

LANKHMAR QUICK SHEET

Welcome to Lankhmar the Imperishable, the grandest and oldest metropolis in the world of Nehwon and home to the greatest swordsmen (and women!) any universe has ever seen!

While the City of the Black Toga is rife with secrets, all you need to run this adventure is the Dungeon Crawl Classics core rulebook and this one-page rules summary. For full details on these rules and more, see the Dungeon Crawl Classics Lankhmar box set.

FLEETING LUCK

Lankhmar is a capricious city where fortunes are won and lost in a single night. To represent the ebb and flow of fate, DCC Lankhmar uses fleeting Luck in addition to the normal Luck stat. Fleeting Luck is easily acquired and should be quickly spent—lest it risk being lost with the cast of a die.

Fleeting Luck is spent the same as normal Luck. Similarly, when making Luck checks, the PC treats his total current Luck score as the sum of both his normal Luck score plus any fleeting Luck possessed at the time of the check. Finally, any number of PCs can spend fleeting Luck to aid a fellow character. Each point of fleeting Luck spent to help an ally adds +1 to the assisted PC's die roll.

Gaining Fleeting Luck

Each PC begins the session with 1 point of fleeting Luck. A PC gains a point of fleeting Luck for any of the following actions with the judge's approval:

- Rolling a natural 20 on any attack roll, saving throw, ability or skill check, or spell check.
- 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).
- Pulling off a daring feat.
- Performing an action or role-playing in a manner that reinforces the unique atmosphere and themes of Fritz Leiber's *Fafhrd* and the *Gray Mouser* tales.
- General good role-playing or entertaining one's judge and fellow players.

Losing Fleeting Luck

Any time any PC in the party rolls a natural 1 that results in a failure, every PC loses all of their 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.

All remaining fleeting Luck is lost at the end of the session. The PCs begin with 1 point of fleeting Luck at the start of the next game.

HEALING WITHOUT MAGIC

Violence is no less common in Nehwon than any other world. But—bereft of the divine healing so common elsewhere—combat is a deadly proposition and never entered

into lightly. Thankfully, there are a handful of opportunities for PCs to regain lost hit points during play.

Once per combat, PC can spend a point of Luck to roll their class hit die plus Stamina modifier and regain that number of lost hit points (a warrior would roll 1d12 + Sta modifier, whereas a wizard would roll 1d4 + Sta modifier).

The hero is in effect taking a quick break from battle to catch a breath and rally his strength before plunging back into combat. The PC can perform no other action than move that round, as it takes all his concentration to deal with his wounds. An unconscious or dying PC cannot regain hit points in this manner, but can be treated by an ally (see below).

PCs can spend additional Luck to improve the result. For example, a warrior spends 1 Luck to recover 1d12 hit points. The hit die is rolled with a "2" result. Caught in the midst of a fight that's going poorly, the warrior decides to spend 4 additional Luck and increase the total to 6.

Rousing Dying Characters

When a PC is reduced to zero or less hit points by any means, he is incapacitated and begins dying. A bleeding-out character can be saved from death by either applying a magical unguent or by staunching the PC's wounds.

Characters remain incapacitated and are considered to be at zero hit points and unconscious. An unconscious PC with zero hit points is utterly 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 by recuperating as normal. If the PC has already utilized his recuperation for the day, he can only regain hit points by natural rest or via magical or alchemical healing unguents until the following day.

Recuperating

Once per day, a PC can rest outside of combat to bind his wounds, restore his spirit, and recover from the stress of battle. Recuperating takes 1d3 turns, after which the PC can spend 1 point of Luck and regain hit points equal to a roll of his class hit die + Stamina modifier + level.

Restoratives

Gritted teeth and clean bandages can go a long way to restoring a PC's vitality, but a draught of potent potable goes even further!

Most of these restoratives can only be consumed while recuperating as it takes time for the beverage to rouse the PC's vitality.

When a PC consumes a draught of restorative drink while recuperating, the PC receives a bonus to his hit die roll at the end of the recuperating period. The bonus depends on the type of liquor consumed, as noted in area 2-4.

Now loosen your blade and sharpen your wits—the City of Sevenscore Thousand Smokes awaits!