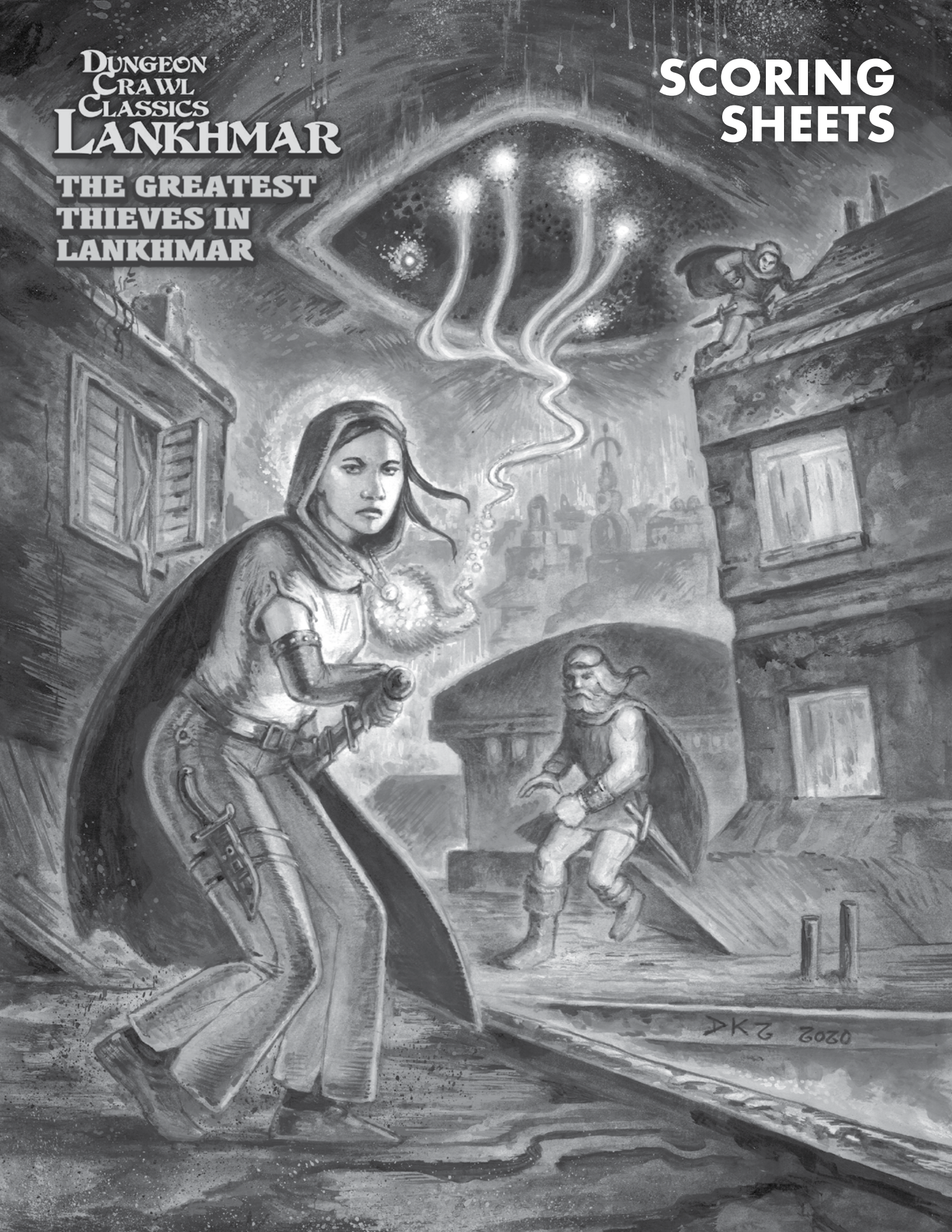


DUNGEON  
CRAWL  
CLASSICS  
**LANKHMAR**

**THE GREATEST  
THIEVES IN  
LANKHMAR**

**SCORING  
SHEETS**



DKZ 2020



# ROUND 1

## TEAM REGISTRATION & PLAYER INFORMATION

Before the beginning of the round, please fill in the player names and contact information next to the characters they are using for the tournament and write in the team's selected name below and on the front of this Scoring Packet (no profanity or lewd language in the team names will be accepted). Clearly cross out the characters not being used.

Judge: \_\_\_\_\_ Round: \_\_\_\_\_ Time Slot: \_\_\_\_\_

Character	Player First Name	Player Last Name	Email (for scoring notification)
Mingol Thief (L3)			
Lankhmar Thief (L3)			
Cold Wastes Warrior (L3)			
Lankhmar Warrior (L3)			
Lankhmar Wizard (L3)			
Mingol Thief (L4)			
Cold Wastes Thief (L4)			
Eastern Lands Warrior (L4)			
Cold Wastes Warrior (L4)			
Eight Cities Wizard (L4)			
<b>Team Name</b>			

## CRITICAL HIT TRACKER

Apply in Order	Mark with "X" and which PC	Critical Hit
1		+2d12 [12] damage as PC's chest is cratered, crushing ribs into vital organs.
2		+1d14 [7] damage as PC's eye is shot out. -1d to all attack actions and spell checks requiring sight. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
3		Blow reduces internal organs to jelly. Character dies in 1d6 [3] rounds. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above. If slain, no chance to recover the body.
4		Strike to chest crushes heart. +3d12 [18] damage and target must succeed on DC 20 Fort save or die instantly. If slain, no chance to recover the body.
5		Kneecap explodes into red mist. PC's movement drops to 0'. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
6		Attack shatters foe's face, destroying both eyes and reducing nose and jaw to paste. Character is fully blinded. -2d to all attack actions and spell checks requiring sight. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
7		Attack removes PC's weapon arm, inflicting an additional 2d16 [16] damage. -2d to all actions requiring two hands. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
8		Strike to throat, for an additional 1d8 [4] damage. Target staggers around, unable to take an action for 1d3 [2] rounds.
9		Target's weapon shattered. If no weapon, suffers 1d16 [8] damage.
10		Target is disemboweled, spilling his entrails onto the ground. Dies instantly from shock, with no chance to recover the body.
11		Strike hammers target to knees. Foe immediately attempts a second attack on the same target, critting again on a successful attack.
12		Strike removes crown of skull. Target dies in 3d3 [4] rounds. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
13		Blow sunders shield, inflicting an additional 2d12 [12] damage. (If no shield, the arm is removed. -2d to all actions requiring two hands. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
14		Skull cratered. +2d8 [8] damage, and permanent loss of 1d4 [3] of both Intelligence and Personality.
15		Strike collapses target. -1d to all actions. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
16		Blow caroms off skull. Target must succeed on DC 20 Fort save or unconscious for 1d5 [3] rounds.
17		Attack severs leg, inflicting an additional 2d16 [16] damage. Movement reduced to 0'. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
18		Saved by Fate: Critical inflicts no additional damage.
19		Target decapitated with a single strike. Instant death. No chance to recover the body.
20+		Begin again at top but increase damage by +[6]. So an attack inflicting 2d12 [12] would inflict [18].

Team:

Judge:

Time Slot:

Scoring Elements	Mark with "X" or number	PC Deaths - Mark "/" for each 0 hp, "X" for each death
<b>Player Start</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PCs trigger one or more of the doors	<input type="checkbox"/>	
<b>Area 1-0</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Each time PCs explore Area 1-0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<b>Area 1-1</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Each incorrect attempt to open the door	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Number of PCs that escape	_____	
<b>Area 1-2</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Each incorrect guess to the riddle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
PCs destroy the guardian with Skull	<input type="checkbox"/>	
Number of PCs that escape	_____	
<b>Area 1-3</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PCs defeat skelespiders by destroying orb	<input type="checkbox"/>	
PCs escape room without triggering skelespiders	<input type="checkbox"/>	
Number of PCs that escape	_____	
<b>Area 1-4</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Number of PCs that escape	_____	
<b>Area 1-5</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PCs destroy Guildmasters with trapped hallway	<input type="checkbox"/>	
Number of PCs that escape	_____	
<b>Area 1-6</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PCs trigger attack from sponge	<input type="checkbox"/>	
Number of PCs that escape	_____	
<b>Area 1-7</b>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PCs escape without combat	<input type="checkbox"/>	
PCs steal food while disguised	<input type="checkbox"/>	
Number of PCs that escape	_____	
<b>Number of minutes remaining in session</b>	_____	
<b>TPK?</b>	<input type="checkbox"/>	
<b>Uses of Invoke Patron</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<b>Uses of the Bauble for Healing</b>	<input type="checkbox"/> d20 <input type="checkbox"/> d16 <input type="checkbox"/> d14 <input type="checkbox"/> d12 <input type="checkbox"/> d10 <input type="checkbox"/> d8 <input type="checkbox"/> d7 <input type="checkbox"/> d6 <input type="checkbox"/> d5 <input type="checkbox"/> d4 <input type="checkbox"/> d3	
<b>Luck + Fleeting Luck remaining for each PC</b>		
<b>Level 3</b>	Thief 1	Thief 2
	War. 1	War. 2
	Wizard	
<b>Level 4</b>	Thief 1	Thief 2
	War. 1	War. 2
	Wizard	

## ROUND 2

### TEAM REGISTRATION & PLAYER INFORMATION

Before the beginning of the round, please fill in the player names and contact information next to the characters they are using for the tournament and write in the team's selected name below and on the front of this Scoring Packet (no profanity or lewd language in the team names will be accepted). Clearly cross out the characters not being used.

Judge: \_\_\_\_\_ Round: \_\_\_\_\_ Time Slot: \_\_\_\_\_

Character	Player First Name	Player Last Name	Email (for scoring notification)
Mingol Thief (L3)			
Lankhmar Thief (L3)			
Cold Wastes Warrior (L3)			
Lankhmar Warrior (L3)			
Lankhmar Wizard (L3)			
Mingol Thief (L4)			
Cold Wastes Thief (L4)			
Eastern Lands Warrior (L4)			
Cold Wastes Warrior (L4)			
Eight Cities Wizard (L4)			
<b>Team Name</b>			

## CRITICAL HIT TRACKER

Apply in Order	Mark with "X" and which PC	Critical Hit
1		+2d12 [12] damage as PC's chest is cratered, crushing ribs into vital organs.
2		+1d14 [7] damage as PC's eye is shot out. -1d to all attack actions and spell checks requiring sight. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
3		Blow reduces internal organs to jelly. Character dies in 1d6 [3] rounds. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above. If slain, no chance to recover the body.
4		Strike to chest crushes heart. +3d12 [18] damage and target must succeed on DC 20 Fort save or die instantly. If slain, no chance to recover the body.
5		Kneecap explodes into red mist. PC's movement drops to 0'. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
6		Attack shatters foe's face, destroying both eyes and reducing nose and jaw to paste. Character is fully blinded. -2d to all attack actions and spell checks requiring sight. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
7		Attack removes PC's weapon arm, inflicting an additional 2d16 [16] damage. -2d to all actions requiring two hands. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
8		Strike to throat, for an additional 1d8 [4] damage. Target staggers around, unable to take an action for 1d3 [2] rounds.
9		Target's weapon shattered. If no weapon, suffers 1d16 [8] damage.
10		Target is disemboweled, spilling his entrails onto the ground. Dies instantly from shock, with no chance to recover the body.
11		Strike hammers target to knees. Foe immediately attempts a second attack on the same target, critting again on a successful attack.
12		Strike removes crown of skull. Target dies in 3d3 [4] rounds. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
13		Blow sunders shield, inflicting an additional 2d12 [12] damage. (If no shield, the arm is removed. -2d to all actions requiring two hands. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
14		Skull cratered. +2d8 [8] damage, and permanent loss of 1d4 [3] of both Intelligence and Personality.
15		Strike collapses target. -1d to all actions. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
16		Blow caroms off skull. Target must succeed on DC 20 Fort save or unconscious for 1d5 [3] rounds.
17		Attack severs leg, inflicting an additional 2d16 [16] damage. Movement reduced to 0'. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
18		Saved by Fate: Critical inflicts no additional damage.
19		Target decapitated with a single strike. Instant death. No chance to recover the body.
20+		Begin again at top but increase damage by +[6]. So an attack inflicting 2d12 [12] would inflict [18].

# SCORING SHEET - ROUND 2

Team:

Judge:

Time Slot:

Scoring Elements	Mark with "X" or number	PC Deaths - Mark "/" for each 0 hp, "X" for each death
<b>Area 2-1</b> Each point of Fleeting Luck burned	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-1a</b> Number of PCs that escape	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-1b</b> Number of PCs that escape	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-1c</b> Number of PCs that escape	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-1d</b> Number of PCs that escape	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-1e</b> Number of PCs that escape	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-1f</b> Number of PCs that escape	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-1g</b> Number of PCs that escape	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-1h</b> Number of PCs that escape	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-2</b> PCs trigger incorrect square PCs solve Medalus' and Portho's riddle Number of PCs that escape	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-3</b> PCs attack washer-folk Number of PCs that escape	<input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-4</b> Each PC that loses their contest Number of PCs that escape	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 2-5</b> Number of PCs that escape	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Number of minutes remaining in session</b>	_____	
<b>TPK?</b>	<input type="checkbox"/>	
<b>Uses of Invoke Patron</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<b>Uses of the Bauble for Healing</b>	<input type="checkbox"/> d20 <input type="checkbox"/> d16 <input type="checkbox"/> d14 <input type="checkbox"/> d12 <input type="checkbox"/> d10 <input type="checkbox"/> d8 <input type="checkbox"/> d7 <input type="checkbox"/> d6 <input type="checkbox"/> d5 <input type="checkbox"/> d4 <input type="checkbox"/> d3	
<b>Luck + Fleeting Luck remaining for each PC</b>		
<b>Level 3</b>	Thief 1	Thief 2
	War. 1	War. 2
	Wizard	
<b>Level 4</b>	Thief 1	Thief 2
	War. 1	War. 2
	Wizard	

# **ROUND 3** **TEAM REGISTRATION & PLAYER INFORMATION**

Before the beginning of the round, please fill in the player names and contact information next to the characters they are using for the tournament and write in the team's selected name below and on the front of this Scoring Packet (no profanity or lewd language in the team names will be accepted). Clearly cross out the characters not being used.

Judge: \_\_\_\_\_ Round: \_\_\_\_\_ Time Slot: \_\_\_\_\_

Character	Player First Name	Player Last Name	Email (for scoring notification)
Mingol Thief (L3)			
Lankhmar Thief (L3)			
Cold Wastes Warrior (L3)			
Lankhmar Warrior (L3)			
Lankhmar Wizard (L3)			
Mingol Thief (L4)			
Cold Wastes Thief (L4)			
Eastern Lands Warrior (L4)			
Cold Wastes Warrior (L4)			
Eight Cities Wizard (L4)			
<b>Team Name</b>			



## CRITICAL HIT TRACKER

Apply in Order	Mark with "X" and which PC	Critical Hit
1		+2d12 [12] damage as PC's chest is cratered, crushing ribs into vital organs.
2		+1d14 [7] damage as PC's eye is shot out. -1d to all attack actions and spell checks requiring sight. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
3		Blow reduces internal organs to jelly. Character dies in 1d6 [3] rounds. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above. If slain, no chance to recover the body.
4		Strike to chest crushes heart. +3d12 [18] damage and target must succeed on DC 20 Fort save or die instantly. If slain, no chance to recover the body.
5		Kneecap explodes into red mist. PC's movement drops to 0'. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
6		Attack shatters foe's face, destroying both eyes and reducing nose and jaw to paste. Character is fully blinded. -2d to all attack actions and spell checks requiring sight. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
7		Attack removes PC's weapon arm, inflicting an additional 2d16 [16] damage. -2d to all actions requiring two hands. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
8		Strike to throat, for an additional 1d8 [4] damage. Target staggers around, unable to take an action for 1d3 [2] rounds.
9		Target's weapon shattered. If no weapon, suffers 1d16 [8] damage.
10		Target is disemboweled, spilling his entrails onto the ground. Dies instantly from shock, with no chance to recover the body.
11		Strike hammers target to knees. Foe immediately attempts a second attack on the same target, critting again on a successful attack.
12		Strike removes crown of skull. Target dies in 3d3 [4] rounds. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
13		Blow sunders shield, inflicting an additional 2d12 [12] damage. (If no shield, the arm is removed. -2d to all actions requiring two hands. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
14		Skull cratered. +2d8 [8] damage, and permanent loss of 1d4 [3] of both Intelligence and Personality.
15		Strike collapses target. -1d to all actions. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
16		Blow caroms off skull. Target must succeed on DC 20 Fort save or unconscious for 1d5 [3] rounds.
17		Attack severs leg, inflicting an additional 2d16 [16] damage. Movement reduced to 0'. Can be magically healed by use of Ningauble's Bauble as per the rules for healing above.
18		Saved by Fate: Critical inflicts no additional damage.
19		Target decapitated with a single strike. Instant death. No chance to recover the body.
20+		Begin again at top but increase damage by +[6]. So an attack inflicting 2d12 [12] would inflict [18].

# SCORING SHEET - ROUND 3

Team:

Judge:

Time Slot:

Scoring Elements	Mark with "X" or number	PC Deaths - Mark "/" for each 0 hp, "X" for each death
<b>Area 3-1</b> Each incorrect rainbow tile stepped on Number of PCs that escape	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 3-2</b> PCs find costumes	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 3-3</b> PCs recover feather without slaying akla Number of PCs that escape	<input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 3-4</b> PCs find uniforms	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 3-5</b> PCs solve puzzle without activating slime servants Number of PCs that escape	<input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 3-6</b> Each release of additional sand Number of PCs that escape	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 3-7</b> PCs defeat the Hate Manifestation PCs do not release the Hate Manifestation Number of PCs that escape	<input type="checkbox"/> <input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 3-8</b> PCs exit without activating shell golems Number of PCs that escape	<input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 3-9</b> PCs escape without being attacked by pit guardian Number of PCs that escape	<input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 3-10</b> Each incorrect attempt to place shape Number of PCs that escape	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Area 3-11</b> PCs avoid combat Number of PCs that escape	<input type="checkbox"/> _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Number of minutes remaining in session</b>	_____	
<b>TPK?</b>	<input type="checkbox"/>	
<b>Uses of Invoke Patron</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<b>Uses of the Bauble for Healing</b>	<input type="checkbox"/> d20 <input type="checkbox"/> d16 <input type="checkbox"/> d14 <input type="checkbox"/> d12 <input type="checkbox"/> d10 <input type="checkbox"/> d8 <input type="checkbox"/> d7 <input type="checkbox"/> d6 <input type="checkbox"/> d5 <input type="checkbox"/> d4 <input type="checkbox"/> d3	
<b>Luck + Fleeting Luck remaining for each PC</b>		
<b>Level 3</b>	Thief 1 _____ Thief 2 _____ War. 1 _____ War. 2 _____ Wizard _____	
<b>Level 4</b>	Thief 1 _____ Thief 2 _____ War. 1 _____ War. 2 _____ Wizard _____	

## NOTES





## **Can your home group beat the Gen Con pros?**

At Gen Con 2019, *The Greatest Thieves in Lankhmar* claimed 83 character lives! And at Origins 2019, another 50 characters were felled! Now for the first time, this deathtrap dungeon is presented in its entirety!

Run the adventure for your home group, use the tournament rules, and score it just like we did at Gen Con and Origins. Compare your score to the 2019 Gen Con results (starting on page 4 of enclosed Judge's Pack) to see how talented your players are!

Submit your team's final score to Goodman Games so we can publish the nationwide results!

You can submit your scores at:

<http://bit.ly/Greatest-Thieves>