

RIDERS ON THE PHLOGISTON

JUDGE'S PACK



2018 DCC RPG OPEN TOURNAMENT RECAP

BY HARLEY STROH



ast year's DCC RPG open tournament amounted to a proof of concept. Could DCC be run in a tournament setting? Would it still feel like DCC? The answer was yes. Players and judges alike explored DCC RPG through a new lens.

Year Two brought an entirely different tenor. This year, players were out for blood. And, with no fewer than 14 TPKs over 24 sessions, the tournament did not disappoint.

While some of the tables were pick-up groups, many came as organized teams (matching shirts included). And of those teams, some had prepped DCC-specific tactics right out of the gate. Chief among these was the wizard who, aided by an eager halfling, used spellburn to max out *magic shield* the moment their first session began.

For those of us that haven't memorized the spell tables, here is a recap of the maximum spell result:

The caster calls forth a globe of shimmering magical energies that protects him and his allies. The caster is automatically encased in this magical shield, as are all allies within a 10' radius. The shimmering globes last until the next sunrise and follow the allies even if they leave the caster's side. Each globe has five benefits: it provides a +8 bonus to AC; it blocks magic missiles automatically (see magic missile spell description); it reduces damage on all attacks against its target by 2 points; it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.

+8 AC and damage reduction for the entire team. Not a shabby way to start the round.

(It is telling, however, that even this mighty boon was insufficient to carry the wizard's team to the final round.)

Round 1 of the tournament quickly proved the deadliest of the three. Set in a foreboding military complex somewhere in Terra A.D., the PCs were forced to contend with unknown technologies and experiments gone horribly awry. There were artifacts and treasures to be won by the brave — and carried into future tournament rounds — but woe to any unlucky soul who triggered a misfire.

Worse, an activated phlogiston reaction was slowly consuming the entire complex. In order to survive, the PCs had to keep moving, puzzling their way past deadly blast doors, weird machinery, and unknown foes, forever just one step ahead of the certain doom.

For players who already knew one another, or who were able to quickly come to consensus, the slow-moving phlogiston presented little threat. But those that hesitated or were caught by indecision quickly found themselves consumed by the creeping beryl storm.

Round 2 began with the PCs emerging from a wash of phlogiston at the bottom of a mine deep within the Shudder Mountains. Whereas the previous round called for courage and quick thinking, the second round offered puzzles certain to bewilder

any player. Characters who hoped to brazenly cleave their way through every challenge quickly realized the errors of their ways.

By this time, advancing teams had hit their stride. While 19 PCs were reduced to zero hit points over the course of the round, only three PCs were slain and the round saw no TPKs. But the confounding puzzles had done their villainy: not a single PC completed the dungeon.

In the final round, two last teams stood atop the mounds of the dead: The Lords of Sarcasm and Team Hammertoes. Neither had survived unscathed. For, while a PC's hit points reset after each round, the burned stats, lost spells, and disapproval did not. By Round 3, PCs were but hollow shells of their former selves — bereft of Luck, reduced to nearly no spells or healing, and forced to rely on their cunning for survival.

Both teams were up to the challenge. With the sounding of the Doom Gong, the third and final round kicked off, ushering the PCs onto the weirdling Purple Planet. The third round combined the deadliest aspects of the previous rounds: a foe that dogged the PCs every step; complicated, mind-bending puzzles; and deadly combat.

The Hammertoes suffered early setbacks, with two PCs quickly slain in the first encounter and a third reduced to 0' movement. One by one, they rose from the table to sound the Doom Gong, marching the team ever closer to the bitter end.

From all appearances it seemed that the Lords of Sarcasm, yet unbloodied, would carry the day.

But then disaster struck:

While battling beings called forth from the adventurers' own fears, the Lords' wizard lost control of a weirdling relic. Instantly, the party's wizard and cleric were sucked through the singularity to their doom. The unconscious dwarf, who was just about to have been healed by the cleric, bled out. With but one point of Luck remaining, the dwarf failed his recovery check, and all three players progressed to the Doom Gong.

By now, only two Hammertoes remained, both younger members of the team. With the grognards slain, it fell to the new guard to carry the day. Pressing on through the darkness they found themselves confronted with a puzzle room, made all the more difficult thanks to deadly crystalline guardians. The elder of the twain lost his PC first, laying the full weight of Team Hammertoes on the shoulders of its youngest player. Alone in the darkness, and facing nigh impossible odds, young Jack's PC soon followed his fellow reavers to the gong.

One of the penalties of death in the tournament is that all play at the table stops until the player has rung the gong. In the tightly constrained four hour sessions, every minute counts. It bears noting then, that every time a Hammertoe died, the Lords of Sarcasm would halt their play to stand and applaud the passing of a worthy foe.

Diminished yet determined, the Lords of Sarcasm pressed on, intent on clawing their way to victory. And when the final gong sounded on the Lords' TPK, it seemed that the question had been settled.

Students of the DCC RPG Open will recall the massive point spread between last year's first and second place teams. I was certain that, with the Lords' long play, this year would be no different.

I couldn't have been more mistaken.

While the Hammertoes had TPK'd earlier in the round, their young players had succeeded in pressing further into the dungeon. The Lords, through masterful play (and no shortage of humor), had survived longer, and gleaned more insights into the dungeon – though not making it quite as far into the gloom.

For emphasis: Each team had earned points in radically different ways. And yet, when the scores were tallied, the teams had tied.

Judge Marc and I reviewed the scoring sheets a second and third time. The columns totaled. In a quintessentially DCC moment, a year of planning and 96 hours of gaming all came down to a single final dice roll.

Back at the booth, we summoned delegates from both teams. Young Jack the Warrior faced off against Ken the Dwarf. Surrounded by friends and fans, the final dice were cast.

The Hammertoes rolled a mere 8.

But when the Lords' die rolled to a stop, it was a 7.

Designing a tournament is a nerve-wracking undertaking. (Though as one player quipped, "You should try it from our side!") While each round is play-tested multiple times, there's no substitute for the Gen Con setting. As designers and judges, we never truly know if an adventure will succeed or not until the starting doom gong is rung.

Each year we hone our craft, gleaning lessons on how to write better challenges, how to run better encounters, and how to improve the odds of the players having a good time ... even if the game does end in a TPK.

This year was no different. Before Round 3 had even begun, Judge Marc, the Dark Master, and I were already scheming of ways to make next year's tournament open bigger and better. On the flight home, we began roughing out sketches of the rounds to send to the designers.

In the con setting, the tournament is magical. Players are invested to a degree that sometimes only comes after years of shared campaigning. Each fumble is momentous, each critical a triumph. Having the opportunity to design and then run games for such dedicated players is a gift to all of us judges.

And so ...

... to our 2018 champions, the Hammertoes and Lords of Sarcasm, we salute you!

... to the expert judges who spent months prepping for the mind-bending rounds, we salute you!

... to all those players whose PCs fell before a wave of phlogiston, a 2-ton blast door, or a nanite infection, we salute you!

... and to all our players, their friends and fans, thank you for making this the best year yet! We hope you all return in 2019 to challenge, test, and thwart our judges once more!

See you at the Doom Gong!



The DCC Open wouldn't be possible without our hand-picked crew of hard-bitten judges. From top to bottom: Judge Tim contemplating the odds of surviving an orb of activated phlogiston; Judge Michael and his table of DCC veterans; Judge Jeff (aka the Death Dealer) doing what he does best.



Round 1 Results

Place	Team	Round Score	Players	Judge
1	Hammertoes	3235	Rob Swanson, Martin Bruinicki, Jack Bruinicki, Will Bruinicki, Hayden Hodge, Lance Hodge	Tim Deschene
2	The Goat Men	1484	Chris Page, Mike Mullins, Gord Lyle, Nick Cassidy, Craig Lewin, Nick Robinette	Eric Daum
3	Lords of Sarcasm, ESWM	951	David York, Fred Daily, Nate Garth, Jason Riddell, Ken Burnette, Patrick Biddix	Aaron Koelman
4	Vice Squad	892	Zach Starkey, Rob Collins, John Neireiter, Dani Howe-Danhauer, Joshua Swanson, Andrew Danhauer	Aaron Koelman
5	The Herculoids	362	Kevin Omans, Tar Druggan, Chris Hartigan, Ken Winland, Mark Goddard, Gary Ruiz	Marc Bruner
6	50' of Misanthropes	125*	Sarah Van Horn, Jeff Van Horn, Haley Skach, Alan Fishman, Jim Skach	Tim Deschene
7	The Clique	-50*	Chris Dodd, Jane Ritt, Will Wagner, Evan Ritt, Zeke Dodd, Tobias Loc	Rick Hull
8	Dynamic Duo	-99	Tim Loughrist, Troy Tucker	Aaron Koelman
9	Crypt-Kicker Six	-300*	Mike Markey, Sean Smith, Silas Moore, Joe Moore, Michael Brewington, Andrew Kluesendorf	Terry Olson
10 (Tie)	The Banishers	-550*	Skylar Hsu, Ian Johnson, Ed Hsu, David Schmidlin, Jeremiah Rose, Ian Welsh	Jeff Goad
10 (Tie)	Awesome Mongooses	-550*	Aaron Winemiller, Chris Lone, Pete Doshenko, Spencer Miller, Jeremy Earl, Erik Stuart	Jeff Goad
10 (Tie)	Exiles of Oz	-550*	Warner Peng, Trevor Stamper, Jeremy Haupt, John Olszewski, Brian Gilkison, Barry Peng	Terry Olson
13	Three Caster Disaster	-859*	Nick McKinnon, Paul Romer, Ross Grinvalds, Matt Free, Jason Mulvey, Jordan McCarrel	Michael Bolam
14	The Scrappy Underdogs	-1100*	Chris Bonno, Dylan Holland, Mike Dischida, Colin Murphree, Gary Soldati, Melissa	Jeff Goad
15	Team Chaos	-2100*	John Senz, Michael Ross, Tom Ziegler, Terry Walsh, Peter Sotos	Michael Bolam
16	Death is for Loserz	-2150*	Charlie Goren, George Hope, Richard Mundy, Kent Duncan, Emily Mundy, Lance DeClue	Terry Olson
17	Evie & the Destroyers	-2800*	Keith Haddad, Evie Walls, Ray Stephens, Josh Salter	Tim Deschene
18	Smegmapolites!!	-3950*	Ryan Bassler, Andrew Smitley, Steve Semineiro, Cory Welch, Jim Smitley	Eric Daum



Round 2 Results

Place	Team	Round Score	Players	Judge
1	Lords of Sarcasm, ESWM	6159	David York, Fred Daily, Nate Garth, Jason Riddell, Ken Burnette, Patrick Biddix	Tim Deschene
2	Hammertoes	5245	Rob Swanson, Martin Bruinicki, Jack Bruinicki, Will Bruinicki, Hayden Hodge, Lance Hodge	Marc Bruner
3	The Goat Men	3145	Chris Page, Mike Mullins, Gord Lyle, Nick Cassidy, Craig Lewin, Nick Robinette	Harley Stroh
4	Vice Squad	2272	Zach Starkey, Rob Collins, John Neireiter, Dani Howe-Danhauer, Joshua Swanson, Andrew Danhauer	Michael Bolam

Round 3 Results

Place	Team	Round Score	Players	Judge
1	Hammertoes**	-1200*	Rob Swanson, Martin Bruinicki, Jack Bruinicki, Will Bruinicki, Hayden Hodge, Lance Hodge	Harley Stroh
2	Lords of Sarcasm, ESWM**	-1200*	David York, Fred Daily, Nate Garth, Jason Riddell, Ken Burnette, Patrick Biddix	Marc Bruner

* Games that ended in a TPK

** Tie breaker determined by a d20 dice-off during the awards ceremony at the Goodman Games booth, where the Lords of Sarcasm rolled a 7 and the Hammertoes rolled an 8 to carry the victory!

TPKs by Round and Judge

Round	TPKs	Teams	TPK %	Top TPK Judges
1	12	18	67%	Tie - Terry Olson and Jeff Goad (3)
2	0	4	0%	N/A
3	2	2	100%	Tie - Harley Stroh and Marc Bruner (1)

Deadliest Rooms by Round

Round	Room	Author	% of Total PCs Slain in Round*
1	Area 1-4 - Engine Control Bay	Steve Bean	40%
2	Area 2-6 - The High Spoils	Harley Stroh	23%
3	Area 3-2 - Fear is the Mind Killer	Marc Bruner	33%

Deadliest Round			
Round	Ratio of Fatalities to Total Number of Players	Total PC Fatalities*	Total Players
3	2:3:1	27	12
1	1:8:1	181	98
2	1:0:1	23	24

* "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				
Adventure	Count Dante Dungeon Rating*	Ratio of Killed PCs	Total PCs Killed	Total Players
Riders of the Phlogiston - Gen Con 2018	IV	0.62:1	83	134
The Black Heart of Thakulon the Undying - Gen Con 2017	II	0.35:1	23	65

Deadliest Judges			
Judge	Ratio of Losses to Total Number of Players	Total PC Fatalities	Total Players
Terry Olson	2.5:1	42	17
Jeff Goad	2.4:1	44	18
Rick Hull	2.3:1	14	6
Michael Bolam	1.6:1	28	17
Marc Bruner	1.6:1	29	18
Tim Deschene	1.6:1	33	21
Harley Stroh	1.3:1	16	12
Eric Daum	1.3:1	14	11
Aaron Koelman	0.8:1	11	14
Jonathan Perkel	Mathematically undefined!	0	0

Deadliest Tournament Modules

Introducing 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 new rating system to use as a guide when selecting your next adventure to run. Here are the ratings for the 2017 and 2018 tournament adventures, *The Black Heart of Thakulon the Undying* and *Riders of the Phlogiston*. Future tournament modules will also use this rating system once they are put through their paces at Gen Con or other large gaming events!

* 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. Lawful Wizard (13 out of 18 teams selected)
2. (Tie) Lawful Cleric (12 out of 18 teams selected)
2. (Tie) Lawful Dwarf (12 out of 18 teams selected)
4. (Tie) Lawful Warrior (10 out of 18 teams selected)
4. (Tie) Neutral Halfling (10 out of 18 teams selected)
6. Chaotic Cleric (9 out of 18 teams selected)
7. Chaotic Warrior (8 out of 18 teams selected)
8. (Tie) Lawful Thief (7 out of 18 teams selected)
8. (Tie) Chaotic Thief (7 out of 18 teams selected)
10. (Tie) Chaotic Wizard (5 out of 18 teams selected)
10. (Tie) Chaotic Elf (5 out of 18 teams selected)

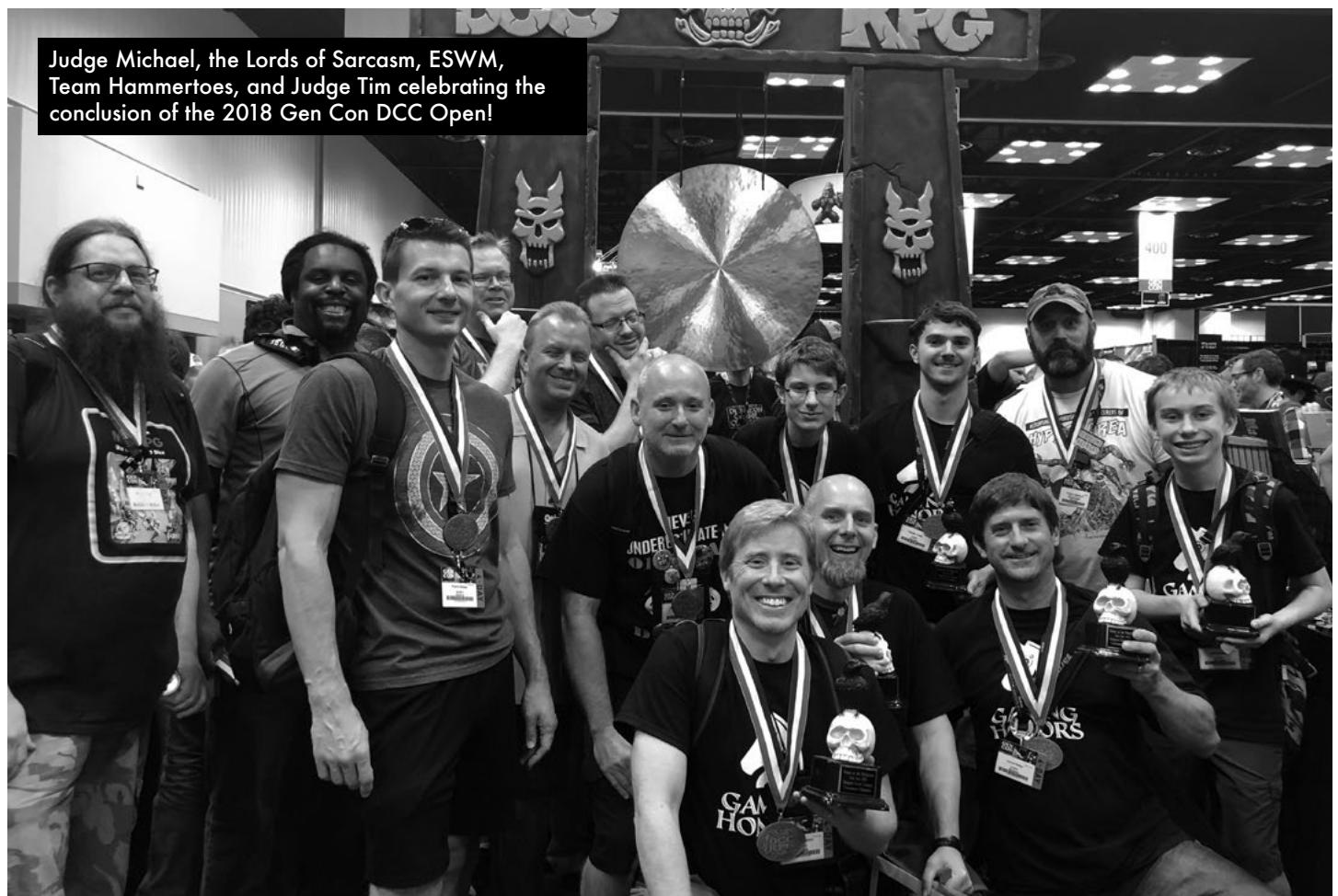
Notable Team Compositions:

- **Holy rollers:** Teams with two clerics – 3
- **Let the warrior open it:** Teams without a thief – 4
- **Power magic-users:** Teams with four or more spellcasters – 2
- **Let the gods decide:** Total number of lawful vs. chaotic characters – 54 vs. 34



Special Awards:

- **First Blood, Part 2:** Judge Michael was out for revenge from his showing last year and managed to TPK Team Chaos in the first hour and fifteen minutes of the tournament!
- **Triple Crown Favorite:** For the second year, Judge Terry was one of the most lethal elements of the tournament - in 2017 as a writer in 2017, and in 2018 as a judge.
- **Almost Broke the Designer's Hearts:** In the very first roll of Round 1 at Judge Jeff's table, a young player rolled a natural 20 on her cleric's spell check, only to fall to the dice minutes later, bringing her participation in the tournament to an end and dooming her team. However, the tournament staff watched in awe as Judge Jeff kept the whole table engaged even as the rest of the team fell one by one until only a single PC remained, whose epic story unfolded to the cheers of his party.
- **The Backup Master:** Judge Rick not only helped behind the scenes with all the coordination efforts for the tournament, but had to be prepared to run in any of the judge's slots in case there was an issue. His masterful preparation paid off when he was called to serve in the second day of Round 1, taking his table through almost four hours of play to an eventual TPK!
- **Atlas of the Phlogiston:** Judge Tim shouldered an amazing four teams and 21 players across two rounds of the tournament, meaning that 1 out of every 6 PCs went through his tables.
- **The Student is Now the Master:** After helping behind the scenes last year, Judge Eric made his debut as both a writer and a judge, and took the crown of earliest team TPK in round one!
- **All Shall Pass, Sort-of:** Judge Aaron's three teams had the fewest total deaths for any tournament judge, but in a very deadly year he still managed to take out 11 characters that came through his table!
- **Robbed of Glory:** Judge Jonathan prepped just as hard as any other judge, but fell to the fates when Gen Con no-shows caused a consolidation of his table with another judge's. However, he ultimately earned a symbiotic victory when the newly aggregated team fell less than two hours later.
- **Divine Salesman:** Judge Marc had not one, but two teams use divine aid for the first time in tournament history, with one of the clerics subsequently rolling a natural 30 on his d30 spell check granted by the gods.
- **Deadliest Portal:** In the first round, Judge Harley's door-artifacts slew more players than the actual monsters as the PCs struggled to pass through them against a ticking clock. A dozen PCs were crushed, maimed, and trapped over the course of a few rounds, making teams that could not find an easy way through spend valuable time and resources to overcome the devious obstacles.



Complete Stats by Room

Round 1

Room	Author	% of Total PCs Slain in Round
Player Start - The Summoning Circle	Harley Stroh	13%
1-1 - The Activated Phlogiston	Harley Stroh	9%
1-2 - The Cell of the Speaker	Julian Bernick	18%
1-3 - Magnetic Freezer	Terry Olson	6%
1-4 - Engine Control Bay	Steve Bean	40%
1-5 - Frigid Hive of Mutillidae Nanocordyceps	Steve Bean	9%
1-6 - Lagomorph Labs	Steve Bean	1%
1-7 - Mutation Purification	Terry Olson	0%*
1-8 - Smart Metal Assembly and Repair	Terry Olson	1%
1-9 - The Creator/Escape Portal	Harley Stroh	1%

* Rooms that no teams reached during the tournament

Round 2

Room	Author	% of Total PCs Slain in Round
2-1 - The Bird, the Gas, and the Scroll Case	Terry Olson	14%
2-2 - The Low Spoils	Harley Stroh	0%
2-3 - He Who Draws the Axe from the Coal	Terry Olson	14%
2-4 - Trapped Corridor	Harley Stroh	9%
2-5 - A Sizable Hanging	Terry Olson	14%
2-6 - The High Spoils	Harley Stroh	23%
2-7 - Dying for Plate	Terry Olson	0%
2-8 - Music of the Spoils	Marc Bruner	14%
2-9 - Shadders!	Marc Bruner	14%
2-10 - A Gander at the Ganderbeast	Terry Olson	0%
2-11 - Escape from the Shudder Mines	Harley Stroh	0%*

* Rooms that no teams reached during the tournament

Round 3

Room	Author	% of Total PCs Slain in Round
3-1 - Death by Orm Swarm	Terry Olson	22%
3-2 - Fear is the Mind Killer	Marc Bruner	33%
3-3 - Dead Fall	Harley Stroh	0%
3-4 - Tomb of the Gribb-Kith Mummies	Terry Olson	30%
3-5 - Sepulcher of the Crystalline Masters	Terry Olson	15%
3-6 - The Emerald Prison	Marc Bruner	0%*
3-7 - Warsuits of the Godkings	Eric Daum	0%*
3-8 - The Way Home	Eric Daum	0%*

* Rooms that no teams reached during the tournament

INTRODUCTION

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

Each round of the tournament brings PCs to a new location in the multiverse. In the first round, the PCs must survive in the strange and deadly world of Terra A.D. In the second round, the PCs venture through the woeful Shudder Mountains. And finally, in the third round, the PCs are pitted against the eerie entombed corridors of the Purple Planet.

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 to pass notes to players.
- A supply of pencils and pens (assume the players will forget them).
- Graph or scratch paper for players who forget.
- A digital timer or watch alarm to set your time limit for the round.

Time block: Each game is scheduled as a four-hour block.

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 scheduled time block, 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. Encourage your players to begin play at 10 minutes after the hour – 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 does count toward the four-hour limit. Otherwise, declare the absentee player a no-show. A game must have at least two players to proceed.

No-shows show up: If the original player shows up after the 10 minutes have 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 (Marc Bruner). 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. However, after the first round of play, NO player replacements or substitution may be made. If a player is absent or a no-show during later rounds, the team must press on short-handed.

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 judge's pack 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 for a slot to the next round to participate 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.

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. Tick off the boxes as you play, then provide the sheet to Judge Marc at the end of the round. Marc will transcribe the sheet and total the team's points. 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 disapproval effects.

Recovery: Between rounds, advancing teams regain all their hit points, slain characters are miraculously discovered to be alive, and disapproval resets. However, disapproval effects are carried over into the next round. Similarly, spells are not regained, and spellburned stats are not healed.

The strange magical fluctuations that triggered the adventure warps the party's ability to rest and recuperate. This includes "magical resting," such as with *food of the gods*. While a heroic feast can restore temporary ability damage and heal hp dam-

age, as per the spell results, PCs **do not** reap the benefits of a full night's sleep.

Photography: Rick Hull 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.

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 board, 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.

WARRIORS & DWARVES

Mighty deeds: For the purposes of the tournament, the results of a warrior's and dwarf'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!" = Move target 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.



CLERICS

Disapprovals: When a cleric triggers disapproval, apply the following effects, in order of occurrence (this is so that each group's cleric suffers the same ill-effects, leveling the field). While disapproval resets between rounds, the incurred effects do not, and continue to follow the cleric throughout the remainder of the tournament.

Apply in Order	Disapproval
1	The cleric can no longer cast <i>darkness</i> .
2	The cleric suffers -1d to all <i>lay on hands</i> results. (Example: a healing that would have healed 2 dice, now heals only 1.)
3	The cleric can no longer cast <i>paralysis</i> .
4	The cleric suffers -2d to all <i>lay on hands</i> results.
5	The cleric can no longer cast <i>divine symbol</i> .
6	The cleric suffers -3d to all <i>lay on hands</i> results. The cleric can no longer heal characters of opposed alignments.
7	Chaotic cleric can no longer cast <i>holy sanctuary</i> . Lawful cleric can no longer cast <i>protection from evil</i> .
8	The cleric suffers -4d to all <i>lay on hands</i> results. The cleric can no longer heal characters of adjacent alignments.
9	Chaotic cleric can no longer cast <i>word of command</i> . Lawful cleric can no longer cast <i>stinging stone</i> .
10	Cleric can no longer cast spells or use spell-like abilities (<i>lay on hands</i> or <i>turn unholy</i>).

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 reattempt a roll that failed the previous round (for instance, a failed recover the body or spell check).

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

Manifestations: Spell manifestations are not used for clerics.

Cleric spellburn: There is no opportunity for ritualized divine spellburn during the adventure.

Spell checks: Clerics may choose lesser results of a spell by burning a point of Luck if not normally allowed.



WIZARDS & ELVES

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 wizards or elves.

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

Spell checks: Wizards 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. 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

When a creature triggers a critical hit against a PC, apply the following effects, in order of occurrence (much like disapproval, 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. Since a crit inflicts the same damage/ill-effects, no matter the foe, judges will need to tailor the effect 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.

Note that healing hit points and physical conditions are two different acts. Before rolling his spell check to lay on hands, the cleric must elect to heal a specific condition instead of hit points.



If the cleric heals the indicated dice, the damaging condition is alleviated. "Overflow" HD do not become normal healing, and if the healed dice are too low, there is no effect.

Finally, even characters that 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	Disapproval
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 healed by a cleric succeeding on <i>lay on hands</i> for 3 dice.
3	Blow reduces internal organs to jelly. Character dies in 1d6 [3] rounds. Can be healed by a cleric succeeding on <i>lay on hands</i> for 3 dice. 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 healed by a cleric succeeding on <i>lay on hands</i> for 1 die.
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 healed by a cleric succeeding on <i>lay on hands</i> for 4 dice.
7	Attack removes PC's weapon arm, inflicting an additional 2d16 [16] damage. -2d to all actions requiring two hands. Can be healed by a cleric succeeding on <i>lay on hands</i> for 3 dice.
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 hammer's 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 healed by a cleric succeeding on <i>lay on hands</i> for 3 dice.
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 healed by a cleric succeeding on <i>lay on hands</i> for 3 dice.
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 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 Rick Hull!

ADDENDUM: SPELL DUELS

Changes from Traditional Spell Duels:

- Momentum is not used or tracked.
- Both the attacker and the defender use the same counter-spell table (replacing table 4-6 in the core rulebook).
- Mercurial magic is 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 checks 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. For clerics, the same rule applies in regards to their accumulation of casting penalties.

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

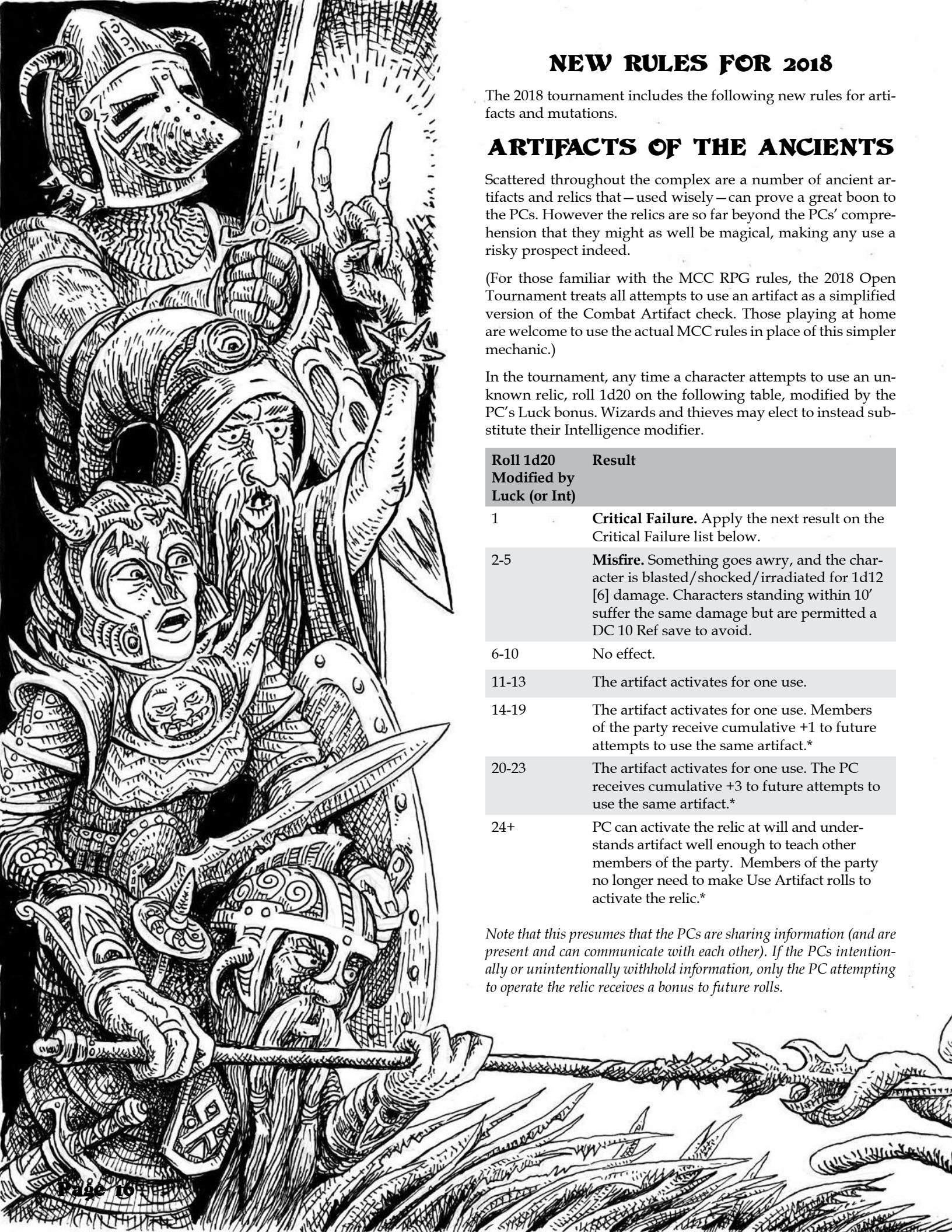
Roll (variable)	Result
1	Push-through d4: roll d4 and subtract this from defender's spell check. Defender's spell takes effect at this lower result, and attacker's spell takes effect <i>simultaneously</i> at normal spell check result.
2	Push-through d8: roll d8 and subtract this from defender's spell 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).





NEW RULES FOR 2018

The 2018 tournament includes the following new rules for artifacts and mutations.

ARTIFACTS OF THE ANCIENTS

Scattered throughout the complex are a number of ancient artifacts and relics that—used wisely—can prove a great boon to the PCs. However the relics are so far beyond the PCs' comprehension that they might as well be magical, making any use a risky prospect indeed.

(For those familiar with the MCC RPG rules, the 2018 Open Tournament treats all attempts to use an artifact as a simplified version of the Combat Artifact check. Those playing at home are welcome to use the actual MCC rules in place of this simpler mechanic.)

In the tournament, any time a character attempts to use an unknown relic, roll 1d20 on the following table, modified by the PC's Luck bonus. Wizards and thieves may elect to instead substitute their Intelligence modifier.

Roll 1d20	Result
Modified by Luck (or Int)	
1	Critical Failure. Apply the next result on the Critical Failure list below.
2-5	Misfire. Something goes awry, and the character is blasted/shocked/irradiated for 1d12 [6] damage. Characters standing within 10' suffer the same damage but are permitted a DC 10 Ref save to avoid.
6-10	No effect.
11-13	The artifact activates for one use.
14-19	The artifact activates for one use. Members of the party receive cumulative +1 to future attempts to use the same artifact.*
20-23	The artifact activates for one use. The PC receives cumulative +3 to future attempts to use the same artifact.*
24+	PC can activate the relic at will and understands artifact well enough to teach other members of the party. Members of the party no longer need to make Use Artifact rolls to activate the relic.*

Note that this presumes that the PCs are sharing information (and are present and can communicate with each other). If the PCs intentionally or unintentionally withhold information, only the PC attempting to operate the relic receives a bonus to future rolls.

Critical failure: Whether due to passage of time or the heavy-handed use by PCs, artifacts can experience critical failure and breakdown. When this takes place, apply the results from the following table.

Note that this functions exactly like the Critical Hit table. For fairness, each party receives the same failures, in order—so that one bad roll does not destroy an entire team. However, incautious PCs eager to make multiple attempts at controlling unknown relics are sure to experience the worst of the table.

Example: The first time a party rolls a critical failure on the Use Artifact table, apply the first result on this list. The second time they roll a critical failure, apply the second result in sequence, and so on, each time an attempt to Use Artifact results in a critical failure.

Apply in Critical Failure Order

- 1 PC is irradiated; suffers 1d12 [6] damage and glows in the dark. Glow can be seen from 60'.
- 2 Weirdling blast! Ally with lowest Luck score is struck for 3d8 [12] damage.
- 3 Character engulfed in rad-flame and dies of severe radiation burns in 1d6 [3] rounds. Can be healed by a cleric succeeding on *lay on hands* for 3 dice. If slain, no chance to recover the body.
- 4 PC floats 1d6 [3] feet off the ground for next 4 rounds. Has no control over movement so must push, pull or be hauled to make any movement.
- 5 Saved by Fate. There is loud thundering crack, but the PC suffers no damage.
- 6 Character lanced by laser; suffers 3d5 [9] damage.
- 7 Relic removes PC's weapon arm, inflicting an additional 2d16 [16] damage. -2d to all actions requiring two hands. Can be healed by a cleric succeeding on *lay on hands* for 3 dice.
- 8 Relic shatters.
- 9 PC's head explodes into red mist. No chance of recovering the body.
- 10 Target is disemboweled, spilling his entrails onto the ground. Dies instantly from shock, with no chance to recover the body.
- 11+ Begin again at top but increase damage by +[8]. So an attack inflicting 2d12 [12] would now inflict [20]. If a result has no damage, PC also suffers 8 damage.



SBP

MUTATIONS

Mutations are used in play but, like corruptions, have no mechanical benefits or penalties (of course, outside of a tournament, judges are free to assign appropriate benefits and penalties, or even draw mutations from the *Mutant Crawl Classics* core book).

Roll on the following table any time a character is subjected to a mutation:

Roll 1d16	Mutation
1	Character grows a thick coat of hair.
2	Character's eyes turn coal black.
3	Character grows a tail, 1d4 feet in length. Non-prehensile.
4	Character's skin changes to scales.
5	Character develops an addition 2 pairs of ears.
6	Character grows by 1 foot.
7	Character loses all sense of smell.
8	Character's fingers fuse together, resulting in a thumb and two large fingers.
9	Character's skin turns purple.
10	Character no longer needs to eat to survive.
11	Character develops a sixth finger on both hands.
12	Character develops third eye.
13	Character's hair turns green.
14	Character shrinks by 1 foot.
15	Character grows pair of horns.
16	Character grows non-functioning gills.

JUDGE'S SCORING GUIDE

ALL ROUNDS

A PC is reduced to 0 hit points	-50 / instance
A PC is allowed to bleed out	-100 / instance
Uses of Divine Aid	-100 / attempt
Uses of Invoke Patron	-100 / attempt

ROUND ONE

Player Start

PCs slay or renders Haera unconscious before the end of 3 rounds	+150
--	------

Area 1-1

PCs escape 1-1 without taking any damage	+250
Failing to pass further than area 1-1	-2500

Area 1-2

PCs free Speaker	+150
PCs do NOT attack Speaker	+250

Area 1-3

PCs recover lazer pistol and control bracer	+250
---	------

Area 1-4a

PCs successfully activate console at least once	+100
Failing to pass further than 1-4a	-1000

Area 1-4b

PCs destroy mutagenic mist	+500
OR	

PCs use vent gases to destroy the mist	+750
--	------

Area 1-4e

PCs succeed in activating the roundabout	+100
--	------

Area 1-4f

Per point of Stamina lost to radiation	-25 / instance
--	----------------

Area 1-4g

Prevent reactor from melting down	+250
Cause reactor to melt down	-1000

Area 1-5

A PC triggers the Tussucubus or Nanocordyceps	-50 / instance
---	----------------

Area 1-6

PCs enter area without alerting lagomorph war party at 1-6g	+250
---	------

Area 1-7

PC triggers 3rd exposure	-250 / instance
--------------------------	-----------------

Area 1-8

PC receives positive effect	+50 / instance
PC receives negative effect	-100 / instance

Area 1-9

PCs reach area 1-8	+500
Per PC that passes the gate	+150
Luck remaining for surviving PCs	+1 / point of Luck
Each minute remaining in the round	+3 / min. remaining



ROUND TWO

Player Start

Each time a PC loses Stamina to fumes
PCs escape with no loss of Stamina

-50 / instance
+250

Area 2-1

Trigger gas trap
Recover scrolls without triggering traps

-100
+250

Area 2-2

Pool A: Per spoil creature created after the 1st
Pool B: Per object / creature destroyed
after the first
Pool C: Per silver ghoul created (including
the first)

-50 / creature
-50 / instance
-50 / instance

Area 2-3

PCs pass without awakening demon

+250

Area 2-3a

PCs surprise crocmen

+500

Area 2-4

PCs note weakened mine shaft
PCs trigger collapse without suffering dmg
PCs trigger collapse, at least one PC is injured

+150
+350
-500

Area 2-5

PCs reach 2-5
PCs receive Luck bonus from the witch
Per ghost prematurely released
PCs solve puzzle of skeletons, skins
and ghosts

+750
+100
-100 / instance
+750

Area 2-6

PCs defeat deavals without creating
any silver ghoul
Per silver ghoul created

+500
-100 / ghoul

Area 2-7

PCs recover mithril plate armor

+250

Area 2-8

PCs reach 2-8
PCs "deafen" themselves to help counter
music
PCs solve puzzle

+1500
+250
+1000

Area 2-9

Per PC "unlinked" to shadder
PCs lure shadders from tunnel

+250
+500

Area 2-10

PCs reach 2-10
Party passes without having to defeat
the ganderbeast
Per extra pair of heads created

+850
+750
-100

Area 2-11

PCs reach area 2-11
Per PC that passes the gate
Luck remaining for surviving PCs
Each minute remaining in the round

+1000
+150
+3 / point of Luck
+3 / min. remaining



ROUND THREE

Area 3-1

PCs discover handout 3-A and use it to
escape the tunnels

+100

Area 3-2

PCs employ brain-pods to defeat thought
thing

+250

Area 3-3

Per PC trapped in the hall
If the PCs correctly discover the trap

-100

+250

Area 3-4

PCs correctly activate the levitating disk
PCs pass the chamber without animating
the gribb-kith mummies

+300

+1000

Area 3-5b

PCs discover purpose of exosuits (whether
or not they are donned)

+250

Area 3-6

PCs arrive at area 3-6
PCs solve complementary color puzzle

+300

+500

Area 3-7

PCs arrive at area 3-7
PCs shatters greenstone gem on Living Stone

+500

+250

Area 3-8

PCs arrive at area 3-8
Per PC that passes the gate
Luck remaining for surviving PCs
Each minute remaining in the round

+1000

+500

+10 / point of Luck

+3 / min. remaining

Critical Hit Tracker

Apply in Order	Mark with "X" and which PC	Critical Hit
1		+2d12 [12] dmg as PC's chest is cratered, crushing ribs into vital organs.
2		+1d14 [7] dmg as PC's eye is shot out. -1d to all attack actions and spell checks requiring sight. Can be healed by a cleric succeeding on a <i>Lay on Hands</i> for 3 dice of damage.
3		Blow reduces internal organs to jelly. Character dies in 1d6 [3] rounds. Can be healed by a cleric succeeding on a <i>Lay on Hands</i> for 3 dice of damage. If slain, no chance to Recover the Body.
4		Strike to chest crushes heart. +3d12 [18] dmg 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 healed by a cleric succeeding on a <i>Lay on Hands</i> for 1 dice of damage.
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 healed by a cleric succeeding on a <i>Lay on Hands</i> for 4 dice of damage.
7		Attack removes PC's weapon arm, inflicting an additional 2d16 [16] dmg. -2d to all actions requiring two hands. Can be healed by a cleric succeeding on a <i>Lay on Hands</i> for 3 dice of damage.
8		Strike to throat, for an additional 1d8 [4] dmg. Target staggers around, unable to take an action for 1d3 [2] rounds.
9		Target's weapon shattered. If no weapon, suffers 1d16 [8] dmg.
10		Target is disemboweled, spilling his entrails onto the ground. Dies instantly from shock, with no chance to Recover the Body.
11		Strike hammer's 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 healed by a cleric succeeding on a <i>Lay on Hands</i> for 3 dice of damage.
13		Blow sunders shield, inflicting an additional 2d12 [12] dmg. (If no shield, the arm is removed. -2d to all actions requiring two hands. Can be healed by a cleric succeeding on a <i>Lay on Hands</i> for 3 dice of damage.)
14		Skull cratered. +2d8 [8] dmg, and permanent loss of 1d4 [3] of both Intelligence and Personality.
15		Strike collapses target. -1d to all actions. Can be healed by a cleric succeeding on a <i>Lay on Hands</i> for 3 dice of damage.
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] dmg. Movement reduced to 0'. Can be healed by a cleric succeeding on a <i>Lay on Hands</i> for 3 dice of damage.
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].

Artifact Critical Failure Tracker

Apply in Order	Mark with "X" and which PC	Critical Failure
1		PC is irradiated; suffers 1d12 [6] damage and glows in the dark. Glow can be seen from 60'.
2		Weirdling blast! Ally with lowest Luck score is struck for 3d8 [12] dmg.
3		Character engulfed in rad-flame and dies of severe radiation burns in 1d6 [3] rounds. Can be healed by a cleric succeeding on a lay on hands for 3 dice of damage. If slain, no chance to recover the body.
4		PC floats 1d6 [3] feet off the ground for next 4 rounds. Has no control over movement so must push, pull or be hauled to make any movement.
5		Saved by Fate. There is loud thundering crack, but the PC suffers no damage.
6		Character lanced by laser; suffers 3d5 [9] dmg.
7		Relic removes PC's weapon arm, inflicting an additional 2d16 [16] dmg. -2d to all actions requiring two hands. Can be healed by a cleric succeeding on a lay on hands for 3 dice of damage.
8		Relic shatters.
9		PC's head explodes into red mist. No chance of recovering the body.
10		Target is disemboweled, spilling his entrails onto the ground. Dies instantly from shock, with no chance to Recover the Body.
11+		Begin again at top but increase damage by +[8]. So an attack inflicting 2d12 [12] would now inflict [20]. If a result has no damage, PC also suffers 8 dmg.

Disapproval Tracker

Apply in Order	Chaotic Cleric	Lawful Cleric	Disapproval
1			The cleric can no longer cast <i>darkness</i> .
2			The cleric suffers -1d to all lay on hands results. (Example: a healing that would have healed 2 dice, now heals only 1.)
3			The cleric can no longer cast <i>paralysis</i> .
4			The cleric suffers -2d to all attempts to lay on hands results.
5			The cleric can no longer cast <i>divine symbol</i> .
6			The cleric suffers -3d to all attempts to lay on hands results. The cleric can no longer heal characters of opposed alignments.
7			Chaotic cleric can no longer cast <i>holy sanctuary</i> . Lawful cleric can no longer cast <i>protection from evil</i> .
8			The cleric suffers -4d to all attempts to lay on hands results. The cleric can no longer heal characters of adjacent alignments.
9			Chaotic cleric can no longer cast <i>word of command</i> . Lawful cleric can no longer cast <i>stinging stone</i> .
10			Cleric can no longer cast spells or use spell-like abilities (lay on hands or turn unholy).
11+			The cleric can no longer cast <i>darkness</i> .

Riders on the Phlogiston Tournament Scoring Tracker

Round 1

Team:

Judge:

Time Slot:

Scoring Elements	Mark with "X" or number											
A PC is reduced to 0 hit points	<input type="checkbox"/>											
A PC is allowed to bleed out	<input type="checkbox"/>											
Uses of Divine Aid / Invoke Patron	<input type="checkbox"/>											
Player Start												
PCs slay or renders Haera unconscious before the end of 3 rounds	<input type="checkbox"/>											
Area 1-1												
PCs escape 1-1 without taking any damage	<input type="checkbox"/>											
Area 1-2												
PCs free Speaker	<input type="checkbox"/>											
PCs do NOT attack Speaker	<input type="checkbox"/>											
Area 1-3												
PCs recover lazer pistol and control bracer	<input type="checkbox"/>											
Area 1-4a												
PCs successfully activate console at least once	<input type="checkbox"/>											
Area 1-4b												
PCs destroy mutagenic mist	<input type="checkbox"/>											
OR PCs use vent gases to destroy the mist	<input type="checkbox"/>											
Area 1-4e												
PCs succeed in activating the roundabout	<input type="checkbox"/>											
Area 1-4f												
Each point of Stamina lost to radiation	<input type="checkbox"/>											
Area 1-4g												
PCs prevent reactor from melting down	<input type="checkbox"/>											
PCs cause reactor to melt down	<input type="checkbox"/>											
Area 1-5												
A PC triggers the Tusccubus or Nanocordyceps	<input type="checkbox"/>											
Area 1-6												
PCs enter area without alerting lagomorph warparty at 1-6g	<input type="checkbox"/>											
Area 1-7												
PC triggers 3rd exposure	<input type="checkbox"/>											
Area 1-8												
PC receives positive effect	<input type="checkbox"/>											
PC receives negative effect	<input type="checkbox"/>											
Area 1-9												
Number of PCs that pass through the gate												
Last Area entered by PCs												
Number of minutes remaining in session												
Luck remaining for surviving PCs												
	Lawful	<input type="checkbox"/>										
	Cleric	<input type="checkbox"/>										
	Chaotic	<input type="checkbox"/>										
	Cleric	<input type="checkbox"/>										
	Notes											

Riders on the Phlogiston Tournament Scoring Tracker

Round 2

Riders on the Phlogiston Tournament Scoring Tracker

Round 3

Team:	Judge:	Time Slot:																																									
Scoring Elements																																											
Mark with "X" or number																																											
A PC is reduced to 0 hit points	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>																												
A PC is allowed to bleed out	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>																												
Uses of Divine Aid / Invoke Patron	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>																												
Area 3-1																																											
PCs discover handout 3-A and use it to escape the tunnels	<input type="checkbox"/>																																										
Area 3-2																																											
PCs employ brain-pods to defeat thought things	<input type="checkbox"/>																																										
Area 3-3																																											
Per PC trapped in the hall	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>																												
If the PCs correctly discover the trap	<input type="checkbox"/>																																										
Area 3-4																																											
PCs correctly activate the levitating disk	<input type="checkbox"/>																																										
PCs pass the chamber without animating the gribb-kith mummies	<input type="checkbox"/>																																										
Area 3-5b																																											
PCs discover purpose of exosuits (whether or not they are donned)	<input type="checkbox"/>																																										
Area 3-6																																											
PCs solve complementary color puzzle	<input type="checkbox"/>																																										
Area 3-7																																											
PCs shatters greenstone gem on Living Stone	<input type="checkbox"/>																																										
Area 3-8																																											
Number of PCs that pass through the gate	<hr/>																																										
Last Area entered by PCs	<hr/>																																										
Number of minutes remaining in session	<hr/>																																										
Luck remaining for surviving PCs	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">Lawful</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td></td> <td>Cleric</td> <td>Thief</td> <td>Warrior</td> <td>Wizard</td> <td>Dwarf</td> <td>Halfling</td> </tr> <tr> <td style="text-align: center;">Chaotic</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td></td> <td>Cleric</td> <td>Thief</td> <td>Warrior</td> <td>Wizard</td> <td>Elf</td> <td></td> </tr> </table>															Lawful	<input type="checkbox"/>		Cleric	Thief	Warrior	Wizard	Dwarf	Halfling	Chaotic	<input type="checkbox"/>		Cleric	Thief	Warrior	Wizard	Elf											
Lawful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																					
	Cleric	Thief	Warrior	Wizard	Dwarf	Halfling																																					
Chaotic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																					
	Cleric	Thief	Warrior	Wizard	Elf																																						

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 who are not being used.

Judge:	Round:	Time Slot:	
Character	Player First Name	Player Last Name	Email
Chaotic Cleric	_____	_____	_____
Lawful Cleric	_____	_____	_____
Chaotic Thief	_____	_____	_____
Lawful Thief	_____	_____	_____
Chaotic Warrior	_____	_____	_____
Lawful Warrior	_____	_____	_____
Chaotic Wizard	_____	_____	_____
Lawful Wizard	_____	_____	_____
Lawful Dwarf	_____	_____	_____
Chaotic Elf	_____	_____	_____
Neutral Halfling	_____	_____	_____
Team Name:	_____		