or saving throw that involves the target. The caster may choose to grant this bonus to another (e.g., a thief trying to pick a particularly difficult lock).
- 24-27 The caster attains penta-perspective, and learns 5 morsels of gossip (rumor, recent event, particular knowledge) regarding the target. The foci of these insights answer 5 questions from the possibilities “Who?”, “What?”, “Where?”, “When?”, “Why?”, and “How?” (caster’s choice). For 1d5+CL hours after casting, the caster’s knowledge imparts to him a +1d bonus to two skill checks or saving throws that involve the target. The caster may choose to grant this bonus to another (e.g., a thief trying to pick a particularly difficult lock).
- 28-29 The caster almost gains seven-sidedness, and learns 6 morsels of gossip (rumor, recent event, particular knowledge) regarding the target. The foci of these insights answer 6 questions from the possibilities “Who?”, “What?”, “Where?”, “When?”, “Why?”, and “How?” (caster’s choice). For 1d6+CL hours after casting, the caster’s knowledge imparts to him a +1d bonus to three skill checks or saving throws that involve the target. The caster may choose to grant this bonus to another (e.g., a thief trying to pick a particularly difficult lock).
- 30-31 The caster achieves complete seven-sidedness, learning 7 morsels of gossip (rumor, recent event, particular knowledge) regarding the target. The foci of these insights answer 7 questions from the possibilities “Who?”, “What?”, “Where?”, “When?”, “Why?”, “How?”, and “If?” (caster’s choice). The “If” selection grants the caster insight into parallel existences of the target, divining alternate outcomes from the past, present, and future. The caster may even divine an outcome of his own future interaction with the target (going through the door, pressing the button, etc.). For 1d7+CL hours after casting, the caster’s knowledge imparts to him a +2d bonus to three skill checks or saving throws that involve the target. The caster may choose to grant this bonus to another (e.g., a thief trying to pick a particularly difficult lock).
- 32+ The Septinocular One is truly impressed with the caster, calling him “Gentle Protégé.” In addition to result 30-31, Ningauble sends the caster a unique item that will significantly aid him given the information learned. It is up to the judge to decide when the Gossiper reclaims the item.

Sorceretical-Surviving Assimilance

Level 2 (Ningauble)

Range: Self

Duration: Varies

Casting Time: 1 action

Save: None

General: Ningauble of the Seven Eyes has been known to remind his Gentles, “Knowledge takes precedence over death.” This proverb is the basis for *sorceretical-surviving assimilance*, a coveted spell of the Gossiper’s own invention. While some believe Ningauble was created by the Elder Gods, others contend that the Gossiper’s current form and mastery of magic is due to eons of spell manipulation and phlogiston exposure. This spell lends credence to the latter theory.

For the duration of the spell, the caster may choose to assimilate one spell that is cast at him. Assimilation involves opening oneself up to the incoming spell's energies while carefully observing the gestures, language, etc., of the actual casting. Due to this intimate contact with the phlogiston, the caster takes additional damage (even if the incoming spell would normally cause no damage). If the caster survives the spell with hit points greater than zero, he may assimilate it as indicated in the spell check results. *Sorceretical-surviving assimilation* ends when either an assimilation is attempted, or the maximum duration is exceeded. The caster must state his intent to assimilate a spell when its casting begins, before the incoming spell check is known. Only successfully-cast spells may be assimilated.

The caster may not assimilate a divine spell (should a cleric enter Nehwon from another world bubble) or a patron-specific spell, as each requires a supernatural connection with a granting entity. An assimilated spell may not be higher in level than the maximum level allowed by the caster's Intelligence, and an attempt to learn it (see DCC RPG p. 315) may not be made until the number of the caster's learned spells are less than his allowed maximum (see class tables in the core rulebook).

Manifestation: Roll 1d3: (1) seven disembodied spectral eyestalks materialize, surrounding and carefully watching the incoming spell's caster; the eyes communicate what they have learned; (2) once the caster assimilates a spell, a dirty urchin appears from nowhere and whispers the spell's secrets into the caster's ear; (3) gestures, spoken words, and effects of the incoming spell are enhanced and magnified, being able to be seen, heard, and felt above all other sensory input.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster suffers 1d20 additional damage from the incoming spell, even if it would otherwise be non-damaging. Only a single level 1 spell may be assimilated, and the caster has up to CL rounds to do so. If the written form (book, scroll, etc.) of the incoming spell is encountered later, then the caster may apply a +1d bonus to his check to learn it.
16-19	The caster suffers 1d16 additional damage from the incoming spell, even if it would otherwise be non-damaging. Only a single level 1 spell may be assimilated, and the caster has up to 1d3+CL rounds to do so. If the written form (book, scroll, etc.) of the incoming spell is encountered later, then the caster may apply a +1d bonus to his check to learn it.
20-21	The caster suffers 1d14 additional damage from the incoming spell, even if it would otherwise be non-damaging. Only a single level 1 spell may be assimilated, and the caster has up to 1d6+CL rounds to do so. If the written form (book, scroll, etc.) of the incoming spell is encountered later, then the caster may apply a +1d bonus to his check to learn it. Afterwards, whenever the caster is subjected to the same incoming spell, cast by the same entity, he receives a +1d bonus to save against it.
22-25	The caster suffers 1d12 additional damage from the incoming spell, even if it would otherwise be non-damaging. Only a single spell of level 2 or lower may be assimilated, and the caster has up to 1d10+CL rounds to do so. If the written form (book, scroll, etc.) of the incoming spell is encountered later, then the caster may apply a +1d bonus to his check to learn it. Afterwards, whenever the caster is subjected to the same incoming spell, cast by the same entity, he receives a +1d bonus to save against it.
26-29	The caster suffers 1d10 additional damage from the incoming spell, even if it would otherwise be non-damaging. Only a single spell of level 2 or lower may be assimilated, and the caster has up to 1d12+CL rounds to do so. If the written form (book, scroll, etc.) of the incoming spell is encountered later, then the caster may apply a +2d bonus to his check to learn it. Afterwards, whenever the caster is subjected to the same incoming spell, cast by the same entity, he receives a +2d bonus to save against it.

30-31 The caster suffers 1d6 additional damage from the incoming spell, even if it would otherwise be non-damaging. Only a single spell of level 3 or lower may be assimilated, and the caster has up to 1d14+CL rounds to do so. The caster may apply a +2d bonus to his check to learn the incoming spell. The details of casting are imprinted in the caster's memory; no written form is needed. Afterwards, whenever the caster is subjected to the same incoming spell, cast by the same entity, he receives a +2d bonus to save against it.

32-33 The caster suffers 1d3 additional damage from the incoming spell, even if it would otherwise be non-damaging. Only a single spell of level 4 or lower may be assimilated, and the caster has up to 1d16+CL rounds to do so. The caster may apply a +2d bonus to his check to learn the incoming spell. The details of casting are imprinted in the caster's memory; no written form is needed. Afterwards, whenever the caster is subjected to the same incoming spell, cast by the same entity, he receives a +2d bonus to save against it.

34+ The caster suffers no additional damage from the incoming spell. Only a single spell of level 5 or lower may be assimilated, and the caster has up to 1d20+CL rounds to do so. The caster may automatically learn the incoming spell once he has room in his brain to do so (number of learned spells must be less than the maximum allowed). The details of casting are imprinted in the caster's memory; no written form is needed. Afterwards, whenever the caster is subjected to the same incoming spell, cast by the same entity, he receives a +3d bonus to save against it.

Sampling the Cosmic Din

Level 3 (Ningauble)

Range: Self

Duration: Varies

Casting Time: 1 round

Save: Varies

General: There are times when the caster's predicament is so dire that he must appeal to the Demigoddess of Chance, the Imp of Luck, and the Demon of Improbability. This spell allows the caster to momentarily listen to the otherwise inaudible cosmic din, such that he hears some random, hopefully useful echo. The possible results vary greatly, with the lower spell check results being safe and somewhat helpful (a useful scrap of knowledge, a single casting of an unknown level 1 spell), and the higher spell check results being mostly death-defying and potentially costly (a portal to an unknown destination, stealing a Devourer's spell, summoning an unknown demon with its true name). The Gossiper cautions his Gentles to use this particular incantation with extreme prejudice.

Manifestation: Roll 1d4: (1) the caster's ears transform into bat ears as he hears the cosmic din; (2) a spectral fishing pole appears and casts a line into an unseen river; it draws out a spectral fish which flies to the caster and whispers into his ear; (3) the caster is practically deafened by the din and he cannot hear anything else while casting; (4) space warps around the caster's head, forming two warped space-time cones which insert themselves into the caster's ears.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 The caster hears three speakers: one speaking in Common, and the others using unfamiliar words. For the next CL hours, the caster may converse in (but not read and write) the most recent unknown language he's heard, as well as the next unknown language he hears.

- 18-21 The caster hears some distant adept reciting the arcane words for a single casting of an unknown level 1 spell. The caster must roll a d12, rerolling if the spell is both known and not lost for the day: (1) *charm person*; (2) *choking cloud*; (3) *color spray*; (4) *Ekim's mystical mask*; (5) *enlarge*; (6) *feather fall*; (7) *magic missile*; (8) *magic shield*; (9) *mending*; (10) *ropework*; (11) *spider climb*; (12) *ventriloquism*. By burning Luck, the caster may move one result up or down the list for each point burned. For example, if the caster rolls an 8 (*magic shield*) but wants a 6 (*feather fall*), then he may burn two Luck. The caster gains a +1d bonus to the spell check, but the spell must be cast the following round or be lost.
- 22-23 Someone is reading *Gron's Grand Compendium of Exotic Lore*. The caster hears a key piece of information that gives him a +10 bonus to his next saving throw or skill check. The check must be made in the next 1d3+CL rounds.
- 24-26 Amid the cosmic din, a word of transcendence from one of Srith's scrolls reaches the caster's ears. He learns a single word of power to assist him in his current plight. The word may function as a *knock* spell with +2d to the spell check, or as *word of command* with +1d to the spell check, or it may yield the command word to a magical item, or a password for a trap, etc. Possible applications are left to the judge's discretion, but the word should be useful to the caster in some way (even if it is not the way the caster wishes to be helped). The word must be used in 1d3+CL rounds, and may not be the true name of any entity.
- 27-31 The caster hears a summoning phrase echoing from the Bleak Shore, "For warriors, a warrior's doom." If the caster says the phrase twice in a row, two Bleak Shore executioners materialize the following round (see Chapter 5: Monsters of Nehwon, p. 95). They attack the caster's enemies for 1d10+CL rounds before being summoned back to the Bleak Shore. If unable to kill two of the caster's enemies in this time, the executioners turn on the caster, and remain until they have killed him or have been killed themselves.
- 32-33 The caster hears the chitters of the eons-old roach, Scraa, and somehow understands it. Scraa mentions a secret magical portal that exists at the caster's location, but fails to mention where it goes. Using this information, the caster and his party find a magical one-way portal at their current location. The judge may decide where (and when!) the portal leads, but it closes 1d6+CL minutes (real time) after being opened. The judge is encouraged to time the players as they discuss whether or not to use the exit.
- 34-35 Somewhere and somewhen across the multiverse, a Devourer is crafting an illusion. The caster hears the incantations necessary to make one item appear highly desirable for a particular target, and has 1d3+CL rounds to cast the spell before forgetting it. The caster chooses a target, which must make a Will save against the caster's spell check. If the save is failed, the target is completely distracted by the item the caster designates. The caster does not specify what the illusion is—that is for the target to decide. The judge is encouraged to hint at what the target perceives, without giving it away. The target remains actionless, totally entranced by the object for 1d4+CL hours before the illusion wears off. Note that if the target's save is successful, the Devourer senses that its pilfered spell has been embarrassingly employed, and sends 2d6+1 black rays at the caster, doing 1d8+12 points of damage each (treat as *magic missile*, spell check result 30-31).
- 36+ The caster hears Ningauble's voice reading from *The Private Life of Devils* and summoning a demon with its true name. The caster must decide immediately whether to echo Ning's incantations (the player has 30 seconds of real time to decide), and must continue them for a full two turns (the Gossiper is quite verbose). The caster must then make a *demon summoning* spell check at +2d (no spellburn necessary), using the "True Name Known" column. In this case, the judge determines the actual demon summoned. If the demon succeeds in its save and attacks, the caster is treated as both being in service to his patron and knowing the true name. Note that the Septinocular One may demand a separate cost for *his* demon being whisked away.

SHEELBA OF THE EYELESS FACE



he foremost wizard (or second-most, if one asks Ningauble of the Seven Eyes) in Nehwon, Sheelba of the Eyeless Face dwells in the Great Salt Marsh to the east of Lankhmar City. No living creature is known to have glimpsed Sheelba's visage, only the featureless oval of darkness that fills the hood of the tattered robe the wizard wears. Sheelba's gender is equally unknown, but due to the deep rumble of the wizard's speech, most assume Sheelba to be masculine in sex—assuming such characteristics can be applied to an ageless sorcerer of great power and indeterminate species! Sheelba is as taciturn as his colleague, Ningauble, is loquacious, speaking in terse and precise speech that sounds like rumbling stones.

Sheelba prefers solitude, seldom venturing beyond the boundaries of the salty mire situated between Lankhmar and the Sinking Lands. The Eyeless One lives in a curious hut perched atop a number of spindly posts. This hut can stride across the Great Salt Marsh at Sheelba's command and possesses further sorceries to confuse those who unwantedly seek the wizard's advice. Although his most famous agent is the rogue, the Gray Mouser, it can be assumed that Sheelba employs other servants to help carry out his schemes beyond the borders of the marsh.

Invoke Patron check results:

- 12-13 A message from Sheelba appears, manifesting as a whispered rhyme for a nearby patch of shadows, dark mirror, pool of oil, or other dark, featureless object. The rhyme provides the smallest modicum of useful guidance to the caster in respect to his current predicament. The rhyme might make the caster aware of an overlooked option, another means of escape, or other advice. In short, the judge can give the caster's player a single beneficial hint to the matter or situation at hand.
- 14-17 Shadows gather around the caster's features, granting him a sinister aspect. By making a frightening display at his enemies, the caster forces them to make a Will save or become intimidated. Intimidated enemies suffer a -4 penalty to all attacks and spell checks directed at the caster. An opponent who fails his Will save with a natural 1 flees the caster's presence for 1d5 rounds.
- 18-19 Sheelba uses the caster as a conduit to deliver a minor curse (see DCC RPG p. 438-439) on a subject of the caster's choosing. The curse takes effect if the target fails a Will save. The judge determines the exact nature of the curse, as well as the means of breaking it.
- 20-23 Sheelba sends one of the Great Salt Marsh's venomous animals to vex the caster's opponents. Either a water cobra (25% chance), a salt spider (25% chance), or marsh leopard (50%) arrives, attacking an enemy of the caster's choosing. The animal remains for 1d5+CL rounds before returning to its marshy home.
- 24-27 A gathering of shadows cloaks the caster in gloom. These shadows number 1d4+CL. Each round the caster can expend one of these shadows to: inflict 2d6+CL damage on a target within 30'; add +2 to a spell check; provide a +1d bonus to attempts at stealth; or re-roll the damage of a single offensive spell. These shadows remain until expended or the following dawn, whichever occurs first.
- 28-29 Sheelba uses the caster as a conduit to deliver a major curse (see DCC RPG pp. 438-439) on a subject of the caster's choosing. The curse takes effect if the target fails a Will save. The judge determines the exact nature of the curse, as well as the means of breaking it.
- 30-31 Sheelba places a charm upon the caster that protects him from discovery. This charm makes it impossible to locate the caster by mundane or magical means and applies to all who seek him out (friend or foe). The charm lasts for 24 hours, during which time the caster must remain constantly on the move. Pausing for more than a half hour at a single location causes the charm to fail and the caster loses its benefit.
- 32+ A teeming mass of Great Salt Marsh creatures sweeps over the area occupied by the caster. This swarm is 50' square and comprised of salt spiders, water cobras, swamp rats, giant worms, and more loathsome creatures. All within the swarm suffer 4d6 points of damage each round they're engulfed by the mass and must make a DC 18 Fortitude save or suffer an additional 3d6 points of damage as well as 1d4 points of Strength loss. The swarm has a speed of 30'. The caster can grant protection to 2d4+CL individuals, whom the swarm will not attack. This protection can be revoked by the caster at will. The mass of creatures persists for 1d6+CL rounds before dispersing.

PATRON TAIN: SHEELBA OF THE EYELESS FACE

Those who forge a compact with Sheelba of the Eyeless Face become affected by the wizard's peculiarities. When patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling.

Roll Result

1 The caster's facial features become less prominent (his nose becomes flatter, his eye sockets less deep, his lips less fuller, etc.). If this result is rolled a second time, the caster's face becomes even less defined (his nose shrinks to a pair of slit-like nostrils, his eye sockets vanish, his mouth transforms into a thin line, etc.). If the result is rolled a third time, the caster no longer possesses any distinctive facial features, leaving only a blank canvas of skin in its place. Despite this lack, the caster can hear, see, and breathe normally.

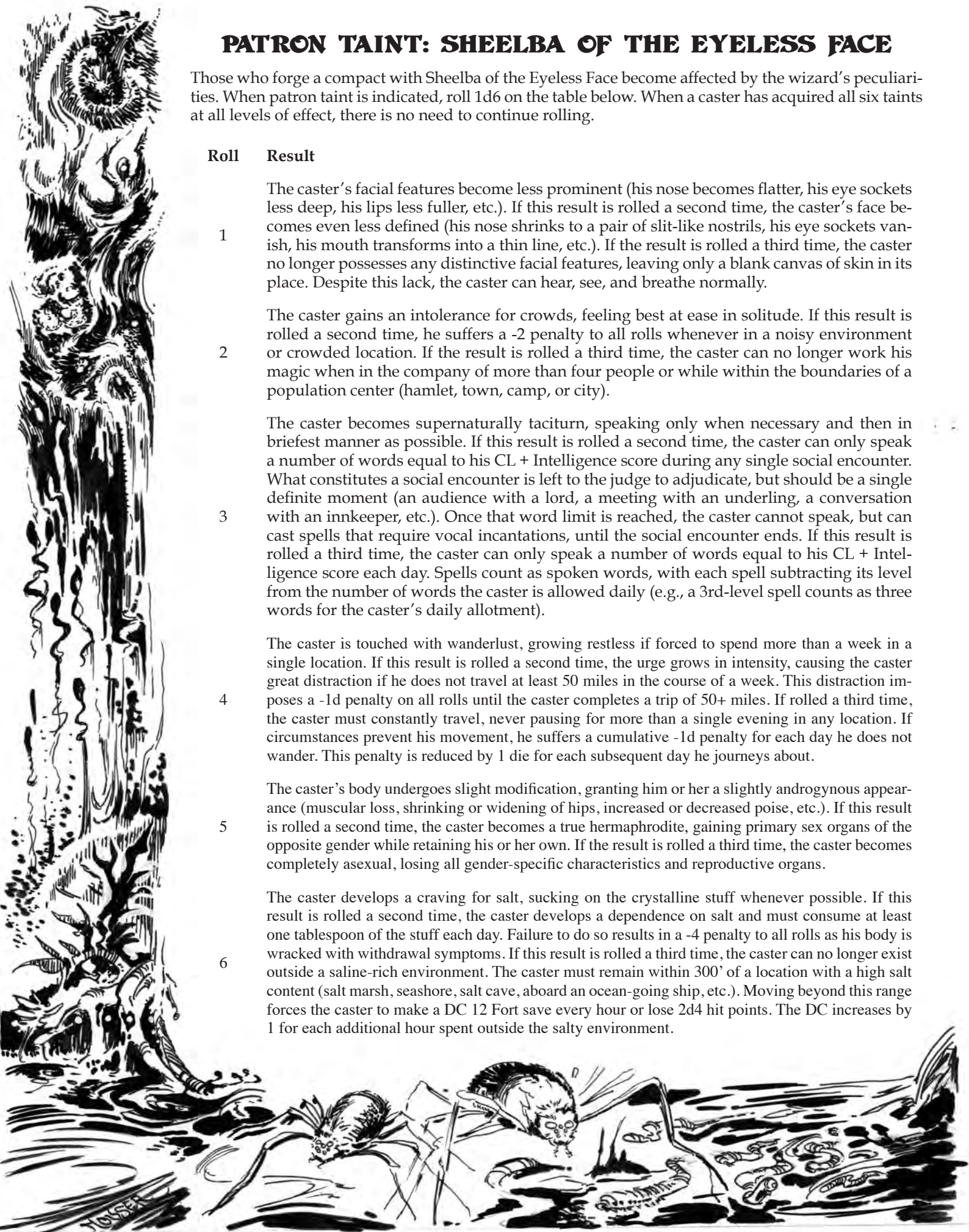
2 The caster gains an intolerance for crowds, feeling best at ease in solitude. If this result is rolled a second time, he suffers a -2 penalty to all rolls whenever in a noisy environment or crowded location. If the result is rolled a third time, the caster can no longer work his magic when in the company of more than four people or while within the boundaries of a population center (hamlet, town, camp, or city).

3 The caster becomes supernaturally taciturn, speaking only when necessary and then in briefest manner as possible. If this result is rolled a second time, the caster can only speak a number of words equal to his CL + Intelligence score during any single social encounter. What constitutes a social encounter is left to the judge to adjudicate, but should be a single definite moment (an audience with a lord, a meeting with an underling, a conversation with an innkeeper, etc.). Once that word limit is reached, the caster cannot speak, but can cast spells that require vocal incantations, until the social encounter ends. If this result is rolled a third time, the caster can only speak a number of words equal to his CL + Intelligence score each day. Spells count as spoken words, with each spell subtracting its level from the number of words the caster is allowed daily (e.g., a 3rd-level spell counts as three words for the caster's daily allotment).

4 The caster is touched with wanderlust, growing restless if forced to spend more than a week in a single location. If this result is rolled a second time, the urge grows in intensity, causing the caster great distraction if he does not travel at least 50 miles in the course of a week. This distraction imposes a -1d penalty on all rolls until the caster completes a trip of 50+ miles. If rolled a third time, the caster must constantly travel, never pausing for more than a single evening in any location. If circumstances prevent his movement, he suffers a cumulative -1d penalty for each day he does not wander. This penalty is reduced by 1 die for each subsequent day he journeys about.

5 The caster's body undergoes slight modification, granting him or her a slightly androgynous appearance (muscular loss, shrinking or widening of hips, increased or decreased poise, etc.). If this result is rolled a second time, the caster becomes a true hermaphrodite, gaining primary sex organs of the opposite gender while retaining his or her own. If the result is rolled a third time, the caster becomes completely asexual, losing all gender-specific characteristics and reproductive organs.

6 The caster develops a craving for salt, sucking on the crystalline stuff whenever possible. If this result is rolled a second time, the caster develops a dependence on salt and must consume at least one tablespoon of the stuff each day. Failure to do so results in a -4 penalty to all rolls as his body is wracked with withdrawal symptoms. If this result is rolled a third time, the caster can no longer exist outside a saline-rich environment. The caster must remain within 300' of a location with a high salt content (salt marsh, seashore, salt cave, aboard an ocean-going ship, etc.). Moving beyond this range forces the caster to make a DC 12 Fort save every hour or lose 2d4 hit points. The DC increases by 1 for each additional hour spent outside the salty environment.



SPELLBURN: SHEELBA OF THE EYELESS FACE

Sheelba can lend his energies to proven servants in time of need, sending it spiraling out of the Great Salt Marsh to bolster their sorcery. Such energy comes tinged with Sheelba's dark featurelessness and briny home. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your Lankmar campaign.

Roll	Spellburn Result
1	The caster's face turns dark and featureless as the spell takes effect. The physiological shock of the momentarily vanishing facial features manifests as stat point loss.
2	Dark, swollen marsh leeches wriggle across the caster's skin before latching onto the sorcerer and draining his blood. At the height of the casting, the leeches burst, their vital fluids and stolen blood fueling the spell. The drained blood manifests as stat loss.
3	A cosmic tumult beyond the ken of men limits Sheelba's aid to his servant. The caster only receives the benefit of 1d4 points of spellburn. Any points of spellburn above this amount is lost in the roiling cosmic waters around the Nehwon world bubble.
4	Sheelba offers to match the caster's spellburn amount, but before doing so the caster must agree to assist the Faceless One in some bold undertaking. If the caster agrees, his spellburn modifier is doubled, but he is under a geas that he must fulfill as soon as he can. The nature of this task is left to the judge to detail.



Table 3-17: Sheelba of the Eyeless Face Agent Assistance Effects

Roll d4	Wizardry	Expertise	Rejuvenation
1	Magical sigils in the form of twisting shadows appear in the air in front of the agent as he casts his spell.	Dark, fingerlike tendrils emerge from the agent's clothes to provide a helping hand in the endeavor.	Black, leech-like shadows appear on the agent's flesh, consuming spilled blood and knitting his flesh back together.
2	A small vial containing oily black liquid manifests in the agent's hand with the words "Drink This!" written on it. The contents amplify his spell power briefly.	The shadows twist around the agent, forming written advice or instructions from Sheelba.	Bandages of black spider webs appear in the agent's possession. Tending to wounds with these spidery wrappings provide greater respite.
3	The agent gets a brief glimpse of a ghostly, stilt-legged hut nearby as if observing him. It vanishes immediately after.	A voice like a marsh leopard coughing is heard, correcting the agent's actions to improve success.	A twist of dried marsh herbs which restore vitality appears near the patient.
4	The agent's face grows dark as if obscured by a veil of black lace the moment his spell takes effect.	A scrap of silvery fish-skin bearing instructions penned in dark-brown squid ink appears in the agent's hand.	A small vial of purple liqueur is discovered in the agent's possession. Consuming it acts as a strong restorative.

PATRON SPELLS: SHEELBA OF THE EYELESS FACE

Sheelba of the Eyeless Face grants three unique spells, as follows:

Level 1: *Obscure Identity*

Level 2: *Creeping Marsh Mist*

Level 3: *Summon the Striding Hut*

Obscure Identity

Level 1 (Ningauble)

Range: Self

Duration: Varies

Casting Time: 1 action

Save: Will vs. spell check

General: The caster temporarily obscures his features, either causing them to blank entirely or appear as another creature. The spell allows him to avoid being identified by enemies or to briefly pass as someone else. Anyone attempting to see through the illusion can make a Will save against the spell check result to glimpse the caster's true visage. Note that this spell only affects the caster's physical appearance and does not change his voice to reflect his assumed identity.

Manifestation: Roll 1d4: (1) shadows crowd the caster's face, either concealing it entirely or reshaping it to resemble another; (2) a cloud of stinking marsh mist covers the caster's face before parting to reveal his assumed visage; (3) a strobe effect of various faces plays across the caster's face before settling on his assumed visage; (4) the caster pulls his own face off to reveal the assumed disguise lying beneath.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster's face is covered by a dark veil of shadows for CL rounds. He cannot be identified by his face unless onlookers make a successful Will save.

- 14-17 The caster's face becomes a black oval possessing no features whatsoever. He cannot be identified by his face unless onlookers make a successful Will save. In addition, he gains a +1 bonus to any saving throw against gaze-type attacks. This effect lasts for 1d6+CL rounds.
- 18-19 The caster's face subtly changes making him appear to look like someone else. The altered face cannot reproduce another's visage, but instead transforms the caster into a "face in the crowd," a person one easily forgets. His enemies ignore him unless they succeed in their Will saves. This effect lasts for 1d10+CL rounds.
- 20-23 The caster's face transforms into a crude reflection of another individual the caster has seen. The face must be of a person of the same species and sex as the caster, and is obviously a disguise if seen up close. The caster can pass as the mimicked individual so long as onlookers are 20' or more away from him and they fail their Will save to see through the disguise. Observers within 20' automatically spot the disguise's flaws and see through the magical mask. This effect lasts for 20 minutes.
- 24-27 As result 20-23 above, but the magical disguise is more realistic. Observers within 20' do not automatically pierce the disguise unless they make their Will save. The effect lasts for 1 hour.
- 28-29 The caster's face transforms into the guise of another individual the caster has seen in person. The face can be of a gender or race other than the caster's native one. The caster impersonates the assumed identity perfectly unless onlookers make a successful Will save. This effect lasts for up to 2 hours.
- 30-31 The caster physically becomes another person the caster has seen in person. This assumed identity can be of any gender or race, and the caster's clothing and other possessions become likewise disguised. For example, the caster's robes would appear to be armor if he assumes the guise of a guardsman or a fur-trimmed doublet if masquerading as a noble. The caster impersonates this assumed identity unless observers make a successful Will save. This spell effect lasts for 1d4+CL hours.
- 32+ The caster's disguises his identity entirely. While the spell is in effect, he cannot be located by any magical or mundane means specifically seeking him. A rival sorcerer scrying for the caster is unable to locate him, guardsmen seeking the caster would walk right past him, and even his mother would overlook him. Note, however, that this is not a form of invisibility and only protects the caster from searchers looking specifically for him. For example: the caster has just committed a crime, one where his face was seen by numerous witnesses. He flees the scene and casts *obscure identity*, achieving a spectacular success. He then ducks into a tavern and takes a seat. The tavern patrons would see him, but when a patrol of guardsmen enters the business seeking the perpetrator described by witnesses, they'd overlook the wizard entirely since they are specifically searching for the caster. The judge has final say over the effectiveness of this spell against foes seeking the caster. The spell effect lasts for 1d12+CL hours.

Creeping Marsh Mist

Level 2 (Ningauble)

Range: 60' or more

Duration: Varies

Casting Time: 1 action

Save: Will vs. spell check

General: The caster calls up a reeking fog native to the Great Salt Marsh to confound and harry his opponents and to protect himself from spying eyes and attacks. The caster has minor control over the vapor, allowing him to cause the mist to manifest at a lower spell check result should he choose to do so.

Manifestation: The mist creeps in from under doors, rocks, tree roots, darkness, etc. and fills the affected area.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.

- 14-15 Dense mist surrounds the caster, granting him a +2 bonus to AC and Reflex saves against spells where applicable. His form is obscured, making it impossible to recognize him or his possessions and granting a +2 bonus to stealth-based rolls. The caster can see through the mist normally and is unimpeded by its presence. The mist lasts for CL rounds.
- 16-19 Dense mist surrounds the caster, granting him a +4 bonus to AC and Reflex saves against spells where applicable. His form is obscured, making it impossible to recognize him or his possessions and granting a +4 bonus to stealth-based rolls. The caster can see through the mist normally and is unimpeded by its presence. The mist lasts for 1d4+CL rounds.
- 20-21 The caster creates a fog bank 30' in diameter up to 60' away centered on a creature or object of the caster's choosing. All enemy creatures in the fog suffer a -2 penalty to attack rolls, saving throws, and spell checks. Friendly creatures are unaffected. The fog bank moves with the creature it is centered upon. The mist lasts for 1d6+CL rounds.
- 22-25 The caster creates a fog bank 40' in diameter up to 80' away centered on a creature or object of the caster's choosing. All enemy creatures in the fog suffer a -4 penalty to attack rolls, saving throws, and spell checks. Friendly creatures are unaffected. The fog bank moves with the creature it is centered upon. The mist lasts for 2d5+CL rounds.
- 26-29 A veil of mist filled with the sound of hissing serpents, scuttling feet, and growling cats manifests up to 100' away. The mist holds (roll 1d4): (1) 1d8 salt spiders; (2) 1d4 salt cobras; (3) 1d3 marsh leopards; (4) 2 swarms of rats. These creatures emerge from the mist to attack the caster's enemies. They dissolve into smelly fog if slain. Otherwise the animals and mist remain for 2d6+CL rounds.
- 30-31 A veil of mist filled with the sound of hissing serpents, scuttling feet, and growling cats manifests up to 100' away. The mist holds (roll 1d4): (1) 2d7 salt spiders; (2) 2d5 salt cobras; (3) 1d5+1 marsh leopards; (4) 1d4+2 swarms of rats. These creatures emerge from the mist to attack the caster's enemies. They dissolve into smelly fog if slain. Otherwise the animals and mist remain for 2d8+CL rounds.
- 32-33 A misty cloud measuring 50' in diameter appears up to 100' away. The misty tendrils ensnare all enemy creatures within its cloud, forcing them to make a DC 15 Strength check to break free. Each round an enemy remains trapped he suffers 2d4+CL damage from strangulation and can take no action other than attempt to escape. The strangling cloud lasts for 2d10+CL rounds.
- 34+ A massive fog bank appears covering an area 100' square. All natural ground (e.g., sand, stone, or soil, but not flagstones, brick, or the like) within the mist becomes boggy ground that reduces the caster's enemies' movement by half. Allies are unaffected and may move normally. In addition, the mist contains (roll 1d4): (1) 2d12 salt spiders; (2) 2d10 salt cobras; (3) 1d8+1 marsh leopards; (4) 2d4+2 swarms of rats that attack the caster's enemies. These creatures move normally in the fog. Lastly, enemy creatures suffer a -5 penalty to attack rolls, saving throws, and spell checks. The fog lasts for 30×CL minutes.

Summon the Striding Hut

Level 3 (Ningauble)

Range: 20'

Duration: Varies

Casting Time: 1 turn

Save: None

General: A simulacrum of Sheelba of the Eyeless Face's mobile hut appears within 20' of the caster and conveys him and potentially others across a distance or over impassible or difficult terrain.

The interior of the striding hut is large enough to accommodate the number of passengers indicated by the caster's spell check (see below). Attempts for additional passengers to squeeze inside the hut or cling to its exterior automatically fail as the striding hut spits them out or shakes them off before departing. The striding hut stands 20' high and moves on either 3 or 5 legs (50/50 chance). It is considered AC 8 and has 200 hit points if attacked. Passengers inside gain the benefit of total cover and the striding hut suffers half damage from all non-magical attacks.

Manifestation: Roll 1d4: (1) a fog bank rolls over the caster's location, then parts to reveal the striding hut which has suddenly appeared; (2) shadows coalesce and form the shape of the striding hut which then grows solid; (3) the striding hut bursts from the ground unannounced; (4) the striding hut gallops onto the scene from out of a forest, over a hill, from behind a building, or similar impediment to vision.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 The striding hut carries the caster alone at a speed of 40' per round (4 mph). The hut can cross difficult terrain (marshes, rocky ground, quicksand, etc.) but cannot scale obstacles or climb vertical surfaces. The hut disappears after 1 hour, leaving the caster unharmed on the ground below.
- 18-21 The striding hut carries the caster and up to CL other passengers at a speed of 40' per round (4 mph). The hut can cross difficult terrain (marshes, rocky ground, quicksand, etc.) but cannot scale obstacles or climb vertical surfaces. The hut disappears after 1 hour, leaving its passengers unharmed on the ground below.
- 22-23 The striding hut carries the caster and up to CL+1 additional passengers at a speed of 50' per round (5 mph). The hut can traverse difficult terrain (marshes, rocky ground, quicksand, etc.) and scale obstacles and vertical barriers at a speed of 20' per round. The hut disappears after 2 hours, leaving its passengers unharmed on the ground below.
- 24-26 The striding hut carries the caster and up to CL+2 additional passengers at a speed of 60' per round (6 mph). The hut can traverse difficult terrain (marshes, rocky ground, quicksand, etc.) and scale obstacles and vertical barriers at a speed of 30' per round. The striding hut can cross potentially lethal terrain such as molten lava rivers, caustic acid pools, and similar harmful substances without incident, but receives no special protection against magical attacks of similar types (the striding hut would still be damaged from a *fireball* spell while in the midst of a lava flow, for example). The hut disappears after 4 hours, leaving its passengers unharmed on the ground below.
- 27-31 The striding hut carries the caster and up to CL+5 additional passengers at a speed of 80' per round (8 mph). The hut can traverse difficult terrain (marshes, rocky ground, quicksand, etc.) and scale obstacles and vertical barriers at a speed of 40' per round. The striding hut can cross potentially lethal terrain such as molten lava rivers, caustic acid pools, and similar harmful substances without incident, but receives no special protection against magical attacks of similar types (the striding hut would still be damaged from a *fireball* spell while in the midst of a lava flow, for example) The hut disappears after 6 hours, leaving its passengers unharmed on the ground below.
- 32-33 The striding hut carries the caster and up to CL+8 additional passengers at a speed of 100' per round (10 mph). The hut can traverse difficult terrain (marshes, rocky ground, quicksand, etc.) and scale obstacles and vertical barriers at a speed of 50' per round. The striding hut can cross potentially lethal terrain such as molten lava rivers, caustic acid pools, and similar harmful substances without incident, but receives no special protection against magical attacks of similar types (the striding hut would still be damaged from a *fireball* spell while in the midst of a lava flow, for example) The hut disappears after 12 hours, leaving its passengers unharmed on the ground below.
- 34-35 The striding hut carries the caster and up to CL+10 additional passengers at a speed of 200' per round (20 mph). The hut can cross any type of terrain, including vertical barriers without a reduction in speed. It easily transverses potentially lethal or harmful obstacles such as lava rivers, acidic pools, etc. without suffering damage to either itself or passengers, but receives no special protection against magical attacks of similar types (the striding hut would still be damaged from a *fireball* spell while in the midst of a lava flow, for example). The hut disappears after 24 hours, leaving its passengers unharmed on the ground below.
- 36+ The striding hut carries the caster and a number of passengers up to his CL×10 immediately to his desired destination. The trip is near instantaneous (taking 1 round) and the hut immediately disappears after it safely disgorges its passengers at their destination. The destination must be one the caster has physically visited before; attempts to travel elsewhere automatically fail. The striding hut can travel to other worlds and dimensions, assuming the caster has visited them, but the understorms that often plague the cosmic waters can interfere with travel. Otherworldly journeys taken by the striding hut have a 10% chance of being blow off-course by cosmic eddies, stranding the caster and passengers at a random place or world of the judge's choosing. As with a successful trip, the hut vanishes immediately upon arrival, potentially trapping its passengers at this undesired location.

THE GODS OF TROUBLE



Known for their ability to sow discord and vexation, the Gods of Trouble are more often sworn by (or at) than they are served. Still, the Gods of Trouble may sow true confusion amongst the enemies of those who do lend their aid to the cause of calamity. Unfortunately, the Gods of Trouble are capricious, capable of inconveniencing their supplicants near as often as they aid them. It thus can be dangerous to call upon these gods of weal and woe.

Invoke Patron check results:

- 12-13 The mischievous nature of the Gods of Trouble manifests by granting the caster the ability to spend up to two Luck to negatively affect any one roll of a selected target by -1 per point spent. This power lasts for 1d5 rounds. Afterwards, the caster himself has a short run of bad luck, suffering a -1 penalty to all rolls for the next two rounds.
- 14-17 Whilst fortune favors the brave, misfortune favors all. All subjects within 30' of the caster (include the caster himself) suffer a -1 penalty on their next roll. Simultaneously, as the luck of the caster runs out, every PC loses all fleeting Luck.
- 18-19 Spontaneous bad luck strikes a target of the caster's choosing, causing them to suffer a minor misfortune (judge's discretion) that leads to slight injury (1d4 damage). This may manifest itself as a twisted ankle, slipping on a stair, etc., but will always be mundane and appear ordinary. Furthermore, the caster gains one point of fleeting Luck, as a reward for having sown misfortune.
- 20-23 A notable inconvenience befalls the caster, such as a piece of the caster's equipment (judge's discretion) developing an unnoticeable fault and failing the next time that it is used. Rope will fray and snap, a wineskin may leak, an oil lamp may ignite, etc. This does not affect more important pieces of equipment, such as arms and armor, but may damage other less frequently-used items including secondary weapons. Should it be more disadvantageous, rather than equipment failure, at the judge's discretion the caster could suffer from an ill-meeting (such as the arrival of a watchman or spurned lover). In addition, all fleeting Luck is lost.
- 24-27 Briefly allowed to channel the forces of ill fortune and woe, the caster may spend Luck (and fleeting Luck) to reduce the rolls of any target within eyesight. This ability lasts for 1d4 rounds at which point after which, for an equal number of rounds, the caster is treated as having a negative penalty to his Luck equal to the number of Luck points he spent.
- 28-29 The Gods of Trouble take notice and directly intercede in the events surrounding the caster. All persons within 50' of the supplicant receive a -2 penalty to all rolls for 2d3 rounds as the unpredictable forces of misfortune swirl about the area in an unseen whirlwind. At the end of the duration the Gods of Trouble penalize the caster -3 to all rolls for an equal number of rounds, lest their intervention be seen as "fortunate."
- 30-31 Disaster strikes the caster and his companions (judge's discretion) as the Gods of Trouble turn their vexation upon those who have bothered them. The freakish disaster (sudden golf ball-sized hail, an infestation of plague-bearing fleas, etc.) is quite dangerous, doing 1d6×CL damage to all in the party. PCs making a successful Luck check avoid the worst of its effects, taking only half damage. In addition, the Gods of Trouble banish all fleeting Luck. Finally, worse still, should the party have no fleeting Luck at the time of the misfortune, the caster instead loses two points of permanent Luck and then suffers an additional minor misfortune (judge's discretion) that causes 1d4+CL points of damage. This disaster only affects the caster and their companions and does not affect anyone else in the vicinity.
- 32+ A major catastrophe (judge's discretion) strikes a chosen target within eyesight of the caster. The discordant event causes 1d8 damage plus an additional d8 for each point of permanent Luck spent by the caster. Possible examples of catastrophic events could range from being run down by a runaway horse, to a tower wall crumbling away while the target leans against it, to a lightning strike from an otherwise storm-less sky. No matter the manifestation of the event, it will always be reflective of freakishly bad luck. This manifestation purges all fleeting Luck from the table.



Table 3-18: The Gods of Trouble Agent Assistance Effects

Roll d4	Protection	Expertise
1	A sudden unfortunate event occurs, impacting the effect targeting the agent and sparing his life.	The task being attempted enjoys increased ease when a critical part or mechanism breaks, aiding the agent in his task.
2	The agent slips and falls, suffering 1 point of damage but completely avoiding the effects of the attack or spell if the save is successful.	A bystander suffers some misfortune that unwittingly aids the agent. The bystander might stumble into a watchman, distracting him as the agent sneaks by, for example.
3	Someone else, perhaps one of the agent's allies, walks into the effect, granting the agent a bonus to his save, but forcing the ally to make a save against the effect as well.	Any and all obstacles standing between the agent and success are swept away by another's misfortune. A passerby might drop an important skeleton key, enabling the agent to bypass a locked door. The task automatically succeeds, but woe unto the poor passerby!
4	The effect falls apart seconds before it strikes as the magic abruptly fails or the weapon/trap/etc. breaks. The agent is partially protected from the full brunt of the effect.	A calamity occurs, but the agent gains an unexpected benefit. His lockpick snaps but the broken piece springs the lock, he throws out his back but bends the bars, etc. The Gods of Misfortune have been appeased.

THE HATES



Amongst the teeming masses of Lankhmar, there are a sizeable number amongst the disaffected who follow the Hates. Those who choose this path are most often the lowest of the disaffected, the most venomous among the jealous and envious, the most downtrodden and abused, and those most filled with vitriol towards the “other” – whether they be rich, or beautiful, or even just fair-haired. Although the Hates themselves are a collective of lesser gods and vile spirits, their influence and power is unmistakable, and their cult is certainly active.

The invocation of the Hates is often, but not exclusively, performed as ceremonial magic.

Invoke Patron **check results:**

12-13 The Hates embrace and strengthen the resolve of the caster so that he may selectively lash out at his foes. Rage fills the vessel for 1d4 rounds, during which time he may burn temporary points of Personality to increase damage inflicted by his melee attacks.

14-17 The Hates whisper their dark urges directly into the mind of the caster, goading them to greater actions on their behalf. The caster’s physical form is strengthened by 1d6 hit points but the recipient must succeed in a DC 13 Will save or immediately attack the target closest to them, regardless of whether it is friend or foe. This rage-fueled vitality lasts for 1d4+CL rounds.

18-19 The Hates whisper their crooning promises to a target within 100’ of the caster. The cajolements towards the shedding of blood and feeling its warmth cascading down one’s flesh are quite convincing. The target must make a Will save vs. the spell check or immediately attack the closest creature within 50’ of the caster. The target will fight until they or their victim are dead.

20-23 The whispering voices of the Hates seek out others in the immediate vicinity (300’) who are pliable to their desires and send them to the aid of the caster. Up to 1d4 rage-fueled combatants will immediately make their way towards the caster and will attack all others within 50’ of him. Treat the combatants as Peasants (see DCC RPG p. 434). These combatants will fight until slain and, should they run out of targets, will turn upon the caster and his companions.

24-27 Fury and rage are the vented promises of the Hates as they urge the enemies of the caster to turn on one another. The caster may choose two targets within 50’ for the Hates to gibber and titter at. The targets must make a Will save vs. the spell check or immediately attack one another, eschewing weapons to bite, claw, and punch one another. This unrestrained brawl will last for 2d3 rounds.

28-29 Faint whispers of dark desires run, barely audibly, in the hearing of those within CL×50’ of the caster. From those the caster may choose up to 1d3+CL targets who, fueled by their loathings and bigotries, will immediately turn and attack one another by the most lethal means available for the next 13 rounds. Targets succeeding in a Will save vs. the spell check are immune to this and other powers of the Hates for 24 hours.

30-31 The Hates channel and focus the malice and envies of the supplicant and coalesce it into a thick, white fog. The cloud extends itself as 2d4 serpentine tendrils, and may travel up to 50’ away from its point of origin (per caster involved in the invocation), seeking out chosen target(s). The cloud of hate is susceptible only to magic weapons and spell attacks, save for the thin pink chord that anchors it back to its original point of manifestation. Should the cord be severed, the cloud will dissipate and the summoning caster(s) each suffer 2d8 points of damage. The cloud will continue to attempt to carry out its assigned task to completion until destroyed.

Cloud of Hate (type I demon, Hates): Init +3; Atk tendril +4 (1d8 plus constriction) or melee +2 (by weapon type); AC 15 or 10; HD 5d8; MV 50’; Act special; SP constriction (+1d8 damage each round target is held), *charm person* (+4 spell check), multiple tendrils (2d4 tendrils, 1d20 action die each), immune to non-magical attacks (except cord), vulnerable at cord (AC 10, suffers double damage); SV Fort +8, Ref +4, Will +8; AL N.

32+ Pouring out rancor and loathing into the area, the caster causes all within 100’ to enter a state of violent rioting. Targets must succeed at a Will save vs. the spell check or immediately enter combat to the death with the next closest person. The battle royale lasts until only one of the combatants remains. The riotous horde will attack any others who are hapless enough to come within range of their melee.



Table 3-19: The Hates Agent Assistance Effects

Roll d4	Battle	Wizardry
1	Righteous anger fuels the agent's attacks, granting him increased power as he rages against his enemies.	The caster's emotions boil over, feeding his sorcery with anger and rage.
2	Hatred fills the eyes of the agent's opponent, making him furious. The enraged attacker drops his guard, making him easier for the agent to strike.	The agent taps into an unresolved anger towards the target and unconsciously channels his hate into the spell's magic.
3	The agent's weapon retains some of the anger felt by the smith who forged it, incensed at a personal slight. The Hates awaken that anger, temporarily increasing the weapon's lethality.	The target of the spell is someone or something particularly abhorrent to the Hates and the powers themselves intervene directly to temporarily increase the agent's casting prowess.
4	The face of the agent's enemy shimmers, briefly transforming into the visage of someone the character despises. His blows land with increased force.	The Hates awaken a slumbering self-hatred in the target of the spell. Overcome with self-loathing, the subject makes no attempt to avoid the incantation's effects.

WINGED TYAA

Winged Tyaa is an ancient being, banished from Lankhmar centuries before the arrival of Fafhrd and the Gray Mouser. A somewhat minor power among Nehwon's supernaturals, her primary goal is to reclaim her rightful place in Nehwon, especially Lankhmar. She expects sacrifices, through maiming or death, of haughty, beautiful women who do not willingly pay her tribute of gems and jewelry. Any who harm her Beloved (see Chapter 5: Monsters of Nehwon, p. 95), or steal her offerings, must also be sacrificed in her name. The week-long *patron bond* ceremony for Winged Tyaa should include the nursing of a wounded bird back to health, otherwise the caster suffers a -1d penalty to the bonding ritual's spell check. Desperate to grow her following of Falconers and Priestesses, she will grant the *invoke patron* spell to any PC class bonded to her, although non-wizards use a d14 for the invoking spell check. For wizards, Tyaa allows the choice of any result less than or equal to the spell check. Moreover, those wizards who please Tyaa sufficiently may be granted a Beloved of Tyaa as a guardian familiar.

Invoke Patron check results:

12-13 For 1d3+CL hours, Winged Tyaa grants the caster the ability to converse with all bird-kind. The caster may ask a bird for favors, information, etc., but he may not command it. Indeed, for a requested service, the bird may require the caster pay a price (food, a favor, etc.).

14-17 Answering the caster's call, Tyaa sends 1d4+CL Beloved of Tyaa, which arrive in 1d7-CL rounds (minimum result of 1 round). The Beloved protect and aid the caster for 2d5 rounds before departing. The birds and the caster can communicate during this period.

18-19 The caster's arms extend to four times their length, and become giant carrion crow wings. The caster may fly at 50' per round while carrying up to 100 lbs. for 1d6+CL turns.

20-23 A servant of Winged Tyaa often requires resources, and Winged Tyaa provides. In 1d6-CL turns (minimum result of 1 turn), a murder of Beloved descend around the caster, leaving her freshly-killed small game (enough to feed her party), and 2d3×CL gp worth of gems, jewelry, and baubles. If the caster succeeds on a 1d100 Luck check, the loot includes a special item that will assist her on her current quest.

24-27 Answering the caster's call, Tyaa sends 2d5+CL Beloved of Tyaa, which arrive in 1d5-CL rounds (minimum result of 1 round). The Beloved protect and aid the caster for 2d5 rounds before departing. Alternatively, the caster may choose one from the murder and send the others away. This particular Beloved has attack bonuses, damage, and HD tripled, as well as AC 17; it will remain with the caster for 2d5 hours and perform, to the best of its abilities, any reasonable task the caster desires (protection, reconnaissance, item theft, etc.). The birds and the caster can communicate during this period.

28-29 Shaping the caster in Tyaa's own image, the caster's arms become carrion crow wings (as result 18-19), her nose and mouth form a raptor's beak, her eyes become like an eagle's, and her feet become poisoned talons. She may attack with her beak for any of her normal action die with a +2+CL bonus, for 2d6 damage. Furthermore, she gains two talon attacks (each with a d14 action die), at +CL to hit for 1d4 damage + poison (DC 12 Fort save or suffer an additional 2d6 damage). The caster's vision becomes greatly enhanced, enabling her to see small details (such as the trail of a single ant) from up to 100' away, in all light conditions except magical darkness. This form lasts for 2d6+CL rounds.

30-31 Tyaa manifests 2 Tyaagoyles to serve as guardians for the caster's altar, home, campsite, etc. They are bound to stay within (CL×10)+30' of their summoned location, and remain for 1d7 days. Tyaagoyles look like gargoyles, but have women's faces (albeit with avian features), arms and legs ending in talons, and large folded wings emerging from their shoulders. They are composed of stone and require no air, food, or water to survive.

Tyaagoyle: Init +4; Atk claw +4 melee (2d4); AC 21; HD 3d8; MV 30' or fly 30'; Act 2d20; SP resistant to non-magical weapons, stand still; SV Fort +6, Ref +0, Will +2; AL N.

Winged Tyaa sends her most worthy petitioner a Beloved Swarm, which arrives in 1d3-CL rounds (minimum result of 1 round). The swarm is an indistinguishable black cloud of feathers, claws, and beaks, which attacks the caster's enemies for 2d6 rounds before departing.

32+ **Beloved Swarm:** Init +5; Atk swarming bite +6 melee (2d4) and talon rake +3 melee (1d4 plus poison); AC 16; HD (3+CL)×d8; MV fly 50'; Act 2d20, special; SP attack all targets within 30'×30'×30' volume, half damage from non-area effect attacks, blinding peck (DC 10 Ref save on critical hit from bite or be permanently blinded in both eyes), poisoned talons (DC 12 Fort save or suffer an additional 2d6 damage); SV Fort +2, Ref +6, Will +3; AL N.



Table 3-20: Winged Tyaa Agent Assistance Effects

Roll d4 Expertise

- 1 The agent's fingers briefly become talon-like, granting them a slenderness and dexterity to aid in the task at hand.
- 2 The agent's eyes become as keen as an eagle's for a moment, allowing her to discern an overlooked advantage to help with his task.
- 3 A common bird appears near the agent, alerting her to an object or position that would assist her.
- 4 Tyaa's bird-like caws sound through the air, comprehensible only to the agent. Winged Tyaa provides sound advice that aids her agent hidden amongst the croaking and twittering.

AGENT ASSISTANCE EFFECTS AS DIVINE MANIFESTATIONS

Judges running a DCC Lankhmar campaign with the core DCC RPG rules or a DCC RPG game that utilizes Nehwonian deities in its pantheon might consider using the various Agent Assistance Effects as a form of clerical spell manifestation. When a cleric draws upon one of the Nehwonian

deities for a spell, the magic takes effect accompanied by an appropriate Agent Assistance effect, demonstrating the god's power. This has no in-game consequence other than making it known who the cleric serves and adding some color to the campaign.

CHAPTER FOUR: RULES AND ADVICE



DCC Lankmar is different in several ways from the typical Dungeon Crawl Classics game. As such, the judge who decides to run a DCC Lankmar campaign may encounter challenges he or she might not expect, even if they have a long history of playing DCC or other role-playing games. Additionally, while DCC Lankmar utilizes the same rules as the Dungeon Crawl Classics RPG, some additional rules, suggestions, and methodology are included in this boxed set to allow the judge to better create a campaign reminiscent of the Fafhrd and the Gray Mouser stories of Fritz Leiber. This chapter focuses on rules useful to the judge to help evoke the fabulous world of Nehwon, as well as useful tips and information on how to deal with the unique challenges a DCC Lankmar campaign—especially a city-based one—presents to both the judge and players.

New Rules

As with the rules presented in the *Compendium of Secret Knowledge*, the following game mechanics are designed to allow the judge and players to replicate the tone and action of the Fafhrd and Gray Mouser stories. These rules are entirely optional and the judge should use what he and the players enjoy and discard the rest.

Ultimately, it's your Nehwon, viewed through your own interpretations of Leiber's tales. Make it your own.

Advancing Non-Class Abilities

Some PCs might begin play with the abilities of another class due to a fortunate benison. A thief might know a bit of magic, a wizard may have received training in a certain weapon, or a warrior might have picked up a handful of larcenous skills. This represents the knowledge the PC acquired prior to beginning his adventuring career. Once his standing as a hero has been established, the PC is assumed to focus on his main area of expertise—in other words, his class.

As a PC gains experience and rises in level, his cross-class skills do not increase. A thief who begins the game knowing a single spell and able to cast it with a d14 action die will still be limited to that single spell and aptitude even if he achieves the lofty heights of a 10th-level thief. He simply doesn't have the opportunity to advance his sorcerous knowledge as he increases in criminal skills.

A PC desiring to increase his cross-class abilities must embark on a dedicated quest to seek out training, magical mentors, undergo grueling tests of his skill, or otherwise acquire the means to advance his understanding on matters outside his typical accomplishments. In short, the PC must strive in-game to advance in power and not simply acquire XP.

The DCC RPG core rule book provides some suggestions as to how a PC might obtain new spells or increase his spell check die (see pp. 314-316). In addition to these, a PC who has a patron or acts as an agent for a supernatural entity

might petition their mentor or master to train them. It will likely be necessary for the PC to accomplish some great deed for the patron or mentor before training is bestowed, but assuming the character succeeds, he may increase his spell check die by +1d and learn a new spell.

The same method works for characters attempting to increase other non-class abilities. Training with a thief might increase the PC's thief skills by +1 or add a new skill to his repertoire. Tutelage under a weapons master would increase the character's deed die by +1d. The judge has final say in how long training takes, the benefit gained from undertaking study, and—often most importantly to cash-strapped adventurers—how much that training will cost the student.

OPTIONAL DOWNTIME TRAINING RULE

Those PCs who dare call themselves "heroes," yet lack the wherewithal to engage in daring, dangerous quests to advance their cross-class skills, may find it possible to improve them by finding more mundane trainers. One wishing to increase his magical lore might study under a *bona-fide* member of the Lankmar Sorcerer's Guild, for example, or a PC desiring to learn more of the larcenous arts could seek out a disgraced, drunken member of the Thieves' Guild and pry some secrets from him. However, this all takes time.

If a PC desires to improve their skills in this mundane manner, the judge should roll 1d6+1. The result is the number of **real time** months (not game time) the PC will be off studying and not allowed to adventure. While he muddles along, studying, his compatriots will be adventuring, concentrating on their sole or primary professions and advancing much faster as they acquire both XP and loot. Hopefully, the player has a second PC he can run as perhaps a lackey or temporary replacement until the other character completes his education.

CAROUSING

The big man squinted, nodded, then rocked his head disgustedly. "To make such a to-do over a brandy tab."

"Especially when it couldn't have been much more than a yard long," the small man agreed. "Of course there were those two full casks of brandy you smashed and set afire the last night you were brawling at the Eel."

"When the odds are ten to one against you in a tavern fight, you have to win by whatever methods come easiest to hand," the big man protested. "Which I'll grant you are apt at times to be a bit bizarre." – The Swords of Lankmar

Player characters in DCC RPG regain spent permanent Luck through their adventurous actions: placating gods, seeking out mystical locales, helping the unfortunate, and other deeds designed to improve their standing in the eyes of the cosmos. While those methods will work in a DCC Lankmar campaign (judge's discretion permitting), the average city-dwelling sell-sword or cutpurse has little time or inclination to undertake such tasks. DCC Lankmar introduces a new method for those morally-maladjusted types to replenish spent permanent Luck: carousing!

What Did I Do Last Night?!

At the start of every adventure (not session), each player can, if he so desires, roll once on the following table. The die roll represents the PC's actions during downtime, determining what sort of wild mishaps and side adventures he got up to before the start of the latest adventure. Players may choose which die to roll: from d3 up the dice chain to d20. The larger the die, the greater the risk – and the greater likelihood for Luck recovery.

Characters may recover Luck up to their original score. Recovered points above the character's original Luck score may be spent to recover lost hit points or to heal stat damage on a 1:1 ratio. However, there's often a price to pay for that recovery.

REDUCED CONSEQUENCE: AN OPTIONAL RULE

If the judge feels like have the PCs deal with potentially severe consequences every time they go carousing is too much, he can reduce the chances of a complication occurring. The judge refers to the Carousing Consequences column only if the character recovers an *even* amount of Luck. If the Luck recovered was an *odd* number, the character suffers no consequence for his carousing actions.

Carousing Complications

Each result on the carousing table has a consequence. After the PC has replenished his Luck and/or healed his injuries, the judge consults the Consequences column to determine what interesting event happened in the wake of the character's night on the town. This consequence immediately affects the character and he starts the adventure having to deal with any unpleasanties resulting from his actions.

Pending the judge's approval, most complications blow over or are forgotten following the adventure. Alternately, PCs may escape their complications by laying low (see below) or departing the city for a period of time. But, as Sheelba noted, the PCs will be returning again and again.

Table 4-1: Carousing

Roll	Luck Points Recovered	Carousing Consequences
1	1d3	Miraculously – boringly – you begin the adventure unscathed.
2	1d4	You begin the adventure with a legendary hangover. -1d to all actions until you have more to drink. You are also broke.
3	1d5	After a bout of epic debauchery you awaken to discover you now have followers. You have acquired (roll 1d5): (1) a devoted linkboy; (2) a skald that follows you everywhere; (3) an attractive but hapless (though not helpless) suitor; (4) 1d12 escaped Mingol slaves; (5) a band of 1d20 beggar children. Your followers have incurred 1d20 gp in expenses...and your coin purse is missing.
4	1d6	You were apprehended by the watch for public drunkenness. You escaped (of course) but at the cost of any wealth and gear you were carrying at the time. How bad was your offence? Roll 1d4: (1) the watch publicly mocks you when they encounter you in the street; (2) you cannot pass city gates without risking apprehension (DC 10 Luck check); (3) you are actively being hunted for your crimes; (4) a bounty of 1d100 gp is offered for your head, and every blackguard, thief-taker, and bounty hunter is out for your hide.
5	2d3	Last night's misadventures left you worse for the wear. A ragged wound (no doubt cleaned with alcohol) has left you with -1HD hit points. Judging from the dried blood on your weapons, the other side fared far worse. If only you could remember who they were. [Judge: Secretly roll the offending party, who will attempt to soothe their wounded pride with a duel or ambush. Roll 1d5: (1) a young duelist trying to prove himself; (2) a band of 3d4 haughty noble sons; (3) the blackguard the PC beat at dice...and then cards, and then rat-racing, and finally drinking; (4) a prideful Northerner; (5) an extra-planar being in the guise of a man.]
6	1d7	You spent a drunken night in the arms of your enemy's lover. (Alternately: a lover relevant to the coming adventure.) He or she (50% chance of either) is deeply enamored of you, and if spurned, betrays you out of spite.

- 7 1d8 You lost it all gambling...and then some. You have no wealth and owe 1d100 gp to (roll 1d5): (1) the Day Beggarmaster of the Beggars' Guild; (2) a black wizard; (3) a desperate merchant-lord; (4) a war-like and ill-tempered Mingol; (5) an eccentric Ilthmar duke or duchess. Agents of the moneylender harass the PC at inopportune times throughout the adventure.
- 8 2d4 For the entire adventure you are repeatedly mistaken for... (roll 1d6): (1) an exiled prince of Ilthmar; (2) a wanted murderer; (3) an incarnated deity; (4) an escaped slave; (5) the missing heir to a vast Land of the Eight Cities fortune; (6) an enemy general; and are accorded all the honors and burdens of the station. Worse, your simulacrum is simultaneously being seen about the city, stirring up even more chaos.
- 9 1d10 You knew she (or he, 50% chance of either) was trouble when she walked through the door. You're broke now, but it was worth every copper. [Judge: Who was she/he really and what will be the fallout? Roll 1d7: (1) a noble heiress/heir fleeing an arranged marriage; (2) an Eastern prince/princess seeking a general for his/her armies; (3) a poisoner sent by a rival - you have 1d24 hours to find an antidote; (4) a witch or warlock who has placed a geas upon your soul; (5) a daughter/son fleeing their father's cult; (6) your only alibi for a heinous massacre... but what was her/his name?; (7) he/she actually *was* a god!]
- 10 2d5 The evening was one Lankhmar will not soon forget. You spent through your considerable fortune and set fire to your favorite tavern or dive. While you are now a hero amongst drunks and blackguards, the owner is none too pleased. Initial estimates pin the cost to rebuild 5d100 gp.
- 11 1d12 In a drunken fit of ill-timed idealism, you gave all your wealth to... (roll 1d3): (1) a fledgling religion that now venerates you as a saint; (2) a father feverishly trying to buy his family out of slavery; (3) a suitor desperate to win a noblewoman's love. In the morning they return to express their gratitude. The only trouble is they came up 1d100 gp short - can you spare some more?
- 12 3d4 A long-forgotten face showed up in town last night (roll 1d5): (1) an old lover hoping to win you back; (2) a rival from your misspent youth looking to settle old debts; (3) your former master, now aged and seeking asylum; (4) a sibling who will be slain unless he pays 1d500 gp to the Thieves' Guild by tonight; (5) a youth claiming to be your child.
- 13 2d6 That black magician wasn't too pleased with your jape. Roll 1d4: (1) you can no longer tell a lie; (2) everyone sees you as the opposite gender; (3) you cannot harm another living being; (4) you cannot keep any wealth.
- 14 1d14 This morning you awoke, naked... (roll 1d5): (1) in the Overlord's seraglio; (2) atop a cult's sacrificial altar; (3) shackled to a train of slaves; (4) in public stocks; (5) in the bed of a minor lord or lady (50% chance of either). You've since escaped, but all your wealth was lost in the misadventure. Your equipment was sold to a pawnbroker who will happily part with the items for three times their true worth.
- 15 2d7 You were robbed and beaten by your drinking companions. You have lost all valuables (including equipment) that you were carrying at the time, and emerge from the alley with a black eye and 1d3 fewer teeth.
- 16 3d5 The Overlord has grown weary of your antics. You cannot pass a gate, officer of the law, or member of the nobility without being recognized and accosted. Individual reactions vary (some may call for your capture, others may be open to bribery, etc.) but all will identify you as an outlaw and exile.
- 17 1d16 In hindsight, mayhaps defacing the holy nave was a bad idea. Devotees... (roll 1d5): (1) have opened a contract with the Slayers' Brotherhood; (2) have commanded their followers to hang your intestines from the temple walls; (3) are gathered in the hundreds, ceaselessly chanting in the hopes of bringing about your doom (you fail every Luck check so long as they remain uninterrupted); (4) follow you everywhere, cursing your damned soul; (5) have summoned a creature from beyond space and time that heralds your doom.
- 18 2d8 You awaken with your hand gripped tight around... (roll 1d5): (1) the iconic navel jewel of the overlord's lover; (2) a sacred skull stolen from the temple of Votishal; (3) an slimy idol from Drowned Simorgya; (4) a necromancer's familiar; (5) the severed head of a guildmaster.

19 3d6 You awaken to discover the Thieves' Guild has placed a bounty on your head; thief-takers the city over are hunting for you and your companions. Roll 1d4: (1) you were framed; (2) it's a case of mistaken identity; (3) you ratted out a fellow thief with a slip of a lubricated tongue; (4) you might have committed the deed, but the details are exceedingly fuzzy.

20 1d20 You've drawn the attention of the gods, but for weal or woe? (Judge: Make a secret d20 roll and ask the player to call high or low. If the player calls it right, his PC cannot fail a saving throw or Luck check during the adventure. If the players calls the roll wrong, his PC fails every saving throw and Luck check.)

Laying Low

The small man shrugged. "I was in a hurry. The Spider God was after me." – The Swords of Lankhmar

The adventurers' exploits in Lankhmar may result in them crossing the line between legal and illegal activities. In fact, given the very nature of most adventurers, such a misstep is almost certain! The PCs might rob a temple, plunder a forbidden tower, or get into a street battle with Lankhmar's constables. Any of these illicit actions make the characters wanted men and women. What's a hunted PC to do?

The easiest solution is to leave town, departing for distant lands to engage in other adventures until the heat dies down. Circumstances and responsibilities in the criminal's life (such as the *Dependent* doom) might make fleeing the city an impossibility and the PC must resort to other means to escape arrest. The criminal goes to ground and lies low until other crimes or suspects draw his searchers' attentions away from him and he can once again assume his place in the city's demimonde.

A PC who chooses to lay low must reclude himself in a hard-to-find place away from his usual haunts and lodgings. This could be anything from a lavish manor owned by a new paramour or a rat-infested hovel hidden in one of the city's slums. The PC cannot stray far from his hideout and interactions with other residents—especially known allies, such as his fellow party members—must be avoided. Spending more than 1d3 hours away from his hideout or in the company of known associates in a single week ruins his chances of laying low and negates his roll to end the search for him.

Every seven days the character lies low, he can make a Luck check to see if the heat on him has died down and the person(s) seeking him have called off the search or become distracted by more recent events. The hunt ends with a successful Luck check. If the check fails, the hunt continues, possibly incurring additional complications.

The default die used for the Luck check is 1d20 and this die is reduced by -1d each subsequent week the PC lies low. After two weeks, for example, the character's Luck check is made with a d16, a d14 after three weeks, a d12 after a month, and so forth.

The default die may be increased or reduced depending on the severity of the PC's crimes at the judge's discretion.

A PC who successfully robbed the Rainbow Palace would make his initial Luck check with a d30 to represent the severity of his crimes in the eyes of the city watch, while one who robbed a minor shopkeeper might make his initial Luck check with a d14.

If the die size is ever smaller than the PC's current Luck (including fleeting Luck), the PC is considered to have successfully laid low and no die roll is needed (e.g. a character with a Luck of 11 automatically succeeds in laying low if the die is reduced to a d10).

Laying Low Complications

A failed Luck check while laying low introduces the possibilities of complications. Complications range from being spotted and reported to the authorities to a late night raid on the PC's hideout by city constables. The possibility of a complication depends on the die size and the result rolled. If the Luck check die roll result falls in the complication range presented on the table below, calamity ensues. The judge can roll or choose from the possible complications given below or create his own.

Table 4-2: Laying Low

Luck Check Die	Complication Range
d30	21-30
d24	21-24
d20	18-20
d16	16
d14	14
d12	12
d10	10
d8 or less	None, but PC-created complications are still possible.

Table 4-3: Complication Type

Roll d5	Complication
1	Spotted! The PC must find a new hide-out and begin the process of laying low anew. Luck check die size is reset to its starting size.
2	Blackmailed! An NPC spots the PC but is willing to forget he saw the character in exchange for a bribe or favor.
3	The Heat is On! Watchmen/hired thugs/professional killers are searching the immediate vicinity around the PC's hideout. Another Luck check using the current die size is made. If successful, the searchers miss the PC, but if the check fails, they spot him and must be dealt with. A successful Luck check to avoid the hunters does not affect the PC's overall laying low status.
4	Renewed Determination! The PC's hunters increase their efforts to locate him. The new laying low Luck check is made with a +1d penalty.
5	Discovered! The PC's hideout is discovered by the searchers and is raided with the intent to kill or capture the PC.

The above complications represent the effects of the searchers' efforts "behind the scenes" (canvassing the neighborhood, paying off informants, searching for clues, etc.) and occur without the PC's knowledge or influence. It is entirely possible for a character to cause his own discovery through his actions while laying low and these PC-created complications must be adjudicated by the judge based on circumstances.

Multiple PCs Laying Low

Parties that commit a crime together may choose to lay low as a group, hiding out together so as to have company during the boring days and nights and backup in case they are found. The drawback is that if one person blunders, the whole group might be discovered. To replicate this possibility, each week's Luck check is made for the entire group by the character with the worst current Luck when more than one PC is hiding out together. Any complication that occurs affects everyone.

LEGENDARY OBJECTS

He had lifted his sword for emphasis, gripping it by the scabbard just below the guard, but now he held it still with the hilt near his ear.

"It hums a warning!" he said tersely after a moment. "The steel twangs softly in its sheath!" - The Cloud of Hate

Nehwon is not a magic-rich world like some other realms in the bubbling multiverse. Heroes may spend their entire careers plundering tombs, stealing from decadent nobles, and following ancient maps to hidden caches of forgotten loot and never encounter an enchanted object or magical weapon. However, scarcity does not mean non-existence, and a few objects of legend are known to exist on Nehwon. These items are described here for the judge's convenience and to serve as inspiration for similar magical devices of his own creation.

Blindfold of True Seeing

Described as a veil of cobwebs, the *Blindfold of True Seeing* reveals the real forms of all persons, places, and things obscured by illusions, camouflage, magic, and other forms of disguise. It allows the wearer to pierce gloom and magical darkness, granting sight as if it were broad daylight. Any creature wearing the Blindfold gains the benefits of the 4th-level wizard spell *wizard sense* at the 18-19 spell check effect. These enhanced senses last for as long as the Blindfold is worn.

Cloak of Invisibility

This garment resembles a ragged ribbon of cloth measuring a yard long and is said to be all that remains of a once-impressive cloak now worn by age and countless wearers. When the *Cloak of Invisibility* is donned, the wearer becomes invisible to normal sight, and can move about and even attack without being seen. However, the Cloak does not obscure sound or spilled blood and the wearer can still be detected by any noise he makes or injuries he suffers. Spells that pierce invisibility, such as *detect invisible*, or objects that grant true vision (as the *Blindfold of True Seeing* does) can perceive the Cloak's wearer as normal. The invisibility effect lasts as long as the Cloak is worn.

Cuirass of Mingsward and the Groin-Piece of Gortch

These pieces of armor are not magical, merely the product of two armor-smiths the likes of which Nehwon may never see again. Each piece is crafted with such precision that it can be worn beneath one's daily clothes to provide protection and yet be nearly impossible to detect.

The Cuirass of Mingsward grants the wearer a +6 AC bonus, has a fumble die of d8, and has no check or speed penalty. The wearer is considered armored and does not gain

double his Agility modifier if the judge is employing the optional Unarmored Warriors rule (see *Compendium of Secret Knowledge* p. 31).

The Groin-Piece of Gortch gives the wearer a +1 AC bonus and has no fumble die, check, or speed penalty. If worn alone, the wearer is treated as unarmored for determining his Agility bonus if the judge is using the Unarmored Warriors rule.

Although only the Cuirass and the Groin-Piece are mentioned in the stories of Fafhrd and the Gray Mouser, it's likely that the two armorers produced other pieces that possess similar traits and benefits. These pieces of armor may still exist in an ancient warrior's tomb, a collector's private museum, or similar locations, awaiting a daring hero to reclaim them.

Dart of Emotions

These small, slender darts resemble rat-sized javelins, lacking flights or feathering. They can be hurled by hand, but are more efficient when fired from small crossbows, either of the hand- or rat-sized variety. Only the silver dart's effects are chronicled in the writings of Nehwon, but it is plausible that darts of other metals exist and produce different emotional effects.

The silver dart, if it successfully strikes its target, lodges beneath the skin and produces feelings of love and adoration in the target if a DC 20 Will save is failed. This is not a mindless enchantment, but the target finds it difficult to act directly against the subject of his affection and will do his best to appease her whims. At the judge's discretion, the target can attempt another DC 20 Will save to briefly resist the dart's power (for a moment or two), but no more than once per day. The target finds other persons of his preferred gender for emotional liaisons to be lacking when compared to the dart's owner and his mind is filled with thoughts of his beloved. The target remains somewhat aware his affections are not completely natural, but is powerless to resist them. He cannot remove the dart from his flesh and resists all attempts by others to do so. Only the subject of his affections can remove the missile without difficulty.

Elixir of Ghosts

This draught is a thick purple liquid with a taste like blood and a sickly sweet odor. Consumption of this potion transports the drinker's soul to a misty-netherworld adjacent to Nehwon, a realm occupied by hungry spirits that never reached the Shadowland. These spirits are typically vengeful ghosts whose anger and hunger for revenge prevents them from entering Death's domain. Travel to the netherworld is extremely hazardous, but sometimes attempted to either appease the ghosts or pry secrets from their spectral lips.

The effects of the *Elixir of Ghosts* last for 1d4+4 hours. During this time, the drinker's body lapses into a coma state while his spirit travels to the netherworld, leaving all his worldly possessions behind. While in the netherworld, the character can interact with spirits and other such denizens

normally, affecting them with physical attacks and magical spells alike. The ghostly inhabitants can affect the drinker as if he were a native of the netherworld in return.

Any injuries suffered while in the ghostly netherworld afflict the drinker's body and if he is slain in the ghost realm, he dies in the real world as well.

Hisvin's Potions

Hisvin, the Grain Merchant of Lankhmar, was known to possess two types of potions that allowed him, his daughter, and their allies to travel freely between the worlds of Lankhmar Above and rat-controlled Lankhmar Below. One potion was white in coloration, the other black in hue. Each had a different effect when consumed.

The black potion causes the drinker (if human-sized) and all his carried possessions to shrink to 6" in height. The effect of the potion lasts precisely nine hours or until counteracted. When the drinker shrinks in size, his body and objects shed excess mass, leaving a pool of viscous fatty flesh, iron dust, cloth scraps and similar discarded matter behind, making it quite noticeable to those familiar with the potion's effects as to what has occurred there.

The white potion either counteracts the effects of the black potion prior to the end of its normal duration or increases the size of smaller beings (up to 1' in height or length), transforming them into 6'-tall creatures. This effect also lasts for nine hours or until counteracted by consuming the black potion. As with the shrinking version of this elixir, the drinker requires additional matter to increase its size, stealing flesh, metal, and steel from his immediate vicinity to bulk up his physical form and possessions. If the drinker cannot reacquire his own shed matter (if applicable), the potion's magic snatches it from surpluses available nearby. If no suitable matter is present, the drinker suffers 1d6 points of temporary ability damage to each of his Strength, Agility, and Stamina scores.

War Cat Whistle

This object is a slim tin whistle said to have once been owned by a wise woman of the northern lands. It has a string of thirteen undecipherable characters lining one side of it and the figure of a slender feline beast resting on its legs with head raised high on the other. When blown, the whistle produces a sound described as "the scream of a leopard, the snarl of a tiger, and the roaring of a lion commingled."

Sounding the whistle summons the thirteen War Cats (see Chapter 5: Monsters of Nehwon) to the blower's location and they appear the following round, seeming to form out of the shadows. The War Cats instantly attack whatever creature or creatures, beast or man, in the immediate area of the whistle they deem to be the biggest threat to felines. If none are present, the War Cats likely turn upon the whistle-blower unless that person is a lifelong ailurophile (judge's discretion). If no threat is present and they deem the whistle-blower unworthy of savaging, the War Cats immediately depart. Otherwise they remain until the threat is slain or driven off.

It is said that the *War Cat Whistle* will only work once in a lifetime for any particular individual or group of individuals (such as a party of adventurers). After this single use, the whistle produces only a shrill trilling when blown.

Scholars who subscribe to the belief in the Thirteen (that there are thirteen of each animal type that possess manlike wisdom and skill and rule over each beast tribe) postulate there are likely to be other forms of summoning tools designed to conjure the various archetypical beasts to the physical realm. Whether they are correct is left to the judge to decide.

RUNNING URBAN-CENTRIC CAMPAIGNS

The Silver Eel bustled with pleasantly raucous excitement. Fighting men predominated and the clank of swordsmen's harness mingled with the thump of tankards, providing a deep obbligato to the shrill laughter of the women. Swaggering guardsmen elbowed the insolent bravos of the young lords. Grinning slaves bearing open wine jars dodged nimbly between. In one corner a slave girl was dancing, the jingle of her silver anklet bells inaudible in the din. Outside the small, tight-shuttered windows a dry, whistling wind from the south filled the air with dust that eddied between the cobblestones and hazed the stars. – The Bleak Shore

Most judges cut their eyeteeth on dungeon adventures. Dungeon delves are the easiest adventure to concoct and run, as they by design limit the choices a party can make and tend to focus more on combat than social interaction. There's nothing wrong with a good dungeon-centric campaign (and there's a whole lot right with them!), but making the leap from the dungeon to the big city can be formidable to many judges. This section provides insight and advice on how to run a good city-based campaign, an absolute necessity to get the most out of the DCC Lankhmar game.

Where the Codpiece meets the Cobblestones

The urban campaign is the promise of freedom: where PCs are free (encouraged!) to move about in three dimensions, plotting their heists from damp alleyways, fog-slick rooftops and foul sewers; where a quick tongue and clever wit is more deadly than the sharpest blade; where PC creativity, audacity, and roguish luck carry the day. It's the promise of exotic bazaars, forbidden seraglios, diabolical sorcerers and heathen cults, where lives are measured in silver and where – with enough gold – anything is possible.

The city and all its inhabitants are at the PCs' disposal. The work of the judge is "simply" to play out the natural and logical repercussions of the PCs' actions. If the PCs cheat a merchant-lord, they should expect a visit from his thugs. And if they are kind to an urchin, they can expect a favor in turn (along with a mob of other urchins, hoping for the same generosity). Lankhmar is at the PCs' fingertips, for them to rule or ruin.

That same excitement and chaos can also dishearten new judges. For those of who might be daunted by the thought of a setting as wild and varied as Leiber's Lankhmar, we humbly offer some tips for helping to bring your vision of Lankhmar (or any fantasy-noir setting) to life.

□Meet□Hooks

You ran the Meet, carefully laid out the PCs' neighborhood, and populated it with villains and intrigues. But when presented with a world of choices, the PCs pick none. Or worse, each character settles on his or her own goals, and you are reduced to running three simultaneous adventures.

What is a judge to do?

Leiber had it easy: Fafhrd and the Gray Mouser never got to opt out of his stories. Your lot is the more difficult one. This is Dungeon Crawl Classics, after all, and a favorite PC might be lost at the toss of a die. If the PCs are enjoying status quo, there's no reason to risk their lives. And without foreboding passageways and gloomy caverns to declare "HERE BE YE ADVENTURE," even daring PCs can be at a loss, not knowing which way to turn.

Your first job as a judge is to **ensure that the PCs are uncomfortable**. It could be their empty stomachs, it might be the law breathing down their backs, or a weird curse cast by a mad cult. Whatever the threat, its proposition is the same: the PCs must take action if they hope to see another dawn in the City of the Black Toga.

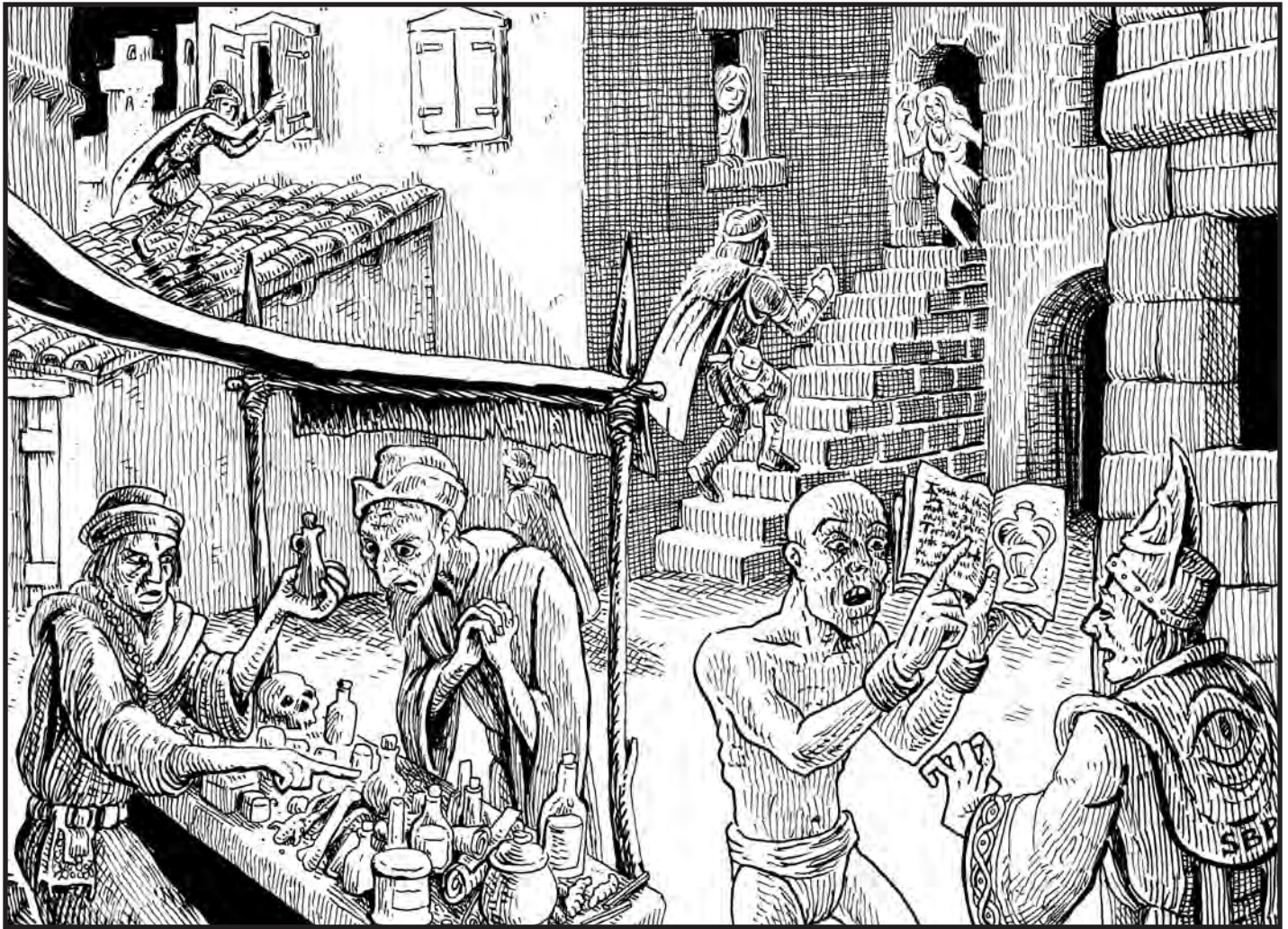
It is crucial that the threat is so overwhelming that **the PCs must work together if they hope to survive**. If they split up and divide their resources, they will be picked off by Slayers, torn to meaty bits by oily mists, devoured by rats. They work together or die alone.

This can be a radical shift for judges accustomed to others' first level adventures, but we implore you to throw off the mantle of "starting small." **There are no trivial adventures in DCC RPG**. There is only life or death.

Lastly, **turn the PCs loose on the city**. Let them scramble for survival however they can, but mark well whomever they harm or offend. And then those NPCs in turn (and their guilds, cults and whatever powers they can muster) present the next session's host of deadly threats to the PCs' increasingly complicated lives.

These freshly minted antagonists strive to be the instruments of the PCs' downfall, providing false witness to the watch, executing heists just before the PCs' arrival, inciting violence against the characters, and generally making asses of themselves at every turn.

Continuing in this cycle of **PC Actions → Lankhmar Reactions**, a campaign will quickly write itself. Salt the game sessions with your own favorite personalities and patrons (each endowed with its own agenda and aims) and soon your Lankhmar will rival any put forth by Masters Leiber or Fischer.



Example:

Two player characters, Silverlock (2nd-level thief) and Douglass One-Hand (1st-level warrior), are beginning their second session. The pair is holed up in the back of the Black Abbot, pondering their next move.

Silverlock: Before we start: I blew all my Luck last session escaping the slayers. Can I get any back?

Judge: Give me a roll for the Carousing Table.

Silverlock: 14!

Judge: You recover 1d14 Luck points, but there is a complication: this morning you woke up in the Overlord's Seraglio, naked and surrounded by his sated harem. Quite the night. How'd you escape?

Silverlock: Disguised as a houri! I stole one of the harem's veils and fled over the wall.

Judge: Okay, you managed to recover your weapons, and you're still wearing the bejeweled veil, but that's all. You're knocking back jacks of wine and recounting the night's exploits when the door to the Abbot is kicked in with a crash. It's the watch! The captain, a towering man in a browned-iron hauberk shouts to Douglass, "Unhand the vestal virgin!"

Silverlock: Me?

Judge: Yeah. Good disguise.

Douglass: Tell him to rot in hell. You're my virgin now.

Judge: The watch charges into the Abbot, shoving patrons aside. [throwing dice] Roll for initiative!

Of Patrons, Agents, and Servants

Being both the easiest of adventure hooks and the most readily abused, patrons require their own note.

A patron is best when he or she (or it) is ineffable and alien. Their goals need not be trivial, but their ends are always unknowable. Anything less reduces their allure to the safe, familiar and mundane.

A patron is most effective used in conjunction with another goal actively pursued by the PCs. In this role, the patron's aid is invaluable, but always complicates matters, often to the PC's distress.

Finally, patrons are best treated with a deft hand. Wait for the PCs to ask for aid and then offer them a devil's bargain. In this way, when the patron calls in its markers, setting PCs on a sure course towards their doom, the PCs have no one to blame but themselves.

NPCs and the Living City

Urban power structures mark an important departure from traditional crawls, where the toughest beasts rule from the lowest caverns. An NPC's power is not derived from his hit points or attack bonuses, but rather who he knows, who owes him favors and the debts that he owes others. And in the City of Sevenscore Thousand Smokes, everyone owes someone.

Death looms large in Lankhmar, and those with means take every precaution they can afford. The Overlord might not have any more hit points than a palsied watch captain, but an aspiring assassin will need to make it past the mobs of towering eunuchs, black-robed slayers, and chanting magicians (to say nothing of the dozens of organizations with a vested interest in his survival).

An NPC and his relationships are of twofold importance:

First, there is often no telling what allies an NPC can call into play, or what debts he owes. Threaten an innkeeper and you might find yourself faced with his son's gang of street toughs. Worse, that same innkeeper will certainly owe protection to the Thieves' Guild; ruin his business and the thieves will be hunting for the PCs who lost their golden egg.

Conversely, when an antagonist is tied into an organization, it relieves the need for plot protection. It's easy to kill a thief; it's nigh-impossible to kill his Guild. This maxim applies to every stratum of society: cut down the Overlord and dozens of overfed nobles will be vying for his throne; kill the doomsday-priest shouting from the corner and twenty more will have taken his place by dawn.

Rich or poor, Lankhmar endures.

From the Whole to the Parts

Running adventures in Lankhmar doesn't require memorizing every side street, byway and alley. And – as wine-maddened sages have taught us – a living city is always changing, with the competing forces of entropy and creation working side by side; new buildings go up even as neighboring facades slide into rot and ruin.

More effective than collecting an exhaustive list of (outdated!) place names is mastering the overall character of a neighborhood or ward – its smells and sights, the mannerisms of its people, the characters that prowl its streets after midnight, and what is found floating in the gutters come dawn – and working from the general to the specific, filling in the details as needed.

This saves the judge from memorizing minutia that may or may not ever be used at the table. Freed from the canon of the trivial, it allows for a game where PCs can range throughout the entire city, experiencing all that Lankhmar has to offer.

Narrative Focus

In a dungeon crawl, the narrative focus can almost always be run on a 1:1 relationship with PC actions. With the exception of sleep, nearly every action can be tied out to player declarations. This is a function of the adventure's deadly environs; if a PC was to enter a dungeon declaring, "We keep going until we discover something cool," the adventure would surely end in doom. As judges we expect the players to declare actions, precautions and queries with each new turn. To do anything less courts disaster.

A city's environs, while far from safe, don't present the dangers in the same way. Asking a player to declare every 5' step grinds the adventure to a halt.

When the PCs are traveling between locations, whiling away the night in a bout of epic drinking, or anything that doesn't require player input, the narrative focus should draw back, allowing the judge to summarize trivial details and the passage of time.

This shift in narration requires trust between the judge and the players. The players are right to assume that if the judge is summarizing details, it is because nothing vital is being glossed over or concealed. And that, when danger arises, the narrative focus will return to the 1:1 ratio of player declarations and PC actions.

Example:

Judge: Hours pass. Cold and cramped, you pull yourselves out of the water barrel.

Dougal: And the watch?

Judge: No sign of them. All's quiet for the moment.

Dougal: Okay, we duck out the back of the alley.

Judge: You hurry across the Street of the Gods, dodging the doomsday prophets and head south on Whore Street. The dusk air is thick with perfumed smoke and the chalky dust of the day. Painted ladies and men call out from the balconies, their pimps working a brisk trade on the street.

Silverlock: Any chance we're being followed?

Judge: It seems like you've lost the captain and the watch. But you know that thieves are thick all along the avenue. Once word gets out that one of the Overlord's jeweled veils is missing ...

When in Doubt, Ask the Players

The unrestrained urban game is judging at its most exciting...and exhausting. Unlike a static dungeon adventure, you can't know where the game is going. And really, you shouldn't. Presented with a dramatic inciting incident, PCs are almost certain to hang themselves with their own rope.

But every judge has a finite amount of creative reserves. When you're out of ideas and the random tables have failed you, your best resource is your players.

What is the name of the innkeeper? Where is the closest gambling den? Do we know a fence? The minutia of a living city is readily resolved with the players' input.

As judge, you should feel welcome to subvert any of the players' suggestions or call for a Luck point (or three) to be spent when the suggestion is in the PCs' favor. Keep in mind that every favor comes at a price, no slight goes unpunished, and every NPC will have their own goals and plots.

Example:

Dougal: We need to get off the street. Do we know any of the pimps?

Judge calls for a Luck roll. The PCs succeed.

Judge: Sure, you both have been welcome patrons of Whore Street ever since your last adventure. What's the pimp's name and what are you asking him?

Dougal: Uh - Old Kurtoh. I jangle my purse at him and mutter, "Bolt hole," under my breath.

Judge: Okay, Kurtoh is a potbellied, balding Mingol, his face long since rotted out from the syphilis. And like any good pimp he can smell your desperation. Ten gold rilks to get inside.

Silverlock: Ten?! [aside to Dougal] We can shank him if we have to.

Judge: Upstreet, you note the crowd part as the ladies call out to some of their favorite customers. The watch is coming. They haven't spotted you - yet.

Dougal: I empty my purse: 6 rilks now and another 10 before dawn tomorrow.

Judge: His eyes light up and he ushers you inside the musty den. He lifts aside a stained mattress to reveal a trapdoor. You smell sewage, wet leather and sweat wafting from below. "Get in," he says with a leer...

Further Reading

We live in a golden age of OSR/DIY gaming resources. If it's a random table you're looking for, chances are someone has written it. The key is picking the ones you'll use at your table. One judge might need a list of Nehwonian names, while another relies on a d50 table of shopkeepers arranged by neighborhood.

Following is a list of dens of iniquity and villainy, each sure to inspire and enhance any judge's urban campaign:

Edgar Johnson, *Street Kids of Ur-Hadad*, *Metal Gods of Ur-Hadad* #1

Logan Knight, *In Cörpathium*, *Last Gasp Grimoire*

Jeff Russel, *The Middenheim Hack*

Zak Smith, *Vornheim*

WHERE'S FAFHRD AND MOUSER?

Fafhrd and the Gray Mouser were the protagonists of their stories and didn't concern themselves with sharing the limelight with other would-be heroes. This is not the case in DCC Lankhmar, where the player characters and their exploits are central to the campaign, but Fafhrd and Mouser are up to their antics in the City of the Black Toga and potentially threaten to eclipse the party's adventures if the PCs or the judge isn't careful. This puts the judge in a quandary: How to integrate both the PCs and the Twain? Some players would love to meet and perhaps adventure alongside (or oppose) Fafhrd and Mouser in a DCC Lankhmar game, while others might feel that rubbing shoulders with those heroes overshadows their own roles in the game. What's a judge to do?

If the judge wants to limit or completely eliminate Fafhrd and Mouser's presence in the campaign, it's suggested he set the game during one of the many times that the duo were absent from Lankhmar. There are several periods when Lankhmar was delightfully free from the antics of the Twain.

The campaign could occur prior to the literary heroes' arrival, in the years before Fafhrd fled the Cold Waste or "Mouse" came north to the city. The benefit of setting a campaign at this time is that the party needn't worry about sharing the limelight with the two heroes. The drawback is that, unless the judge disregards the events of the stories, the players will know what the future holds for Lankhmar and potentially themselves.

Another option is to place the campaign after Fafhrd and Mouser depart the city for Rime Isle, falling into semi-retirement on that far and legendary place. This eliminates their presence from the game (but still allows the chance an aging Fafhrd or Gray Mouser might stop into Lankhmar for a brief appearance in the PCs' exploits, if the judge desires). The judge also enjoys the benefit of no longer having to worry about story canon, as Lankhmar during this time is nearly completely undocumented by Leiber. The drawback is that some of the more iconic supporting characters and adversaries from the stories, such as Glipkerio and Korvas, are dead and unavailable as enemies and foils for the party.

One last option is to run a campaign occurring during a time when Mouser and Fafhrd lived in Lankhmar, but were absent for long periods. A campaign set during the time of "The Circle Curse" gives the judge up to three years before the Twain return to Lankhmar, while one placed shortly after their strange geas to visit the Bleak Shore likewise provides the PCs a time to shine while still allowing the judge to eventually introduce the famous duo as rivals or allies to the party—or simply as "window-dressing" in the campaign.

THE MEET

Fafhrd and the Gray Mouser faced each other across the two thieves sprawled senseless. They were poised for attack, yet for the moment neither moved.

Each discerned something inexplicably familiar in the other.

Fafhrd said, "Our motives for being here seem identical."

– Ill Met in Lankhmar

DCC Lankhmar's biggest deviation from Dungeon Crawl Classics RPG is the lack of the zero-level funnel. Although the funnel is a wonderful aspect of the core game and goes a long way towards creating PCs the players truly care about, it doesn't lend itself well to a campaign seeking to recreate the feeling of Leiber's stories. Instead, DCC Lankhmar takes a page from those tales and begins the campaign with

a bang. This initial adventure is called "The Meet," and its purpose is to introduce the PCs to one another, provide a plausible reason for them to team-up, establish some connections—both friendly and hostile—with the campaign world, and set the tone for the campaign as a whole. This section provides the judge with some hints and guidelines for designing the Meet adventure for his campaign.

The Premise

The first step is to concoct a means to bring the PCs together. This will likely be an event that introduces the PCs to one another and presents an obstacle which can only be overcome by a mutual cooperation. The following table provides twenty possible premises for the judge to either choose from, determine randomly, or serve as inspiration for his own creations.

Table 4-4: Twenty Premises for the Meet

Roll d20	The Premise
1	The PCs meet during a heist and have to work together to overcome unforeseen rivals and/or obstacles.
2	The PCs awake in chains, victims of slavers/shanghai gang/cultists/etc. and must cooperate to escape from captivity and exact revenge on their captors.
3	The PCs are all present in the King of Kings' innermost harem, each brought there by varying motivations. When the harem's eunuch guards arrive, scimitars in hand, the PCs must act together to escape with life and limb intact.
4	The PCs are chosen by Death's agents to fill his quota and must cooperate to escape the cull and find suitable replacements to take their places on Death's guest list.
5	The PCs are gladiators in the arena of the Mad Duke and must fight their way to freedom against ever increasing odds.
6	The PCs find themselves lost in Ningauble's Cave and need to team up to find an exit from the inter-dimensional maze.
7	The PCs are the sole survivors of a great battle or horrible massacre and must band together to return home/find safety.
8	The PCs are drafted as soldiers/enforcers/guardsmen/etc. during an emergency. They might fulfill their obligations or abuse their authority horribly, setting the tone for the campaign to come.
9	The PCs are on a religious pilgrimage for various reasons both pious and unholy. A sudden stroke of misfortune turns them into allies to either survive or to pursue a holy (or unholy) goal.
10	The PCs are all imprisoned (justly or unjustly) when an event such as an earthquake or titanic storm causes the prison walls to collapse, allowing them to escape. Unfortunately, they are all chained together and must work together to avoid recapture.
11	The PCs are all slaves in Quarmall seeking to escape. Each knows a portion of a route that leads to the surface and must pool their information to escape successfully.



12 The PCs are all traveling separately when a storm forces them to seek shelter in the same location (inn, temple, ruin, witch's hut, etc.). While trapped by the tempest, curious events (murders, magical happenings, seemingly divine appearances, etc.) begin occurring and the PCs must act as one to discover the origin of the phenomenon.

13 The PCs are the unwilling participants in a noble's debauched hunting party – with them as the prey. The adventurers need to pool their talents to turn the tables and ensure the murderous noble receives punishment.

14 The PCs awake in a chamber filled with magical trappings and several fresh corpses. With no memory of who they are or how they got there, they must act together to solve the mystery and regain their identities.

15 The PCs all live in the same crowded tenement. When arsonists burn down the building, the former strangers agree to team up to learn who destroyed their home/killed their loved ones, and seek revenge.

16 The PCs are shipwrecked together at a remote and dangerous location. As the only survivors, they must work together to overcome the lethal inhabitants and find a means to return to civilization.

17 The PCs are all initiates into a secret cult, cabal, conspiracy, or similar shadowy organization. As part of their initiation, they must act in concert to achieve a complex goal or acquire a well-protected object to prove their worthiness for membership.

18 The PCs are all in debt to the same vile moneylender. When they decide to extricate themselves from the usurious terms of their debts, they discover each other has come to the same final conclusion and need to work together to end the moneylender's financial stranglehold over them.

19 The PCs are all minor criminal or gang members in the same neighborhood. Formerly free of outside interference, the Thieves' Guild decides to take over their turf, forcing the former rival small time crooks to cooperate and keep the Guild out.

20 The PCs are all natives to other world bubbles who find themselves flung into Nehwon by forces beyond their control. Without any other connections or allies, the alien visitors need to cooperate and find a means to return home. Such a Meet might see DCC RPG characters from various other campaign settings brought together in Lankhmar and the consequences of their blundering through an unfamiliar world.

It is important that the premise of the Meet adventure doesn't set the PCs up as irreconcilable enemies. This is the antithesis of a good Meet adventure. If the PCs are all rivals for a certain object, person, position, etc. and have no reason to cooperate, they'll remain opposed and never

come together as a group. While it's perfectly acceptable for the PCs to start the Meet as contestants for the same prize, the judge should introduce an even bigger rival for that same goal and thereby give the characters a common enemy.

Hit the Streets Running

DCC Lankhmar is all about fast and furious action and that should be evident from the moment the campaign begins. The very first minutes of the very first session of a new DCC Lankhmar campaign should have the PCs reacting to a threat and having to deal with immediate dangers to life and limb. In movies, literature, and other storytelling mediums, this is referred to as *in medias res* and it is the perfect way to kick off a DCC Lankhmar game. A good Meet adventure begins with action, getting the players immediately invested in their character's survival and their place in the campaign. Think of the beginning of *Ill Met in Lankhmar*: Fafhrd and the Gray Mouser are introduced with swords swinging as they ambush the thieves who've just robbed a jeweler. If the first dice rolls your players make at the start of a Meet are initiative checks, you're off to a good start! While combat isn't the only way to begin a Meet, it's perhaps the best way to set the tone of "low lives and high adventure" that is DCC Lankhmar.

Goals of the Meet

Every Meet adventure seeks to accomplish three goals before it concludes and the judge must strive to make sure the PCs have the opportunity to accomplish these goals before the end of the first adventure. While in an optimal Meet adventure, the PCs will achieve all of them, only the first is absolutely necessary.

The first goal is the formation of the party. When the Meet ends, the PCs all should have realized that they can achieve their intended goals—revenge, wealth, power, etc.—better by working together than acting alone. A good way to ensure this goal is to create obstacles that spotlight each of the PC's skills or abilities in turn. For example, if the Meet involves the PCs working together to commit a crime, there should be powerful guardians that the warriors need to deal with, dangerous traps or cunning locks for the thieves to overcome, and magical forces for the wizards to negate.

The second goal is that the PCs should walk away from the adventure having gained new connections to the campaign world. These connections can advantageous or dangerous to the newly-formed party (or both!). A Meet adventure might conclude with the PCs having been introduced to a new ally or contact that they can use in later adventures, or that the judge can employ to provide new adventures for the party, or end with an angry new foe seething for revenge against the group, further providing them with a purpose to work together. This is especially important if your campaign is going to be largely urban-based. In the big city, it's who you know (or don't know) that is the key to both survival and interesting new opportunities.

The third goal is that the party should conclude the Meet knowing something about the campaign world they didn't know at the start of the adventure. This information could

be seemingly trivial (the inn the PCs stayed at seems to have an abnormal number of slumming nobles frequenting its second floor) or of vital consequence (the Thieves' Guild is planning to rob the Plaza of Dark Delights on the night of the lunar eclipse). This goal serves two purposes: First, it reinforces the idea that the city/world is not static and there's something constantly happening behind the scenes. If one is curious enough, you never know what new event might lead to the next adventure or life-threatening occurrence in the PCs' daily struggle for survival. Secondly, it gives the PCs the opportunity to act in the campaign rather than react. All too often, players wait for the judge to spoon-feed them their next adventure, but in DCC Lankhmar (and indeed all city-based campaigns) the PCs should be just as proactive in deciding what's next on their agenda as a group or individually. New information about the setting presents them with fresh leads to pursue or new opportunities to get themselves into trouble and then deal with the consequences. For example, the party might desire to know why the slumming nobles keep visiting the inn's upper floor. Is there a secret cabal of minor aristocrats planning a coup, one that can be joined by the PCs or used as blackmail against the nobles? Either leads to exciting consequences for the party and new adventures for the players.

A Word on Cooperation

While it's assumed that all the participants at the game table are there to play DCC Lankhmar together, it's a good idea to remind everyone before the campaign begins that they should create characters that can ultimately work together and that it is expected that the *players* cooperate and don't stand in the way of the gaming group as a whole. It is all too easy for one uncooperative player to decide that his PC has no reason to team-up with the rest of the characters during the Meet adventure. This causes problems for both the judge and the rest of the players who are there to not just role-play, but to have fun as a group.

If this occurs, the judge must remind the troublesome player of the purpose of the Meet and encourage him to find a rationalization for his PC to agree to work with the rest of the party. If the player is having difficulty coming up with a reason, the judge and the other players should suggest some possibilities to foster mutual cooperation amongst both players and characters.

Should the player resist these efforts and remain difficult, it is well within the judge's right as game master to simply tell the player that DCC Lankhmar is a game about PCs working in concert and if he is unwilling to do so, he should leave the group. If this doesn't bring the player around, wish him well, remove his character from the campaign by any means available (an out-of-control dung cart works well), and concentrate on the players who are there to have fun as a group and obey the social contract of role-playing.

CHAPTER FIVE: MONSTERS OF NEHWON

While its animal population ran a noxious gamut from sea leeches, giant worms, poison eels, and water cobras to saw-beaked, low-flapping cadaver birds and far-leaping, claw-footed salt-spiders. – The Swords of Lankmar

Nehwon is home to all manner of strange and dangerous things. Some are bestial monsters driven only by hunger and bloodlust, while others are calculating foes, gifted with both cunning and sorcerous power. This chapter details many – but not all – of the monstrosities DCC Lankmar heroes might encounter.

DCC RPG MONSTERS IN A LANKHMAR CAMPAIGN

Some of the creatures in the DCC RPG rulebook (see Chapter 9: Monsters, p. 376) exist in Nehwon and their details are not repeated here. Although a judge can decide that potentially any monster from the main DCC RPG rules might exist in Nehwon (either as a native species or as a visitor from elsewhere), the following creatures are most appropriate for a Lankmar campaign: ape-man, bat, beetle (giant), cave octopus, centipede (giant), demons, dimensional sailors, dragons, elementals, extradimensional analogs, ghosts, horses (mundane), hydra, insect swarm, leech (colossal), living statue, lizard (giant), man-bat, mummy, primeval slime, rat (giant), scorpion (giant), servitor, shadow, skeleton, snake (giant), subhuman, time traveler, wolf, and zombie.

Behemoth

Behemoth: Init -2; Atk bite +3 melee (2d10+5) or tusks +5 melee (1d8+5); AC 15; HD 10d10+10; MV 40'; Act 2d20; SP none; SV Fort +10, Ref +5, Will +2; AL N.

Behemoths are massive beasts that thunder across Nehwon, being encountered anywhere from the wooded thickets of the Forest Land to the arid Eastern Deserts to the dense jungle of Klesh. They are long-nouted and possess thick, wrinkly hide that has been known to shrug off spears and arrows. Despite their massive size and weight of several tons, behemoths move alarmingly fast and are capable of running down both man and beast. Behemoth hide is often tanned and used in garments and footwear expected to suffer great wear and tear.



Beloved of Tyaa

Beloved of Tyaa: Init +2; Atk beak peck +2 melee (1d4) or talon +1 melee (1 point plus poison); AC 14; HD 1d6; MV 20' or fly 50'; Act 1d20; SP blinding, snatch bauble, poisoned talons (DC 12 Fort save or suffer an additional 2d6 damage); SV Fort +0, Ref +4, Will -1; AL N.

The Beloved of Tyaa are black birds sized slightly larger than crows and displaying uncanny intelligence for an avian species. They are said to have been blessed by the goddess Winged Tyaa, raised up above all other birds to serve her most devoted priestesses and their servants, the Falconers of Tyaa.

Beloved of Tyaa can filch objects on command, snatching a necklace from around a noblewoman's neck or a pouch from a bravo's belt with ease. They can pick pockets with a +8 bonus to checks. Beloved of Tyaa fight to defend their masters, pecking at eyes and slashing with their often-poisoned talons. Any humanoid creature struck by a critical hit from a Beloved of Tyaa must make a DC 10 Ref save or be permanently blinded in one eye as the bird plucks it from its socket.

Bleak Shore Executioner

Bleak Shore Executioner: Init +3; Atk scythe claw +5 melee (1d8+2) or bite +3 melee (1d6+2); AC 16; HD 5d8+3; MV 40'; Act 2d20; SP critical threat range 18+, bone spur defense (attackers rolling 5 or less on their melee attack rolls suffer 1d5 points of damage); SV Fort +6, Ref +5, Will +0; AL N.

Bleak Shore executioners are peculiar creatures believed to exist nowhere else in Nehwon. Resembling a curious mixture of reptile, bird, and crustacean, Bleak Shore executioners walk erect on lizard-like clawed feet and stand taller than a man. Their bodies are covered in a bony carapace adorned with jagged spikes and their reptilian heads are protected by bone plates and crests that resemble armored helms. Their arms each end in a yard-long claw to eviscerate their opponents.

These creatures excel in battle and achieve critical hits on a natural 18 or better. The spikes that cover their carapace threaten opponents fighting them in close battle. Any creature attempting to attack a Bleak Shore executioner who rolls a 5 or less on their attack roll catches themselves on one of the creature's spikes and suffers 1d5 damage.

Bones of the Guild Masters

Bones of the Guild Masters: Init +0; Atk claws +2 (1d3 plus strangulation); AC 10; HD 3d7+3; MV 30'; Act 1d20; SP strangulation (1d5 temporary Stamina damage, DC 15 Fort save negates), *darkness*, supernatural dread (stuns 1d3 rounds, DC 10 Will save negates), supernatural vision 60'; SV Fort +3, Ref +1, Will +6; AL N.

The bones of the ancient master thieves of Lankhmar, with jeweled eyes, teeth, and hands, lay long in the darkness beneath Thieves' House, hating the living thieves who have forgotten them. They are preceded by a hot, dry wind and a faintly spicy odor. Their voices sound like they come from a great distance, even when they are very close. Their skulls are chased with gold, sport gemstone eyes (rubies, emeralds, or pale blue sapphires), and have diamonds and black pearls for teeth. Their bejeweled hands include ruby fingerbones. Each Guild Master has gold and gems on his skull and skeletal remains equal to 4d30+100 gold rilks. They are generally inactive, unless crossed.

The Guild Masters attack using their bony claws, seeking to strangle victims and drain their life away (Fort save DC 15 or take 1d5 temporary Stamina damage). They are able to create an unnatural *darkness* (as per the spell, result 12-13). Any who sees or hears them makes a DC 10 Will save, or is frozen in supernatural dread for 1d3 rounds and unable to move or take any action. Finally, the supernatural vision of the bones of the Guild Masters allows them to see perfectly, even in total darkness. They cannot be blinded, and neither invisibility nor hiding in shadows is effective against these creatures.

The theft of the skull and hands of Ohmphal, one of the ancient Guild Masters, caused the Bones of the Guild Masters to arise. Following the death of then-Guild Master Krovas, the Thieves' Guild of Lankhmar worshiped the ancient Guild Masters in full moon rites, sacrificing a third of all their take to the centuries-old bones.

Dragon (Sea Serpent)

Dragon: Init +1*; Atk bite +8 melee (2d12+3); AC 12*; HD 10d10+4*; MV 10'* or swim 50'; Act 1d20*; SP varies (see table below); SV Fort +6*, Ref +4*, Will +2; AL N.

*indicates base stat (may be affected by rolls on table below)

Dragons in Nehwon are not the winged, fire-breathing variety common to other world bubbles, but instead refer to a species of great aquatic or amphibious scaly beasts found in Nehwon's waters. They range in appearance: some possess two heads; others have stubby feet-like flippers that allow them to move on land; others bear large, fantastic crests atop their heads for attracting mates. In addition to varying in appearance, Nehwonian dragons also display an array of temperaments. Some are violent and attack anything they encounter, while others are playful and sport with ships on the seas. When designing a Nehwonian dragon, the judge should use the stats provided above as a baseline and roll on the tables below to determine any additional physical characteristics it possesses and its initial attitude when the PCs encounter it.

Nehwonian dragons use Crit Table M (DCC RPG p. 385) when resolving critical hits.

Table 5-1: Nehwonian Dragon Appearance Table

Roll d12	Dragon has... (roll 1d4 times)
1	Two heads (gain +1d20 action die)
2	Three heads (gain +2d20 action dice)
3	Flippers capable of walking on dry land (speed 20')
4	1d5 horns (gain gore +6 melee attack [2d8+number of horns damage])
5	Crest on its head (+1 AC bonus)
6	Crest along its spine (+1 AC bonus)
7	Two tails (gain tail slap +8 melee attack [2d10 damage])
8	Three eyes on each head (+2 to base initiative)
9	Poisonous stinger on tail (gain sting +6 melee attack [3d6 plus poison: DC 14 Fort save or lose 2d6 Stamina; 1d6 on a successful save])
10	Great size (gain +2d4 d10 Hit Dice)
11	Stalwart constitution (+4 increase to Fort save; gain +3d30 hit points)
12	Uncanny agility (+4 bonus to AC and Ref save)

Table 5-2: Nehwonian Dragon Attitude Table

Roll d14	Dragon is... (roll once when first encountered)
1-3	Hostile and attacks immediately!
4-6	Disturbed. 50% chance of attacking.
7-9	Neutral, neither hostile nor curious.
10-12	Unconcerned, has a 50% chance of sporting with the PCs. Otherwise ignores them.
13-14	Playful. Sports with the PCs unless provoked.

Fish-of-the-Air

Fish-of-the-Air: Init +0; Atk buffet +4 melee (1d4 plus knockdown); AC 12 or 16 (see SP); HD 5d8+3; MV fly 50'; Act 1d20; SP invisible (AC 16 vs. opponents unable to see invisible creatures), immune to normal cold, half damage from magical cold; SV Fort +6, Ref +2, Will +0; AL N.

Fish-of-the-air are great, invisible flying fish bearing a keen resemblance to ocean-going manta rays. They have a mass of ten small tentacles ringing their gaping mouths which they use to both feed on small birds, lichen, and mosses, and to grip the rocky precipices upon which they lair. Usually placid beasts, fish-of-the-air defend themselves by buffeting foes with their large wings. Anyone struck by the beating wings must make a DC 16 Strength check or be knocked prone. Fish-of-the-air are used by the Invisibles of Stardock as winged mounts and each beast can accommodate up to four man-sized riders.

Gods of Lankhmar

Gods of Lankhmar: Init +0; Atk rod of office +5 melee (special) or claw +3 melee (1d3+5); AC 15; HD 8d12+16; MV 30'; Act 1d20; SP rod of office (DC 20 Fort save or death; save results in permanent loss of 1d5 Strength and 1d3 Stamina), preternaturally strong, immune to non-magical weapons, immune to mind-affecting magic, fire vulnerability; SV Fort +20, Ref +3, Will +20; AL N.

There are many gods *in* Lankhmar, but few speak of the dread and aloof Gods *of* Lankhmar. They shun priests, worshipers, sacrifices, or notoriety – to merely speak of them risks drawing their ire – being content to slumber in their tomb-like temple, attended only by black-robed nuns whose narrow jutting hoods leave their faces concealed in shadow. The rusty bells in the square bell tower of the Tem-

ple of the Gods *of* Lankhmar have only rung once in living memory, when Fafhrd used them to summon the Gods during the Rat Plague.

When the Gods *of* Lankhmar choose to move about the city themselves – to avenge their secrets, to punish those who disturb them, or to punish those who would attempt to usurp their status as the Gods *of* Lankhmar – they come at midnight, under the cover of an ominous and thick fog. The Gods are strong enough to shatter heavy doors and throw down minor shrines. They have a supernatural connection to Lankhmar, and can find any enemy within it, no matter where they hide. When they come forth to protect Lankhmar (and this is no certain thing), it is the *citizens* the Gods chastise once the crisis is averted, for the Gods *of* Lankhmar are jealous and secretive, and above all things *wish not to be disturbed*.

The Gods themselves appear as skeletally lean mummies wearing black togas, with shining black eyes black eyes. They bear black rods of office, which can kill with a mere touch, causing the victim to shrivel away. The Gods have a +5 bonus to opposed Strength checks for those unlucky or foolish enough to grapple with one. They are vulnerable to fire, taking twice normal damage and having a -1d shift on the dice chain to any saves against catching fire (or extinguishing themselves once aflame).

The Gods *of* Lankhmar are universally feared. Their brooding reticence, so different from the behavior of the gods in Lankhmar, is almost sinister in comparison.

Ghost Hound

Ghost Hound: Init +1; Atk bite +4 melee (1d5+2); AC 12; HD 2d6; MV 40'; Act 1d20; SP incorporeal, rend protoplasmic flesh (1d3 Stamina damage); SV Fort +3, Ref +1, Will +2; AL N.

Ghost hounds are the spiritual echoes of once-faithful dogs that have died from hunger or due to their owner's neglect. They exist outside the physical world of Nehwon, lurking in the spiritual hinterlands just beyond the borders of this dimension and the Shadowland. Ghost hounds are incorporeal and unable to harm creatures in the physical world, but are terrors in the netherworld. Ghost hounds are invisible to the naked eye and can only sometimes be perceived by their faint howls that are heard on the wind. Their nonphysical nature protects them from damage from the real world and they cannot be injured by physical weapons or spells unless they specifically affect incorporeal creatures.

Ghost hounds attack with their bite, but they worry their victims once their jaws have clamped on to their foe. This worry attack automatically hits on each subsequent round after the bite attack and rends the victim's protoplasmic flesh. Rending the subject's protoplasm inflicts 1d3 points of temporary Stamina damage. A victim reduced to zero



Stamina by a ghost hound is consumed by the pack and is forever lost. Up to three ghost hounds can worry a single target at a time. A subject can free himself from a ghost hound's bite and end the worrying attack with either a successful Strength check with a DC equal to 5 plus the hound's current hit point total or by slaying the ghost hound outright.

Hamadryad

Hamadryad: Init +2; Atk by weapon +0 melee (by weapon); AC 12; HD 1d7; MV 30'; Act 1d20; SP allure, life drain; SV Fort +0, Ref +3, Will +1; AL N.

Beautiful female wood nymphs dressed in rustling greenery, hamadryads are known for their erotic tricks. Hamadryads select their mates from among the heroes of Nehwon. Their allure is such that a Will save (DC 15) is needed to avoid any potential mating. The event leaves the male feeling exhausted – he is literally drained of life-force – causing 1d5 points of Strength, Agility, or Stamina damage (each point determined at random), and a -1d shift to the character's action dice until this damage is recovered.

Ice Gnome

Ice Gnome: Init +1; Atk handaxe +3 melee (1d6+2) or wrestle +5 melee (grapple); AC 13; HD 2d8+3; MV 20'; Act 1d20; SP resistance to cold-based attacks, adept wrestlers (+2 bonus to grappling checks; large attackers gain no attack bonus against ice gnomes), summon chill (see below); SV Fort +3, Ref +2, Will +2; AL N or C.

Ice gnomes are brutish humanoids standing 4' tall. Their bodies are stout, broad, and thick-limbed, and their faces are of ugly countenance. Ice gnomes are largely bald and possess wide, thick-lipped mouths that seems to spread from ear to ear. They dwell in the Cold Waste, living in extended clans found from the shores of the Frozen Sea to the Mountains of the Giants. Ice gnomes seldom stray from their small enclaves, but during high summer they range across the Cold Waste in lemming-like hoards, scavenging and raiding to collect the resources they need to survive the long northern winters. Ice gnomes vary in temperament; some trade readily with southern humans while others are devoted enemies to the northern barbarians. Some are said to pay homage to the Invisibles of Stardock.

Ice gnomes are incredibly strong for their small size and are adept wrestlers. They dress in leather or hide armor when going on raids or defending their holdings, wielding iron weapons they acquire through trade or plunder. Ice gnomes do not practice wizardry, but legend maintains that they can summon a chilling cold when assembled in large numbers. A group of six or more ice gnomes can act in concert to create an area of bone-numbing cold up to 120' away. This cold snap affects a 30' diameter area, freezing water, creating frost, and inflicting 2d6 cold damage to all living creatures in the area of effect (DC 13 Fort save reduces damage by half). A single group can produce this effect up to three times per day.

Ice-Cat

Ice-Cat: Init +3; Atk bite +3 melee (1d4+2) or claws +0 melee (1d3); AC 14; HD 1d8; MV 40' or climb 20' or leap 1d5+5'; Act 2d20; SP two successful claw attacks allow a free rake attack +0 melee (1d5), adept climbers (+8 to climb rolls), stealthy (+4 bonus to surprise), keen senses; SV Fort +2, Ref +3, Will +1; AL N.

A feline predator about the size and shape of a cheetah, ice-cats have thick coats of tufted white fur, including a moustache, beard, tufted belly, and ear tufts. These intelligent cats are excellent climbers, within the limits of their anatomy. They are found north of the Trollsteps – and perhaps among the Invisibles of Stardock.

Ilthmar Harbor Shark

Ilthmar Harbor Shark: Init +0; Atk bite +3 melee (1d7); AC 14; HD 2d8+6; MV swim 50'; Act 1d20; SP critical threat range 19-20; SV Fort +4, Ref +4, Will +0; AL N.

Whole schools of these sharks are found in Ilthmar Harbor, where they are welcomed by the Ilthmarts as a convenient way to dispose bodies – common criminals, mugged and drunken foreigners, and old or otherwise useless slaves, among others. Those thus commended to the Shark God are spectacularly received by said divinity. Even falling in the water might cause a crowd of Ilthmarts, who cheer and bet equally on sharks and victims, cheering whoever wins and booing whoever does not.

The judge may use these statistics for sharks anywhere in the oceans of Nehwon.

Invisible of Stardock

Invisible of Stardock: Init +2; Atk sword +6 melee (1d8+2) or spear +6 melee (1d6+2); AC 20 or 16 (see SP); HD 3d8+3; MV 30'; Act 1d20; SP invisible (AC 20 vs. creatures unable to see invisible creatures; +2 to attack rolls while invisible [factored in above]), immune to normal cold, half damage from magical cold; SV Fort +3, Ref +2, Will +4; AL Any.

The Invisibles of Stardock are an ancient and dying race. Their bodies are completely transparent, invisible to the naked eye, but objects carried and garments worn are visible. For this purpose, most Invisibles go naked aside from their weapons. Females of the race are known to utilize make-up and body paint when wishing to be glimpsed by “lower order” races. Some Invisibles are spellcasters with the ability to work magic as 5th-level wizards. These sorcerous Invisible tend to be of the race's upper nobility and are rarely encountered away from Stardock.

Kleshite Ghoul

Kleshite Ghoul: Init +2; Atk bite +2 melee (1d5+1) or spade claws +3 melee (1d6+1 plus pin); AC 14; HD 3d6+2; MV 30' or burrow 20'; Act 1d20; SP ambush (+8 bonus to surprise), pin (successful claw attack allows for free grapple attempt with +6 bonus); SV Fort +10, Ref +5, Will +2; AL N.

Not to be confused with the transparent-skinned denizens of the northern lands, Kleshite ghouls dwell in the dense tropical jungle in the south. These creatures range from dark brown to light tan in coloration and resemble gaunt humanoids with dirt-matted hair and dense, abraded skin. Kleshite ghouls have shovel-like hands which they use to both burrow through the earth at a fast rate and to attack and pin their prey. They dwell predominately around graveyards and burial grounds, although they only feast on carrion and corpses when fresher, livelier food is wanting. Kleshite ghouls prefer to attack from ambush, bursting



from the earth to grab their prey and either drag them back to their burrows or consume them on the spot. Although it is unknown if Kleshite ghouls and Nehwon Ghouls are related, like Nehwon Ghouls, Kleshite ghouls are not un-dead creatures and are unaffected by effects baneful specifically to un-dead.

A Kleshite ghoul who has successfully pinned its prey with its spade-like hands automatically succeeds with its bite attack on subsequent rounds as long as the grapple is maintained.

Leviathan

Leviathan: Init +2; Atk bite +12 melee (2d20) or ram +8 melee (2d10); AC 18; HD 10d10+4; MV swim 60'; Act 1d20; SP capsize ships; SV Fort +12, Ref +3, Will +4; AL N.

Leviathans are monstrous sea creatures measuring up to 100' in length. They are horrible brutes with dark colored flesh partially covered by bony plates around the head and back, rows of razor-sharp teeth, and a general desire to be left alone. Leviathans have few natural predators, but daring sea-going civilizations regularly hunt smaller specimens for their blubber which can be rendered to make flammable, clean-burning oil.

A leviathan's bite can tear a man in half, but the creature is most dangerous to ships. Its ram attack is capable of capsizing or sinking a vessel with a successful hit. Small boats like skiffs, rafts, canoes, etc. are automatically destroyed by a leviathan's ramming attack. Larger, single-masted vessels and galleys have a 50% chance of being holed or capsized, while larger, multi-masted vessels have a 25% chance of being sunk by a ramming leviathan. These percentages are cumulative, so a single-masted vessel is automatically capsized if struck twice, while a ship with multiple masts has a 50% chance of sinking if struck a second time.

OF BEHEMOTHS AND LEVIATHANS

Both the creatures known as behemoths and leviathans are mentioned several times in the course of the tales of Fafhrd and the Gray Mouser, but neither are encountered directly by the duo. A careful reading of the stories suggests that these mysterious creatures may in fact be nothing more than elephants and whales, respectively. While this is a valid reading of the source material, it leaves something to be desired in the scope of a fantasy role-playing game. Therefore, the authors have provided alternate descriptions and stats for monstrous creatures. We leave it to the individual judges to decide what behemoths and leviathans actually are in their own DCC Lankhmar campaigns.

Marsh Leopard

Marsh Leopard: Init +2; Atk bite +3 melee (1d6+3) or claws +1 (1d3+1); AC 13; HD 3d8; MV 40'; Act 2d20; SP two successful claw attacks allow a free rake attack (+1 melee [1d6+2]), stealthy (+4 bonus to surprise); SV Fort +1, Ref +2, Will +1; AL N.

These large tawny great cats are native to the Great Salt Marsh outside of Lankhmar and similar locales throughout Nehwon. The above stats may also be used for panthers, cougars, and similar large beasts.

Nehwon Ghoul

Nehwon Ghoul: Init +2; Atk sword +2 melee (1d8+3) or dagger +2 melee (1d4+3); AC 12; HD 3d8+2; MV 30'; Act 1d20; SP ferocious (+1 to all melee damage [factored in above]), no flesh (-2 to incoming ranged attacks and +2 to melee attacks against ghoul); SV Fort +3, Ref +3, Will +1; AL C.

Ghouls appear as skeletons, their flesh, internal organs, and even blood being transparent. This nature hints at some long-ago shared heritage with the Invisibles of Stardock. Ghouls' skeletal appearance makes directing damaging melee attacks against them easier, but impedes ranged attacks. Ghouls are cannibals and consider it their sacred duty to transform the opaque flesh of other creatures into crystal clear purity by digesting it. They are ferocious fighters and greatly feared by all in Nehwon.

Polar Tiger

Polar Tiger: Init +1; Atk bite +5 melee (1d10+4) or claws +3 melee (1d5+2); AC 16; HD 5d8+5; MV 40' or swim 30'; Act 2d20; SP stealthy (+4 bonus to surprise); SV Fort +2, Ref +3, Will +1; AL N.

The polar tiger is a massive feline with long fur, striped cream yellow and white, and large sabre-like canines. It hunts along the coast of the Frozen Sea, north of No-Om-brulsk.

Quicksand Nixie

Quicksand Nixie: Init +2; Atk grapple +4 melee (drown); AC 13; HD 2d8; MV 20' or swim 40'; Act 1d20; SP immune to slashing weapons, water-breathing; SV Fort +2, Ref +3, Will +1; AL N.

Quicksand nixies are believed to be a form of renegade elemental occasionally spawned in the fetid pools and moors of Nehwon. These creatures appear as vaguely humanoid shapes composed of dripping ooze and semi-liquid sand. Quicksand nixies, as their name suggests, are typically encountered in the quicksand pools and liquid mud meadows of swamps, moors, and marshes. They attack by grappling their foes and dragging them into their watery dens. A victim grappled by a quicksand nixie must make a DC 10 Fortitude save each round or drown as the nixie squeezes the air from their lungs and forces mud and liquid into the

victim's mouth. The DC of this save increases by +1 every subsequent round. Quicksand nixies are known to live in the Great Salt Marsh and Sheelba of the Eyeless Face often rests his hut near pools of these creatures when he wishes not to be disturbed.

Rats of Lankmar Below

Rat of Lankmar Below (animal-sized): Init +2; Atk bite +1 melee (1 point) or sword +1 melee (1d2) or polearm +2 (1d4) or crossbow +2 ranged (1d2 plus poison); AC 14; HD 1d4; MV 20' or climb 20'; Act 1d20; SP rat poison (DC 12 Fort save or suffer an additional 1d3 damage); SV Fort +2, Ref +1, Will -1; AL N.

Rat of Lankmar Below (human-sized): Init +4; Atk bite +2 melee (1d4+1) or sword +2 melee (1d8+1) or polearm +3 (1d10+1) or crossbow +4 ranged (1d6 plus poison); AC 13; HD 2d8+2; MV 30' or climb 20'; Act 1d20; SP rat poison (DC 12 Fort save or suffer an additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N.

The rats of Lankmar Below are a unique species of vermin that possess human-level intelligence thanks to generations of interbreeding with mankind. Their existence was unknown for centuries save only to certain debauche noble families and the priest of Ilthmar's Rat God, but after a failed coup against Lankmar, the denizens of the city are now aware of the danger that scurries beneath their feet. The rats of Lankmar Below are cunning opponents who, knowing they're outsize by their human foes, employ a variety of tactics against mankind. Poison, arson, and trap-setting are used whenever possible and the rats only engage people in direct combat when their numbers negate mankind's size advantage. In addition to their own kind, the rats of Lankmar also use the non-intelligent species of vermin common in the city and can corral and drive rat swarms (see DCC RPG p. 424) against their hated foes of Lankmar Above. Unlike normal rats, the rats of Lankmar Below seldom carry disease themselves, but can readily use normal rats as plague carriers when tactics deem necessary.

Two sets of stats are provided for the rats of Lankmar Below. The first is for when the rats are encountered in their normal animal size, typically on excursions to Lankmar Above. The second stats are used when either the rats have grown to human-size or when humans have shrunk to rat-size and both species are of comparative size and mass.

Shimmer-Spright

Shimmer-Spright: Init +1; Atk none; AC 18; HD 2d6; MV fly 40'; Act 1d20; SP ephemeral, immune to element, elemental effect (DC 10 Fort save or 1d6 damage), enticement (DC 14 Will save or become enamored); SV Fort +2, Ref +6, Will +4; AL Any.

Shimmer-sprights are a breed of will-o'-the-wisp said to lead men to hidden caches of gold and jewels—provided the follower has the patience and tenacity to keep up with the fluttering creatures. This myth has also led to



the shimmer-spright's other names: treasure-flies, silver-moths, and gold-bugs. Shimmer-sprights appear as flowing, shimmering scraps of gossamer, usually either golden or silver in hue. At times, they can also appear as comely female (and possibly male) figures with fine hair, glimmering wings, and narrow waists.

Although no great fighters, shimmer-sprights have the ability to beguile those who glimpse them. The viewer must make a DC 14 Will save or be overwhelmed by the desire to pursue the flitting creature wherever it goes. Only physical restraint will keep the affected individual from following the shimmer-spright. This compulsion is not mindless, however, and the pursuer will take measures to best ensure he can follow the creature. For example, if the shimmer-spright headed out onto the ocean, the pursuer would take steps to acquire a boat (even stealing one in his madness) rather than dive into the waters and attempt to swim after the creature. The affected individual can make another Will save every 24 hours in order to break the compulsion.

Shimmer-sprights also bear a fragment of either the sun's heat or the moon's cold light within them. Those coming into physical contact with a shimmer-spright must make a DC 10 Fort save or suffer 1d6 points of either heat or cold damage, depending on the shimmer-spright's affiliation. The shimmer-spright is also immune to the associated element of its type.

Simorǵyan

Simorǵyan (humanoid form): Init +3; Atk spear +2 melee (1d6) or dagger +2 melee (1d4); AC 13; HD 2d8+1; MV 30' or swim 40'; Act 1d20; SP shapeshifter, spellcaster, incorporeal state, environment-dependent, Stamina drain, water-breather; SV Fort +2, Ref +4, Will +2; AL C.

Simorǵyan (fish form): Init +2; Atk bite +4 melee (1d10+1); AC 15; HD 2d8+1; MV swim 50'; Act 1d20; SP shapeshifter, environment-dependent; SV Fort +4, Ref +4, Will +1; AL C.

Simorǵyan (terrible form): Init +2; Atk bite +4 melee (1d10+1) or claws +3 melee (1d7+1) or spines +3 melee (1d6+1); AC 14; HD 4d8+2; MV 20' or swim 40'; Act 1d20; SP shapeshifter, environment-dependent, water-breather; SV Fort +5, Ref +3, Will +1; AL C.

Simorǵyans are an ancient race who once ruled an island kingdom located in the Outer Ocean. They were potent wizards with mastery over wind, wave, and the creatures of the deep. Their kingdom sank long ago, and Simorgya was lost beneath the waves. The race was not drowned, however, and many used their sorcery to acclimate themselves to their undersea existence. The Simorǵyans are now an aquatic race, but capable of returning to dry land when their schemes require them to, albeit with diminished strength.

In their normal form, Simorǵyan are handsome humanoids with silvery scaled skin, hawk-like facial features, and supple fingers terminating in thin claws. They are adept at changing their forms, however, and can disguise themselves as comely, pale humans with silvery-blonde hair and black-rimmed, green eyes when they wish to move about dry land civilizations unnoticed. Simorǵyans can also transform themselves into both a fish form and a terrible, humanoid-fish hybrid. It takes one round for the Simorǵyan to change from humanoid to terrible hybrid form, and another round to change from hybrid to fish form.

Simorǵyans have become tied to the sea and gain benefits when immersed in water but suffer an innate weakness when on dry land. Whenever they are in the sea, Simorǵyans enjoy a +1d bonus to all physical attack rolls, skill checks, Fortitude, and Reflex saves. However, they suffer a -1d penalty to all physical attack rolls, skill checks, Fortitude, and Reflex saving throws when their feet are on dry land. Note that a Simorǵyan onboard a ship does not suffer this penalty, but neither does he gain the benefits of being in the sea.

When on dry land, a Simorǵyan can assume an incorporeal state that allows them to pass through solid barriers. They can change back and forth from this state in one round. All objects carried or worn become incorporeal when the Simorǵyan changes state and he is immune to non-magical attacks while incorporeal. Additionally, an incorporeal Simorǵyan can drain Stamina from opponents. With a touch (no attack roll required), the victim must make a DC 10 Fortitude save or take 1d4 temporary Stamina damage. A Simorǵyan can make this attack up to 3 times a day.

Most Simorǵyans are spellcasters and there is a 75% chance any Simorǵyan encountered is a wizard with 1d4+1 levels of wizard spellcasting ability.

Simorǵyan Manta

Simorǵyan Manta: Init -1; Atk smother +4 melee (suffocation) or bite +1 melee (1d5); AC 11; HD 2d6+1; MV 20' or swim 50'; Act 1d20; SP suffocate, camouflage (+10 to hide checks when in watery or wet environments); SV Fort +3, Ref +1, Will -2; AL N.

Simorǵyan mantas are denizens of legendary Simorgya and are of unknown origin. They may be directly related to the drowned race of Simorgya or merely weird undersea creatures drawn to the sunken ruins. They resemble man-sized, leathery cloaks when viewed from afar. Up close, the toothy mouths located on the underside of their bodies and their bulbous, unblinking silver eyes are visible. The intelligence of the Simorǵyan manta is unknown.



Simorgyan mantas attack by smothering their prey, either suffocating them (if air breathers) or crushing them (if aquatic). On a successful hit with its smother attack, the Simorgyan manta wraps itself about its prey and squeezes the life from its victim. The smothered creature must make a DC 10 Fort save on the first round after they are enveloped. If the saving throw fails, the creature is crushed or smothered to death on the following round unless the Simorgyan manta is slain or the enveloped creature is freed. Freeing a victim from the manta is achieved with an opposed Strength check with the Simorgyan manta adding +3 to its roll. If the creature or an ally exceeds the manta's check result, the enveloped creature is released. Otherwise the Simorgyan manta continues its hold and the creature must make another saving throw to avoid death. The DC increases by 2 on each subsequent round.

Snow Serpent

Snow Serpent: Init +5; Atk bite +8 melee (2d6 plus poison); AC 13; HD 4d8; MV 30'; Act 1d20; SP suffers half damage from cold-based attacks, poison (DC 14 Fort save or lose 1d4 Agility; -1 Agility on a successful save), camouflage (+10 bonus to stealth checks in snowy conditions); SV Fort +5, Ref +6, Will +3; AL N.

Snow serpents are tremendous cold climate snakes measuring up to 40' long and covered in white fur. With a head the size of an elk's, violet eyes, and venom that afflicts the victim's muscles and flexibility, snow serpents are luckily only encountered in cold, desolate environments such as the Cold Waste, the Death Lands of Rime Isle, and high mountain ranges.

Spider, Giant

Giant Spider: Init +1; Atk bite +2 melee (1d4 plus poison) or web +4 ranged (restrained, 20' range); AC 13; HD 2d8+2; MV 30' or climb 30'; Act 1d20; SP poison (DC 14 Fort save or additional 3d4 damage and lose 1 point of Strength; 1d4 damage if successful), create web; SV Fort +0, Ref +4, Will +0; AL C.

From the dreaded inhabitants of the Great Salt Marsh to the luminous flying spiders of Kesh, there are a variety of giant spiders found in Nehwon. This represents the most common variety. A giant spider measures anywhere from 2' to 10' in diameter and comes in any number of colorations and body types. Most giant spiders are web spinners, creating sticky silk nets that either constrain those who blunder into them (as a grapple attack with +6 attack bonus) or by throwing their webbing at prey, a ranged attack that restrains its victim until a DC 14 Strength check breaks the web. Giant spiders are poisonous and a bite victim must make a DC 14 Fortitude save. If the save fails, the victim takes 3d4 damage and loses 1 Strength. On a successful save, only 1d4 damage is incurred. Note that spider poison varies in type and the judge can adjust or replace a poison's effect as desired.

Statue of the Devourers

Statue of the Devourers: Init +0; Atk two-handed sword +1d3+1 melee (1d10+deed die+1); AC 18; HD 3d8; MV 30'; Act 1d20; SP 1d3 deed die, anticipate attacks (+10 to AC and saves, front only), return missiles, death throes; SV Fort +5, Ref +3, Will +0; AL C.

When the Devourers attempted to infiltrate Lankhmar through the Plaza of Dark Delights, either they brought with them a marvelous statue to guard their Bazaar of the Bizarre, or the statue was itself a Devourer. If loquacious Sheelba or parsimonious Ningauble know the truth, they are not telling. In either event, this statue appeared to be a tall, black iron statue, slightly larger than human, with a visage that showed both dire threat and a melancholy brooding. The statue bore a two-handed sword.

In reality, the statue was a living being from some other world-bubble, transformed by the magic of the Devourers. It was an intelligent and clever adversary; magically able to anticipate the attacks of any foe it could see (giving it a +10 bonus to AC and saving throws from those attacks). This anticipation did not extend to attacks from the rear. The statue was perhaps once a mortal warrior; it could perform Mighty Deeds using a d3 deed die.

In addition, any metallic missile aimed at the statue that misses can immediately be redirected back at its original owner. This reflected attack uses the original attack roll with an additional +4 bonus. The statue can only use this power against metallic missile weapons (including thrown ones), and it must be able to see the missile directed at it.

The statue had an unusual relationship with the Black Wall, a permeable barrier that seems to have been the portal used by the Devourers to enter Nehwon. When the Gray Mouser passed partially through the Black Wall, he appeared to be a silver skeleton with great diamonds for eyes. Perhaps the statue of the Devourers was a mortal from another world-bubble, enticed into passing through the Black Wall from its world to that of the Devourers.

During the infiltration, the statue breathed, and could speak with a harsh metallic voice. It was able to grow tired, as would a human opponent. When reduced to 0 hp, it reverted back to a statue. A noise like stony-metallic and iron basalt thunder echoed from the Black Wall. The Wall cuscated with white lightning, and the Devourers' foothold disappeared from Nehwon.

War Cat

War Cat: Init +5; Atk bite +8 melee (1d10+2) or claws +4 melee (1d6+1); AC 17; HD 13d8+13; MV 50' or leap 2d5+5'; Act 4d20; SP two successful claw attacks allow a free rake attack +0 melee (2d6+2), preternatural strength, ferocity (+4 bonus to attacks, damage, and AC against rats); SV Fort +10, Ref +15, Will +15; AL N.

According to certain wise women and learned scholars, each type of animal has a governing body of thirteen members. The War Cats are the bloodthirsty Inner Circle governing body of felines, known to rumor and legend, and hinted at within certain cave drawings found north of the Cold Waste and south of Quarmall. They appear as solid black cats, slender and long-legged like cheetahs, but with the mass of lions or tigers, and nearly as tall at the shoulder as a horse. Their heads are somewhat small for their size, but their needle-like fangs are like faintly green ice and their eyes like frozen emeralds. War Cats are preternaturally strong, and gain a +5 bonus to Strength checks.

There are always thirteen War Cats. If one is struck down, it is replaced from the ranks of lesser felines.

Water Cobra

Water Cobra: Init +4; Atk bite +3 melee (1d4 plus poison); AC 14; HD 1d8; MV 40' or swim 20'; Act 1d20; SP poison (DC 18 Fort save or death), spit venom (DC 10 Ref save or blinded for 2d12 hours plus 2d6 damage); SV Fort +1, Ref +3, Will -1; AL N.

These serpents grow up to 8' in length and dwell in the Great Salt Marsh and other dismal swamps around the Inner Sea. Highly venomous, the snake can spit its poison up to 15' to blind opponents failing a DC 10 Reflex save. Water cobras range in color from deep emerald green to dark brown and are adept swimmers.

AFTERWORD

Being given the opportunity to write DCC Lankhmar is a gamer's life coming full circle, for it was not Leiber's stories that first introduced me to Fafhrd, the Gray Mouser, Sheelba of the Eyeless Face, and Ningauble of the Seven Eyes, but a role-playing book: *Deities and Demigods* by James M. Ward and Robert J. Kuntz.

I discovered the book as a young gamer sometime in the early 1980s, seeing it placed among the D&D books of a childhood friend. Flipping through the pages, I found many gods and goddesses I'd heard or read about, but, tucked in alongside them, was a place and people utterly unfamiliar to me: a place called Nehwon. Reading the descriptions of the Thieves' Guild of Lankhmar, the Slayers' Brotherhood, and the Snow Witches, along with the titles of the books these characters were found in—*Swords Against Death*, *Swords Against Wizardry*, *Swords and Ice Magic*—thrilled my imaginative mind and I hungered to know more.

Alas, this was during that antediluvian time before the internet and Amazon.com, so tracking down the books was more than an eleven-year-old could manage. It wouldn't be until college that I discovered the complete set of the Twain's adventures sitting quietly on a shelf in the basement of Sojourner Truth Library (thank you, SUNY New Paltz!) that I finally become intimately acquainted with the world of Nehwon and its inhabitants.

Reading those stories completely changed how I envisioned fantasy worlds and, more importantly, how I ran my own RPG campaigns. I unabashedly credit Fritz Leiber for showing me that fantasy heroes can be "working class Joes" trading banter and witticisms while combating monsters and wizards. That it was alright to overcome great odds only to watch a fortune in jewels slip through your fingers. That sometimes just surviving was worthy of being called an adventure.

Through those stories, Lankhmar became a place I love and hold in deep respect. The chance to translate Leiber's stories into an RPG context was both thrilling and terrifying. As anyone who's been a gamer for a while knows, DCC Lankhmar isn't the first time Leiber's and Fischer's creations have been rendered into this form of storytelling. Having now done it myself, I sympathize with those who've come before me. Nehwon does not always lend itself easily to being caged in game mechanics and can be as slippery and confusing as the Gray Mouser!

Luckily, I had the assistance of not only the best role-playing system out there for simulating Appendix N and classic "sword and sorcery" (a term Fritz himself coined) fiction, but a host of talented and creative people who were just as dedicated as myself to "get Lankhmar right!" My sincerest thanks go out to Doug Kovacs and Harley Stroh for lending not only their artistic and writing talents to DCC Lankhmar, but for the countless insights, arguments, and words of support we bandied about during the design process. A big round of thanks also go out to Steven Bean, Daniel J. Bishop, Bob Brinkman, Tim Callahan, Edgar Johnson, Brendan LaSalle, Brad McDevitt, Terry Olson, and Stefan Poag for their assistance in bringing Lankhmar to life and helping ease some of the burden. I extend heartfelt gratitude to Jen Brinkman as well for keeping my words in line through the winding streets of Lankhmar when they wanted to escape down dark alleys. And, of course, none of this would have happened without Joseph Goodman, who gave us not only the tools to build DCC Lankhmar with, but for convincing the Fritz Leiber Estate to let us do it.

But enough of this, Lankhmar awaits! I'll see you all in the fog-shrouded alleys. Meet me at Plague Court at midnight and bring your steel and sorcery...

— Michael Curtis

A Hundred Things to See

Person			Thing			Action		
01	1	Beggar	41	1	Dropped Message	81	1	Killing
02	2	Watch Constable	42	2	Cracked Mirror	82	2	Mugging
03	3	Orphan	43	3	Bloodied Knife	83	3	Love-Making
04	4	Priest/Priestess	44	4	Counterfeit Coin	84	4	Arguing
05	5	Civic Official	45	5	Smoking Censer	85	5	Gossiping
06	6	Old Friend	46	6	Broken Tool	86	6	Plotting
07	7	Old Enemy	47	7	Metal Mask	87	7	Dancing
08	8	Ex-Lover	48	8	Stoppered Bottle	88	8	Laboring
09	9	Woman/Man of Ill Repute	49	9	Curious Ring	89	9	Fighting
10	10	Conjurer	50	10	Executioner's Hood	90	10	Singing
11	11	Your Doppelganger	51	11	Behemoth-hide Lash	91	11	Preaching
12	12	Someone You Thought Dead	52	12	Bearded Axe	92	12	Buying/Selling
13	13	Hired Slayer	53	13	Smoked Glass Spectacles	93	13	Laughing
14	14	Madman/Madwoman	54	14	Silk Turban	94	14	Bragging
15	15	Noble	55	15	Book Bound in Flesh	95	15	Drinking
16	16	Slave	56	16	Fake Gemstone	96	16	Hiring
17	17	Criminal	57	17	Golden Shears	97	17	Conjuring
18	18	Corpse	58	18	Jeweled Eyepatch	98	18	Sobbing
19	19	Freak (Natural or Created)	59	19	Leper's Rags	99	19	Gambling
20	20	Creature (Simorgyan, Ghoul, etc.)	60	20	Rune-stitched Glove	00	20	Watching
Animal			Place			Roll randomly on the table to spice up an encounter, describe a scene, create a plot hook, add an obstacle, or jumpstart your imagination. Roll either d% to determine a detail randomly or choose the applicable category and roll d20 to generate a more specific or appropriate result.		
21	1	Spotted Dog	61	1	Vice Den			
22	2	Black Cat	62	2	Rag-Sellers			
23	3	White Rat	63	3	Dyer's Yard			
24	4	Baby Elephant	64	4	Astrologer's Hut			
25	5	Racing Camel	65	5	Constables' Watch Post			
26	6	Hooded Hawk	66	6	Garret Apartment			
27	7	Champion Mongoose	67	7	Decaying Overhead Footbridge			
28	8	Dead Messenger Albatross	68	8	Construction Site			
29	9	Tamed Behemoth	69	9	Public Gallows/Chopping Block			
30	10	Swarm of Blue Roaches	70	10	Debtors' Gaol			
31	11	Exotic Serpent	71	11	Amphitheatre			
32	12	Tropical Bird	72	12	Trash Heap			
33	13	Trained Bear	73	13	Walled Garden			
34	14	Coursing Leopard	74	14	Open Sewer			
35	15	Rare Fish (dead or alive in a bowl)	75	15	Rug Seller			
36	16	Vampire Bat	76	16	Noble's Manor			
37	17	Narcotic Toad	77	17	Private Club			
38	18	Fighting Rooster	78	18	Crematorium			
39	19	Watch Cricket	79	19	Grain Silo			
40	20	Salt Spider	80	20	Abandoned Building			



