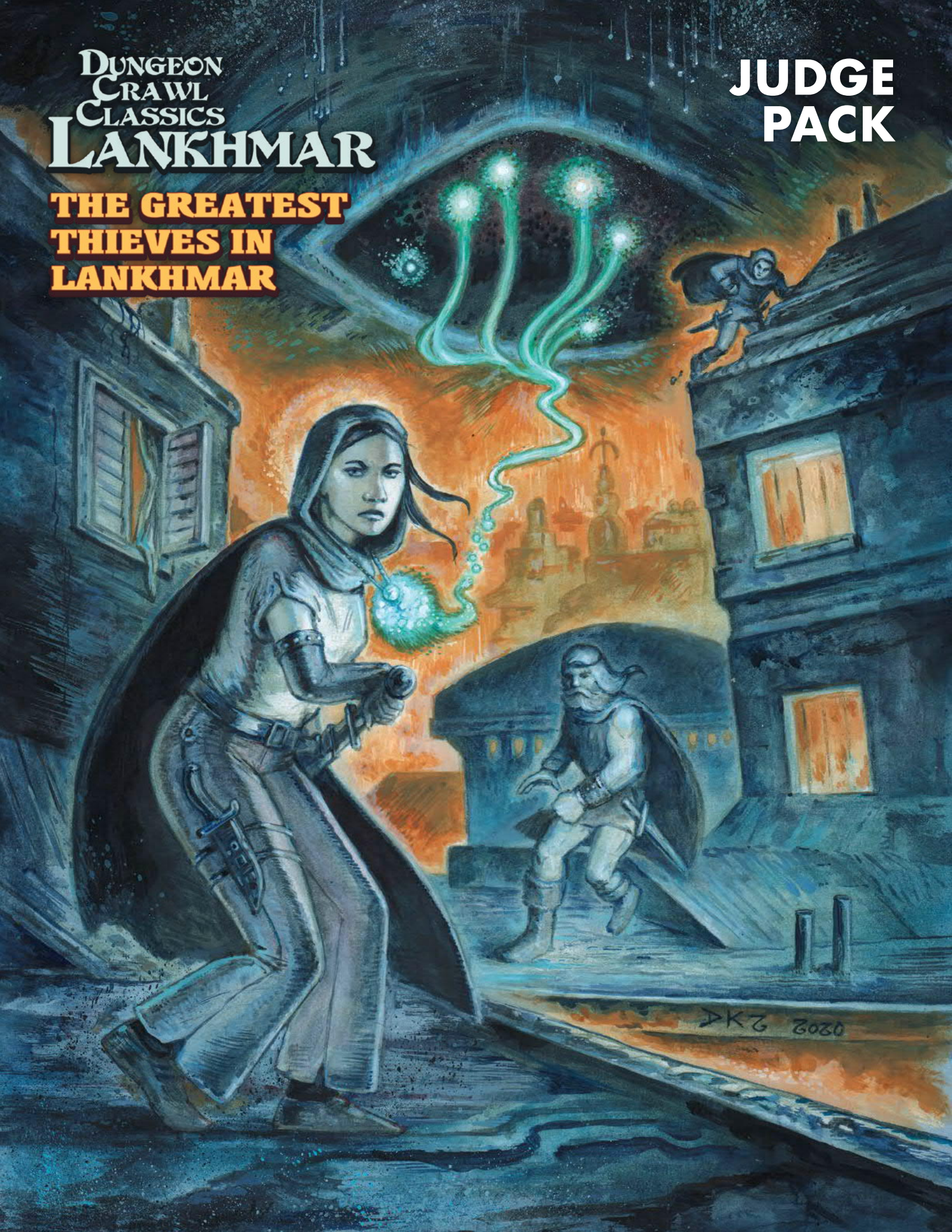


DUNGEON  
CRAWL  
CLASSICS  
**LANKHMAR**

**THE GREATEST  
THIEVES IN  
LANKHMAR**

**JUDGE  
PACK**





# 2019 DCC RPG GEN CON OPEN DCC TOURNAMENT RECAP

BY MARC BRUNER & HARLEY STROH



The Greatest Thieves in Lankhmar brought the Gen Con Open to the infamous City of the Black Toga. The tournament ranged from the hot cellars beneath Thieves' House to the sooty rooftops, and concluded with a mad dash through the palace of the Overlord.

Characters died alone, lost beneath Thieves' House, as their torches burnt out, one by one. Slayers stalked the city in search of the PCs, even as washer-mongers took up arms (undies?) in the party's defense. A fête of masked dancers was rudely interrupted by a band of bloodied alley-bashers, and polar bears were spotted on Cheap Street, near Death's Alley.

PCs died, judges cursed, players wailed, and a grand time was had by all.



The 2019 Gen Con Open saw our largest crew of judges to date. Several new stalwarts stepped up to assume the mantle of tournament judge, and all acquitted themselves with honor.

For those of us that haven't ever judged a tournament adventure, let alone one at Gen Con, it is a high wire act with no net. Judges met the night before Gen Con, and then every night following, to review rounds, come to consensus on rulings, and work through logistics. When the entire Goodman tribe comes together but once a year, this is no small sacrifice. To sit amongst the gathering of this year's judges was humbling—all that they do is for the love of the game.

For all our prep, brilliant players still managed to stymie judges and break their brains. At a home game you might call a five-minute recess to sort out *just what the hell is going on*, but the tournament offers no such respite.

Instead, judges had to adjudicate on the fly, in situations like these:

- If I use fleeting Luck to max out *animal summoning*, just how many polar bears or lions do I get? (Twenty-five. Let's bust out some stats.)
- I cast *levitate* to crush a room of foes against the ceiling at a rate of 20' per round. How much damage does that inflict? (Uh, 2d6 per round.)
- I pickpocketed that Slayer. Does he have vial of poison in his belt pouch? (Give me a Luck check.)
- Max *levitate* says I can move castles. Does that mean the Overlord's Palace, too? (No. Ningauble can't afford the attention.)
- If I change my patron to Brendan LaSalle, does that mean he will come to my aid? (Only if you promise to back his next Kickstarter.)

And what if a table does all of this at once?

Fortunately, our judges are among the best. But this year—as back-up—we also appointed a roving pit boss whose sole job was to float between tables, ensuring that similar situations received similar adjudications, that stat blocks for lions reflected those for polar bears, and other such nuances.

At best, it made us 3rd-level tournament judges, but every little bit helps.

The second defining element of this year's tournament were the puzzles. All the while the PCs were crawling through dusty cellars, scrambling across tiled rooftops, and plunging through palaces, they were also expected to solve increasingly-maddening puzzles. The consequences for any misstep were dire—if not fatal, as more than one team discovered when a "helpful" teammate opted to reset the challenge.

Good puzzle writing is a unique challenge for RPG designers. Goad's Second Law puts it best:

*If the players can solve a puzzle it is too easy.*

*If the players can't solve a puzzle it is too hard.*

(For those keeping score at home, Goad's First Law is that wizards are able to cast cleric spells.)

The trick to a good puzzle is ensuring that the solution doesn't hinge on the players thinking the way the designer thinks.





Much like the apocryphal locked door at the entrance to the dungeon, a good puzzle needs multiple solutions—each with unique consequences for the PCs to weigh.

While we didn't succeed in meeting these design goals in every puzzle this year, it is sure to inform the designs of future tournaments.



When the dust finally settled on the streets of Lankhmar, the blood washed from the cobbles, the tenement fires doused, the guards returned to their stations, and the thieves abed, we can say with full confidence that this was our most enjoyable tournament to date—for judges and players alike.

To those unable to get tickets, please accept our apologies. We look forward to more tables and more judges next Gen Con!

To those brave teams that perished beneath Thieves' House, atop the roofs of Lankhmar, or bleeding against a certain pillar in the Overlord's Palace: We salute you. You made every game memorable, and we hope to see your smiling faces next year.

And to **Consolidated Arson and Stabbing LLC, Sponsored by Mace Hardware**, and **Oh God!**—three fabulous teams whose scores were the highest—we hope you can rest well, satisfied by your accomplishments, and reveling in your accolades.

See you in the pits!

— Judges Marc & Harley



BKM. 2020



# GEN CON 2019

## DCC OPEN TOURNAMENT RESULTS



t Gen Con 2019, Goodman Games ran the third annual DCC Open Tournament, *The Greatest Thieves in Lankhmar*. This year 96 players competing on a record number of 20 different teams took on the deadly challenges of the fabled city of Lankhmar, City of Sevenscore Thousand Smokes. Over the course of four fantastic days and three hard-fought rounds, many PCs fell to the deadly traps and cunning puzzles that made up this year's adventure, and a number of teams were wiped out in TPKs before two emerged as champions: the first place **Oh God!** and the runner-up **Sponsored by Mace Hardware**.

We now present the official tournament stats, including all the judges, rooms and authors that contributed to this year's amazing event, along with this year's Count Dante Tournament Rating—a rating scale for the deadliest tournament modules based on actual play results. See below for the rating of this and previous year's tournaments.

ROUND 1 RESULTS				
Place	Team	Round Score	Players	Judge
1	Consolidated Arson and Stabbing LLC	308	John Garel, Mike Markey, Joe Moore, Silas Moore, David Zelasco	Tim Deschene
2	The Black Togas	252	Gary Libby, Vellitrix Doroshenko, Conar Densmore, Derek Seibel, Ken Winland	Tim Deschene
3	Brendan's Kids	192	Clint Trice, Ben Walker, Dave Kimble, Leslee Everett, Rosie Walker	Mike Bolam
4	Sponsored by Mace Hardware	173	Matt Free, Nick McKinnon, Paul Romer, Tyler Hodge, Matt Lindgren	Eric Daum
5	Oh God!	169	Jim Batka, Mathew Batka, Joe Batka, Jason Cefaratti	James Walls
6	Five Nimble Spiders	158	Travis Mayes, Kent Duncan, Dana Johnson, Lance DeClue, Chris Page	Terry Olson
7	The Wood Wizards	131	Ian Smith, Lucas Anthony, Darren McVittie, Heather Morse, Warren Foshaug	Eric Daum
8	The Mind Phlayers	126	Corrine Hornbeck, Garion Muckenfuss, CJ Gaver, Ron Hornbeck, Graham Hornbeck	Marc Bruner
9	Blueberry Dragons	103	Jeremiah Rose, Aaron Winemiller, Jeremy Earl, Chris Lone, Spencer Miller	Terry Olson
10	Brown-Iron Bruisers	50	Tim O'Brien, Craig Lewin, Gary Soldati, Kevin O'Brien, Michael Price	Haley Skach
11	The Seekers	-4*	Evan Ritt, Rich Green, Vincent Green, Duncan Green, Jane Ritt	Mike Bolam
12	Gong Rippers	-12*	Toney Robinette, Ben Gianulis, Corey Arnold, Jordan Starks, Colin Murphree	Aaron Koelman
13	Lion Pride	-32*	Arodi Rivera, Josef Lenz, Alberto Cintron, Scott McKinley	Marc Bruner
14	Delzar's Disciples	-65*	Jason Mulvey, Andreas Fridlund, Ross Grinvalds, Jordan McCarrel, Keith Haddad	Jeff Goad
15	Teen Girl Squad	-98*	Caleb Beckstrom, Chris Bryan, Cullen McDonald, Brad Bernstein, Matt Rishel	Jim Skach
16	Dude, Where's My Cleric?	-104*	Lynn Register, John Olszewski, Brian Gilkison, Laura Register, Trevor Stamper	Aaron Koelman
17	Bettermen	-123*	Joseph Housel, Adam Carbonneau, Derek Carbonneau	Haley Skach
18	The Lords of Sarcasm	-184*	Harold Brantley, Nate Garth, David York, Ken Burnette, Jason Riddell	James Walls
19	Entropy Incorporated	-200*	Jackson King, Rich Mundy, Andy Bates, Edwin Praff, Emily Mundy	Jeff Goad
20	The Autobots	-201*	Gregg Steve, Gary Ruiz, Mark Goddard, Carl Hafferty, Tar Druggan	Jim Skach

\* Games that ended in a TPK

## ROUND 2 RESULTS

Place	Team	Round Score	Players	Judge
1	Oh God!	223	Jim Batka, Mathew Batka, Joe Batka, Jason Cefaratti	Jeff Goad
2	Sponsored by Mace Hardware	214	Matt Free, Nick McKinnon, Paul Romer, Tyler Hodge, Matt Lindgren	Tim Deschene
3	Consolidated Arson and Stabbing LLC	188	John Garel, Mike Markey, Joe Moore, Silas Moore, David Zelasco	Marc Bruner
4	Brendan's Kids	91	Clint Trice, Ben Walker, Dave Kimble, Leslee Everett, Rosie Walker	Harley Stroh
5	Five Nimble Spiders**	-134*	Travis Mayes, Kent Duncan, Dana Johnson, Lance DeClue, Chris Page	Mike Bolam

\* Games that ended in a TPK

\*\* Alternate team in place of The Black Togas, who could not field a full team at the start of Round 2

## ROUND 3 RESULTS

Place	Team	Round Score	Players	Judge
1	Oh God!	56*	Jim Batka, Mathew Batka, Joe Batka, Jason Cefaratti	Marc Bruner
2	Sponsored by Mace Hardware	30*	Matt Free, Nick McKinnon, Paul Romer, Tyler Hodge, Matt Lindgren	Harley Stroh

\* Games that ended in a TPK. The two final teams battled each other right until the very end, both TPKing after three and a half hours of play within 1 minute of each other!

## TPKS BY ROUND AND JUDGE

Round	TPKs	Teams	TPK %	Top TPK Judges
1	10	20	69%	Tie – Jeff Goad, Aaron Koelman, Jim Skach, and Haley Skach (2)
2	1	5	39%	Mike Bolam
3	2	2	20%	Tie – Harley Stroh and Marc Bruner (1)

## DEADLIEST ROUND

Round	Ratio of Fatalities to Total Number of Players	Total PC Fatalities*	Total Players
3	2.3:1	21	9
1	1.5:1	145	96
2	0.3:1	20	24

\* "PC Fatalities" includes both the total number of times a PC reached 0 hp and the number of PCs that bled out.

## DEADLIEST ROOMS BY ROUND

Round	Room	Author	% of Total PCs Slain in Round*
1	Area 1-6 – The Thieves' Road and the Telekinetic Sponge	Terry Olson	31%
2	Area 2-5 – The Wall	Alasdair Cunningham	70%
3	Area 3-8 – The Overlord's Whipping Post	Terry Olson	76%

\* "PC Fatalities" includes both the total number of times a PC reached 0 hp and the number of PCs that bled out.

## DEADLIEST JUDGES

Judge	Ratio of Fatalities to Total Number of Players	Total PC Fatalities*	Total Players
Aaron Koelman	2.5:1	25	10
Terry Olson, Jim Skach, and Harley Stroh (Tie)	2.0:1	20	10
James Wall	1.9:1	17	9
Jeff Goad	1.6:1	23	14
Michael Bolam	1.5:1	23	15
Marc Bruner	1.4:1	25	18
Haley Skach	1.0:1	8	8
Eric Daum	0.4:1	4	10
Tim Deschene	0.1:1	1	15

\* "PC Fatalities" includes both the total number of times a PC reached 0 hp and the number of PCs that bled out.

## DEADLIEST TOURNAMENT MODULES

Returning for Gen Con 2019 – the Count Dante Tournament Rating System! Because tournament modules are played at Gen Con over a large sample of tables and judges, we are able to quantify their danger level. Based on this quantification we have a rating system to use as a guide when selecting your next adventure to run. Here are the ratings for this

year's tournament *The Greatest Thieves in Lankhmar*, along with our previous tournament adventures, *Riders of the Phlogiston* and *The Black Heart of Thakulon the Undying*. Future tournament modules will also use this rating system once they are put through their paces at Gen Con or other large gaming events!

### DEADLIEST TOURNAMENT MODULES

Adventure	Count Dante Dungeon Rating*	Ratio of PCs Killed	Total PCs Killed	Total Players, Including Rounds 2 and 3
<i>Riders of the Phlogiston</i> – Gen Con 2018	IV	0.62:1	83	134
<i>The Greatest Thieves in Lankhmar</i> – Gen Con 2019	III	0.57:1	74	129
<i>The Black Heart of Thakulon the Undying</i> – Gen Con 2017	II	0.35:1	23	65

\*Based on the ratio of killed PCs (eliminated) to players for every PC that entered the dungeon across all rounds:

Type I – 0.0 to 0.2:1

Type II – 0.2 to 0.4:1

Type III – 0.4 to 0.6:1

Type IV – 0.6 to 0.8:1

Type V – 0.8 to 0.99:1

Type VI – 1:1, or 100% lethal!



## MOST POPULAR PRE-GENS

1. Lankhmar wizard, lvl 3 (17 out of 20 teams selected)
2. Lankhmar warrior, lvl 3 (13 out of 20 teams selected)
3. Cold Waste thief, lvl 4 (11 out of 20 teams selected)
4. Cold Waste warrior, lvl 3 (10 out of 20 teams selected)
5. (Tie) Lankhmar thief, lvl 3 (9 out of 20 teams selected)
5. (Tie) Eight Cities wizard, lvl 4 (9 out of 20 teams selected)
7. (Tie) Mingol thief, lvl 3 (8 out of 20 teams selected)
7. (Tie) Cold Waste warrior, lvl 4 (8 out of 20 teams selected)
9. Eastern Lands warrior, lvl 4 (7 out of 20 teams selected)
10. Mingol thief, lvl 4 (4 out of 20 teams selected)

## NOTABLE TEAM COMPOSITIONS

**Redundancy, Inc.:** Teams with three or more warriors – 2

**Power magic-users:** Teams with two wizards – 6

**Levels, shmevels:** Total number of level 3 vs. level 4 characters – 57 vs. 39

## SPECIAL AWARDS

**Most cursed creature:** Judge Terry not only runs an amazing table, but as a writer, his creatures are a perennial bane of teams that encounters them. This year, Terry's telekinetic sponge from the first round was the subject of many a muttered imprecation and earned the honors for the creature that killed the most PCs!

**Count Dante Black Belt:** Goes to Judge Mike for running a record total of 13 official tournament games! That includes two at Gen Con 2017, three at Gen Con 2018, five at Origins 2019, and three more this year. Over that same period, Judge Mike has also run six playtest sessions, bringing his total count to an amazing 19 games run in support of the tournament!

**Dungeon Provisioning LLC:** Not only did Judge Jim go beyond the call in keeping the other judges supplied with a place to gather on the eve of the con, he and his business partner Paul made a dozen complete sets of the most amazing map tiles for Round 1 and Round 2 that you have to see to believe. Our best wishes to Jim and Paul on making them into a product and available to more folks!

**The Circle is Now Complete:** After literally growing up with the system, Judge Haley made her official tournament debut this year, immediately diving into taking two teams through the first round. She even recorded the first TPK of the tournament!

**RAW, Please:** During the first round, Judge Eric's two teams held on tightly to their reserves, refusing to give up any advantage that might carry them into the second round.



Amazingly, neither team used magical healing or invoke patron once, trusting the gods and Eric to see them through!

**Huddled Masses:** Judge Marc guided the most players this year, with a total of 18 players passing through his table, including the winning team, Oh God!

**Invoke Patron Stroh:** Once again, Judge Harley saw this year's tournament all the way from design to implementation, and played a crucial role during Round 1 of wrangling all ten tables that were being run simultaneously. His continuous presence and gentle guidance gave all the judges what they needed to make this year's event so successful!

**Death By Koelman:** This year, Judge Aaron managed the highest ratio of PC fatalities to players out of every judge in the tournament, achieving an amazing 2.5:1 ratio of fatalities to players at his tables!

**Atlas Caught Napping:** After TPKing two out of three of his teams in 2017, Judge Tim let through not one, not two, but all three of his teams into the next round, including the eventual second-place team Sponsored by Mace Hardware and third-place Consolidated Arson and Stabbing LLC!

**The Snail God Smiles on You:** Judge James started the tournament in grand style, entertaining his players with ape impressions and always delightful play. James also had the honor of judging the eventual winners, team Oh God!, in his debut game!

**No More Tears:** Like last year, Judge Jeff continued to stymie and challenge players to perform at their peak for the tournament, and even though he managed to TPK both of his Round 1 teams, he did so with such shared enthusiasm that both teams walked away completely happy with the experience!

## COMPLETE STATS BY ROOM

### ROUND 1

Room	Author	PC Fatalities	% of Total PC Fatalities in Round
Player Start	Harley Stroh	0	0%
1-0 – Paths of Woe	Harley Stroh	22	16%
1-1 – Smoke Ghosts & Sentinels	Terry Olson	12	9%
1-2 – The Doorless Vault	Marzio Muscedere	21	15%
1-3 – A Gift from Mog	Terry Olson	22	16%
1-4 – Undead Mess	Mike Bolam	2	1%
1-5 – Trapped Hallway / Bones of the Guild Masters	Tim Deschene	0	0%
1-6 – The Thieves’ Road and the Telekinetic Sponge	Terry Olson	44	31%
1-7 – Escape!	Harley Stroh	18	13%

### ROUND 2

Room	Author	PC Fatalities	% of Total PC Fatalities in Round
2-1 – The Rooftop Warrens	Marc Bruner	1	5%
2-1a – Poison Pit	Terry Olson	0	0%
2-1b – Glue Basin	Terry Olson	1	5%
2-1c – Oily Roof	Terry Olson	0	0%
2-1d – Shingle Beast	Terry Olson	0	0%
2-1e – Launch Pad	Terry Olson	0	0%
2-1f – Mind the Gap	Marc Bruner	0	0%
2-1g – Rooftop Fane	Marc Bruner	0	0%
2-1h – The Pigeon Keeper	Marc Bruner	0	0%
2-2 – The Tile Masters	Julian Bernick	3	15%
2-3 – Underpants Alley	Alasdair Cunningham	1	5%
2-4 – A “Quick” Drink at the Blighted Bloom	Bob Brinkman	0	0%
2-5 – The Wall	Alasdair Cunningham	14	70%

### ROUND 3

Room	Author	PC Fatalities	% of Total PC Fatalities in Round
3-1 – The Pleasure Gardens of the Mad Overlord	Marzio Muscedere	0	0%
3-2 – The Feathered Fête	Harley Stroh	0	0%
3-3 – Menagerie of the Moon	Marc Bruner	1	5%
3-4 – Hall of Mirrors	Harley Stroh	0	0%
3-5 – Servants of the Secret Slime	Terry Olson	0	0%
3-6 – Sticks and Rods	Marc Bruner	0	0%
3-7 – Doorway of the Hates	Thorin Thompson	2	10%
3-8 – The Overlord’s Whipping Post	Terry Olson	16	76%
3-9 – The Flames	Marc Bruner	2	10%
3-10 – Tessellations and Combinations	Marc Bruner	0	0%*
3-11 – The Black Sloop	Harley Stroh	0	0%*

\* Rooms that no teams reached during the tournament



## ALL-TIME STATS FOR JUDGES

Judge	Gen Con Games Judged	Ratio of Fatalities to Total Number of Players	Total PC Fatalities*	Total Players	Years Active
Tim Deschene	10	1.0	53	51	2017, 2018, 2019
Marc Bruner	9	1.5	68	46	2017, 2018, 2019
Mike Bolam	8	1.2	51	42	2017, 2018, 2019
Jeff Goad	6	2.1	67	32	2018, 2019
Aaron Koelman	5	1.5	36	24	2018, 2019
Terry Olson	5	2.3	62	27	2018, 2019
Harley Stroh	5	1.5	36	24	2017, 2018, 2019
Eric Daum	4	0.9	18	21	2018, 2019
Rick Hull	4	0.9	18	20	2017, 2018
David Baity	3	1.7	24	14	2017
Haley Skach	2	1.0	8	8	2019
Jim Skach	2	2.0	20	10	2019
James Walls	2	1.9	17	9	2019
Jonathan Perkel	0	Mathematically undefined!	0	0	2018

*"PC Fatalities" includes both the total number of times a PC reached 0 hp and the number of PCs that bled out.*



# DCC DAY 2020 DCC OPEN TOURNAMENT RESULTS



At DCC Days Online 2020, Goodman Games ran the DCC team tournament, *The Greatest Thieves in Lankhmar*, once again pitting teams against the deadly challenges of the fabled city of Lankhmar, City of Sevenscore Thousand Smokes. Over the course of three fantastic virtual nights and as many hard-fought rounds, dozens of PCs fell to the deadly traps and cunning puzzles that made up this year's adventure, and a number of teams were wiped out in TPKs before two emerged as champions: the first place **Puttin' on the Fritz** and the runner-up **Rat Finks**.

Following are the stats for the online tournament. As an added bonus, we have also updated the official comprehensive stats to reflect the additional games run during DCC Days Online!

## ROUND 1 RESULTS

Place	Team	Round Score	Players	Judge
1	Puttin' on the Fritz	160	Gary D McBride, Kris Vezner, Steven Danielson, Geoff Knox, Keith Haddad	Eric Daum
2	Rat Finks	126	Michael Nusbaum, Frank Alonso, Tim Spahr, Ozz Barta	Tim Deschene
3	Ice Pack	116	Joe Cirillo, Sean Smith, Cole Niblett, Jeff F., Brett Bolen	Haley Skach
4	Gongfarmer Murder Chapter 55	70	Nathan Groon, Jeff Slater, William Walters, Justin Hamilton, Jake Solie	Marc Bruner
5	Dougernauts	62	Christian Ovsenik, Stephanie Ovsenik, Douglas Walls, Kyle Thorson, Scott Nash	Jim Skach
6	Rat-Tail Geeks of Vehe-ment Thrash	19*	Maezar the Mad, J.M. J.M., Donna Klein, Cliff Boler, David Whatley	Terry Olson
7	Cold Trio Featuring Trevor	-40*	Dustin Flesher, Stefan Ristic, Svebor Midzic, Trevor Russ	Mike Bolam

\* Games that ended in a TPK

## ROUND 2 RESULTS

Place	Team	Round Score	Players	Judge
1	Puttin' on the Fritz	137	Gary D McBride, Kris Vezner, Steven Danielson, Geoff Knox, Keith Haddad	Tim Deschene
2	Rat Finks	-65*	Michael Nusbaum, Frank Alonso, Tim Spahr, Ozz Barta	Terry Olson
3	Ice Pack	-129*	Joe Cirillo, Sean Smith, Cole Niblett, Jeff F., Brett Bolen	Mike Bolam

\* Games that ended in a TPK

## ROUND 3 RESULTS

Place	Team	Round Score	Players	Judge
1	Puttin' on the Fritz	38	Gary D McBride, Kris Vezner, Steven Danielson, Geoff Knox, Keith Haddad	Marc Bruner
2	Rat Finks	-31*	Michael Nusbaum, Frank Alonso, Tim Spahr, Ozz Barta	Harley Stroh

\* Games that ended in a TPK. Team Puttin' on the Fritz made an amazing run, coming in first place in all three rounds!



**TPKS BY ROUND AND JUDGE (INCLUDING RESULTS FROM GEN CON 2019)**

Round	TPKs	Teams	TPK %	Top TPK Judges
1	12	27	44%	Tie – Jeff Goad, Aaron Koelman, Jim Skach, and Haley Skach (2)
2	3	8	38%	Mike Bolam (2)
3	3	4	75%	Tie – Harley Stroh (2)

**DEADLIEST ROUND (INCLUDING RESULTS FROM GEN CON 2019)**

Round	Ratio of Fatalities to Total Number of Players	Total PC Fatalities*	Total Players
3	1.8:1	33	18
1	1.4:1	175	129
2	1.2:1	43	37

\* "PC Fatalities" includes both the total number of times a PC reached 0 hp and the number of PCs that bled out.

**DEADLIEST ROOMS BY ROUND (INCLUDING RESULTS FROM GEN CON 2019)**

Round	Room	Author	% of Total PCs Slain in Round*
1	Area 1-6 – The Thieves' Road and the Telekinetic Sponge	Terry Olson	34%
2	Area 2-5 – The Wall	Alasdair Cunningham	34%
3	Area 3-8 – The Overlord's Whipping Post	Terry Olson	82%

\* "PC Fatalities" includes both the total number of times a PC reached 0 hp and the number of PCs that bled out.

**DEADLIEST JUDGES (INCLUDING RESULTS FROM GEN CON 2019)**

Judge	Ratio of Fatalities to Total Number of Players	Total PC Fatalities*	Total Players
Aaron Koelman	2.5:1	25	10
Terry Olson	2.2:1**	42	19
Harley Stroh	2.0:1**	28	14
James Wall	1.9:1	17	9
Mike Bolam	1.8:1**	42	23
Jeff Goad	1.6:1	23	14
Jim Skach	1.5:1	22	15
Marc Bruner	1.1:1	31	28
Haley Skach	0.6:1	8	13
Tim Deschene	0.4:1**	9	24
Eric Daum	0.3:1	4	15

\* "PC Fatalities" includes both the total number of times a PC reached 0 hp and the number of PCs that bled out.

\*\* Judges who moved up in the rankings based on their DCC Days Online games

# DEADLIEST TOURNAMENT MODULES

Updated for DCC Days Online 2020—the Count Dante Tournament Rating System! Because tournament modules are played at conventions over a large sample of tables and judges, we are able to quantify their danger level. Based on this quantification we have a rating system to use as a guide when selecting your next adventure to run. Here are the ratings for this year's tournament *The Greatest Thieves in Lankhmar*, along with our previous tournament adventures, *Riders of the Phlogiston* and *The Black Heart of Thakulon the Undying*. Future tournament modules will also use this rating system once they are put through their paces at Gen Con or other large gaming events!

DEADLIEST TOURNAMENT MODULES				
Adventure	Count Dante Dungeon Rating*	Ratio of PCs Killed	Total PCs Killed	Total Players, Including Rounds 2 and 3
<i>Riders of the Phlogiston</i> – Gen Con 2018	IV	0.62:1	83	134
<i>The Greatest Thieves in Lankhmar</i> – Gen Con 2019 and DCC Days Online 2020	III	0.54:1	100	184
<i>The Black Heart of Thakulon the Undying</i> – Gen Con 2017	II	0.35:1	23	65

\*Based on the ratio of killed PCs (eliminated) to players for every PC that entered the dungeon across all rounds:

Type I – 0.0 to 0.2:1

Type II – 0.2 to 0.4:1

Type III – 0.4 to 0.6:1

Type IV – 0.6 to 0.8:1

Type V – 0.8 to 0.99:1

Type VI – 1:1, or 100% lethal!

## MOST POPULAR PRE-GENS

1. Lankhmar wizard, lvl 3 –(22 out of 27 teams selected)
2. Lankhmar warrior, lvl 3 –(18 out of 27 teams selected)
3. Cold Waste thief, lvl 4 –(15 out of 27 teams selected)
4. Lankhmar thief, lvl 3 (14 out of 27 teams selected)
5. (Tie) Cold Waste warrior, lvl 3 –(12 out of 27 teams selected)
5. (Tie) Cold Waste warrior, lvl 4 –(12 out of 27 teams selected)
7. (Tie) Eight Cities wizard, lvl 4 –(11 out of 27 teams selected)
7. (Tie) Mingol thief, lvl 3 –(11 out of 27 teams selected)
9. Eastern Lands warrior, lvl 4 –(8 out of 27 teams selected)
10. Mingol thief, lvl 4 –(6 out of 27 teams selected)

## NOTABLE TEAM COMPOSITIONS

**Redundancy, Inc.:** Teams with three or more warriors – 2

**Power magic-users:** Teams with two wizards – 8

**Levels, shmevels:** Total number of level 3 vs. level 4 characters – 77 vs. 52





## COMPLETE STATS BY ROOM

### ROUND 1

Room	Author	PC Fatalities	% of Total PC Fatalities in Round
Player Start	Harley Stroh	0	0%
1-0 - Paths of Woe	Harley Stroh	22	13%
1-1 - Smoke Ghosts & Sentinels	Terry Olson	12	7%
1-2 - The Doorless Vault	Marzio Muscedere	30	18%
1-3 - A Gift from Mog	Terry Olson	23	13%
1-4 - Undead Mess	Mike Bolam	2	1%
1-5 - Trapped Hallway/Bones of the Guild Masters	Tim Deschene	6	4%
1-6 - The Thieves' Road and the Telekinetic Sponge	Terry Olson	58	34%
1-7 - Escape!	Harley Stroh	18	11%

### ROUND 2

Room	Author	PC Fatalities	% of Total PC Fatalities in Round
2-1 - The Rooftop Warrens	Marc Bruner	1	2%
2-1a - Poison Pit	Terry Olson	4	10%
2-1b - Glue Basin	Terry Olson	1	2%
2-1c - Oily Roof	Terry Olson	0	0%
2-1d - Shingle Beast	Terry Olson	0	0%
2-1e - Launch Pad	Terry Olson	1	2%
2-1f - Mind the Gap	Marc Bruner	2	5%
2-1g - Rooftop Fane	Marc Bruner	4	10%
2-1h - The Pigeon Keeper	Marc Bruner	0	0%
2-2 - The Tile Masters	Julian Bernick	10	24%
2-3 - Underpants Alley	Alasdair Cunningham	1	2%
2-4 - A "Quick" Drink at the Blighted Bloom	Bob Brinkman	3	7%
2-5 - The Wall	Alasdair Cunningham	14	34%



### ROUND 3

Room	Author	PC Fatalities	% of Total PC Fatalities in Round
3-1 – The Pleasure Gardens of the Mad Overlord	Marzio Muscedere	0	0%#
3-2 – The Feathered Fête	Harley Stroh	0	0%#
3-3 – Menagerie of the Moon	Marc Bruner	1	3%#
3-4 – Hall of Mirrors	Harley Stroh	0	0%#
3-5 – Servants of the Secret Slime	Terry Olson	0	0%#
3-6 – Sticks and Rods	Marc Bruner	0	0%#
3-7 – Doorway of the Hates	Thorin Thompson	2	6%
3-8 – The Overlord’s Whipping Post	Terry Olson	27	82%
3-9 – The Flames	Marc Bruner	3	9%
3-10 – Tessellations and Combinations	Marc Bruner	0	0%*
3-11 – The Black Sloop	Harley Stroh	0	0%*#

\* Rooms that no teams reached during the tournament at Gen Con 2019

# Rooms that no teams reached during the tournament at DCC Days Online 2020. At DCC Days Online, Round 3 teams started in area 3-7 to specifically limit the overlap with Gen Con 2019 for the tournament finals.

### ALL-TIME STATS FOR JUDGES

Judge	Tournament Games Judged	Ratio of Fatalities to Total Number of Players	Total PC Fatalities*	Total Players	Years Active
Tim Deschene	12	1.0	61	60	2017, 2018, 2019, 2020
Marc Bruner	11	1.3	74	56	2017, 2018, 2019, 2020
Mike Bolam	10	1.4	70	50	2017, 2018, 2019, 2020
Terry Olson	7	2.3	84	36	2018, 2019, 2020
Jeff Goad	6	2.1	67	32	2018, 2019
Harley Stroh	6	1.6	44	28	2017, 2018, 2019, 2020
Eric Daum	5	0.7	18	26	2018, 2019, 2020
Aaron Koelman	5	1.5	36	24	2018, 2019
Rick Hull	4	0.9	18	20	2017, 2018
Haley Skach	3	0.6	8	13	2019, 2020
Jim Skach	3	1.5	22	15	2019, 2020
David Baity	3	1.7	24	14	2017
James Walls	2	1.9	17	9	2019
Jonathan Perkel	0	Mathematically undefined!	0	0	2018

"PC Fatalities" includes both the total number of times a PC reached 0 hp and the number of PCs that bled out.



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

**GEN CON INDY 2019**



**JUDGES PACK**



**JUDGE:**

## INTRODUCTION



Returning to Gen Con for the third year: 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. This year's tournament will be set in the City of the Black Toga, Lankhmar! Like previous tournaments it will unfold over three rounds. And like previous tournaments, it is going to be awesome.

The adventure begins in media res, with our PCs in the Thieves' Sepulcher, far beneath Thieves' House. They have been sent on a mission by their patron Ningauble, the Artist of Untruth, to steal a skull belonging to one of the great master thieves. The PCs must pull off the heist and escape Lankhmar in a single night. They are aided in their skullduggery by a silvery pendant hung from a slender chain. When dangled in the air, "Ningauble's Bauble" unerringly guides the PCs towards their destination.

Each round of the tournament brings PCs to a new location in the city of Lankhmar. In the first round, the PCs recover the skull and begin to make their way free of Thieves' House. In the second round, pursued by the Thieves' Guild and their Slayer allies, the PCs lead a wild chase through the slums and tenements of Lankhmar, guided all the while by the bauble. And finally, in the third round, the bauble directs the PCs to the Rainbow Palace, where they must break into the palace, evade the Overlord's guards, and then steal away aboard the Overlord's sloop!

## CHANGES FROM THE 2018 TOURNAMENTS

A number of changes from previous tournaments have been made to accommodate this year's setting and adaptations to the tournament format, which are highlighted below. See specific sections detailed later in the Judge Pack for more information on the changes:

- Five player teams instead of six (p. 17).
- Top five teams advance to Round 2 instead of top four (p. 17).
- Two flights in Round 1 instead of four (p. 17).
- Standard maps will be provided for each round (p. 18).
- Minimum team size of three players instead of two, including advancing teams (p. 18).
- New rules for tournaments in the Lankhmar setting (p. 18).
- Teams allowed to continue unofficially after TPK (p. 21).

## TIPS FOR FIRST-TIME JUDGES:

- Read the adventure—every word—before running it. Most judges are used to skimming big adventures as prep and worrying about details at run time. This is a viable solution for a home game, but for a tournament, PCs are scored on their remaining time. An inadequately-prepared judge takes time away from the players and gives them a handicap.
- Playtest! Before running the tournament "for real," playtest it with some friends. This is invaluable in building a judge's comfort with the material and giving them an idea of what to expect.
- Make a custom cheat sheet for your judge's screen. This cements the material in your mind and makes you more efficient when you run it.
- Familiarize yourself with departures from RAW, such as the different treatments of Mighty Deeds of Arms and the invoke patron results. Be sure to have all the differences from standard play memorized or at your fingertips.
- Visualize yourself running an awesome game. Many judges feel anxiety at "go time," sometimes because the players are anxious. During prep, picture yourself running the game in as awesome a manner as you can. Visualize problems coming up and solving them on the fly. Visualize the players never forgetting the great game you ran for them.
- While tournaments are, by their nature, meant to be as level a playing field as possible, don't be afraid of the rules when it comes to creating the space for the players to have fun and come up with creative solutions to challenges. This is DCC, and there will always be a case where you have to adjudicate a situation on the fly. Be consistent, but always lean into your players.
- Area 2-1: This encounter, more so than others, can really benefit from some solo play-through by the judge to understand the nuances in the tile-placement. Our advice to judges is to sit down and try a few variations so that you are not caught off guard in actual play.
- Stumbling onto a solution to a puzzle is just as valid as 'solving' it. A case in point is Area 3-6—neither of the two final teams managed to work out the correct solution, but they made it through just the same. Don't linger on an area because a group missed out on some trap or key component of a room.





## 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 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 judges are encouraged to attend as tournament staff will be going over the information in the player pack and will be available to answer questions from participants.

Finally, the closing ceremonies will be held on Sunday at 2:00 pm in the Indiana Convention Center, rooms 127-128 where the winners of the tournament will be announced!

### JUDGES' GEN CON 2019 SCHEDULE

Room	Wednesday, July 31st	Thursday, August 1st	Friday, August 2nd	Saturday, August 3rd	Sunday, August 4th
9 am - 1 pm ICC 127-128			Round 1, Flight 2 All judges	<b>Round 2</b> Michael Bolam, Marc Bruner, Tim Deschene, Jeff Goad, Harley Stroh, Terry Olson (alt)	<b>Round 3</b> Harley Stroh, Marc Bruner
1:45 pm ICC 127-128		<b>Opening Ceremonies</b>			<b>Closing Ceremonies</b>
2 - 6 pm ICC 127-128		<b>Round 1, Flight 1</b> All judges			
7 pm Skach Condo	<b>Round 1 Walk-through/Judge's Round</b> Harley Stroh, Marc Bruner				
9 pm Embassy Suites Lobby		<b>Round 1 Recap/prep</b> All judges	<b>Round 2 Walk-through</b> All Round 2 judges and alternates	<b>Round 3 Walk-through</b> All Round 3 judges	

# JUDGES' RULES AND TOURNAMENT GUIDELINES

**Come prepared!** Here are the things you should bring to each game:

- Your DCC RPG books. Tournament dice will be provided to judges at the start of the tournament.
- The printed copy of the adventure.
- Index cards or scratch paper to pass notes to players.
- A supply of pencils and pens (assume the players will forget them).
- A digital timer or watch alarm to set your time limit for the round.
- A battle mat for detailing location information. This year we plan to provide maps to judges for each round, but having the mat is useful as a backup and for impromptu sketching.

**Time block:** Each game is scheduled for four hours.

**Starting games on time:** Do your best to be at your table 10 minutes before the start time of your slot so you can start setting up as soon as any previous sessions clear the space. This is essential to be able to start on time!

**30 minute warning:** At the start of your game, set your timer for 3 hours and 30 minutes. When the timer goes off, warn the players that they have 30 minutes remaining for their session.

**Grace period:** There is a 10-minute grace period. All tournament games begin play at 10 minutes after the hour with the ringing of the Gong of Doom. If there is a player-created delay at the beginning (due to player tardiness, bathroom breaks, or whatever), this time counts toward the time limit. Both players and judges often have other events scheduled and the tournament slots must be kept on a strict timeframe. All subsequent delays by the players also count against the time limit.

**Declaring a player a no-show:** After the 10-minute grace period, the players currently at the table 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, declare the absentee player a no-show. A game must have at least three players to proceed.

**No-shows show up:** If the original player shows up after the 10 minute grace period has passed (or once the players present have agreed to begin if after 10 minutes), he may NOT be admitted into the game – the party left without him.

**Generic ticket holders:** If one of the original players with a valid pre-registered ticket is a no-show, after the allotted grace period outlined in these guidelines, a player with a generic ticket may be eligible to be added to the team, if the other players present approve. Players with generic tickets will be assigned on a first-come, first-served basis based on the master waiting list managed by the Tournament Director. Individual judges do NOT have the authority to

approve a generic ticket holder for an available slot. Only the Tournament Director can do so. Adding a player with a generic ticket means that player becomes a part of that team from that point on. If the team advances, the player who had joined the team via a generic ticket advances as well.

**Breaks:** Don't take breaks during game time. Repeat: don't take breaks! If you've got to use the bathroom, grab a smoke, or get a drink, do it before or after the session, not during. Even if you really, really have to go, hold it in. The players are allowed to take breaks as needed – the judge is not.

**Team consistency:** The team that participates together in Round 1 must remain the same team round by round – there is absolutely no swapping or changing out players on the team between rounds. The players listed on the Team Registration page for Round 1 are the only players eligible to participate in the 2nd and 3rd rounds of the event. If less than the minimum number of players is available for the subsequent round, the next team on the list will be selected to participate in the next round instead.

**Judge delays:** If you ever reach the point where you think you will be running late to a session (even if it is only 5 minutes late) please call the Tournament Director immediately so we can have a backup person reach your table, greet participants who show up and let them know their judge is on the way.

**Minimum age:** Tournament participants must be at least 13 years old.

## NEW RULES FOR 2019

The 2019 tournament includes the following new rules from the DCC Lankhmar setting:

**Healing and recuperation:** In the Lankhmar setting, there are no clerics, and magical healing is rare. There is also little chance for even a brief respite, let alone time for longer rest, as the party is constantly being pursued through the catacombs, alleys, and palaces of the City of the Black Toga. In order to make the tournament not result in a TPK after the first few combats, we will be using the following rules for healing:

- 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 (such as Ilthmar strong wine) or spending additional Luck after the roll may increase the amount of damage healed.
- At any time, the party can call upon Ningauble's Bauble to restore hit points OR to heal a critical wound such as a broken limb for a single PC. The power of the bauble diminishes with use, however, reducing the amount of restored hit points with each activation. The first time the bauble is activated the bauble restores 1d20 hit points, with further uses reducing the amount restored by -1d for each subsequent application. For example, the par-



ty uses the bauble first to heal wounds for 1d20, then the next round uses it to mend a broken arm (sacrificing its ability to heal for 1d16). On the third use, the bauble restores 1d14 points since it has already been activated twice. After the bauble reaches the last activation of 1d3 hit points, it no longer provides any benefit and may not be called upon for further restorations. Activations of the bauble carry over between rounds and do not reset. While the bauble can be used inside or out of combat, PCs using the bauble in combat can perform no other action that round.

- 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.

**Ability loss:** Whenever a character suffers a loss to an ability score such as through a critical hit, being reduced to 0 hp, or spellburn, the new ability modifier applies to all future actions and saving throws that are based on that ability. However, character traits such as max hit points, known spells, and languages that were determined by the original ability modifier are not retroactively impacted.

*For example: The mighty warrior Yelrah has 20 hit points, 13 Stamina, and a +2 Fortitude save. As a result of a blow from a devious noslo, Yelrah is reduced to 0 hit points and starts bleeding out. Upon recovery, Yelrah suffers a permanent loss of -1 Stamina, making his new ability modifier +0. If Yelrah manages to survive the encounter, his max hit points are not affected, but he will make future Fortitude saves at +1 due to the reduced ability score.*

A character who has an ability score reduced to 0, by whatever cause, is considered slain and irrecoverable. This includes players who voluntarily expend ability points through spellburn or by burning Luck. In those cases, the character is considered to have expended themselves to perform whatever last action the ability loss was directed into (e.g., casting a spell or burning Luck to add to a die roll).

**Death and dying:** In the case where a PC is reduced to zero or less hit points by any means, he is incapacitated and begins dying as per the standard rules for death and dying in DCC RPG, p. 93. An incapacitated PC may be saved as follows:

- A bleeding-out character can be saved from death by either applying a magical means (such as the bauble) 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 PCs be killed by an enemy administering a coup de grâce. Incapacitated PCs (or those reduced to 0' MV such as

through a crit—see the Critical Hit table below) may be carried by any ally with a Strength of 9 or higher. Characters carrying incapacitated PCs suffer a -10' penalty to their movement while hauling their burdens.

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 use of the bauble as per the rules for healing above.

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.

**Alignment:** PC alignment generally has little or no effect on the Lankhmar setting or the tournament. If specific effects require the application of alignment, treat the PCs' alignment as neutral to best reflect the selfish nature of Nehwonian morality.

**Benisons and dooms:** In the tournament, benisons have specific effects as detailed in the DCC Lankhmar *Compendium of Secret Knowledge*. In cases where a benison must be decided on before it takes effect, the player must declare the application prior to the start of the first round, and it 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 dooms specifically incur a mechanical or game play effect, they have no additional benefits or penalties. The following dooms have ongoing effects for PCs in tournament play:

- **Distinctive Appearance:** If the PC is a thief, he suffers a -1d penalty on all disguise self checks.
- **Hindered:** The PC suffered an injury or other misfortune that affected one of his ability scores. His score is permanently reduced by 1 point.
- **Illiterate:** The PC is incapable of reading or writing any language, even those he speaks.
- **Inglorious Doom:** Whenever the PC makes a Luck check when his body is rolled over, he must make two Luck checks and take the worse (higher) result.
- **Inept:** The PC was never able to master one aspect of his class and suffers a -1d penalty whenever attempting that ability, skill, or power. Examples include a single thief's skill, wielding a certain type of weapon, casting a particular spell, or similar class talent. The task the PC is inept in is decided by the PC at the start of the tournament.
- **Poor Rider:** The character suffers a -1d penalty whenever making skill checks related to equestrian matters, and suffers a -2 penalty to all attack rolls, saving throws, and spell checks while on horseback.

- **Prone to Seasickness:** The PC cannot abide being at sea for longer than an hour. After this time, he suffers a -2 penalty to all attack rolls, saving throws, skill checks, and spell checks until he reaches dry land.
- **Uncivilized:** The character suffers a -1d penalty to all skill and ability checks when interacting with a city environment and its inhabitants.

**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.

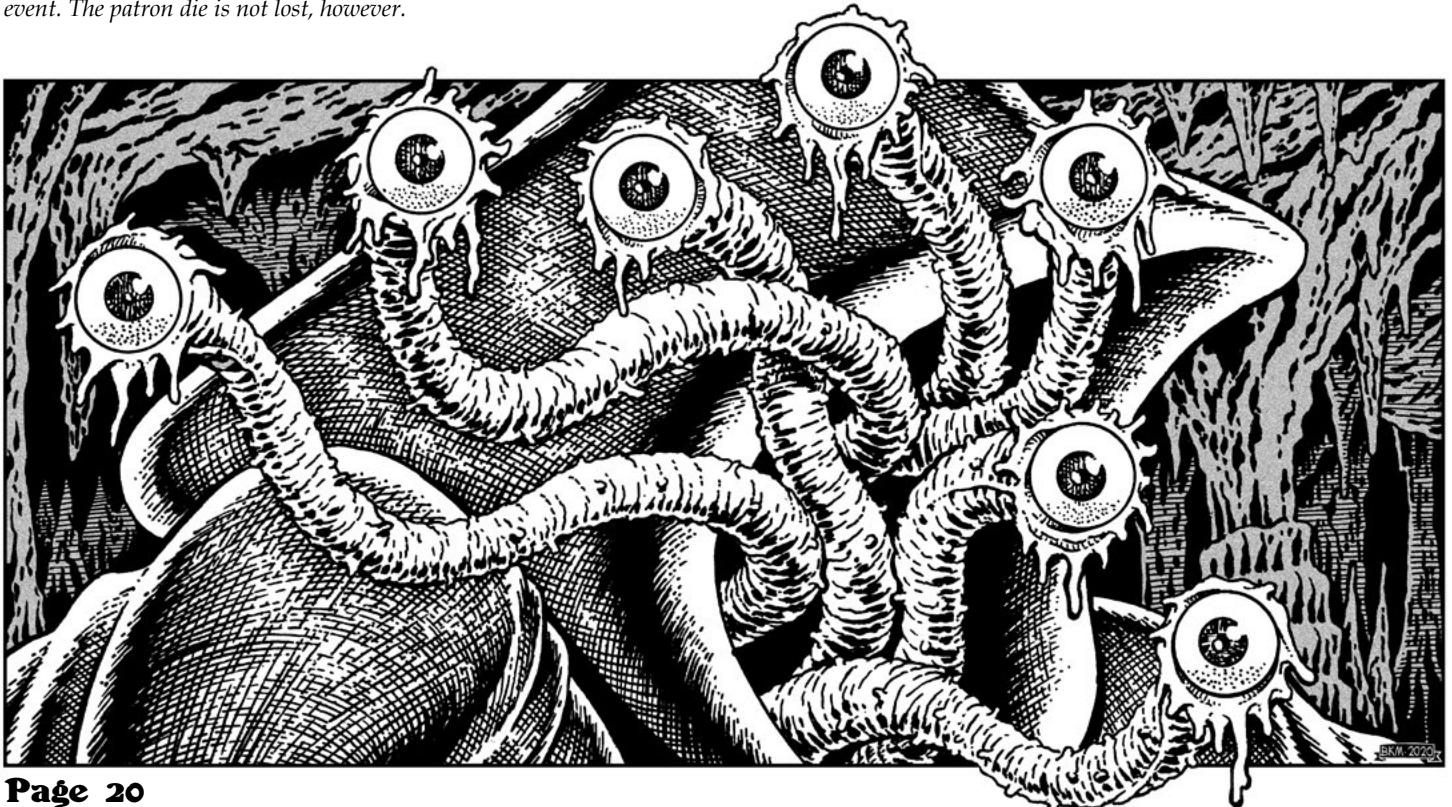
- The **only** other time a PC may gain fleeting Luck is as the result of completing an encounter, as specified in the encounter text.
- Any time any PC in the party rolls a natural 1 that results in a failure, **every** PC loses all of his fleeting Luck. The natural 1 must be from the roll of an action 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 who are agents may call upon their patron for help using their patron die as per the rules for agents in the *Judge's Guide to Nehwon* (p. 31) and 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

\*A roll of a natural 1 on a patron die has no effect if the result on the action die is a natural 1 resulting in a fumble, spell loss, or similar calamitous event. The patron die is not lost, however.





## GENERAL RULES & RULINGS

**Scoring:** Judges will be provided sheets with tally boxes for recording specific events: character death, the triggering of traps, the solving of puzzles, etc (see p. 26). Tick off the boxes as you play, then provide the sheet to the Tournament Director at the end of the round – or, if not running during a convention tournament, you can obtain the formulaic scoring sheet at [goodman-games.com/tournaments](http://goodman-games.com/tournaments). For emphasis: while judging, we don't need to be worried about the math. Simply tick off the events as they transpire.

**Character sheets:** At the end of the round, collect the PC sheets, noting spellburn, Luck burns, lost spells, spent items, and any ongoing effects. A PC's current patron die and the current value of Ningauble's Bauble should also be recorded.

**Recovery:** Between rounds, advancing teams regain all their hit points, and slain characters are miraculously discovered to be alive. However, spells are not regained, and burned stats are not healed. Characters whose ability scores have been reduced to 0 in a prior round are restored with an ability score of 1 in the corresponding stat, and are considered to have a -3 ability modifier.

**Photography:** A Goodman Games representative will photograph the tournaments, and take pictures of the teams and their judges after the end of a round (or after a TPK). Discourage players from taking photos of the tournament, especially any battle maps.

**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

Goodman Games will provide an official set of dice to each judge for use in the tournament.

**Character death:** Each time a character dies, the judge pauses the game while the player leaves the table to ring the doom gong. We can expect this to infuriate players, as it is costing them triple: the loss of PC, the loss of points, and the loss of time as they walk to the gong and back. As a courtesy, wait until after a trap situation or combat is resolved.

**Saves & skill checks:** A natural 20 on any save or check represents an automatic success, regardless of DC. A natural 1 on any save or skill check represents an automatic failure, regardless of bonuses. For the purposes of consistency in the tournament, judges should not disclose the target DC for saves or skill checks to players, and "rolling" Luck burn (i.e., burning 1 point of Luck to see if they succeed, then burning another, etc.) is not allowed to achieve a success. Once a player has rolled the dice and declared any Luck burn, the success or failure of the action is disclosed to the player.

**Dice rolls:** All judge's dice must be rolled in front of players. If a player is using dice behavior that is questionable (i.e., dice bombing), the judge will issue a warning. Continued behavior after the warning may lead to the player forfeiting their spot at the table.

**Rolling for others:** Players are not allowed to roll dice for other players during the tournament. If a player is absent and they are required to make a roll, the party has the option of skipping that player's turn or waiting for their return.

**Separated parties:** If a PC becomes separated from the rest of the party (e.g., to scout ahead, as a result of an encounter, etc.) and the information they learn could make a material difference in the tournament, take the player aside to inform them of what they see or observe, and only bring them back to the table once their character has rejoined the party.

**Designating targets:** Players and judges need to declare the targets of their action before rolling dice.

**Tracking hit points:** The players should track their character hit points in a clear and easily visible manner for the judge. Players are encouraged to write their current hit points on the battle mat, an index card, or some other means which allows the judge to see the state of the characters easily.

**Damage reduction:** If a monster has a special ability that reduces damage, the judge must declare that an attack inflicted less damage than normal – but does not need to declare by how much or the exact nature of the damage reduction. If an attack is completely absorbed, state so.

**Errors and discrepancies:** It is possible that there are stat errors or other mistakes in either the PC stats or the module. This module has been playtested by several groups and reviewed extensively, but mistakes still happen. If you find a mistake, go with the module or PC as written. This keeps the tournament fair for all players.

**Continuing after a TPK:** This year, we are allowing teams whose tournaments end early the opportunity to continue play in an unofficial fashion. After a team TPKs, they may choose to continue playing. Judges 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. Prior to starting any extra play, judges should complete all scoring materials and hand them off to the Tournament Director.

## WARRIORS

**Mighty deeds:** For the purposes of the tournament, the results of a warrior's Mighty Deeds of Arms are always applied according to the following table with any listed penalty being in effect through the end of the next round. The players can describe the mighty deed however they like, but we always and only apply the table result that best fits their description and the player's desired result.

*Example: Brazo the warrior trips a demon with a 6 on the deed die, reducing the demon's AC by -4. The party has one round to take advantage of the demon's temporary weakness.*

Deed Roll	Target's AC	Target's Action Die	Target's Movement or Moving the Target	Extra Damage? Never!
1 or 2	-	-	-	-
3	-1	-1	-5'	-
4	-2	-3	-10'	-
5	-3	-1d	-20'	-
6	-4	-2d	-30'	-

#### Sample Adjudications:

"I want to blind him so he can't fight as well!" = Action die attack.

"I want to trip him, to make him easier to hit!" = Target AC attack.

"I want to trip him, to slow him down!" = Target movement attack.

"I want to disarm him!" = Blow knocks foe's weapon out of alignment and he fights to bring it back into play (action die attack).

"I bull rush the target and knock him off the bridge!" = Move target attack.

"I want to shoot him in the eye and kill him!" = Mighty deeds never improve damage in tournaments.

## WIZARDS

**Invoke patron:** The patrons of Nehwon 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:** Spell manifestations are not used for wizards.

**Mercurial magic and spell stipulations:** Mercurial magic effects are not used for wizards. Similarly, spell stipulations are not used in tournament play.

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

**Corruptions:** Corruptions are used but have no mechanical benefits or penalties. Roll on the following table any time a spell results in a corruption:

Roll (1d12)	Result
1	Character's legs and feet replaced by cloven hooves.
2	Character's neck grows 3' in length.
3	Character's chest hardens and cracks open, revealing his internal organs.
4	Every turn the PC spits up 1d5 maggots.
5	Character's head becomes that of a demonic goat.
6	Character grows 1d20+10 inches in height, with no corresponding change in weight.
7	Character's tongue forks and his nostrils narrow to slits. The character is able to smell with his tongue like a snake.
8	Character develops painful lesions on his chest and legs and open sores on his hands and feet that do not heal.
9	Character sprouts 4 massive spider legs from his abdomen. The legs cannot yet be controlled.
10	Chills. Character shakes constantly.
11	Character crackles with energy of a type associated with the spells he most commonly casts. The energy could manifest as flames, lightning, cold waves, etc.
12	A duplicate of the character's face grows on his back. It looks just like his normal face. The eyes, nose, and mouth can be operated independently.

## CRITICAL HITS

Unless otherwise specified in the encounter, when a creature triggers a critical hit against a PC, apply the following effects, in order of occurrence (this is so that each group suffers the same ill-effects, leveling the field).

Record the hits as they are triggered, so that judges in subsequent rounds can apply new crits. (A copy of the below table is included later in this Judge Pack for tracking purposes.)

Since a crit inflicts the same damage/ill-effects, no matter the foe, judges will need to tailor the hits to the monster. We are free to describe the attack however we like, but the mechanical effects cannot be altered.

*Example: A spell might freeze and then shatter a character's arm, and a bane-blade might sever the limb, and a demon might simply tear it from its socket – but each has the same mechanical result.*

Finally, even characters who suffer physically violent deaths that should render their return impossible, the PCs are miraculously recovered if the team advances to the next round.



Apply in Order	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. <b>-1d to all attack actions and spell checks requiring sight.</b> 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. <b>-2d to all attack actions and spell checks requiring sight.</b> 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. <b>-2d to all actions requiring two hands.</b> 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, scoring a crit 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. <b>-2d to all actions requiring two hands.</b> 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. <b>-1d to all actions.</b> Can be healed by a cleric succeeding on <i>lay on hands</i> for 3 dice.
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 healed by a cleric succeeding on <i>lay on hands</i> for 3 dice.
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].

## QUESTIONS, EMERGENCIES, AND ODDITIES:

If you find yourself facing a situation not covered by these guidelines or need any assistance during the round, find Tournament Coordinators Marc Bruner or Harley Stroh!

## ADDENDUM - SPELL DUELS

Changes from Traditional Spell Duels:

- Momentum is not used or tracked.
- Both the attacker and the defender use the same counterspell table (replacing table 4-6 in the core rulebook).
- Mercurial magic and spell stipulations are not used.
- All burns, including Luck, must be recorded (in secret) prior to a spell check.
- Phlogiston disturbance is replaced by Table III: Wrath of the Gods (see below).

Spell Duel Sequence:

- 1. When an attacker declares an attack with a spell, if the opposing caster has an appropriate spell (see Counterspell Families, below), he may counter.
- 2. If countering: Both sides secretly declare any Luck burns or spellburn. Monsters and NPCs can counterspell a PC but do not use spellburn or Luck.
- 3. Both sides make their spell checks and then reveal their burns.
- 4. Compare spell check results on Table I: Spell Duel Matrix; the caster with the higher spell check rolls the indicated die on Table II: Counterspell Power, and the judge adjudicates the results. In case of a tie, the judge rolls 1d7 on Table III: Wrath of the Gods.

Counterspell Families

As per traditional spell duels, any attack spell may be countered by dispel magic or by an identical attack spell. In addition, the following spell families cover the range of counterspell combinations for 1st, 2nd and 3rd-level spells. Note that dispel magic, successfully cast, can counter any spell.

- **Ray:** *magic shield, magic missile, ray of enfeeblement, scorching ray, lightning bolt*
- **Touch:** *chill touch, flaming hands, Nythuul's porcupine coat*

- **Cloud/spray:** *choking cloud, color spray, Ekim's mystical mask, spider web, Emirikol's entropic maelstrom, fireball*
- **Enchantment:** *charm person, Ekim's mystical mask, sleep, phantasm, scare, paralysis, slow, turn to stone*
- **Fire:** *flaming hands, fire resistance, scorching ray, fireball*

Special Notes and Adjudication

- **Momentum & mercurial magic:** The strange interaction of phlogiston across different infinities prevent the trivialities that can accompany normal spellcasting. Momentum is not tracked, and no mercurial magic effects come into play.
- **Patron invocation:** Invoking a patron across the multiverse always courts disaster. The spell fails, regardless of the spell check, and the caster automatically invokes the Wrath of the Gods (see Table III).
- **Loss of Spell:** Certain spell duel results can reduce the check result of the attacker or defender. A wizard loses a spell for the day only if his *initial, unmodified* spell check (before spellburn or burned Luck) is below the minimum threshold. If his initial check summons sufficient eldritch power to set the spell duel in motion, he does not count as losing the spell. The same goes for the defender's *initial, unmodified* spell check.

TABLE I: SPELL DUEL MATRIX																					
		ATTACKER'S spell check																			
		>11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30+
DEFENDER'S spell check	>11	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12	d12	d14	d16	d20	d24	d30
	12	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12	d12	d14	d16	d20	d24
	13	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12	d12	d14	d16	d20
	14	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12	d12	d14	d16
	15	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12	d12	d14
	16	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12	d12
	17	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12
	18	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10
	19	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10
	20	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8
	21	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7	d8
	22	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7	d7
	23	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6	d7
	24	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6	d6
	25	d12	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5	d6
	26	d14	d12	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5	d5
	27	d16	d14	d12	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4	d5
	28	d20	d16	d14	d12	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3	d4
	29	d24	d20	d16	d14	d12	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie	d3
	30+	d30	d24	d20	d16	d14	d12	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	Tie



**TABLE II: COUNTERSPELL POWER**

Roll (variable)	Result
1	Push-through d4: roll d4 and subtract this from defender's spell check. Defender's spell takes effect at this lower result, and attacker's spell takes effect <i>simultaneously</i> at normal spell check result.
2	Push-through d8: roll d8 and subtract this from defender's spell check. Defender's spell takes effect at this lower result, and attacker's spell takes effect <i>first</i> at normal spell check result.
3 - 5	Overwhelm: attacker's spell takes effect and defender's spell is cancelled.
6	Overwhelm and reflect d8: roll d8 and subtract this from defender's spell check. Attacker's spell takes effect <i>simultaneously</i> at normal spell check result, and defender's spell check is reflected back on him at this lower spell check result.
7	Overwhelm and reflect d8: roll d8 and subtract this from defender's spell check. Attacker's spell takes effect <i>first</i> at normal spell check result, and defender's spell check is reflected back on him at this lower spell check result.
8	Overwhelm and reflect d6: roll d6 and subtract this from defender's spell check. Attacker's spell takes effect <i>first</i> at normal spell check result, and defender's spell check is reflected back on him at this lower spell check result.
9	Overwhelm and reflect d4: roll d4 and subtract this from defender's spell check. Attacker's spell takes effect <i>first</i> at normal spell check result, and defender's spell check is reflected back on him at this lower spell check result.
10	Reflect and overwhelm: attacker's spell takes effect at normal spell check, and defender's spell check is reflected back on him at normal spell check result.
11-12	Dire overwhelm: attacker's spell takes effect at normal spell check, and defender's spell check is reflected back on him at normal spell check result. Additionally, the defender suffers 1d5 points Strength damage.
13-15	Ruinous overwhelm: attacker's spell takes effect at normal spell check, and defender's spell check is reflected back on him at normal spell check result. Additionally, the defender suffers 1d8 points Strength damage and 1d3 points Agility damage.
16-19	Devastating overwhelm: attacker's spell takes effect at normal spell check, and defender's spell check is reflected back on him at normal spell check result. Additionally, the defender suffers 1d10 points Strength damage and 1d5 points Agility damage.
20-24	Overwhelm and Recover: attacker's spell takes effect at normal spell check, and defender's spellcheck is reflected back on him at normal spell check result. Additionally, the defender suffers 1d12 points Strength damage, 1d8 points Agility damage, and 1d3 points Stamina damage. If the defender dies, the attacker can consume his soul, recovering 1d3 attribute points.
25+	Overwhelm and Recover: attacker's spell takes effect at normal spell check, and defender's spell check is reflected back on him at normal spell check result. Additionally, the defender suffers 1d14 points Strength damage, 1d10 points Agility damage, and 1d5 points Stamina damage. If the defender dies, the attacker can consume his soul, recovering 1d5 attribute points.

**TABLE III: WRATH OF THE GODS**

Tied spell checks upset the Gods. Roll 1d7 to determine the result of their ire.

Roll 1d7	Result
1-2	For the remainder of the combat neither wizard may cast any spells.
3	The gods sigh, exhaling a foul miasma over the proceeding. Both casters must make DC 20 Fort saves or suffer 1d14 damage.
4 - 5	For the remainder of the combat, both casters suffer 1d4 damage per spell level any time they attempt to cast a spell.
6	Searing rain falls from the heavens. Duelists suffer 1d12 damage (DC 15 Fort save for half).
7	For the remainder of the combat, both casters suffer -1d to all spell checks (DC 20 Will save to avoid).

# 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: \_\_\_\_\_

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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.
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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.
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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

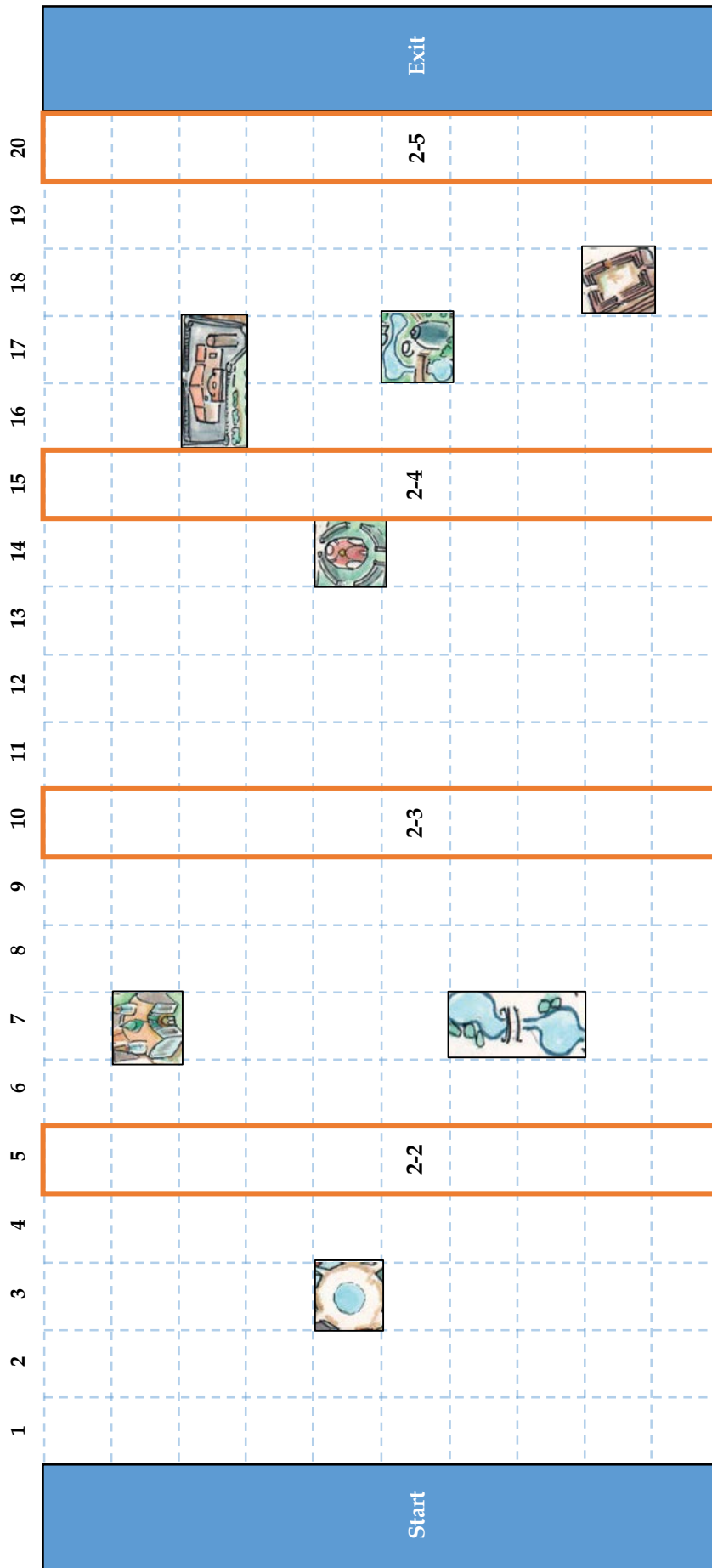
Team:

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 _____	

# Area 2-1: The Rooftop Warrens



Draw Stack, shuffled (48)



Encounter Stack (4)



Impossible Squares



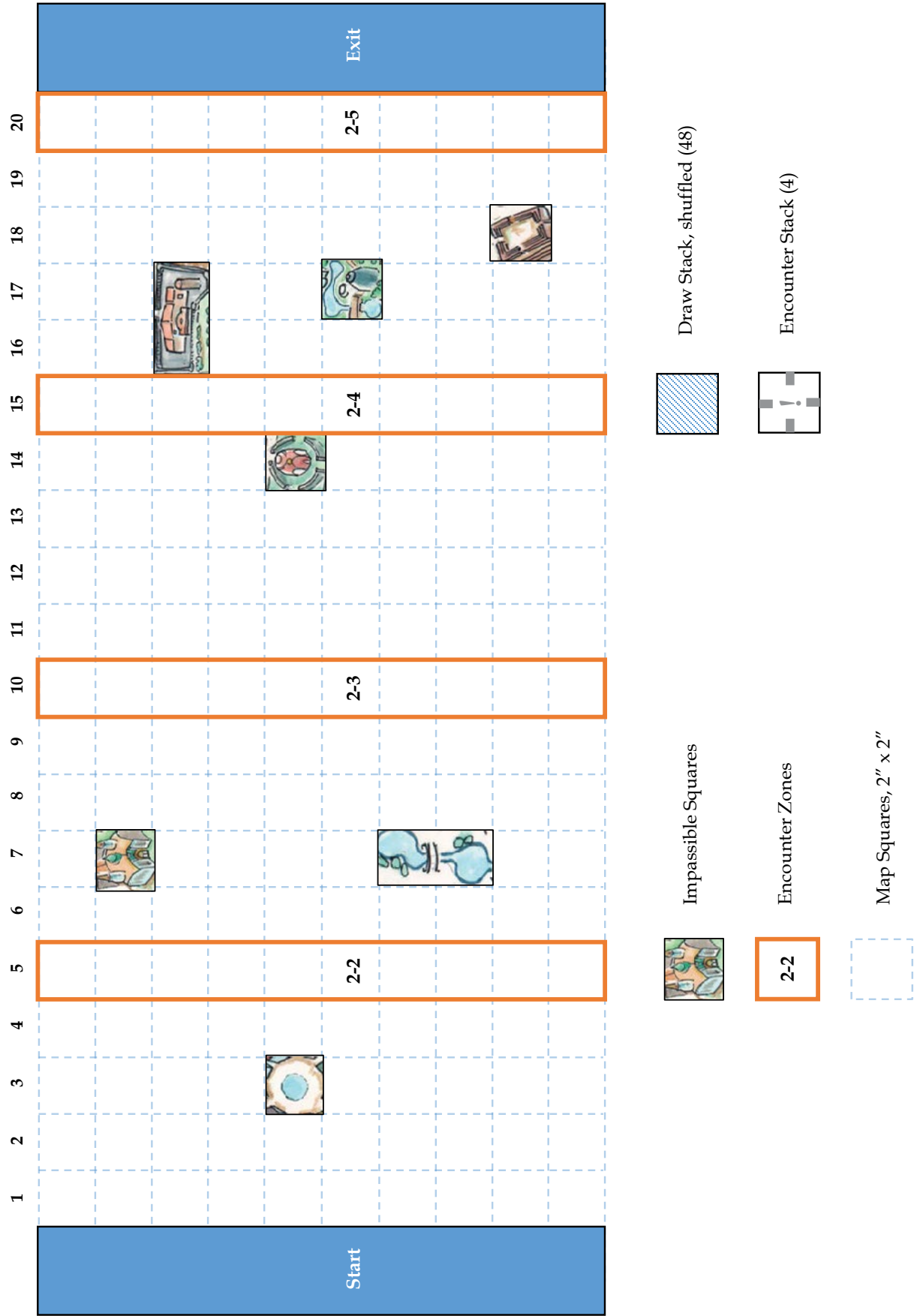
Encounter Zones



Map Squares, 2" x 2"

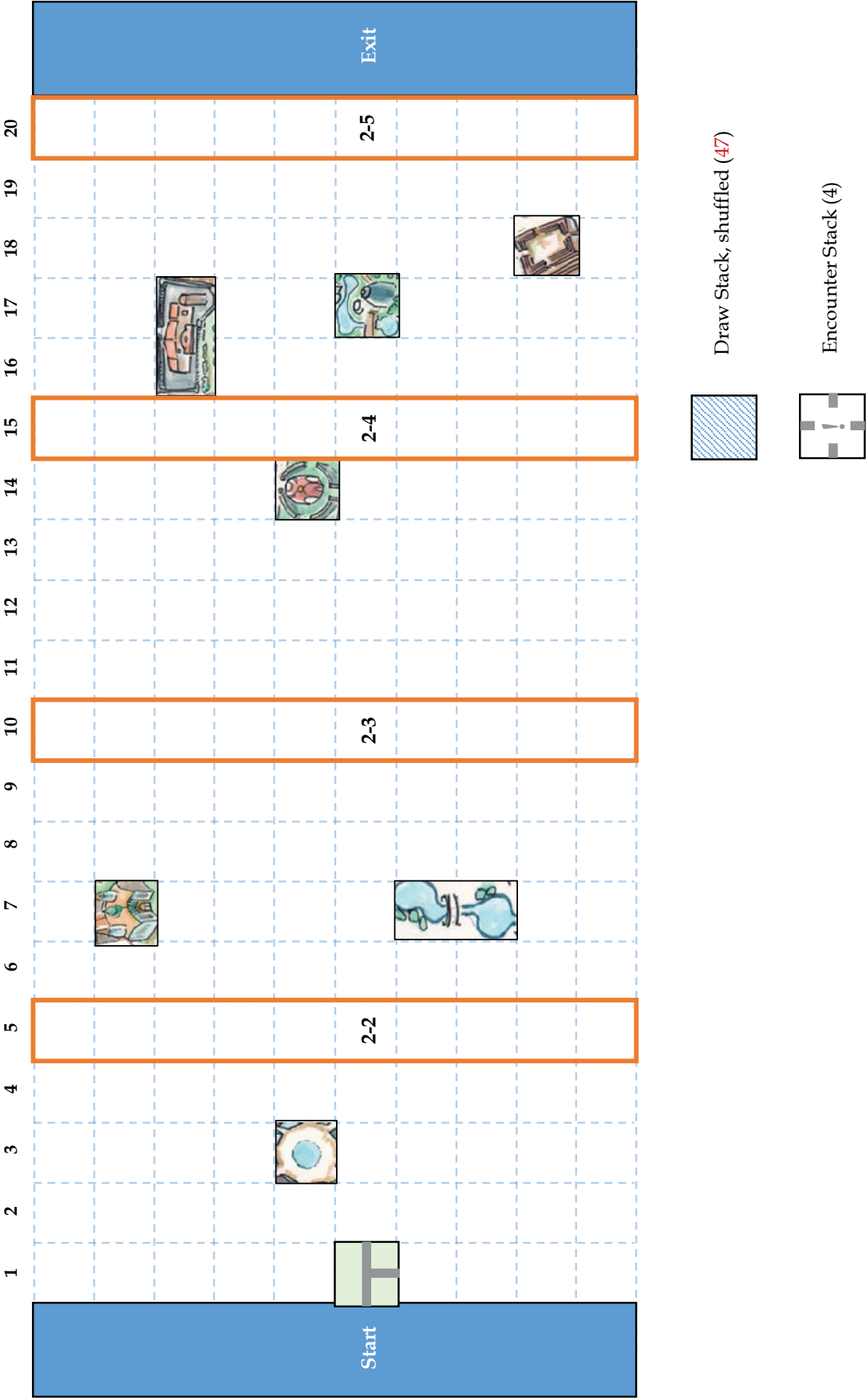


**Example of Round Two Rooftop Chase Play:** The map is a 20 columns x 10 rows of tiles. The tiles making up the draw stack are shuffled together and placed near the map surface. The encounter tiles are placed in a separate stack next to the draw stack. (Note: physical tiles do not need to be used—the tiles can simply be drawn directly on the map if using a dry-erase map with a square grid — see the rules for instructions on rolling for tile selection). Shaded squares are impassible areas representing impassible barriers within the warren that have to be avoided.

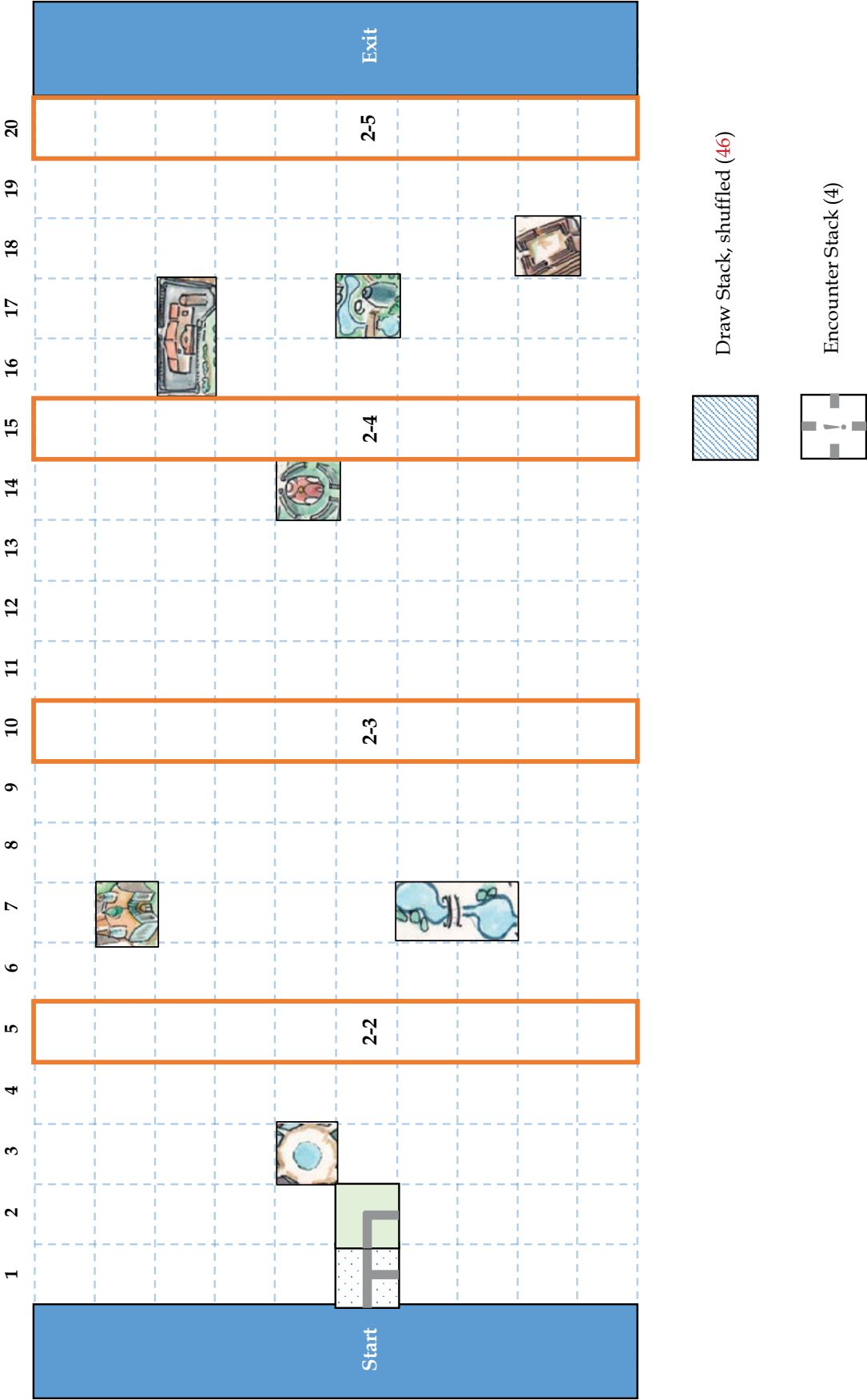




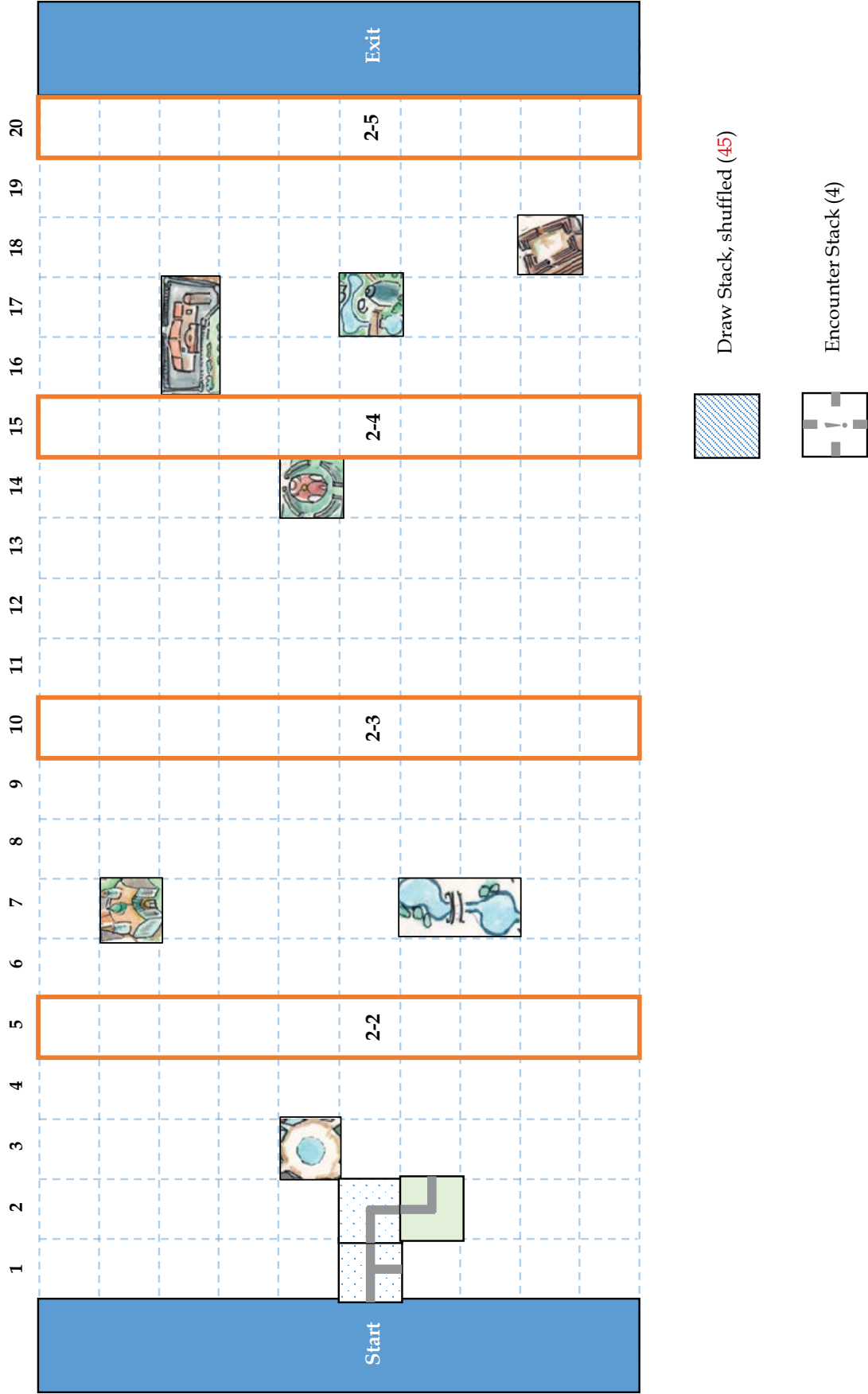
**Turn 1:** On the first turn, the party draws a 3-way tile. They decide to keep it rather than burning Luck to draw a new tile, and place it in one of the center rows, first rotating the path towards the exit. The draw pile now contains 47 tiles.



**Turn 2:** Instead of following the right-hand path, the party chooses to go straight and draws a turn tile. The tile is placed so that it connects to the path the party took from the last tile, rotated based on the party's preference. The draw pile now contains 46 tiles.

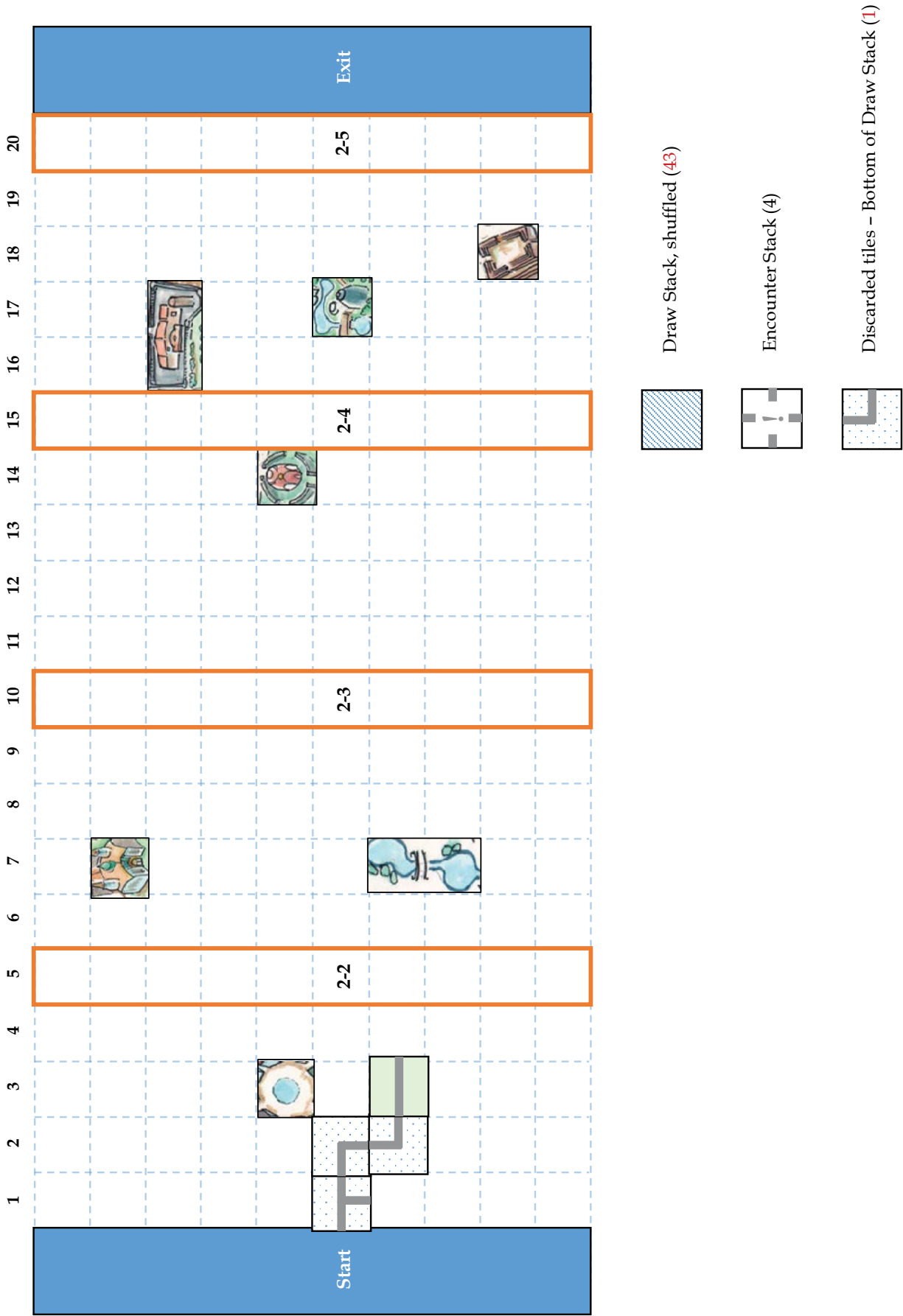


**Turn 3:** The party only can go one direction. On their next draw, they get another turn tile. The tile is placed so that it connects to the last tile, rotated to orient them back towards the exit. The draw pile now contains 45 tiles.

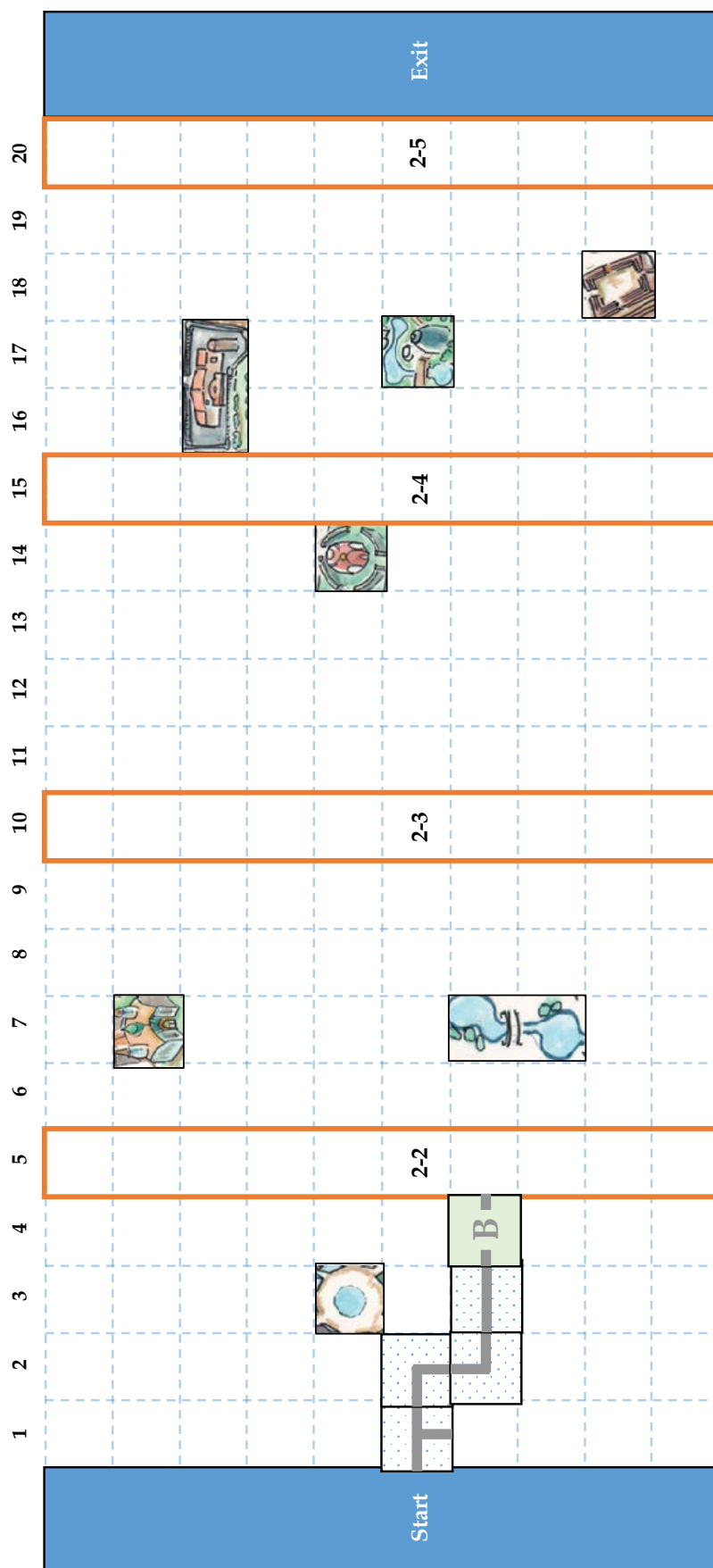




**Turn 4:** Again, the party only can go one direction, straight. On their next draw, they get another turn tile! The party decides to burn a fleeting Luck to draw another tile, this time drawing a straight tile, which they have to keep. The tile is placed so that it connects to the last tile. The draw pile now contains 43 tiles, and a single tile is discarded to the bottom of the draw stack.



**Turn 5:** This time on their next draw, they get a special encounter, "A". As encounter tiles, including special encounters, may not be discarded, the PCs have to place the tile, which triggers the special encounter for Area 2-1b. The party must decide whether to press on through the encounter, or retreat all the way back to the first tile to take an alternate path to the exit.



Draw Stack, shuffled (42)



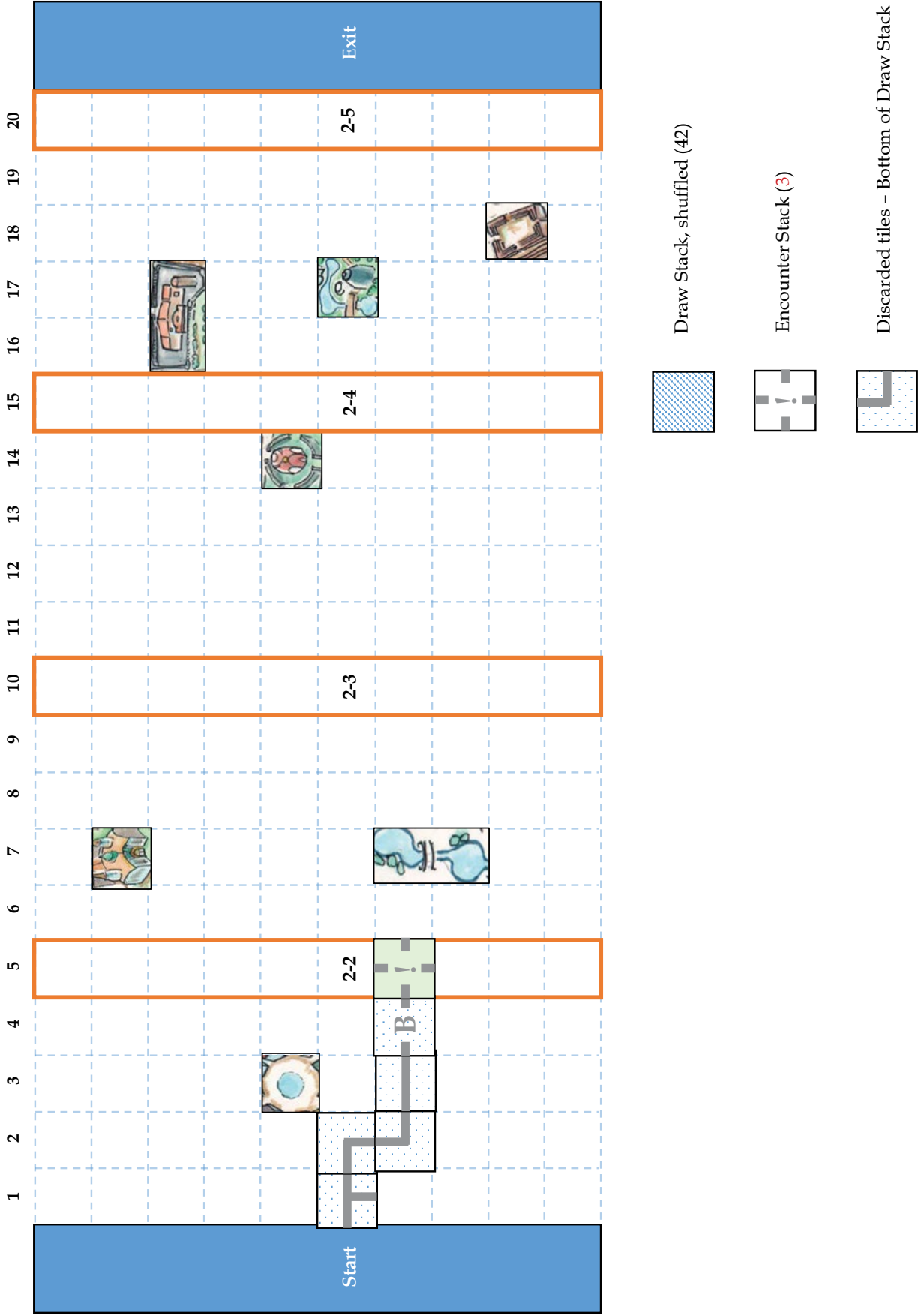
Encounter Stack (4)



Discarded tiles – Bottom of Draw Stack (1)

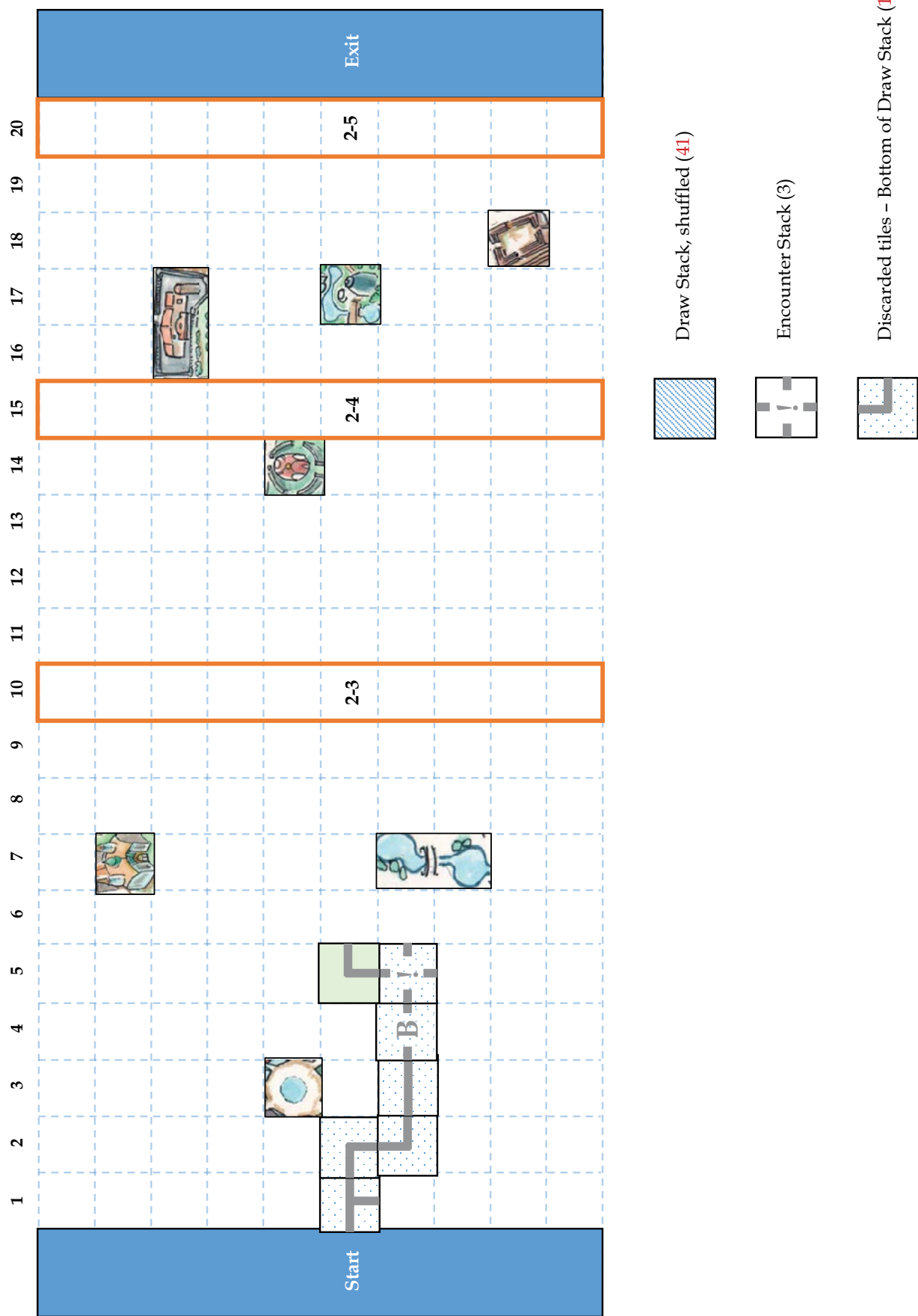


**Turn 6:** After getting through the special encounter, the PCs are now free to use any of the paths on the special encounter tile, in this case a straight path. As the next column is an encounter zone and this is the first time the PCs have triggered it, instead of drawing from the draw stack, they trigger a round encounter and draw an encounter tile in the next square. Similar to special encounters, round encounters cannot be skipped or discarded by burning Luck. Play then proceeds to Area 2-2.





**Turn 7:** Once the round encounter is resolved, the PCs will have several choices of which exit path to take. As the encounter zone for 2-2 no longer triggers an encounter for new tiles placed in that column, the players decide to turn to the left to avoid the impassible area ahead of them. This time they draw a turn tile — perfect! The place the tile and play proceeds with additional tile selections until the party reaches the exit and the end of the round!



## NOTES

## NOTES

## NOTES



## NOTES