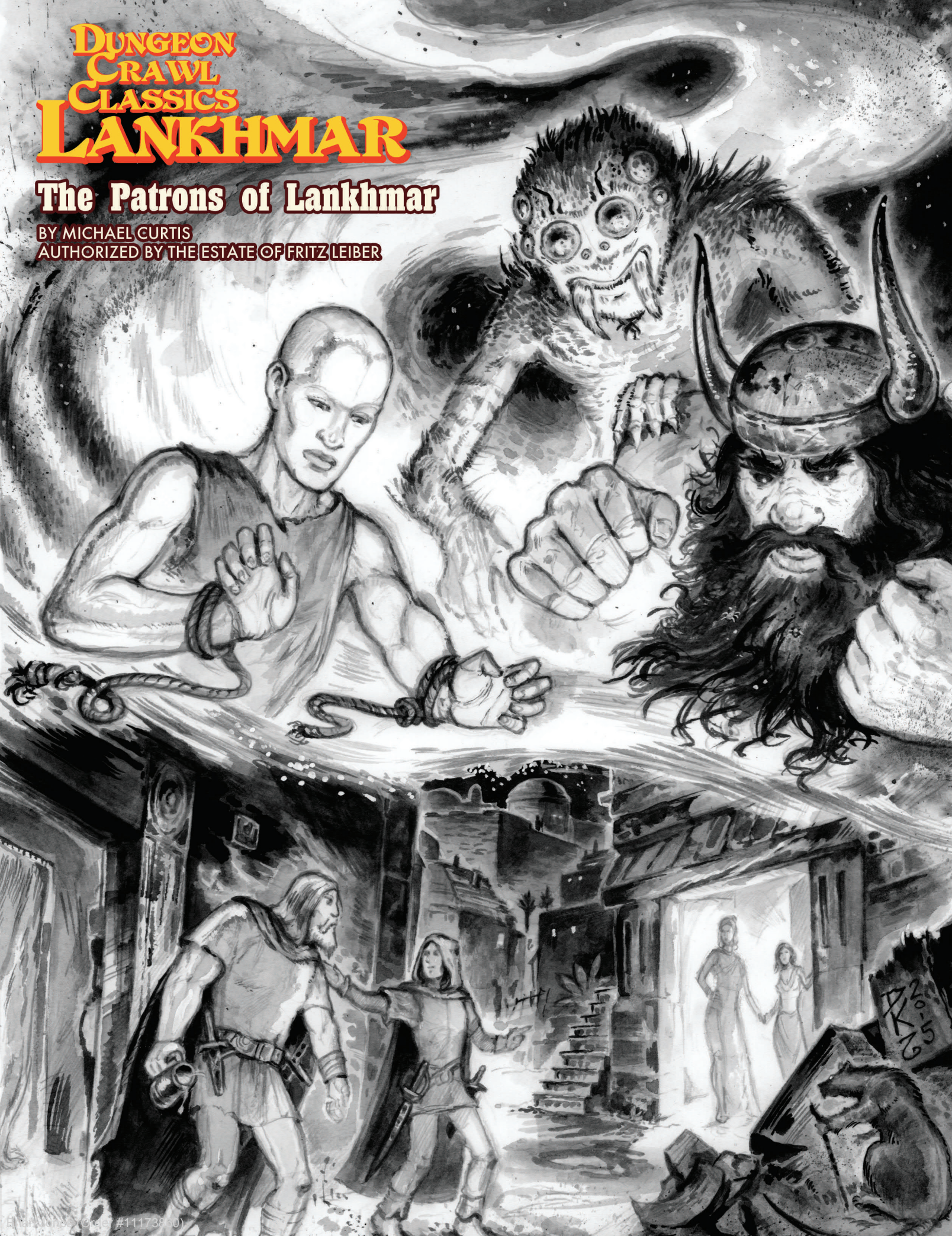


DUNGEON CRAWL CLASSICS LANKHMAR

The Patrons of Lankhmar

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elcome back to the fantastic world of Fritz Leiber's Nehwon, home to the City of Sevenscore Thousand Smokes, the indomitable Lankhmar. While the City of the Black Toga is famous for the heroes and scoundrels that trod its winding streets, there are other entities working behind the scenes to help and hinder those bold and infamous individuals. This supplement is dedicated to examining a half-score of these supernatural persons and powers.

The Patrons of Lankhmar serves two purposes. First, it provides an early look at the forthcoming Lankhmar line of products for Dungeon Crawl Classics. The Patrons of Lankhmar explores just some of the many entities destined to appear in the DCC RPG Lankhmar line, detailing the role they play in the sorcerous manipulations of the strange wizards and mighty heroes who dwell there. Soon-to-be judges of a DCC RPG Lankhmar campaign can use this material to get their creative juices flowing and start brainstorming adventure hooks and odd encounters featuring these esoteric entities.

Secondly, the book gives any DCC RPG judge six new patrons to add to his campaign, regardless of whether or not the players ever set foot in infamous Lankhmar. These pa-

trons can be introduced to the judge's world as they are, perhaps as magical travelers who journeyed through Ningauble's Cave or were banish from their native "world bubble," or used as the basis for entirely new patrons of the judge's devising. Whether you intend to introduce your player to Nehwon or not, you'll find this supplement useful in your Dungeon Crawl Classics game.

Each patron section includes a short description of the patron and what role he/she/it plays in the world of Nehwon, a full *invoke patron* table for use with the wizard spell of the same name, a chart of patron corruption traits, and a list of potential spellburn manifestations and complications. Due to space restrictions, patron spells have not been included in this book. Judges wishing to introduce new patron magic to bestow upon an entity's servant must either use their own creativity or wait until the release of the complete DCC RPG Lankhmar boxed set, which will include new patron spells.

Let us now stroll down the Street of the Gods in Lankhmar and discover some of those powers that crowd its temples, shrines, and tabernacles, or venture out into the forbidding wilderness outside the city, and meet the Patrons of Lankhmar.

FURTHER INFORMATION ON THE PATRONS OF LANKHMAR



he entities included in this supplement appear in Leiber's tales of Fafhrd and the Gray Mouser. Judges wishing to read more about these patrons should consult the following stories, novellas, and novels.

- **Death:** "The Price of Pain-Ease," "The Sadness of the Executioner," "Trapped in the Shadowland," and "The Mouser Goes Below."
- **Issek of the Jug:** "Lean Times in Lankhmar," "Under the Thumbs of the Gods," "The Curse of the Smalls and the Stars," and "The Mouser Goes Below."
- **Mog the Spider God:** *The Swords of Lankhmar*, "Under the Thumbs of the Gods," "The Curse of the Smalls and the Stars," and "The Mouser Goes Below."
- **Ningauble of the Seven Eyes:** "Adept's Gambit," "Bazaar of the Bizarre," "The Lords of Quarmall," "The Wrong Branch," *The Swords of Lankhmar*, "The Circle Curse," "The Price of Pain-Ease," "Trapped in the Shadowland," and "The Curse of the Smalls and the Stars."
- **The Rat God:** *The Swords of Lankhmar*, "The Wrong Branch," "The Circle Curse," and "The Mouser Goes Below."
- **The Sea King:** "When the Sea-King's Away," and "The Wrong Branch."
- **Sheelba of the Eyeless Face:** "Induction," "Bazaar of the Bizarre," *The Swords of Lankhmar*, "The Price of Pain-Ease," "The Circle Curse," "Trapped in the Shadowland," and "The Curse of the Smalls and the Stars."





DEATH



he Death of Nehwon is, in the grand scheme of the cosmos, a minor death, limited in scope and power, but nevertheless possessing immense responsibilities and capabilities. Outranked by and in service to the ineffable Lords of Necessity, Death is charged with keeping the equilibrium of lives on Nehwon in balance, claiming souls to meet the regular quotas set down by the Lords of Necessity. Death knows that his position is of finite duration and that he too will one day die. In the meanwhile, he conducts himself according to his own code of honor.

Those who pledge themselves to Death gain great power, but they walk the razor's edge. A servant of Death who attracts his patron's attention by either failing gravely or succeeding in spectacular fashion finds his soul claimed by his master, another death to meet Death's endless quotas.

Invoke Patron check results:

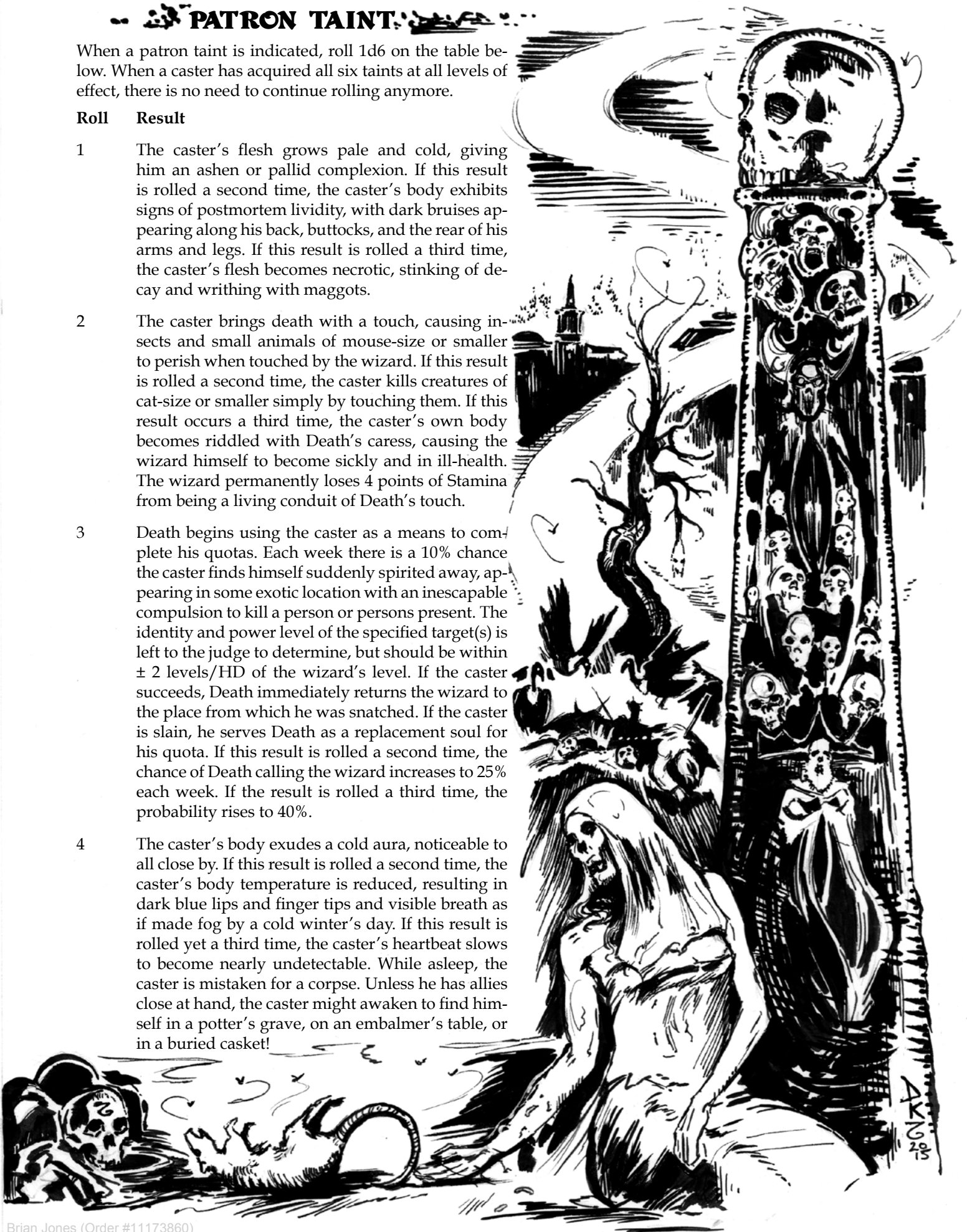
- 1 Failure and death. On a roll of a natural "1," Death is utterly disgusted with the caster's incompetence and immediately slays the wizard to meet his current quota of souls. There is no saving throw or other means to avoid instant death. Such is the cost of displeasing Death. The natural "1" cannot likewise be altered with spellburning or Luck expenditure.
- 2-11 Failure. Unlike other spells, *invoke patron* may not be lost for the day. Depending on the results of the *patron bond* spell, the wizard may still be able to cast it.
- 12-13 The caster can communicate with the shade of a dead individual as if he had cast *speak with dead* with a spell check of 24. Unlike the clerical spell, communication is mental and not affected by the state of the spirit's corpse. It is otherwise identical to the cleric spell.
- 14-17 Death grants the caster a fraction of his mortuary power. The next successful attack enacted by the caster, whether with a weapon or spell, inflicts double damage.
- 18-19 Death grants the caster a fraction of his power. The next two successful attacks enacted by the caster, whether with a weapon or spell, inflicts double damage.
- 20-23 The caster briefly taps into Death's profession, becoming able to slay with a single gesture. The next attack enacted by the caster, whether with a weapon or spell, forces the target to make a Fort save vs. the *invoke patron* spell check result or die. If the saving throw is successful, the target still suffers normal damage from attack.
- 24-27 Death extends to the caster the sanctuary of the Shadowland for a brief moment. For a number of rounds equal to the wizard's CL, the caster is immune to all attacks that cause physical damage or death. The wizard cannot be wounded, poisoned, incinerated, frozen, disintegrated, or otherwise killed during this period of time. Death sends a tendril of the Shadowland out to engulf the caster, cloaking him in gloom while this protection is in effect.
- 28-29 The caster cheats Death, convincing him to take another soul in place of a recently slain ally. If the wizard casts *invoke patron* immediately after another creature has died (failing his Luck check when "rolling over the body,") and achieves a spell check result of 28-31, Death spares the slain creature as if he had made a successful Luck check when "rolling over the body."
- 30-31 The caster cheats Death, convincing him to take another soul in place of his own. At the moment of the wizard's death by natural means (damage, poison, spell, etc., but not as a result of a natural "1" on this table for example), the caster can make a final *invoke patron* check. On a result of 30-31, Death spares the caster as if he had made a successful Luck check when "rolling over the body." This *invoke patron* effect can be used subsequently to a failed Luck check to avoid the wizard's death.
- 32+ Death is immensely impressed with the caster's power, so impressed that he immediately claims the wizard's soul to appease the Lords of Necessity. There is no saving throw or other means to avoid instant death. Such is the cost of impressing Death.

PATRON TAINT

When a patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling anymore.

Roll Result

- 1 The caster's flesh grows pale and cold, giving him an ashen or pallid complexion. If this result is rolled a second time, the caster's body exhibits signs of postmortem lividity, with dark bruises appearing along his back, buttocks, and the rear of his arms and legs. If this result is rolled a third time, the caster's flesh becomes necrotic, stinking of decay and writhing with maggots.
- 2 The caster brings death with a touch, causing insects and small animals of mouse-size or smaller to perish when touched by the wizard. If this result is rolled a second time, the caster kills creatures of cat-size or smaller simply by touching them. If this result occurs a third time, the caster's own body becomes riddled with Death's caress, causing the wizard himself to become sickly and in ill-health. The wizard permanently loses 4 points of Stamina from being a living conduit of Death's touch.
- 3 Death begins using the caster as a means to complete his quotas. Each week there is a 10% chance the caster finds himself suddenly spirited away, appearing in some exotic location with an inescapable compulsion to kill a person or persons present. The identity and power level of the specified target(s) is left to the judge to determine, but should be within ± 2 levels/HD of the wizard's level. If the caster succeeds, Death immediately returns the wizard to the place from which he was snatched. If the caster is slain, he serves Death as a replacement soul for his quota. If this result is rolled a second time, the chance of Death calling the wizard increases to 25% each week. If the result is rolled a third time, the probability rises to 40%.
- 4 The caster's body exudes a cold aura, noticeable to all close by. If this result is rolled a second time, the caster's body temperature is reduced, resulting in dark blue lips and finger tips and visible breath as if made fog by a cold winter's day. If this result is rolled yet a third time, the caster's heartbeat slows to become nearly undetectable. While asleep, the caster is mistaken for a corpse. Unless he has allies close at hand, the caster might awaken to find himself in a potter's grave, on an embalmer's table, or in a buried casket!



5 The caster attracts the dead. Initially, the caster merely acts as a magnet for the accoutrements of death. Ancient funeral shrouds, crumbling bones, and scraps of coffin wood seem to find their way to the caster's location. If this result is rolled a second time, minor hauntings and poltergeist activity happens around the caster. If rolled a third time, the caster attracts the attentions of the restless dead. When encountering un-dead creatures, they always target the caster. Additionally, merely walking past a burying ground might cause the dead to rise and for them to beseech the caster for aid. Unless this assistance is granted, the dead are swiftly angered and take out their frustrations on the caster.

6 A fragment of the Shadowland enters the caster's heart. At first, this fragment simply colors the caster's thoughts, making him moody and moribund. If this result is rolled again, the caster sees Death's touch everywhere he looks. He can spy the presence of terminal disease in others, places where numerous or horrific deaths will soon occur, and even healthy individuals seem gaunt and malnourished. If this result is rolled a third time, the fragment utterly engulfs the caster's heart, killing him outright. Death has gained another soul for his quota.

SPELLBURN

Those who pact with Death know that the best course of action is to remain beneath his attentions as much as one can. But, when in dire straits, even his wisest servant must plead for the Killer of All to intervene on his behalf. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your Lankmar campaign.

Roll Spellburn Result

- 1 Death snatches a portion of the caster's soul in exchange for amplifying his power. The stolen life force manifests as stat damage. Each time this effect occurs, there is a cumulative 1% chance that Death claims the caster's soul in entirety, killing him outright and putting an end to the caster's needy demands on Death's time and attention.
- 2 Death dispatches a strand of the Shadowland to the caster's location, a morbid conduit for his mortuary power. The tendril of Shadowland's power fuels the caster's spell, but the brush with the realm of Death inflicts stat loss.
- 3 The death energy of the Killer of All rushes through the caster to bolster his spell, but leaves the caster devastated by a sense of profound sadness and sense of his own mortality. Sobs wrack his body with spasms intense enough to cause stat loss.
- 4 Death demands payment for his aid. He will grant the desired assistance, but only if the caster is willing to help fill his next quota of claimed lives. The caster must choose from amongst his family or boon friends (NPCs, not PCs) who will die to pay Death's morbid allowance. If the caster chooses to nominate a loved one or friend, they perish within the next 1d5 days. The negotiation between the caster and Death is audible to anyone nearby and bystanders are aware of the caster's role in the upcoming death of the individual. This death cannot be avoided by any means other than the caster sacrificing himself and taking the chosen individual's slot on Death's roster.



ISSEK OF THE JUG



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

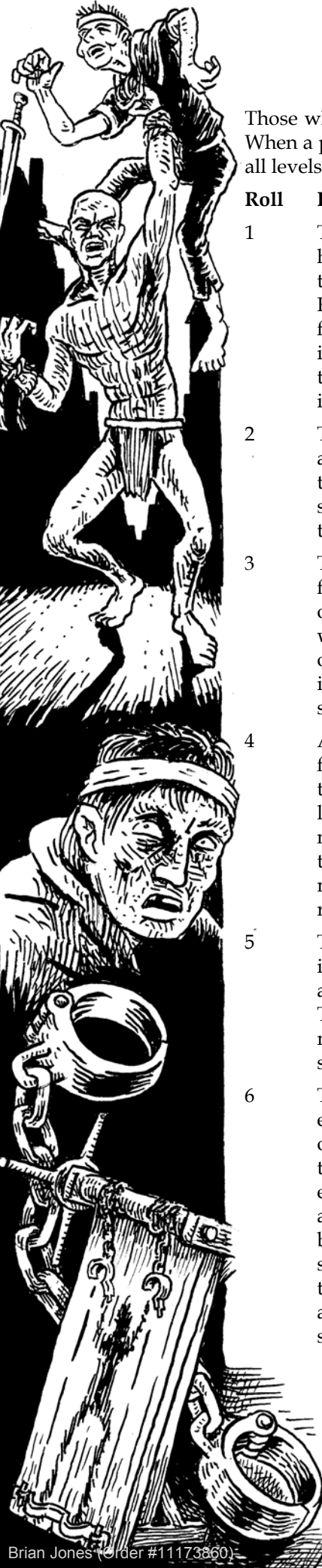
Invoke Patron check results:

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

PATRON TAINT

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

| Roll | Result |
|------|--|
| 1 | The caster experiences constant aches and pains, especially in the wrists, ankles, shoulders, and hips. These pains are initially discomforting but not debilitating. If this result is rolled a second time, the pain increases in severity. Each morning upon arising, the caster must make a DC 10 Fort save or be wracked by pain for the next 24 hours. While enduring this agony, the caster suffers a -2 penalty to all spell checks and attack rolls. If this result is rolled a third time the agony is continuous, imparting the -2 penalty at all times. Magical healing can temporarily relieve this torment, but only for 1 turn per Hit Dice achieved on the lay on hands check. When magical healing is applied in this manner, the servant of Issek does not regain hit points, only pain relief. |
| 2 | The caster's wrists and ankles become bent, appearing broken and twisted. If this result is rolled a second time, the caster's speed is reduced by -5' due to persistent limping. If rolled yet a third time, the caster's malformed wrists make the fine gestures of spellcasting difficult, creating more spectacular failures when his invocations go awry. The caster suffers a -1 modifier when rolling to determine the effects of a spell's misfire. |
| 3 | The caster acquires the desire to avoid violence whenever possible. This personality change manifests only as a minor quirk that can be overcome in dire circumstances. If this result is rolled a second time, the caster must make a DC 10 Will save in order to attack another living creature either with physical violence or spells. If rolled a third time, the caster cannot harm a living creature without severe punishment. In the event the caster harms another creature, either willingly or unwillingly, he loses the ability to cast spells until the dawn of the following day. No spell checks to cast spells, use magical items, or otherwise employ magical energies are allowed until the next sunrise. |
| 4 | All non-magical liquids within 5' of the caster transform into water if they remain in his presence for longer than two turns. Initially, the caster transforms up to 1 gallon of liquid into potable water. If this result is rolled a second time, any harmless or beneficial liquid that touches the caster's lips transforms into water. Wine and strong spirits become spring water, magical elixirs become normal water, etc. Living blood and harmful liquids such as ingested poisons are unaffected. If this result is rolled a third time, all beneficial or harmless liquids within 10' of the caster become mundane water. At this level of corruption, the caster transforms up to CL gallons of liquid if it remains in his presence for more than one minute. |
| 5 | The caster's hair thins, falling away to leave a bald patch on the crown of his head. If this result is rolled a second time, the caster loses all his hair, leaving him utterly bald. If this effect occurs a third time, the caster loses his eyebrows and eyelashes, leaving his head completely hairless. This lack of eyebrows and eyelashes hampers the caster in gritty environments and hot environments. The caster suffers a -2 penalty to attack rolls and skill checks dependent on vision in these surroundings as sweat and blowing debris sting his defenseless eyes. |
| 6 | The caster becomes concerned with his own fame (or lack thereof). He becomes obsessed with ensuring that others know who he is and of his accomplishments, revealing them whenever the opportunity to safely do so occurs. If this result is rolled a second time, the monomania increases to the point where the caster struggles to avoid claiming ownership to his identity and actions even when doing so is detrimental to his health and livelihood (such as in the wake of criminal activity or when enemies are seeking him). The caster must make a DC 15 Will save to avoid bragging of his actions and identity. If rolled a third time, the caster becomes so obsessed with spreading his fame that he must introduce himself to at least one new person each day and make them aware of him and his accomplishments. Failure to do so results in a cumulative -1 die penalty to spell checks. In addition, the Will save DC to avoid revealing himself when in a precarious situation is increased to 20. |



SPELLBURN

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

Roll Spellburn Result

- 1 Issek's power amplifies the caster's spell, but the godlet of the Jug requires the sorcerer to take upon himself some of the world's suffering. Bearing this burden results in stat loss.
- 2 Issek is keen to assist one who seeks to better the word and loathe to aid those who sow violence. If the wizard's spell is a defensive or utilitarian one (*ropework*, *magic shield*, etc.), the caster gains a +2 bonus for each point of spellburn. However, if the magic is harmful or causes injury, every two points of spellburn only results in a +1 bonus. The judge determines what category the spell falls under, taking situational factors into account (for example, a *magic missile* used to breach a cistern and help extinguish a house fire would be consider utilitarian in nature despite being an offensive invocation).
- 3 The caster experiences an echo of the suffering endured by Issek, resulting in stat loss. The caster must also make a DC 15 Fort save. If passed, Issek is impressed by the caster's grit and rewards his spell with an additional +1 point of spellburn.
- 4 The hatred of the Gods of Lankhmar for Issek of the Jug endures despite the scouring of his faithful. Calling upon Issek's assistance rouse the slumbering black-boned gods ire, which blasts the caster's body with palpable hate. This onslaught manifests as stat loss.



MOG THE SPIDER GOD



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

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

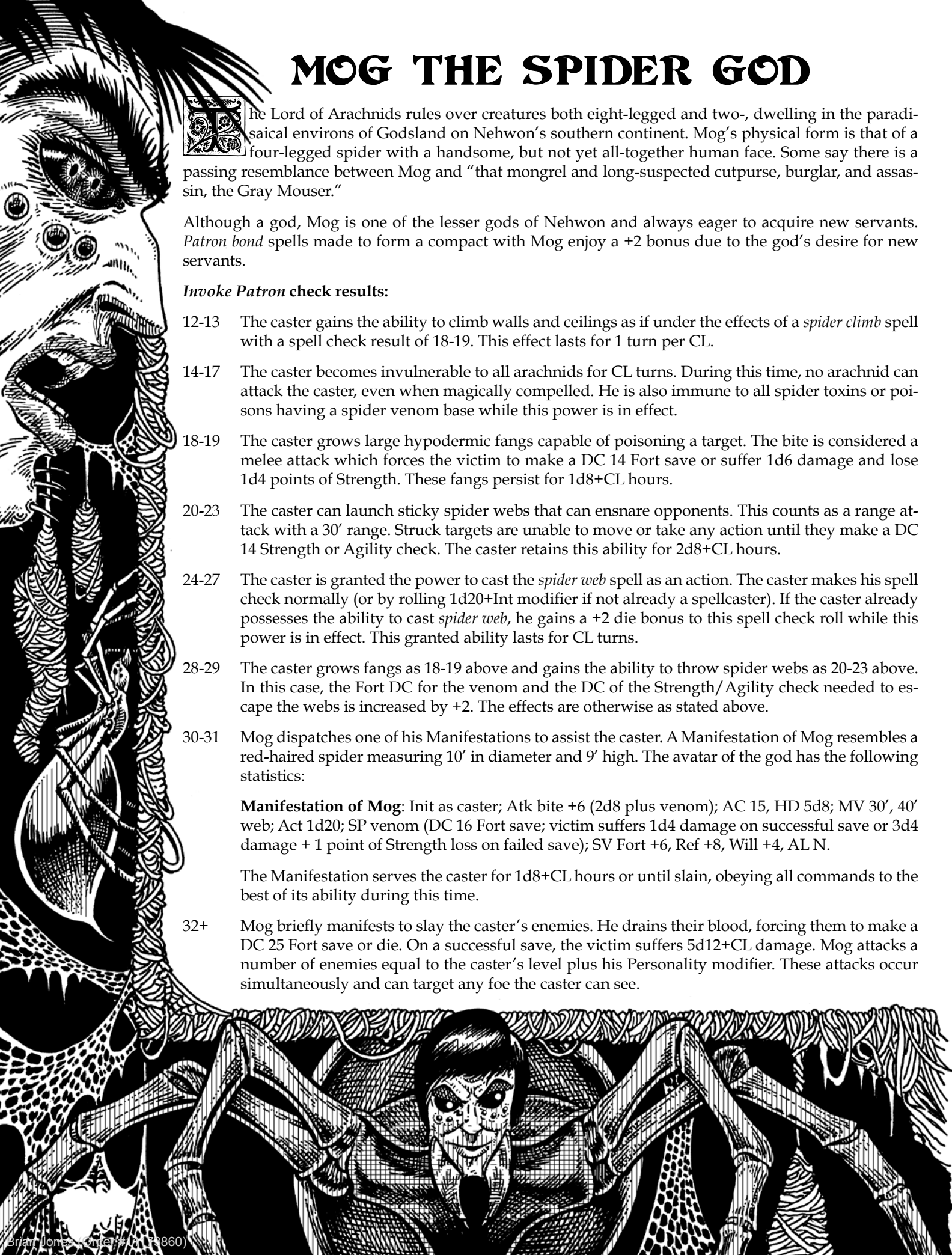
Invoke Patron check results:

- 12-13 The caster gains the ability to climb walls and ceilings as if under the effects of a *spider climb* spell with a spell check result of 18-19. This effect lasts for 1 turn per CL.
- 14-17 The caster becomes invulnerable to all arachnids for CL turns. During this time, no arachnid can attack the caster, even when magically compelled. He is also immune to all spider toxins or poisons having a spider venom base while this power is in effect.
- 18-19 The caster grows large hypodermic fangs capable of poisoning a target. The bite is considered a melee attack which forces the victim to make a DC 14 Fort save or suffer 1d6 damage and lose 1d4 points of Strength. These fangs persist for 1d8+CL hours.
- 20-23 The caster can launch sticky spider webs that can ensnare opponents. This counts as a range attack with a 30' range. Struck targets are unable to move or take any action until they make a DC 14 Strength or Agility check. The caster retains this ability for 2d8+CL hours.
- 24-27 The caster is granted the power to cast the *spider web* spell as an action. The caster makes his spell check normally (or by rolling 1d20+Int modifier if not already a spellcaster). If the caster already possesses the ability to cast *spider web*, he gains a +2 die bonus to this spell check roll while this power is in effect. This granted ability lasts for CL turns.
- 28-29 The caster grows fangs as 18-19 above and gains the ability to throw spider webs as 20-23 above. In this case, the Fort DC for the venom and the DC of the Strength/Agility check needed to escape the webs is increased by +2. The effects are otherwise as stated above.
- 30-31 Mog dispatches one of his Manifestations to assist the caster. A Manifestation of Mog resembles a red-haired spider measuring 10' in diameter and 9' high. The avatar of the god has the following statistics:

Manifestation of Mog: Init as caster; Atk bite +6 (2d8 plus venom); AC 15, HD 5d8; MV 30', 40' web; Act 1d20; SP venom (DC 16 Fort save; victim suffers 1d4 damage on successful save or 3d4 damage + 1 point of Strength loss on failed save); SV Fort +6, Ref +8, Will +4, AL N.

The Manifestation serves the caster for 1d8+CL hours or until slain, obeying all commands to the best of its ability during this time.

- 32+ Mog briefly manifests to slay the caster's enemies. He drains their blood, forcing them to make a DC 25 Fort save or die. On a successful save, the victim suffers 5d12+CL damage. Mog attacks a number of enemies equal to the caster's level plus his Personality modifier. These attacks occur simultaneously and can target any foe the caster can see.

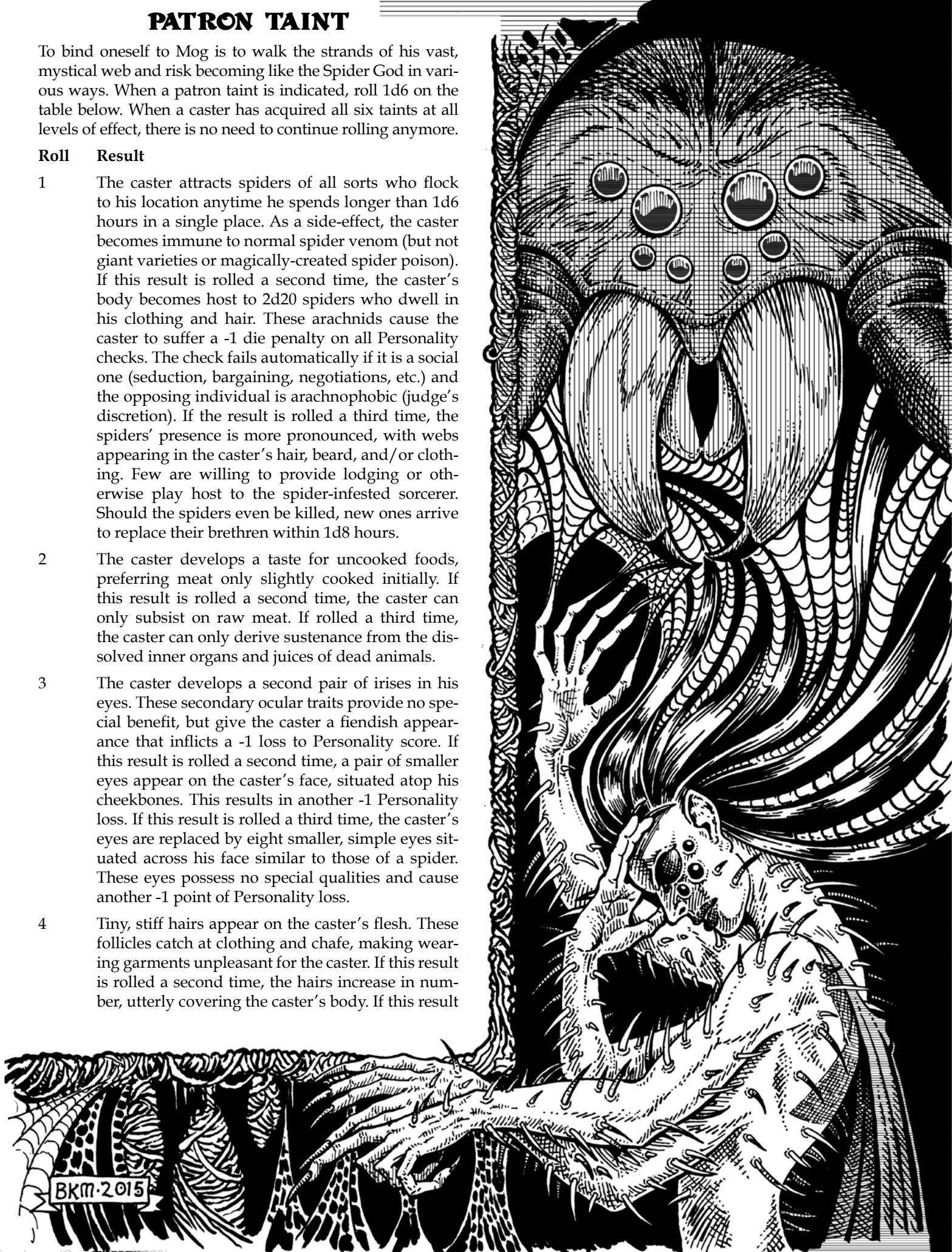


PATRON TAINT

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

Roll Result

- 1 The caster attracts spiders of all sorts who flock to his location anytime he spends longer than 1d6 hours in a single place. As a side-effect, the caster becomes immune to normal spider venom (but not giant varieties or magically-created spider poison). If this result is rolled a second time, the caster's body becomes host to 2d20 spiders who dwell in his clothing and hair. These arachnids cause the caster to suffer a -1 die penalty on all Personality checks. The check fails automatically if it is a social one (seduction, bargaining, negotiations, etc.) and the opposing individual is arachnophobic (judge's discretion). If the result is rolled a third time, the spiders' presence is more pronounced, with webs appearing in the caster's hair, beard, and/or clothing. Few are willing to provide lodging or otherwise play host to the spider-infested sorcerer. Should the spiders even be killed, new ones arrive to replace their brethren within 1d8 hours.
- 2 The caster develops a taste for uncooked foods, preferring meat only slightly cooked initially. If this result is rolled a second time, the caster can only subsist on raw meat. If rolled a third time, the caster can only derive sustenance from the dissolved inner organs and juices of dead animals.
- 3 The caster develops a second pair of irises in his eyes. These secondary ocular traits provide no special benefit, but give the caster a fiendish appearance that inflicts a -1 loss to Personality score. If this result is rolled a second time, a pair of smaller eyes appear on the caster's face, situated atop his cheekbones. This results in another -1 Personality loss. If this result is rolled a third time, the caster's eyes are replaced by eight smaller, simple eyes situated across his face similar to those of a spider. These eyes possess no special qualities and cause another -1 point of Personality loss.
- 4 Tiny, stiff hairs appear on the caster's flesh. These follicles catch at clothing and chafe, making wearing garments unpleasant for the caster. If this result is rolled a second time, the hairs increase in number, utterly covering the caster's body. If this result



occurs yet a third time, the hairs alter coloration, giving the caster's body the appearance of a tarantula with stripes of brown and black appearing throughout his hairy coat.

- 5 The caster grows a pair of vestigial arms. These tiny, infant-sized limbs appear slightly below his primary arms. They are small enough to be concealed by voluminous clothing. If this result is rolled a second time, the arms increase in size to those of a pre-adolescent child and become more difficult to conceal. If this result is rolled yet a third time, the arms grow to adult size and are covered with stiff, bristly black hairs. Regardless of size, the additional limbs are palsied, ineffectual defects and grant no additional actions or benefits to the caster. They may even flail about futilely at inappropriate moments, causing drawbacks to the caster's actions at the judge's discretion.
- 6 The caster's body undergoes mutation. His lower limbs swell slightly, while his chest shrinks minutely in size. This effect produces a strange sense of proportion to the caster's physique but is otherwise unremarkable. If this result occurs a second time, the caster's chest becomes truncated and narrow while his legs swell greatly. His waistline shrinks abnormally, giving him the overall appearance of possessing a spider-like build. If this result is rolled a third time, the caster's body becomes that of a man-sized spider. Although he gains additional limbs, he gains no spider-like abilities (wall-crawling, spinnerets, venomous fangs, etc.). He can still speak and cast spells in this form, but is otherwise limited to actions possible by a spider-shaped creature.

SPELLBURN

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

Roll Spellburn Result

- 1 The caster's body becomes shrouded in glittering, rainbow-hued webbing, forming a complete cocoon around his form. The caster's magical power builds within before bursting the gauzy prison and invoking the spell. The physical effort exerted to escape the clinging web results in stat loss.
- 2 Mog provides his aid, but uses the caster's body to magically gestate a brood of tiny divine spiders in his stomach. When the spell is cast, the brood hatches, forcing its way up the caster's gullet and emerging as a spewed horde of skittering arachnids. The stress of the mystical regurgitation manifests as stat loss.
- 3 Mog craves sustenance and drains a portion of the caster's vital fluids in return for bolstering his spellcasting. This blood drain results in stat loss.
- 4 Mog desires new worshipers and is willing to make a deal: If the caster proselytizes in his name for the next 1d5 days, Mog assumes the spellburn cost and the caster suffers no stat loss. However, should the caster fail to convert a number of individuals equal to the spellburn amount before the determined period elapses, he suffers three times the spellburn cost in stat damage.



THE RAT GOD




he citizens of Ilthmar venerate two deities, one of the sea and the other of the land. Of the two, the Rat God of Ilthmar receives the greatest veneration, overshadowing the Shark God. One cannot travel far down the streets of Ilthmar without spying frescoes depicting the Rat God, seeing his temples crowd the skyline, or his robed priests out and about on ecclesiastical duties. Although no theologian has yet to definitely prove a connection, there is likely regular discourse between the church of the Rat God, the intelligent rodents of Lankhmar Below, and certain human families who have interbred with the rats down the march of the ages.

The Rat God is venerated in Ilthmar so as to ensure his protection. As a centrally-located city, one perched at the cross-roads between the Eastern Lands, Lankhmar, Sarheenmar, and the Land of the Eight Cities, Ilthmar is especially vulnerable to rat-borne plagues arriving via ship and caravan. Also, lacking the vast grain fields of neighboring Lankhmar, the threat of vermin decimating their wheat stores is a very real one. The Ilthmarts pay homage to their Rat God to keep both of these catastrophes at bay.

Invoke Patron check results:

- 12-13 The caster receives the protection of the Rat God, and will not be bothered or threatened by normal rodents of any type. Mice, rats, voles, lemmings, porcupines, and other normal-sized rodents find it impossible to interact with the caster. Even his belongings are avoided. Giant-sized rodents may attack the caster if commanded or otherwise compelled, but they must make a Will save to do so. Should the caster attack a rodent of any type, this protection immediately fails. Otherwise it lasts for CL turns.
- 14-17 The caster receives the Rat God's blessing, protecting him from plague and other rodent-borne disease. The caster gains a +5 bonus on any saving throw to avoid contracting rodent-related diseases. This defense persists for 1d4+CL hours.
- 18-19 The Rat God transforms the caster into either a normal rat or a rat-man as the caster desires. This transformation takes place instantaneously. If the caster becomes a normal rat, he changes into a species of rat common to his surroundings. He retains his intelligence, hit points, and saving throws, but cannot wear armor, cast spells or wield weapons. Any objects held or carried by the caster are dropped when the transformation occurs. While in rat form, the caster has AC 9, Speed 40' or climb 20', and a bite +1 melee (1 hit point) attack. The transformation lasts for up to 1d3+CL hours. If the caster becomes a rat-man, he changes into a furry, 5' tall man/rat hybrid. While in this shape he gains a +2 bonus to Agility, infravision 60', and a climb speed of 20'. The caster also gains a bite +3 melee (1d4+1 plus DC 7 Fort save or suffer an additional 1d6 damage from disease) attack. He can carry weapons, wear armor, and cast spells while in this form. His speech becomes chittering and lisping, but he can communicate normally. The rat-man form lasts for 1d6+CL turns.
- 20-23 The Rat God dispatches a swarm of rats to defend the caster from enemies. The following round a single rat swarm (see *DCC RPG*, p. 424) arrives at the caster's location. They attack any target of the caster's choosing, continuing to do so until dispersed or directed otherwise. The rat swarm remains to defend the caster for 1d6+CL rounds.
- 24-27 As above, but the Rat God sends two rat swarms to serve the caster. They remain to defend him for 2d6+CL rounds.
- 28-29 The caster's body transforms in a rat swarm, his intellect spread out across the teeming mass of rodents. The caster can move and attack as a rat swarm. The swarm is identical to that presented on *DCC RPG*, p. 424, but with the caster's normal hit points and saving throws. While in this form, the caster can only be killed if every one of the 100+d100 rats are slain. Reducing the rat swarm to zero hit points merely disperses the mass of rodents. Should even a single rodent escape, the caster resumes his normal shape at the end of this effect's duration, albeit with 1 hit point. The rodents must remain within a 100' diameter area, however, to avoid irreparably shattering the caster's mind. If somehow dispersed beyond this area, the caster suffers a permanent loss of 2d5 points of Intelligence. The rat swarm form can be maintained for up to 1d10+CL rounds and the caster can return to his normal form at any time at will.
- 30-31 As above, but the duration is increased to 1d6+CL turns.
- 32+ The Rat God's avatar appears to aid the caster. The Rat God manifests as a 20' tall black rat with burning red eyes and bloodied teeth. The avatar has the following stats:

The Rat God's Avatar: Init +4, Atk bite + 20 melee (4d6+10 plus disease); AC 18; HD 17d10; hp 100; MV 50'; Act 2d24; SP disease (DC 15 Fort save or additional 2d20 damage); SV Fort +12, Ref +8, Will +12, AL N.



The avatar remains for 1d4+CL rounds. At the end of this time, the Rat God avatar is 75% likely to place a geas upon the caster, for his assistance seldom comes without cost. While under the effects of the geas, the caster must perform one action or task that benefits ratkind for each round the Rat God avatar assisted the caster. Failure to perform these duties within one week of the Rat God's aid results in automatic patron taint. In addition, the caster suffers a -2 die penalty to all spell checks until the final task is completed and his debt repaid.

PATRON TAINT

When a patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling anymore.

| Roll | Result |
|------|--|
| 1 | The Rat God assigns a rat to the caster's care. This rat is a normal rodent (AC 9, HD 1 hp; SV Fort -3, Ref +1, Will -2; AL N) of common type. The caster's good fortune is tied to the rodent and so long as it remains alive, the Rat God is pleased. If the rat dies while under the caster's care, the caster cannot cast any spells for 24 hours after the rodent's death. After that time, a new rat appears and the process begins anew. If this result is rolled a second time, the rodent's death results in the permanent loss of 1d4 hit points by the caster. If it occurs a third time, the caster loses both 1d6 permanent hit points and 1 point of Intelligence in the event of the rat's death. |
| 2 | The Rat God cuts the caster down to size, literally. For one hour of every 24, the caster shrinks in size to 1' in height. While in this size, the caster's AC is increased by +6 and he gains a +10 bonus to sneak checks, but cannot make physical attacks and suffers from reduced effectiveness of magic. Spells cast while shrunk suffer a -1 die penalty to damage and duration rolls if random, or a flat -2 penalty if fixed. The caster remains this size for a full hour then returns to normal height. The judge rolls d24 each day to determine which hour the size change occurs. The caster cannot be restored to normal size during this time by any means. If rolled a second time, the duration of the size change increases to four hours of each day. If rolled a third time, the caster becomes permanently rat-sized. |
| 3 | The caster becomes unwilling to voluntarily harm rodents of any sort. All offensive actions against a rodent, intentionally or unintentionally, suffer a -1 die penalty as the caster's mind reels against his own actions. If this result occurs a second time, the penalty increases to -2 dice. If this result occurs a third time, this prohibition from harming rodents increases to the point where it becomes impossible for the caster to hurt a rodent. His spells automatically fail, his attacks always miss, and any other action that might cause harm to a rodent have no effect. |
| 4 | The caster acquires a slight case of agoraphobia, preferring to remain indoors or within close confines whenever possible. The phobia is not enough to severely inhibit the caster at this point, but does impact his behavior. If rolled a second time, the fear increases, requiring the caster to make a DC 10 Will save the first time he wishes to go outdoors each day. Failure means the caster cannot willingly leave the presumed safety of the indoors. If rolled a third time, the phobia becomes so severe that it becomes impossible for the caster to venture outside or beyond close confines. If he finds himself beyond the safety of the indoors or in close surroundings, he become immobilized with fear and cannot move or act without assistance. |
| 5 | The caster acquires a taste for refuse, choosing discarded food over freshly-prepared meals whenever possible. He experiences overwhelming bliss in the act of pawing through garbage or scavenging apple cores off the street to dine upon. If this result occurs again, the caster must consume one meal per day consisting entirely of refuse. Failure to do so results in 1d3 points of temporary Stamina loss. If this result is rolled a third time, the caster cannot derive sustenance from any food other than garbage. Fresh food provides no nutrition and is vomited up within 1d10 minutes of consumption. |



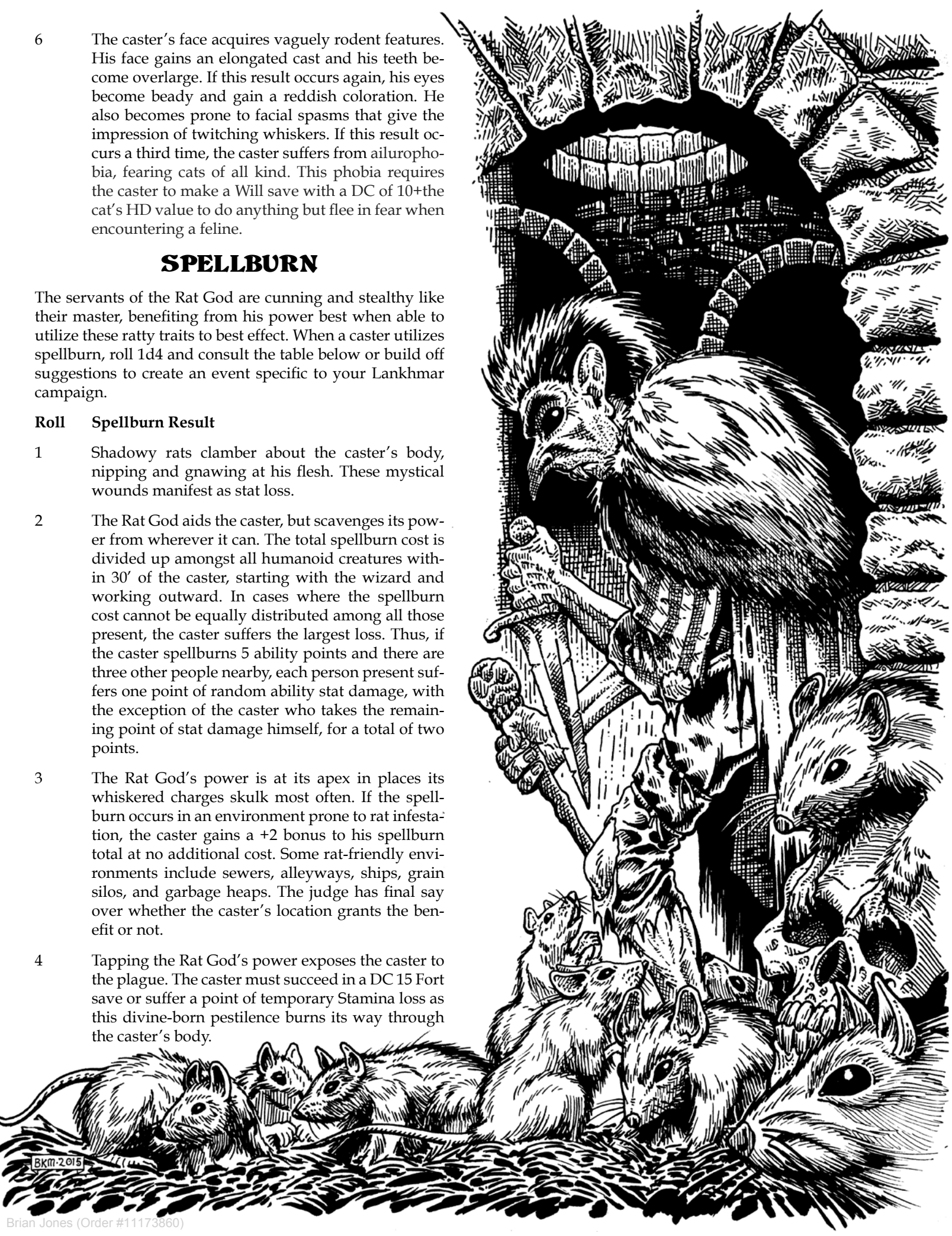
- 6 The caster's face acquires vaguely rodent features. His face gains an elongated cast and his teeth become overlange. If this result occurs again, his eyes become beady and gain a reddish coloration. He also becomes prone to facial spasms that give the impression of twitching whiskers. If this result occurs a third time, the caster suffers from ailurophobia, fearing cats of all kind. This phobia requires the caster to make a Will save with a DC of 10+the cat's HD value to do anything but flee in fear when encountering a feline.

SPELLBURN

The servants of the Rat God are cunning and stealthy like their master, benefiting from his power best when able to utilize these ratty traits to best effect. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your Lankmar campaign.

Roll Spellburn Result

- 1 Shadowy rats clamber about the caster's body, nipping and gnawing at his flesh. These mystical wounds manifest as stat loss.
- 2 The Rat God aids the caster, but scavenges its power from wherever it can. The total spellburn cost is divided up amongst all humanoid creatures within 30' of the caster, starting with the wizard and working outward. In cases where the spellburn cost cannot be equally distributed among all those present, the caster suffers the largest loss. Thus, if the caster spellburns 5 ability points and there are three other people nearby, each person present suffers one point of random ability stat damage, with the exception of the caster who takes the remaining point of stat damage himself, for a total of two points.
- 3 The Rat God's power is at its apex in places its whiskered charges skulk most often. If the spellburn occurs in an environment prone to rat infestation, the caster gains a +2 bonus to his spellburn total at no additional cost. Some rat-friendly environments include sewers, alleyways, ships, grain silos, and garbage heaps. The judge has final say over whether the caster's location grants the benefit or not.
- 4 Tapping the Rat God's power exposes the caster to the plague. The caster must succeed in a DC 15 Fort save or suffer a point of temporary Stamina loss as this divine-born pestilence burns its way through the caster's body.



THE SEA KING



All that exists beneath the waves of Nehwon's many oceans falls under the rule of the Sea King. The seas themselves reflect the Sea King's many moods, from placid deeps full of self-reflection to tempest-tossed waves that batter the coasts with their fury. It is said that only his two pearlescent concubine queens can assuage his anger and sooth his hurricane hatred. The Sea King rules from a deep palace located near the Curtain Wall, a stony parapet that separates the Inner and Outer Seas, but his kingly duties call him to the opposite side of Nehwon on the seventh day of the seventh moon of the seventh year of the Sevens-Cycle of time, leaving his queens alone and prone to dalliances with sailors and Lankhmarines. But those who make a cuckold of the Sea King face dire consequence so long as they ply the seas.

The Sea King commands great power over the oceans and shorelines, but his demesne is finite. He has no sway over other waters such as rivers, lakes, or springs. Those compacted with the Sea King can only cast *invoke* patron when at sea or close to shore. The spell automatically fails elsewhere. Sorcerers wishing to influence those bodies of water must seek out other of the King's allies such as the Rivers and Rainstorms.

Invoke Patron check results:

- 12-13 Fishy scales grow across the caster's body, granting him a +4 AC bonus. He suffers no check penalty and is considered unarmored for the purposes of fumbles. The fishy armor lasts for a number of hours equal to his CL.
- 14-17 The caster gains the ability to breathe underwater and survive the immense pressures of the deep. For 1d4+CL hours, the wizard and his belongings are unaffected by immersion in water. His possessions are not water damaged, his movement rate is unaffected, and even his eyesight is unimpeded by the deep.
- 18-19 The caster gains the ability to speak to all sea life. From the smallest urchin to the mightiest leviathan, the caster can communicate with these creatures. This power only functions while the caster is at least partially immersed in water (up to his ankles or more), but lasts until he emerges onto dry land. While this ability allows the caster to communicate, it does not make sea life inimically friendly to him. A hungry shark will likely attack the caster, for example, but a content octopus would gladly have a discussion with him.
- 20-23 The Sea King sends a fish, mammal, or mollusk of great size to serve the caster for 1d5+CL hours. The animal's type is determined by the judge, but possible servant creatures include sharks, octopi, manta rays, dolphins, seals, swordfish, and similar large sea creatures. The animal understands the caster's spoken commands and attempts to carry them out to the best of its ability.
- 24-27 The caster gleans knowledge about locations, persons, objects, etc. found atop or underneath the oceans of Nehwon. The caster can ask 1d3+CL questions about a single subject of his choosing. If the subject is currently located beneath the ocean's surface, the Sea King answers the question truthfully and specifically. Questions concerning a subject not beneath the waters receive no answer and count against the number of questions the caster can ask.
- 28-29 The Sea King dispatches a wave of great size to the caster's location. This breaker measures 50' high and 100' long. The effect of the wave depend on the caster's location when it arrives. If at sea, all vessels other than the caster's have a chance of capsizing. Small craft such as canoes, rafts, and skiffs automatically capsize and sink. Medium-size ships have a 50% chance of overturning. Large vessels are only capsized 25% of the time. If the caster is ashore, the wave breaks on the strand throwing a massive wall of water 100' inland. All within the wave's reach (except the caster) suffer 4d10+CL points of damage and must make a DC 20 Strength check or be knocked prone. Small structures such as wooden shacks, sheds, and similar buildings are demolished by the wave.
- 30-31 The caster can ride the currents of the ocean, allowing him to cross vast distances in astonishingly short time. While traveling the currents, the caster remains standing atop the surface of the sea, his feet immersed in the water up to his ankles. The swift currents transport him up to 40 nautical leagues per hour. The caster can ride the currents for 6×CL hours. When in the grip of the tidal currents, the caster is immune to attack from all natural ocean-going predators as well as hazard-



ous weather of up to hurricane force. Ocean current travel provides no defense against intelligent foes (pirates, Simorgyan raiders, etc.), but the caster's great speed seldom provides them prolonged opportunity to attack. Although the caster can theoretically use the ocean currents to travel anywhere along the Inner and Outer Seas, sages debate the possibility of crossing the tumultuous Great Equatorial Ocean in this manner. It is left to the judge to determine if the legendary southern continent of Nehwon can be achieved via this means of travel.

32+ The Sea King sends a typhoon/hurricane to assist the caster. This storm manifests as a two mile diameter area of surging waters and howling winds that batter coastlines and sink ships. The caster and up to $1d3+CL$ ships or structures of his choosing are unaffected by the storm. The precise effects of the storm and the possibility of destruction/sinking is left to the judge to adjudicate.

PATRON TAINT

When a patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling anymore.

Roll Result

- 1 The caster's body exudes the smell of the sea when he is experiencing strong emotions, its aroma changing based on the sorcerer's mood. When pleased, he smells of a freeze ocean breeze tinted with brine. When angered, he reeks of low tide and rotting fish. If rolled a second time, the caster constantly smells of various nautical odors based on his emotional state. If this effect is rolled a third time, an audial component also manifests. When in a heightened emotional state, the sound of seagulls, the crashing of breakers, the song of whales, and the rattle of wave-rolled pebbles sounds around the caster, audible to all within 50' of him.
- 2 A delicate pattern of fish scales appears on the caster's flesh. If rolled a second time, the scales become more distinct, acquiring a silvery hue. If rolled a third time, the caster's flesh transforms into actual fish scales that require constant moisturizing. Every hour the caster's skin isn't wetted by a sizable quantity of water (at least one gallon), the caster suffers a point of temporary Agility loss. Each lost point can be restored by spending one hour per point of ability damage completely immersed in water, either fresh or salt. No other liquid helps moisturize the caster's flesh or allows him to recover Agility loss.



- 3 The caster ceases to blink, giving his eyes a fishy quality. If rolled a second time, his eyes become more pronounced, bulging slightly from their sockets. If rolled yet a third time, the caster's eyes become those of a fish and their unsettling appearance inflicts a permanent loss of 1 point of Personality.
- 4 The caster experiences a longing for the sea. He dreams of its waves and deep mysteries, and seeks to acquire objects that remind him of the ocean for when he is not near its shores. If rolled a second time, the caster must reside within view of the ocean whenever possible, returning to its waters at least once per month. If rolled a third time, the caster must reside beside the ocean or atop its waves at all times. Should he ever desire to travel out of sight of the water, he must make a Will save each day he is away. On the first day, the DC is 8. Each subsequent day the caster is away from sight of the ocean, the DC increases by 1. If the save succeeds, the caster can bear being away from his beloved ocean another 24 hours, but if the saving throw is failed, he must immediately travel as swiftly as possible to within sight of the sea. Only physical restraint will prevent his from returning to the shore and the caster will constantly seek to escape while confined.
- 5 The caster's hair thins, leaving him bald on the crown of his head. If this result is rolled a second time, the top of his head gains a pointed appearance and the rest of his hair sloughs away. If this result occurs a third time, the caster gains a predominant fin like the dorsal fin of a shark atop his head. This new body part provides no advantages to swimming or functioning in aquatic environments, but may cause the caster to be mistaken for a Simorgyan, incurring the wrath of those who've suffered deprivations from that sunken race.
- 6 The caster's voice becomes high-pitched and keening to the ear. Others find his speaking unpleasant and seek to conclude conversations with the caster as quickly as possible. If this result is rolled again, the caster's speech becomes incomprehensible unless he takes deliberate steps to speak slowly and distinctly. If rolled a third time, the caster no longer speaks with words, but communicates with clicks, shrieks, echoes, etc. like a cetacean (dolphins, whales, etc.). Others cannot understand the caster without magical assistance (*comprehend languages*) or via written word. The caster's ability to invoke magic is unaffected by this taint.

SPELLBURN

The Sea King's power is formidable; the winds and waves of Nehwon's oceans bend to his command. To those who have proven their worth, the aquatic potentate rewards him with a fraction of his power when necessary, but the Sea King's furious energy exhausts his servant. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions to create an event specific to your Lankhmar campaign.

Roll Spellburn Result

- 1 Gale-strong winds (or breaking waves if the caster is immersed in water) batter the spellcaster's body as the Sea King's power coalesces around him. This buffeting results in stat loss to the caster.
- 2 The Sea King's power flows through the caster's body, linked by the very water that comprises a portion of the sorcerer's blood. This water turns saline in the wake of the Sea King's gift, instantly dehydrating the caster and causing the resulting stat loss.
- 3 The eternal rise and fall of the tides affect the Sea King's energy. Roll 1d6: 1-3) the tide is low and the Sea King's power is at its ebb. The caster does not benefit from 1 point of spellburn but still suffers the stat loss; 4-6) the tide is currently high and the caster gains an additional +1 point of spellburn at no cost to his body.
- 4 The Sea King is dallying with his fishy wives when the caster draws upon his power. Displeased at being interrupted in his amorous sporting, the Sea King assists the caster but chastises him with stormy rage. The psychic mental lashing results in stat loss. In addition, further spellburning while the Sea King dallies with his wives has no effect until his sport ends. This occurs 1d3 hours after this result is first rolled.



SHEELBA OF THE EYELESS FACE



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

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

Invoke Patron check results:

- 12-13 A message from Sheelba appears, manifesting as a whispered rhyme for a nearby patch of shadows, dark mirror, pool of oil, or other dark, featureless object. The rhyme provides the smallest modicum of useful guidance to the caster in respect to his current predicament. The rhyme might make the caster aware of an overlooked option, another means of escape, or other advice. In short, the judge can give the caster's player a single beneficial hint to the matter or situation at hand.
- 14-17 Shadows gather around the caster's features, granting him a sinister aspect. By making a frightening display at his enemies, the caster forces them to make a Will save or become intimidated. Intimidated enemies suffer a -4 penalty to all attacks and spell checks directed at the caster. An opponent who fails his Will save with a natural "1" flees the caster's presence for 1d5 rounds.
- 18-19 Sheelba uses the caster as a conduit to deliver a minor curse (see *DCC RPG*, p. 438-439) on a subject of the caster's choosing. The curse takes affect if the target fails a Will save. The judge determines the exact nature of the curse, as well as the means of breaking it.
- 20-23 Sheelba sends one of the Great Salt Marsh's venomous animals to vex the caster's opponents. Either a water cobra (25% chance), a salt spider (25% chance), or marsh leopard (50%) arrives, attacking an enemy of the caster's choosing. The animal remains for 1d5+CL rounds before returning to its marshy home.
- 24-27 A gathering of shadows cloak the caster in gloom. These shadows number 1d4+CL. Each round the caster can expend one of these shadows to either inflict 2d6+CL damage on a target within 30'; add +2 to a spell check; provide a +1 die bonus to attempts at stealth; or to reroll the damage of a single offensive spell. These shadows remain until expended or the following dawn, whichever occurs first.
- 28-29 Sheelba uses the caster as a conduit to deliver a major curse (see *DCC RPG*, p. 438-439) on a subject of the caster's choosing. The curse takes affect if the target fails a Will save. The judge determines the exact nature of the curse, as well as the means of breaking it.
- 30-31 Sheelba places a charm upon the caster that protects him from discovery. This charm makes it impossible to locate the caster by mundane or magical means and applies to all who seek him out (friend or foe). The charm lasts for 24 hours, during which time the caster must remain constantly on the move. Pausing for more than a half hour at a single location causes the charm to fail and the caster loses its benefit.



A teeming mass of Great Salt Marsh creatures sweeps over the area occupied by the caster. This swarm is 50' square and comprised of salt spiders, water cobras, swamp rats, giant worms, and more loathsome creatures. All within the swarm suffer 4d6 points of damage each round they're engulfed by the mass and must make a DC 18 Fort save or suffer an additional 3d6 damage +1d4 points of temporary Strength loss. The swarm has a Speed of 30'. The caster can grant protection to 2d4+CL individuals who the swarm will not attack. This protection can be revoked by the caster at will. The mass of creatures persists for 1d6+CL rounds before dispersing.

PATRON TAIN

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

Roll Result

- 1 The caster's facial features become less prominent (his nose becomes flatter, his eye sockets less deep, his lips less fuller, etc.). If this result is rolled a second time, the caster's face becomes even less defined (his nose shrinks to a pair of slit-like nostril, his eye sockets vanish, his mouth transforms into a thin line, etc.). If the result is rolled a third time, the caster no longer possesses any distinctive facial features, leaving only a blank canvas of skin in its place. Despite this lack, the caster can hear, see, and breathe normally.
- 2 The caster gains an intolerance for crowds, feeling best at ease in solitude. If this result is rolled a second time, he suffers a -2 penalty to all rolls whenever in a noisy environment or crowded location. If the result is rolled a third time, the caster can no longer work his magic when in the company of more than four people or while within the boundaries of a population center (hamlet, town, camp, or city).
- 3 The caster becomes supernaturally taciturn, speaking only when necessary and then in a briefest manner as possible. If this result is rolled a second time, the caster can only speak a number of words equal to his CL + Intelligence score during any single social encounter. What constitutes a social encounter is left to the judge to adjudicate, but should be a single definite moment (an audience with a lord, a meeting with an underling, a conversation with an innkeeper, etc.). Once that word limit is reached, the caster cannot speak, but can cast spells that require vocal incantations, until the social encounter ends. If this result is rolled a third time, the caster can only speak a number of words equal to his CL + Intelligence score each day. Spells count as spoken words, with each spell subtracting its level from the number of words the caster is allowed daily (e.g. a 3rd level spell counts as three words for the caster's daily allotment).
- 4 The caster is touched with wanderlust, growing restless if forced to spend more than a week in a single location. If this result is rolled a second time, the urge grows in intensity, causing the caster great distraction if he does not travel at least 50 miles in the course of a week. This distraction imposes a -1 die penalty on all rolls until the caster completes a trip of 50+ miles. If rolled a third time, the caster must constantly travel, never pausing for more than a single evening in any location. If circumstances prevent his movement, he suffers a cumulative -1 die penalty for each day he does not wander. This penalty is reduced by 1 die for each subsequent day he journeys about.
- 5 The caster's body undergoes slight modification, granting him or her a slightly androgynous appearance (muscular loss, shrinking or widening of hips, increased or decreased poise, etc.). If this result is rolled a second time, the caster becomes true hermaphrodite, gaining primary sex organs of the opposite gender while retaining his or her own. If the result is rolled a third time, the caster becomes complete asexual, losing all gender-specific characteristics and reproductive organs.
- 6 The caster develops a craving for salt, sucking on the crystalline stuff whenever possible. If this result is rolled a second time, the caster develops a dependence on salt and must consume at least



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

SPELLBURN

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

Roll Spellburn Result

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



NINGAUBLE OF THE SEVEN EYES

Patron information on Ningauble of the Seven Eyes can be found in the DCC RPG Lankhmar supplement *Through Ningauble's Cave*. Additional information on the Gossiper of the Gods will appear in the forthcoming comprehensive DCC RPG Lankhmar boxed set.

FAREWELL TO LANKHMAR...FOR NOW

We hope you've enjoyed this brief sojourn to the world of Nehwon, and have emerged from its oceans, the Great Salt Marsh, the Street of the Gods, and even the Shadowland relatively unscathed. If all has gone as desired, this early look at the DCC RPG Lankhmar line has you eager for more. Do not despair! More is forthcoming! Keep sharp watch for the next installment of early releases for DCC RPG Lankhmar: a full-sized beginning adventure designed to introduce your players to the gritty streets of Lankhmar, itself, and kick off a new DCC RPG Lankhmar campaign!



DUNGEON CRAWL CLASSICS LANKHMAR

The Patrons of Lankhmar

BY MICHAEL CURTIS

AUTHORIZED BY THE ESTATE OF FRITZ LEIBER

From beneath the Outer Ocean, from out of the depths of the Great Salt Marsh, and from the odd fanes of the Street of the Gods, they come: the Patrons of Lankhmar! With the information contained in this tome, a judge can introduce such formidable beings as the Sea King, Mog the Spider God, Sheelba of the Eyeless Face, and even Death himself into any DCC RPG campaign setting.

This early look at the upcoming Dungeon Crawl Classics Lankhmar line introduces a half-dozen supernatural powers and eerie entities for use in your DCC RPG or Lankhmar campaign. Each power's entry includes details on the entity and their role in Nehwon, tables for invoking that power's aid, corruption charts for when things go wrong, and new spellburn possibilities. Are you ready to serve the Patrons of Lankhmar?



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