

# LANKHMAR CONVERSION

CONVERT LANKHMAR™ TO THE SAVAGE WORLDS ADVENTURE EDITION  
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*Lankhmar*™ was written for *Savage Worlds Deluxe*, but it's easy to update for the *Savage Worlds Adventure Edition*. Most of the rules can be used as-is. Those that require a little more work are detailed below.

Where core rules differ, the Game Master can use whichever version she prefers. Both versions will work just fine in your game, though those presented in SWADE are a bit more structured and streamlined.

**Note:** This is a living document. If you see something we missed, please tell us on the [Pinnacle forums!](#)

## GENERAL NOTES

Racial abilities, skills, Edges, Hindrances, and gear should be converted to their SWADE equivalents. Knowledge (Arcana) becomes Occult, for example, and Lockpicking is part of Thievery. If a character has two skills that have been merged into one in SWADE (such as Survival and Tracking), use the higher of the two values for the new skill.

If a being has an Edge or Hindrance without an obvious equivalent in SWADE, you can either ignore it or give it a new one you feel has the same general theme.

Unless otherwise stated, intelligent beings have Common Knowledge and Persuasion at d6, and all beings have Athletics, Notice, and Stealth at d6. The GM should increase this to the linked attribute (or higher) if she feels it's appropriate.

Charisma is ignored.

Ignore all instances of Climb for flying creatures and vehicles.

Special Abilities such as Construct or Undead, or those that mimic Edges such as Frenzy, should use the updated versions presented in SWADE.

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## CITY OF THIEVES

## MAKING CHARACTERS

Follow the rules presented in SWADE, with the exception that the races of Lankhmar start with +4 points in racial abilities rather than +2.

Skills are converted to equivalent SWADE skills. Knowledge (Arcana) becomes Arcana, for example, and Tracking is Survival.

If a character has two skills that have been merged into one in SWADE (such as Survival and Tracking), use the higher of the two values for the new skill.

## RACES

- **P10 MINGOLS:** Start with a d6 in Boating or Riding, their choice, rather than a +2 bonus.
- **P11 NEWHON GHOULS (Living Skeletons):** Start with d6 Intimidation instead of the +2 bonus. Ignore the penalty to Charisma and give them Outsider (Minor) instead.
- **P11 RATLINGS (Secret Nature):** Give them Outsider (Minor) instead of the Charisma penalty toward those who know their origin and are unnerved by the rat-kin (such as most Lankhmarts).
- **P11 RATLINGS (Stealth):** Ratlings start with a d6 in Stealth rather than a d4.

## NEW HINDRANCES

- **P12 AMOROUS:** The penalty applies to Tests.
- **P13 JINGOISTIC:** Subtract 2/4 from Persuasion rolls when dealing with those of other cultures.
- **P13 ONE HAND:** Use the rules for One Arm in SWADE. A hook reduces the penalties as listed.

## NEW EDGES

- **P14 DIRTY FIGHTER:** The hero gets a free reroll when Testing enemies with arcane skills, Athletics, Fighting, or Shooting.
- **P14 REALLY DIRTY FIGHTER:** Replace Trick with "Test".
- **P18 HONEYED TONGUE:** The character may force a foe to use Smarts instead of Spirit when resisting his Persuasion attempts (assuming the target can understand him). See below for Selling Goods.
- **P18 EXPLORER:** The hero gets a free reroll when making Survival rolls to resist Fatigue from heat and cold.
- **P18 PRIESTS/PRIESTESS:** These individuals get a free reroll when making Persuasion rolls on adherents rather than a +1 Charisma bonus.
- **P18 REPUTATION:** The character gets a free reroll on Intimidation checks if the GM decides the target has heard of her exploits.



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## CHAPTER TWO: GEAR

Use as listed or replace with the rules from SWADE where an item has been updated.

- **P22 SHIPS:** See the combined table at the end of this document for those vessels presented in *City of Thieves* and our expansion, *The Savage Seas of Nehwon*.
- **P22 BALLISTA:** The ballista's Reload is now 4.

## CHAPTER FOUR: SURGERY

Use the No Power Points rules from the **Setting Rules** in SWADE.

Backlash is now defined as a Critical Failure (rather than simply rolling a 1 on the arcane skill die).

The new powers from SWADE are *empathy* (white magic), *illusion* (black/white/elemental—fire magic), *mind link* (black/white magic). *Resurrection* isn't normally available in Nehwon, though some have ventured into the Shadowlands to attempt a deal with Death...

- **P30 BLACK MAGIC CORRUPTION:** One to three points of Corruption gives the character the Ugly Hindrance. Four or more points results in the Very Ugly Hindrance. The penalties do not stack if the hero already has either of those Hindrances.

### POWERS

If a power appears in SWADE, use that. Those not listed in SWADE use the rules presented in *City of Thieves*.

## CHAPTER SEVEN: MAGIC WONDERS

- **P70 LOVE DART:** The character adds +6 to Persuasion rolls against the affected target.

## CHAPTER EIGHT: SAVAGE TALES

### HEROES AND VILLAINS

- **P80 WILD DOGS:** Use SWADE.

## CHAPTER NINE: HEROES AND VILLAINS

See **Making Characters** above for any changes to particular races, such as Nehwon Ghouls or Mingols.

## SAVAGE TALES OF THE THIEVES GUILD

### PEARLS OF ILLIGIUM

- **P73 ILLICYTE WARRIOR (Lure):** Those who fail their Spirit roll are Stunned instead of Shaken.

## SAVAGE FOES OF LANKHMAR

- **P49 ASTRAL WOLVES (Howl):** Critical Failure Stuns the foe.
- **P49 BEAR (Bear Hug):** Use the standard Grappling rules instead. Add Bite (Str+d6).
- **P55 DEAD MASTER THIEVES (Choking Grasp):** The Dead Masters cause Strength +d6 damage to those they've grappled.
- **P565 DOG/WOLF:** Use SWADE.
- **P63 HORSE/WAR HORSE:** Use SWADE.
- **P70 SHARK, MANEATER:** Use SWADE.
- **P70 SHARK, GREAT WHITE:** Use SWADE.
- **P71 SIMORGYAN CLOAKER (Envelopment):** Cloakers add +2 when attempting to grapple due to their billowy nature.
- **P72 SNAKE, CONSTRICTOR:** Use SWADE.

## THE SAVAGE SEAS OF NEHWON

### CHAPTER THREE: CHARACTERS

- **P10 MASTER AND COMMANDER:** The crew gets a free reroll when making Boating checks instead of +2.

### CHAPTER FIVE: SETTING RULES

#### SHIP COMBAT

Use the rules from SWADE.

- **P16 CONTACT:** You can either use the system presented here or use the **Naval Chases** rules in **Chases & Vehicles** from SWADE.
- **P17 FLAMING ARROWS:** Ignore the remark about Suppressive Fire and instead compare the Shooting roll to the TN to hit each character within (adjusting for the -1 penalty mentioned in the first paragraph). Those who are hit take damage normally.

### CHAPTER SEVEN: SAVAGE TALES

#### BRIDE OF THE GOLDEN ISLE

- **P62 SIMORGYAN CLOAKER (Envelopment):** Cloakers add +2 when attempting to grapple due to their billowy nature.

### CHAPTER EIGHT: DENIZENS OF THE NEHWON SEAS

- **CORE SKILLS:** Unless otherwise stated, intelligent beings have Common Knowledge and Persuasion at d6, and all beings have Athletics, Notice, and Stealth at d6. The GM should increase this to the linked attribute (or higher) if she feels it's appropriate.

- **EQUIPMENT:** Use statistics from SWADE for weapons and armor, particularly the medieval style armor of the astorgians and ch'ka-tun soldiers.

## CREATURES

- **P90 DROWNER FROM THE DEEP (Death Grip):** Drowners add +2 when attempting to grapple or retain a grapple.
- **P90 DROWNER FROM THE DEEP (Drowning Kiss):** Treat as a Bite (thus it may be used after grappling). Once kissed, a victim must succeed at the Spirit roll before it realizes the trap and can even try to escape the grapple.
- **P91 KILLER WHALE (Size):** Increase Size to +6, Strength to d12+6, and Toughness to 14.
- **P92 OCEAN SLIME (Arms):** Use the rules for tentacles instead. The creature has two tentacle actions and a Reach of 2.
- **P92 OCEAN SLIME (Envelopment):** An Entangled or Bound prey automatically takes 2d6 acidic damage on the slime's turn.

- **P93 OCTOPUS, BLADE (Size):** Size 4 (Large). Increase Strength to d12+2 and Toughness to 6.
- **OCTOPUS, BLADE (Arms):** Use the rules for tentacles instead. The creature has four tentacle actions and a Reach of 2.
- **OCTOPUS, BLADE (Beak):** Treat as a Bite for grappling purposes.
- **OCTOPUS, GIANT (Size):** Increase Size to 10, Strength to d12+8, and Toughness to 16.
- **OCTOPUS, GIANT (Arms):** Use the rules for tentacles instead. The creature has four tentacle actions and a Reach of 3.
- **OCTOPUS, GIANT (Beak):** Treat as a Bite for grappling purposes.
- **SEA SNAKE, GIANT (Tail Constriction):** Ignore text, but give the creature +2 when grappling or maintaining a hold.

## UPDATED VEHICLES

Nehwon ships sometimes differ slightly from those listed in SWADE. Galleys and galleons are slightly smaller, for example.

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Cart/Wagon <i>Notes:</i> Pulled by one <b>Horse</b> . Pace on the tabletop is 12 and it may run.	3	-2	16	6	1+3	50
Fishing Smack	4 (Large)	-2	9	10 (2)	3+5	750
Frigate <i>Notes:</i> Heavy Armor.	8 (Huge)	-1	30	15 (2)	12+24	3K
Galleon <i>Notes:</i> Heavy Armor. <b>Weapons:</b> 2× Ballista or catapults (Fixed Front).	12 (Gar)	-2	9	19 (4)	20+60	15K
Galley <i>Notes:</i> Heavy Armor. Has both oars and sails. Top Speed <b>Weapons:</b> Ballista or catapult (Fixed Front).	12 (Gar)	-1	8	19 (4)	80+16	3K
Barge, Grain <i>Notes:</i> Heavy Armor. Pace is reduced by half when fully loaded.	12 (Gar)	-3	9	13 (2)	6+20	2K
Barge, River <i>Notes:</i> Heavy Armor. -2 Boating in open sea due to low sides.	12 (Gar)	-3	5	11 (2)	6+20	1K
Longboat	1 (Normal)	-2	5	10 (2)	1+5	75
Longship <i>Notes:</i> Sails and oars.	9 (Huge)	-1	15	15 (2)	20+6	2K
Merchant, Large <i>Notes:</i> -2 Boating rolls during storms.	10 (Huge)	-2	10	13 (2)	25+10	2.5K
Merchant, Small <i>Notes:</i> -1 Boating rolls during storms.	6 (Large)	0	9	10 (2)	10+4	1.2K
Rowboat	0	-2	5	8 (1)	1+3	50
Sloop	9 (Huge)	0	12	13 (2)	1+11	2K
Sloop, Small	7 (Large)	+1	10	10 (2)	1+5	500
Yacht	11 (Huge)	-2	9	10 (2)	60+10	2.5K