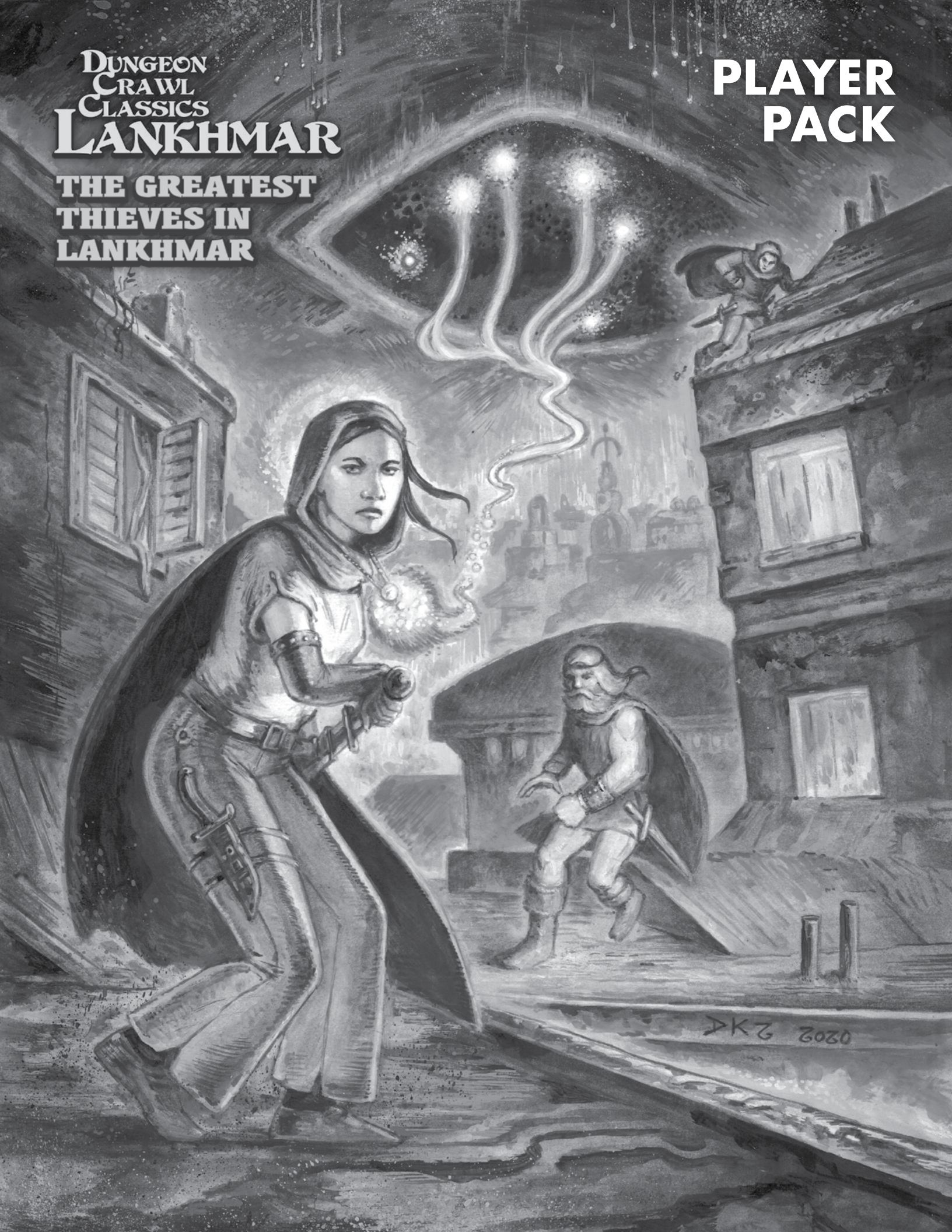


DUNGEON
CRAWL
CLASSICS
LANKHMAR

**THE GREATEST
THIEVES IN
LANKHMAR**

**PLAYER
PACK**



THE GREATEST THIEVES IN LANKHMAR: PLAYER PACK

DUNGEON CRAWL CLASSICS THIRD ANNUAL OPEN TOURNAMENT - GEN CON INDY 2019

INTRODUCTION



Returning to Gen Con once again: The DCC team tournament! For many years our tournaments were the stuff of legends, and now they're back under DCC RPG rules! *The Greatest Thieves in Lankhmar* is the third official Dungeon Crawl Classics RPG Open Tournament, designed for Gen Con 2019.

Keep a hand on your coin purse and loosen your blade—Lankhmar the Imperishable beckons! Do you have what it takes to reign supreme in the City of the Black Toga, or does the Doom Gong toll for thee?

From the oily sewers to the Overlord's shining parapets, and every back-alley dive in between, this year's Gen Con tournament promises to be our most exciting yet! This elimination-style tournament will feature a brand-new adventure specifically designed for tournament play and take place over three rounds, with the top five teams advancing to the second round, and the top two teams from round two advancing to the final round. Winners will receive trophies, prizes, and recognition in our published adventure modules. Gather your band—there are treasures to be won at the tournament table, and you shall have them!

Tournament dungeon crawls are different from normal DCC RPG modules in that they follow the tournament play structure. Rounds are timed, teams are awarded points based on their accomplishments in the adventure, and top-scoring teams advance to the next round. This player pack will familiarize you with the basic concepts of tournament play, and allow you to choose your pre-generated character.

Like last year, winners of this year's tournament will have their names immortalized for all to admire and envy. Are you and your handpicked team of reavers up to the challenge?

CHANGES FROM PREVIOUS YEAR'S TOURNAMENT

A number of changes from previous tournaments have been made to accommodate this year's Lankhmar setting and adaptations to the tournament format, which are highlighted below. See specific sections detailed later in the Player Pack for more information on the changes:

- Teams allowed to continue unofficially after TPK (p. 3).
- Five-player teams instead of six (p. 3).
- Top five teams advance to Round 2 instead of top four (p. 3).
- New rules for tournaments in the Lankhmar setting (p. 5).

PLAYER GUIDELINES

Scoring system: This is a points-based tournament. Advancement from one round to the next is determined by the team that has the most points, and they don't carry over from round to round. Additionally, a team that quits early will not advance regardless of points scored (see Don't Quit Early).

Earning points: In the course of your adventure, your team will earn points by exploring locations and progressing through the levels of the tournament. The scoring system awards efficiency in solving the encounters within the adventure. You will lose points for unleashing traps or dangers that could have been avoided, and for allowing your PCs to be reduced to 0 hit points—or worse, bleeding out.

Your experience tells you that links to the patrons of Nehwon are circumspect and loathe to directly intervene in the affairs of men, limiting what aid they will provide. Therefore, you and your allies have discerned that attempts to invoke your patrons will offer feeble aid at best. Relying on otherworldly powers to solve challenges scores negative points.

If a team advances between rounds: All their slain PCs are miraculously recovered and all PCs begin the next round at full hit points. However, used equipment, burned stats, and lost spells are not regained between rounds. To reiterate, burned stats are not recovered between rounds.

Rolling for others: One PC per player. Players are not allowed to roll dice for other players. If a player is absent and they are required to make a roll, the party can opt to wait (wasting time) or skip, but no "team rolling."

Time is of the essence: The adventure is a dangerous, challenging place. Each room is a mystery unto itself. It is unlikely that any tournament group will complete all of Round 1 before the four-hour time limit is up. The same goes for Rounds 2 and 3. Therefore, time is of the essence. The more you explore before the time limit expires, the more points you have the opportunity to score, and the greater your chances of advancement. Groups that advance to the next round automatically start at the beginning of the next level.

Games that start late: A game that starts late because of a late or missing player is allowed a 10-minute grace period after the listed start time. After that 10 minutes, each minute lost is counted against the four-hour time limit. For example, a game is scheduled to start at 9:00 am. A player is late so it starts at 9:05. The game can go to 1:05 pm with no penalty. If the late player had instead showed up at 9:25, however, the game's four-hour time limit would be considered expired at 1:10 (four hours past the expiration of the grace period at 9:10), so the players effectively lose 15 minutes of playing time.

FREQUENTLY ASKED QUESTIONS

Starting without a player: After the 10-minute grace period, teams may opt to continue waiting or to begin their session. If they wish to continue waiting, this time counts toward the four-hour limit. Otherwise, the absentee player is declared a no-show and that player's character is removed from play for that and subsequent rounds.

Learn your character: Full stats for all tournament characters are in this packet. Learn your character before the con! This is the best way to start the game quickly.

No sleep: The frantic pursuit through the tombs and streets of Lankhmar prevents the party's ability to rest and recuperate. You will not be able to sleep or recuperate in the tournament or during rounds to heal or regain spells.

Trading items: Your team can trade items between themselves as they see fit, but only once the round (and clock) has started. Armor is fitted to the physique of a specific character, and cannot be traded.

Dice advisory: All die rolls by the judge will be made in the open.

Hit point tracking: You will be asked by your judge to keep track of your character's hit point total in a visible area (like the edge of the battle mat).

Don't quit early: At any point during the round, a player may quit, but it doesn't 'take effect' immediately. If you are in combat, one complete round of combat (from initiative X to initiative X) is fought. If you quit as a trap is sprung, any effects of that trap are fully resolved. If you quit during a save or check, you are considered to have failed it. Characters of players that quit early are treated as having been slain, with the associated point penalty.

If an entire team quits early, the team is automatically eliminated and does not advance.

Minimum age: Players must be 13 years old to participate in the tournament.

Minimum team size: Teams must have at least three players to play. Teams that qualify to advance must have a minimum of three players available to play in subsequent rounds. If an advancing team does not have the minimum number of players, the next qualifying alternate team will be selected to advance in their place.

Standardized results: To level the playing field, some rolls (like damage) have predetermined results.

Continuing after a TPK: New for this year, we are allowing teams whose tournaments end early the opportunity to continue play in an unofficial fashion. After a team TPKs and their score for the round has been recorded, they may choose to continue playing. Judges will hand out the remaining pre-gens for the team to choose to proceed with, picking up where the team left off. Scores for the team are calculated based only on the progress made through the last character's death of the original party.

How many PCs are there in each game?
Five.

Then why are there ten characters?

Each team chooses five of the ten characters to make up their party. The five not picked are not used in the tournament.

How do I advance in the tournament?

Advancement is based on points scored in the round. The highest-ranked teams will advance: the top five to round two, and the top two to round three. Teams that quit early are eliminated regardless of points.

How do I score points?

Points are scored for exploring the levels, solving puzzles, defeating monsters, avoiding obstacles, acquiring items, and learning the secrets of the adventure.

When is an area "explored"?

Your judge determines this, but in general it means you interacted meaningfully with the encounter of that area. Poking in your nose and leaving does not count as having "explored" the area.

Can someone take my place on the team?

No substitutions are allowed. Sorry.

What happens to my character, then?

One character per player. If you're absent, your character is considered lost in the adventure forever. You lose points for his or her death, and the character is out of the game.

What if I miss Round 2 but I can make Round 3?

When you missed round two, your character was lost, and is not available for subsequent rounds.

What if I'm late?

There is a ten-minute grace period after the official round start time. After it passes, the game either starts with whichever players are present or is forfeited and passed on to the alternate team if insufficient players are present.

When do results get announced?

Results will be posted on the Goodman Games website.

What if I spot an error on the character sheet?

Any errors are unintentional, but the pre-generated characters are played as they are in this Player Pack.

What if I disagree with my judge?

Judges have the final say and the full support of the Tournament Organizer. If you disagree with your judge, accept his or her ruling. Afterward, feel free to bring it to the attention of the tournament organizer. Disruptive or disrespectful behavior will not be tolerated. The judge reserves the right to disqualify a team or individual that gets out of hand. That said, we've never had to disqualify a team, which says much about the caliber of sportsmanship the tournament teams display.



ADVENTURE BACKGROUND



Lankhmar the Imperishable, the greatest metropolis in Nehwon, its maze-alleys of streets lined with a warren of inns, guild houses, and dens sprawls out before you and your companions. Thick with rogues, lean-framed magicians, and fat-bellied merchants, you have been once again called upon by your patron, Ningauble of the Seven Eyes, now tasked with your most daring – and dangerous – errand yet: to delve into the very catacombs under the thieves guild itself and steal the Skull Hristomilo, relic of the most cunning master thief to pad the cobbled streets of this accursed city.

To aid in your search, Ningauble gifted a gleaming medalion hung on a silvery chain, which unerringly points in the direction of the skull, and once recovered, to the quickest means of egress. Now all that remains is to enter the cellars beneath Thieves' House and boldly claim your destiny!

THE TOURNAMENT IN DCC RPG

Gen Con 2019 is the third time that the DCC open tournament format is being run using DCC RPG rules. The judges have discussed the rules and module extensively prior to "going live" at Gen Con. In the interests of consistency and fair play, we are disclosing in advance how certain game elements will be handled.

Fair warning - these rules will be run as stated here during the tournament, regardless of official errata, customer service opinion, or what's in the rulebooks.

Dice chain: The tournament uses the official dice chain rules from the DCC RPG core book as follows. In addition, the maximum die for dice chain bonuses is a d30:

d3 - d4 - d5 - d6 - d7 - d8 - d10 - d12 - d14 - d16 - d20 - d24 - d30

Mighty deeds: Players can describe the mighty deed however they like, but the judge will always apply within a specific set of parameters that best fits the description and the desired result. Results always last only until the end of the following round.

Invoke patron: The patrons of Nehwon are circumspect and loathe to directly intervene in the affairs of men, limiting what aid they will provide. On successful casting:

- The caster receives +2d to a single roll of their choice. This cannot be given to another PC.
- OR the caster regains one lost spell.

Manifestations: Spell manifestations are not used for wizards.

Mercurial magic: Mercurial magic effects are not used for wizards.

Spell checks: Wizards may choose lesser results of a spell by burning a point of Luck if not normally allowed.

Corruption: Corruption is used but has no mechanical benefits or penalties.

NEW RULES FOR 2019

The 2019 tournament includes the following new rules from the DCC Lankhmar setting.

Healing and recuperation: Once per combat, a PC can spend a point of Luck to roll their class hit die plus Stamina modifier and regain that number of lost hit points. The PC can perform no other action that round as it takes all his concentration to deal with his wounds, even if the PC has more than one action die. The character can move normally, however. Use of restoratives or spending additional Luck after the roll may increase the amount of damage healed.

Outside of combat, the frantic pursuit through the tombs and streets of Lankhmar prevents the party's ability to rest and recuperate. Standard Lankhmar rules for recuperating outside of combat are not used in the tournament.

Finally, at any time, the party can call upon the power of Ningauble's Bauble for magical aid, though be warned: its effectiveness diminishes each time it is used.

Death and dying: A bleeding-out character can be saved from death by either applying a magical means or by staunching his wounds. Both these life-saving methods require an action by an ally working to save the dying character. If a magical means is applied, the PC regains the normal number of hit points (starting from zero) and is pulled back from the precipice of death. He awakens and may act normally on the following round.

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

Once the battle is ended, the incapacitated character can spend 1 Luck to regain a single hit point and become conscious. The character can regain further hit points only through magical means or by spending Luck in a future combat.

As a reminder, any character that is saved from bleeding out also loses one permanent point of Stamina, regardless of how they are healed. If a PC bleeds out and the body is recovered via a Luck check, they lose a random point of Strength, Agility, or Stamina, and are -4 to all actions for the remainder of the tournament round.

Benisons and dooms: In cases where a benison's effect must be decided on, the player must declare the effect prior to the start of the first round, and which does not change over the course of the tournament. For example, a character with the Mingol Bow benison must declare whether the benison grants a +1 to attack rolls or damage rolls prior to the start of the first round.

Unless they specifically incur a mechanical or game play effect, dooms are used but have no additional benefits or penalties.

Fleeting Luck: In order to adapt fleeting Luck for tournament play, the following rules apply to its use:

- PCs start each tournament round with 1 point of fleeting Luck.
- Whenever a PC rolls a natural 20 on any attack roll, saving throw, ability or skill check, or spell check, the PC gains a point of fleeting Luck.
- Succeeding in a critical success or hit with a roll other than a natural 20 (such as an attack by a warrior with increased crit range), the PC gains a point of fleeting Luck.
- The only other time a PC may gain fleeting Luck is through tournament encounters. Judges will notify their players when they have performed an action that results in a gain of fleeting Luck.
- Any time any PC in the party rolls a natural 1 that re-

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

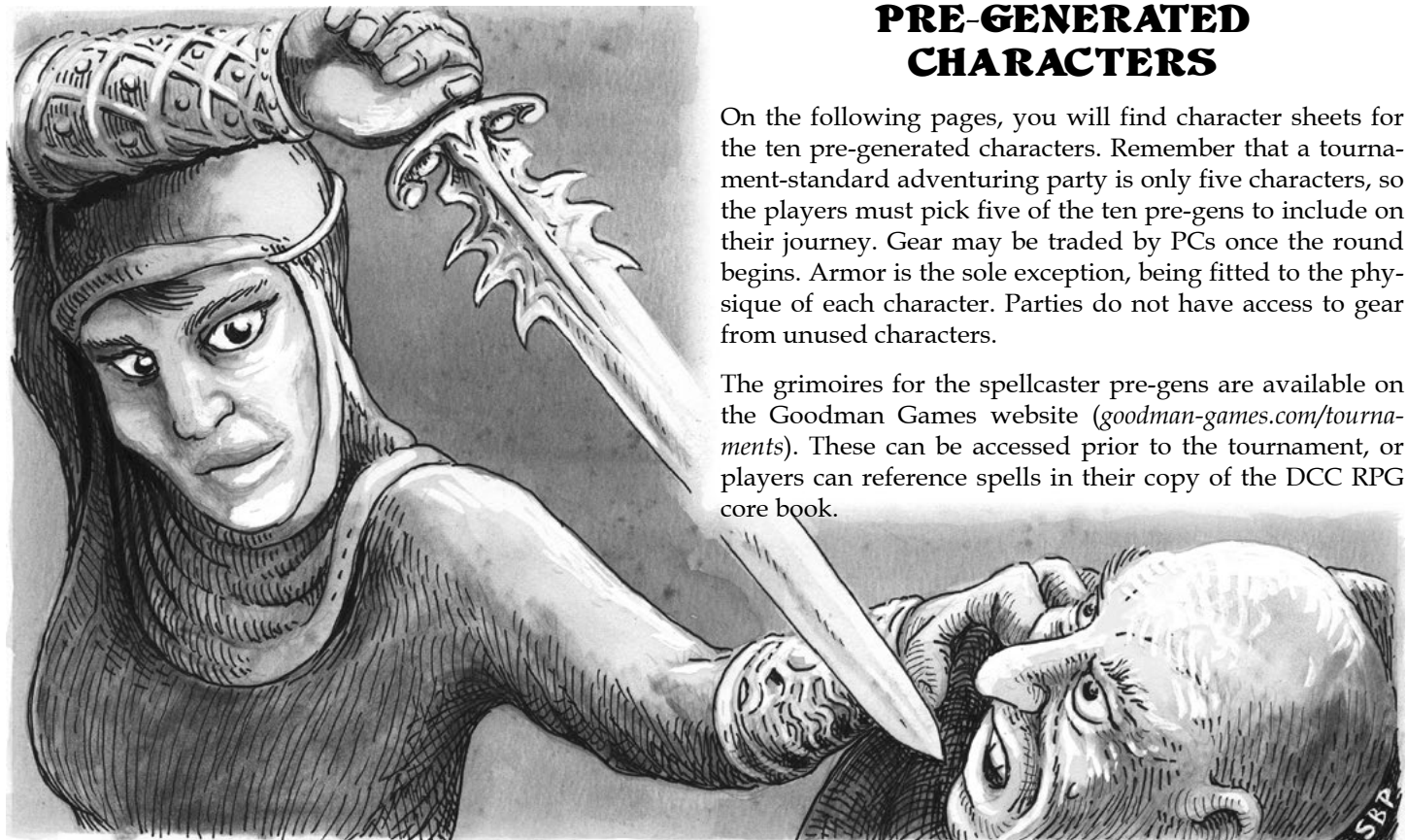
- Fleeting Luck does not carry over between tournament rounds, and any excess fleeting Luck is lost at the end of the round.

Stipulations: Like mercurial magic, spell stipulations are not used in tournament play.

Agents: Characters who are agents may call upon their patron for help using their patron die as summarized below:

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

**A roll of a natural 1 on a patron die has no effect if the result on the action die is a natural 1 resulting in a fumble, spell loss, or similar calamitous event.*



PRE-GENERATED CHARACTERS

On the following pages, you will find character sheets for the ten pre-generated characters. Remember that a tournament-standard adventuring party is only five characters, so the players must pick five of the ten pre-gens to include on their journey. Gear may be traded by PCs once the round begins. Armor is the sole exception, being fitted to the physique of each character. Parties do not have access to gear from unused characters.

The grimoires for the spellcaster pre-gens are available on the Goodman Games website (goodman-games.com/tournaments). These can be accessed prior to the tournament, or players can reference spells in their copy of the DCC RPG core book.

DCC Lankmar Character Record Sheet

Name _____
 Level 3 XP 110 Speed 30'
 The Slums
 Neighborhood/Quarter _____
 Hangout _____

The Mingol Steppes
 Place of Origin _____
 The Assassin
 Thieving Path _____

Armor Class _____
 Hit Points _____
 Max: 16

12

Combat Basics
 Initiative: +1
 Action Dice: d20
 Attack: +2
 Crit Die: d14
 Crit Table: 11

Strength 10
 Modifier: 0

Melee Attack +2
 Missile Attack +3
 Missile Damage +0

Agility 14
 Modifier: +1

Ref Save +3
 Missile Damage +0

Stamina 9
 Modifier: 0

Fert Save +1
 Patron Die

Personality 9
 Modifier: 0

Will Save +1
 Patron #1 _____
 Patron #2 _____
 Patron #3 _____
 Patron #4 _____
 Patron #5 _____

Luck 14
 Modifier: +1

Birth Augur -2 on Fumbles

Intelligence 13
 Modifier: +1

Languages _____
 Mingol, Low & High Lankmarese

Weapons
 Handaxe
 +2 atk (1d6 dmg)
 *Mingol Bow (dl6 Int) 70/140/210'
 +3 atk (1d6 dmg)
 *+1 bonus to _____

Equipment
 Cloth doll & 2d6 needles
 Thieves' tools
 Backpack
 5 torches
 Flint & steel
 Waterskin
 Quiver w/20 arrows

Treasure
 Iron Thiss: -
 Bronze Agols: 5
 Copper Pennies: 13
 Silver Superdunks: -
 Gold Rills: -
 Diamond-In-Amber Gluiditchies: -

Armor
 Padded (+1 AC)
 (d8 fumble)

Bepisons & Dooms
 *Mingol Bow
 - weapon gains +1 to attack OR damage rolls; player must declare which bonus at start of game

Thief Abilities

Luck Die	d5	Disable trap	+3
Backstab	+7	Forge document	+2
Sneak silently	+8	Disguise self	+7
Hide in shadows	+6	Read languages	+2
Pick pocket	+3	Handle poison	+7
Climb		Cast spell	
sheer surfaces	+6	from scroll	+d12+1
Pick lock	+6		
Find trap	+6		

Notes

Thief

DCC Lankmar Character Record Sheet

Lankmar

Name

Place of Origin

Level 3 XP 110

Speed 30'

The Boss

Thieving Path

Carousing Quarter
Neighborhood/Quarter

Hangout

14

Armor Class

Hit Points
Max: 13

Combat Basics

Initiative: +2

Action Dice: d20

Attack: +2

Crit Die: d14

Crit Table: 11

Melee Attack

+0

Melee Damage

-2

Missile Attack

+4

Missile Damage

+0

Patron Dice

Patron #1 d6 d2 d4 d6 d8 d12

Patron #2 d6 d2 d4 d6 d8 d12

Patron #3 d6 d2 d4 d6 d8 d12

Patron #4 d6 d2 d4 d6 d8 d12

Patron #5 d6 d2 d4 d6 d8 d12

Strength 5
Modifier: -2

Agility 17
Modifier: +2

Stamina 9
Modifier: 0

Personality 9
Modifier: 0

Luck 11
Modifier: 0

Intelligence 8
Modifier: -1

Ref Save +3

Fert Save +1

Will Save +1

Birth Augur

Willpower Saves

Languages

Low Lankmarese

Weapons

Short sword
+0 atk (1d6-2 dmg)

*Shortbow (d16 Int) 50/100/150'
+1d3+4 atk (1d6+deed die dmg)

Treasure

Iron Tliss: 11

Bronze Agols: 8

Copper Pennies: 3

Silver Spindles: 19

Gold Rings: 1

Diamond-In-Amber Gliditiches: -

Equipment

Pair of beggar's crutches
Thieves' tools

Backpack

Lantern

Flint & steel

5 oil flasks

Small mirror

Quiver w/20 arrows

Armor

Leather (+2 AC)
(-1 check penalty, d8 fumble)

Benisons & Dooms

*Martial Training

- thief may declare Mighty Deeds of Arms with shortbow; gain a d3 deed die with this weapon only

Magically Corrupted

- small vermin (flies, mites, ants, louses, etc.) nest in thief's hair, resisting all removal attempts

Thief Abilities

Luck Die d5

Backstab +5

Sneak silently +7

Hide in shadows +9

Pick pocket +7

Climb +9

sheer surfaces +7

Pick lock +6

Find trap +6

Disable trap +9

Forge document +3

Disguise self +2

Read languages +0

Handle poison +2

Cast spell from scroll +d12-1

Notes

Thief

DCC Lankhmar Character Record Sheet

Name _____
 Level 4 XP 190 Speed 30'
 Carousing Quarter
 Neighborhood/Quarter _____
 Hangout _____

The Mingol Steppes
 Place of Origin
 The Swindler
 Thieving Path

13
 Armor Class _____
 Hit Points _____
 Max: 20

Combat Basics
 Initiative: +1
 Action Dice: d20
 Attack: +2
 Crit Die: d16
 Crit Table: 11

Strength 10
 Modifier: 0
 Agility 15
 Modifier: +1
 Stamina 10
 Modifier: 0
 Personality 7
 Modifier: -1
 Luck 8
 Modifier: -1
 Intelligence 9
 Modifier: 0

Ref Save +3
 Fort Save +2
 Will Save +0
 Birth Augur
 Spell dmg cast
 Languages
 Mingol, Low Lankmarese

Weapons
 Short sword
 +2 atk (1d6 dmg)
 Shortbow (d16 Init) 50/100/150
 +3 atk (1d6 dmg)

Equipment
 Pair of huntsman's boots
 Thieves' tools
 Backpack
 5 torches
 Flint & steel
 50' rope
 Waterskin
 Quiver w/30 arrows

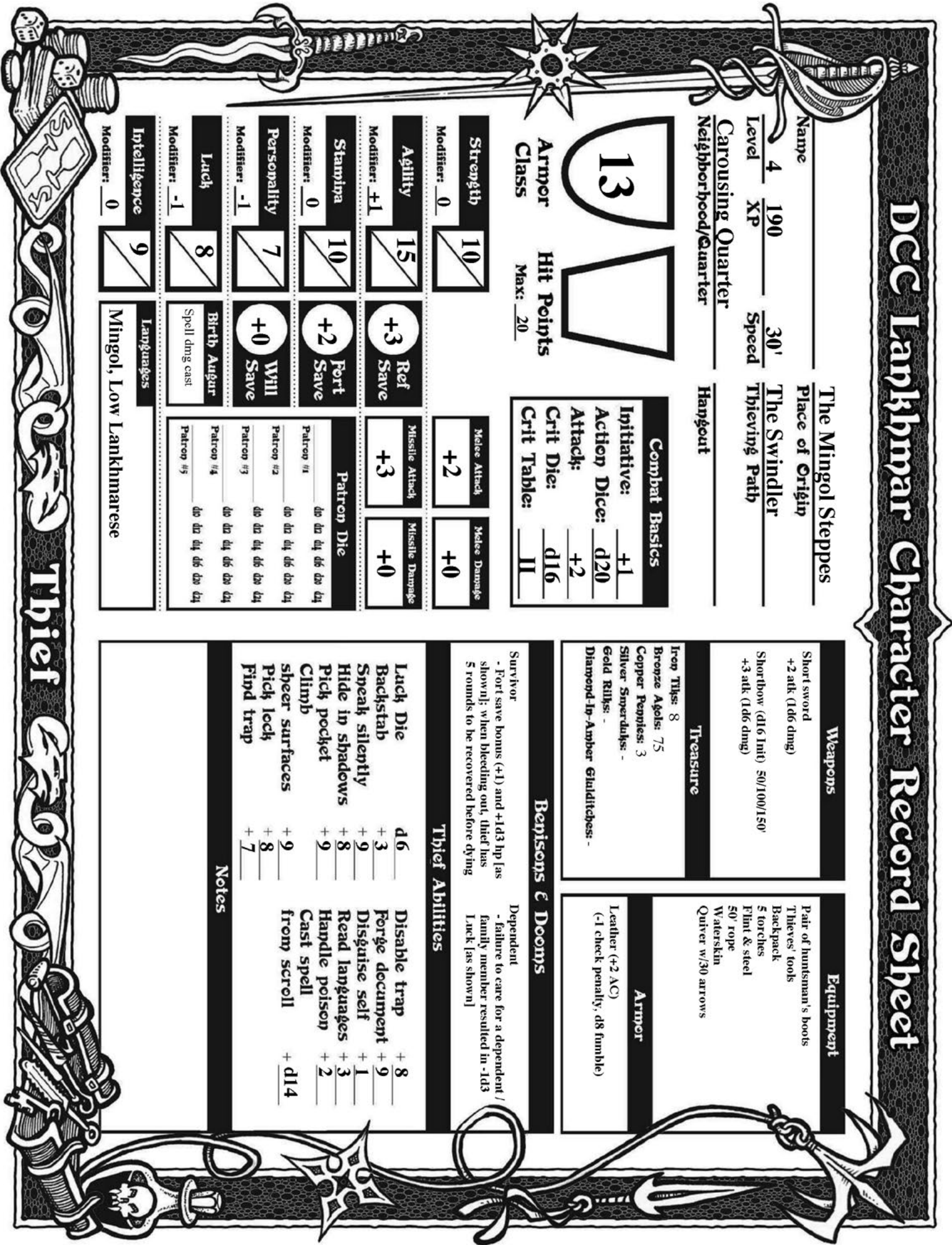
Treasure
 Iron Tliss: 8
 Bronze Ageols: 75
 Copper Pennies: 3
 Silver Sceptacles: -
 Gold Rings: -
 Diamond-In-Amber Gulditchies: -

Armor
 Leather (+2 AC)
 (-1 check penalty, d8 fumble)

Survivor
 - Fort save bonus (+1) and +1d3 hp [as shown]; when bleeding out, thief has 5 rounds to be recovered before dying
 Dependent
 - failure to care for a dependent / family member resulted in -1d3 Luck [as shown]

Thief Abilities
 Luck Die d6
 Backstab +3
 Sneak silently +9
 Hide in shadows +8
 Pick pocket +9
 Climb +9
 sheer surfaces +9
 Pick lock +8
 Find trap +7
 Disable trap +8
 Forge document +9
 Disguise self +1
 Read languages +3
 Handle poison +2
 Cast spell from scroll +d14

Notes



DCC Lankmar Character Record Sheet

Name _____
 Level 4 XP 190 Speed 30'
 The Slums
 Neighborhood/Quarter _____
 Hangout _____

The Cold Wastes
 Place of Origin _____
 The Assassin
 Thieving Path _____

13
 Armor Class _____ Hit Points _____
 Max: 26
 Combat Basics
 Initiative: +0
 Action Dice: d20
 Attack: +2
 Crit Die: d16
 Crit Table: 11

Strength 9 Missile Attack +2 Missile Damage +0
 Modifier: 0
 Agility 11 Ref Save +2 Missile Attack +2 Missile Damage +0
 Modifier: 0
 Stamina 14 Fort Save +3 Patron Die
 Modifier: +1
 Personality 6 Will Save +0 Ningable do do diq d6 do do diq
 Modifier: -1 Patron #2 do do diq d6 do do diq
 Luck 12 Birth Augur _____ Patron #3 do do diq d6 do do diq
 Modifier: 0 Birth Augur _____ Patron #4 do do diq d6 do do diq
 Armor Class _____ Patron #5 _____
 Intelligence 13 Languages _____
 Modifier: +1 Lankmarese, Horbrixic

Weapons
 Dagger +2 atk (1d4/1d10 dmg)
 Garrote +2 atk (1/3d4 dmg)
 Crossbow (d16 Int) 80/160/240
 +2 atk (1d6 dmg)

Treasure

Iron Tins: 40
 Bronze Agols: 2
 Copper Pennies: 16
 Silver Superdunks: 10
 Gold Rills: -
 Diamond-In-Amber Glulditchies: -

Equipment
 Pair of rat-skin gloves
 Thieves' tools
 Backpack
 2 torches
 Flint & steel
 Large sack
 Small mirror
 Empty flask
 Quiver w/30 bolts

Armor

Studded Leather (+3 AC)
 (-2 check penalty, d8 fumble)

Benisons & Dooms

Pirate Raid Veteran
 - gain +1d on all rolls pertaining to the operation of sailed/oar-powered ships; +1 language [as shown]

Minor Foe

Thief Abilities

Luck Die	d6	Disable trap	+3
Backstab	+8	Forge document	+2
Sneak silently	+8	Disguise self	+7
Hide in shadows	+7	Read languages	+3
Pick pocket	+3	Handle poison	+8
Climb		Cast spell	
sheer surfaces	+7	from scroll	+d12+1
Pick lock	+7		
Find trap	+8		

Notes

This thief is an agent of Ningable of the Seven Eyes, Gossiper of the Gods.
 Domains: Protection / Wizardry / Expertise
 Current patron die: d14
 When rolling for agent assistance effects, make regular roll + 1d14. If # on d14 is less than or equal to # on action die (before modifiers), the request for assistance is successful.

Thief

DCC Lankmar Character Record Sheet

Name

3 110

Level

XP

25'

Speed

The Slums

Neighborhood/Quarter

The Cold Wastes

Place of Origin

Hangout

Combat Basics

Initiative: +3

Action Dice: d20

Attack: +d5

Crit Die: d16

Crit Table: IV

Armor Class
Hit Points
Max: 23

Strength

15

Modifier: +1

Agility

12

Modifier: 0

Stamina

12

Modifier: 0

Personality

6

Modifier: -1

Luck

12

Modifier: 0

Intelligence

8

Modifier: -1

Ref Save
+1

Fert Save
+2

Will Save
0

Birth Augur
Initiative

Languages

Northspeak, Low Lankmarese

Weapons

Two-handed sword (d16 Init)
+1d5+1 atk (1d10+1+deed die dmg)

Shortbow (d16 Init) 50/100/150
+1d5 atk (1d6+deed die dmg)

Treasure

Iron Tins: 88

Bronze Agols: 12

Copper Pennies: 14

Silver Spertulges: 9

Gold Rills: 2

Diamond-In-Amber Gluditches:-

Equipment

Red lace glove
Backpack

5 torches

Flint & steel

Waterskin

Empty flask

Small hammer

4 iron spikes

Quiver w/30 arrows

Armor

Chainmail (+5 AC)
(+5 check penalty, -5' MV, d12 fumble)

Benisons & Dooms

*Roaring Skald
- grants attack bonus to allies within 30'
for 3 rounds [+ see notes]

Illiterate
- cannot read or write any language
(may be negated temporarily via
comprehend language spell)

Warrior Abilities

Critical Threat Range: 19-20

Lucky Weapon: n/a

Add Class Level to initiative, Mighty Deeds of Arms

Notes

*Roaring Skald: Must spend 1 action and 1 Luck to activate, performing a
roaring chant. Allies within 30' gain a +1 bonus to attack rolls for 3 rounds.
Allies from the Cold Wastes gain +2 to attacks for the duration.

This warrior is an agent of Kos of the Dooms, deity of the Cold Wastes.
Domains: Battle / Protection / Expertise
Current patron die: d12

When rolling for agent assistance effects, make regular roll + 1d12. If # on
d12 is less than or equal to # on action die (before modifiers), the request for
assistance is successful.

Warrior

DCC Lankmar Character Record Sheet

Lankmar

Place of Origin

Name

3 110

Level

XP

30'

Speed

River Quarter

Neighborhood/Quarter

Hangout

Combat Basics

Initiative:

+5

Action Dice:

d20

Attack:

+d5

Crit Die:

d16

Crit Table:

IV

Armor Class

Hit Points
Max: 30

Strength

14

Modifier: +1

Agility

17

Modifier: +2

Stamina

10

Modifier: 0

Personality

12

Modifier: 0

Luck

14

Modifier: +1

Intelligence

9

Modifier: 0

Languages

Low Lankmarese

Weapons

Longsword

+1d5+1 atk (1d10+1+deed die dmg)
*additional +1 atk if Lucky

Crossbow (d16 Init) 80/160/240'
+1d5+2 atk (1d6+deed die dmg)

Treasure

Iron Thiss -

Bronze Agols: 16

Copper Pennies: -

Silver Sceptacles: 14

Gold Rings: 8

Diamond-In-Ambler Gliditiches:-

Equipment

Weighted/barbed Lankmar
constable's dart (1d4 dmg)

Backpack

5 torches

Flint & steel

50' rope

Grappling hook

Quiver w/30 bolts

Armor

Unarmored (+4 AC)**
Shield (+1 AC)

(-1 check penalty, d8 fumble)

Benisons & Dooms

Good Reputation in Certain Circles:
Dockworkers & Harbormasters

Blackmailed

Warrior Abilities

Critical Threat Range: 19-20

Lucky Weapon: * longsword (named)

Add Class Level to initiative, Mighty Deeds of Arms

Notes

*Must name and invoke the longsword being used in order to enjoy a +1
Luck bonus to attack rolls. (Modifier does not change.)

**Unarmored warrior: Gain double Agility bonus when not wearing armor.
May still use shield normally.

Warrior

DCC Lankmar Character Record Sheet

Name

4 190

Level

XP

25'

Speed

River Quarter

Neighborhood/Quarter

The Eastern Lands

Place of Origin

Hangout

Combat Basics

Initiative: +4

Action Dice: d20

Attack: +d6

Crit Die: d20

Crit Table: IV

Armor Class

Hit Points
Max: 29

Strength

12

Modifier: 0

Agility

11

Modifier: 0

Stamina

9

Modifier: 0

Personality

11

Modifier: 0

Luck

11

Modifier: 0

Intelligence

7

Modifier: -1

Melee Attack

+d6

Melee Damage

+d6

Missile Attack

+d6

Missile Damage

+d6

Patron Dice

Patron #1 d6 d6 d4 d6 d6 d4

Patron #2 d6 d6 d4 d6 d6 d4

Patron #3 d6 d6 d4 d6 d6 d4

Patron #4 d6 d6 d4 d6 d6 d4

Patron #5 d6 d6 d4 d6 d6 d4

+2 Fort Save

+1 Will Save

Birth Augur

Speed

Languages

Desert-Talk, Low Lankmarese

Weapons

Spear
+1d6 atk (1d8+deed die)

Crossbow (dl6 Init) 80/160/240
+1d6 atk (1d6+deed die)

Treasure

Iron Tiles: 3

Bronze Aglets: 3

Copper Pennies: -

Silver Spindles: 12

Gold Rings: 7

Diamond-In-Amber Gliditiches: -

Equipment

Two white ermine pelts

Backpack

Lantern

5 oil flasks

Flint & steel

3 candles

Waterskin

50' rope

Quiver w/30 bolts

Armor

Scale mail (+4 AC) and Shield (+1 AC)
(-5 check penalty, -5 MV, dl2 fumble)

Benisons & Dooms

Tough

- when spending Luck to heal, roll hit die twice and take the better result

Distinctive Appearance

- easily memorable

Warrior Abilities

Critical Threat Range: 19-20

Lucky Weapon: n/a

Add Class Level to initiative, Mighty Deeds of Arms

Notes

Warrior

DCC Lankhmar Character Record Sheet

Name

4 190

30'

Level

XP

Speed

Carousing Quarter

Neighborhood/Quarter

The Cold Wastes

Place of Origin

Hangout

Combat Basics

Initiative:

+5

Action Dice:

d20

Attack:

+d6

Crit Die:

d20

Crit Table:

IV

Armor Class

Hit Points

Max: 26

14

Strength

12

Modifier: 0

Agility

14

Modifier: +1

Stamina

8

Modifier: -1

Personality

7

Modifier: -1

Luck

10

Modifier: 0

Intelligence

6

Modifier: -1

+3 Ref Save

+1 Fort Save

+0 Will Save

Birth Augur

Languages

Northspeak, Low Lankhmarese

Weapons

Battleaxe (dl6 Init)

+1d6 atk (1d10+deed die dmg)

Longbow (dl6 Init) 50/100/150'

+1d6+1 atk (1d6+deed die dmg)

Treasure

Iron Tiles: 30

Bronze Ageols: 14

Copper Pennies: 4

Silver Sceptacles: 8

Gold Rings: -

Diamond-In-Amber Gliditiches: -

Equipment

Small browned iron fire pot

Backpack

5 torches

Flint & steel

Small hammer

4 iron spikes

10' chain

Large sack

Quiver w/30 arrows

Armor

Hide (+3 AC)

(-3 check penalty, dl2 fumble)

Berisons & Dooms

*Berserker

- may enter battle frenzy (+2 bonus to attack/damage rolls and saves vs. fear) for up to 8 rounds/day [see notes]

Hindered

- previous injury resulted in permanent -1 Stamina [as shown]

Warrior Abilities

Critical Threat Range: 19-20

Lucky Weapon: n/a

Add Class Level to initiative, Mighty Deeds of Arms

Notes

*Berserker: 8 rounds per day do not need to be consecutive, but warrior must make DC 10 Will save to end the frenzy prematurely; if save fails, frenzy continues until save is made or rounds expire. Warrior may not spend Luck to heal himself while in battle frenzy.

This warrior is an agent of Mlog the Spider God, Lord of Arachnids.

Domains: Battle / Wizardry / Expertise

Current patron die: dl6

When rolling for agent assistance, make regular roll + dl6. If # on dl6 is less than or equal to # on action die (before modifiers), the request for assistance is successful.

Warrior

DCC Lankmar Character Record Sheet

Name		Lankmar	
3	110	Place of Origin	
Level	XP	30	n/a
Crafts Quarter		Spell Path	
Neighborhood/Quarter		Hangout	
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 2px solid black; padding: 10px; font-size: 2em;">11</div> <div style="text-align: center;"> Armor Class Hit Points Max: <u>12</u> </div> </div>		Combat Basics Initiative: <u>+0</u> Action Dice: <u>1d20</u> Attack: <u>+1</u> Crit Die: <u>1d8</u> Crit Table: <u>1</u>	
Strength	10		
Modifier: <u>0</u>			
Agility	12		
Modifier: <u>0</u>			
Stamina	11		
Modifier: <u>0</u>			
Personality	16		
Modifier: <u>+2</u>			
Luck	7		
Modifier: <u>-1</u>			
Intelligence	17		
Modifier: <u>+2</u>			
Ref Save <u>+1</u>		Fort Save <u>+1</u>	
Will Save <u>+4</u>		Birth Augur -1 Escape Traps	
Patron Die Patron #1: <u>1d6</u> Patron #2: <u>1d6</u> Patron #3: <u>1d6</u> Patron #4: <u>1d6</u> Patron #5: <u>1d6</u>		Languages Horborex, Kleshic, High Lankmarse, Low Lankmarse, Mingol, Quarmallian	

Weapons Dagger +1 atk (1d4) Longbow (dl6 Init) 50/100/150' +1 atk (1d6)		Equipment Black toga Grimoire Backpack 5 torches Flint & steel 5 candles 2 pieces of chalk Brass ring 1 draught: Illumar strong wine (+2hp) Ceremonial dagger/athame Quiver w/30 arrows	
Treasure Iron Tills: - Bronze Agols: 12 Copper Pennies: 8 Silver Superdunks: 43 Gold Rills: 1 Diamond-In-Amber Guildtickets: -		Armor Padded (1 AC) (0 check penalty, 1d8 fumble)	
Benisons & Dooms Skilled in the Criminal Arts - wizard gains +1 in 3 thief skills (excluding backstab), to be chosen by player at the start of the game			
Wizard Spells & Abilities Base Spell Check: <u>1d20+5</u> Familiar: <u>n/a</u> Patron(s): Sheelba of the Eyeless Face Corruption: Occas. emits small animal noises when speaking			
Spells			
Spell Name	Level	Check	Spell Stipulations
Chill Touch	1	-1d	--if cast vs. magical/sum creatures
Detect Magic	1		n/a
Ekim's M. Mask	1	-1d	--if cast while outdoors
Invoke/Patron B.	1		cannot utilize spellburn
Sleep	1		n/a
Ventiloquism	1		must wear brass ring on right hand
Obscure Identity	1	+1d	--to each casting; spell mastered!
Levitate	2		use athemae to cut air around you

DCC Lankhmar Character Record Sheet

Name		Land of Eight Cities	
4	190	Place of Origin	
Level	XP	30'	n/a
River Quarter		Speed	Spell Path
Neighborhood/Quarter		Hangout	

<div> <div>11</div> <div>Armor Class</div> <div>Hit Points</div> <div>Max: 12</div> </div>		Combat Basics Initiative: +0 Action Dice: d20 Attack: +1 Crit Die: d8 Crit Table: 1
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Strength Modifier: -1 8	Melee Attack +0	Melee Damage -1
Agility Modifier: 0 11	Ref Save +2	Missile Attack +1
Stamina Modifier: -1 8	Fert Save +0	Missile Damage +0
Personality Modifier: 0 10	Will Save +2	Patron Die Patron #1: d6 d6 d4 d6 d6 d4 Patron #2: d6 d6 d4 d6 d6 d4 Patron #3: d6 d6 d4 d6 d6 d4 Patron #4: d6 d6 d4 d6 d6 d4 Patron #5: d6 d6 d4 d6 d6 d4
Luck Modifier: 0 12	Birth Augur Find Traps	
Intelligence Modifier: 0 12	Languages Kvarchish, Low Lankhmarese	

Weapons Staff +0 atk (1d4-1 dmg) Shortbow (dl6 Init) 50/100/150 +1 atk (1d6 dmg)	Equipment Small glass prism pendant Grimoire Backpack 2 torches Flint & steel 2 small mirrors 4 pieces of chalk Waterskin Vial of anti-itch ointment Quiver w/30 arrows
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Treasure Iron Tiles: 2 Bronze Agols: 3 Copper Pennies: 18 Silver Superdunks: 5 Gold Rills: Diamond-In-Amber Guildtickets: -	Armor Padded (+1 AC) (d8 fumble)
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Benisons & Dooms Former Gladiator - when spending Luck to heal, add +2 to # of hit points regained Prone to Seasickness - if at sea for more than 1 hour, -2 penalty to all attack rolls, saves, skill and spell checks until on dry land	Wizard Spells & Abilities Base Spell Check: 1d20+4 Familiar: n/a Patron(s): Ninnable of the Seven Eyes Corruption: Facial ties; sixth finger on dominant hand
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Spell Name	Level	Check	Spell Stipulations
Animal Summon	1		remain motionless while casting
Color Spray	1		use pair of mirrors to focus forces
Flaming Hands	1		-1d check if caster has 7 hp or more
Invoke/Patron B.	1		n/a
Runic Alphabet m	1		pour water over/limmerse hands
Detect Invisible	2		hold prism of glass to forehead
Fire Resistance	2		Nauseal -2 on atks, saves, skill/spell cks for 2 rounds, even if spell fails