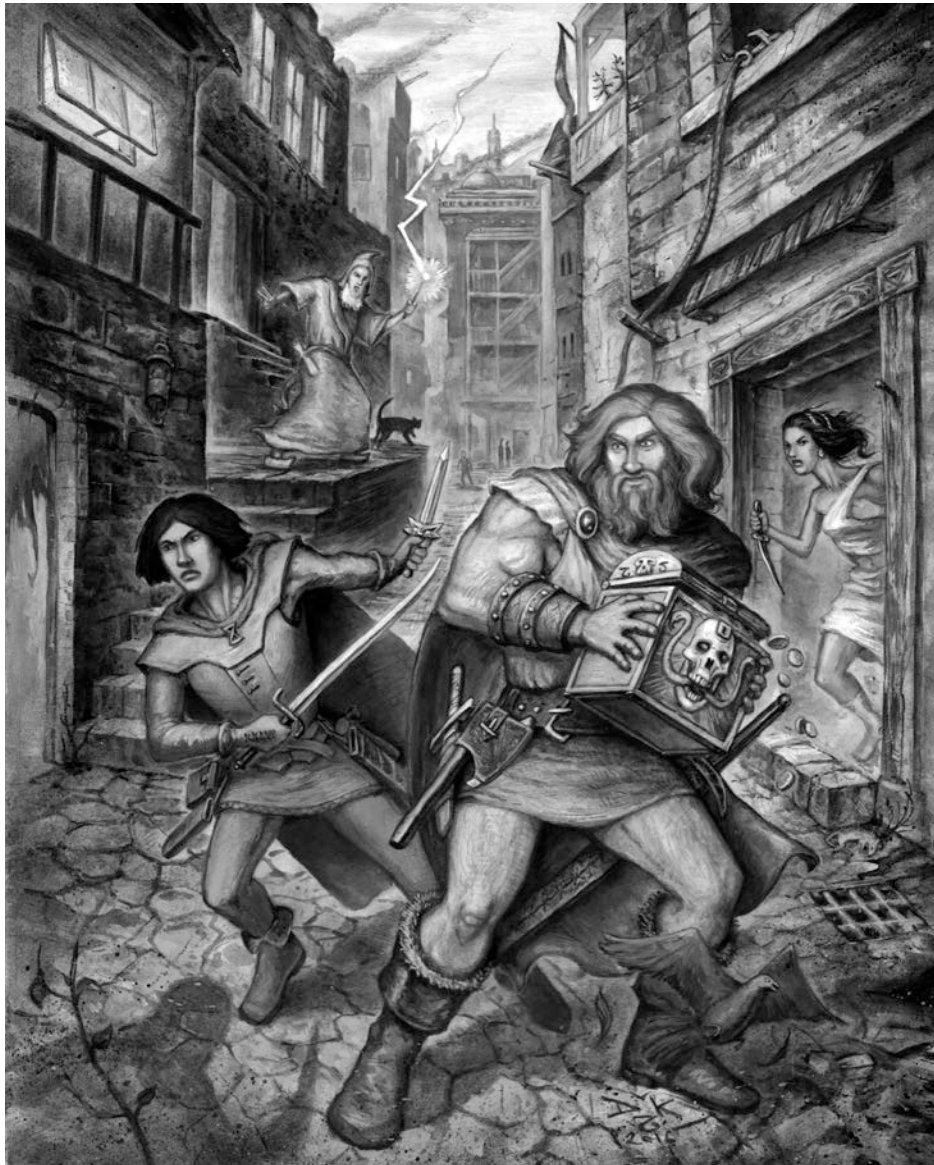


**DUNGEON CRAWL CLASSICS
THIRD ANNUAL OPEN TOURNAMENT
THE GREATEST THIEVES IN LANKHMAR**

Gen Con Indy 2019



PLAYER PACK



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 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 TOURNAMENTS

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:

- Five player teams instead of six (p. 3).
- Top five teams advance to Round 2 instead of top four (p. 3).
- Two flights in Round 1 instead of four (p. 3).
- Closing ceremony in ICC 127-128 instead of Goodman Games booth (p. 3).
- Wait list sign up information (p. 4).
- Minimum team size of three players instead of two, including advancing teams (p. 5).
- Teams allowed to continue unofficially after TPK (p. 5).
- New rules for tournaments in the Lankhmar setting (p. 8).

SCHEDULE

This year's elimination-style tournament will take place over three rounds with the Round 1 games scheduled for Thursday and Friday. As a change from previous years, this year the teams will be composed of five players instead of six, and Round 1 will feature two flights instead of four, meaning that we will have a total of ten games with up to 50 tournament players going at once! The top five scoring teams from the first round will advance to the second round on Saturday, and the top two teams from Round 2 will advance to the finals held on Sunday morning. All games will take place in the Indiana Convention Center, rooms 127-128.

In addition, the tournament will officially kick off with an opening ceremony on Thursday at 1:45 pm just before the first round one games start at 2:00 pm. All tournament participants signed up for games are encouraged to attend as tournament staff will be going over the information in the player's pack and will be available to answer questions from participants.

Finally, in a change for this year, the closing ceremonies will be held on Sunday at 2:00 pm in the Indiana Convention Center, rooms 127-128 - the same location as this year's tournament games - where the winners of the tournament will be announced!

Thursday, August 1st

1:45 pm, Opening Ceremonies

ICC 127-128

2 pm - 6 pm, Round 1, Flight 1

ICC 127-128

Friday, August 2nd

9 am - 1 pm, Round 1, Flight 2

ICC 127-128

3 pm, Round 1 Results Posted

Player email and Goodman Games website

Saturday, August 3rd

9 am - 1 pm, Round 2

ICC 127-128

3 pm, Round 2 Results Posted

Player email and Goodman Games website

Sunday, August 4th

9 am - 1 pm, Round 3

ICC 127-128

2 pm, Closing Ceremonies

ICC 127-128

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 Newhan 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 level one before the four-hour time limit is up. The same goes for levels two and three. 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 of the tomb.

Starting gong: The tournament gong will be used to keep official time. Rounds start and end when the tournament gong goes off.

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.

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.

Wait list: The official wait list sign-up sheet will be located in ICC 127-128 (the same room as the tournament games). Players wishing to play in the tournament but who do not hold a ticket may sign up for a wait list spot for either the Thursday afternoon or Friday morning Round 1 sessions at the ICC coordinator table located in the front of the room. At the start of each session, any available seats will be filled after the 10 minute grace period for no-shows after the official start time, beginning with the first

person signed up on the wait list. To claim your spot on the wait list at the start of the round, you must be present (we will not hold wait list spots), and provide generic tickets in lieu of the cost of a regular tournament ticket (\$8).

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: Your judge has an official set of dice that will be used for all rolls. In addition, all rolls 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 quite 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.

Words to the wise:

- Check with Goodman Games staff in the dealer's hall to verify the start time and location of your round before it begins.
- If you are on a team with people you met at the tournament, it's a very good idea to get their phone numbers or establish a meeting place and time in case you advance; this has cost teams in the past!
- To level the playing field, some rolls (like damage) have predetermined results.

Character death: When a character dies, that player must leave the table to ring the doom gong to forewarn the gods. Failure to do so may incur their wrath!

Continuing after a TPK: New for this year, we are allowing teams whose tournaments end early the opportunity to unofficially 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. Judge's 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.

FREQUENTLY ASKED QUESTIONS

I didn't get in a game! Will you add more slots?

Possibly. We are currently limiting the games to the twenty round one games listed in the event grid. However, check at the Goodman Games booth to see if additional game slots have been added.

In addition, individual teams may have no-shows in the first round. If teams are able to add players, we will fill them on a first-come, first served basis with a signup sheet located in ICC 127-128 to players with generic tickets. Filling no-show seats is not permitted in the second and third round.

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.

Do I need to preregister for Rounds 2 and 3?

No. Rounds 2 and 3 appear in preregistration strictly for scheduling purposes. You do not need to preregister.

Do I need a generic event ticket for later rounds?

No. Advancement automatically qualifies the participants for the following round.

What if I have a time conflict with the Round 2 or 3 slot?

This is a team tournament, and advancement occur as a team. The minimum number of players for a team to

advance is three, otherwise that team forfeits its slot. The slot is filled by the next-highest scoring team from the previous round.

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 is 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.

How do I know if my team is an alternate team?

We will announce alternate teams with the advancement information.

When do results get announced?

Advancement will be posted at the Goodman Games booth and website. Round 1 advancement will be announced Friday afternoon after the last session is scored (around 3 pm). Round 2 advancement will be announced Saturday afternoon after the last session has been scored.

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's 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 medallion 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 Newhan 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: Manifestations are not used for wizards.

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

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

Corruptions: Are used but have no mechanical benefits or penalties.

NEW RULES FOR 2019

The 2019 tournament includes the following new rules the 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 results 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 that 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

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 will be made available on the Goodman Games website, which can be accessed prior to the tournament. A copy will also be made available at each table at the time of the tournament, or players can reference spells in their copy of the DCC RPG core book.

DCC Lankhmar Character Record Sheet

Name _____

3
Level

110
XP

30'
Speed

The Mingol Steppes

Place of Origin

The Assassin

Thieving Path

The Slums

Neighborhood/Quarter

Hangout

12

Armor
Class

Hit Points

Max: 16

Combat Basics

Initiative: +1

Action Dice: d20

Attack: +2

Crit Die: d14

Crit Table: II

Strength

10

Modifier: 0

Agility

14

Modifier: +1

Stamina

9

Modifier: 0

Personality

9

Modifier: 0

Luck

14

Modifier: +1

Intelligence

13

Modifier: +1

+3 Ref
Save

+1 Fort
Save

+1 Will
Save

Birth Augur

-2 on Fumbles

Languages

Mingol, Low & High Lankhmarese

Melee Attack

+2

Melee Damage

+0

Missile Attack

+3

Missile Damage

+0

Patron Die

Patron #1 d10 d12 d14 d16 d20 d24

Patron #2 d10 d12 d14 d16 d20 d24

Patron #3 d10 d12 d14 d16 d20 d24

Patron #4 d10 d12 d14 d16 d20 d24

Patron #5 d10 d12 d14 d16 d20 d24

Weapons

Handaxe

+2 atk (1d6 dmg)

*Mingol Bow (d16 Init) 70/140/210'

+3 atk (1d6 dmg)

*+1 bonus to _____

Treasure

Iron Tilks: -

Bronze Agols: 5

Copper Pennies: 13

Silver Smerduks: -

Gold Rilks: -

Diamond-In-Amber Glulditches: -

Equipment

Cloth doll & 2d6 needles

Thieves' tools

Backpack

5 torches

Flint & steel

Waterskin

Quiver w/20 arrows

Armor

Padded (+1 AC)

(d8 fumble)

Benisons & Dooms

*Mingol Bow

- weapon gains +1 to attack OR damage rolls; player must declare which bonus at start of game

Poverty-Stricken

Thief Abilities

Luck Die d5

Backstab +7

Sneak silently +8

Hide in shadows +6

Pick pocket +3

Climb

sheer surfaces +6

Pick lock +6

Find trap +6

Disable trap +3

Forge document +2

Disguise self +7

Read languages +2

Handle poison +7

Cast spell

from scroll + d12+1

Notes

Thief

DCC Lankhmar Character Record Sheet

Name

3 110 30'
Level XP Speed

Carousing Quarter
Neighborhood/Quarter

Lankhmar

Place of Origin

The Boss
Thieving Path

Hangout

14

Armor
Class

Hit Points
Max: 13

Combat Basics

Initiative: +2
Action Dice: d20
Attack: +2
Crit Die: d14
Crit Table: II

Strength

5

Modifier: -2

Agility

17

Modifier: +2

Stamina

9

Modifier: 0

Personality

9

Modifier: 0

Luck

11

Modifier: 0

Intelligence

8

Modifier: -1

+3 Ref
Save

+1 Fort
Save

+1 Will
Save

Birth Augur
Willpower Saves

Languages

Low Lankhmarese

Melee Attack

+0

Melee Damage

-2

Missile Attack

+4

Missile Damage

+0

Patron Die

Patron #1 d10 d12 d14 d16 d20 d24

Patron #2 d10 d12 d14 d16 d20 d24

Patron #3 d10 d12 d14 d16 d20 d24

Patron #4 d10 d12 d14 d16 d20 d24

Patron #5 d10 d12 d14 d16 d20 d24

Weapons

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

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

Treasure

Iron Tilks: 11
Bronze Agols: 8
Copper Pennies: 3
Silver Smerduks: 19
Gold Rilks: 1
Diamond-In-Amber Glulditches: -

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	Disable trap	+ 9
Backstab	+ 5	Forge document	+ 3
Sneak silently	+ 7	Disguise self	+ 2
Hide in shadows	+ 9	Read languages	+ 0
Pick pocket	+ 7	Handle poison	+ 2
Climb		Cast spell	
sheer surfaces	+ 9	from scroll	+ d12-1
Pick lock	+ 7		
Find trap	+ 6		

Notes

Thief

DCC Lankhmar Character Record Sheet

Name _____

Level 4

XP 190

Speed 30'

The Mingol Steppes

Place of Origin

The Swindler

Thieving Path

Carousing Quarter

Neighborhood/Quarter

Hangout

13

Armor
Class

Hit Points
Max: 20

Combat Basics

Initiative: +1
Action Dice: d20
Attack: +2
Crit Die: d16
Crit Table: II

Strength

10

Modifier: 0

Agility

15

Modifier: +1

Stamina

10

Modifier: 0

Personality

7

Modifier: -1

Luck

8

Modifier: -1

Intelligence

9

Modifier: 0

+3 Ref
Save

+2 Fort
Save

+0 Will
Save

Birth Augur

Spell dmg cast

Languages

Mingol, Low Lankhmarese

Melee Attack

+2

Melee Damage

+0

Missile Attack

+3

Missile Damage

+0

Patron Die

Patron #1 d10 d12 d14 d16 d20 d24

Patron #2 d10 d12 d14 d16 d20 d24

Patron #3 d10 d12 d14 d16 d20 d24

Patron #4 d10 d12 d14 d16 d20 d24

Patron #5 d10 d12 d14 d16 d20 d24

Weapons

Short sword
+2 atk (1d6 dmg)

Shortbow (d16 Init) 50/100/150'
+3 atk (1d6 dmg)

Treasure

Iron Tilks: 8
Bronze Agols: 75
Copper Pennies: 3
Silver Smerduks: -
Gold Rilks: -
Diamond-In-Amber Glulditches: -

Equipment

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

Armor

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

Benisons & Dooks

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
Speak silently +9
Hide in shadows +8
Pick pocket +9
Climb 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

Thief

DCC Lankhmar Character Record Sheet

Name

4
Level

190
XP

30'
Speed

The Cold Wastes

Place of Origin

The Assassin

Thieving Path

The Slums

Neighborhood/Quarter

Hangout

13

Armor
Class

Hit Points
Max: 26

Combat Basics

Initiative: +0

Action Dice: d20

Attack: +2

Crit Die: d16

Crit Table: II

Strength

9

Modifier: 0

Agility

11

Modifier: 0

Stamina

14

Modifier: +1

Personality

6

Modifier: -1

Luck

12

Modifier: 0

Intelligence

13

Modifier: +1

+2 Ref
Save

+3 Fort
Save

+0 Will
Save

Birth Augur

Armor Class

Languages

Northspeak, Low
Lankhmarese, Horborixic

Melee Attack

+2

Melee Damage

+0

Missile Attack

+2

Missile Damage

+0

Patron Die

Ningauble d10 d12 d14 d16 d20 d24

Patron #1

d10 d12 d14 d16 d20 d24

Patron #2

d10 d12 d14 d16 d20 d24

Patron #3

d10 d12 d14 d16 d20 d24

Patron #4

d10 d12 d14 d16 d20 d24

Patron #5

Weapons

Dagger

+2 atk (1d4/1d10 dmg)

Garrote

+2 atk (1/3d4 dmg)

Crossbow (d16 Init) 80/160/240'

+2 atk (1d6 dmg)

Treasure

Iron Tilks: 40

Bronze Agols: 2

Copper Pennies: 16

Silver Smerduks: 10

Gold Rilks: -

Diamond-In-Amber Glulditches: -

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

Backstab +8

Sneak silently +8

Hide in shadows +7

Pick pocket +3

Climb

sheer surfaces +7

Pick lock +7

Find trap +8

Disable trap +3

Forge document +2

Disguise self +7

Read languages +3

Handle poison +8

Cast spell

from scroll + d12+1

Notes

This thief is an agent of Ningauble 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 Lankhmar Character Record Sheet

Name

3 110 25'
Level XP Speed

The Slums

Neighborhood/Quarter

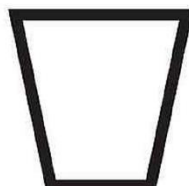
The Cold Wastes

Place of Origin

Hangout



Armor
Class



Hit Points
Max: 23

Combat Basics

Initiative: +3
Action Dice: d20
Attack: +d5
Crit Die: d16
Crit Table: IV

Strength

15
Modifier: +1

Melee Attack

+d5+1

Melee Damage

+d5+1

Agility

12
Modifier: 0

+1

Ref
Save

Missile Attack

+d5

Missile Damage

+d5

Stamina

12
Modifier: 0

+2

Fort
Save

Personality

6
Modifier: -1

0

Will
Save

Luck

12
Modifier: 0

Birth Augur

Initiative

Patron Die

Kos d10 d12 d14 d16 d20 d24
Patron #1
Patron #2
Patron #3
Patron #4
Patron #5

Intelligence

8
Modifier: -1

Languages

Northspeak, Low Lankhmarese

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 Tilks: 88
Bronze Agols: 12
Copper Pennies: 14
Silver Smerduks: 9
Gold Rilks: 2
Diamond-In-Amber Glulditches: -

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 Lankhmar Character Record Sheet

Name

3 110 30'
Level XP Speed

River Quarter

Neighborhood/Quarter

Lankhmar

Place of Origin

Hangout



Armor
Class



Hit Points
Max: 30

Combat Basics

Initiative: +5
Action Dice: d20
Attack: +d5
Crit Die: d16
Crit Table: IV

Strength

14
Modifier: +1

Agility

17
Modifier: +2

Stamina

10
Modifier: 0

Personality

12
Modifier: 0

Luck

14
Modifier: +1

Intelligence

9
Modifier: 0

+3 Ref
Save

+2 Fort
Save

+1 Will
Save

Birth Augur
+1 Skill Checks

Languages

Low Lankhmarese

Melee Attack

+d5+1

Melee Damage

+d5+1

Missile Attack

+d5+2

Missile Damage

+d5

Patron Die

Patron #1 d10 d12 d14 d16 d20 d24
Patron #2 d10 d12 d14 d16 d20 d24
Patron #3 d10 d12 d14 d16 d20 d24
Patron #4 d10 d12 d14 d16 d20 d24
Patron #5 d10 d12 d14 d16 d20 d24

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 Tilks: -
Bronze Agols: 16
Copper Pennies: -
Silver Smerduks: 14
Gold Rilks: 8
Diamond-In-Amber Glulditches: -

Equipment

Weighted/barbed Lankhmar
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 Lankhmar Character Record Sheet

Name

4 190 25'
Level XP Speed

River Quarter

Neighborhood/Quarter

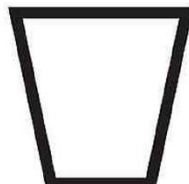
The Eastern Lands

Place of Origin

Hangout



Armor
Class



Hit Points
Max: 29

Combat Basics

Initiative: +4
Action Dice: d20
Attack: +d6
Crit Die: d20
Crit Table: IV

Strength

12
Modifier: 0

Agility

11
Modifier: 0

Stamina

9
Modifier: 0

Personality

11
Modifier: 0

Luck

11
Modifier: 0

Intelligence

7
Modifier: -1

+2 Ref
Save

+2 Fort
Save

+1 Will
Save

Birth Augur
Speed

Languages

Desert-Talk, Low Lankhmarese

Melee Attack

+d6

Melee Damage

+d6

Missile Attack

+d6

Missile Damage

+d6

Patron Die

Patron #1 d10 d12 d14 d16 d20 d24
Patron #2 d10 d12 d14 d16 d20 d24
Patron #3 d10 d12 d14 d16 d20 d24
Patron #4 d10 d12 d14 d16 d20 d24
Patron #5 d10 d12 d14 d16 d20 d24

Weapons

Spear
+1d6 atk (1d8+deed die)
Crossbow (d16 Init) 80/160/240'
+1d6 atk (1d6+deed die)

Treasure

Iron Tilks: 3
Bronze Agols: 3
Copper Pennies: -
Silver Smerduks: 12
Gold Rilks: 7
Diamond-In-Amber Glulditches: -

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, d12 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

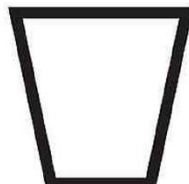
The Cold Wastes

Place of Origin

Hangout



Armor
Class



Hit Points
Max: 26

Combat Basics

Initiative: +5
Action Dice: d20
Attack: +d6
Crit Die: d20
Crit Table: IV

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

Fumbles

Languages

Northspeak, Low Lankhmarese

Melee Attack

+d6

Melee Damage

+d6

Missile Attack

+d6+1

Missile Damage

+d6

Patron Die

Mog d10 d12 d14 d16 d20 d24
Patron #1
Patron #2
Patron #3
Patron #4
Patron #5

Weapons

Battleaxe (d16 Init)
+1d6 atk (1d10+deed die dmg)
Longbow (d16 Init) 50/100/150'
+1d6+1 atk (1d6+deed die dmg)

Treasure

Iron Tilks: 30
Bronze Agols: 14
Copper Pennies: 4
Silver Smerduks: 8
Gold Rilks: -
Diamond-In-Amber Glulditches: -

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, d12 fumble)

Benisons & 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 Mog the Spider God, Lord of Arachnids.

Domains: Battle / Wizardry / Expertise

Current patron die: d16

When rolling for agent assistance, make regular roll + d16. If # on d16 is less than or equal to # on action die (before modifiers), the request for assistance is successful.

Warrior

DCC Lankhmar Character Record Sheet

Name _____ **Lankhmar**
Place of Origin _____
3 **110** **30**
Level **XP** **Speed** **Spell Path**

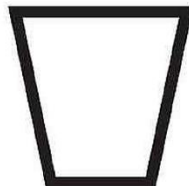
Crafts Quarter

Neighborhood/Quarter

Hangout



Armor Class



Hit Points
 Max: 12

Combat Basics

Initiative: +0
Action Dice: 1d20
Attack: +1
Crit Die: 1d8
Crit Table: I

Strength

10
 Modifier: 0

Melee Attack

+1

Melee Damage

+0

Agility

12
 Modifier: 0

+1

Ref Save

Missile Attack

+1

Missile Damage

+0

Stamina

11
 Modifier: 0

+1

Fort Save

Patron Die

Patron #1 d10 d12 d14 d16 d20 d24
 Patron #2 d10 d12 d14 d16 d20 d24
 Patron #3 d10 d12 d14 d16 d20 d24
 Patron #4 d10 d12 d14 d16 d20 d24
 Patron #5 d10 d12 d14 d16 d20 d24

Personality

16
 Modifier: +2

+4

Will Save

Luck

7
 Modifier: -1

Birth Augur

-1 Escape Traps

Intelligence

17
 Modifier: +2

Languages Horborixic, Kleshic, High Lankmarese, Low Lankmarese, Mingol, Quarmallian

Weapons

Dagger
 +1 atk (1d4)

Longbow (d16 Init) 50/100/150'
 +1 atk (1d6)

Treasure

Iron Tilks: -
 Bronze Agols: 12
 Copper Pennies: 8
 Silver Smerduks: 43
 Gold Rilks: 1
 Diamond-In-Amber Glulditches: -

Equipment

Black toga
 Grimoire
 Backpack
 5 torches
 Flint & steel
 5 candles
 2 pieces of chalk
 Brass ring
 1 draught: Ilthmar strong wine (+2hp)
 Ceremonial dagger/athame
 Quiver w/30 arrows

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

Geased

Wizard Spells & Abilities

Base Spell Check: 1d20+5

Familiar: n/a

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/summ 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
Ventriloquism	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

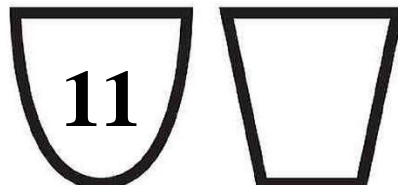
Wizard

DCC Lankhmar Character Record Sheet

Land of Eight Cities
Place of Origin
n/a
Spell Path
Hangout

Name _____
 4 190 30'
 Level XP Speed

River Quarter
Neighborhood/Quarter



Armor Class

Hit Points
 Max: 12

Combat Basics

Initiative: +0
 Action Dice: d20
 Attack: +1
 Crit Die: d8
 Crit Table: I

Strength 8
 Modifier: -1

Agility 11
 Modifier: 0

Stamina 8
 Modifier: -1

Personality 10
 Modifier: 0

Luck 12
 Modifier: 0

Intelligence 12
 Modifier: 0

+2 Ref Save

+0 Fort Save

+2 Will Save

Birth Augur
Find Traps

Languages

Kvarchish, Low Lankhmarese

Melee Attack +0
Melee Damage -1

Missile Attack +1
Missile Damage +0

Patron Die

Patron #1 d10 d12 d14 d16 d20 d24
 Patron #2 d10 d12 d14 d16 d20 d24
 Patron #3 d10 d12 d14 d16 d20 d24
 Patron #4 d10 d12 d14 d16 d20 d24
 Patron #5 d10 d12 d14 d16 d20 d24

Weapons

Staff
 +0 atk (1d4-1 dmg)

Shortbow (d16 Init) 50/100/150'
 +1 atk (1d6 dmg)

Treasure

Iron Tilks: 2
 Bronze Agols: 3
 Copper Pennies: 18
 Silver Smerduks: 5
 Gold Rilks:
 Diamond-In-Amber Glulditches: -

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

Armor

Padded (+1 AC)
 (d8 fumble)

Benisons & Dooms

Former Gladiator
 - when spending Luck to heal, add +2 to # of hit points regained

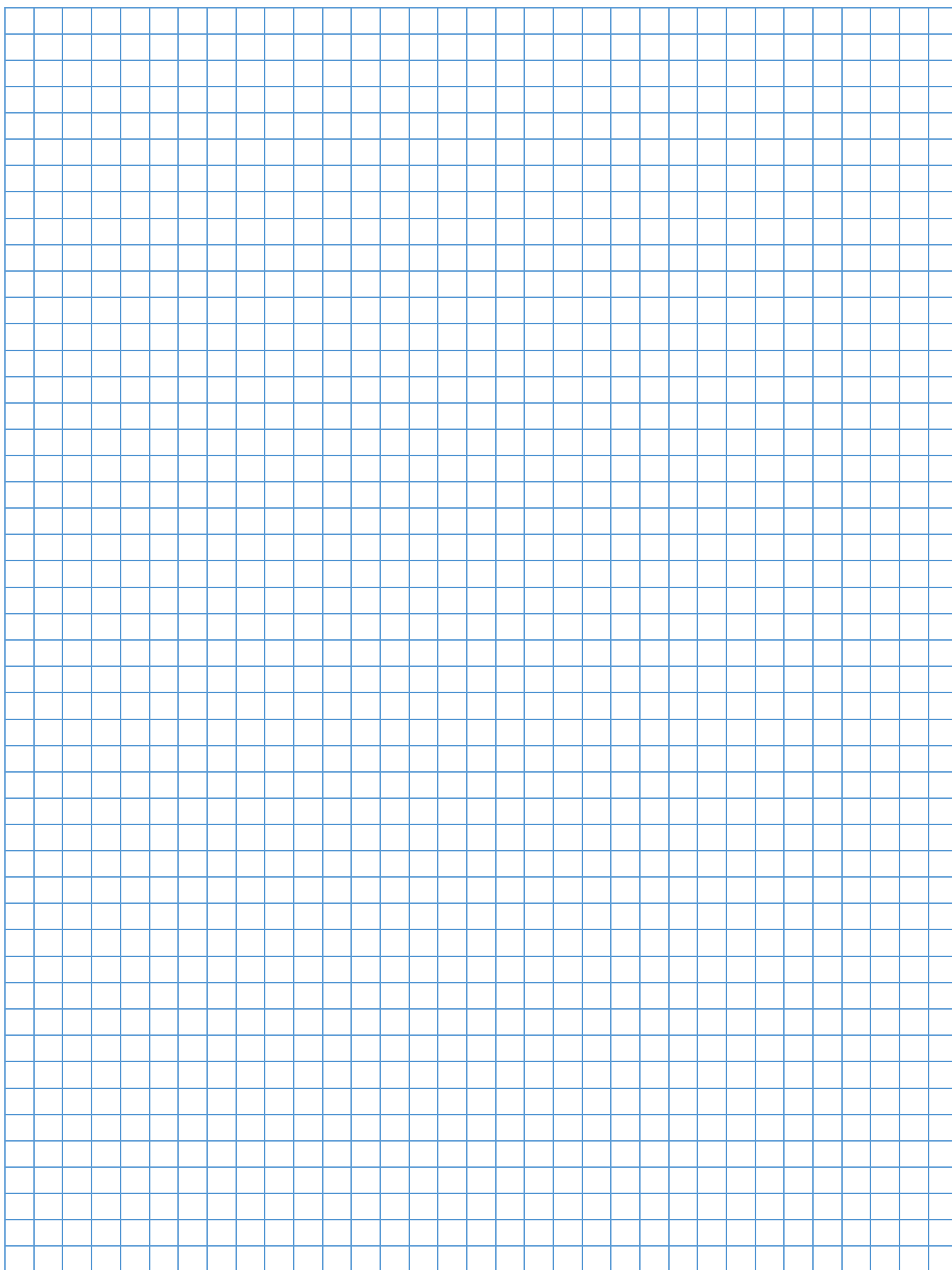
Prone to Seasickness
 - if at sea for more than 1 hour, -2 penalty to all attack rolls, saves, skill and spell checks until on dry land

Wizard Spells & Abilities

Base Spell Check: 1d20+4
 Familiar: n/a
 Patron(s): Ningauble of the Seven Eyes
 Corruption: Facial ties; sixth finger on dominant hand

Spell Name	Level	Check	Spell Stipulations
Animal Summ.	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/immerse hands
Detect Invisible	2		hold prism of glass to forehead
Fire Resistance	2		Nausea! -2 on atks, saves, skill/spell cks for 2 rounds, even if spell fails

Wizard



NOTES