

LANKHMAR

ARCHETYPES



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WRITTEN BY
Thomas Shook

ADDITIONAL MATERIAL
Hayes McCardell II

ART DIRECTION, GRAPHIC DESIGN, AND LAYOUT
Aaron Acevedo, Thomas Shook

EDITING AND PROOFING
Jodi Black

ILLUSTRATIONS
Aaron Acevedo, Chris Bivins,
Bartłomiej Fedyczak, Jon Taylor

Savage Worlds by Shane Lacy Hensley

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ROGUE

MAGNUS THE SWIFT

"Even the best plan can go wrong. That's when you have to RUN!"

Magnus was born the fifth son into a minor noble family. Having no real claim to an inheritance or the family's wealth, Magnus left home and his family's name behind in search of adventure.

Shortly after arriving in the city, he was targeted by a group of ruffians looking to relieve him of his purse. Magnus fought valiantly—though heavily outnumbered. Had it not been for Kort lumbering from a nearby alley and joining the fray the outcome would have been different. From that encounter the two men formed a friendship and began to travel together.

Due to his impulsive nature, Magnus has relied on the big man's stature more than once to intimidate those he had offended. Though he attempts to keep the gruff exterior of a dangerous rogue, deep down Magnus cares for those who cannot fend for themselves and often finds himself standing up for them or redistributing the wealth he has acquired.

Rank: Novice (0 XP)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d8, Lockpicking d6, Notice d6, Persuasion d6, Stealth d8, Streetwise d6, Throwing d8

Cha: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 5

Hindrances: Amorous, Heroic, Impulsive

Edges: Ambidextrous, Fleet-Footed

Gear: Dagger ×4 (Str+d4), lockpicks, thief's cloak, grappling hook and line, 20 gold rilks.



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STREET TOUGH

KORT

"Ugh ngh ngh ugh..."

As a slave born in Kvarch Nar, Kort was trained as a pit fighter, his tongue removed by a brutal master. One day, Kort's master lay upon his deathbed dying from a virulence that struck the city. For reasons unknown, his master pressed a bag of coins in his hand and freed him.

Kort made his way to the City of Thieves and met Magnus the Swift, the two instantly becoming friends. Magnus and Kort are inseparable sharing a symbiotic relationship—with Magnus acting as the smarts and Kort the brawn.

Although Kort is unable to speak he has mastered a vocabulary of gestures and grunts. Those engaging in conversation with Kort for the first time must make a Smarts roll to understand what he is conveying. With a failed roll, the listener is able to glean what Kort is saying, though it takes a few minutes. Those traveling with Kort for any length of time (a couple of weeks or more) are able to quickly learn his form of communication, relinquishing the need for the Smarts roll.

Rank: Novice (0 XP)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Healing d4, Intimidation d10, Notice d6, Repair d4, Survival d4

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Clueless, Illiterate, Ugly

Edges: Brawny, Iron Jaw

Gear: Iron shod club (Str+d6), worn clothing, 47 gold rilks, 1 silver smerduk.



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BRAVO

LUCAS

"I give you fair warning, run now while you can, lest Widowmaker feast upon your blood."

Born the third son of a minor noble and influential moneylender, Lucas has a life unknown to most citizens of Lankhmar. Reared as a proper child, Lucas grew up with tutors and fencing instructors and shows a natural talent for the blade.

A life of wealth and opulence has left Lucas bored. During the day Lucas tends to his family's affairs regarding lending and collecting coin. But at night he dons a different persona, and engages in the less savory element on the streets looking for women, wine, and trouble. He relies on his skill of arms rather than his station to extract him from trouble.

Lucas has managed to keep his double life secret from his family. For, should his father ever learn of his double life, his allowance would be swiftly cut off.



Rank: Novice (0 XP)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Gambling d6, Intimidation d4, Knowledge (Business) d6, Notice d6, Riding d4, Taunt d8

Cha: +2; **Pace:** 6; **Parry:** 6;

Toughness: 5

Hindrances: Cocky, Quirk (Always concerned about not getting dirty), Obligations (Major—Family business)

Edges: Alertness, Noble

Gear: Heavy rapier (Str+d6, Parry +1), dagger (Str+d4), tailored clothes, 107 gold rilks, 1 silver smerduk.

Special Abilities:

- **Jaded:** Often confronted with the darker nature of life, Lankhmarts are jaded and may ignore 2 points of Fear penalties.

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THIEF

TREENA THE MOUSE

"A fool and his money are soon parted, and it's a good thing this city is full of fools."

Treena joined a traveling acrobatic troupe when she was a teen, after seeing one of their street performances in Lankhmar. The next several years she learned the arts of performance and working a crowd, lifting coin pouches off the attendants.

After seeing most of Nehwon she returned to the City of Sevenscore Thousand Smokes. Using the skills she learned during her travels, she is an expert second-story thief. Her antics, though, have earned a bit of unwanted attention from the Thieves' Guild, of whom she has been able to stay one step a head of.

Despite her larcenous attitude, Treena's a stalwart friend. If she has allies in a fight, Treena uses her acrobatic talents to distract their foes.

Rank: Novice (0 XP)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Lockpicking d8, Notice d6, Repair d6, Shooting d6, Stealth d8, Streetwise d6

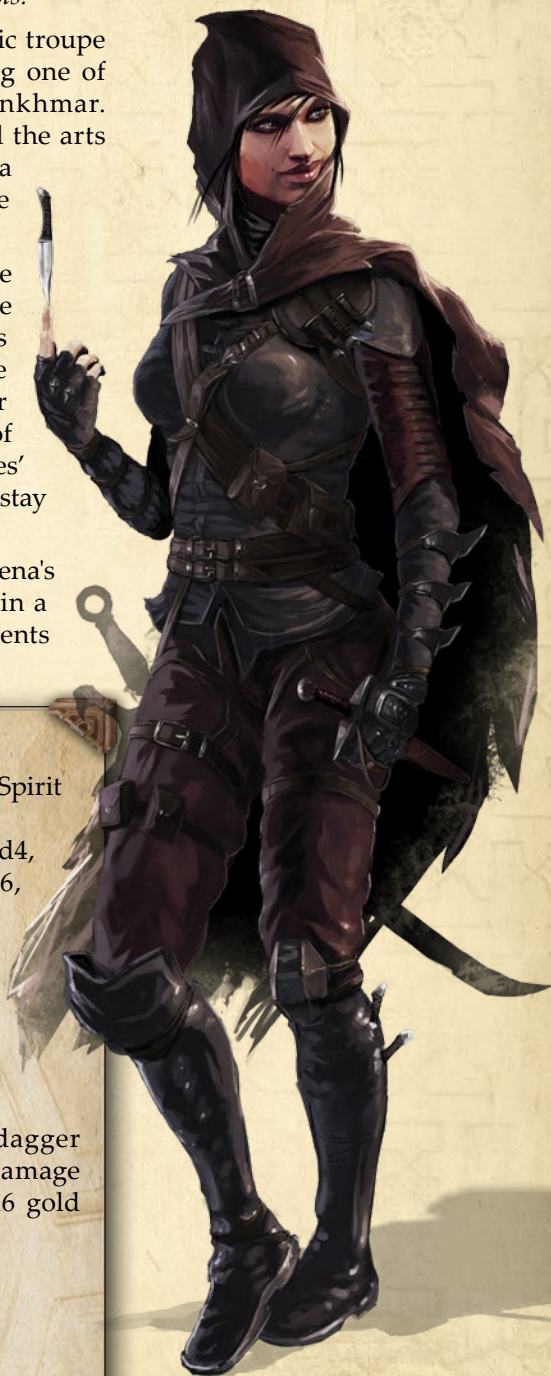
Cha: 0; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: Cautious, Loyal, Wanted (Major—Thieves' Guild)

Edges: Acrobat, Thief

Gear: Short sword (Str+d6), dagger (Str+d4), sling (Range 4/8/16, Damage Str+d4), 20 stones, lockpicks, 16 gold rilks, 1 silver smerduk.



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BLACK SORCERER

GILLIARD

"I particularly don't care for cats. It's noting in particular, they just unnerve me."

Gilliard is the result of the mating between his father (a rat from Lankhmar Below) and his mother. He was reared by his human mother, his father killed during Rat Uprising. Unfortunately for Gilliard, his mixed parentage left him with twisted and distorted legs making moving painful and difficult.

In his early years, Gilliard was unable to keep up with the other youths due to his deformities. He found solace spending time among his uncle's vast collection of books. Amongst the dusty tomes and scrolls, Gillard's natural talents regarding the sorcerous arts began to grow in strength.

As soon as he could, Gilliard joined the Sorcerers' Guild finding acceptance among those, who, like him, are not fully accepted into society.



Rank: Novice (0 XP)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Investigation d6, Knowledge (Arcana) d8, Knowledge (Navigation) d6, Knowledge (Religion) d4, Notice d6, Spellcasting d8, Stealth d4

Cha: 0; **Pace:** 4; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious, Lame, Obligations (Major—Sorcerers' Guild)*, Phobia (Minor—Cats)

Edges: Accomplished Ritualist, Arcane Background (Black Magic), Connections (Sorcerers' Guild)*

Powers: Drain life, mind reading

Gear: Staff (Str+d4, Parry +1, 2 hands), components ×10, 37 gold rilks, 1 silver smerduk.

Special Abilities:

- **Ratling Racial Traits:** See next page.

*Guild membership.

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RATLING TRAITS

- **Direction Sense:** Ratlings have an innate sense of direction. They can find their way along any path they have traveled previously, regardless of complexity, with a Smarts roll. They also gain a +2 bonus to Knowledge (Navigation) rolls and maneuvering Trait rolls for Chases.
- **Low-Light Vision:** Ratlings do not suffer darkness penalties for Dim or Dark lighting.
- **Ratkin:** Ratlings can hide their origins from humans but felines (and any other animal viewing rats as their primary prey) can sense a ratling's true nature. Such creatures treat the character like a large rat, typically with suspicion. (If a ratling has the Beast Master Edge, it does not apply to those animals.)
- **Secret Nature:** If a ratling's true race is revealed to a Lankhmart, she suffers a -4 penalty to Charisma with that person. Should a ratling's nature become openly known whether by choice or accident, she gains the same Charisma penalty with all Lankhmarts. Other humans have no enmity toward ratlings, but citizens of Ilthmar, where the Rat God is worshiped, revere ratlings. The character's Charisma increases by +2 with most citizens of Ilthmar.

WHITE MAGICIAN

TENDRIL

"Another of those famous pork sausages and heart and kidney pie, if you please, and a tankard of your finest ale to wash it down with."

A skilled physician and healer, Tendril is secretly a practitioner of white magic. As a respected member of the Fellowship of Physicians, he plies his trade mainly among the wealthy and influential.

Tendril possesses a love of food not known by most, and frequents the various taverns and inns throughout the city of Lankhmar seeking out exotic dishes and fare.

Rank: Novice (0 XP)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Healing d8, Knowledge (Anatomy) d8, Knowledge (Arcana) d6, Notice d8, Persuasion d6, Spellcasting d6

Cha: 0; **Pace:** 5; **Parry:** 5; **Toughness:** 6

Hindrances: Heroic, Obese, Obligations (Major—Fellowship of Physicians)*, Quirk (Constantly eating)

Edges: Arcane Background (White Magic), Connections (Fellowship of Physicians)*, Connections (Nobles)

Powers: Boost Trait, detect/conceal arcana, succor.

Gear: Tailored clothing, healers bag and tools, dagger (Str+d4), components ×10, 22 gold rilks, 1 silver smerduk.

*Guild membership.



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FIRE MAGE

NIMERIA

"Fire is the source of life and only the strong may master it."

Nimeria is a mysterious woman from the Great Eastern Desert who traveled to the City of Thieves seeking adventure and knowledge.

Adopting the ways of her people and the city, she dresses in heavy black toga, which covers her from head to toe, except for her eyes. Underneath the heavy clothing is a beautiful woman with raven dark hair and lithe body. Her beauty is tempered by her fiery temperament. Nimeria finds the citizens and way of life in Lankhmar alien.

Rank: Novice (0 XP)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d8, Intimidation d6, Notice d6, Persuasion d6, Riding d4, Spellcasting d8, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident, Outsider, Phobia (Minor—Large bodies of water)

Edges: Arcane Background (Elemental Magic—Fire), Attractive, Luck

Powers: Bolt, false health, smite

Gear: Black toga, Staff (Str+d4, Parry +1, 2 hands), components ×10, 39 gold rilks.



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WARRIOR

KELLIS

"Forgive my appearance, but I assure you beauty is more than skin deep."

Kellis is a warrior at heart and loves the thrill of combat. She left her home in search of adventure and excitement. Her travels bringing her to Lankhmar.

Her unusual appearance causes issues in dealing with the natives of the city, but she has learned how to overcome most folk's discomfort by covering up as necessary.

Rank: Novice (0 XP)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Healing d4, Intimidate d8, Notice d6, Stealth d6, Survival d6, Taunt d6

Cha: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: All Thumbs, Curious, Stubborn

Edges: Quick

Gear: Long sword (Str+d8), dagger (Str+d4).

Special Abilities:

- **Living Skeleton:** Ghouls are unsettling to humans, granting a +2 bonus to Intimidation rolls but suffering a -4 to Charisma as other humans find it difficult to interact favorably with them. The penalty lowers to -2 if the ghoul is completely covered in clothing or ignored completely if the other person cannot see the ghoul for some reason.
- **Transparent Flesh:** Because of their translucent bodies, ghouls are more difficult to effectively strike in combat gaining +2 to Parry if wearing no armor or any covering more than a cloak.



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