

RIDERS ON THE PHLOGISTON

PLAYER PACK



RIDERS OF THE PHLOGISTON: PLAYER PACK

DUNGEON CRAWL CLASSICS SECOND ANNUAL OPEN TOURNAMENT - GEN CON INDY 2018

INTRODUCTION



Returning to Gen Con after a triumphant first year: The DCC team tournament! For many years our tournaments were the stuff of legends, and now they're back under DCC RPG rules! *Riders of the Phlogiston* is the second official Dungeon Crawl Classics RPG Open Tournament for Gen Con 2018.

Tournament dungeon crawls are different from normal DCC RPG modules in that they follow the tournament play structure. Rounds are timed, teams are awarded points based on their accomplishments in the adventure, and top-scoring teams advance to the next round. This Player Pack will familiarize you with the basic concepts of tournament play, and allow you to choose your pre-generated character.

Like last year, winners of this year's tournament will have their names immortalized for all to admire and envy. Are you and your handpicked team of reavers up to the challenge?



PLAYER GUIDELINES

Minimum age: Players must be 13 years old to participate in the tournament.

Scoring system: This is a points-based tournament. Advancement from one round to the next is determined by the team that has the most points, and they don't carry over from round to round. Additionally, a team that quits early will not advance regardless of points scored (see Don't Quit Early).

Earning points: In the course of your adventure, your team will earn points by exploring locations and progressing through the levels of the tournament. The scoring system awards efficiency in solving the encounters within the adventure. You will lose points for unleashing traps or dangers that could have been avoided, and for allowing your PCs to be reduced to 0 hit points—or worse, bleeding out.

Your experience tells you that links to the deities and patrons of Áereth grow weakened across the vast distances of the multiverse. Therefore, you and your allies have discerned that attempts to summon divine aid, or invoke your patrons, will offer feeble aid at best. Relying on otherworldly powers to solve challenges scores negative points.

If a team advances between rounds: All their slain PCs are miraculously recovered and all PCs begin the next round at full hit points. Disapproval resets between rounds; however, any disapproval effects are retained for the duration of the tournament. Used equipment, burned stats, and lost spells are not regained between rounds.

Rolling for others: One PC per player. Players are not allowed to roll dice for other players. If a player is absent and they are required to make a roll, the party can opt to wait (wasting time) or skip, but no "team rolling."

Time is of the essence: The adventure is a dangerous, challenging place. Each room is a mystery unto itself. It is unlikely that any tournament group will complete all of Round One before the four-hour time limit is up. The same goes for Rounds Two and Three. Therefore, time is of the essence. The more you explore before the time limit expires, the more points you have the opportunity to score, and the greater your chances of advancement. Groups that advance to the next round automatically start at the beginning of the next level.

Games that start late: A game that starts late because of a late or missing player is allowed a 10-minute grace period after the listed start time. After that 10 minutes, each minute lost is counted against the four-hour time limit. For example, a game is scheduled to start at 9:00 am. A player is late so it starts at 9:05. The game can go to 1:05 pm with no penalty. If the late player had instead showed up at 9:25, however, the game's four-hour time limit would be considered expired at 1:10 (four hours past the expiration of the grace period at 9:10), so the players effectively lose 15 minutes of playing time.



FREQUENTLY ASKED QUESTIONS

How many PCs are there in each game?

Six.

Then why are there eleven characters?

Each team chooses six of the eleven characters to make up their party. The five not picked are not used in the tournament.

How do I advance in the tournament?

Advancement is based on points scored in the round. The highest-ranked teams will advance: the top four to round two, and the top two to round three. Teams that quit early are eliminated regardless of points.

How do I score points?

Points are scored for exploring the levels, solving puzzles, defeating monsters, avoiding obstacles, acquiring items, and learning the secrets of the adventure.

When is an area “explored”?

Your judge determines this, but in general it means you interacted meaningfully with the encounter of that area. Poking in your nose and leaving does not count as having “explored” the area.

Can someone take my place on the team?

No substitutions are allowed. Sorry.

What happens to my character, then?

One character per player. If you’re absent, your character is considered lost in the adventure forever. You lose points for his or her death, and the character is out of the game.

What if I miss Round 2 but I can make Round 3?

When you missed round two, your character was lost, and is not available for subsequent rounds.

What if I’m late?

There is a ten-minute grace period after the official round start time. After it passes, the game either starts with whichever players are present or is forfeited and passed on to the alternate team if insufficient players are present.

When do results get announced?

Results will be posted on the Goodman Games website.

What if I spot an error on the character sheet?

Any errors are unintentional, but the pre-generated characters are played as they are in this Player Pack.

What if I disagree with my judge?

Judges have the final say and the full support of the Tournament Organizer. If you disagree with your judge, accept his or her ruling. Afterward, feel free to bring it to the attention of the tournament organizer. Disruptive or disrespectful behavior will not be tolerated. The judge reserves the right to disqualify a team or individual that gets out of hand. That said, we’ve never had to disqualify a team, which says much about the caliber of sportsmanship the tournament teams display.

Starting without a player: After the 10-minute grace period, teams may opt to continue waiting or to begin their session. If they wish to continue waiting, this time counts toward the four-hour limit. Otherwise, the absentee player is declared a no-show and that player’s character is removed from play for that and subsequent rounds.

Learn your character: Full stats for all tournament characters are in this packet. Learn your character before the con! This is the best way to start the game quickly.

No sleep: The adventure takes place in a location where the standard rules of time and space are not present. You will not be able to sleep in the dungeon during rounds to reset disapproval or regain spells.

Trading items: Your team can trade items between themselves as they see fit, but only once the round (and clock) has started. Armor is fitted to the physique of a specific character, and cannot be traded.

Dice advisory: All die rolls by the judge will be made in the open.

Hit point tracking: You will be asked by your judge to keep track of your character’s hit point total in a visible area (like the edge of the battle mat).

Don’t quit early: At any point during the round, a player may quit, but it doesn’t ‘take effect’ immediately. If you are in combat, one complete round of combat (from initiative X to initiative X) is fought. If you quit as a trap is sprung, any effects of that trap are fully resolved. If you quit during a save or check, you are considered to have failed it. Characters of players that quite early are treated as having been slain, with the associated point penalty.

If an entire team quits early, the team is automatically eliminated and does not advance.

Standardized results: To level the playing field, some rolls (like damage) have predetermined results.



THE TOURNAMENT IN DCC RPG



en Con 2018 is the second time that the DCC open tournament format is being run using DCC RPG rules. The judges have discussed the rules and module extensively prior to “going live” at Gen Con. In the interests of consistency and fair play, we are disclosing in advance how certain game elements will be handled.

Fair warning - these rules will be run as stated here during the tournament, regardless of official errata, customer service opinion, or what’s in the rulebooks.

Dice chain: The tournament uses the official dice chain rules from the DCC RPG core book as follows. In addition, the maximum die for dice chain bonuses is a d30:

d3 - d4 - d5 - d6 - d7 - d8 - d10 - d12 - d14 - d16 - d20 - d24 - d30

Mighty deeds: Players can describe the mighty deed however they like, but the judge will always apply within a specific set of parameters that best fits the description and the desired result. Results always last only until the end of the following round.

Divine aid: The forces of gods are weakened over the vast distances of the multiverse where the PCs now find themselves. A cleric must succeed on a DC 15 spell check, and his disapproval range automatically increases by 10 whether the casting was successful or not.

The gods are unable to answer specific requests - and can only hope that their aid serves their devotees. So that teams compete fairly, the results of castings is static. Each time the cleric successfully invokes divine aid he must choose one of the following:

- The caster receives the blessing of their god. The cleric, or any one PC the caster designates, receives +3d to a single roll. The bonus may be held until needed, but does not carry over between rounds;
- OR the caster, or a PC he designates, may re-attempt a roll that failed the previous round (for instance, a failed recover the body or spell check).

Disapproval: Disapproval results are standardized to reduce the variation between teams.

Sacrifices: Due to the limited divine influence within the prison, a cleric may not make sacrifices to his deity in order to regain favor.

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Invoke patron: Like the gods, infinities of time and space distance patrons, limiting what aid they readily can provide. And like divine aid, the results are static. 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 clerics, wizards, or elves.

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

Spell checks: Wizards, clerics, and elves may choose lesser results of a spell by burning a point of Luck if not normally allowed.

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

ADVENTURE BACKGROUND



s reavers and cuthroats you’ve strode across the wilds of Áereth, and no corner in all the world has escaped your notice. But when waves of phlogiston cast you and your companions across the multiverse, can you rise to answer the challenge? Or will you leave your bones to bleach beneath an alien sun on some forgotten world? Many may try, but in the end only one band of marauders can lay claim to the title: Riders on the Phlogiston!

PRE-GENERATED CHARACTERS



n the following pages, you will find character sheets for the eleven pre-generated characters. Remember that a tournament-standard adventuring party is only six characters, so the players must pick six of the eleven pre-gens to include on their journey. Gear may be traded by PCs once the round begins. Armor is the sole exception, being fitted to the physique of each character. Parties do not have access to gear from unused characters.

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

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name EVEN FACONER		Title SAVANT	
Occupation Elf		Alignment CHAOTIC	
Class		Speed 25'	
Level 4		XP	

Combat Basics	
Initiative: +0	Action dice: d20
Attack: +2	Crit die: d10
Crit table: II	

Strength Modifier: -1		6	
Agility Modifier: +0		10	
Stamina Modifier: -1		6	
Personality Modifier: -1		7	
Luck Modifier: +1		14	
Intelligence Modifier: +1		14	

Ref Save +2		Fort Save +1		Will Save +1	
Lucky Roll BRED 50NT					
Languages Common, Elf, Dwarf, Dremoric					

Weapons		Equipment	
DAGGER +1 (104-1)		FALCON CHALK -1 piece	
SPEAR +1 (108-1)		BACKPACK 50' rope	
LONGBOW +2 (106)		GRAPPLEN-1000	
		QUIVER w/ 24 ARROWS	
		6 REMORSE	
Treasure		Armor	
		SCALE MAIL (+4 AC)	
		CHECK PENALTY (-4)	
		FUMBLE DIE (d12)	

Elf Abilities			
Base spell check: +5 Familiar: _____			
Patron(s): _____ KINL OF ELF LAND			
Corruption: _____			
Elf traits: iron vulnerability, heightened senses, Luck mod to one level 1 spell			
Other notes: _____			
Spells			
Spell Name	Level	Check	Mercurial Effect & Notes
Patron bond	1	+5	
Invoke patron (1/day)	1	+5	
CHOKING CLOUD	1	+5	
COMPREHEND LARK	1	+6	
FORCE MANIPULATION	1	+5	
MAGIC MISSILE	1	+5	
FARE RESISTANCE	2	+5	
KNOCK	2	+5	
MINOR IMAGE	2	+5	

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name Summner
Title Lawful
Occupation Wizard
Class 30'
Alignment 4
Level XP

Armor (11)
Hit Points 16
Max: 16

Combat Basics
Initiative: 41
Action dice: d20
Attack: 41
Crit die: d8
Crit table: 1

Strength 9
Modifier: +0
Agility 13
Modifier: +1
Stamina 9
Modifier: +0
Personality 13
Modifier: +1
Luck 9
Modifier: +0
Intelligence 16
Modifier: +2

Ref Save +3
Fort Save +1
Will Save +3
Lucky Roll

Melee Attack +1
Melee Damage +0
Missile Attack +2
Missile Damage +0

Character Portrait or Symbol

Languages Common, Lawful, Centaur, Gnome, Neutrality

Weapons
Long Sword +1 (1d8)
Dagger +1 (1d4)

Equipment
Backpack
10 torches
3 candles
Flint & steel
Garment of power
Goggles
Coat

Treasure

Armor

Wizard Spells & Abilities
Base spell check: +6
Familiar: _____
Patron(s): _____
Corruption: _____
Other Notes: _____

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
COMPREHEND LAMIA	1	+6	
ENLARGE	1	+6	
FLAMING HANDS	1	+6	
FORCE MANIPULATION	1	+6	
ROBOWALK	1	+6	
SPACE RESISTANCE	2	+6	
KNOCK	2	+6	
SCORCHING RAY	2	+6	

Wizard

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: WIZARD
 Occupation: WIZARD

Title: WARRIOR/WITCH
 Alignment: CHAOTIC
 Speed: 30'

Level: 4
 XP: 12



Armor: 12
 Hit Points: 12
 Class: 12

Combat Basics
 Initiative: -1
 Action dice: d20
 Attack: +1
 Crit die: d8
 Crit table: 1

Strength: 7
 Modifier: -1

Melee Attack: +0
 Missile Attack: +0
 Melee Damage: -1
 Missile Damage: +0

Agility: 8
 Modifier: -1

Ref Save: +1
 Fort Save: +1
 Will Save: +2

Stamina: 11
 Modifier: +0

Character Portrait or Symbol

Personality: 9
 Modifier: +0

Lucky Roll: 5
 Swapped A: 5
 Score: 5

Luck: 15
 Modifier: +1

Languages: Common, Naga, Hobgoblin

Intelligence: 12
 Modifier: +0

Weapons

Dagger: +0 (104-1)
 Staff: +0 (104-1)

Equipment

Black Leather
 Backpack
 10 Torches
 Flint & Steel

Treasure

Armor

Wizard Spells & Abilities

Base spell check: +4
 Familiar: _____
 Patron(s): _____
 Corruption: _____
 Other Notes: _____

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
FEATHER FALL	1	+4	
ELANIC HANDS	1	+4	
MAGIC MISSILES	1	+4	
MAGIC SHIELD	1	+4	
SPELL CLEANS	1	+4	
MAGIC SHIELD	2	+4	
SPELL CLEANS	2	+4	
SPELL CLEANS	2	+4	

Wizard

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

APOTHE

Name

GOM FARMER

CLERIC

Occupation

Class

Title

CHAOTIC

20'

Alignment

4

Speed

Level

XP

Combat Basics

Initiative: 4/1

Action dice: d20

Attack: +2

Crit die: d10

Crit table: III

Armor Class (18)
Hit Points
Max: 16

Strength

Modifier: +2

16

Melee Attack

+4

Melee Damage

+2

Agility

Modifier: +1

14

Ref Save

+2

Missile Attack

+3

Missile Damage

-2

Stamina

Modifier: +0

9

Fort Save

+2

Personality

Modifier: +1

15

Will Save

+3

Luck

Modifier: -2

4

Lucky Roll

HAWK EYE

Intelligence

Modifier: +1

13

Languages

Common, Dwarf

Weapons

WATHAMMER (+4)

SLING +3 (104-2)

Equipment

SACK OF MEAT SOUL

FLINT & STEEL

BACKPACK

10 TOOLS

50' ROPE

GRAPPLING HOOK

POUCH W/ 24 SLING BONES

HOLY SYMBOL

Treasure

Armor

HALE-PLATE (+7 AC)

CHECK PENALTY (-7)

FUMBLE DIE (d16)

Cleric Spells & Abilities

Deity: MALTOCH Spell check: +5 Disapproval

Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands.

Range: 11 12 13 14 15

Lay On Hands (games / alignment step)

(same)

(adjacent)

(opposed)

12

14

20

22+

2 dice

3 dice

4 dice

5 dice

1 dice

2 dice

3 dice

4 dice

1 dice

2 dice

3 dice

4 dice

Spells

Blessing

Darkness

Holy Sanctuary

Paladys

Resist Cold or Heat

Word of Command

Gain

Devine Symbol

Neutralize Poison or Disease

Restore Virtue

Cleric

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

CURATE

Name

WHEAT FARMER

CLERIC

Title

LAWFUL

25'

Occupation

Class

Alignment

4

Speed

Level

XP

Combat Basics

Initiative: +0

Action dice: d20

Attack: +2

Crit die: d10

Crit table: III

Armor
Class
Hit Points
Max: 29



Strength

Modifier: +0

10

Agility

Modifier: +0

10

Stamina

Modifier: +1

13

Personality

Modifier: +0

11

Luck

Modifier: +1

13

Intelligence

Modifier: +0

12

Ref Save +1

Fort Save +3

Will Save +2

Lucky Roll
PACK HUNTER

Languages

COMMON

Melee Attack

+2

Melee Damage

+6

Missile Attack

+2

Missile Damage

+0

Character Portrait or Symbol

Weapons

PITCHFORK +3 (108+1)

MAZE +2 (106)

STAFF +2 (104)

Equipment

LOW

BACKPACK

10 TORCHES

FLINT & STEEL

50' ROPE

GRAPPLING HOOK

HOLY SYMBOL

Treasure

Armor

CHAIN MAIL (+5 AC)

CHECK PENALTY (-5)

PUMPE DIE (d12)

Cleric Spells & Abilities

Deity: GOHAN

Spell check: 14

Disapproval

Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands.

Range:

Lay On Hands (games / alignment step)

12 14 20 22+

(same)

(adjacent)

(opposed)

1 dice

2 dice

3 dice

4 dice

5 dice

6 dice

7 dice

Spells

Darkness

Divine Speech

Detect Evil

Neutralize Poison or Disease

Detect Magic

Stinking Stone

Paralysis

Protection from Evil

Resist Cold or Heat

Cure Paralysis

Cleric

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

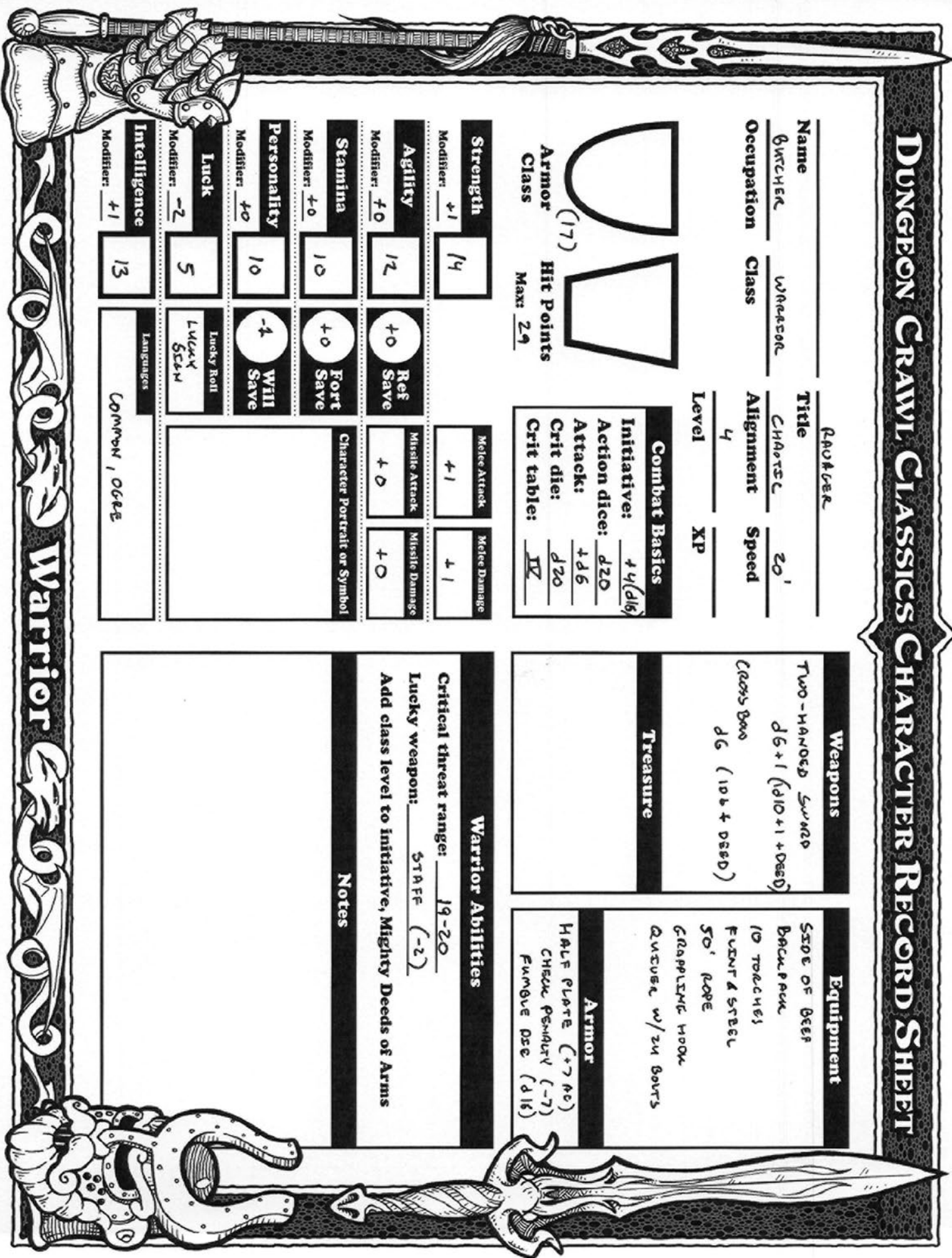
Name BUTCHER		Title CHORTLE	
Occupation WREASON		Alignment 4	
Class		Speed XP	
Level		XP	

Combat Basics	
Initiative: $+4(d16)$	
Action dice: $d20$	
Attack: $+d6$	
Crit die: $d20$	
Crit table: IV	

Strength Modifier: $+1$	14	Melee Attack $+1$	Melee Damage $+1$
Agility Modifier: $+0$	12	Missile Attack $+0$	Missile Damage $+0$
Stamina Modifier: $+0$	10	Fort Save $+0$	
Personality Modifier: $+0$	10	Will Save -4	
Luck Modifier: -2	5	Lucky Roll LUCKY SCAM	
Intelligence Modifier: $+1$	13	Languages COMMON, OGRE	

Weapons	Equipment
TWO-HANDED SWORD $d6 + 1 (d10 + 1 + D&D)$ CROSS BOW $d6 (10 + D&D)$	SHOE OF DEEP BACKPACK 10 TOECLAYS FURINT & STEEL 50' ROPE GRAPPLING HOOK QUIVER w/ 24 BOWS
Treasure	Armor
	HALF PLATE (+7 AC) CHEEK PENALTY (-7) FUMBLE DIE (d16)

Warrior Abilities
Critical threat range: $19-20$
Lucky weapon: $57AFF (-2)$
Add class level to initiative, Mighty Deeds of Arms
Notes



DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

GOM FARMER

WARRIOR

CAVALIER

Title

LAUDFUL

25'

Occupation Class

Alignment

h

Speed

Level

XP

Combat Basics

Initiative: +5

Action dice: d20

Attack: +d6

Crit die: d20

Crit table: IV

Armor Class

Hit Points

Max: 21



(16)

Weapons

LONGSWORD

d6 + 2 (108 + 2 + 050)

SHORT BOW

d6 + 1 (106 + 0580)

Treasure

Equipment

SKULL OF NIGHT SOUL

CROSSBAR

BACK PACK

10 TOLUES

FURNITURE & STEEL

50' ROPE

GRAPPLING HOOK

QUEEN W/24 ARROWS

Armor

CHAIN MAIL (+5 AC)

CHIEF PEARL (-5)

FUMBLE DIE (1d12)

Warrior Abilities

Critical threat range: 19-20

Lucky weapon: _____

Add class level to initiative, Mighty Deeds of Arms

Notes

Melee Attack

+2

Melee Damage

+2

Missile Attack

+1

Missile Damage

+0

Strength

16

Modifier: +2

Agility

13

Modifier: +1

+3 Ref Save

Stamina

7

Modifier: -1

+1 Fort Save

Personality

9

Modifier: +0

+1 Will Save

Luck

10

Modifier: +0

Lucky Roll

Intelligence

18

Modifier: +3

Languages

Common, LAUDFUL, DUNGEON, ORE

Warrior

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name HAL FLING HADFEDSHEN	Title ALUMINATOR
Occupation HALFLING	Alignment NEUTRAL
Class	Speed 20'
Level 4	XP

Combat Basics
Initiative: <u>+1</u>
Action dice: <u>d20</u>
Attack: <u>+3</u>
Crit die: <u>d10</u>
Crit table: <u>III</u>

Armor Class	Hit Points Max: <u>12</u>
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Strength Modifier: <u>-1</u>	<u>7</u>
Agility Modifier: <u>+1</u>	<u>13</u>
Stamina Modifier: <u>-2</u>	<u>5</u>
Personality Modifier: <u>-1</u>	<u>8</u>
Luck Modifier: <u>+1</u>	<u>13</u>
Intelligence Modifier: <u>+1</u>	<u>14</u>

Ref Save <u>+4</u>	Fort Save <u>+1</u>	Will Save <u>+2</u>
Melee Attack <u>+2</u>	Melee Damage <u>-1</u>	Missile Attack <u>+4</u>
Missile Damage <u>+0</u>	Character Portrait or Symbol	

Lucky Roll LUCKY STEIN
Languages Common, Halfling, Dwarf

Weapons	Dagger +2 (104-1) Shortsword +2 (104-1) Sling +4 (104-1)
Treasure	
Equipment	Fine Suits (3 sets) Hammer - Small Dwarven 10 Iron Spikes 50' Rope Gnarled Wood Pouch w/ 24 silver stones
Armor	Studded Leather (43ac) Chain Penalty (-2) Fumble Die (d8)

Halfling Abilities	Infravision Stealth: <u>+9</u> Lucky • Action dice die+die • Crit on nat 16 • Fumble only on 2x1 • If Agi > 16, use normal rules
Notes	

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

ENEMY

Name

Dwarfish
Chest-Maker

Dwarf

Title

LAWFUL

10'

Occupation Class

Alignment Speed

4

Level XP

Combat Basics

Initiative: +0

Action dice: d20

Attack: +d6

Crit die: d16

Crit table: IV

Armor Class Hit Points
Max: 31



Weapons

Longsword d6 + 2 (108 + 2 + D60)

Greatsword d6 (106 + D60)

Greataxe d6 (106 + D60)

Treasure

Equipment

Wood (10 lbs)

Sack (5 lbs)

Backpack

10' Pole

50' Rope

Garments Hood

Quiver w/ 24 bolts

Armor

Half Plate & Shield (+8)

Chainmail (-8)

Fumble Die (d16)

Dwarf Abilities

Infravision

Underground skills: smell gold/gems, find construction

Lucky weapon: _____

Mighty Deeds of Arms

Shield Bash (d14 action die)

Notes

Strength

Modifier: +2 17

Agility

Modifier: +0 11

Stamina

Modifier: -1 8

Personality

Modifier: +2 16

Luck

Modifier: +0 9

Intelligence

Modifier: +0 10

Melee Attack

+2

Melee Damage

+2

Missile Attack

+0

Missile Damage

+0

Ref Save

+2

Fort Save

+1

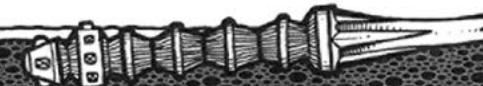
Will Save

+4

Lucky Roll

Languages

Common, Dwarf, Menzobanz



Dwarf

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

THIEF

Title

CHAOTIC

Occupation

Class

Alignment

Speed

Level

XP

Combat Basics

Initiative: +2

Action dice: d20

Attack: +2

Crit die: d16

Crit table: II

Armor Class (15)
Hit Points
Max: 12

Strength

7

Modifier: -1

Agility

16

Modifier: +2

Ref Save

+4

Stamina

11

Modifier: +0

Fort Save

+2

Personality

11

Modifier: +0

Will Save

+1

Luck

12

Modifier: +0

Lucky Roll

Intelligence

15

Modifier: +1

Languages

Common, Thieves' Cant, Halfling

Weapons

Short sword +1 (10% -1)

Crossbow +4 (10%)

Equipment

Badger fur

Fur & steel

Brass plate

10 torches

50' rope

Garroble hook

Quiver w/ 24 bolts

Thieves' tools

Treasure

Armor

Studded leather (+3 AC)

Chalk penalty (-2)

Fumble die (d8)

Thief Abilities

Luck Die

d6

Disable trap

+5

Backstab

+8

Forge document

+4

Sneak silently

+10

Disguise self

+8

Hide in shadows

+9

Read languages

+3

Pick pocket

+5

Handle poison

+8

Climb

+9

Cast spell

d12+1

sheer surfaces

+9

From scroll

Pick lock

+9

Find trap

+8

Notes

Thief

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

CAPS

Name

CULD
Bette

THIEF

Occupation

Class

Title

LAWFUL

30'

Alignment

Speed

Level

XP

Combat Basics

Initiative: +0

Action dice: d20

Attack: +2

Crit die: d11

Crit table: II



(12)

Armor
Class
Hit Points
Max: 21

Strength

Modifier: -1

7

Agility

Modifier: +0

1/2

+2

Ref Save

+3

Stamina

Modifier: +1

15

+3

Fort Save

Personality

Modifier: +1

1/4

+2

Will Save

Luck

Modifier: +1

13

Lucky Roll

HIGH
WISDOM

Intelligence

Modifier: +0

11

Languages

COMMON, THIEVES' CAN'T

Weapons

SHORT SWORD +2 (106-1)

SHORT BOW +3 (106)

Equipment

LEATHER

BACKPACK

10 TONCHES

FLAT & STEEL

50' ROPE

GRAPPLING HOOK

DISGUISE w/ 24 GANONS

THIEVES' TOOLS

Armor

LEATHER (12 AC)

CHEEK PENALTY (-1)

FUMBLE DSC (48)

Thief Abilities

Luck Die

Backstab

Sneak silently

Hide in shadows

Pick pocket

Climb

sheer surfaces

Pick lock

Find trap

d 6

+ 7

+ 7

+ 8

+ 7

+ 8

+ 7

+ 8

Disable trap

Forge document

Disguise self

Read languages

Handle poison

Cast spell

from scroll

+ 8

+ 2

+ 4

+ 2

+ 3

+ 1/2

Notes

Thief

Can your home group beat the Gen Con pros?

At Gen Con 2018, Riders on the Phlogiston claimed 83 character lives! And at Origins 2019, another 50 characters were felled! Now for the first time, this deathtrap dungeon is presented in its entirety!

Run the adventure for your home group, use the tournament rules, and score it just like we did at Gen Con and Origins. Compare your score to the 2018 Gen Con results (starting on page 4 of enclosed Judge's Pack) to see how talented your players are!

Submit your team's final score to Goodman Games so we can publish the nationwide results!
You can submit your scores at: bit.ly/phlogiston2019

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