

LANKHMAR

CITY OF THIEVES



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FRITZ LEIBER

Fritz Leiber is considered one of science fiction's legends. Author of a prodigious number of stories and novels, several of which were made into live action films or television shows, he is best known as creator of the classic Lankhmar fantasy series. Fritz Leiber has won awards too numerous to count including the coveted Hugo and Nebula, and was honored as a lifetime Grand Master by the Science Fiction Writers of America. Even now, decades after his death, the stories of the author who created the term, "Sword and Sorcery," continue to thrill readers and spark imaginations!

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INTRODUCTION

Welcome to *Lankhmar: City of Thieves*. This book brings the fantastic stories of Fafhrd and the Gray Mouser, as told by Fritz Leiber, into your hands, meshing them with the award-winning *Savage Worlds* core rules. Whether you're a fan of Leiber's two sometimes-heroes looking for a way to enjoy their tales in a new and exciting way, or a fan of adventure gaming looking for a new setting to explore, this book provides you with the same clever, dark flavor of fantasy urban storytelling for which Lankhmar is famous.

If you're reading this book, we assume you know about roleplaying games. If not, don't fret; the *Savage Worlds* rules that power this game are fast and easy to learn. That means you and the Game Master can focus on the story and the action rather than the mechanics. You can find a copy of *Savage Worlds* at your favorite local game store or direct from Pinnacle at www.peginc.com.

For those of you who have played other roleplaying games before, you'll be happy to learn that *Savage Worlds* was designed with settings like Leiber's Lankhmar and Nehwon in mind. The system fits the exciting pulp action of Fafhrd and the Gray Mouser like a well-worn sword hilt fits its wielder's hand. You can create a group of heroes who wander the smoke-filled, twisting streets of Lankhmar just like the

Twain, dueling with cutthroats and thugs, exploring crumbling catacombs beneath the basements, or outwitting sinister sorcerers and their eldritch minions.

FAFHRD AND THE GRAY MOUSER

Fafhrd and the Gray Mouser are two fast friends, dubious heroes who wander the city of Lankhmar and the lands of Nehwon beyond in search of adventure. They are about as unlike as two friends could be, for Fafhrd is a towering behemoth of a man, a barbarian from the Cold Wastes far to the north, while the Gray Mouser is a slight, skulking figure who isn't sure of his original heritage. The two met doing what they both loved best, thieving in the dimly lit streets of Lankhmar, though their companionship was formed from tragedy as much as burglary.

FAFHRD

Fafhrd stands nearly seven feet tall and his reddish-blond hair hangs long down his back. He prefers the skins and hammered adornments of his people, and these features and accouterments clearly mark him as a tribesman from the north. He wields a great sword he has dubbed

Graywand, which he swings in wide, deadly arcs all about himself, but he is a cunning fighter equally good with bow, axe, and dagger. He tries to enjoy life to the fullest, sating his hearty appetites for food, song, women, and beverages, and he is a loyal friend.

Fafhrd grew up the son of a chieftain and a domineering mother in the lands of the barbarians far to the north of Lankhmar. He was trained as a skald, able to sing well in a near-falsetto voice as an entertainer. When he was still a child, his father Nalgron perished on the slopes of a mountain while trying to climb to its summit. His mother, Mor, tried to rule Fafhrd's life in every way, which he chafed against. He desired to flee his Snow Clan of barbarians and make his way to southern climes where he could experience "civilization." When a troupe of entertainers came to Cold Corners, a trading camp on the edge of the barbarian lands, Fafhrd took the opportunity to escape his mother's clutches and travel to Lankhmar with Vlana, a dancer and thief.

There, he met the Gray Mouser for the first time while robbing a pair of thieves, who had just themselves robbed a jewel merchant's shop.

THE GRAY MOUSER

The Gray Mouser is a swarthy, diminutive man, light on his feet and quiet as a still night. He dresses in a gray hooded jerkin, pants, and gloves, which provide half of his namesake. He is the master of twin blades, a rapier he calls Cat's Claw and a dirk named Scalpel, and he is light and quick on his feet, darting in and among his foes, ready to pierce and hamstring the enemies that Fafhrd does not cleave with his own mighty blows.

The Gray Mouser, originally known simply as Mouse, was an orphan with uncertain parentage who dwelt in the forest as a child with his mentor and teacher, Glavas Rho. There, he trained in the gentle magic of the white arts, which Glavas Rho would teach him as time allowed. Mouse's only friend was Ivrian, the daughter of the local lord, Duke Janarrl.

When Mouse returned from a lengthy journey to discover that the duke's men had slain Glavas Rho, his heart darkened. Blaming Ivrian as weak for revealing the peaceful practitioner's location to her father, Mouse vowed revenge on the duke and turned to the black arts in an attempt to carry out his vengeance. Though his initial effort failed and he was captured by the duke, Ivrian, who loved Mouse dearly and did not want to see him tortured, aided him in channeling black sorcery at Duke Janarrl, which finally slew him. Together, Mouse—by that point calling himself the Mouser—and Ivrian fled the duke's castle and headed to Lankhmar to start a new life.

THE TWAIN

The two heroes discovered they had the same idea for a perfect burglary when they independently jumped the same pair of petty thieves at the same time. Afterward Fafhrd and the Gray Mouser, or the Twain as they become known, realized that not only did they work well together—each one's skills perfectly complementing the other's—but that they truly enjoyed one another's company. Returning to their loves and bringing the women together to meet, the four shared their various tales of adventure and how they came to be in Lankhmar.

When the women challenged the Twain to carry through on a promise to inflict great harm to the Thieves' Guild in Lankhmar, Fafhrd and the Gray Mouser, full of liquid courage and wanting to impress (both one another and their ladies), ventured out to do just that. Their half-drunk scheme of dressing as beggars and infiltrating Thieves' House was just bold enough to be successful, and they learned a great deal about the most powerful underworld organization in Lankhmar.

But their return home brought horror, as they discovered the guild had not been idle in its own retribution for their crimes against two of its own. Dark sorcery slew Vlana and Ivrian, a kind of magic Fafhrd and Gray Mouser had witnessed originating from Thieves' House earlier

that night. Returning to the site of the devastating magic, they slew the hateful wizard who wielded it, and finding their sorrow unassuaged, left Lankhmar for a time.

THE RETURN

Fafhrd and the Gray Mouser found they could not stay away from Lankhmar forever, and eventually returned. Though they will never truly stop grieving for their lost loves, Vlana and Ivrian, they have discovered they can abide the memory of the two women and still pluck all the ripe fruit that the City of Sevenscore Thousand Smokes has to offer. In their time, Fafhrd and Mouser have traveled beyond the city numerous times, even passing through magical portals to other strange worlds, but always, always they make their way back, for Lankhmar, the City of the Black Toga, is their first and last home.

Along the way, each hero has gained the patronage of a powerful and mysterious wizard. Fafhrd enjoys the favor of Ningauble of the Seven Eyes, while Mouser gains aid from time to time from Sheelba of the Eyeless Face. Neither of the Twain much trust black sorcery (though Mouser still occasionally employs what little he learned from his youth), but they find the rival wizards' assistance invaluable on occasion.

Now, the two adventurers spend their days consuming great quantities of wine, finding temporary comfort in the embrace of women, crossing swords with the Thieves' Guild on occasion, and sailing to the ends of Nehwon and back. They even parted ways for a time, each finding himself on opposite sides of a scuffle between rival factions in the city, but they could not stay separated for long, such is the bond of their friendship.

LEIBER'S WORKS

Fritz Leiber, with help from his friend Harry Otto Fischer, penned the Fafhrd and Gray Mouser stories over several decades of his long life, beginning in 1934 and continuing almost until his death in 1992. Though they appeared in various periodicals during their initial publications, the stories can now be found and read in Leiber's intended chronological order in the so-called "Swords" series. The first five of these provide a majority of the source material for this campaign setting:

Swords and Deviltry: An anthology of the first set of stories that tell the tales of both characters' youths and how they met.

Swords Against Death: Another anthology with some of the Twain's earliest adventures, including a few of the most popular stories.

Swords in the Mist: The third anthology, which contains more of Fafhrd's and Gray Mouser's early adventures and includes their first novella-length story.

Swords Against Wizardry: A collection of longer tales that take the pair further afield from Lankhmar.

Swords of Lankhmar: A full-length novel detailing the Twain's adventures against the ratlings from Lankhmar Below.

Swords and Ice Magic: A collection of seven short stories and one novella, which follows the continued journeys of Fafhrd and the Gray Mouser.

The Knight and Knave of Swords: The final volume in the seven volume set. A collection of four short stories as the Twain settle permanently on Rime Isle with their new wives.

"The Mouser and Fafhrd lifted to each other white, drawn faces, which were quite mad, yet completely joined in understanding and purpose."

—Ill Met in Lankhmar

CHAPTER ONE: CHARACTERS

Every imaginable personality and expert resides in the city of Lankhmar and the environs nearby. From the common beggar to the wealthiest noble, from the shady merchant to the courtesan with a heart of gold, from the bored guardsman to the fervent priest of some obscure god, the place brims with people of all walks of life. In truth, any iconic character archetype, no matter how unusual or bizarre, can be found in the City of Thieves. Your hero does not have to mirror the likes of a hulking barbarian swordsman like Fafhrd or a clever rogue like the Gray Mouser, though there's nothing wrong with playing to one of those two stereotypes, of course. Your options are practically limitless.

Whatever you end up playing, you'll likely have more fun if you choose an archetype that is truly iconic, at least at first blush, and play him with gusto. It's great to give such a character an unusual twist, altering the tropes to bring a little variety to the role, but starting with an easily identified idea first makes everything a little easier.

In addition, don't be afraid to shift the moral compass a bit. Fafhrd and the Gray Mouser live in a world of grays, not black and white. The fellows are good-hearted, by and large, but they've never been afraid to spill a little blood in the course of their adventures. By the same token, all

the archetypes described below can run the gamut of pure-hearted to completely unscrupulous. For example, an escaped slave might have absolutely no compunction against selling others into bondage, despite his own suffering during servitude. Don't be afraid to go against type!

Below are a number of hero ideas that can serve as a starting point for creating your own characters. If you have a grand idea for a personality that isn't included in this list, by all means, run with it. The most important rule is to play a character you will enjoy.

Assassin: Dealing death is a notable part of the violent life of a Lankhmart, and there are those who are particularly good at it. Assassins sell their services to fellow citizens, whether they are cunning performance artists who relish the ability to make any death appear an accident, or bloodthirsty killers who don't care who knows of their exploits.

Bandit: Law in Lankhmar and the lands around it is nominal at best, and many less-scrupulous folk take to robbing others to make a living. One type of bandit might be a crusader who only robs the wealthy, while another might be a desperate outlaw with an enormous price on his head, and still another might just be lazy and prefer to take others' hard-earned wages.

Black Sorcerer: Magic is a strange, mysterious force, and most who dabble in it seek great power, often at the expense of others. Those who desire to wield such power, to command men to do their bidding or control the forces of nature against their enemies, can train in the arts of black sorcery. From the crafty court wizard who sends dark energies out into the streets to slay foes—for the good of the people, of course—to the reclusive hedge wizard hidden in dark caves and muddling travelers' minds, all who learn such secrets may be feared and hated, but they are definitely respected by their companions.

Bravo: Any man or woman who lives by his or her blade, seeking the thrill of the fight, can find a home in Lankhmar. Whether serving as mercenaries in some noble's army, hiring themselves out to steal or kill, or simply choosing to battle their way to wealth and glory, bravos abound in the lands of Nehwon.

Courtesan: Some men and women who live in the great city of Lankhmar offer themselves to others as a means of survival and advancement. Whether a common tavern wench providing companionship on Whore Street, or a refined courtesan prepared to engage in witty repartee during pillow talk, members of the oldest profession see and hear much and often use such gained knowledge to further their own agendas.

Escaped Slave: Slavery is an intrinsic part of life in Lankhmar, and slaves come from all walks of life. From coarse laborers

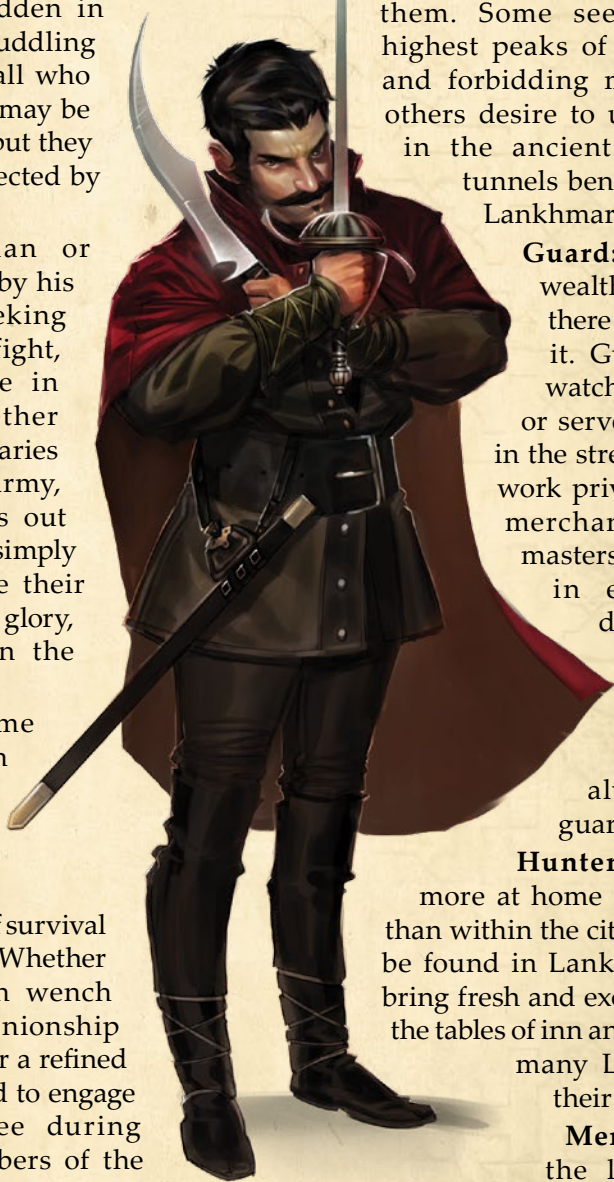
toiling in the fields to refined palace slaves trained to dance or provide pleasure, they are numerous, and more than a few have escaped their bondage to start a new life.

Explorer: Many parts of the world of Nehwon either still lie unseen by human eyes or have fallen into forgotten ruin, and there are those who crave wandering the breadth of the land to discover—or rediscover—them. Some seek to climb the highest peaks of the most distant and forbidding mountains, while others desire to unearth treasures in the ancient and crumbling tunnels beneath the streets of Lankhmar itself.

Guard: Where there is wealth and civilization, there is a need to protect it. Guards may stand watch on the city walls or serve as peacekeepers in the streets, or they might work privately for wealthy merchants and caravan masters, protecting trade in exchange for a decent wage. From the shabbiest curio shop to the Overlord's palace, there is always a need for guards.

Hunter: Though often more at home in the wilderness than within the city, hunters can still be found in Lankhmar. They often bring fresh and exotic meats to grace the tables of inn and palace alike, and many Lankhmarts prize their skills in tracking.

Merchant: Trade is the lifeblood of any city, and merchants bring goods from distant lands and sell them in shops throughout Lankhmar. Some are poor street vendors hawking their goods from a simple blanket or



cart, while others rule great consortiums that control caravans coming and going from every corner of Nehwon and vast warehouses to store the goods.

Noble: Some lucky few Lankhmarts are born to their wealth and power, leading pampered lives within their palace walls, where their every need and desire is provided. While some nobles are content to live out their lives in such luxury, others put their wealth and influence to use in more exotic endeavors, perhaps financing treasure-hunting expeditions or waging battles against corruption.

Officer: Military units require leadership, and officers provide that. The sergeant of the city watch, the lieutenant in a mercenary company, or the captain of a ship all command the respect and obedience of the men and women who serve under them.

Pirate: The Inner Sea is full of ships sailed by men and women who flaunt the law and take what they want by force. Oftentimes, they find their way to the docks of the port district of Lankhmar, ready to find new forms of amusement in taverns or brothels while spending their plunder.

Priest: The gods worshiped within Lankhmar are many and change with the passing of each week, and there is never a shortage of dedicated advocates proselytizing on their behalf. From the coarsest street curate praying from a wooden box to the most bejeweled holy man in his golden temple, priests of every sort are numerous in the city.

Sailor: Ships enter the port of Lankhmar from the Inner Sea daily, arriving from all points across Nehwon. From military vessels charged with protecting the merchants to the trade ships themselves, all have need of crew to man the rigging and repel boarders.

Shaman: Some foreigners bring their gods with them to Lankhmar and practice their faith with strange rituals and obscure beliefs. From the jungles of Klesh to the sweat tents of the frigid Cold Wastes, shamans come to the city for many reasons and can be found both inside the city walls and in the remote places just beyond.

Street Tough: While most folk keep busy going about their daily lives, some citizens of Lankhmar choose to do little that is constructive. Gangs of street toughs may decide to run a protection racket within the area of a few blocks, or they might just hang around, seeking opportunities to take advantage of the unwary in their midst. They are always looking for trouble and are usually in power in the back alleys and ramshackle buildings in poorer districts where the city watch is loathe to visit.

Spy: The lords, nobles, and wealthy merchants of the cities of Nehwon like to keep tabs on one another, probing for weaknesses and looking for ways to take advantage of each other. They often send spies to infiltrate their enemies, who work undercover and send back reports to their employers. A spy often pretends to be of another profession included in this list as a means to remain undetected.

Thief: Most thieves operating within Lankhmar serve the Thieves' Guild and only steal what they are instructed to. Those clever or foolhardy enough to defy the guild risk maiming or death should they be caught. Either way, there is much wealth in the city that thieves are tempted to take for themselves.

Tribesman: Not every citizen of Lankhmar is born in the city or finds it easy to adapt. Some visitors from distant lands retain much of their own culture's attitudes and customs. Mingols from the distant east, Kleshites from the steaming jungles far to the south, and hulking barbarians from the Cold Wastes find their way to the great city often enough, though the reasons why they do not return home again are as numerous as the visitors themselves.

White Magician: Where the practitioners of black sorcery wield great and terrible forces many consider evil, white magicians take greater care to use only gentle, beneficial magic, designed to heal and refresh. Such spellcasters work in harmony with nature and offer their services only to folk who are good of heart and have a true need.

MAKING CHARACTERS

Creating fun, unique heroes for *Lankhmar: City of Thieves* is easy. You need a copy of the character sheet found on our website, www.peginc.com. Once you have that, follow these steps to make your hero.

STEP 1: RACE

The first step in creating your character is to choose his or her race. Humans, ghouls, and ratlings are all available in a Lankhmar campaign.

STEP 2: TRAITS

Next you assign your hero's attributes and skills. Your character begins play with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You have 5 points to distribute among these attributes as you choose. Raising an attribute by a die type costs 1 point, and you may not raise an attribute above d12.

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute. Like attributes, skills cannot be raised above d12.

Skills: All the standard skills are available in *Lankhmar: City of Thieves* except Piloting.

DERIVED STATISTICS

Charisma is a measure of your hero's likability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Pace is equal to 6" unless changed by Edges or Hindrances.

Parry is equal to 2 plus half the warrior's Fighting die type. Edges, Hindrances, and some types of equipment can modify your Parry score.

Toughness is equal to 2 plus half your Vigor die type. Edges, Hindrances, and Armor can modify Toughness.

STEP 3: EDGES AND HINDRANCES

Great heroes are far more than a collection of skills and attributes. It's their unique gifts, special powers, and tragic flaws that truly make them interesting characters.

You can take one Major Hindrance and two Minor Hindrances. A Major Hindrance is worth 2 points, and a Minor Hindrance is worth 1 point.

For 2 points you can:

- Raise an attribute one die type, or...
- Choose an Edge

For 1 point you can:

- Gain another skill point, or...
- Gain an additional 50 gold rilks

STEP 4: EQUIPMENT

Each hero starts with the clothes on his back and 50 gold rilks, which he may use to purchase gear, armor, and weapons (see on page 19 for more details).

STEP 5: BACKGROUND

Take a moment and think about your character's background, filling in any history or background you want to decide now. Decide how the hero came to be in Lankhmar, and her goals, dreams, and aspirations. Does she have enemies or is she running from something? What does she look like?

"In Lankhmar on one murky night, if we can believe the runic books of Sheelba of the Eyeless Face, there met for the first time those two dubious heroes and whimsical scoundrels, Fafhrd and the Gray Mouser."

—Induction

RACES

HUMANS

The most common race found in Lankhmar is human, though they hail from a variety of locales. Humans begin play with one free Edge as long as they meet all the usual requirements (see Edges in the *Savage Worlds* core rules) and a d6 in the skill of their choice, or they can take the cultural package for the various backgrounds listed below:

LANKHMART

People who inhabit the city of Lankhmar and the lands immediately around it are known as Lankhmarts. They are a true mixture of every culture and background and individuals of every variety and personality can be found within the walls: cosmopolitan or coarse, noble or street urchin, merchant or thief, priest or sorcerer.

- **Jaded:** Often confronted with the darker nature of life, Lankhmarts are jaded and may ignore 2 points of Fear penalties.
- **Wary:** Lankhmarts are keenly aware of their surroundings, gaining the Alertness Edge.

KLESHITE

Kleshites are dark-complexioned folk who hail from the jungles of Klesh far to the south of Lankhmar. Kleshites encountered in and around the city are mysterious shamans practicing their forbidden magic, slaves (still in servitude or escaped) working a variety of labors, and everything in between. Kleshites tend to be smaller in stature than most folk in Lankhmar, yet light on their feet, though a tall Kleshite might be a unique background, too.

- **Fast:** Kleshites gain +2 Pace.
- **Quick:** Surviving the Klesh jungles means being quick. Kleshites gain the Quick Edge for free, ignoring any requirements.

NORTHERNER

Northerners are members of one of the many barbarian tribes that live in the Cold Wastes across the Inner Sea from Lankhmar. They are hearty and adventurous and enjoy traveling the depth and breadth of Nehwon. They are typically fair complexioned with red to reddish-brown, brown, or black hair. Due to the harsh nature of their environment and the semi-nomadic lives they lead, northerners are often large, physically fit individuals, but they frequently find the trappings of civilization alien and confusing.

- **Stature:** Northerners are often larger than the southern peoples. They are Size +1 (which increases their Toughness by +1), but their larger size has situational disadvantages such as a larger appetite, more expensive clothing, and other minor effects.
- **Wildling:** Northerners are raised in the wilds. They gain +2 to Survival rolls.

MINGOL

The Mingols are actually two distinct categories of inhabitants rolled into one culture. The homeland of the original nomadic warriors is the great, desert-like plains far to the east of Lankhmar and the Inner Sea, where they are master horsemen and archers. However, a great number of Mingols left their ancestry behind to become accomplished seafarers, working as sailors and pirates on many types of vessels all throughout the Inner Sea and even the Outer Sea beyond, where they employ the bow of their former homeland to great effect in ship-to-ship combat.

In either case, though, Mingols are a short but stocky, sallow-skinned people with dark hair.

- **Balanced:** Whether aboard the rolling deck of ship or in the saddle of a horse, Mingols are adept at maintaining their balance. Mingols start with the Steady Hands Edge, ignoring requirements.
- **Skilled:** Depending on their background, Mingols gain a +2 bonus to Boating or Riding.

NEHWON GHOULS

Ghouls are living beings and very nearly human except for their transparent, nearly invisible flesh, allowing their skeletons to show through. They are fearless and consider themselves quite civilized. They eat nothing but meat, whether the flesh of animals or other sentient races, which makes them unsavory in the eyes of most humans. Ghouls believe that consuming the flesh of other creatures is an act of kindness and a reward to them, for it transforms their “muddy” flesh into a pure, crystal-clear form.

Ghouls hail from their own city far to the east of Lankhmar, and while most refuse to wear clothing or armor and attack other intelligent species on sight, occasionally one breaks with the tribe, wandering to other areas, including the City of Thieves. There, they interact with humans (“mud-men” in their parlance) and must take pains to cover themselves if they do not wish to repulse folks with their grisly visages.

- **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.

RATLINGS

Ratlings are a mixed-breed species born of the mating of humans and the intelligent rats of Lankhmar Below. They share some traits from both parents, but each member of the species is unique. Most ratlings exhibit undeniable ratlike features. For example, one might have a perfectly human face but sport a rat's hindquarters, forced



to walk hunched forward while another ratling might have a rat's facial features and forepaws but is able to walk totally upright with a human's body. Obvious ratlings are not tolerated in Lankhmar society, but playable ratlings are able to pass as fully human, though subtle hints of their heritage exist.

Ratlings are equally comfortable living among humans on the surface streets of Lankhmar (though the reverse is not necessarily true) or within the enlightened rat society of Lankhmar Below. Some even use growth and shrink potions to move between the two societies, often in secret, leading double lives.

- **Agile:** Ratlings start with a d6 in Agility.
- **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:** Rats are distrusted at best in Lankhmar. 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.

NEW HINDRANCES

All Hindrances listed in *Savage Worlds* are available in *Lankhmar: City of Thieves*. In addition, the following new Hindrances are available.

AMOROUS (MINOR)

Some wizards, warriors, thieves, and charlatans are suckers for a pretty face. They're easily enamored with a member of one gender or another and easily distracted. Perhaps it's lust or lechery, or perhaps they just have a keen appreciation of form.

Amorous characters suffer a -2 penalty to resist Tricks and Tests of Will by any character with the Attractive Edge (-4 if Very Attractive). The gender one is attracted to is determined by the player—male, female, or both.

COCKY (MINOR)

It's not so much that the adventurer is overconfident—she just thinks everyone else is so *incompetent*. And she wants them to know it.

Until the character spends an entire round lecturing, chastising, gloating, or otherwise demeaning her foe in combat, she suffers a -2 penalty to *all* actions. Once she's satisfied the requirement, the penalty is lifted. She *may* perform a Test of Wills while delivering her speech, but doesn't have to.

OBLIGATION (MINOR/MAJOR)

Your hero has a responsibility she can't ignore. It could be as simple as a duty to an organization, a choice to protect or care for a person, or a vow to serve an alien wizard. Regardless of the specifics, your character is bound in some way to comply. She can expect her responsibilities to occasionally be inconvenient, or in some cases, even dangerous.

As a Minor Hindrance, her Obligations are generally restraints on her time, such as a work schedule she can't alter. As a Major Hindrance, your character's Obligations are

crucial and hazardous. Failure to honor the hero's Obligation always has consequences, though exactly what those are depends on the situation and the Game Master.

IMPULSIVE (MINOR)

The character is the kind to jump right into a situation without hesitation or foreknowledge. She is not overconfident; she just doesn't always think things through before taking action.

JINGOISTIC (MINOR/MAJOR)

The character dislikes people from other cultures and believes his own culture to be far superior—a jingoistic Kleshite, for example, dislikes barbarians and Mingols as much as he does the natives of Lankhmar. He cannot help belittling other cultures at every opportunity. A character taking the Minor version has -2 Charisma among other cultures. The penalty increases to -4 for the Major Hindrance.

In both cases, the character may not use Command Edges with "foreigners" until he has worked with them for a week or so.

ONE HAND (MINOR)

This character is missing a hand, but the other now counts as his primary. He suffers a -4 to any action requiring only the missing hand and a -2 to actions using both hands. The character may purchase a socket for the arm for 5 rilks which can attach a small tool such as a dagger or hook (all do Str+d4 damage), reducing the penalty to -2 for fine actions with the handless arm and -1 for actions requiring both hands. Actions not requiring fine manipulation, such as making a Fighting attack with the attached weapon, suffer no penalty.

NEW EDGES

Unless otherwise mentioned below, all the Edges available in the core rules are available for use in a Lankhmar campaign. Some additional Edges specific to the setting are detailed below, as well.

Prohibited Edges: Arcane Backgrounds (core), Martial Artist, McGyver, Power Points, Power Surge, Rapid Recharge, Rock and Roll!, Soul Drain, as well as any Edges that have a prohibited Edge as a requirement.

BACKGROUND EDGES

ARCANE BACKGROUNDS

Characters may only take the Arcane Background Edge once (regardless of the type chosen), and he may only choose from those detailed in **Sorcery** (see page 27).

Listed below is a brief overview about each type of Arcane Background and enough information to decide if you're interested in reading more.

- **Black Magic:** Black magic is the most common form of wizardry. Black Magic focuses on direct power, attacking foes, manipulating the very forces of physics.
- **Elemental Magic:** Falling outside the normal range of white and black magic, elemental magic is practiced by a few and harnesses the natural elements
- **White Magic:** Considered less sinister than black magic, white magic strives for harmony and focuses more on healing and restoration.

"Let there be no sorcery tonight!" Gwaay cut him off sternly, though speaking hardly louder than before. "Twere an insult to my sire and to his great servant Flindach here, a Master of Magicians, even to think of such! Bide quietly, swordsman, keep peace, and speak no more." His voice took on a pious note. "There will be time enough for sorcery and swords, if slaying there must be."

—The Lords of Quarmall

COMBAT EDGES

BRUTAL

Requirements: Novice, Wild Card

The character with this Edge is more dangerous when roughed up. When determining melee damage, he adds his wound level to the roll. A hero with 3 wounds, for instance, adds +3 to his Fighting damage rolls

CLOSE FIGHTING

Requirements: Novice, Agility d8+, Fighting d8+

This Edge is for skilled knife-fighters, who pride themselves on defeating their foes up close and personal.

Close fighters move inside most weapons' reach, adding a bonus to their Parry equal to the enemy weapon's Reach +1 for that particular foe. No bonus is granted if the foe is unarmed or using a knife or other small weapon.

Example: A character with the Close Fighting Edge battles an opponent with a short sword (Reach 0). The character's Parry is raised by +1.

IMPROVED CLOSE FIGHTING

Requirements: Novice, Close Fighting

Close fighters train to go for vital areas and weak spots for quick and lethal kills. The attacker adds a bonus to his Fighting roll equal to his enemy's Reach +1.

DIRTY FIGHTER

Requirements: Seasoned

There is no honor among thieves, and the city of Lankhmar has more than its fair share of scoundrels. Those with this Edge do anything to win in a fight.

This dastardly cur is particularly good at tricks. He adds +2 to all Trick maneuver rolls.

REALLY DIRTY FIGHTER

Requirements: Seasoned, Dirty Fighter

Your character is extremely skilled in tactical deceit. Should he get a raise on a Trick attempt, not only is his target

Shaken, but your hero gains The Drop on his opponent. He continues to have The Drop until the foe is no longer Shaken.

IRON JAW

Requirements: Novice, Vigor d8+

The hero can absorb damage like he was made of oak. He gets +2 to Soak rolls and Vigor rolls to avoid Knock-Out Blows (see page 25).

SHRUG IT OFF

Requirements: Wild Card, Novice, Iron Jaw

At the end of a combat in which he suffered one or more wounds, the hero makes a Vigor roll (wound penalties apply). On a success, he converts one wound to a level of Fatigue from Bumps and Bruises, and on a raise can convert two wounds to two levels of Fatigue. The hero cannot convert a wound if it would cause Incapacitation from Fatigue. Each level of Fatigue is recovered after four hours (see **Larger than Life** on page 25).

DETERMINATION

Requirements: Wild Card, Heroic, Iron Jaw

When lesser men fall by the wayside, this hero just keeps soldiering on.

When the character takes enough wounds to make him Incapacitated, he may make a free Soak roll. Should the roll fail, the hero may spend a Benny to make a Soak roll as normal. If a character suffers multiple wounds in the same round that take him to Incapacitated, he may make multiple free Soak rolls.

Example: Fafhrd already has 2 wounds, when two vicious wolves sink their teeth into him, inflicting 2 and 3 wounds respectively. Fafhrd may make two free Soak rolls, one against each attack.

LUNGE

Requirements: Novice, Fighting d8+

A lunge allows a swordsman to extend the reach of his weapon. The character gains +1 Reach to his weapon. He may not use this Edge with First Strike, Frenzy, or Sweep.

NAMED WEAPON

Requirements: Novice, Fighting (melee/ thrown weapon) or Shooting (ranged weapon) d6+, Wild Card

This hero has named one of his weapons and by doing so imbued it with greater effect in his hands. For a melee/thrown weapon, its damage increases one die type, which is not limited by Strength. For example, a long sword deals d8+d10 damage in the hands of a Strength d8 character. For a ranged weapon with fixed damage, it instead gains a +1 bonus to damage, so a bow would do 2d6+1 damage.

If a Named Weapon is lost, the hero can replace it, but the benefit of the Edge doesn't kick in for two game weeks. This Edge can be taken multiple times each time applying to a different weapon.

IMPROVED NAMED WEAPON

Requirements: Veteran, Named Weapon, Trademark Weapon

With this Edge, the hero's ability with his named weapon is unparalleled. As long as it's in hand, he can deflect incoming ranged attacks he is aware of. Any ranged attack directed against him uses his Parry as the base TN instead of 4.

With a ranged or thrown weapon, the user halves Called Shot penalties.

This Edge can be taken multiple times each time applying to a different weapon.

SPOT WEAKNESS

Requirements: Seasoned, Smarts d8+, Fighting d8+, Notice d6+

No swordsman, whether one taught by the finest master from the mysterious east or one who developed his art on the streets of Lankhmar, is flawless. Everyone has a weakness, and this character has the

training necessary to spot and exploit such a weakness.

If an opponent making a Fighting attack against the character rolls a 1 on his Fighting die (regardless of Wild Die), the character receives +1 to Fighting rolls against that foe for the rest of the combat. If an opponent rolls a 1 on his Fighting die but hits the hero using his Wild Die, the character still spots the flaw.

You only get the bonus once, no matter how many 1s are rolled.

WALL OF STEEL

Requirements: Veteran, Block, Notice d8+

Sometimes a fighter finds himself greatly outnumbered in a fight. Fortunately, the character has the perception and agility to handle multiple foes. As long as the character is armed, opponents gain no Gang Up bonus against the hero.

POWER EDGES

ACCOMPLISHED RITUALIST

Requirements: Novice, Arcane Background, Knowledge (Arcana) d6+, Spellcasting d6+

A wizard with this Edge excels at performing rituals. Each time this Edge is taken the character ignores 2 points of Casting Modifier when performing a ritual to a minimum of -1. The Edge may be taken multiple times but only once per Rank.

CREATE TALISMAN

Requirements: Heroic, Arcane Background, Knowledge (Arcana) d10+, Spellcasting d8+

The wizard is able to create talismans imbued with mystical arcane power including items such as potions, scrolls,

When he said, "And so with a whish and a snick I bared Scalpel—" Fafhrd remarked, "Oh, so you've nicknamed your sword as well as yourself?"

The Mouser drew himself up. "Yes, and I call my dirk Cat's Claw. Any objections? Seem childish to you?"

"Not at all. I call my own sword Graywand. All weapons are in a fashion alive, civilized and nameworthy. Pray continue."

—Ill Met in Lankhmar

brooches, and other single use temporary objects. Creating more permanent items is beyond the skill of most mortal wizards.

To create a talisman, the wizard must know the power he wishes to imbue, have access to a workspace, and basic tools (equal to a tool kit from *Savage Worlds*). Creating the talisman requires two hours and materials costing 5 gold rilks per Casting Modifier of the power being imbued. To make a potion of *farsight* (-2), for example, requires four hours of preparation and 10 gold rilks of materials.

When imbuing powers with variable effects, the exact use must be chosen when the item is created. For example, a wizard

creating a potion with *boost/lower Trait* must choose which Trait is affected at the time of creation. Powers requiring an opposed or attack roll can't be imbued into a talisman, so *lower Trait* is not an option and the item *boosts* by default.

At the end of the preparation time the wizard makes a Spellcasting roll but Casting Modifiers do not apply (extra time is already included, see page 28). With a success the item is created and may be used by anyone, gaining the benefits of the power imbued. Raises work as normal increasing the effect of the imbued power. With a failed casting the raw materials are consumed and the wizard must succeed at a Spirit roll or suffer the normal effects of Backlash for his Arcane Background (see Sorcery on page 27).

Powers with a Range other than Touch or Self must be thrown.

These devices require an attack roll using the Throwing skill and have a Range of 3/6/12. Other items require an action to activate dependent on the specific item (drinking a potion, reading a scroll, applying a salve, rubbing a brooch, etc.) and the item is consumed or loses its power.

Except for Instant powers, the Duration of the power is 2d6 hours.

Creating such talismans requires a personal, yet mystical, connection to the created item. A wizard may only have a number of talismans created at one time equal to half his Knowledge (Arcana) die.

FAMILIAR

Requirements: Seasoned, Arcane Background, Knowledge (Arcana) d8+, Spellcasting d10+

The wizard has acquired a small animal, such as a bird, rat, ferret, or cat (no larger than Size -1) as a familiar and is mystically bound to it.

The character may not have more than one familiar at a time.



In addition to its natural traits and skills, the animal gains telepathic communication with the character and can issue warnings or allow the wizard to see, hear, smell, or feel what it does at a range equal to the hero's Smarts \times 25 yards. As long as the two are in communication, the caster can freely share her Bennies with the familiar. It may be given simple commands, verbally or mentally, and follows them to the best of its ability. Typical commands are guard, watch, hide, warn, attack, etc.

The mystical bond between the familiar and its caster means that if the familiar dies, regardless of the distance, the caster is instantly Shaken and must make a Spirit roll at -2. On a failure, the magician suffers 2d6 damage (ignoring Armor) as well, or 3d6 on a critical failure.

A wizard may dismiss a familiar at any time. Any wizard who loses a familiar through choice or the animal's death may summon a new one after 2d6 days.

RAPID RECOVERY

Requirements: Seasoned, Arcane Background, Vigor d6+

Some powerful mages are able to recover faster than others from the exertions of working magic.

This Edge allows a spellcaster to reduce the time it takes to recover a Fatigue level lost to Backlash to 15 minutes.

IMPROVED RAPID RECOVERY

Requirements: Veteran, Rapid Recovery

The character regains one Fatigue level lost to Backlash every 5 minutes.

RITUAL RESEARCHER

Requirements: Seasoned, Arcane Background, Smarts d8+, Knowledge (Arcana) d8+, Spellcasting d8+

This character is skilled at figuring out how to cast unknown rituals. When making Knowledge (Arcana) rolls to decipher an unknown ritual (see page 32), the penalty is -2 per Rank of the power past the caster's Rank instead of Novice. So at Seasoned, he suffers no penalty for a Seasoned Rank power, -2 for Veteran, and so on (the Edge

OF ELEMENTS AND GUILDS

Both Elemental Magic and joining a guild cover a variety of options. Depending on the specific choice a player makes, there may be other requirements or factors which at least commonly apply.

For instance, snow magic is the province of the Snow Women only, so such a character should be female and a Northerner, while anyone can be a member of the Thieves' Guild as long as he's male.

Such limitations are story concerns for the Game Master to use or ignore as desired. Heroes often break the mold and so may be the first female member of the Thieves' Guild or a Lankhmart taught snow magic by a Snow Woman lover. Or the Game Master may decide such limits don't exist at all.

Regardless of the specific choice, make sure the players are aware of and comfortable with the decision before the game begins.

does not provide a bonus to lower Rank spells). Additionally, the Casting Modifier for an unknown ritual with this character as the primary magician is not doubled.

STRONG CASTER

Requirements: Seasoned, Arcane Background, Smarts d8+, Knowledge (Arcana) d8+, Spellcasting d6+

The character is adept at channeling raw magical essence.

A character with this Edge reduces the initial Casting Modifier of all spells by 1, to a minimum of zero. For instance, a spell with a Casting Modifier of -2 only inflicts a -1 penalty to this mage.

IMPROVED STRONG CASTER

Requirements: Heroic, Strong Caster

As above, except the penalty to the Casting Modifier is reduced by 2 (to a minimum of zero).

SORCERER

Requirements: Veteran, Rapid Recovery, Strong Caster

This caster knows how to channel excess magical energy more effectively. If the Casting Modifier for a spell is reduced to 0, the character only suffers Fatigue from Backlash on a critical failure (double 1s) instead of on any failure. All other effects still apply.

PROFESSIONAL EDGES

HONEYED TONGUE

Requirements: Novice, Smarts d6+, Spirit d6+, Persuasion d8+, Streetwise d6+

Whether a master merchant, talented courtesan, or flirtatious fence, this character is a master of flattery, innuendo, and fabrications. The character's ability to confuse and distract allows him to make a Test of Wills using Persuasion opposed by the target's Smarts.

Additionally, this smooth talker is an expert negotiator. When selling goods (page 19) he is able to unload the items at half price with a successful Streetwise roll, or at three-quarters value with a raise.

EXPLORER

Requirements: Novice, Vigor d6+, Survival d8+

There are two extremes of climate, and this character has survived them both. He gains a +2 bonus to Survival rolls. In addition, he has a +2 bonus to resist the effects of hot and cold environments (see *Hazards* in *Savage Worlds*).

PRIEST/PRIESTESS

Requirements: Novice, Spirit d6+, Knowledge (Religion) d6+

There are many priests and priestesses in Lankhmar—many of them are simply charlatans—but your hero is a true believer and favored by her deity. The gods of Nehwon are subtle but when fate turns a fickle hand towards the character, her deity balances the scale a bit back in the hero's favor.

Any time the character has a 2 for initiative she immediately gains a Benny. The priestess must use the 2 for her Action Card to get the benefit (so Quick characters must choose to stop drawing cards once they get a 2 and Level Headed characters must choose to use a 2 over any other card drawn). If, due to Edges, the priestess draws multiple 2s in one turn, she still only gains one Benny.

Priests gain a +1 Charisma bonus when interacting with adherents of the same faith. Prominent priests often have Connections (Followers) or other Edges representing the worldly benefits of their position.

Priests and priestesses in Lankhmar do not have any inherent magical abilities unless they take an Arcane Background Edge separately.

ARCANE ZEALOT

Requirements: Veteran, Arcane Background, Priest/Priestess, Knowledge (Religion) d8+, Spellcasting d8+

Among the faithful, a small few occasionally take up the mantle of magic as well. Whether a gift from their deity (as they claim) or simply the conviction of fanaticism (as everyone else claims), such individuals find it easier to sustain spells.

A character with this Edge ignores 1 point of Spellcasting penalties for having a spell currently active and gains a +2 bonus to rolls to resist Disruption.

SOCIAL EDGES

REPUTATION

Requirements: Veteran

Whether the character is branded a hero or villain, he has earned a reputation for himself across Nehwon.

He may add his Charisma to Intimidation rolls. A negative score is treated as positive for this (and the scoundrel has a bad reputation).

CHAPTER TWO: GEAR

The gear listed below is commonly available in Lankhmar and larger cities of Nehwon.

SELLING GOODS

Adventurers often come into a fair amount of ill-gotten goods. Selling one or two items can sometimes be sold at near full-price if the right buyer can be found, but no merchant pays full price. Selling large quantities of items requires finding a fence or black market dealer to purchase the goods at a discount.

A Streetwise roll allows a seller to unload all of his mundane items for a quarter their normal value. A raise finds a buyer who will take it all for half the list price. This roll may only be attempted once per week.

GEAR NOTES

Candle: A candle provides clear light in a 2" radius for two hours. A candle blows out in a strong wind or whenever the character holding it runs.

Caravan Travel: Caravan masters frequently allow sell-swords to join them for free, perhaps even providing food and water in exchange for a common defense pact.

CURRENCY

Coinage in Lankhmar comes in a variety of materials and values. To assist in tracking money and keeping it simple and easy to handle, use the following values for the coins:

Coin	Value
100 iron tiks	1g
10 bronze agols	1g
2 silver smerduks	1g
1 gold rilks	1g
1 diamond in amber gluditch .	100g

The cost of all gear in the tables is listed in gold rilks (g), silver smerduks (s), or bronze agols (b).

Climbing Gear: Climbing gear consists of a small pick, a small hammer, and spikes to drive into rock. It does not include rope.

Components: See **Components** on page 28, for full details.

Dice/Cards, Weighted/Marked: This seemingly ordinary pair of dice or deck of cards is weighted or marked, as appropriate. The user adds +2 to Gambling rolls whenever he cheats at dice or card games.

GEAR

ADVENTURING GEAR

Item	Weight	Cost
Backpack	2	5s
Bedroll	4	5s
Blanket	4	1g
Book (blank, 50 pages)	2	5s
Candle (2" radius)	1/2	1b
Climbing Gear	6	2g
Crowbar	2	1g
Dice/Cards	—	1s
Dice/Cards (weighted/marked)	—	8g
Flask (ceramic)	1	1s
Flint and Steel	1	3b
Grappling Hook	2	5g
Hammer	1	2s
Lantern (4" radius)	3	5s
Lantern, Bullseye	3	5s
Lock	2	5g
Lockpicks	1	10g
Leather Satchel	2	3s
Manacles	2	3s
Mirror (metal)	1	2s
Oil (1 pint)	2	2b
Parchment (per sheet)	1/20	1b
Quiver (holds 20 arrows)	4	1g
Rope (10")	15	1g
Pick or Shovel	5	1s
Saddle	10	1g
Sack (empty)	1/2	1g
Scroll case	1	1s
Soap	1/5	1b
Spikes (10)	10	1g
Tent (sleeps 2)	10	3g
Torch (1 hour, 4" radius)	1	1s
Waterskin	1	1s
Whetstone	1	1s
Whistle	—	1s

ARCANE

Item	Weight	Cost
Components (each)	—	1g

ANIMALS, TRAINED

Item	Weight	Cost
Gard Dog	—	20g+
Hawk	—	20g
Hunting Dog	—	10g+
Horse	—	30g
Mule	—	20g
War Horse	—	80g

CLOTHING

Item	Weight	Cost
Normal Clothing	—	2g
Formal Clothing	—	12s+
Tailored Clothing	—	10g+
Thief's Cloak	2	10g
Winter Clothes	3	7s

FOOD

Type (per serving)	Weight	Cost
Average Meal	—	1g
Cheap Meal	—	1s
Expensive Meal	—	3s+
One Day's Water (1 quart)	2	1b
One Week's Rations	10	7s

BEVERAGES

Type	Weight	Cost
Ale (tankard/1 pint)	1	1b
Common Wine (flagon)	6	3b
Fine Wine (bottle)	2	2g+

SERVICES

Item	Weight	Cost
Bath	—	2b
Room (shared with 6)	—	2b
Room (double)	—	4b
Room (private)	—	8b
Stabling/per day	—	1b

TRAVEL

Item	Weight	Cost
Caravan/per day	—	3b+
Ship Passage/per day	—	1s+

ARMOR

Armor	Bonus	Weight	Cost	Notes
Leather Jerkin	+1	3	2g	Covers torso
Leather Suit	+1	15	5g	Covers torso, arms, legs
Chain Shirt	+2	10	20g	Covers torso
Chain Hauberk	+2	25	30g	Covers torso, arms, legs
Chain Coif	+2	3	5g	75% vs. head shot
Plate Corselet	+3	25	50g	Covers torso
Pot Helm	+3	4	15s	50% vs. head shot

Shields

Small Shield	—	8	5s	Parry +1
Medium Shield	—	12	5g	Parry +1, +2 Armor vs. ranged attacks

MELEE WEAPONS

Weapon	Damage	Weight	Cost	Notes
Axe	Str+d6	2	20g	—
Battle Axe	Str+d8	10	30g	—
Broadsword	Str+d8	10	35g	AP 1
Club	Str+d4	1	3s	—
Dagger	Str+d4	1	5s	Includes dirks
Great Axe	Str+d10	15	50g	AP 1, Parry -1, 2 hands
Great Sword	Str+d10	12	40g	Parry -1, 2 hands
Halberd	Str+d8	15	25g	Reach 1, 2 hands
Heavy Rapier	Str+d6	6	30g	Parry +1
Long Sword	Str+d8	8	30g	Includes scimitars
Mace	Str+d6	8	25g	Includes warhammers
Rapier	Str+d4	3	15g	Parry +1
Short Sword	Str+d6	4	20g	—
Spear	Str+d6	5	10g	Parry +1, Reach 1, 2 hands
Staff	Str+d4	8	1g	Parry +1, Reach 1, 2 hands

RANGED WEAPONS

Weapon	Range	Damage	AP	RoF	Shots	Weight	Cost
Axe (throwing)	3/6/12	Str+d6	—	1	—	2	15s
Bow	12/24/48	2d6	—	1	—	3	25g
Notes: Min Str d6.							
Crossbow	15/30/60	2d6	2	1	—	10	50g
Notes: Min Str d6, 1 action to reload.							
Dagger	3/6/12	Str+d4	—	1	—	1	5s
Long Bow	15/30/60	2d6	—	1	—	5	30g
Notes: Min Str d8.							
Miniature Crossbow	6/12/24	2d4	1	1	—	3	50g
Sling	4/8/16	Str+d4	—	1	—	1	1g
Spear	3/6/12	Str+d6	—	1	—	5	10g

Notes: Min Str d6.

AMMUNITION

Type	Weight	Cost	Notes
Arrow (20)	5	1g	Recoverable on a d6 roll of 4–6.
Quarrel (20)	4	2g	Recoverable on a d6 roll of 4–6.
Quarrel, Dart (20)	2	5g	Recoverable on a d6 roll of 5–6.
Sling Stone (20)	2	1b	Stones can be found for free with a Notice roll and 1d10 minutes searching.

VEHICLES

Vehicle	Acc/TS	Toughness	Crew	Cost
Cart/Wagon	Animal's Pace	8 (2)	1+5	50g
Frigate	2/10	15 (2)	12+24	3,000g
Notes: Heavy Armor				
Galleon	2/8	19 (4)	20+60	15,000g
Notes: Heavy Armor; Weapons: 2 × Ballista or small catapults				
Grain Barge	4/12	13 (2)	6+20	2,000g
Notes: Heavy Armor				
River Barge	1/4	8 (2)	1+20	1,000g
Notes: Not seaworthy, –2 to Boating in open sea. See notes.				
Rowboat	1/2	8 (2)	1+3	50g

SHIP WEAPONS

Weapon	Range	Damage	RoF	Crew	Reload
Ballista	25/50/100	3d8	1	2	1
Notes: AP 4, Heavy Weapon					
Small Catapult	24/48/96	3d6	1	4	2
Notes: AP 4, Heavy Weapon, Small Burst Template					

Grappling Hook and Line: A grappling hook is attached to a light line of variable length but usually no more than 15 yards in length. The user throws the hook just as if he were attacking a target. It has a Range of 3/6/12. If it “hits,” the hook has set and can hold up to 200 pounds of weight.

Lantern: A lantern provides light in a 4” radius for three hours per pint of oil. There is a 50% chance the lantern breaks if dropped, and a 1 in 6 chance it sets normal combustibles alight (see *Savage Worlds*).

Lantern, Bullseye: A bullseye lantern acts as a regular lantern, but also has a shuttered reflective hood that can focus light through a small opening. When used in this way, it provides a cone of light equal to the Cone Template. There is a 50% chance the lantern breaks if dropped.

Lock: A large iron lock that comes with two skeleton keys.

Lockpicks: A character who tries to pick a lock without these tools suffers a –2 penalty to his roll.

Oil (1 pint): Besides providing fuel for lanterns, oil can also be used as a weapon. This is most commonly done by putting oil in a ceramic flask with a lit fuse. The flask is then thrown at the target where it breaks and the fuse sets the oil alight.

Lighting a fuse requires 1d6 rounds with flint and steel (1 round with open flame), so it’s best to light the fuse before a fight starts (a fuse stays alight for 10 minutes).

The flask’s Range is 3/6/12. Anything it hits suffers 1d10 damage immediately and may catch fire.

Pick: Picks are unbalanced as weapons and are a medium improvised weapon.

Rope (20 yards): The rope can safely handle 300 pounds. For every 50 pounds

over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

Scroll Case: Used to carry maps and other important documents, scroll cases are made of leather and can be made watertight by sealing the ends with pitch or wax.

Ship Passage: Includes one cheap meal and space on the deck. Prices rise for better food and a roof over one's head. Likewise, supplying one's own food lowers the price.

Tailored Clothes: Anyone wearing tailored clothing may add +1 to his Charisma in situations where his status has an effect.

Tent: A waterproofed leather canvas shaped into a V with three poles to form a basic frame. It sleeps two in comfort.

Torch: A torch provides clear light in a 4" radius for one hour. Temporary torches can be made with some wood, rags, and 1 pint of oil for every 10 torches. These last half as long, however.

Thief's Cloak: These cloaks are dark brown or gray, bordering on black in color. They grant a +1 to Stealth rolls in Dim or darker lighting.

Trained Animal: The beast is trained to respond to basic commands.

Winter Clothes: Characters without warm cloaks and boot covers suffer -2 to their Fatigue rolls in cold weather.

ARMOR AND WEAPON NOTES

Broadsword: A thick-bladed sword, the broadsword's extra weight and design grant it AP 1.

Miniature Crossbow: The miniature crossbow can be fired with one hand and reloaded much faster by a normal-sized person. In Lankhmar, it requires a skilled craftsman to create them, making them as expensive as their larger cousins.

Heavy Rapier: The same length as a normal rapier, the heavy version has a slightly wider edged blade and more weight, granting more damage when

ARMOR OR NOT?

Before purchasing armor for a character, be sure to check out the Setting Rule, **Unarmored Heroes** on page 26. Like Fafhrd and the Mouser, your character may prefer to remain light on his feet.

slicing and thrusting while still being light enough to grant +1 to Parry.

SHIP WEAPON NOTES

Range: The Range increments of the weapon as per *Savage Worlds* core rules.

Damage: The damage of the weapon. Note that when used against inanimate objects, such as fortifications, the standard rules for Breaking Things apply, and the damage can neither Ace nor gain bonus damage for a raise. Matching Toughness with a heavy weapon against an inanimate object creates a 1" (2 yard) hole in the target or, if it uses a Burst Template, a hole equal to its size.

Crew: The number of people needed to effectively fire the weapon at its minimum Reload. Add 1 to the reload time for each crew member less than this total.

Reload: The number of rounds needed to reload the weapon.

Notes: Any special abilities of the weapon.

VEHICLES

Cart/Wagon: Carts and wagons are used all throughout the cities and countryside of Nehwon. Carts are generally two wheeled and pulled by a person or animal, where wagons have four wheels and are drawn by one or two animals.

Grain Barge: A single-mast ship with steep sides and a flat bottom. Commonly used to transport grain from Lankhmar to the other large cities of Nehwon

River Barge: Long flat-bottomed ships with a small cabin at the rear. River barges are used to haul goods up and down the rivers of Nehwon. River barges typically use sails, but can be pulled along the banks by horse or ox (Acc/TS: 1/2).

CHAPTER THREE: SETTING RULES

Heroes in Lankhmar are bound to the desires of Fate, Chance, and the Lords of Necessity. To reflect this the following Setting Rules from *Savage Worlds* are used. Full details may be found in the core rules, but here's a brief summary:

- **Critical Failures:** Whenever a character rolls a 1 on both his Trait and Wild Die, he can't spend a Benny. He's stuck with the result!
- **Joker's Wild:** When a Joker is dealt in combat, every player gains a Benny.

LIFE IN LANKHMAR

In the City of Sevenscore Thousand Smokes, life is dangerous and uncertain. The following rules reflect the nature of life in Lankhmar.

DOWN TO MY LAST TIK

Money comes and goes in Lankhmar with great treasures squandered away on trinkets, pleasures, and paying to repair taverns after a night of brawling. Each game week, characters halve their total funds. Heroes with Poverty quarter their funds each week.

GUILDS

Guilds are the lifeblood of Lankhmar and there is a guild for almost every profession found in the city, whether it is legal or illegal; except for a few rare exceptions (for example, there is no guild for farmers).

Business conducted in the city is done under the watchful eye of at least one guild if not several, each claiming a stake of the business and a share of the profits. The guilds of Lankhmar wield power even the Overlord must heed. Being a member of one of the guilds entitles the character to significant aid at a measly percentage of her income (or so the guilds claims). The reality is guild membership leads to dangerous situations as much as it helps.

Joining a guild is a simple affair. One just needs to make an application at the guild's main guildhall and pay an application fee. The fee depends on the prestige of the guild but generally ranges from 1–20 gold rilks.

New members are given a sigil, badge, or symbol of their membership; such as the silver-handled dagger of the Thieves' Guild, and granted access to basic guild resources. The character gains the Obligations (Major—Guild) Hindrance and the Connections (Guild) Edge. As part of his Obligations, the new member pays

20% of his income in dues and occasionally performs jobs for the guild, ranging from inconsequential to deadly. As part of his Connections, the character can purchase gear directly connected to the guild's specialty (Game Master's call) at half price with a successful Streetwise roll.

***Example:** With a successful Streetwise roll, a member of the Thieves' Guild purchases lockpicks, rope, and a grappling hook at half price, while a member of the Sorcerers' Guild procures components at half price.*

Guild sanctions for failing to pay dues, shirking responsibilities, or nonmembers working at a guild profession vary by the specific guild and offender. First offenses often result in a fine or worse assignment with nonmembers offered an opportunity to join the guild as long as they meet any other requirements. A second offense may result in anything from a much heftier payment to a dangerous job or even a visit from members of the Slayer's Brotherhood to rough up the character. Repeat offenses suffer harsher repercussions—up to assassination.

As all things in Lankhmar, exceptions exist. A noble breaking guild law might be ignored or required to pay a minimal fine while a particularly embarrassing first offense could result in severe sanctions. In the end, the goal of all guilds is to make money, so if it costs more to deal with the offender than not, he's usually left alone.

KNOCK OUT BLOW

In a city as corrupt as Lankhmar, one can never be certain of what lies in the shadows or if an ally might suddenly turn enemy. When a character takes enough damage to be Shaken or worse from an attacker with The Drop on him (see *Savage Worlds*), he must make a Vigor roll against the total damage or be knocked unconscious. If the hero Soaks all the wounds, he doesn't have to worry about getting cold-cocked. A character knocked unconscious in this manner remains out

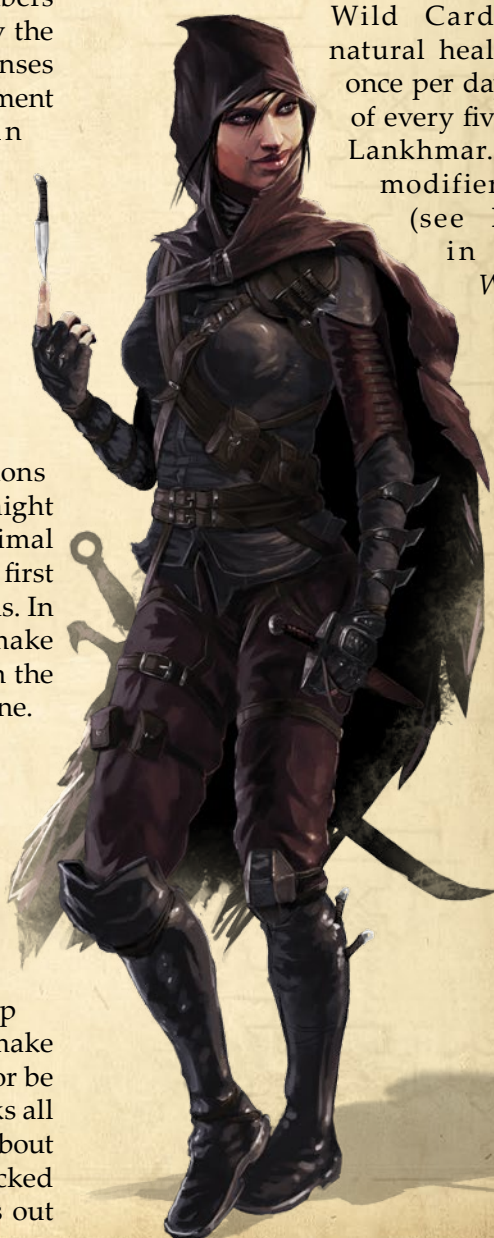
for 2d6 minutes, or longer if dramatically appropriate. What happens during that time is up to the Game Master, but waking up bound, bereft of belongings, or both is not uncommon.

Note: This covers any kind of damage, not just blows to the head.

LARGER THAN LIFE

Lankhmar is a dangerous place and inevitably the adventurers are going to suffer wounds, but true heroes (and villains) are back on their feet faster than normal folks.

Wild Cards make natural healing rolls once per day instead of every five days in Lankhmar. Normal modifiers apply (see **Healing** in *Savage Worlds*).



BUMPS AND BRUISES

Fatigue from Bumps and Bruises are little more than an annoyance to heroes. Wild Cards recover one level every four hours instead of 24 hours, and if tended by another character with the Healing skill, recovery time is halved to two hours per level.

NO HONOR AMONG THIEVES

Betrayal is a part of life in the City of Thieves. Sometimes a companion double-crosses his mates over a few gold pieces. Other times he might cheat on a friend over the love of a woman. Most of these betrayals are met with a wry smile and a vow to reciprocate at some future date. There is no honor among thieves, after all.

Sometimes the betrayal is more personal. In Lankhmar, whenever a character is betrayed by a close friend or associate (a trusted ally or even another player character—Game Master's call), he cannot spend a Benny to reroll any opposed defensive action.

If the betrayal is an actual attack (almost assuredly with The Drop) and the victim doesn't Soak all the wounds and / or remove the Shaken, he must make a Vigor roll versus the damage or go unconscious per the **Knock Out Blow** rules on page 25. He may not spend Bennies on this roll.

UNARMORED HEROES

A common trope of the Sword & Sorcery genre is the unarmored hero. Fafhrd and the Gray Mouser are perfect examples of this. If a Wild Card is not wearing any armor or using a shield he gets a +2 bonus to Soak rolls. Armor provided by spells and the like doesn't count against the hero for this purpose.

SHADOWING

On occasion, a hero may wish to follow another character—a "mark"—without being noticed, such as following a cultist back to a hidden temple or trailing a wealthy noble. This is not the same as a Chase—though it might lead to one if the person being followed discovers he has unwanted attention.

Shadowing is an opposed roll between the Shadower's Stealth skill opposed by his opponent's Notice roll. If the character is shadowing by other means of conveyance than walking, he uses the lower of his Stealth or the appropriate "maneuvering" skill (Riding, Driving, etc.).

Should the shadower roll at least a 4 and win the opposed roll he manages to follow unnoticed. If his roll wins the contest but is less than a 4, the character loses his mark but isn't seen. If the hero loses the opposed roll with a 4 or better, his target is followed but detects him. If he loses both the contest and fails to score at least a 4 on his roll, then not only does he fail to keep shadowing, but his target gets a good look at him.

If the shadower is discovered, he can continue to follow his mark, but it becomes an opposed roll of his Notice versus his opponent's Stealth (or maneuvering Trait if lower) to not lose the target.

While in the city, each roll covers roughly fifteen minutes of time, so it's possible several rolls may be required.

Finally, it's very hard to shadow a target who moves faster than the follower. If the opponent has a higher base Pace, the shadower suffers -2 to his Trait roll. If the mark's normal Pace is more than 50% higher than the follower (round up), the penalty is -4.

"Fafhrd cursed superstitiously. Sorcery working against him he could always accept, but magic operating in his favor he invariably found disturbing."

—When The Sea-King's Away

CHAPTER FOUR: SORCERY

From the very beginning of their adventuring together, Fafhrd and the Gray Mouser encounter a variety of magicians of different temperaments and abilities. Indeed, in the Gray Mouser's youth, he was taken in and trained by the white magician Glavas Rho, while Fafhrd suspects his mother, Mor, used magic to try to control him.

During their first foray into the streets of Lankhmar together, the Twain suffered lost love at the hands of the black wizard Hristomilo before slaying him in revenge. Later, the two fast friends each gained the patronage of a powerful magician, Ningauble of the Seven Eyes in the case of Fafhrd, and Sheelba of the Eyeless Face in the Mouser's.

In every instance, the heroes discovered that magic is a strange, oft-sinister force that is not to be trifled with. Though the Gray Mouser occasionally invokes some power or other from his meager knowledge, for the most part the pair attempts to steer clear of all forms of sorcery and the practitioners who wield it. Nonetheless, magic is a mainstay of the fictional world, and the campaign setting needs a special set of rules to handle characters who practice the mysterious arts.

MAGIC

Spellcasters must take the Arcane Background Edge and choose which tradition they follow, be it Black or White Magic or Elemental Magic.

All types of powers use the same basic rules but with a few very important differences in the details.

ARCANE SKILL

Lankhmar uses the Spellcasting (Smarts) skill. While not required, most magicians also study Knowledge (Arcana), which covers everything from magical history and potion making to common effects of spells.

LEARNING NEW POWERS

An arcane character can learn a new power by selecting the New Power Edge. He can use the chosen power immediately. Narratively, the mage learns the new spell after hours of research, practice, and experimentation, but for game purposes, it's available immediately.

A CHANGED SYSTEM

Fans of the *Savage Worlds* rules will recognize many terms. However, this magic system is not the same as in the *Savage Worlds* core rules, having been heavily modified to fit the style of magic present in the Fritz Leiber's Lankhmar stories.

A brief summary of the major changes is listed below.

- No Power Points are used. Instead, spells suffer a Casting Modifier, which can be "worked off" by taking longer to cast the spell. While magicians can therefore cast more frequently, magic is much slower to invoke.
- Two Arcane Backgrounds exist: Magic and Elemental Magic. No Arcane Backgrounds from the *Savage Worlds* core rules may be used.
- There are different effects for Backlash for each type of magic—White, Black, or Elemental. This replaces the core rules for magical backlash.
- Some spells are missing. Offensive magic especially, such as *blast* and *havoc*, has no place in the Lankhmar stories. Magic is powerful, but in different ways.
- Some new spells have been added, specifically ones that were used in the stories. We recommend you read these carefully.
- Spells have a much longer Duration than in the *Savage Worlds* core rules, but cannot be maintained beyond the base Duration.
- Rules for ritual magic are included to allow creation of powerful spells at the cost of time and coin.

These changes reflect the ritual style of magic in Fritz Leiber's tales, where the arcane arts were subtle, powerful and mysterious.

USING POWERS

As an action, a hero may use a power by making a Spellcasting skill roll minus the Casting Modifier.

If successful, consult the particular power to determine the results. On a failure, the caster suffers Backlash. See the appropriate style Magic for details.

Some of the Casting Modifiers are very high, making it seem all but impossible to succeed. Magic in the world of Fafhrd and the Gray Mouser is complex and usually requires time if it is to work properly.

Each round a hero spends (after the first) preparing his spell reduces the Casting Modifier penalty by 1, to a minimum of zero. The caster may take no other actions during the round, including movement, though he retains his usual Parry score if attacked. Once the caster finishes preparing, he must cast his spell on the following round or the magic is wasted and he must begin again.

Other penalties to arcane skill rolls aren't Casting Modifiers and cannot be reduced by spending extra time in preparation.

Example: Afreyt wishes to summon a bear to aid Fafhrd. The summon beast power has a Casting Modifier of -6 for Medium creatures. Afreyt elects to spend just two rounds in preparation. She casts her spell the round after with a final modifier to her Spellcasting roll of -4.

Canceling Powers: Casters can cancel their spells before the Duration expires. This is a free and instant action.

Simultaneous Powers: Each power currently in use subtracts 1 from the mage's arcane skill.

COMPONENTS

Manipulating magic in Nehwon requires components to work properly. A wizard begins the game with 10 components. Each casting uses one set of ingredients per Rank of the spell. Additional components cost 1 gold rilk each.

A wizard who doesn't have sufficient components to cast a particular spell

suffers a -1 penalty to his Spellcasting roll per missing component. Thus, if a magician wants to cast a Veteran spell (requiring 3 components) but only has a single component, he suffers a -2 penalty. This is fixed and cannot be offset by spending additional time in preparation. Components are expended in the casting whether the roll is successful or not.

Black magic uses components such as powders, oils, chalks, and incense. White magic requires components such as herbs, roots, special stones, leaves, insect husks, and the like. Elemental magic uses symbolic or literal elements such as a drawn flame (or real), or a sprinkling of powder for snow (or real snow).

DISRUPTION

Disruption can happen one of two ways.

During Casting: A magician must maintain concentration while casting. If he takes any damage during this time, the magic may be disrupted. To maintain concentration, the caster makes an opposed Spellcasting skill roll against the damage total even if it does not exceed his Toughness. If he wins, he may continue casting. If he fails, his casting is ruined, components spent, and he must begin again.

A caster who is Shaken by non-damaging means, such as a Test of Wills, must make a simple (not opposed) Smarts roll to maintain concentration.

Active Spells: A caster who has an active spell in play (one with a Duration listed as a time increment) may be disrupted if he takes damage. This works as above, except if the magician fails his roll all of his active spells are dropped after the attack that caused the disruption. With success, he keeps all his active spells functioning.

A caster with active spells who is injured while casting another spell makes just a single roll. On a failure, he loses all his active spells and must start his current casting from scratch.

Powers from talismans (see **Create Talisman** on page 15) are not counted as active spells.

***Example:** A black magician has cast an armor spell. Fafhrd shoots at him with his bow, causing 10 points of damage. The magician fails his Spellcasting roll to maintain it, but still benefits from the spell for this attack.*

CANCELING SPELLS

A magician who has cast a spell with a Duration other than Instant/Permanent may end it at any time before it expires as a free action.

BLACK MAGIC

Arcane Skill: Spellcasting (Smarts)

Starting Powers: 2

Power List: armor, astral walk, banish, barrier, beast friend, blind, bolt, boost/lower Trait (lower only), burrow, confusion, damage field, darksight, deflection, detect/conceal arcana, dispel, divination, drain life, elemental manipulation, entangle, environmental protection, farsight, fear, grave speak, growth/shrink, intangibility, invisibility, light/obscure, mind reading, pummel, puppet, quickness, slow, slumber, smite, speak language, speed, stun, summon beast, telekinesis, tempest, wall walker, ward, withering curse, zombie

Black magicians come in many varieties, from hedge wizards and conjurer beggars to great sorcerers and sinister necromancers. They all draw their power from the mysterious forces of magic that suffuse the world around them. They have the ability to reshape the universe, bending the very laws of physics to their wills, commanding the inanimate to move, divining the secrets of forbidden knowledge, and delving into the hearts and minds of men and women. They are powerful, terrible, deadly, and feared.

Black Magic Backlash: On a failed casting, practitioners of Black Magic suffer a level of Fatigue, which is removed after 30 minutes. Not only is Black Magic draining it can corrupt the user, staining their soul or twisting their form. If a 1 is rolled on the Spellcasting die, and with a failure on the Wild Die, the magician gains one point of corruption. On a critical failure, the magician gains two points of

corruption. Once a Black magician reaches six points of corruption, he becomes a nonplayer character under the control of the Game Master. He has become either so evil as to become a villain, or too alien to live among others.

At the end of the session in which corruption is gained, the player must choose the effect of the corruption:

- **Physical Corruption:** For one point, the character reduces her Charisma by one due to her increasingly alien appearance (see Physical Corruption Sidebar).
- **Minor Hindrance:** For one point, the character gains an additional one point of Hindrance. This means taking a new Minor Hindrance or increasing

a Minor Hindrance to a Major from the following list: Cocky, Delusional, Greedy, Jingoistic, Mean, Phobia, Stubborn, Vengeful.

- **Major Hindrance:** For two points, the character may choose to take Arrogant or Bloodthirsty as a Major Hindrance.

Characters do not gain points to get other abilities from these Hindrances, and cannot choose a Hindrance he already has except to increase the severity.

Casting Modifier Reduction: Black magic is easier and faster. Choosing to use black magic means the Casting Modifier is halved, rounding up (minimum of 1).

No Turning Back: Once a magician chooses to use black magic, she can never return to white magic.

PHYSICAL CORRUPTION

When a black magician is physically corrupted, roll 2d6 on the table below for each -1 to Charisma. Either ignore duplicate results or increase the listed effect. For example, a black magician who rolls 8 twice may not only have bristly hair but also have it growing in odd places. Regardless of the specific description, physical corruption changes have no impact on the character's abilities other than Charisma.

2d6	Physical Corruption
2	Inhuman eyes (catlike, snakelike, square irises, etc.)
3	Fingers webbed to first knuckle
4	Bandy-legged
5	Oddly colored eyes
6	Warts or pockmarks
7	Mottled, gray, or sallow complexion
8	Bristly unkempt hair
9	Thick and stubby fingers
10	Waxen-looking skin
11	One arm longer than other
12	Inhuman skin (thin scales, leathery, rubbery, etc.)

ELEMENTAL MAGIC

Arcane Skill: Spellcasting (Smarts)

Starting Powers: 3

Power List: Based on element (see below)

Some magical traditions are based on specific environments and the elements associated with them such as the snow and ice witchcraft of the Snow Women or the fire sorceries of the sweltering Eastern lands. Those who practice elemental magic call upon the natural elements present, shaping them into the desired effect. A sorcerer who follows one of these traditions has great power but limitations as well.

Elemental Tradition: When the character chooses Arcane Background (Elemental Magic) she must choose a tradition upon which her arts are based. The choice is often dictated by birth and culture, though it is not unheard of for a reclusive wizard to take on a student. Once chosen, the tradition may not be changed.

When in her chosen environment, the elemental sorcerer ignores one point of Casting Modifiers. The specific location does not matter as long as it falls within the environment, so a bitter winter for a Snow Woman or oppressive summer for a fire sorcerer count the same in Lankhmar as their homelands (though they occur much less often). Conversely, in an opposing

environment of exceptional strength (such as a fire mage in a strong downpour or a Snow Woman in the hot Eastern Desert) all Casting Modifiers are doubled.

The magician may learn any power she wishes as long as it has a trapping literally or figuratively based on the chosen element.

Example: *Mog, a Snow Woman, learns puppet. The trapping is the victim begins to freeze, literally and figuratively, when he tries to resist Mog's will.*

Gaining Powers: While the wizard can learn any power, those directly tied to her tradition are easiest to learn. Powers from her chosen element (see below) may be taken at character creation or via the New Power Edge.

The caster may also take one power per Rank outside her element, selected from any on the Power Summary List (see page 34). She may have one at Novice, for example, two at Seasoned, and so on. Once she reaches Legendary the restriction no longer applies and she may choose any powers available in Nehwon.

Elements: Listed below are each element with its associated environment and the powers connected to its tradition.

Ice/Snow (Cold Waste, below 30° F): *armor, barrier, bolt, burrow (snow/ice), drain life, elemental manipulation, entangle, environmental protection, smite, stun*

Fire (Desert, 100°+ F): *barrier, blind, bolt, damage field, drain life, elemental manipulation, environmental protection, light/obscure, smite, stun*

Sea (In or on the sea): *beast friend (Aquatic animals), blind, confusion, drain life, elemental manipulation, environmental protection, light/obscure (obscure only), stun, summon beast (Aquatic only), tempest*

Elemental Magic Backlash: Outside its environment, elemental magic is more draining. If a casting attempt fails, the sorcerer gains a Fatigue level. In their environment, a level recovers in 30 minutes, but anywhere else, recovery time is doubled.

ELEMENTAL MAGIC

Though referred to as Elemental Magic, "Elemental" is used in the broadest sense, as shown with Snow/Ice, which is not a traditional element. The elements presented here are those commonly seen in Leiber's works; but there are other possibilities. Those wishing to explore other options should discuss it with their Game Master and come up with a list of ten powers common to the element. Consider carefully as not all wizards with elemental spells use Elemental Magic. Black and White Magicians can choose elemental *trappings* for spells, too. Khakhht has spells with ice and cold trappings, for instance, but is a Black Wizard to his core.

Below is an example of a possible new element which could be introduced into a Lankhmar game.

Earth (Under natural earth): *armor, barrier, bolt, burrow, darksight, elemental manipulation, entangle, environmental protection, pummel, stun*

WHITE MAGIC

Arcane Skill: Spellcasting (Smarts)

Starting Powers: 2

Power List: *accelerate healing, armor, astral walk, banish, barrier, beast friend, boost/lower trait (boost only), burrow, confusion, darksight, deflection, detect/conceal arcana, dispel, divination, elemental manipulation, entangle, environmental protection, false health, farsight, growth/shrink, intangibility, light/obscure, quickness, slow, slumber, speak language, speed, stun, succor, summon beast, telekinesis, tempest, wall walker, ward*

White magicians, like their dark brethren, come in many varieties. Some work as herbalists and soothsayers while others serve as diviners and forest guardians. Regardless of their path, they draw their power from the life forces of the world

around them. Much of the processes and incantations for white magic are similar to those of the black arts, but white magicians take great care to maintain balance and harmony in the world and try not to harm others with their spells. They are often sought out for their ability to heal, cure, and restore others.

White Magic Backlash: If a casting attempt fails, the white magician gains a Fatigue level for 30 minutes. Unlike with black magic, white magicians—due to the gentler nature of their magic—do not suffer additional Backlash effects.

Strength of Will: Magicians resisting the urge to use Black Magic are rewarded once per Rank with a bonus power, effectively gaining the New Power Edge for free.

The Dark Path: A white magician may at any time choose to switch to Black Magic. She must immediately trade any power only on the White Magic list for a power from the Black Magic list. However, the character also immediately gains one point of corruption (see Black Magic Backlash). The character retains additional powers gained through Strength of Will though she still must swap any powers limited to white magicians.

RITUALS

Sorcery in Lankhmar is dangerous and potent, but the most powerful spells are performed through rituals, allowing a magician to gather magical energies to unleash. To perform a ritual the magician must first know the power or have access to a tome providing the instructions to the ritual. In addition, it is wise to have a location where he can work without disruption.

Activating a power via ritual is a Dramatic Task using the Spellcasting skill and the caster needs to accumulate five successes/raises within five rounds. The last roll, the one achieving the fifth success, determines the spell's effect. If opposed, the final roll is the only one the target(s) roll against.

For powers known to the caster, the time for each "action" (see Dramatic Tasks in *Savage Worlds* core rules) is one minute per final Casting Modifier of the spell, including any added options (see below). Abilities which reduce the Casting Modifier, such as Edges or special abilities of an Arcane Background, do not apply unless specifically stated to affect rituals. The Casting Modifier does not apply to the Spellcasting roll unless the magician chooses to perform the ritual faster. A caster can reduce the time per action by one minute for each -1 Casting Modifier applied to all Spellcasting rolls to a minimum of one minute per action.

***Example:** A Black Wizard casts bolt by ritual to do 3d6 damage (a -3 Casting Modifier) against two targets (another -1) who are on the other side of the city and out of sight (another -4 for a grand total of -8). The ability for Black Magic to halve Casting Modifiers does not apply when performing rituals.*

The mage requires eight minutes per action. He could reduce the time for each action to one minute by accepting a -7 penalty to the necessary Spellcasting rolls. It's extremely risky and dangerous, but Black Wizards aren't known for their wise choices.

Components: A wizard requires one component per Rank of the power being cast. Should he not have enough, he suffers a -1 penalty to Spellcasting (not a Casting Modifier) per component he is short. Ritual components must be of higher quality and cost five gold rilks each.

Disruption: Rituals may be disrupted as any power, and the primary caster may end an active ritual as a free action.

Range: Powers with a Range greater than Touch double their Range automatically when cast via ritual. Powers with a Range of Touch or Self gain a Range of Smarts.

OPTIONS

The caster can choose additional benefits by increasing the Casting Modifier from the effects below:

Additional Targets: The caster may choose to affect multiple targets within range. Each additional individual target incurs an additional -1 Casting Modifier, or -3 for everyone in a Medium Burst Template, or -5 for everyone in a Large Burst Template.

Change Duration: The caster may double the normal Duration of any non-Instant power with a -2 Casting Modifier penalty. With a -4 Casting Modifier, the Duration instead increases by one time increment: rounds become minutes, minutes become hours, hours become days, and days become weeks.

The caster may also reduce the time increment of a power as well. With a -2 penalty, the time increment of the Duration decreases one category (two with a -4), to the minimum of using rounds. Such a change also affects any other time-based effects of the spell. If desired, a caster may combine reducing the increment with doubling the Duration.

Extend Range: Powers with a Range greater than Touch double their distance automatically when cast via ritual, as mentioned above, and powers with a Range or Touch or Self gain a Range of Smarts. The caster can double those ranges by taking an additional -2 Casting Modifier or extend the Range to his Smarts die type in miles and ignore any sight restrictions by taking a -4 Casting Modifier.

***Example:** Hristomilo wants to kill Fafhrd, the Gray Mouser, and their lovers, so he uses a ritual to cast drain life. He decides a Medium Burst Template will cover their home (-3) which is miles away and unseen (-4). He also wants them to die surely and quickly so he reduces the increment from hours to rounds and also doubles the Duration (-6). The ritual is successful but unbeknownst to Hristomilo, the Twain aren't in the area affected. Vlana and Ivrian are not so fortunate and after failing their opposed rolls, must make Vigor rolls each round the spell is active for twice Hristomilo's effective Rank. Sadly, Fafhrd and the Mouser are in for a grisly homecoming.*

PREPARATION AND ASSISTANCE

Using additional casters or sacrificing resources make rituals easier to complete.

Additional Casters: Assistants with the same Arcane Background may aid the caster by making cooperative rolls at each step using Spellcasting as long as they possess the power. If they do not possess the power, they may still assist but suffer a -2 penalty to their Spellcasting roll. If a Casting Modifier is applied, assistants suffer the same penalty to their skill roll as the lead caster.

Rare Components: By using more expensive, unique, and rare components the Casting Modifier can be reduced. The caster must replace all the necessary components to gain the benefit and as usual, the components are used up regardless of the ritual's outcome. At a cost of 25 gold rilks for each component, the caster ignores a -2 penalty or for 100 gold rilks per component, he ignores a -4 penalty.

FAILURE

Failing a ritual incurs normal Backlash to the caster and any participants for their Arcane Background. If the failure occurs on a Complication (see Dramatic Tasks in *Savage Worlds*), the caster and participants suffer 2d6 damage, ignoring armor.

UNKNOWN RITUALS

A wizard may also perform rituals for powers he does not know, provided he has detailed instructions, sometimes found on scrolls or in ancient tomes. The ritual power must be on the caster's allowed list, though it may be of a higher Rank.

The magician must first figure out how to perform the ritual by making a Knowledge (Arcana) roll. He suffers a -2 penalty per Rank of the power past Novice to the roll (-2 for Seasoned, -4 for Veteran, and so on) and may only attempt the roll once per day. On a critical failure, he can't attempt to decipher the ritual again until he gains an Advance. Performing a ritual for an unknown power otherwise works the same, but Casting Modifiers are doubled.

POWERS

Listed below are the new/modified powers available in *Lankhmar: City of Thieves*. Details of powers not listed here may be found in the *Savage Worlds* core rules; only information that has changed with the system is included. Each power has the following statistics:

Rank: This is the Rank a character must be in order to learn the power: Novice, Seasoned, Veteran, Heroic, or Legendary.

Casting Modifier: The Casting Modifier is a penalty applied to the caster's arcane skill roll. He can reduce the penalty by spending extra time in his preparation (see page 28). For powers that come from the core rules, this information supplants the Power Point cost rules, as Power Points are not used in this setting.

Range: The maximum distance the target of the spell can be from the user when the power is first activated (it remains in effect even if the target moves out of range until the end of a spell's Duration). A Range of Smarts, for example, means 10" for a caster with a Smarts of d10. If a power lists three ranges, such as 12/24/48, these are read just like missile weapon ranges, and subtract the standard penalties for each Range bracket (0/-2/-4). The caster's skill roll acts as both "casting" and attack total for these powers.

Duration: How long the power lasts in minutes (each minute is 10 rounds), hours, or days. Some spells have a Duration based on the Rank of the caster.

Casters can cancel their spells before the Duration expires. This is a free and instant action.

A spell with a Duration of 1 minute/Rank, for instance, lasts just one minute for a Novice character. If cast by a Heroic character, it has a Duration of four minutes as the caster has four Ranks under his belt.

Any nonplayer character spellcaster has an effective Rank at least equal to his highest Rank spell for this purpose only. A black magician who can cast a Veteran spell, for instance, is treated as if he were Veteran Rank when determining spell durations. The Game Master may always make the caster higher (or lower!) Rank if he chooses.

Trappings: Not every wizard casts a given spell the same way. Trappings are a way of describing what the power looks like, or how the wizard goes about casting it.

Each new power listed in this chapter has a few sample trappings to give you some ideas what form these powers may take depending on your character's archetype. For instance, while a white magician may be able to control animals by speaking the language of the animal spirits, a black magician might hold a small crafted statue smeared with the beast's blood.

Description: An explanation of how the power works. For those found in the core rules, the information includes only differences to the original description.

POWER SUMMARY LIST

Power	Rank	Modifier	Range	Duration
Accelerate Healing*	Veteran	-2	Touch	24-hours
Armor	Novice	-1	Touch	1 min/Rank
Astral Walk*	Heroic	-10	Touch	1 day/Rank
Banish	Veteran	-2	Smarts	Instant
Barrier	Seasoned	-1/section	Smarts	5 min/Rank
Beast Friend	Novice	Special	Smarts × 50	10 min/Rank

Power	Rank	Modifier	Range	Duration
Blind	Novice	-1/-3/-5	12/24/48	Instant
Bolt	Novice	-1/-3	12/24/48	Instant
Boost/Lower Trait	Novice	-1	Touch	1 min/Rank
Burrow	Novice	-3	Touch	1 min/Rank
Confusion	Novice	Special	Smarts × 2	Instant
Damage Field	Seasoned	-4	Touch	1 min/Rank
Darksight	Novice	-1	Touch	1 hour/Rank
Deflection	Novice	-1	Touch	1 min/Rank
Detect/Conceal Arcana	Novice	-1	Sight	1 hour/Rank
Dispel	Seasoned	-2	Smarts	Instant
Divination	Heroic	-3	Self	1 minute
Draining Life*	Novice	-5	Smarts	1 hour/Rank
Elemental Manipulation	Novice	-1	Smart × 2	1 min/Rank
Entangle	Novice	-1/-3/-5	Smarts	Special
Environmental Protection	Novice	-1	Touch	1 hour/Rank
False Health*	Novice	-1	Touch	1 min/Rank
Farsight	Seasoned	-2	Touch	1 min/Rank
Fear	Novice	-1	Smarts × 2	Instant
Grave Speak*	Seasoned	-4	Touch	2 min/Rank
Growth/Shrink	Seasoned	-4	Smarts	1 hour/Rank
Intangibility	Heroic	-5	Touch	1 min/Rank
Invisibility	Seasoned	-3	Self	1 min/Rank
Light/Obscure	Novice	-1	Smarts	2 hours/Rank
Mind Reading	Novice	-2	Smarts	1 min/Rank
Pummel	Seasoned	-1	Cone	Instant
Puppet	Veteran	-1	Smarts	1 min/Rank
Quickness	Seasoned	-4	Touch	1 min/Rank
Slow	Seasoned	-1	Smarts × 2	1 min/Rank
Slumber	Seasoned	-1	Smarts × 2	1 min/rank
Smite	Novice	-1	Touch	1 min/Rank
Speak Language	Novice	-1	Touch	1 hour/Rank
Speed	Novice	-1	Touch	1 min/Rank
Stun	Novice	-1	12/24/48	Special
Succor	Novice	-1	Touch	Instant
Summon Beast	Novice	Special	Special	1 min/Rank
Telekinesis	Seasoned	-3	Smarts	1 min/Rank
Tempest*	Veteran	-20	5 mile radius	2d6 hours
Wall Walker	Novice	-1	Touch	1 min/Rank
Ward*	Seasoned	-4	Smarts	2 hours/Rank
Withering Curse*	Heroic	-10	Touch	Permanent
Zombie	Veteran	-2/corpse	Smarts	Special

*Indicates a new power.

POWER DESCRIPTIONS

Powers found in *Savage Worlds* are marked by an asterisk and list only the differences when cast in the Lankhmar setting. See the core rules for the rest of their description.

ACCELERATE HEALING

Rank: Veteran

Casting Modifier: -2

Range: Touch

Duration: 24 hours

Trappings: Healing salves, prayers

The power accelerates the target's natural healing rate. With a successful casting the target may make a natural healing roll every six hours for a 24 hour period, with a +2 bonus if cast with a raise. With a success, the target also gains a +2 bonus to Vigor rolls for resisting poison and disease during the same time, and a +4 bonus with a raise. The target may only be affected by one casting of *accelerate healing* at a time.

ASTRAL WALK

Rank: Heroic

Casting Modifier: -10

Range: Touch

Duration: 1 day/Rank

Trappings: Silvery mist, purple hazes, blinking lights with no apparent source

With a successful arcane skill roll, the target's physical body settles into a deep slumber while his spirit journeys into the astral plane. Time passes at the same rate for him as in Nehwon. He can travel, engage in combat, and even die there. Whatever befalls his spiritual body likewise affects his physical body, so cuts and bruises suffered in the astral plane appear on his physical form.

The target can choose to return to his body at any time before the spell ends, awakening as a free action.

BARRIER*

Every Casting Modifier penalty the caster takes creates a 1" wide section of wall. A caster may create a number of sections up to his Smarts die type.

ADDITIONAL TARGETS

Powers in *Lankhmar: City of Thieves* do not use the Additional Targets option listed with various powers found in the *Savage Worlds* rulebook. Unless noted in the Power's description within this book, only one target per casting is allowed.

BEAST FRIEND*

The Casting Modifier depends on the creature's Size. The base Modifier is -2, plus an additional -1 for each point of Size greater than Size +0. Negative Size levels are treated as Size +0. A lion (Size +2) has a Casting Modifier of -4, for instance.

Swarms may also be controlled using *beast friend*. Small swarms have a Casting Modifier of -2, Medium -3, and Large -4. Thus an individual rat has a Modifier of -2 to control, as does a small swarm of rats.

BLIND*

With a Casting Modifier of -1, the power affects a single target. With a -3 Casting Modifier, the power affects everyone in a Medium Burst Template. With a -5 it affects everyone in a Large Burst Template.

BOLT*

Bolt creates a magic missile that inflicts 2d6 damage. If the caster chooses the -3 Casting Modifier, the *bolt* inflicts 3d6 damage. Only one *bolt* can be created per casting.

DISPEL*

The dispelling character does not suffer a penalty to dispel different types of magic.

DRAIN LIFE

Rank: Novice

Casting Modifier: -5

Range: Smarts

Duration: 1 hour/Rank

Trappings: Heat stroke, illness, freezing cold, strangling smoke

Some wizards like to give their foes a warning instead of killing them. Others just like to see their enemies struggle before

they die. *Drain Life* allows a magician to weaken a target over time and even kill if the spell continues long enough.

The caster makes an opposed roll of her arcane skill against the target's Spirit. If the caster is successful, the victim is weakened and suffers a level of Fatigue immediately. If the mage keeps the spell active, the victim must succeed at a Vigor roll each hour thereafter or suffer another level of Fatigue. Once the victim becomes Incapacitated, he continues to make Vigor rolls each hour the spell is active. A subsequent failure means he dies. A raise on any of the Vigor rolls ends the spell.

Example: *Mog and her coven cast drain life on Fafhrd, intensifying the cold around him. If he does not resist the initial casting, he must make a Vigor roll every hour for the next three hours (one hour per Mog's effective Rank of Veteran).*

Once the spell is ended by any means (including voluntary removal by the caster), Fatigue is recovered at one level per 15 minutes.

Using such dark sorcery taints the soul of the caster as well as inflicting pain upon the target. With each casting the wizard must make a Spirit roll or gain a point of Corruption (see **Black Magic** on page 29), this is in addition to any effects from Backlash. Even Elemental wizards can gain Corruption by using this power with the same results as for Black Magic.

ENTANGLE*

The caster picks his Casting Modifier before he invokes the spell, depending on the creature or area he wishes to affect. For a -1 Casting Modifier, *entangle* targets a single opponent of Size +3 or smaller. With a -3 penalty, the spell affects everyone in a Medium Burst Template or one Large creature. For a Casting Modifier of -5, the spell affects everyone in a Large Burst Template or one Huge creature. Swarms cannot be entangled.

ENVIRONMENTAL PROTECTION*

With a raise on the casting, the Duration is doubled.

GRAVE SPEAK

Rank: Seasoned

Casting Modifier: -4

Range: Touch

Duration: 2 minutes/Rank

Trappings: Runes carved on bodily remains, necromantic tomes

It is said the dead know many secrets, and through the black arts a mage can reach beyond death to contact their departed souls. There is some risk to this, of course, for the dead do not always rest easy.

In order for this spell to work, it must be directed toward a particular soul. The caster must either know the name of the deceased or possess a personal item, which includes their corpse or a part of it at least, as well as any of the deceased person's treasured possessions.

If the spell is successfully cast, a disembodied voice makes itself known and may be questioned. The caster may ask the spirit one question for each minute the spell is active.

The spirit contacted is not necessarily friendly and can lie, but it may not refuse to answer or make guesses. The Game Master must adjudicate what information the entity knows—the spirit is not omnipotent and knows only what it knew in life up to the moment of its death.

A roll of a 1 on the caster's arcane skill, regardless of Wild Die, causes Backlash and may summon a demon or other hostile entity. While it cannot directly affect the caster, it tries to convince him it is the person he sought, then feeds him inaccurate or dangerous information, perhaps seeking to lead the interloper to his death.

GROWTH/SHRINK

Growth enlarges a creature by +2 Size, increasing Strength by two steps and Toughness by 2 die types.

Conversely, *shrink* reduces a creature by -2 Size decreasing its Strength by two steps and Toughness by 2 points to a minimum of Size -2 and a d4 Strength.

FALSE HEALTH

Rank: Novice

Casting Modifier: -1

Range: Touch

Duration: 1 minute/Rank

Trappings: Illusion, mesmerism, pain reduction.

While this spell does not actually heal, it does allow a character to disregard pain and its symptoms temporarily. With success, the target ignores up to 2 points of wound and Fatigue penalties, or 4 points on a raise.

SPEAK LANGUAGE*

This spell has no effect on written languages.

SUMMON BEAST

Requirements: The caster must know the *beast friend* power before he can learn this spell.

Rank: Novice

Casting Modifier: Special

Range: Special

Duration: 1 minute/Rank

Trappings: Animal bones or feathers of appropriate sort, glyphs, chanting

Animals have long been associated with sorcerers, whether it be the familiars of witches or the fetish beasts of shamans. This version of the power only allows a user to summon mundane animals.

A character may learn this spell while a Novice, but cannot summon any larger creatures until he attains the appropriate Rank. The Casting Modifier depends on the type of creature the character wishes to summon. Use the table below as a guideline for unlisted creatures.

Small creatures have a Size less than zero. Medium creatures are Size +0 to Size +3. Large covers Size +4 to +7, and Huge is +8 or larger. Swarms share a similar set of statistics and fill a Medium Burst Template.

A wizard can always elect to summon at a lower Rank than his own if he wants.

The beast is under the total control of the summoner for the Duration of the spell.

Animals can only be summoned in their natural terrain. So while a sorcerer

may be able to summon a swarm of rats in Lankhmar, only on the open plains can he call a lion to his side.

Summoned creatures appear from the nearest appropriate terrain. For instance, rats swarm out of sewers, a lion emerges from jungle or grass on the savannah, and a swarm of birds descends from the clouds or erupts from the trees. If in doubt, assume the beasts "appear" 1d10 × 2 yards away from the caster. When the Duration expires, the animal leaves of its own accord.

SUMMONING TABLE

CM	Rank	Animal Types
-2	Novice	1 Small animal
-3	Seasoned	1 Medium or Swarm of rats, birds, insects, or other vermin, or 2 Small animals
-4	Veteran	1 Large, 2 Medium or Swarms, or 4 Small animals
-5	Heroic	1 Huge, 2 Large, 4 Medium or Swarms, or 6 Small animals
-6	Legendary	2 Huge, 4 Large, 6 Medium or Swarms, or 10 Small animals

TEMPEST

Rank: Veteran

Casting Modifier: -20

Range: 10 miles diameter

Duration: 2d6 hours

Trappings: Gestures, words of power.

Tempest can be used to create or dispel storms. If the arcane skill roll is successful, an existing storm dissipates or a new one appears overhead with supernatural speed.

The size of the storm affected is 10 miles in diameter. The power only works outdoors. In areas where storms do not typically exist, such as a desert, the arcane skill roll is made at -4 and may be attempted only once every 24 hours.

When *tempest* is cast, the accompanying rain reduces visibility (treat as Dark Lighting conditions), extinguishes most normal fires within 1d10 rounds, and only

volatile materials have a random chance of igniting from flame. Tempest conditions inflict a -1 penalty to most actions due to slipping, difficulty hearing, and so on. The Game Master must decide if any actions are unaffected.

If the mage manages to score a raise when casting *tempest*, he has created a monstrous storm. Visibility is reduced to just 12" (and still subject to Dark Lighting) and the ground turns into a quagmire. Any character running must make an Agility roll or fall prone and become Shaken. Non-game effects include flash floods and lightning strikes, possibly damaging nearby buildings, drowning livestock, and flattening crops.

Weather magic is among the hardest to perform, and a black wizard suffers corruption if his Spellcasting die is a 1 or 2 (in addition to any Backlash).

WARD

Rank: Seasoned

Casting Modifier: -4

Range: Smarts

Duration: 2 hours/Rank

Trappings: Ring of scented oil, salt, glyphs, leaves, fragrant wood

This spell creates an invisible barrier that can keep out one specified type of creature determined when the spell is cast. The target creature type must be chosen from the following monstrous abilities: Aquatic, Burrowing, Construct, Elemental, Ethereal, Flight, Large/Huge, Poison, Small (affects swarms as well), or Undead.

The caster first makes his arcane skill roll and then places a Medium Burst Template centered on himself. Creatures of the

defined type wishing to enter the Template must make an opposed Spirit check against the caster's arcane skill total. If they fail, they cannot pass the ward while the spell remains active.

Ward stops the entity from passing through, but only weakens their ability to use other monstrous abilities such as Fear or throwing physical objects. Such abilities or attacks suffer a -2 penalty against beings in the ward, -4 if cast with a raise.

The spell is negated if any living creature of rat size or larger crosses the circle.

WITHERING CURSE

Rank: Heroic

Casting Modifier: -10

Range: Touch

Duration: Permanent

Trappings: Chanting, spoken curse

This vile and extremely dangerous spell causes a victim to wither and age many years in an instant.

The caster makes an arcane skill roll opposed by the victim's Vigor. With success, the victim ages rapidly and permanently loses a die step of Strength and Vigor. He loses two die steps on a raise. No attribute may be reduced below d4.

Worst of all, affected attributes cannot be increased with advancements. The victim now counts as having the Elderly Hindrance.

If cast on a character who already has the Elderly Hindrance, the victim dies of old age if he fails his Vigor roll.

Should the caster suffer Backlash, he must also make a Vigor roll or suffer the effects of the spell to his own body.

"None can use black magic without straining the soul to the uttermost—and staining it into the bargain. None can inflict suffering without enduring the same. None can send death by spells and sorcery without walking on the brink of death's own abyss, aye, and dripping his own blood into it. The forces black magic evokes are like two-edged poisoned swords with grips studded with scorpion stings. Only a strong man, leather-handed, in whom hate and evil are very powerful, can wield them, and he only for a space."

—The Unholy Grail

THE WORLD OF
NEHWON

N

POLAR ICE

KIRAAAY

SAYEND

NO-OMBRULSK

OOL KRUNT

ILLIK VING

LAND OF EIGHT CITIES

KVARCH NAR

GNAMPH NAR

KHEG NAR

OOL HUSP

INNER SEA

LANKHMAR

GRAIN FIELDS

GREAT SALT MARSH

EARTH'S END

KARTISHLA

THE
OUTER
SEA

QUARMAIL

MOUNTAINS
OF
HUNGER

JUNGLES
OF
KLESH

STONY DESERT

SEA OF THE EAST

JOVILYIS

THE SEA OF STARS

FROZEN SEA

SALTHAVEN
RIME
ISLE

BONES OF THE OLD ONES

THE GOLD MOUNTAIN

MOUNTAINS
OF THE GIANTS

MURG NAR

STEPPE
OF THE
MINGOLS

BARRIER
MOUNTAINS

CITY
OF THE
GHOULS

THE
POISONED
DESERT

SARHEENMAR

ILTHMAR

SINKING
LANDS

MOUNT
OF DA

MOUNT
OF ELT

CHAPTER FIVE: GAZETTEER

The city of Lankhmar, the City of Sevenscore Thousand Smokes, the City of the Black Toga, is the center of civilization. At least, that's what most Lankhmarts think, and who's going to argue with them? It is a great metropolis, the height of civilization, with every known pleasure and commodity available to those who know where to look. But it's also a city of danger, of sinister forces, of depravity and death. It is a place filled with thieves, assassins, nobles, ladies of the night, merchants, soldiers, and yes, more thieves.

THE CITY PROPER

Lankhmar sits at the far northern tip of a great island—some would call it a continent—also known as Lankhmar. The city juts from a prominent point of rock out into the Inner Sea, a great body of water that is the center of the world of Nehwon's maritime trade. It is surrounded by massive stone walls, themselves pierced in numerous places by great gates large enough to drive several wagons through side by side.

The streets in Lankhmar twist and turn, with all the buildings pressed together

side by side, most of them rising three and four stories tall if not more. Side streets, smaller and dirtier, branch off from the main thoroughfares, and alleys still smaller and filthier, wind away from those. It is within these side streets and alleys that the underbelly of Lankhmar thrives. Cunning rogues looking to pick a pocket, cut a purse, or end a life lurk in the shadows of those alleyways. Hidden and often forgotten secret entrances to basements, sewers, and catacombs are also found down in these twisted dim passageways. It is here where true adventure is so often found, where heroes and scoundrels brave enough to pass between the high, forbidding walls, daring enough to slip through the twists and turns, earn their gold rilks.

THE CITADEL

On the north side of the city, where the air is slightly cleaner and fresher, rises the citadel, a fortified compound within the larger city. Inside this area sits the Rainbow Palace, where the Overlord of Lankhmar lives and rules. Great gardens, the royal docks, and a thousand and one rooms of decadent delights are hidden within the citadel, where only the wealthy go to be entertained, and the poor go only to serve—often never to be seen again.

THE STREET OF THE GODS

From the Marsh Gate on the east side of the city stretches the Street of the Gods, where all the Gods *in* Lankhmar compete with one another for followers. The priests of the lowliest among them proselytize from the street right next to the gate, while the greatest and most powerful occupy the most luxurious temples at the far western end, near the city's docks. It is here where the forbidden, sealed Black Temple of the Gods of Lankhmar can be found, looming and watching but ever silent.

THE DOCKS

Chief among Lankhmar's many resources is the grain it gathers and ships to other parts of Nehwon. Imposing grain towers rise up along the western side of the city, towering cylinders filled with the other gold of wealth. Just beyond them lie the docks, long stretches of pier and wharf where workers load and unload great ships at all hours of the day and night. These vessels carry grain away to other lands or bring timber and more exotic goods back. The docks sit upon the River Hlal, which flows the length of the western side of the city.

THE PLAZA OF DARK DELIGHTS AND THE PARK OF PLEASURE

In the southern part of the city, nestled among tenement buildings filled with tiny apartments, sits one of the great wonders of all of Lankhmar. The Plaza of Dark Delights is a merchant venue unlike any other. During the day, it hosts the normal assortment of street vendors hawking their bread, curios, and trinkets, but at night, when the sky grows dim, the daytime merchants clear out, making way for the purveyors of the unusual, the exotic, and the illegal.

By custom, few lights glow in the Plaza of Dark Delights at night. The only illumination comes from tiny, hooded lanterns, captured glowing insects, and more eldritch sources. Merchants do not speak loudly; they converse in soft whispers and beckon in order to sell their wares. Anything rare and mysterious can be found for sale in the plaza, and citizens from every part of the city find their way here from time to time.

Near the Plaza of Dark Delights sits the Park of Pleasure, a place of open grass, winding pathways, and strange, enveloping



CITY OF LANKHMAR

- | | | | |
|----------------------|---------------------|----------------------|----------------------------|
| 1. Barter Street | 7. Craft Street | 13. Clipkerio | 28. Plague Alley |
| 2. Beggars Boulevard | 8. Cutthroat Alley | (Immigrant) Street | 29. Plague Court |
| 3. Bones Alley | 9. Damp Street | 14. Gold Street | 30. Plaza East |
| 4. Carter Street | 10. Dim Lane | 15. Grain Street | 31. Plaza of Dark Delights |
| 5. Cash Street | 11. End Gate Road | 16. Great Gate Road | 32. Plaza West |
| 6. Cheap Street | 12. Festival Street | 17. Guilded Court | 33. Rats Alley |
| | | 18. Hazy Street | 34. Royal Road |
| | | 19. King's Road | 35. Shady Street |
| | | 20. Murder Alley | 36. Silver Street |
| | | 21. Noble Street | 37. Street of the Gods |
| | | 22. Nun Street | 38. Temple Street |
| | | 23. Ox Cart Road | 39. The Street of Thinkers |
| | | 24. Park of Pleasure | 40. Wall Street |
| | | 25. Parkway | 41. Whore Street |
| | | 26. Pimp Street | |
| | | 27. Pinchback Street | |



trees known as closet trees. Closet trees' branches create a dome as they hang down, providing a private space within for couples to find a private, romantic trysting place or for meetings between cautious individuals. The blossoms of the closet tree are very fragrant and attract many glowing nighttime insects, such that each tree seems to twinkle with a thousand tiny stars all across its surface.

THIEVES' HOUSE AND TENDERLOIN DISTRICT

Near the center of the city, between Cheap and Carter Streets running generally north and south, and between Cash and the Street of the Gods running more or less east and west, sits the heart of Lankhmar's underworld. Thieves' House, the headquarters of the Thieves' Guild, is on Cheap Street, with a side entrance on Murder Alley. The front door, an open doorway flanked by two burning torches, sits across from Death Alley. A few blocks down Plague Court, where Dim Lane crosses that route, sits the Silver Eel, the tavern made famous by Fafhrd's and Gray Mouser's patronage. Behind the Eel, where Bones Alley abuts Plague Court, is the tiny dead-end alley where the dilapidated three-story building that served as Mouser's and Ivrian's home once stood, now a burned pile of ruined lumber.

BEYOND THE WALLS

The whole rest of Nehwon lies beyond the great city's walls. To the east and south sits the Great Salt Marsh, through which the Causey Road runs. That route passes over what is known as the Sinking Lands, a strip of stone that rises out of and lowers back into the sea periodically. The marsh around Causey Road is filled with leeches, salt spiders, venomous snakes, and a wizard or two.

To the south lie the grain fields, miles and miles of rich farmland where the foundation of Lankhmar's wealth is grown. Tiny thorps dot the landscape, connected by

meandering roads that wander the gentle hills and pass through the light forest of the region. Much of the grain grown here belongs to the great merchants, the Guild of Grain Merchants, who rule the mercantile world from the profits they take in selling to the distant cities.

To the west of the city runs the River Hlal, a wide, lazy waterway that sees its share of flat-bottomed barges and shallow-draft sailing ships. Beyond that, and to the north, stretches the Inner Sea. It is across this body of water that countless merchant ships, military naval vessels, and pirates wander, making war upon one another and the occasional surfacing sea monster.

THE NORTH

On the far side of the Inner Sea sits the northern lands, which includes the Eight Cities, a loose confederation of frontier towns nominally controlled by a single overlord. Beyond those coastal communities sits the Great Forest, where much of the world's timber is felled, and beyond that still is the icy plains and forbidding mountain ranges of the Cold Wastes. To the east of the barbarian lands sits the Steppes, where the Mingol hordes roam on horseback, leading a nomadic lifestyle.

THE EAST

The lands east of Lankhmar, beyond the Sinking Lands, hold stretches of endless plains broken by the occasional mountain range and dotted with great and mysterious cities known only by rumor and legend. Caravans bearing remarkable goods—exotic spices, rare silks, and beautiful slaves—thread their way through the eastern lands to bring Lankhmar the delights its decadent population craves.

THE SOUTH

Beyond Lankhmar's grain fields sits strange Quarmall, city of wizards, and further south still lies the jungles of Klesh, where dark-skinned tribesmen dwell, and where strange shamans sometimes come north to sample Lankhmar's strangeness.

GAME MASTER'S SECTION



CHAPTER SIX. NEHWON

Lankhmar, the City of Sevenscore Thousand Smokes, a crowded metropolis of thieves, merchants, courtesans, beggars, depraved nobles and sly sorcerers, is the center of civilization in a land known as Nehwon. It is here that Fafhrd and the Gray Mouser spend most of their time, carousing, adventuring, and watching each other's backs.

GEOGRAPHY OF NEHWON

Ask any Lankhmart, and you will be told that the great city sits at the very center of the world. Though mythology and superstition may lead many to believe fervently that such is true, it also, for most practical purposes, tends to be an accurate assessment. More trade and travelers visit

Lankhmar, even just to pass through to elsewhere, than any other civilized region of Nehwon.

Common mythology claims that the world of Nehwon floats on a great ocean trapped within a vast bubble, with the sun, the moon, and all the stars scattered and ever-drifting across the surface of this bubble. The world-bubble, in turn, drifts ever upward in a vastness of what might be considered the brew of the gods. Other worlds much like (or very different from) Nehwon, sealed inside their own bubbles, drift along together in some great unending journey. Powerful magic even allows travel between these mysterious worlds, or so the hedge-wizards claim. Whatever the truth of the vastness beyond Nehwon, the land itself is real enough: a wild place of storm-tossed seas, soaring snow-capped mountains, shadowy forests, and burning deserts.

Dominating the Land of Lankhmar and crouching at the silty mouth of the River Hlal in a secure corner between the grain fields, the Great Salt Marsh, and the Inner Sea is the massive-walled and mazy-alleyed metropolis of Lankhmar, thick with thieves and shaven priests, lean-framed magicians and fat-bellied merchants—Lankhmar the Imperishable, the City of the Black Toga.

—Induction

INNER SEA

Most of civilization sits around the periphery of a great body of water known as the Inner Sea. Ships from every port city cross it, carrying passengers and filled with trade goods such as lumber, grain, and ore, as well as more exotic cargoes like slaves. Many fishing boats work along the coasts abutting the Inner Sea, bringing their fresh catch into port to feed the masses. Pirates ply the waters in search of slower vessels to plunder, and the occasional sea monster has been known to snatch sailors from deck or rigging or sometimes even drag entire ships to the briny depths. Tales tell of lost, sunken civilizations lying at the bottom, for strange treasures sometimes wash ashore or rise within a net full of fish, and mysterious creatures have been spotted splashing among the waves before submerging again.

NORTH

The land to the north of the Inner Sea is mostly wild, untamed wilderness. Vast stretches of rough terrain unspoiled by civilization exist here, waiting to be explored.

EIGHT CITIES

Along the Inner Sea's northern coast lies the lands of the Eight Cities, a loosely confederated group of communities nominally ruled by a single overlord. Included in this realm are the cites of No-Ombrulsk, Ool Hrusp, Kvarch Nar, Illik-Ving, Klelg Nar, Gnamph Nar, Mlurg Nar, and Sarheenmar. Much trade moves between these eight frontier communities and other parts of Nehwon, most of it traveling by ship, but some along the coast road that connects them all.

GREAT FOREST

Nestled against the trade ports known as the Eight Cities is the Great Forest, perhaps the largest region of unspoiled woodland in all of Nehwon. The timber from this forest helps build and rebuild many of the great cities further south. It is a prime place for bandits to hide.

COLD WASTES

Beyond the Great Forest lies a region of wintry plains divided by numerous mountain ranges known as the Cold Wastes. It is here where the great barbarian tribes live and where Fafhrd hails from. His tribe, the Snow Clan, was reportedly wiped out by ice gnomes. During the coldest part of the winter, the clans come south to Cold



Corners, where they engage in trade with merchants arriving from distant lands, bringing wondrous and strange trinkets, spices, and entertainment in exchange for gems, pelts, and artisan crafts.

EAST

To the east of the Inner Sea sit the many varied and mysterious eastern lands. Not much is known of these places in Lankhmar, other than the rumors and goods brought to the city by caravan merchants willing to travel so far and back for premium prices on exotic goods.

THE STEPPES

In the northeast lie the Steppes, where the nomadic Mingols roam. These fierce master horsemen are also experts with the bow. When they are feeling warlike, they sack the cities on the periphery of their territory, but they just as often come to trade. Many Mingols leave their native homeland to serve as sailors or pirates on vessels in the Inner Sea, and more than a few live and work in Lankhmar.

EASTERN KINGDOMS AND CITIES

Numerous mysterious eastern kingdoms and cities lie far to the east. Among these are Horborixen, the fabled Citadel of the King of Kings, and Ilthmar, a city filled with thieves and assassins much like Lankhmar. The city of the Ghouls lies somewhere in the east, hidden behind forbidding mountain ranges in the vast desert, and the caves of Ningauble, Fafhrd's patron wizard, sit among the hills not far from the eastern shores of the Inner Sea.

WEST

To the west lies the Outer Sea, a vast, storm-lashed ocean that few Nehwonians dare to sail. Rumors claim another great shore lies on the far side of the Outer Sea, though just as many insist that only the edge of the world can be found there. Hidden somewhere in the deeps of the Outer Sea lie the drowned ruins of Simorgya, a land and culture of great seafarers that sank

beneath the waves many years ago. Tales tell how men who can shapechange into fish still live in watery Simorgya, and how the lost civilization rises to the surface once in a very great while.

There are other places where beings live in the Outer Sea. Among these are Rime Isle, hated enemies of the fabled Simorgyans, and the realm of the sea king, another subsurface locale that most have only heard of in fable and legend.

SOUTH

The continent of Lankhmar dominates the south side of the Inner Sea. The city proper sits upon the very tip of this great island, flanked to the west by the River Hlal.

GRAIN FIELDS

Lankhmar proper is bordered on the south by hundreds of miles of grain fields, which are the main source of food for most of the city's citizens. Small farming communities dot the land, filled with simple folk who rarely visit the urban trade center. Decent roads wind their way through this fertile part of the country to points farther south.

GREAT SALT MARSH

South and east of the city rests the Great Salt Marsh, which sits nearly at the base of the city walls on that side. Filled with fetid water, lush growth, and numerous deadly creatures, it is a place mostly avoided by Lankhmarts, who pass through it by means of the Causey Road, reached via the Marsh Gate. Sheelba of the Eyeless Face, patron wizard of Gray Mouser, lives within the marsh, moving freely there by means of a stilt-legged mobile hut.

SINKING LAND

The Sinking Land is a strip of land that intermittently connects the continent of Lankhmar with the eastern regions of Nehwon, with periods of submerging occurring in between. The narrow causeway runs from the northeastern edge of the Great Salt Marsh to the eastern lands near Ilthmar. Learned men claim that the Sinking Land is actually an unsecured

shield-shaped platform of rock that sits upon the seabed. When gases from geologic activity bubble into the downward-facing concave surface of the platform, it rises to the surface, tilting first to one side, then to the other as the gases escape. This freeing of the gases churns the sea and allows the Sinking Land to submerge once more. The time between rising and submerging is not standard, so crossing its nearly 30 miles is always a risky proposition.

BEYOND THE FIELDS

Even further south beyond the grain fields sits gentle, rolling land. Much of this territory is open, though it is dotted with light forest, gently sloped hills and old mountains, and a variety of lakes, rivers, and streams. The Lakes of Pleea, which form the headwaters of the River Hlal, teem with fish. The city of Quarmall, ruled by decadent aristocrats, is renowned for its powerful sorcerers and astrologists. Beyond Quarmall, at the extreme southern end of the great island, the hot, humid jungles of Klesh can be found. Few

outsiders enter the jungles, though native Kleshites, diminutive, dark-skinned folk who live in tribes and worship an earth god, often venture forth to visit other parts of Nehwon. Many Kleshites dwell in Lankhmar.

LANKHMAR

Lankhmar juts out into the Inner Sea, a prominent position from which to rule both the land and the water around it. It teems with people who live and work along every one of its winding streets, from the largest avenues to the narrowest back alleys.

The layout of Lankhmar and its methods of construction are similar to many such large fantasy cities. According to legend, it has existed for thirty-score centuries, so few can speak of what it was like long ago as a burgeoning town, but the twisted, winding shape of its walls, streets, and city blocks are all testaments to the fact that it grew organically, rather than by design.





CITY WALLS

Thick stone walls surround the city on every side, pierced at irregular intervals by great gates. Large stone towers keep watch on both sides of these walls, suspicious of attacks from beyond and suspecting riots from within. Guards in the service of the Overlord watch from all these locations, making sure the peace is kept (at least for the most part, when anyone influential might be watching or in need of assistance). They are given standard arms and armor to aid them in their appointed tasks (see the City Watch profile on page 89).

The Gates: The gates themselves are impressive edifices. For example, the Grain Gate, on the south side just east of the river, is 20 feet tall and 30 feet wide, and the Grand Gate is larger even than that. Certainly that is spacious enough to drive wagons through two wide in either direction. All traffic enters and leaves the city through these portals, and except in times of certain danger of invasion, the gates remain open. The walls flanking the gates rise four stories high, and the gate towers themselves are another story and a half higher than that. Each gate is its own fortress.

STREETS

The streets that wind their way through the city vary in width and composition. The widest routes, which lead through the city from gate to gate and often demarcate different regions or districts, are the widest and paved with stones. A few even exist as boulevards, with park-like greenbelts bisecting them as they run along their lengths.

Branching off from the main thoroughfares are the smaller side streets that, while still paved and generally kept in good repair, are usually much narrower and more circuitous. Guard stations can be

found at the intersections of most of the main and side streets, where a sergeant and a squad or two of men watch for trouble.

The alleys branching from side streets are often little more than muddy footpaths between leaning buildings, littered with trash and waste, and a haven for skulkers who prefer to avoid being seen. Even in the more respectable sections of Lankhmar, untoward things often happen to unwary citizens in the shadowy, twisting alleyways. City guards rarely venture down these routes, for fear of the sinister forces that might be lurking there.

BUILDINGS

Structures of every conceivable kind and purpose jam hard against one another in Lankhmar. Most are made at least partially of stone, though some hidden buildings tucked into odd corners in blind alleys might be constructed entirely of timber. There is no consistent style to the buildings, except for the fact that they are usually multiple stories tall and crammed together so tightly that very little light reaches street level.

The estates and palaces of the wealthy are usually walled affairs with private gardens where flowering and edible plants, brightly colored birds, and pets provide diversions to their owners. Businesses and homes along the main and side streets are more austere but still provide comfortable living conditions. Owners often possess an entire building, living on the top level, operating a business out of a lower floor, and leasing remaining stories to others for living and business purposes. The lowest classes fill up tenements in the poorer sections of town or squat in abandoned buildings at legitimate risk of collapsing. Others build meager shelters from the remnants of places already dilapidated or reduced to heaps of rubble.

Windows are usually small openings placed high upon walls (if not outright barred) to dissuade thieves from using them to gain ingress. Glass is a premium luxury, so most windows do not feature panes, but instead simply shutter at night to block out the chill and smoke or fog.

Skylights in some finer buildings let in additional light, as well as provide another means of coming and going.

Roofs seem to have no rhyme or reason in Lankhmar. Some are flat while others have a single sloped surface, and still others sport a sharp peak with two sloping sides. Many have chimneys as well as trapdoors into attic levels. Thieves prowl from rooftop to rooftop in the night, making their way through the city by leaping up and down and across the gaps. A sufficient number of structures feature upper-story causeways between them that nocturnal prowlers can use as bridges to move from one side of the city to the other without ever descending to street level.

LIGHTING

Lankhmar is known as the City of Sevenscore Thousand Smokes for a reason. The air is always filled with a combination of smoke and soot from innumerable cooking fires, braziers, and torches. Coupled with the fogs that can roll in from the ocean many days of the year, and mingled with the strange, almost sentient vapors that rise up from the sewers and catacombs below, the air is almost always grimy, dim, and difficult to breathe, casting a pall over everything. Because of this eternal cloak of smudge that hangs in the air, torches and lanterns provide light even during daylight hours in many of the narrower streets flanked by taller three- and four-story buildings.

At night, the moon and stars are rarely visible, rendering parts of the city pitch black. This absolute darkness is cut through sporadically with the orange glow of lanterns and torches that flank doorways to evening businesses, or from dim light spilling out through partially open shutters on upper floors. Major streets feature hanging lanterns, particularly at their intersections, but the darkness is nigh absolute in the myriad alleys between. It truly is a haven for the countless thieves, assassins, and scoundrels who ply their trades by night.

SLAVERY AND PROSTITUTION

It is the nature of Fritz Leiber's tales to see slavery and prostitution as natural parts of the world of Nehwon. Stories of brave adventurers living in a time and place of sinister evil, depraved overlords, and lusty wenching make such institutions part and parcel of these adventure stories.

Citizens of far-distant cultures brought to Lankhmar to serve others, and women (and men) selling themselves as company for the evening, are part of what makes the City of the Black Toga the decadent place it is.

Leiber mentions slavers, slaves, and whores in his *Fafhrd and Gray Mouser* stories, but only in passing. Slaves are the victims of his evil villains and mad overlords. Prostitutes are people earning a living. Both serve as a backdrop and occasionally someone to be rescued, but Leiber's focus was on telling adventure stories, not making a sociopolitical commentary.

How you deal with these topics in your game is up to your group. Game Masters should be very conscious that these topics can be disturbing for some, however, and might ruin the game if handled inappropriately.

CLIMATE

Sitting on a coastline, Lankhmar receives the brunt of ocean-going weather throughout the year. True storms are surprisingly rare, but coastal showers dampen the streets often enough that some low-lying areas become cesspools of mud, filth, and disease. When storms do blow in, the winds and lashing rains keep almost all folk indoors, and particularly heavy storms have been known to blow over poorly constructed buildings while sewers and catacombs flood, bringing unspeakable things topside with the surge of water.

During the summer, the air becomes hot, sticky, and fetid. The odors of the Great Marsh waft through the streets, mingling with the ever-present smokes, creating a miasma of foul atmosphere that can sicken even the stoutest constitution. Winter brings with it dripping chill and frost-laden cold. The weather rarely turns truly arctic, but there are occasions when ice rimes the pavement and morning finds too many fresh, blanket-wrapped corpses, both inside small rooms and huddled in outer doorways, resting beside pitifully stocked braziers that burned out sometime in the night.

POPULATION

No one is quite certain just how many people call Lankhmar home, but one point cannot be disputed: they hail from every corner of Nehwon. Faces of every hue, from pale northerner to sallow-skinned Mingol to dusky Kleshite, move past one another in the throngs that emerge each morning to fill the streets. Countless souls from every land go about their business while street merchants hawk their wares and smirking toughs preen on every street corner.

Many are born here or in the small towns of the vast grain fields and lightly wooded forests nearby. Others come in search of adventure, or as traders in great caravans, or as caravan goods in the form of slaves. Some stay only days, a few weeks, or a season. Others remain for the rest of their lives, whether that life last many years or but a few hours. But come they do, and each one merges into the roiling, churning chaos that is the city.

SOCIETY

The city brims with folk of every walk of life, from the lowest of the low to the unimaginably wealthy and everything in between. Beggars plead for iron tiki and homeless people sit and watch with dull, glassy eyes as sedan chairs bearing perfumed nobles within their curtained confines coast by on the shoulders of slaves. Peddlers offer trinkets from blankets spread on the ground while powerful merchants cut deals with one another for

warehouses full of goods. Street urchins swipe loaves of bread while master thieves, their pockets filled with gems and jewelry, slip away unnoticed from the most heavily guarded palaces. Armored members of the city watch lean against their pikes, keeping a suspicious eye on everyone around them, while cunning assassins silently settle a fresh corpse to the filth of an alley only a few paces away.

In Lankhmar, coin buys social status. The better off a man is financially, the higher he can climb. Anything that can be had—from food, clothing, and shelter to entertainment and protection—can be improved through the proper connections and enough gold. Wealth means the difference between a humble tenement on the southeast side of the city, where the smells of the Salt Marsh are strongest, and a grand palace near the Overlord's Citadel—or even a seat at the Overlord's sumptuous table. A few coins in the right hands can convince the law to pay more attention, or to discretely look away.

GOVERNMENT

The Overlord of Lankhmar rules the city in name, and has a great deal of influence over some affairs. The title is hereditary, though coups are not uncommon when a particular family grows too depraved for the people's liking. He is advised by both an Inner Council and a War Council. In reality, the nobles have quite a bit of influence, which often results in contentious debate and ineffectual policy. Sometimes, with particularly weak overlords, the nobles wield more power, and they make sure that the business of the city goes according to their needs.

The Overlord dwells in the Rainbow Palace within the Citadel of the Overlord, which is a well-defended subsection of the city on the far north side, overlooking the Inner Sea. The citadel is walled off from the rest of Lankhmar, inaccessible except through a single fortified gate along the King's Road. Much of the citadel is taken up with groves of trees, gardens, and meandering ponds. In times of strife within the city, an army of guards housed in the north barracks

within the citadel can take up positions to defend the place at a moment's notice.

On the north side of the citadel, the royal docks jut out into the Inner Sea, where swift warships sit at anchor, ready to protect the citadel and its occupants from a sea attack, and where a pleasure barge awaits the Overlord's whims. More than one overlord in the city's history has taken to the water to escape the oppressive heat and smog of the city or the restless masses, angry at some injustice so great they will no longer tolerate it.

As with the rulership of any city, some overlords in Lankhmar's history have been more effective than others. One common theme running through the lineage of rulers is an unparalleled level of decadence and luxury. While some overlords begin their reigns with the best of intentions, some ascend the throne already in the throes of depravity. Either way, few of them escape the temptations of lurid and debauched entertainments.

The current overlord is Radomix Kistomerces, having only recently succeeded his cousin Glipkerio Kistomerces, who perished during the ratling uprising. Glipkerio was a tree-tall and reed-thin man filled with depraved appetites but faint interest in much beyond his palace walls. Countless slaves brought to the Rainbow Palace were made to serve him and his court, dancing, serving exotic foods and beverages, or suffering the lash, thumbscrews, and worse as "theater" for the aristocrats. Radomix seems equally eccentric, if his arrival at the Rainbow Palace accompanied by 17 cats is anything to judge by. Only time will tell how well Radomix rules, but the odds are not in the Lankhmarts' favor; in the long history of the overlords, enough blood to fill an ocean has spilled upon the colorful tiles of the Rainbow Palace in the name of decadent distraction.

MILITARY

Lankhmar defends itself with military forces for both land and sea. It has an army (which, for practical purposes doubles as the city watch), a navy (to

protect both its shores and its merchant ships), and marines for ship-to-ship fighting. Though the city's military has been trained and equipped well enough to conduct successful campaigns in distant lands against enemies both mundane and bizarre, it has not always fared so well. During the invasion of intelligent rats from Lankhmar Below, the city watch did not conduct itself with distinction.

The city watch is only partially effective at maintaining peace and order within the city walls. All too often, the troops are spread too thinly to be effective, so they are most frequently stationed where the wealthiest citizens reside, leaving the poorer folk to their own devices. Corruption within the military hierarchy is prevalent, with bribes from various guilds to gain extra

protection—or leave it lax for a rival—a common phenomenon. The Thieves' Guild and the Slayers' Brotherhood, in particular, put sufficient coin in the right palms to ensure that they are unmolested while carrying out their various agencies' tasks. Even if the sergeants of the watch were more upstanding and honorable, it is doubtful they could effectively prevent much of the theft and murder that occurs every day and night in the gloomy alleys where less scrupulous citizens lurk. They simply don't have the manpower to bring the crime under control.

ECONOMY

Lankhmar relies on its great fields of grain as its primary economic resource.

Despite the fact that so many people live within the city walls, the region produces enough surplus grain that the city is able to store it in monumental grain towers that line the western side of the city, near the city walls, the docks, and the River Hlal. The huge cargo ships of the grain merchants sail the grain across the Inner Sea to other parts of Nehwon, particularly the Eight Cities and ports to the east.

Lankhmar imports a variety of goods, most prominently lumber from the north, exotic goods such as spices and slaves from the mysterious eastern kingdoms, and even unusual animals, such as birds and leopards from the jungles of Klesh.

TRANSPORTATION

Most folk in the city travel on foot. Some maintain enough wealth to travel by horse, though the beasts do not fare well in the noisy, smoke-filled environment, so they are often stabled and only ridden or used for pulling vehicles when their owners leave the city. Wagons and carriages are common within the city walls, hauling goods from warehouse to shop or aristocrat from locale to locale. Slaves draw such vehicles as often as draft animals. Slaves also bear the wealthy through the streets by means of palanquins and litters, while hired security keeps undesirables a safe distance away from such conveyances.



The docks on the northeast side of Lankhmar jut into an estuary of the River Hlal, and there great barges from upriver carrying grain and other raw goods sit side by side with large ships loading and unloading cargo from other parts of the Inner Sea. Many of the cargo ships are sailed, though some augment their speed with rowers. Military vessels, galleys with multi-decked rows of oarsmen, patrol the shallows around Lankhmar or accompany cargo ships particularly vulnerable to pirates or sea monsters. Smaller sloops, cutters, and other sailing vessels crowd around the bigger ships, many of them fishing vessels that set out each morning and return at dusk with the day's catch. Seafarers of all stripes navigate by the sun and stars.

RELIGION

The gods worshiped in Nehwon are countless and strange. It is said that they "must be as numberless as the grains of sand in the Great Eastern Desert." However many there may be, they are not all-powerful beings and they do not necessarily take an active role in the people's lives. This is not to say that they—or rather, their religions—are not a significant part of life.

GODS IN LANKHMAR

In Lankhmar, proselytizers arrive through the Marsh Gate upon the end of the Street of the Gods and begin their mission work, preaching to the masses. In the beginning, they are relegated to the meanest location, a few yards of cobbled street right next to the gate. If a god's following begins to grow, its priests have the opportunity to move the operation west, toward the heart of the city. Perhaps donations make it possible to rent a small temple structure along the Street of the Gods, thereby increasing prestige and earning yet greater donations.

In other cases, a god begins to lose favor among the populace, and its journey moves in the opposite direction. Its priests might have to surrender prime real estate to another up-and-comer, perhaps even moving out of the temples entirely and

COINAGE

Coinage in Lankhmar comes in a variety of materials and values. The following types are most common, listed in order from least to most valuable: iron tik, bronze agol, silver smerduk, gold rilik, and diamond-in-amber gluditch.

OTHER CURRENCIES

During their adventures across Nehwon, Fafhrd and the Gray Mouser find and spend a variety of different coins. Some examples include Kvarch Nar golden gronts, Rime Isle silver and doubloons, Sarheenmar doubloons, and Eastern half-pennies.

In order to keep record-keeping simple, you can assume that a coin of a certain type (gold, silver) is worth the same regardless of where it comes from and where it's spent. However, if you want to add a little spice to the adventuring and roleplaying, it's certainly fine to have merchants and others who handle the characters' money enforce some unfavorable exchange rates or refuse certain coinages outright. Some moneychanger might even ask a "service" of the heroes in return for accepting foreign coinage at a more favorable rate.

In addition to coins, the characters are also likely to find (and try to settle debts with) loose gemstones and pieces of jewelry. Haggling over the value of every trinket can get tiresome, so a good rule of thumb is for most merchants to offer a quarter value for such things (particularly when they are not at all certain the goods aren't stolen), though certain collectors met during the course of pursuing an adventure might be willing to offer much more.

RELIGION AND TEMPLES IN YOUR GAME

A very real part of the fun of running a Lankhmar campaign is handling the very active and bizarre plethora of gods and the cults who follow them. Because there are reputed to be so many different gods worshiped across Nehwon, you can use just about any idea you have for an organization to work with or against your players' characters. Certainly, not every god in Lankhmar is going to have followers who cause havoc, but there will be plenty of them to get in your heroes' way at the most inopportune moments. Similarly, not every temple can offer the characters succor or other assistance, but building a relationship with a handful of devout adherents of some god or another can prove to be an entertaining adventure all its own.

Some of the typical examples of adversarial cult activities include summoning dark forces just for the sake of wreaking havoc (such as the malevolent fog the Temple of the Hates sent into the streets), kidnapping members of a rival cult to weaken it, planning and carrying out assassinations of officials in order to complete a power grab, or simply tricking

the heroes into taking the fall for some heinous act the cult has committed. There could be bad blood between a leader of said cult and one or more of the heroes, the cult might be actively trying to defeat the characters (mayhap their god has "instructed" them to do so), or the characters have disrupted some of the cult's activities to date and it is looking for revenge.

If heroes need healing, a place to stay, or simply advice, they might gain it from a priest of a benign god, even if such a religion is still camped out on the sidewalk of the Street of Gods. Of course, helpful priests want something in return. Perhaps the god's followers need protection from an extortionist, or from another cult or religion looking to run them out the Marsh Gate. Perhaps they need a long-forgotten artifact, and the heroes are just the folks to go questing after it.

There are many ways to involve the gods in your game, and doing so adds a level of richness and depth to your storytelling and adventures that make the campaign resonate with the feel of Leiber's writing.

staking a meager claim to a patch of cobbled street once more. If a god drops far enough out of favor, the priest (for by this time, its prestige is often reduced enough to count but a single priest among its faithful) moves entirely off the Street of the Gods, out the Marsh Gate, and into oblivion.

A sort of equilibrium settles in between the adherents of all these different gods. The more popular ones move up the street, gaining greater influence, while the less-popular gods shift down the street, until a balance is found, at least for a time. The goal of every priest of whatever gods they follow is to make the social climb all the way to the western end of the Street of the Gods, and claim the Temple of Aarth as their own. Aarth, known as the Invisible

All-Listener, is accounted the most

prestigious and therefore most successful god among all the gods in Lankhmar. The temple Aarth's adherents claim as their own is by far the most lavishly decorated, and during services, it receives the greatest donations.

In this way, the gods in Lankhmar come and go. Some arrive and stay only a short time, while others become a mainstay, serving the faithful for many years. Other gods of note include Kos the barbarian god and Issek of the Jug, both of whom are worshiped by Fafhrd at various points in the stories, and Mog the Spider God, a god favored by the Gray Mouser. Still others include the Rat God, worshiped in distant Ilthmar, and Tyaa, a banished avian god of Lankhmar from long ago.

GODS OF LANKHMAR

The Gods *of* Lankhmar, unlike the Gods *in* Lankhmar, receive no patronage from the citizens. Residing at the far western end of the Street of the Gods, across from the Temple of Aarth, sits a squat, black three-story temple weathered with age. It remains always sealed, and its sole entryway, a pair of worm-eaten, copper-bound portals, is avoided by all passersby.

The Gods *of* Lankhmar reside inside, though no one living knows what else the interior holds (and no written description exists). The people know that in times of great need, the ancient copper bells in the belfry may be rung, summoning forth the gods, but always at great cost. Fafhrd did that very thing during the rat plague that emerged from Lankhmar Below, and a handful of ancient, mummified creatures emerged for a short time, malevolent beings more fearful than the creatures they were called forth to destroy.

GUILDS

Lankhmar is filled with guilds, for they are the lifeblood of the city's commerce. There is a guild for every profession, honest or not, and membership is not only coveted, but mandatory in most cases. Those who try to operate outside the strictures of the guilds often find themselves receiving the worst deals in business (at best) or considered an outlaw or marked for death. Not every guild is listed here, but a few of the more prominent ones that can play a central role in a Lankhmar campaign are included.

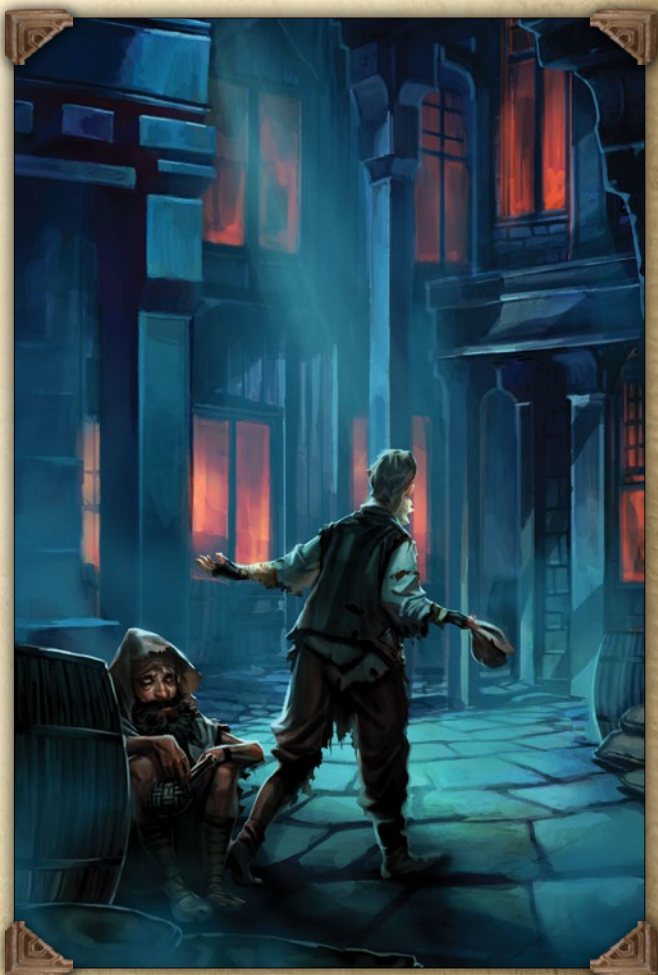
Being a member of a guild certainly means paying dues or a cut of profits, but it also means earning protection, whether that be from unhappy clients, other freelance interlopers, or the law. Heroes in a Lankhmar campaign may find themselves in a position to join an appropriate guild (either one directly suited to their talents,

or perhaps in a support role to another profession). They will also undoubtedly cross a guild or two before their time in Lankhmar draws to a close. Playing these guilds as active—even proactive—entities can add quite a bit of flavor and opportunity for exciting game sessions.

ASSASSINS' GUILD

The Assassins' Guild is a subset of the Slayers' Brotherhood. As with most of the guilds that operate outside the law in Lankhmar, the Assassins' Guild polices itself and tracks down freelancers for appropriate punishment.

You can develop interesting stories by entwining the heroes with members of this guild in some way. For example, some citizen might hire an assassin to take out one of the characters for some slight or insult, or for some business deal gone astray. One of the characters might actually be tempted to join the guild. Perhaps the



heroes have a need to infiltrate the guild for other purposes. Finally, they might simply need to thwart a planned assassination (drawing the ire of the guild in their direction).

BEGGARS' GUILD

The Beggars' Guild works in conjunction with the Thieves' Guild, often serving as informants and spies. It's amazing how little attention is paid to filthy, raggedy folk pleading for a few coins; it makes the beggars very good at unobtrusively gathering information. For this reason, many of the other guilds help keep the Beggars' Guild safe.

While some sincere begging is undoubtedly tolerated by outsiders for short stretches, territorial feuds between guild and non-guild members are likely to cause friction and repercussions. A prime spot for begging where the coin is generous is not easily come by and not easily surrendered, either. Despite their rather meager existence, members of this group can be as viciously reactionary to challenges as any guild. Being information brokers, they take their role seriously and, if crossed, can bring the power of the Thieves' Guild and Slayers' Brotherhood down upon offenders.

GUILD OF THE GRAIN MERCHANTS

The Guild of the Grain Merchants is one of Lankhmar's wealthiest and most powerful guilds, because the grain trade is Lankhmar's primary source of wealth. In addition to selling grain to other cities across Nehwon, the Overlord often uses it as a gift to bribe the leaders of distant city-states and nations to take various actions, such as to start or end wars, for example. While the Overlord may orchestrate such things, it's the guild merchants who hold the power of getting it delivered.

While it's unlikely the Guild of the Grain Merchants in Lankhmar enforces membership and punishes freelancing non-members in quite the drastic ways that, say, the Thieves' Guild does, it nonetheless has effective methods to enforce compliance.

No grain merchant unwilling to join

the guild is going to be given access to the facilities. This means wagonloads of grain entering the city will be turned away at both the grain towers and the docks. Certainly, other options might exist, but warehouses have a habit of getting burned down when this happens. Crossing the guild is not something to be done lightly; with the kind of political power its membership has, getting on the wrong side of one or more of these merchants could mean bringing the entire weight of the Overlord down upon opponents. Thus, even if heroes have no personal vested interest in loads of grain, if they run afoul of this powerful guild, they are likely to regret it later.

SLAYERS BROTHERHOOD

The Slayers Brotherhood includes mercenaries for hire as well as the Assassins Guild. Feuding between rival merchants, nobles, and temples is commonplace enough within the streets of Lankhmar that mercenaries are a mainstay as a resource. Thus, like with any regular business, hiring them requires going through the guild.

Although mercenaries often find themselves on opposite sides of such conflicts in the city, they have no particular compunction against this. The man you fight side by side with today might be your foe tomorrow; such is the life of a mercenary. However, operating under the auspices of a guild structure minimizes the possibilities that the mercenaries themselves are going to be double-crossed. They don't mind fighting, but they aren't fond of being tricked.

This guild can be particularly useful to characters in a Lankhmar campaign. Getting paid to fight is almost always a quick and easy way to earn some coin for doing something a hero is already good at. Getting on the guild's bad side, however—by working as freelance blades-for-hire, for example—is a good way to find themselves constantly looking over their shoulders, waiting for the next ambush or confrontation. And once a bravo crosses the Slayers' Brotherhood once, he should never expect a member to have his back in any future fight.

SORCERERS' GUILD

Any practitioner of magic who wants to hire out to customers, be it warlock, witch, soothsayer, magician, hedge-wizard, or sorcerer, would be wise to maintain membership in the Sorcerers' Guild. Practicing magic within the city walls brings with it its own set of risks, for magic is fickle and dangerous, practitioners feared and mistrusted, and rivalries fierce. Joining the guild at least brings some modicum of protection from such dangers.

Of course, not every wizard in the city is offering his or her services to people on the street in exchange for a few silver smerduks. Many of the most powerful sorcerers hole themselves up in secluded or abandoned towers with secret entrances and fell traps for unwary intruders, practicing their dark magic for their own reasons. Neither they nor the guild have much interest or benefit from joining together in a business arrangement.

But for those adepts who desire to make a living serving others with their magic, belonging to the guild makes sense. Whether a hedge-wizard simply wants to perform minor tricks, a soothsayer wishes to tell fortunes, or a sorcerer intends to hire out to another organization, having the backing of the guild means protection from unhappy customers, limiting territorial squabbles with other practitioners, and aid putting the proverbial genie back in the bottle when magic goes awry.

Conversely, not joining the guild likely means fewer customers (for who would dare cross a guild of sorcerers for a minor magical service?) and quite a bit of bizarre and potentially deadly harassment. Freelance wizards very quickly discover that they are spending as much time and effort counteracting curses as they are earning a living.

SEXISM

Women in Leiber's tales of Nehwon have many of the same opportunities that men do, but sexism still exists. At least in some instances, women were featured as romantic distractions for Fafhrd and the Gray Mouser, beautiful creatures to be wooed and savored, rather than hearty adventuring companions on equal footing. Only occasionally did they hold their own in the course of a tale, but examples do exist, such as the ratling lady Hisvet and the ghoul Kreeshkra.

There's no reason a more modern position can't fit into Lankhmar, however. Allow women to join the Thieves' Guild, or make a rival organization run by the opposite gender. Make Lankhmar a cosmopolitan city where women accomplish all the same feats as men, join all the guilds, and lead just as exciting an adventuring life. Add some female heroes, and some female villains as well! Lankhmar will still be the decadent, chaotic morass of seedy inns, skulking thieves, and sinister sorcerers it's always been.

THIEVES' GUILD

Next to the Guild of Grain Merchants, the Thieves' Guild might be the most powerful in all of Lankhmar. In some ways, it holds even more power, for even the grain merchants know that to cross the Thieves' Guild is to invite a lifetime of sorrow and pain—regardless of how short or long that lifetime may be. Wealth may move through the city by commerce during the day, but at night, redistribution occurs at a near-equal pace, thanks to the efforts of this guild. It is so powerful, most folks know not only that it exists, but where the entrance to its

"The Gray Mouser knew the layout of Thieves' House—not as well as the palm of his hand, but well enough..."

—Ill Met in Lankhmar

headquarters—known simply as Thieves' House—sits on Cheap Street, between the Street of the Gods and the Street of the Thinkers. So bold is the Thieves' Guild that it doesn't even bother to camouflage its front door.

The thieves of this guild run a well-oiled operation, and no theft occurs without the guildmaster and his immediate subordinates knowing about it and approving it beforehand. As much as with any other guild, freelancers are the bane of the guild's existence and absolutely not tolerated. Violators *may* be given one chance to join, but are otherwise relentlessly hunted and, when caught, tortured and killed. Indeed, it was Fafhrd's and the Gray Mouser's assault on two members, Slevyas and Fissif, when the Twain first met, that drew the ire of the guild and resulted in the death of their paramours, Vlana and Ivrian.

No women are permitted to join the guild or even to enter Thieves' House. This has little to do with the guild's belief in the talents of female thieves, or the need from time to time for a woman's touch where assignments are concerned, for its leadership often hires women from the Whores' Guild by the half-hour for missions when the need arises. It is far more likely that the

guildmaster insists on minimizing distractions to the guild's work, and indeed, each time an exception to that ancient rule has been made, disaster has followed.

WHORES' GUILD

The oldest profession has need of organization, too, and the Whores' Guild provides that. Membership in such a guild provides a level of protection from unhappy clients and also allows greater opportunities for other work, such as assisting the Thieves' Guild with jobs. Freelancers are not likely actively driven off or punished, but they are also unlikely to last very long in Lankhmar's rough neighborhoods. While it is doubtful any character would join the guild as a lady or gentleman of the evening, he or she certainly could hire on to act as protection or to handle recovering payments from recalcitrant customers. As with the beggars, the prostitutes hear and see much, so their usefulness as knowledge brokers make this guild much more interesting than simply as titillating storytelling.

PLACES OF INTEREST

It would be impossible to detail every locale in Lankhmar, or even a significant fraction thereof, of any interest to adventurers visiting or living in the city. It would also go beyond the useful scope of this book. Instead, here is a sampling of places, each unique in some fashion, offered to provide some sense of the flavor and personality of the city as a whole. Each one of these places has been featured in one or more of the tales of Fafhrd and the Gray Mouser, though some have drawn a lot more scrutiny than others. Use these examples as the basis for establishing other interesting homes, guild houses, temples, places of business, and so forth.





THE CITADEL OF THE OVERLORD

As mentioned previously, the citadel sits on the north end of Lankhmar, housing the Rainbow Palace where the Overlord of Lankhmar resides and orchestrates his pastimes while ostensibly ruling the city. The citadel sits on a large, jutting promontory of rock overlooking both the River Hlal on the west and the Inner Sea to the north. Both sides drop off from level ground to the water below along sheer cliffs. From this vantage point, it commands the most distant view in every direction, even down into the city below.

Like any inner fortress within a larger community, the citadel is heavily guarded by the most trusted members of the military, housed in the North Barracks nearby. The lone gate into the grounds of the citadel leads into the gardens, and thence to both the Rainbow Palace and the royal docks. Patrols of soldiers move through all areas regularly, but one can also cross paths with servants, slaves, council members, and nobles on official business at any time of the

day. In the evening, traffic is much lighter, though the patrols still move through the grounds, ever watchful for intrusions.

Any adventures that take the heroes in this direction require very good reasons for allowing them to appear here. Fafhrd and the Gray Mouser visited the citadel during the rat plague orchestrated by Hisvet and her father Hisvin, but they were on good terms with the Overlord Glipkerios (having been hired by him to begin with) and, at least in the case of Gray Mouser, entered this part of the city by very indirect means. Should the characters do something of significant accomplishment, the Overlord might wish to honor them personally, or like the Twain, the heroes might be called upon to aid the Overlord in some fashion. If they otherwise attempt to enter the citadel uninvited, it should be very difficult for them to slip through unnoticed, and the guards, while not perfect or infallible, should be the most reliable and trustworthy of the city watch, unlikely to accept a bribe or miss important clues or information.

THE DOCKS

The docks are in most ways unremarkable from any other city. Ships and boats come and go almost incessantly, cargo is loaded and unloaded, and dockworkers and sailors move around constantly. The place always stinks of saltwater, fish, and pitch or tar, as well as the odor of the grain that makes up such a large portion of the commerce. Other interesting smells often include pungent spices, animal waste, and the ever-present smoke.

Other cargo often found freshly offloaded at the docks can include slaves, exotic animals from distant lands (some brought for food, others to serve as pets or house guards), unique edibles, lumber from the north, animal pelts, ores, and the occasional mysterious crate that no one is supposed to touch.

The heroes have any number of reasons for visiting the docks. They may come in search of specific individuals (sailors on board a certain ship or longshoremen who might recollect where some incoming cargo was routed), they might be acting as delivery specialists hired to escort a particularly valuable package to its recipient, or if the campaign expands beyond the bounds of the city at some point, they might need to hire, buy, or steal a ship for their own use.

The docks, like many parts of the city, can be a rough place to hang out. Sailors and dock workers enjoy a spot of gambling when they can catch a free moment, most often throwing dice, but they don't much like questions, and they certainly rarely like outsiders (non-sea-going folk) intruding into their world. They are frequently bribed to let cargo slip through inspections unchecked, and the docks are often the last refuge of folks who don't want to be seen, right before they flee the city on board some ship carrying them to safety.

THE GRAIN TOWERS

The grain towers stand in even rows not far from the docks on the west side of the city. They might not appear to be the most interesting feature in a city as remarkable as Lankhmar, but they represent one of

the most important elements of it. The grain brought in from the great grain fields that stretch for leagues and leagues to the south serve two functions: feeding the citizens and propping up Lankhmar's economy.

The grain towers are described as "a giant's forest of house-thick tree-trunks chopped off evenly." They are massive constructs of stone to protect them from fires. Wagons arrive daily during the harvesting season to deliver the grain, much of which belongs to the Overlord by virtue of the law. Because they hold such a valuable commodity, the grain towers are well protected and heavily guarded at all times. If some foreign power truly wanted to cripple Lankhmar, destroying the grain—or worse yet, poisoning it—would cut the city to the quick.

The grain towers could become the focal point of an adventure or two for this reason. A wealthy merchant or the Overlord himself may catch wind of a plot to disrupt the grain trade and hire the characters to investigate and put a stop to it. Alternatively, the characters may hear of such a plot on their own and need to figure out a way to convince skeptical authorities of its veracity.

THE HOUSE OF HISVIN

The house of Hisvin the grain merchant sits near the grain towers, across the street from both the Temple of Aarth and the temple of the Gods of Lankhmar. It is a narrow, dark-stoned building that doesn't look remarkable from the outside. However, there is a single room on the very top level that can be completely barred from the inside and which does not appear to have any additional exits. It is from this room that Hisvin, his daughter Hisvet, and Hisvet's servant Frix were able to enter and leave secret tunnels leading into Lankhmar Below while rat-sized. These tunnels led into the ratlings' personal quarters, and from there into other tunnels connected directly to the Rainbow Palace.

While there may not be much cause for the characters to visit Hisvin's house in particular, it is a good model upon which to build other, similar structures. Keep in

mind that the outer facades of buildings can hide much larger, more complex interiors and secret routes to other parts of the city. The very wealthy often enjoy playing at games of subterfuge in this manner.

THE HOUSE OF IVLIS

This narrow building sits on the Street of Silk Merchants and backs against Thieves' House. Ivlis, a beauty with flaming red hair who was reputed to dance for the Overlord on occasion, was also supposedly the mistress of Krovas, the one-time guildmaster of the Thieves' Guild. Within her upstairs bedchamber is a secret passage, the door of which is hidden behind wall hangings, that leads into the guildmaster's chambers in Thieves' House. It was through this route that she was able to move freely to and from Krovas' embrace without worry about the stricture against women entering the guild headquarters.

The city's back streets and alleyways are a byzantine warren of secret routes as it is, but having buildings with front entrances on opposite sides of blocks connect via secret passages can provide lots of intrigue for characters investigating mysteries, hunting for elusive quarries, or trying to evade pursuit of their own. Because the buildings are constructed of different materials and are of different heights and architectural styles, the tunnels and passages between them are easily disguised and can feature routes to numerous exits.

HOUSE OF MUULSH

The great stone house of Muulsh the moneylender is square, flat roofed, small windowed, and three stories high. It stands a little distance from similar houses belonging to some of the wealthy grain merchants, as well as numerous warehouses in the dock district. There are also a number of skylights that allow light into the top floor chambers.

The house itself is not terribly remarkable, except for the fact that it sits away from other dwellings, primarily because Muulsh was an unkind, unpopular fellow, shunned by others of his social stature. What is remarkable about his house is that it stands

very near the abandoned Temple of Tyaa. Fafhrd and the Gray Mouser attempted to rob the moneylender and later discovered that his wife, Atya, was in fact a priestess of Tyaa, operating in secret in the building next door to her husband's abode.

HOUSE OF NATTICK NIMBLEFINGERS

Nattick Nimblefingers has set up home and shop as a tailor, operating from a building on Cheap Street, between the Street of the Thinkers and Crafts Street. Gray Mouser considers Nattick an old friend from his earliest days in the city and sometimes stays with the tailor. Nattick is also the source of Mouser's gray clothing, sewing and repairing the various accouterments whenever Mouser has need.

Nattick is not a thief himself, but he provides an invaluable service to Gray Mouser, both in terms of supplies and a safe house. Allowing or encouraging the characters in your campaign to make such connections and draw upon those resources creates a sense of continuity in the game and provides opportunities for you to expand storylines. A proprietor that allows one or more characters to hide out at his establishment, or can sell them goods (or fence stolen property for them) may also become a decent friend, a source of information about other goings-on in the city, or at some point request aid from the heroes for one of his problems.

LANKHMAR BELOW

Beneath the streets and buildings of Lankhmar sits another, miniature city separate from, but mimicking in almost every way, the great city. Lankhmar Below is the domain of the ratlings and their cohorts, the species of half-breed creatures that take traits from both humans and rats. Long hidden below the surface where normal people could not see it, the civilization of Lankhmar Below steadily grew in intelligence, power, and desire over long years, until at last it swarmed forth into the world of humans during the rat plague.

Lankhmar Below is connected to the surface by a myriad of tunnels, sewer pipes, chutes, and natural caverns.

These routes lead from holes in the walls of human dwellings, whether they exist in a baseboard beneath a bed, hidden behind a loose tile in a wall or floor, gnawed through the back wall of a little-used cupboard, or in the attics and basements above and below.

Lankhmar Below is a multi-level environment with vast open tunnels, meeting rooms, lavatories, private quarters, and everything else one could imagine in a subterranean city populated by intelligent creatures. Pure humans are not welcome there, though it is possible for them to occasionally sneak in using magic to shrink and disguise. Its citizens burn to take control of the world above and guide the running of the city themselves, but though they nearly succeeded during the rat plague, Fafhrd and the Gray Mouser (with much help from Sheelba and Ningauble) thwarted them. There may yet come a time again when the ratlings rise up once more to try to seize power.

Campaign plots revolving around the ratlings and their ambitions can be many and complex. In the story revolving around the Twain, the ratlings took advantage of

a particularly weak Overlord to paralyze the city and prime it for their abrupt arrival. You can certainly come up with other avenues for usurpation. Perhaps the ratlings plot to destroy the grain supply in a different manner, or perhaps they discover a means by which they can secretly replace the Overlord with one of their own and rule directly, albeit in secret. Whatever ideas you hatch, the threads should eventually lead the characters down into the miniature city itself.

THE NORTH AND SOUTH BARRACKS

The military forces that protect Lankhmar and its citizens are housed in two main structures, the North and South Barracks. The North Barracks are located right next to the citadel, where those troops are instantly available to protect the Rainbow Palace and the Overlord in times of need. The South Barracks are in the far south of the city, near the Grain and Grand Gates. The troops stationed there are unlikely to be as reliable, for the South Barracks can actually be locked and barred from the outside in order to prevent the guards from



joining in revolts during times of strife among the populace.

The barracks are fortresses in their own right. They house large numbers of troops with full armories, mess halls, sleeping quarters, stables, water supplies, and so forth. Any character who has a role as a member of the city watch might be stationed at one of these two locations and may be required to report for duty there, participate in periodic drilling and maneuvers, maintain order in the city streets, or work shifts guarding one of the gates. A veteran, even if no longer on active duty with the city's martial forces, may be welcome at either barracks, and certainly may have friends who are still soldiering for the Overlord. Conversely, if the heroes cross the city watch on a regular basis, they make enemies who dwell in one of the two barracks, and if they ever get caught and arrested, are likely to be imprisoned within one of the barracks' jails to await their fate.

THE PARK OF PLEASURE

The Park of Pleasure is a beautiful area near Lankhmar's Plaza of Dark Delights where remarkable closet trees are scattered along open grassy areas divided by winding sandy paths that meander here and there. The closet trees themselves are "like a huge, upended, hemispherical basket, its bottom and sides formed by the thin, resilient, closely-spaced branches which, weighted with dark green leaves and pure white blooms, curve widely out and down, so that the interior is a single bell-shaped, leaf-and-flower-walled room, most private. [At night] fire-beetles and glow-wasps and night-bees supping at the closet flowers dimly outline each natural tent with their pale, winking, golden and violet and pinkish lights." The trees have a pleasing, perfumed scent and are a favorite place for companions to meet with a little privacy for quiet conversation or romantic trysts.

PLAZA OF DARK DELIGHTS

The Plaza of Dark Delights is a unique market area located seven blocks south of the Marsh Gate. The Park of Pleasure

sits near it. By day, the Plaza hosts normal merchant activity, but at night, the usual hawkers vanish and are replaced by stalls filled with strange herbal concoctions, unguents, trinkets reputed to hold mystical properties, and so forth. By tradition, the merchants of these often-illicit wares keep their lighting dim, illuminating their stalls with only "foxfire, glowworms, and fire-pots with tiny single windows."

They conduct their business in hushed tones or completely silently when possible. In conjunction with the nearby Park of Pleasure and its own faerie-like evening glow, the Plaza gains a truly otherworldly appearance at night that draws a most bizarre crowd.

Characters looking for unusual reagents, special elixirs, and similar wares—or the purveyors of such—will find the Plaza of Dark Delights to be a rich source of possibilities. In addition to providing the strange goods, the merchants may also be informants, or they may have needs of their own the heroes can meet. The Plaza could be a centerpiece of numerous adventure plots to draw the adventurers' interest.

THE RAINBOW PALACE

The Rainbow Palace is a multi-leveled, soaring affair with numerous colored domes topping the turrets and towers. The domes run the gamut of the colors of the rainbow, which is what gives the place its name.

The chambers inside the Rainbow Palace are decorated in the most luxurious fashion, with diaphanous curtains, colorful tiles, and frescoed ceilings in pleasing color combinations throughout. Gilded furniture and delicate porcelain fill every room, and platters of food—fresh fruits, well-seasoned roasted meats and vegetables, and delightful cream-filled sweets—and drink are made constantly available to sate the Overlord's and his guests' appetites.

The Rainbow Palace is typically filled with both servants and slaves, some of whom are required to know every nook and cranny, but almost always under the watchful eye of trusted guards. While it would be

difficult to get inside the Rainbow Palace uninvited, it is not impossible. During the rat plague, ratlings such as Hisvin and Hisvet and their followers were able to penetrate into the Overlord's personal chambers by means of a series of small tunnels. There are undoubtedly human-sized secret passages twisting and turning between the walls, as well.

Should the characters desire information, they might be able to cultivate a reliable contact or two from among the staff and guards working within the palace. Under extraordinary circumstances, they might even be smuggled into the place, though such a tricky measure would be considered a significant favor and unlikely to be granted twice.

Of course, at some point, if the heroes become renowned in Lankhmar, they might even receive an invitation to join the Overlord in a meal, discussion, or to be given tasks the Overlord needs taken care of. Hang on to such plot hooks until the characters have really made a name for themselves, though; it should be quite the

memorable game session when they finally have the necessary prestige to meet the Overlord personally.

THE SILVER EEL

Perhaps the most famous tavern in the stories of Fafhrd and the Gray Mouser, the Silver Eel is a squalid taproom located on Dim Lane, which connects Cheap and Carter Streets and sits between Cash and Craft Streets. Plague Court runs along the side of the Silver Eel, and Bones Alley worms its way behind the establishment, where the Gray Mouser first came to live in a crumbling, leaning wooden hovel with his love Ivrian.

The Silver Eel is a place for the crude, where fighting men jostle and elbow one another, laugh raucously, and get friendly with ladies of the night. Slaves carry jugs of wine to keep the customers' cups filled, or dance while wearing tinkling bells to the shrill tunes of a small group of merry musicians. The furniture is stout and dagger scarred. Broken pottery and fistfights are the norm.



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.

—The Bleak Shore

The Silver Eel is like any of dozens of other taverns tucked away in hidden corners or blind alleys of Lankhmar. It caters to the rough crowds so common in the city. Other such taprooms mentioned in the stories of the Twain include the Golden Lamprey and the Rats' Nest. They serve the quintessential purpose of providing plot hooks, contacts, and places to rest, recuperate, or hide when needed.

THE TEMPLE OF AARTH

The Temple of Aarth is the richest, most opulent of the religious structures in Lankhmar. It resides on the far western end of the Street of the Gods, near the grain towers and docks. Because of the way the followers of the gods perceive the transient nature of their deities, no religion or priesthood ever permanently holds a particular building; technically, the "temple" is the organization that exists, not the building itself. Were another god to rise to prominence and become more popular than Aarth, that priesthood and all their religious trappings would supplant Aarth's followers, taking over the building. However, Aarth has maintained this position atop the religious ladder for a long period of time and isn't likely to lose its grip in the near future.

There are a number of other active temples mentioned in Leiber's stories, and some are more mainstream than others. The people of Lankhmar are religious and superstitious, and they are also fickle. It is not uncommon for individuals to switch from worshiping one god to a completely new one, depending on personal circumstances, upcoming events or trips, or even due to their chosen god falling so out of favor that its temple migrated right out of the Marsh

Gate and into oblivion. Temples can serve as very useful resources or enemies to the characters in your campaign. The more logical, reasonable, or uplifting temples (such as Aarth's) might serve as a beneficial ally in whatever plots and adventures the characters experience. They can provide shelter, healing, information, or supplies in the right circumstances, though they will expect devotion (and donations!) in exchange.

TEMPLE OF HATES

The Temple of Hates, as the name implies, is a movement predicated on hatred of anything and everything. It operates in seclusion, in the basements, sewers, and subterranean tunnels of Lankhmar, where its adherents secretly strive to bring about chaos and destruction to the world above. It was the Temple of Hates that conjured and released the deadly tendrils of fog that instilled bloodthirsty hatred in those it touched, sending them into the streets on a vindictive rampage to slay all in their paths. Fafhrd and the Gray Mouser were forced to battle the evil fog, eventually slicing through its main trunk and sending it slithering back down its hole.

Malevolent, irrational temples such as the Temple of Hates provide terrific foes for the heroes to deal with. Their agents may work in cunning secret, planning elaborate schemes to bring about the downfall of some entity or organization. An example of this kind of hidden evil is the Temple of Tyaa, wherein its high priestess Atya commanded her trained birds to steal the bejeweled wealth of the richest citizens to feed her own insatiable need to lord it over them, even in secret. Other followers, like those of the Temple of Hates, may simply rail against whatever aspects

of civilization anger them, lashing out carelessly, with the intention of inflicting as much carnage as possible without any longer-term goals.

TEMPLE OF THE GODS OF LANKHMAR

This squat, black, three-story temple features a sealed interior and a bell tower atop it. It sits at the end of the Street of the Gods, across the lane from the Temple of Aarth and very near Hisvin's house. The Gods of Lankhmar lie entombed within, waiting a summons (the ringing of the bells in their tower) to come forth during a time of great need.

Lankhmar is full of strange, abandoned places like this temple. The city is ancient, and many of its structures have stood untouched for centuries. The people fear what might hide inside, and with good reason. In many ways, Lankhmar is a wilderness of threats and dangers, despite its urban nature. The many dilapidated and boarded up buildings in the city are prime locales for exploration, treasure hunting, hiding, and so forth.

THIEVES' HOUSE

Thieves' House is the well-known headquarters of the Thieves' Guild of Lankhmar. Its front entrance is always open and stands on Cheap Street between the Street of Thinkers and the Street of the Gods, across from Death Alley and backed by Murder Alley. While the front door to the guild house may be an unobtrusive portal with a pair of simple stone steps leading up to it and flanked by twin torches, the interior is far less friendly.

Men with garrotes and short swords, hidden in niches over the doorway on the inside keep watch for uninvited guests. The guild actually occupies most of the buildings on the entire block—which is not obvious from the outside—and winding hallways, stairs, and chambers internally connect it all, making the place a veritable maze. Numerous secret exits lead to other streets around the block, as well as to the

roofs. There are even ancient subterranean catacombs beneath the structures, vaults long-forgotten even by guild members, that house old treasures, documents, and even the undead earliest leaders of the guild.

A number of long hallways on multiple levels have doors along them on either side that open into chambers set up for practicing different kinds of thieving skills. Depending on the time of day or night, there may be instructors in these rooms teaching youngsters how to pickpocket, pick locks, climb walls, hide, and so forth. Further on, there are map rooms where the guild leadership can plot and plan, libraries with detailed record books documenting which merchants have paid their protection money and which ones are due for the occasional burglary, and laboratories where associates of the guild can perfect their sorcery in assistance to the thieving brotherhood.

The guild, as mentioned earlier in the Guilds section (beginning on page 57), is very powerful, highly organized, and does not brook nonsense. Few freelance thieves choose to cross the guild, and fewer still live to brag about it later. Even so, their labyrinthine headquarters has many strange twists, turns, staircases, and secret exits that even the guild members themselves are unaware of. It certainly is possible, if not wise, to slip inside the guild house uninvited for reconnaissance, theft, or even hiding (who would think to look for renegade thieves inside the guild's own headquarters?).

It is highly probable that the characters will run across Thieves' House sooner rather than later in your Lankhmar campaign. The guild is just too prevalent and too powerful not to have its collective fingers in most of the proverbial pies in the city. Its interests, contacts, and networks of informants spread so widely and so thoroughly across the city that the adventurers are very likely to either join up with or cross the guild before too many game sessions.

CHAPTER SEVEN: MAGIC WONDERS

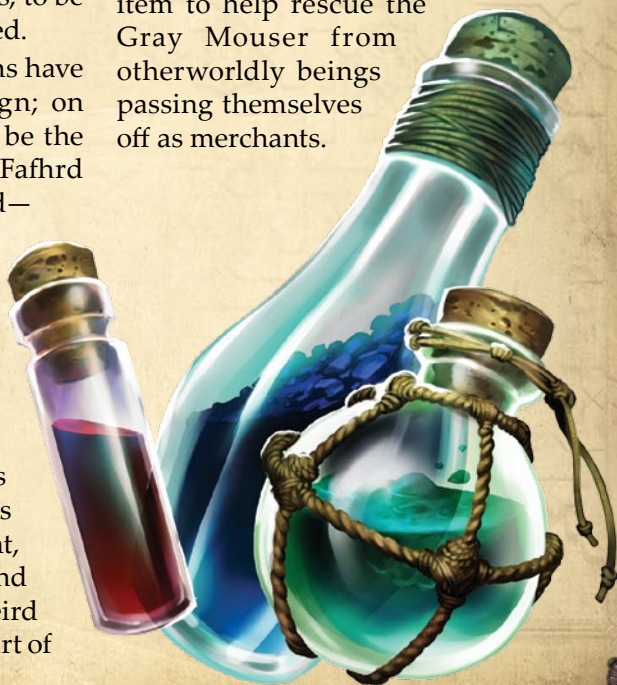
Unlike in many fantasy roleplaying games or settings, magic in the world of Nehwon is a very rare and mysterious thing, and ensorcelled trinkets, talismans, and artifacts are not typically the mainstay of your average treasure trove. Individuals do not stroll around the streets of Lankhmar adorned with a collection of enchanted doodads. When a magician places a powerful enchantment upon an item, it is a wondrous possession, guarded heavily or hidden away from greedy thieves, to be brought forth only during great need.

This is not to say that magical items have no place in a Lankhmar campaign; on the contrary, they can and should be the focal point of a story plot or two. Fafhrd and the Gray Mouser encountered—and used—a number of powerful talismans during their adventures. But these special objects were never run-of-the-mill tools.

Below is a small sampling of such strange and wondrous magic found in the tales of the duo. This list is by no means exhaustive; it is provided merely as a starting point, to give the Game Master ideas and guidelines on introducing other weird or sinister magic into the game as part of an adventure plot.

BLINDFOLD OF TRUE SEEING

This magical object appears as a loosely woven cloth of spider webbing placed over the eyes to grant the wearer the ability to see things as they truly are. The view is so clear and perfect that it grants the wearer a +4 bonus to Notice rolls, and it can penetrate illusions and hidden things, revealing the true nature of everything within sight. Sheelba of the Eyeless Face once loaned Fafhrd this item to help rescue the Gray Mouser from otherworldly beings passing themselves off as merchants.



CLOAK OF INVISIBILITY

This ragged piece of ribbon, perhaps a yard in length, hides the wearer from the sight of others. When the wearer drapes it across her shoulders, she vanishes completely, forcing a -6 penalty to other creatures' Notice rolls. It does not, however, hide fresh blood spilled upon it, so the wearer must take care to avoid injury and thus spoil the effects of the magic (lowering the penalty to Notice rolls to -2). As Sheelba did with the magical blindfold mentioned above, Ningauble of the Seven Eyes once loaned a cloak of invisibility to Fafhrd to aid him in his rescue of the Gray Mouser from the sinister otherworldly merchants.

GROUNDING WIRE

Often, when wizards fling their most potent magic around, it's the poor, hapless warrior who suffers the brunt of the attacks. There is little an armor-clad swordsman can do to stave off eldritch blasts from black-hearted sorcerers. If a bladesman has a magician on his own side, however, one who is willing to craft him a special protection such as the magical grounding wire, he might just be lucky enough to survive the engagement.

This braided coil of metal stretches 5" (10 yards) in length when unwound. With one end attached to a warrior's blade hilt and the other trailing along the ground, the wire channels magical energy away from the wielder, protecting him from the worst sorts of harm. It effectively grounds the effects of any wizard's spell that would normally directly target the wielder and inflict damage.

The warrior may then make an opposed Fighting roll against the attacking wizard's Spellcasting for any power directly targeting him. On a success, the magical energy harmlessly dissipates. If the warrior gains a raise, he can attempt to "whiplash" the magic at any target within 5" by making a second melee attack roll against his Parry, causing the target to suffer the effect of the spell on a success. On a failure, he suffers the spell's effect normally.

LOVE DART

These tiny silver darts (suitable for firing from a miniature crossbow, such as that wielded by the intelligent rats from Lankhmar Below) inflict no harm upon the target but instead burrow under the surface of the target's skin. Once there, the dart causes the target to grow infatuated and romantically attracted to the individual who fired it. The controlling creature has an effective Charisma of +6 in the eyes of the target, and anyone using Persuasion to paint the controller in an unflattering light in the eyes of the target suffers a similar -6 penalty. The target refuses to remove the dart without magical aid and attempts to prevent anyone else from doing so either, except the individual who fired the dart, who can easily pull it free.

OTHER ENCHANTED ITEMS

Many other incredible and wondrous magical talismans, tokens, and adornments can play a part in a Lankhmar campaign. The possibilities for such things are nearly limitless, but the flavor of the setting is best served when the Game Master doesn't randomly generate such powerful and mysterious items and/or avoids dropping them into treasure hoards willy-nilly.

It is far better to carefully incorporate powerful magic of this variety into the plots of adventures. Creating a scenario where a certain item provides a key method of unraveling a mystery, or a patron of the characters needs them to find a specific item, makes the discovery of such magic much more remarkable and satisfying.

Furthermore, it behooves the Game Master to prevent too many such trinkets from remaining in the characters' hands for long. In all of Fafhrd's and the Gray Mouser's wandering adventures, they rarely retained possession of the magic they discovered or were loaned. Inevitably, the items were both a boon and a curse, got lost, or needed to be returned to their owners. Occasionally rewarding the heroes with an item spices up the campaign, but keeping those rewards rare makes them all the more prized.

CHAPTER EIGHT: SAVAGE TALES

Within the next few pages are two Savage Tales to help start your Lankhmar Campaign. The tales are designed for a group of Novice characters, but can easily be adjusted for higher Rank groups.

TEARS OF THE GODS

While carousing one night, the adventurers run into a drunken courier who tells them a curious tale and carries a bottle of mysterious liquor.

BACKGROUND

Lord Vannik is a cruel noble with a reputation for an unwholesome interest in dark magic and forbidden lore. He's known for his vicious violence against beggars and stray dogs who get too close to his property. Some beggars have even been dragged inside his crumbling mansion. Those who have returned from his dilapidated domain were scarred in body and mind, unable to speak of what they saw.

Through his contacts in Ilthmar, Lord Vannik has hired a thief to acquire for him a mysterious elixir known as the *Tears of the Gods*. This potion is brewed by the priests

of the Rat God for their own use, and it was from their temple the thief Pellek stole the Tears. Pellek recruited his younger brother, Quelp, to accompany him on his journey to Lankhmar to deliver the bottle. He never told his brother where the elixir came from, or that it was rumored to give its imbibers mystical rat-like abilities.

When the priests of the Rat God realized the Tears had been stolen, they dispatched Yorrabba the Huntress, a bounty hunter, to retrieve the elixir and kill those who had taken it. Yorrabba caught up with the brothers last night on the road and killed one of the thieves but failed to capture the bottle. Now she's in Lankhmar, and won't stop until she's fulfilled her contract.

ONE NIGHT IN THE SILVER EEL

While out carousing one night, the characters run into Quelp, a self-proclaimed "courier" from Ilthmar. The bearded young man is drunk almost to the point of passing out. He explains he's carrying a bottle of exotic Ilthmart liquor, procured by his brother Pellek, which they were supposed to deliver to Lord Vannik in the Noble District. They've already received a sizable down payment for the liquor, but have

been promised ten times that amount (50 gold rilks) upon delivery.

Unfortunately for Quelp, the brothers were attacked on the road by a brigand the previous night. Pellek was killed. Quelp would have been killed too, but he ran and didn't stop running until he reached Lankhmar. He found this tavern and began drinking away his sorrows, and hasn't stopped yet. He's waiting for the sun to rise, he says, and then he will complete his delivery. Long before sunrise, however, the exhausted drunk falls unconscious, and remains that way until at least noon the next day.

Quelp's pack is next to him. Inside it is a small glass bottle, hand-labeled "Tears of the Gods" and sealed with black wax. The characters can leave it here and let some other enterprising thief have all the fun, or take it for themselves and embark on a potentially profitable adventure.

SPECIAL DELIVERY

With a successful Common Knowledge roll, the characters know of Lord Vannik by his evil reputation. If they want to deliver the Tears in Quelp's place, they can find the noble's townhouse with little difficulty. The building is narrow, dark and crumbling, surrounded by a high stone wall with a rusty metal gate. Vannik has no family and lives alone but for Anga, the smiling, friendly Mingol who serves as his bodyguard, manservant, and frequent irritant.

If the characters approach the noble's front door, Vannik answers their knocking and speaks with them through a grate in the door. When he's convinced they have the Tears of the Gods, he opens the door and invites them into a shabby parlor. Here he offers them a small chest of gems and coins in exchange for the bottle and their silence as to where they delivered it.

With a Notice roll, the chest appears to hold materials worth at least 50 gold rilks. If the characters accept the trade, Vannik rushes them out the door and locks it behind them. He dispatches Anga to

follow them and find out where they are staying, so he can plan the best way to murder them.

If the characters get a raise on their Notice roll, they realize some of the gems in the chest are fake. Upon closer inspection, some of the coins are fake as well. In fact, the wealth in the chest is more like 10 gold rilks rather than the 50 gold rilks they were promised.

Once he realizes he's been found out, Varrik tries to snatch the elixir while directing Anga to kill the intruders. Anga apologizes with a wry smile as he draws a dagger and attacks.

✂ **Lord Vannik:** See page 73.

✂ **Anga the Mingol:** See page 73.

HUNTED

Yorrabba the Huntress won't stop until she is killed or has acquired the Tears of the Gods. She may be convinced not to kill whoever has the bottle if the bearer gives it up without a fight and denies all knowledge of its contents. But she generally assumes anyone who's come into contact with the bottle must die. (Unless the characters do something to prevent it, she finds Quelp passed out in the tavern, drags him into the alley, and kills him.)

For the duration of the adventure, Yorrabba is tracking the bottle and killing anyone who gets in her way. She catches up with the characters whenever it's most dramatically appropriate, such as if they hang onto it for more than a few hours, or just after they hand it off to Lord Vannik. Yorrabba can't be bribed, but she can be reasoned with, so long as the characters are quick about it; she's not known for her patience.

✂ **Yorrabba the Huntress:** See page 73.

DRINKING THE TEARS

There are six doses of potion in the bottle. Drinking one dose (about a shot glass full) requires a Vigor roll (ratlings gain a +2 bonus to this roll). On a failure, the character takes a level of Fatigue and is

violently ill. With success, the character's senses become like those of the Rat God for 1d4+2 hours: he can see in the dark (per the power *darksight*), differentiate smells, and hear through solid stone (gets +4 on all Notice checks).

If a character drinks more than one dose at a time, he must succeed at a Vigor roll at -2 or become Exhausted as he retches and heaves for 2d6 minutes. If he succeeds, he is transformed into a rat for 1d6+3 hours. His clothing and any equipment on him vanishes and reappears when the potion wears off. As a rat, he maintains his mental faculties, but can't speak, and any skill tests are at -2 or more.

SPINNING THE BOTTLE

The characters have other options beyond simply delivering the potion in Quelp's place. A few of them are detailed below.

Tampering: Lord Vannik has enemies, and some of them may reward the characters for poisoning or otherwise polluting the exotic liquor from Ilthmar. The bottle is sealed in black wax, with the rat-faced seal of the Rat God marked in the wax. Resealing it is one thing, but forging the rat seal is trickier, and requires a Knowledge (Forgery) skill roll, or Smarts -2, and the proper equipment to pull it off.

Selling: The characters can find plenty of buyers for such an exotic item, but none who offer them more than half of what Vannik is offering.

Hoarding: If the characters hide the bottle, they might keep Yorrabba from finding it (and them) for a few days, but they're only prolonging the inevitable.

HEROES AND VILLAINS

✧ LORD VANNIK

An old, dying noble—the last of an old, dying line—Vannik has given himself over to bitterness, hate, and cruelty. He started dabbling in magic in an effort to stave off the grim reaper, but now pursues it for its own sake. His only pleasures in life are his

intellectual pursuits and the suffering of others.

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

Skills: Fighting d6, Investigation d8, Knowledge (Arcana) d10, Knowledge (History) d6, Knowledge (Lankhmar) d8, Intimidation d6 Notice d6

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

Hindrances: Mean, Elderly

Edges: Noble

Gear: Hidden knife (Str+d4).

✧ YORRABBA THE HUNTRESS

Growing up on the mean streets of Ilthmar, Yorrabba learned to run, to hide, and, when the time was right, to fight. She lived as a rat and a sister to rats. She fell under the tutelage of Brother Thronga, a former priest of the Rat God. Thronga taught her to hunt as a rat, to slink and stalk and kill. As a bounty hunter, Yorrabba primarily works for the rat priests, but gladly takes on other clients if she has the time

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d12, Intimidation d8, Notice d10, Shooting d6, Stealth d12, Streetwise d8, Throwing d8, Tracking d10

Cha: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 6 (1)

Hindrances: Code of Honor, Loyal

Edges: Acrobat, Alertness, Block, First Strike, Level Headed, Quick Draw

Gear: Leather armor (+1), short sword (Str+d6), brace of knives (Str+d4), heavy rope.

✧ ANG A THE MINGOL

Though he was born and raised amongst the Mingol, Anga has always had a head full of curiosity and a heart full of wanderlust. Now that he has come of age, he has set out to see the world, selling his sword to earn his keep when he can, and taking it by force if when he can't. Anga loves to meet new people and hear their stories. It's not his fault his battle-scarred face makes him look so unpleasant.

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

Skills: Fighting d8, Gambling d6, Intimidation d6, Notice d6, Riding d8, Taunt d6, Throwing d6

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

Hindrances: Ugly, Overconfident

Edges: Block, Dirty Fighter, Quick, Steady Hands

Gear: Short sword (Str+d6).

Special Abilities:

- **Skilled:** Anga is a skilled rider. He has a +2 to Riding rolls.

THE SHROUDED CORPSE

When the characters are recruited to help dispose of a body, they discover there is more than casual murder afoot, and they may be the killer's next victims!

BACKGROUND

Sondaru is a minor noble of Lankhmar. She is a seemingly ageless beauty who could have plenty of suitors, but prefers to keep to herself in her three-towered manor house nestled in the heart of the noble district, going out only to check on the various investments which keep her wealthy.

Sondaru is also a cannibal. More to the point, she's a sorceress who uses an enchanted bowl she brought back from the eastern lands over a hundred years ago to turn human victims into an elixir of life. She's used the bowl for decades, but the ritual is losing its effectiveness. Perhaps the enchantment is wearing off, or perhaps she's simply too old to receive its full power. In any case, where she used to kill only once every few months, she now needs to kill once a week or so to maintain her beauty and her powers. Sondaru preys on the poor and homeless, for Lankhmar is thick with them. She believes no one will miss them, but she's wrong.

Barabas was a beggar and a member in good standing of the Beggars' Guild. He had proven himself an ally to the thieves of Lankhmar, a good source of information

on what's happening in the noble district, and generous with jokes and wine. Four days ago, Barabas was taken by Sondaru. Today, he is dead.

Game Master Note: Ideally, the characters should meet Barabas well before this adventure begins. For instance if there is a need for a contact in other adventures, Barabas can easily fill that role. If the players know and like the man, his murder is sure to affect them more strongly and drive them towards seeking justice for their friend.

By pure chance, when Sondaru arranges for the disposal of Barabas' body, the task falls to none other than his former associates, the characters.

DISPOSAL

While hanging out in a disreputable tavern one night, the characters are approached by Finrys, a man known in their circles for helping nobles clean up their messes and making the problems of the rich disappear. Tonight, it seems, he wants to sub-contract.

"It's an easy job," he says. "A simple delivery. A child could do it, if that child were not squeamish about blood and bodies and such things. Also, if the child could pull the cart I have out back in the alley."

He has a body to dispose of, he explains. He would do it himself, but he just discovered a certain courtesan is back in town tonight, and has agreed to see him for an hour or two. Since he simply doesn't have the time to handle both tasks, he's offering the adventurers a chance to handle the more distasteful of the two in exchange for some coins.

Once Finrys and the characters have haggled over a price, he tells them to bury the body in a muddy meadow just outside the Marsh Gate. It's a potter's field, he says, full of shallow unmarked graves. While unauthorized burial is prohibited by law, the guards at the gate are more than willing to turn a blind eye to such activity so long as their palms are properly greased.

THE BODY

True to his word, Finrys has a small two-wheeled cart in the shadows behind the tavern. Inside the cart is a pair of shovels and, hidden beneath a sheet of sail-cloth, a corpse wrapped in blood-stained linens.

If the characters unwrap the corpse, they see it's Barabas the beggar. His head and face are intact, but many of his organs are missing. Inspecting the body reveals his throat was cut, then his organs quickly removed with a sharp blade, like a butcher might use.

FIELD OF SORROW

As promised, the guards at the Marsh Gate say nothing to the characters and their cargo so long as they receive a small bribe. Outside the gates, the ground is lit by a low hanging moon and the torches atop the city walls. In the dim light, the characters can make out where they are to bury the body: the field is lumpy and muddy from dozens of other shallow graves.

Suddenly, some of the lumps move and growl. The smell of putrescence explodes onto the air. While the characters might

think the bodies have returned to life to feed on the flesh of the living, the reality is far more mundane, though no less dangerous. The characters have stumbled onto not a gang of zombies, but a pack of wild dogs digging up bodies. The pack protects their carrion scavenging, and attack.

In the course of the fight with the dogs, the corpse in the back of the cart comes at least partially unwrapped. The characters see, if they didn't before, it is the body of their ally, Barabas the beggar. Even a cursory inspection of the corpse confirms he has been murdered; honor or its less savory cousin, vengeance, dictates someone must pay.

- **Wild Dogs (2 per hero):** See page 80.

INVESTIGATING BARABAS

One way to find out what happened to Barabas is to speak with his fellow beggars. A successful Streetwise roll gives the characters the name Ratface, a beggar known to work with Barabas from time to time.



They can find Ratface on Cheap Street. He explains he used to work the noble district, same as Barabas, but when other beggars started disappearing, he got nervous. When Barabas vanished four days ago, he decided it was time to get out. He claims he doesn't remember anything useful beyond that, though a successful Persuasion roll (at +2 if he's bribed) jogs his memory.

"Barabas said he'd found a good location near the 'house of three towers' on Crown Street. Never been there myself, but he swore it was a good spot for noble-watching and picking up some coin."

FINDING FINRYS

Since discretion is a large part of Finrys' job security, he does his best to maintain a low profile, so any attempts to find him via Streetwise rolls are at -2. A successful roll reveals Finrys frequents a handful of taverns on the border of the noble district. The characters can find him by staking out these places and making Notice rolls to catch him as he comes in. Alternatively, they can put the word on the street that they have money and need his expertise, and Finrys seeks them out on his own.

Finrys is very protective of his clients' identities, so any attempt to pry information from him with Persuasion rolls are made at -4, even with bribes and other inducements. He is no fool, however, and gives up what he knows upon a successful Intimidation roll at -2 if he believes his life is truly in danger. After all, one's professional reputation is useless if one is dead or unable to work.

Finrys claims (truthfully) he had no idea whose body was in the cart, or his relationship to the characters. He's done dozens of these disposal runs over the past couple years, mostly for the same client, and makes it a point to remain as ignorant as possible of all the details.

As for the client who gave him Barabas' body, Finrys doesn't have a name, but describes a narrow-faced, red-haired middle-aged man with enormous gold earrings. He's seen the red-haired man at the Royal Harvest, a tavern frequented

by two types of people: wealthy folk looking for the danger of mixing with the lower classes, and lower-class folk looking for odd jobs or easy marks.

Finrys begs the characters to keep his name out of whatever they do next. He has a reputation to maintain, he says.

✧ **Finrys:** See page 80.

THE RED-HAIRED MAN

The "red-haired man" is Yandril, a loyal and terrified servant of Sondaru.

If the investigators ask about him at the Royal Harvest, a successful Persuasion roll reveals his name and that he works for one of the households in the Noble district. He's quiet, orderly, pays his tab, and occasionally does business with assorted criminal types. He is usually accompanied by an unnaturally pale, armed man who says nothing but is assumed to be his bodyguard or manservant.

The characters can eventually find Yandril, along with Cogg (his bodyguard), in the Royal Harvest. Cogg is indeed a mute. He's also undead, though a character can't realize this without studying him closely and making a Notice roll at -4.

The characters can try to follow the pair back to Sondaru's townhouse by tailing them (see **Shadowing** on page 26). If they are caught, Yandril stops and challenges them, relying on Cogg to protect him.

Chatting up Yandril at the tavern is tricky, since he's a bit leery of strangers (-2 to Persuasion rolls) but if he's had a few drinks and the characters are particularly charming, he talks about how he's Sondaru's steward. He basically runs the house for her, he says, leaving her to explore her hobbies. At the mention of his mistress' "hobbies," Yandril sobers up a bit, refuses to speak any further, and quickly leaves the tavern.

If the characters confront Yandril about the disappearances of Barabas and the other beggars, he denies any knowledge of such things. If threatened, Yandril breaks down and admits he hired Barabas to do some yard work on the property. Robbers

broke in while he was there, and when he tried to stop them, they killed him. (A successful opposed Notice roll against Yandril's Persuasion reveals he's hiding something, a raise confirms he's lying.) At no point does Yandril betray his mistress; he'd rather die than reveal her secrets, since he believes her power extends beyond death.

If Yandril feels the characters are a possible threat, he reports everything he knows of them to Sondaru, who will use her magic to deal with them.

THE HOUSE OF THREE TOWERS

Sondaru's townhouse is nestled in an old, staid part of the noble district, set back from the street and surrounded by a six foot-tall, whitewashed stone wall. The estate is clean and well-maintained. Glass windows peer from every wall. The most striking features of the house are, of course, its three towers.

Each tower protrudes from a different corner of the house. The tallest is five stories high, the second is four, and the shortest a mere three stories above the ground and one story above the house. Each has a single room at the top. The towers are climbable from the outside with Climbing rolls at -2.

Though the characters have no way of knowing it from the outside, the room atop the tallest tower is Sondaru's dungeon larder, where she keeps her prisoners alive until she can turn them into her ghoulish brew. The middle tower room is her ritual chamber, complete with a stone altar, silver bowl, a rack of razor-sharp knives, and a chest full of items scavenged from those she's killed. The lowest tower room is her library: a sunny, cozy room lined with books of myths, legends, and dark magics.

The house has a large front door and two smaller doors on the back and side. All are locked with solid locks (-2 to Lockpicking rolls).

Watching the house, the characters can discover Yandril and Cogg are the only servants who live on the premises. Five other servants (cooks and housemaids

and the like) arrive each morning at daybreak and leave after dark. About once every other day, Sondaru leaves the house via the front door to ride in her carriage with Yandril, driven by Cogg. She takes the carriage to various high-class establishments, gambling halls, and parlors around Lankhmar, where she mingles with other wealthy people, making labyrinthine business deals.

The longer the characters spend poking around Sondaru's affairs, the greater the chance she takes an active interest in them. When it's clear they aren't going away, she decides to pay them a visit.

ATTACK!

Sondaru and her bodyguard find the characters while they sleep. She uses her magic on them to keep them sleeping and compliant, and hauls them back to the house of three towers. She puts them in the tallest tower, which serves as her dungeon.

That's her plan, at least. If the characters awaken and put up a fight, she tries to disable them in nonlethal ways. If that doesn't work, she tries to kill them. If even that meets failure, she runs to her carriage (parked outside) and flees back to her manor house to recover and replenish her powers (i.e., ritually kill a prisoner and ingest his organs).

Note: While it is Sondaru's plan to capture the characters (and the adventure assumes she succeeds), players have a tendency to throw off even the most intricate of villains' plans. It's entirely possible the characters aren't captured. Maybe they escape her clutches—or she escapes with something precious of theirs. Maybe they even kill her in self-defense. That's fine. The most important thing is the game remains Fast, Furious, and Fun—and Barabas is avenged!

SUSPENDED BELOW HEAVEN

If the characters are captured, they awaken in the topmost chamber of Sondaru's tallest tower: An unfurnished round room roughly 20 feet in diameter made of cold stone. Narrow holes in the walls about six feet off the floor serve as windows,

letting in sunlight and cool breezes. A locked wooden door opens onto a spiral staircase leading down into the manor house. The characters have been relieved of their armor and any obvious weapons; their equipment is currently in a heap on the floor of Sondaru's ritual tower room.

The adventurers are not alone. They are accompanied by two beggars: Yrth the Cripple (who is not truly crippled) and Dopp the Blind (who is a little blind, but can see just fine so long as she squints). The beggars are tired and hungry, suffering one level of Fatigue. If asked, they say Barabas was here, but Sondaru took him to the other tower and killed him.

By climbing the walls, they point out, one can look out the window holes and see into the second tower, where Sondaru performs her rituals. Yrth has been here the longest, and he heard stories from the prisoners who were here when he arrived. They've pieced together what Sondaru is up to, though they can only speculate as to why.

"She kills ya," he says with a grim smile. "Then she cuts ya open, pulls your bits out and puts 'em in a big silver bowl. Then she does some chanting and wizardry over the bowl, then drinks it down like a bowl of soup, organs and all!"

"I only seen some of it myself," he says. "Seen the bowl and the knife. Couldn't stomach much more than that."

The characters have several avenues of escape; below are just a few of the most obvious:

Climb Down: The thieves can reach the windows without a roll, but climbing down requires a Climbing roll at -2. The stonework of the tower is old, but in good shape, with mortar between the stones. The tricky part is squeezing through the narrow windows. A Small character can do it easily, but only a character on the lower end of Size +0 (less than 150 lbs.) can try otherwise and must succeed at a Strength roll at -2 to get through. Once on the roof, the characters can make their way to the other towers, or climb down the side of the building (with another roll at -2) to the ground.

Defeat the Door: The door is heavy wood (Toughness 10) with a good lock (-4 to Lockpicking), but can be overcome by clever characters. There is a barred view slit at the top for the jailer to look in on the prisoners.

Overpower the Jailer: It's a classic for a reason. Yandril doubles as the characters' jailer, who delivers a wooden bowl of gruel at dawn each morning. He's very careful when he does this, always checks the view slit in the door, and orders everyone into his line of sight on the far side of the room before he opens the door. Nevertheless, he's only one man.

Overpower Sondaru: On the next day, and every 1d6 days thereafter, Sondaru comes to retrieve a victim. She and Cogg come up the stairs together. She casts *slumber* on the dungeon cell, knocking everyone out (she hopes) before he opens the door. The bodyguard grabs the prisoner she wants to devour (she starts with the weakened beggars) and carries him outside, then she locks the door. All it takes to put her system in jeopardy is one character succeeding on his Spirit roll and pretending to fall asleep.

FINAL SHOWDOWN

At some point, either the adventurers track down Sondaru or she does and a final confrontation takes place. Odds are the bodyguard and Yandril are also involved, though Yandril's not much of a fighter.

If Sondaru takes at least one wound or a level of Fatigue, her youth begins to fade. Her hair goes gray. Her skin wrinkles. Her hands tremble. She flees to the ritual tower room, ordering the bodyguard to hold the characters back and Yandril to follow her.

Inside the magic chamber, Sondaru prepares her feeding ritual with the silver bowl. If she was able to get a prisoner from the tower, her bowl is conveniently already full of the ingredients it needs. If not, she kills Yandril and uses his body to fill the bowl. If she successfully consumes the concoction, she heals all wounds and all Fatigue.

If the bowl is damaged or destroyed (even if empty), Sondaru is finished. Without the bowl's magic to sustain her, she instantly ages more than a hundred years. Even if she's not wounded she wrinkles, withers, and collapses in on herself until there's nothing left but bones, wisps of white hair, and powdery flesh.

Unfortunately for Sondaru, the bowl is relatively fragile, with a Toughness of 6.

If Sondaru is killed or knocked unconscious, Cogg goes into a berserker frenzy. (He's quite attached to his mistress.)

✧ **Yandril:** See page 80.

✧ **Cogg the Bodyguard:** See page 79.

✧ **Sondaru:** See page 80.

AFTERMATH

If the characters can convince the Beggars Guild of the great service they have provided (Yrth and Dopp back up their stories if necessary), the guild pays them the promised reward.

If they quickly loot the house, the characters can score $2d6 \times 5$ gold rilks in money and $2d6 \times 10$ gold rilks in various salable goods without anyone noticing. A more thorough job can yield twice as much, but requires a full day or more, as well as the permission of the Thieves' Guild. If the bowl survived the confrontation with Sondaru, it's worth five gold rilks for its silver alone or 10 gold rilks if whole and undamaged. If its powers are revealed, it's worth 200 gold rilks to a practitioner of black magic (though it will likely require many years to determine the exact formula for the ritual).



HEROES AND VILLAINS

✧ COGG THE BODYGUARD

Even Sondaru doesn't know Cogg's original name—that is, the name of the man who was killed, then brought back to life as the undead servant known as Cogg. Cogg was created by a necromancer who hoped to woo the sorceress with his magical abilities. She was impressed, but wasn't wooed; the mage went into her silver bowl and Cogg came home with her. Cogg isn't bright, but is fiercely loyal to Sondaru and will die to defend her.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d10, Notice d6, Stealth d6, Throwing d6

Cha: 0; **Pace:** 4; **Parry:** 7; **Toughness:** 10 (1)

Gear: Long sword (Str+d8), large cloak.

Special Abilities:

- **Armor +1:** Hard skin and muscle.
- **Berserk:** Cogg has the Berserk Edge.
- **Fearless:** Cogg is immune to Fear and Intimidation.
- **Mute:** Cogg can't speak.
- **Slow:** Cogg has a Pace of 4 and rolls a d4 for his running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease. No wound penalties.

FINRYS

Finrys the fixer claims to know more nobles than the Overlord and more crooks than the master of the Thieves' Guild. He might be right. He certainly knows to make himself useful to either party, then make himself disappear.

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

Skills: Fighting d6, Gambling d4, Investigation d6, Notice d8, Persuasion d6, Streetwise d10

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

Hindrances: Greedy (Major), Cautious, Illiterate

Edges: Connections (Nobles), Connections (Criminals)

Gear: Short sword (Str+d6).

SONDARU

Sondaru does her best to stay unnoticed, lest someone realize she doesn't actually age. She keeps to herself and only ventures out enough to keep from being labeled a recluse. The sorceress has no regard for anyone else (including her servants) but can be utterly charming to get what she wants from someone. In combat, she prefers to use the *slumber* spell to knock her opponents unconscious, then have Cogg kill them in their sleep.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d8, Notice d6, Persuasion d6, Spellcasting d10

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Cautious, Vengeful

Edges: Arcane Background (Black Magic), Improved Rapid Recovery, Improved Strong Caster, New Powers, Noble, Sorcerer

Powers: *Armor, pummel, puppet, slumber.*

Gear: Dagger (Str+d4), components.

Special Abilities:

- **Stolen Immortality:** By ingesting a secret cannibalistic elixir from her magic silver bowl, Sondaru can instantly heal all wounds, remove all Fatigue, and stop herself from aging for 1d20 days.
- **Weakness (Enchanted Bowl):** If the silver bowl is damaged, it loses all its power and Sondaru instantly ages to her true age, killing her.

WILD DOGS

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Bite:** Str+d4.
- **Fleet-Footed:** Roll a d10 when running instead of a d6.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Size -1:** Dogs are relatively small.

YANDRIL

Sondaru's right-hand man lives in constant fear of his mistress. He knows what's happened to his predecessors, and can't help feeling it's just a matter of time before he, too, ends up in Sondaru's silver bowl. He would never betray her, for he believes when she devours your flesh, she consumes your soul as well.

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

Skills: Fighting d6, Investigation d6, Knowledge (Lankhmar) d8, Notice d6, Persuasion d6, Streetwise d6

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

Hindrances: Loyal

Edges: Alertness

Gear: Knife (Str+d4), fine robe.

CHAPTER NINE: HEROES AND VILLAINS

This chapter presents two of the greatest heroes Lankhmar—and Nehwon—have ever seen. These are, of course, the Twain: Fafhrd and the Gray Mouser. Legendary rogues such as these have an equally diverse and significant rogues' gallery, encompassing both friends and opponents alike.

Within these pages are the Twain themselves, the wizards who employ them as champions, and the various and sundry folk who inhabit their favored city of Lankhmar.

✂ Indicates a Wild Card hero or villain.

THE TWAIN

If any two men can claim to have had a lifetime full of adventure, Fafhrd and the Gray Mouser are perhaps foremost amongst them. For over seventy years, these two adventurers have been among the most well-known adventurers of their breed, braving swords and sorcery to seek out treasure, fame, and romance. The Twain, as they are called, have journeyed across Nehwon and beyond, to other worlds and universes, and back again. Few rogues are as famous, and fewer still as accomplished.

Together, Fafhrd and the Gray Mouser have stolen from Death himself, defied the will of the gods, acquired rich treasures, and loved women from strange worlds both above and below Lankhmar.

To present the best and most comprehensive look at these two iconic characters in *Savage Worlds*, there are three sets of characteristics below. One for when the Twain were but callow youths, at the beginning of their careers, as seen in stories such as *The Snow Women* and *The Unholy Grail*. The second represents the Twain at the height of their careers, encompassing the vast majority of their adventures. The third set shows the Twain in their mature years, where they had left off their wanderings (for the most part) and had (again, for the most part) settled down in semi-retirement upon Rime Isle, as seen in *The Knight and Knave of Swords*.

FAFHRD

Born in the frozen mountains of the far north, Fafhrd is a member of the Snow Clan barbarians. He was raised by his father, Nalgron, an adventuresome mountain climber. From his father, Fafhrd learned prodigious combat skills and the secrets to climbing some of the most daunting peaks in all Nehwon. After his father's death,

Fafhrd studied to become a singing skald of his clan, deftly maneuvering around his mother's plans. Fafhrd's mother, Mor, was a very influential Snow Woman amongst the clan, and she had great plans for her son—including marrying the tall barbarian off to one of the younger Snow Women, a lass named Mara. Over time, Fafhrd's attitude changed towards his home, finding a yearning within him to learn more of the world—particularly his ideal of civilization. He became a bold risk-taker, and earned the admiration of other men of his clan while his mother's irritation only grew. Eventually, Fafhrd's dissatisfaction with Cold Corner (home of the Snow Clan) came to a head when Essedine's traveling troupe visited. The copper-haired barbarian rescued the actress and thief Vlana and set out for Lankmar, beginning a road that led to dozens of adventures.

Fafhrd is nearly seven feet tall, brawny with corded muscle, and extraordinarily fit. He favors a beard

and typically wears his hair in a single long braid behind his back. Both hair and beard are a distinctive copper-red in hue, and he often dresses the part of a northern barbarian: furs, jewelry, golden bracelets. However, he enjoys correcting any who mistake him for an uncivilized brute. His voice can vary between deep and high, a legacy of his training as a singing skald.

Fafhrd enjoys the ideal of civilization, but he rarely appreciates Lankmar's approach to it (or any other city for that matter). He is certainly a heroic adventurer, brave and forthright, and he never backs down from a challenge. He is one of the first to fight for the honor of a woman (even when he's wrong!), and is always ready to back up his words with action. He does not

countenance the torture of innocents, as when he rescued Friska from Hasjarl's imprisonment in Quarmall. Fafhrd is a prodigious drinker, and he is infamous for spending his wealth freely upon food, drink, worthless baubles, and the company of women.

Fafhrd once acted unwittingly as the avatar of Issek of the Jug, and is favored by that deity. He has also acted as the champion of the alien wizard, Ningauble of the Seven Eyes.

He has a special relationship with Queen Frixifrax of Arillia (and her servants). Fafhrd has a great fondness for beautiful women (some might say it is a vulnerability!) and has loved many women from across Nehwon—



even Kreeshkra, one of the bizarre transparent-fleshed ghouls.

In his mature years, he settled down upon Rime Isle in the company of Afreyt, a priestess of Skama.

Fafhrd wields a broadsword named Greywand (this name is given to any broadsword he carries rather than one specific blade) and a dagger called Heartseeker. He also carries with him an axe, balanced for throwing (that bears no name). On occasion, he carries a bow for hunting.

✧ FAFHRD (YOUTH)

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

Skills: Climbing d6, Fighting d6, Healing d4, Intimidation d6, Notice d4, Persuasion d4, Shooting d4, Stealth d6, Streetwise d4, Survival d4, Throwing d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Amorous, Heroic, Vengeful (Minor)

Edges: Brawny, Luck, Named Weapon (Broadsword "Greywand")

Gear: Greywand (Str+d10, AP 1), Heartseeker (Str+d6), longbow (Range 12/24/48, Damage 2d6), axe (Str+d6), climbing gear.

Special Abilities:

- **Stature:** Fafhrd is larger than the southern peoples, standing nearly 7' tall. He is considered Size +1.
- **Wildling:** Fafhrd was raised in the wilds. He gain +2 to Survival rolls.

✧ FAFHRD (PRIME)

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Boating d4, Climbing d8, Fighting d10, Healing d6, Intimidation d8, Knowledge (Lankhmar) d6, Lockpicking d6, Notice d8, Persuasion d6, Riding d6, Shooting d8, Stealth d8, Streetwise d6, Survival d8, Throwing d6, Tracking d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 10

Hindrances: Amorous, Heroic, Loyal, Obligation (Major—Ningable), Vengeful (Minor)

Edges: Brawny, Linguist, Luck, Iron Jaw, Improved Named Weapon (Broadsword "Greywand"), Named Weapon (Dagger "Heartseeker"), Nerves of Steel, Quick Draw, Sweep, Thief, Tough as Nails, Trademark Weapon (Greywand)

Gear: Greywand (Str+d10, AP 1), Heartseeker (Str+d6), longbow (Range 12/24/48, Damage 2d6), axe (Str+d6).

Special Abilities:

- **Stature:** Fafhrd is larger than the southern peoples, standing nearly 7' tall. He is considered Size +1.
- **Wildling:** Fafhrd was raised in the wilds. He gain +2 to Survival rolls.

✧ FAFHRD (MATURITY)

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Boating d6, Climbing d8, Fighting d12, Healing d8, Intimidation d10, Knowledge (Battle) d8, Knowledge (Lankhmar) d8, Knowledge (Legends) d8, Lockpicking d8, Notice d10, Persuasion d6, Riding d6, Shooting d10, Stealth d8, Streetwise d6, Survival d10, Throwing d8, Tracking d10

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 10

Hindrances: Amorous, Enemy (Various foes), Heroic, Loyal, Obligation (Major—Ningable), One Hand, Vengeful (Minor)

Edges: Brawny, Command, Connections (People of Salthaven), Connections (Crew of the *Seahawk*), Improved Named Weapon (Broadsword "Greywand"; Dagger "Heartseeker"), Improved Nerves of Steel, Iron Jaw, Linguist, Luck, Natural Leader, Quick Draw, Sweep, Thief, Tough as Nails, Trademark Weapon (Greywand, Heartseeker)

Gear: Greywand (Str+d10), Heartseeker (Str+d6), longbow (Range 12/24/48, Damage 2d6), axe (Str+d6).

Special Abilities:

- **Stature:** Fafhrd is larger than the southern peoples, standing nearly 7' tall. He is considered Size +1.
- **Wildling:** Fafhrd was raised in the wilds. He gain +2 to Survival rolls.

THE GRAY MOUSER

The early origins of the Gray Mouser are shrouded in mystery, and even he does not know for certain his place of birth or the identity of his parentage. As a youth, the Mouser was mentored by a kindly white wizard named Glavas Rho. There, the Mouser studied alongside a young girl named Ivrian. During his years of study with Glavas Rho, the Mouser chose the more perilous path of black magic over the white. Upon discovering the murder of Glavas Rho, he cemented his path towards black sorcery, and used this magic to avenge his mentor's death.

Dusky-skinned, the Gray Mouser appears to be from the Southron regions of Nehwon. He is short and wiry, standing around 5' 4" in height, but his body is actually tightly-packed with lean muscle. The Mouser favors concealing his body in garments of gray, hence his moniker. Often, his clothing is made from mousehides or other soft, supple leathers. His garments typically consist of a hooded cloak, tunic, trousers, and soft boots. The Mouser often wears gray gloves that do not hinder his agile fingers—a necessity in his line of work!

The Mouser is a gifted thief, being extraordinarily quick and agile. He is a prodigiously skilled swordsman even from his youth, and few—not even many master duelists—can best him in a fight. He has excellent eyesight and has uncanny accuracy with both sling and thrown dagger.

The Gray Mouser is fascinated by magic and has often dabbled with expanding his own knowledge of black sorcery, trading for spells with wizards such as Sheelba of the Eyeless Face. The Mouser can be quite self-centered and prideful at times, and is an inveterate philanderer—a pretty woman's face never fails to turn his head. However, he can be extremely charming when he chooses, and is able to navigate the halls of power (such as the Overlord's palace in Lankhmar) with ease. Like his friend Fafhrd, the Mouser is nearly fearless and quite adventuresome, never

hesitating to throw himself into danger when necessary—especially when there is a beautiful damsel in distress to rescue!

For a time, the Mouser espoused the faith of Mog the Spider God, and has some small favor from that deity in return. He has served as the champion for Sheelba of the Eyeless Face, an alien wizard who lives in the Great Salt Marsh just outside of Lankhmar's gates. Again like his barbarian friend, the Gray Mouser has dallied with several women across Nehwon, including the Rat Princess Hisvet and the Simorgyan Ississi. When he reached a more mature age, he made his home upon Rime Isle with Cif, one of the moon priestesses of that place.

The Gray Mouser's preferred weapons are a rapier (which he always names Scalpel), a dirk (that he names Cat's Claw), and a sling. He sometimes carries on his person the accouterments of a black sorcerer (just in case) and a set of lockpicks. He has secreted a sharpened iron *tik* (the lowest, meanest coin of Lankhmar) in his tunic to use as a cutting tool in an emergency.

GRAY MOUSER (YOUTH)

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

Skills: Climbing d4, Fighting d6, Healing d4, Knowledge (Arcana) d6, Notice d6, Shooting d4, Spellcasting d6, Stealth d6, Streetwise d6

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

Hindrances: Amorous, Curious, Vengeful (Minor)

Edges: Alertness, Arcane Background (Black Magic), Named Weapon (Heavy Rapier "Scalpel")

Powers: *detect/conceal arcana, drain life, lower Trait*

Gear: Scalpel (Str+d8, +1 Parry), Cat's Claw (Str+d4), sling (Range 4/8/16, Damage Str+d4), lockpicks, pouch of components for black sorcery.

GRAY MOUSER (PRIME)

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Boating d6, Climbing d8, Fighting d12, Gambling d6, Healing

d6, Intimidation d8, Investigation d6, Knowledge (Arcana) d8, Knowledge (Lankhmar) d6, Lockpicking d8, Notice d10, Riding d6, Persuasion d6, Shooting d6, Spellcasting d6, Stealth d10, Streetwise d8, Survival d6, Taunt d10, Throwing d6

Cha: +2; **Pace:** 6; **Parry:** 10; **Toughness:** 6

Hindrances: Amorous, Curious, Obligation (Major—Sheelba), Vengeful (Minor)

Edges: Acrobat, Alertness, Ambidextrous, Arcane Background (Black Magic), Block, Charismatic, Counterattack, Elan, Marksman, Named Weapon (Dagger—Cat's Claw), Named Weapon (Heavy Rapier—Scalpel), Quick, Thief, Two-Fisted, Wall of Steel

Powers: *detect/conceal arcana, drain life, lower Trait*

Gear: Scalpel (Str+d8, +1 Parry), Cat's Claw (Str+d6), sling (Range 4/8/16, Damage Str+d4), lockpicks, pouch of components for black sorcery.

✧ GRAY MOUSER (MATURE)

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d6, Vigor d8

Skills: Boating d6, Climbing d10, Fighting d12+1, Gambling d10, Healing d6, Intimidation d8, Investigation d10, Knowledge (Arcana) d8, Knowledge (Lankhmar) d12, Knowledge (Legends) d10, Knowledge (the Sea) d6, Lockpicking d10, Notice d12, Riding d6, Persuasion d10, Shooting d10, Spellcasting d6, Stealth d10, Streetwise d10, Survival d6, Taunt d12, Throwing d6

Cha: +2; **Pace:** 8; **Parry:** 10; **Toughness:** 7

Hindrances: Amorous, Curious, Enemies (Various foes), Obligation (Major—Sheelba), Vengeful (Minor)

Edges: Acrobat, Alertness, Arcane Background (Black Magic), Block, Charismatic, Command, Connections (Crew of the Flotsam), Connections (People of Salthaven), Counterattack, Dodge, Elan, Fleet-Footed, Improved Named Weapon (Heavy Rapier "Scalpel", Dirk "Cat's Claw"), Marksman, Natural Leader, Quick, Thief, Trademark Weapon (Scalpel, Cat's Claw), Tough as Nails, Two-Fisted

Powers: *detect/conceal arcana, drain life, lower Trait*

Gear: Scalpel (Str+d8, +1 Parry), Cat's Claw (Str+d6), sling (Range 4/8/16, Damage Str+d4), lockpicks, pouch of components for black sorcery.



NINGAUBLE OF THE SEVEN EYES

"It was not the gate, however, that interested them, but its keeper, a monstrosly paunched creature sitting on the floor beside a vast heap of potsherds, and whose only movement was a rubbing of what seemed to be his hands. He kept them under the shabby but voluminous cloak which also completely hooded his head."

—Adept's Gambit

This alien being (sometimes called "The Gossiper of the Gods") is the patron warlock of Fafhrd. He is so named due to the roving seven glowing eyes within his hood. Occasionally, one of those eyes will extend from the hood at the tip of a sinuous, serpent-like tentacle. Along with the Gray Mouser's patron wizard

(Sheelba of the Eyeless Face), Ningauble has sent his two champions on complex and outwardly ludicrous quests, such as stealing Death's mask or stealing the stars from the highest mountain. Ningauble is very talkative and seems to enjoy long, complex discussions or explanations. He makes his home in a series of enchanted caverns near the Sinking Lands. These caves contain numerous interdimensional portals leading to other worlds. Visitors can find their way to Ningauble only if he chooses to allow it—unwelcome intruders are never heard from again, vanished forever into the labyrinth. Like his contemporary Sheelba, Ningauble's fortunes seem to have been tied somehow to Fafhrd.

SHEELBA OF THE EYELESS FACE

"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

Patron warlock of the Gray Mouser, Sheelba of the Eyeless face is a wizard from some alien world far beyond Nehwon. She gained her name because her hood is completely black, containing an unnaturally deep darkness beneath the cowl.

Sheelba's gender is uncertain, as in neither voice nor form is it betrayed. The Gray Mouser



initially referred to her as male then later firmly determined (in his mind) Sheelba was, in fact, a "she." Sheelba does not care how she is addressed and may not even have a gender at all, but the female use is most common and may in fact, as the Mouser believes, be correct. Sheelba is very direct and is a being of few words, a strong contrast to Ningauble (at times both rival and ally). It is said that her voice sounds like "the clank of small boulders moved by sullen surf." Sheelba recruited the Gray Mouser as her champion and sent him on numerous tasks of great danger. However, she discovered to her dismay that her magic had somehow gotten entwined with the fate of the Gray Mouser.

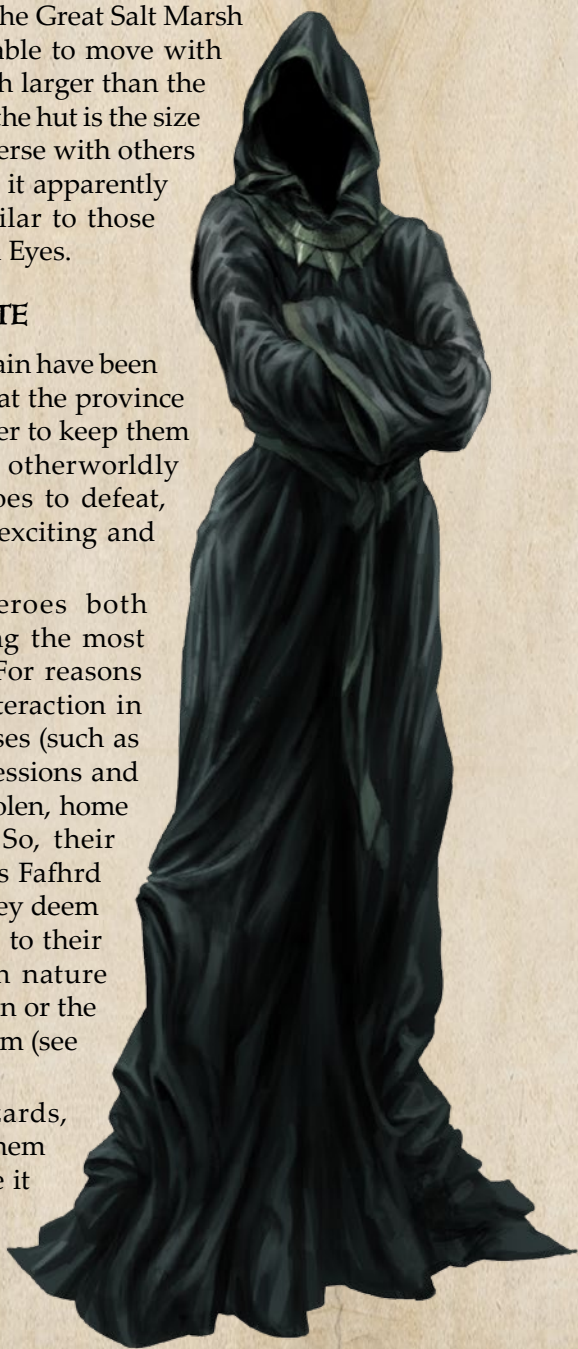
Sheelba inhabits a strange, ambulatory hut that walks about on a series of stilts amongst the Great Salt Marsh outside of Lankhmar. The hut is able to move with great speed, and its interior is much larger than the outside—it is said that the inside of the hut is the size of a palace. Sheelba prefers to converse with others from the entryway of the hut, and it apparently has extradimensional portals similar to those available to Ningauble of the Seven Eyes.

GAME MASTER'S NOTE

No stats for either patron of the Twain have been included—their abilities are solely at the province of the Game Master with a reminder to keep them mysterious yet powerful. These otherworldly wizards are not foes for the heroes to defeat, but plot characters to help create exciting and rewarding stories.

When encountered by the heroes both Ningauble and Sheelba are among the most potent beings in all of Nehwon. For reasons unknown, neither takes direct interaction in the mortal world except in rare cases (such as destroying all of the Twain's possessions and burning down their, admittedly stolen, home for partially failing in a quest). So, their actions are through agents such as Fafhrd and the Gray Mouser, and those they deem to be heroes. Both can provide aid to their agents, but such aid is limited in nature such as a one use talisman or potion or the temporary loan of an enchanted item (see on page 69).

When using these famous wizards, keep the focus on the heroes, run them as alien and mysterious, and make it Fast! Furious! and Fun!



DENIZENS OF LANKHMAR

ADVENTURER

Adventurers are the curious individuals who investigate all the hidden cellars, tunnels, and catacombs of Lankhmar (and beyond), seeking treasure and knowledge from ages past.

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

Skills: Climbing d6, Fighting d6, Knowledge (History) d6, Notice d6, Shooting d6, Survival d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Curious

Edges: Explorer

Gear: Leather armor (+1), short sword (Str+d6), dagger (Str+d4), crossbow (Range 15/30/60, Damage 2d6, AP 2).

ASSASSINS

Assassins are hired killers, usually working for money rather than in support of some particular cause. Most are members of the Slayers' Brotherhood.

ASSASSIN

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d8, Stealth d8, Shooting d6, Streetwise d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Vow (Major—always finish the job)

Edges: Alertness, Dodge, First Strike, Marksman, Thief

Gear: Leather armor (+1), dagger (Str+d4), short sword (Str+d6), crossbow (Range 15/30/60, Damage 2d6, AP 2).

MASTER ASSASSIN

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d12, Intimidation d8, Notice d8, Shooting d6, Stealth d12, Streetwise d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 10; **Toughness:** 7 (1)

Hindrances: Vengeful (Major), Vow (Major—always finish the job)

Edges: Acrobat, Alertness, Dodge, First Strike, Level Headed, Marksman, Quick Draw, Real Dirty Fighter, Steady Hands, Thief

Gear: Leather armor (+1), dagger (Str+d4), short sword (Str+d6), crossbow (Range 15/30/60, Damage 2d6, AP 2).

BANDIT

Bandits operate in gangs, robbing and murdering those weaker than themselves.

BANDIT

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

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy, Mean

Edges: —

Gear: Leather armor (+1), various weapons.

BANDIT CHIEF

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

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Riding d8, Shooting d10, Stealth d8, Throwing d8

Cha: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes, Command

Gear: Chain mail (+2), various weapons.

BEGGAR

Most beggars are members of the Beggars' Guild and work closely with the Thieves' Guild and Slayers' Brotherhood to gather information around the city.

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

Skills: Fighting d4, Intimidation d4, Knowledge (Lankhmar) d6, Notice d8, Persuasion d6, Stealth d4, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Poverty

Edges: —

Gear: Dagger (Str+d4), beggar's bowl.

BRAVO

Bravo is a generic terms for hired swords who fight duels on behalf of nobles or just skilled ruffians.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Taunt d6

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

Hindrances: Arrogant or Code of Honor

Edges: Quick. Pick four Edges from: Block, Counterattack, Dirty Fighter, Florentine, Frenzy, Lunge, Sweep, Two Fisted

Gear: Rapier (Str+d4; +1 Parry), dagger (Str+d4).

CITY WATCH

The city watch is charged with maintaining law and order within the settlement and defending it in time of attack.

WATCH

These are average city guardsmen. They are competent and brave, but not suicidal.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d6, Streetwise d4

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances & Edges: —

Gear: Chain mail (+2), halberd (Str+d8), club (Str+d4), open helm (+3).

VETERAN WATCH

These fellows are well-trained, well-equipped, and well-led. They are veterans of many scrapes and know how to handle themselves. Most are stationed in the North Barracks.

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

Skills: Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Streetwise d4

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: —

Edges: Combat Reflexes

Gear: Chain mail (+2), open helm (+3), long sword (Str+d8), dagger (Str+d4), some are equipped with crossbows (Range 15/30/60, Damage 2d6, AP 2).

WATCH CAPTAIN

Captains command a squad of watchmen.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d10, Notice d8, Shooting d8, Stealth d6, Streetwise d6

Pace: 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: —

Edges: Block, Combat Reflexes, Command

Gear: Chain mail (+2), open helm (+3), long sword (Str+d8), dagger (Str+d4).

COURTESAN

A courtesan is master of conversation and pleasing smiles.

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

Skills: Fighting d4, Intimidation d6, Notice d8, Persuasion d8, Streetwise d6, Taunt d6

Cha: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Attractive, Charismatic, Connections (Various)

Gear: Dagger (Str+d4), tailored clothing.

GHOUL, NEHWON

These strange beings are almost entirely transparent, with the exception of their pinkish skeletons. Nehwon ghouls prefer to dine upon the flesh of humans, rationalizing their cannibalism as an act of kindness; they transform "mud-flesh," as they call normal human bodies, into "crystal flesh" by digesting it into their own transparent system. Nehwon ghouls are often encountered as gladiators, raiders, or mercenaries in the wild lands of Nehwon.

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

Skills: Fighting d8, Intimidation d6, Knowledge (one trade) d6, Notice d6, Shooting d8, Stealth d6, Throwing d6

Cha: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 5

Hindrances: Quirk (Cannibalism)

Edges: —

Gear: Axe (Str+d8), medium shield (+1 Parry), bow (Range 12/24/48, Damage 2d6), tools of the trade.

Special Abilities:

- **Living Skeleton:** Ghouls are unsettling to humans granting a +2 bonus to Intimidation rolls but suffering a -4 to Charisma.
- **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.

GUARD/SOLDIER

The are men found in the employ of nobles to protect estates, valuables, or act as bodyguards.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Riding d6, Shooting d6, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Loyal

Edges: Combat Reflexes

Gear: Varies by employer but typically halberd (Str+d8), long sword (Str+d8), chain shirt (+2), and steel helm (+3).

KLESHITE

Kleshites are dark-complexioned folk who hail from the jungles of Klesh far to the south of Lankhmar. Kleshites encountered in and around the city are mysterious shamans practicing their forbidden magic, slaves (still in servitude or escaped) working a variety of labors, and everything in between.

WARRIOR

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

Skills: Climbing d6, Fighting d6, Intimidation d6, Notice d6, Stealth d8, Survival d6, Swimming d6, Throwing d6

Cha: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 5 (1)

Hindrances: All Thumbs, Illiterate, Small

Edges: Quick, Woodsman

Gear: Spear (Str+d6, Parry +1, Reach 1, 2 hands), dagger (Str+d4), leather armor (+1).

Special Abilities:

- **Fast:** Kleshites are quick and lithe and have +2 Pace.

SHAMAN

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d4, Intimidation d10, Spellcasting d8, Stealth d6, Survival d6, Swimming d6, Throwing d6

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

Hindrances: All Thumbs, Small

Edges: Arcane Background (White Magic), New Powers, Rapid Recovery

Powers: *Armor, astral walk, boost Trait, beast friend, entangle, obscure, smite, summon beast*

Gear: Spear (Str+d6, Parry +1, Reach 1, 2 hands), components.

Special Abilities:

- **Fast:** Kleshites are quick and lithe and have +2 Pace.

MAGICIANS

Magicians range from hedge wizards to guild sorcerers.

DABBLER

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

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d8, Notice d8, Spellcasting d8, Stealth d6, Taunt d6

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

Hindrances: Various

Edges: Arcane Background (Black Magic), New Power

Powers: *Detect/conceal arcana, elemental manipulation, light/obscure*

Gear: Knife (Str+d4), components.

NECROMANCER

Necromancers dabble in the darkest of magic, summoning evil forces and bringing the dead back to life.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d10, Notice d6, Spellcasting d10, Taunt d8

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Physical Corruption (-2), Quirk (Power hungry)

Edges: Accomplished Ritualist, Arcane Background (Black Magic), Ritual

Researcher, New Powers, Strong Caster

Powers: *Banish, lower Trait, drain life, fear, grave speak, intangibility, ward, withering curse, zombie.*

Gear: Knife (Str+d4), components.

✧ SORCERER

Magic is a strange, mysterious force, and most who dabble in it seek great power, often at the expense of others. Those who desire to wield such power, to command men to do their bidding or control the forces of nature against their enemies, can train in the arts of black sorcery. From the crafty court wizard who sends dark energies out into the streets to slay foes—for the good of the people, of course—to the reclusive hedge wizard hidden in dark caves and muddling travelers' minds, all who learn such secrets may be feared and hated, but they are definitely respected by their companions.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d10, Notice d6, Spellcasting d10, Stealth d6, Taunt d8, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Greedy (Minor), Mean

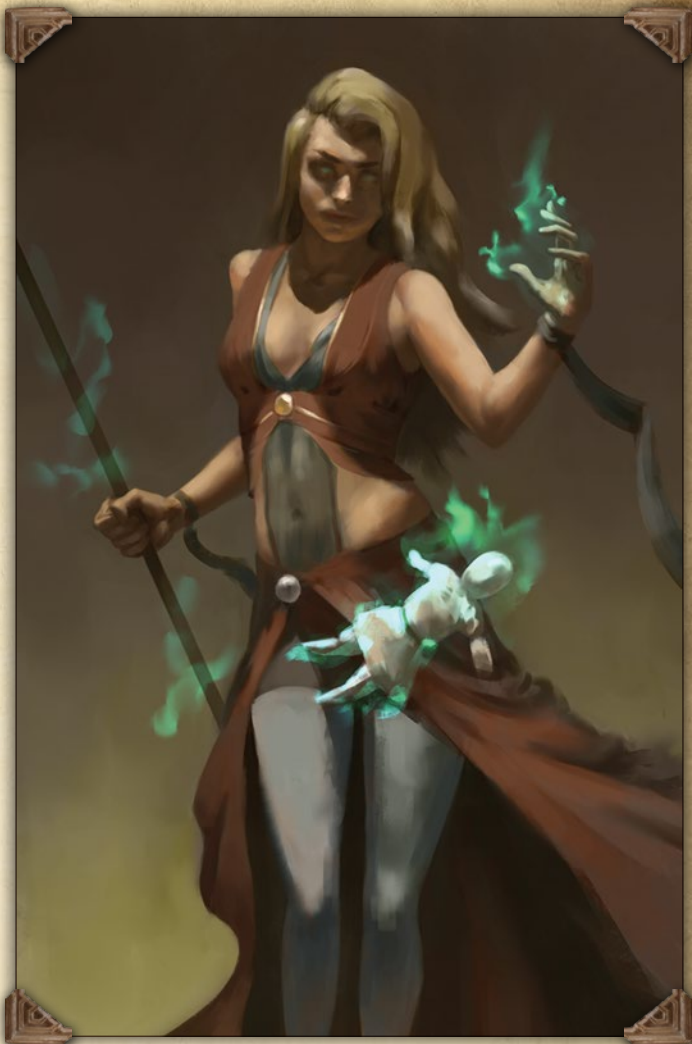
Edges: Arcane Background (Black Magic), Familiar, New Powers, Rapid Recovery, Sorcerer, Strong Caster

Powers: *Armor, bolt, detect/conceal arcana, drain life, puppet, wall walker*

Gear: Dagger (Str+d4), robes, typically 1-2 talismans, components.

✧ WHITE MAGICIAN

Where the practitioners of black sorcery wield great and terrible forces many consider evil, white magicians take



greater care to use only gentle, beneficial magic, designed to heal and refresh. Such spellcasters work in harmony with nature and offer their services only to folk who are good of heart and have a true need.

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

Skills: Fighting d4, Healing d8, Knowledge (Arcana) d8, Knowledge (History) d8, Notice d6, Spellcasting d8, Throwing d4

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Pacifist (Minor)

Edges: Arcane Background (White Magic), New Powers, Strong Caster

Powers: *Beast friend, boost Trait, deflection, light/obscure, slumber, summon beast*

Gear: Dagger (Str+d4), typically 1-2 talismans, components.

MERCHANT

Trade is the lifeblood of any city, and merchants bring goods from distant lands and sell them in shops throughout Lankhmar.

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

Skills: Fighting d4, Gambling d6, Notice d6, Persuasion d8, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Greedy

Edges: Connections, Linguist

Gear: Tailored clothes, Dagger (Str+d4).

MINGOLS

The Mingols are actually two distinct categories of inhabitants rolled into one culture. The homeland of the original nomadic warriors is the great, desert-like plains far to the east of Lankhmar and the Inner Sea, where they are master horsemen and archers. However, a great number of Mingols left their ancestry behind to become accomplished seafarers, working as sailors and pirates on many types of vessels all throughout the Inner Sea and even the Outer Sea beyond, where they employ the bow of their former homeland to great effect in ship-to-ship combat.

PLAINS MINGOL

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

Skills: Climbing d6, Fighting d6, Intimidation d6, Riding d8, Shooting d8, Survival d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Various

Edges: Steady Hands

Gear: Leather (+1), saber (Str+d6), bow (Range 12/24/48, Damage 2d6).

Special Abilities:

- **Skilled:** Mingols are master horsemen. They gain a +2 to Riding rolls.

SEAFARING MINGOL

Attributes: Agility d6, Smarts d4, Spirit d6,

Strength d8, Vigor d8

Skills: Boating d8, Climbing d6, Fighting d6, Intimidation d6, Riding d4, Shooting d8, Swimming d6, Throwing d6

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

Hindrances: Various

Edges: Steady Hands

Basic Gear: Bow (Range 12/24/48, Damage 2d6), dagger (Str+d4).

Special Abilities:

- **Skilled:** Mingols are well versed in sea travel and are at home on a ship. They gain a +2 to Boating rolls.

NOBLE

Some nobles are decadent dandies content with living a life of luxury. Others are rich landowners, skilled in business matters. Other noble types include military commanders, advisors to a higher authority, poverty stricken ones, depraved and corrupt lords, and those

who dabble in forbidden arts. This version presents a typical middle-of-the-road noble.

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



Skills: Fighting d6, Intimidation d8, Notice d6, Persuasion d6, Riding d8

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Command, Connections, Noble

Gear: Rapier (Str+d4, +1 Parry) in court; war gear varies with type of noble.

NORTHERNER

Northerners are members of one of the many barbarian tribes that live in the Cold Wastes across the Inner Sea from Lankhmar. They are hearty and adventurous and enjoy traveling the depth and breadth of Nehwon. They are typically fair complexioned with red to reddish-brown, brown, or black hair. Due to the harsh nature of their environment and the semi-nomadic lives they lead, northerners are often large, physically fit individuals, but they frequently find the trappings of civilization alien and confusing.

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

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d6, Stealth d6, Survival d8, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Illiterate

Edges: —

Gear: Broadsword (Str+d8, AP 1), dagger (Str+d4).

Special Abilities:

- **Stature:** Northerners are often larger than the southern peoples. They are considered Size +1.
- **Wildling:** Northerners are raised in the wilds. They gain +2 to Survival rolls.

PIRATE

The pirates of the Inner Sea are as varied as the lands they hail from. Those who fall into this category are a mixture of ruthless killers and cowardly thieves.

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

Skills: Boating d6, Climbing d6, Fighting d6, Intimidation d6, Notice d6, Stealth d6, Swimming d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy (Minor), Mean

Edges: Dirty Fighter

Gear: Knife (Str+d4), cutlass (Str+d6).

PRIEST

The gods worshiped in Lankhmar are many and change with the passing of each week. There is never a shortage of dedicated advocates proselytizing on their behalf. From the coarsest street curate praying from a wooden box to the most bejeweled holy man in his golden temple, priests of every sort are numerous in the city.

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

Skills: Fighting d4, Knowledge (Religion) d8, Notice d8, Persuasion d8

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Vow

Edges: Priest/Priestess

Gear: As appropriate to station and deity.

RAT OF LANKHMAR BELOW

Beneath Lankhmar lies another city, one populated by intelligent rats who walk and carry tools like men. These rats call their home Lankhmar Below, and from there, they often scheme and plot to conquer and claim the wealth and territory they feel is their birthright.

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

Skills: Climbing d6, Fighting d6, Knowledge (Lankhmar Below) d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 3

Hindrances: Overconfident

Gear: Tiny dagger (Str+d4) (*This gear is only effective when the character wielding it is rat size*).

Special Abilities:

- **Alert:** The Rats of Lankhmar have keen senses gaining a +2 to Notice rolls.
- **Bite:** Str
- **Direction Sense:** Rats of Lankhmar Below never get lost, even in the most maze-like of tunnels.
- **Size -2:** The Rats of Lankhmar Below are not larger than normal rats.
- **Small:** Attackers subtract 2 from their attacks to hit.

RATLING

Ratlings are the offspring of humans and intelligent rats. They live in an organized society in Lankhmar Below, though a number of human-sized ratlings hide in plain sight on the surface of the city. Here is an example of a typical human-sized ratling.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Notice d8, Stealth d10, Survival d8, Tracking d6

Cha: 0/-4; **Pace:** 8; **Parry:** 5; **Toughness:** 5

Hindrances: Curious

Edges: Fleet-Footed

Gear: Short sword (Str+d6).

Special Abilities:

- **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 and if the ratling has the Beast Master Edge, it does not apply to those animals.
- **Secret Nature:** If a ratling's true race is revealed, she suffers a -4 penalty to Charisma to Lankhmarts. Other humans have no enmity toward ratlings.

SAILORS

Sailors typically run a ship but don't participate in boarding actions unless it's obvious that they're likely to be overrun and are in real physical danger from their attackers.

CREW MEMBER

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

Skills: Boating d6, Climbing d6, Fighting d4, Notice d4, Stealth d4, Swimming d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances & Edges: —

Gear: Knife (Str+d4).

SHIP CAPTAIN

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

Skills: Boating d8, Climbing d8, Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Shooting d8, Stealth d8, Swimming d8

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Loyal, Vow (Serve ship owner)

Edges: Block, Combat Reflexes, Command, Inspire

Gear: Knife (Str+d4), cutlass (Str+d6).

SERVANT

Many serve the upper classes, whether as servant or slave. A servant in position of authority may also have the Command Edge.

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

Skills: Knowledge (Duties) d6, Notice d6, Persuasion d4, Repair d4, Stealth d6, Streetwise d4

Cha: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Loyal, Obligation (Major)

Edges: Alertness

Gear: Tools and attire for their position.

SMUGGLER

Smugglers make money by selling goods through alternate business channels. Some work with pirates, selling stolen cargoes, while others are out to make money by bringing illegal goods into Lankhmar to sell on the black market.

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

Skills: Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Riding d6, Shooting d6, Stealth d6, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy (Minor)

Edges: Connections (Criminal)

Gear: Short sword (Str+d6), knife (Str+d4), leather armor (+1).

SPY

This servant is beneath the notice of those he is typically sent to spy upon.

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

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

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

Hindrances: Cautious

Edges: Connections, Thief

Gear: Varies with disguise, but at least a Dagger (Str+d4).

THIEF

Thieves are ubiquitous in Lankhmar. Many of them are part of the Thieves' Guild, but a few take the risk and work freelance. They can vary from pickpockets to second-story men and range in skill from green to legendary. The following is an average guild thief.

THIEF

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

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

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Various

Edges: Thief

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range 3/6/12, Damage Str+d4), sling (Range 4/8/16, Damage Str+d4).

MASTER THIEF

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Lockpicking d12, Notice d10, Stealth d12, Streetwise d8, Taunt d8, Throwing d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Various

Edges: Acrobat, Dirty Fighter, Dodge, Level Headed, Thief

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range 3/6/12, Damage Str+d4), sling (Range 4/8/16, Damage Str+d4).

THUG

Big, dumb, and strong, thugs are hired muscle. Most operate in gangs, where they can rely on their fellows for support. They are usually reluctant to pursue a fight they are losing and are most likely to withdraw, threatening to return at a later date and even the score.

Tougher thugs might have the Combat Reflexes or Frenzy Edges, as well as one die (or more) extra in Strength, Vigor, Fighting, and Intimidation. Though they may be meaner, it doesn't make them any braver, and they'll still want a gang with them in a fight.

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

Skills: Fighting d6, Intimidation d6, Notice d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Illiterate, Mean

Edges: —

Gear: Heavy club (Str+d6), leather jerkin (+1).

TRADESMAN

Most of Lankhmar's population leads simple lives as crafters, shop owners, laborers, and farmers. They have few skills beyond their trade and little interest risking their necks.

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

Skills: As fits the profession

Cha: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Various

Edges: Alertness

Gear: Knife (Str+d4), tools of the trade.

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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ILL MET IN LANKHMAR...

In the City of Sevenscore Thousand Smokes, danger lurks down every dark alley. Sinister sorcerers summon terrible forces in their crumbling towers. Treacherous rogues of the Thieves' Guild prowl the Plaza of Dark Delights. Assassins from the Slayers' Brotherhood work the Tenderloin District. And hunched figures skitter beneath the streets, waiting for their chance to rise.

But there is action, adventure, and wealth here too—if your rogues have the skill and bravado to claim it.

Lankhmar: City of Thieves is the core setting book for Fritz Leiber's world of swords & sorcery. It contains details on the world of Nehwon and the city of Lankhmar, Setting Rules, Savage Tales, monsters and foes, and recounts the tales of the world's most notorious scoundrels—including Fafhrd, the Gray Mouser, and their sorcerous sponsors.

This book requires the Savage Worlds core rules to play.

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