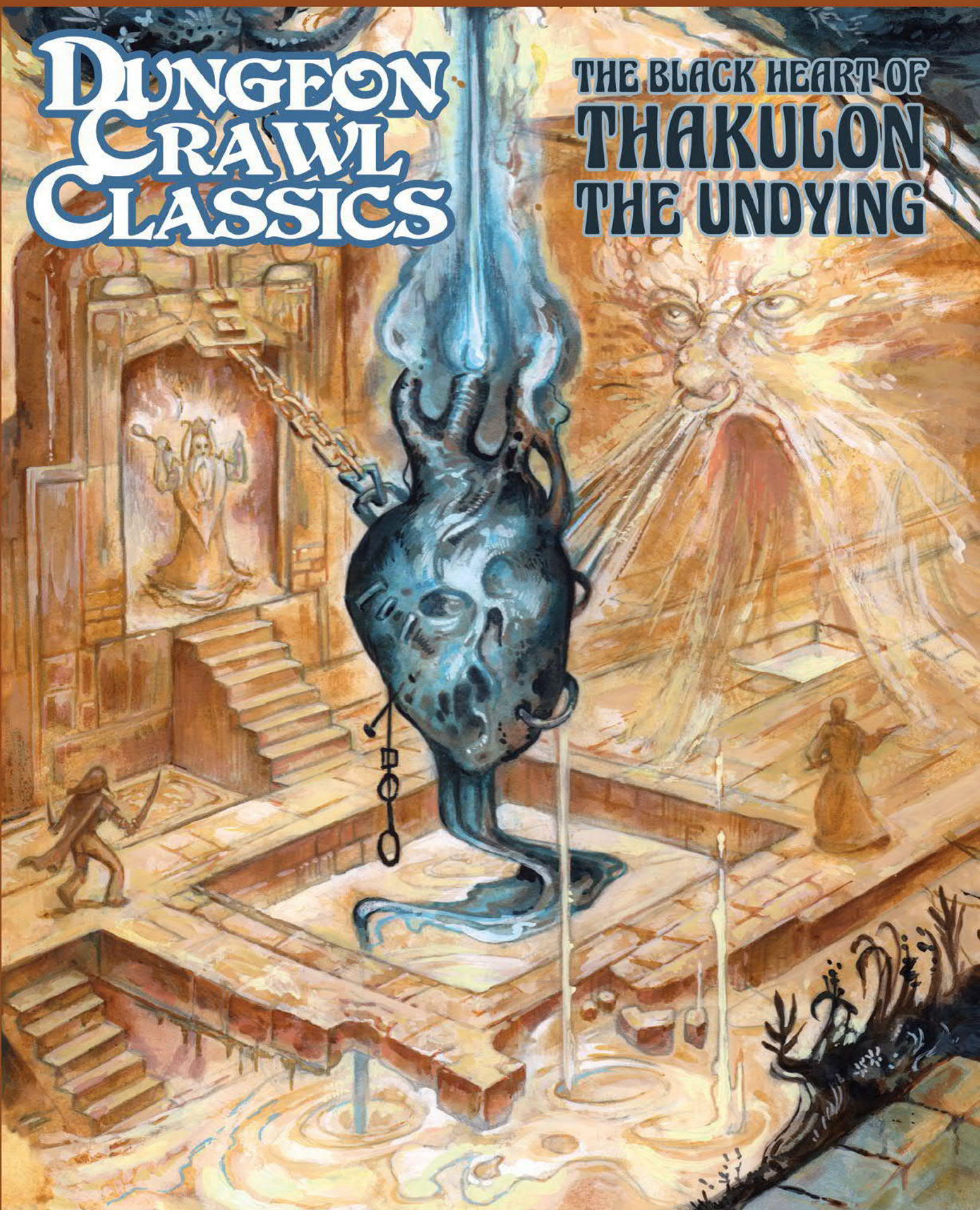# DUNGEON CRAWL CLASSICS

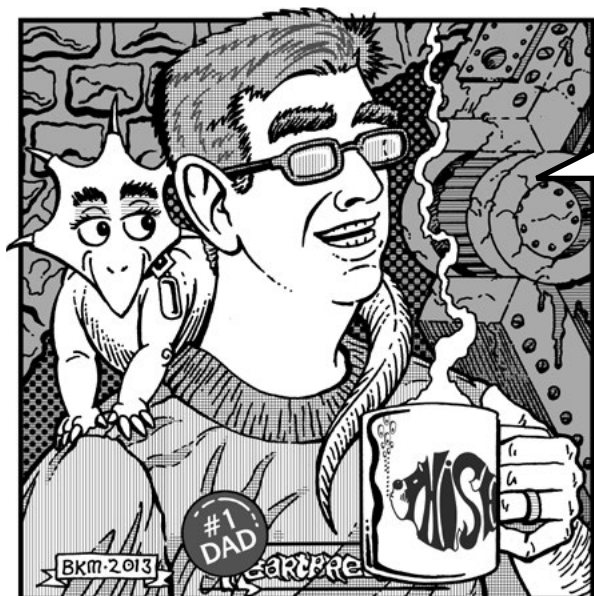# THE BLACK HEART OF THAKULON THE UNDYING

Can your home group beat the Gen Con pros?

At Gen Con 2017, the Black Heart of Thakulon the Undying claimed 66 character lives! Only 2 of 45 players made it to the end. 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. Compare your score to the 2017 Gen Con results on page 35 and see how talented your players are!

Submit your team's final score to Goodman Games so we can publish the nationwide results! You can submit your scores at: *http://goo.gl/mrZ5iv*

Joseph Goodman here, welcoming you to Gen Con 2018! Come visit Goodman Games at booth #117. It's been a crazy ride since this time last year. We've seen the release of several large, exciting projects, and the Gen Con team tournament keeps getting bigger and better!

This year's Program Guide marks an evolution in the format. In the same way that *Amazing Fantasy* became "the Spider-Man comic," the Gen Con Program Guide will become "the tournament adventure module." Much of this year's issue is dedicated to *The Black Heart of Thakulon The Undying*, which was our team tournament module from Gen Con 2017. In the future I expect this Program Guide will continue to be focused on the specialized events we run at Gen Con (and perhaps elsewhere). Every year our Gen Con tournament will continue to amaze and astound, and a year later participants will be able to find out all the secrets they missed by reading these very pages!

In addition to the Gen Con tournament adventure, this year's installment also includes a very special adventure by Brendan LaSalle. *The Misguided Menace of Georgetown* is about as gonzo as it gets. Something very interesting about this adventure is that it was designed in a group format during a college-level creativity seminar, which Brendan led. It's an example of unfettered creativity and perhaps a good exercise that we can all participate in to get our creative juices flowing.

Visit this product's page on DriveThruRPG.com and use the coupon code below to receive a free PDF of this adventure!

Gen Con 2017 saw the introduction of our Doom Gong, which was sounded each time a character died in our tournament. This Program Guide also includes a thorough description of how that gong was built, by creator Wayne Snyder.

And, as usual, there is much more! We hope your 2018 was as good as ours — and we look forward to seeing you at the big show in Indy!
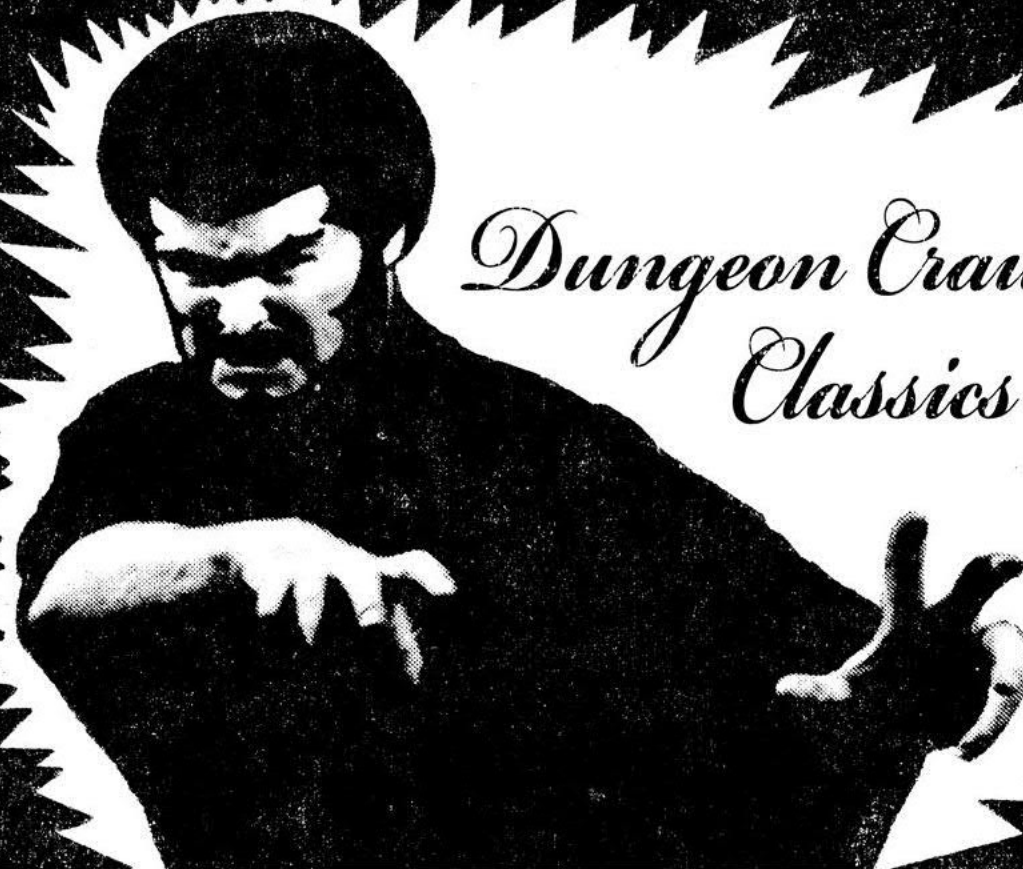
TABLE OF CONTENTS

THE BLACK HEART OF THAKULON THE UNDYING
GEN CON 2017 TOURNAMENT ADVENTURE

INTRODUCTION

One of the greatest traditions of "D&D publishing" is the convention tournament module. Many of TSR's legendary adventures were originally designed as D&D tournaments for Origins or Gen Con; *Tomb of Horrors* being among the best-known of these. The first half-decade of TSR's existence saw adventures published regularly based on their previous use as a convention tournament.

Fourteen years ago, Goodman Games revived this tradition with *Dungeon Crawl Classics #13: Crypt of the Devil Lich*. This lethal dungeon was run as a team tournament at Gen Con 2004 under the 3.5 rules set. It proved to be extremely popular, and running annual team tournaments became a Goodman Games tradition. From 2004 to 2009, we ran DCC tournaments under the 3.5 rules set, with peak attendance that exceeded 200 players. During this time we also supported tournaments for other systems, including Xcrawl.

After the release of DCC RPG, we began to offer different kinds of team tournaments. Harley Stroh developed the tournament funnel concept, and subsequently created a spell duel tournament as well. All along, we wanted to return to the team tournament format. The "swingy" nature of DCC RPG play made this challenging, but eventually a solution was devised.

And thus, with *The Black Heart of Thakulon the Undying*, Gen Con 2017 saw the return of the DCC team tournament! Nine teams and dozens of players pitted their PCs against the dread tombs over three rounds, and in the end, only two players triumphed!

You hold in your hands the printed version of that adventure. This is the first time that the tournament entrants will have seen the full adventure contents. In fact, it's the first time that anyone beyond a select few judges and designers will see the module as a whole.

We encourage you to run this adventure in the tournament format! You can score it just like the Gen Con tournament, and compare it to the Gen Con scores in Appendix A to see how your players do. If you visit this product's page on the Goodman Games web site, you will find downloads of the actual documents used to run the tournament at Gen Con: the player pack, judge's pack, scoring tools, and pregenerated characters. (You can also find this information in Appendix B.)

JUDGE'S NOTE ON TOURNAMENT RULES FORMAT

Damage from non-PC attacks were standardized for the tournament, ensuring that all PCs suffered equally in a given encounter. This number is usually average of the damage roll, rounding up, and is noted in brackets after the regular damage notation:

Guardian Angel: Init +3; Atk flaming sword +3 melee (1d10+3 plus fire [9]); AC 15; HD 8d8; hp 64; MV fly 40'; Act 2d20; SP divine flame, retributive strike; SV Fort +3, Ref +5, Will Immune; AL L.

Similarly, durations are standardized and noted within brackets.

As noted above, download the full tournament rules, player's packet and pre-gens and from our web site. Tournament scoring schedule and tracking logs can also be found in Appendix B.

ADVENTURE BACKGROUND

Students of the occult tell us that magic — as understood in the modern era — began with the Seven Immortal Sorcerers of Lemuria. Each was tasked with safeguarding a portion of the Akashic tablets, and to use those same antediluvian secrets to guide the first barbaric tribes of the world as they matured.

In the end, all Seven would fail both charges.

First among equals was Thakulon the Damned. Great in his mastery of the secrets of Lost Agharta, he was also the first to succumb to the lure of power.

Fearing his might, yet unable to slay the imperishable black magician, the Gods of Creation dismembered Thakulon and scattered his body and soul to the Nine Worlds. The sorcerer's heart was placed within a prison-tomb of three vaults. Each of the three pantheons — Neutrality, Law, and Chaos — took it upon themselves to craft one level of the tomb, each seeking to outdo the others. The end result was a deadly series of tricks, traps and challenges capable of thwarting even the most brazen of challengers.

The tombs have waited, unassailed for eons, and thankfully so: for deep within them the black heart of Thakulon still yearns for freedom.

LEVEL 1: HALLS OF LAW

The adventure begins with the PCs outside a temple set within the walls of a narrow sandstone canyon.

General Features: While the entrance to the vault is a very real place, anchored to our world, inside the Halls is something else altogether. Each of the encounter areas behaves according to its own set of rules – and in some instances, its own physics. Attempts to pinpoint the vaults in a single world or plane inevitably fail. So while PCs may certainly leave by means of spells and powers like planar step, returning whence they came is not a given.

Except where noted, there is no ambient light within the Halls. The air is cool, dry and stale. Torches and lamps flutter weakly, their light glinting off motes of dust that hang in the still air, and characters must strain to fill their lungs. (Given that reavers are accustomed to plumbing foul tombs and the like, there is no mechanical penalty assigned to the "old air" — but it can certainly be used to set players on edge.)

Round Start: *Months of research – scouring dusty libraries, threatening gnarled sages, and haggling with strange and foreboding booksellers – has finally brought you here: to a sandy stream bed, deep within the heart of a canyon.*

Towering sandstone walls rise on either side, threatening to choke out the sun. Before you is a great gate carved from the rock: a trio of worn statues stand guard above the polished stone disc on the wall, as if daring all comers to sunder the gate.

The air is perfectly still, as if the world itself was holding its breath in dread.

Surely this fell place is what you seek: the Tomb of Thakulon the Undying.

Area 1-1 – Seal of Law: *The massive stone disc stands before the gate, barring access. The disc is polished to a brilliant finish, and circumscribed with glyphs, set with bright gold. A bead of dull lead runs the circumference of the disc, binding it to the sandstone wall. The lead is hatched and scored by a thousand slim cuts.*

Three massive statues, carved from canyon stone, loom overhead. Humanoid in form, with the heads of beasts, each is outfitted with the regalia of a king: Lion, Snake, and Jackal.

The polished Seal of Law gleams brightly in the light. Immaculate and unweathered, its stands in fierce defiance of time and the elements. The guardian statues have not fared as well; they are weathered and worn, and though imposing, pose no threat to the PCs.

Thieves succeeding on a DC 15 Read Languages check accurately translate the ancient glyphs to read:

> *thus is Writ:*
>
> *those who defile this gate sunder the Oath of Law*
>
> *Fire shall be their Name and Reward*

The lead bead is hot to the touch and a DC 15 Find Traps check confirms thieves' suspicions: the bead is some sort of magical trap. The magical trap can averted with a DC 25 Disable Trap check or a casting of *dispel magic* with a spell check of 25+.

Breaking the seal is as simple as cracking the lead bead – resulting in a terrific flash of searing heat and light. Characters not explicitly looking away must make DC 15 Reflex saves or be blinded for 1d3 [2] rounds.

In the same instant the lead rolls away like spilled quicksilver, coalescing into a gleaming angelic figure wielding a blazing great sword. The angel raises its blade in righteous fury and calls down doom upon those that would dare disturb the Black Heart of Thakulon.

In battle the angel strikes twice per round. Its blazing sword sets targets aflame (DC 15 Reflex save to avoid) for an additional 1d6 [3] damage per round. The fires burn until the target takes an entire round to extinguish the flames, is divinely healed with a successful Lay on Hands check, or the angel is slain.

Round 1
"The Halls of Law"
The Black Heart of Thakulon the Undying

1-4 (see detail map)

1-5

1-6 (see detail map)

1-7

1-3

N

1 square = 10 feet

E

A

B 1-2

C

D

F

1-1 Round 1 player start

SBP

With each blow taken, the angel glows with greater intensity. When slain, it explodes in fiery retributive strike. The blast rolls out to consume any targets within 50' for 1d16 [8] damage (DC 15 Reflex save to avoid).

The guardian cannot be turned. For purposes of *ray of enfeeblement* and similar spells, it has a Strength score of 18.

Guardian Angel: Init +3; Atk flaming sword +3 melee (1d10+3 plus fire [9]); AC 15; HD 8d8; hp 64; MV fly 40'; Act 2d20; SP divine flame, retributive strike; SV Fort +3, Ref +5, Will Immune; AL L.

Area 1-2 – Trapped in Amber: *You enter this chamber at its lowest point, a 20' by 20' stretch of open ground with a ceiling some 70' above your heads. Rising around you at 10' increments are a series of six tiers, each slightly larger than the next, and connected to one another by number of ramps. Each tier is 10' wide and bare except for a single oddity: an 8' tall shard of amber crystal set into a stone base. The six crystals are placed at various points around the room. Dark, indistinct shapes are encased within each faceted stone. A single exit, located on the opposite side of the room from one you entered and situated on the uppermost tier, is apparently the only means of egress. Aside from yourselves and the amber shards, the room is empty.*

The party remains alone and free to act as they will until one or more PCs attempt to ascend to the next tier. A horn then seems to sound in the distance and a figure appears in the air above them. Read the following:

An elderly male dressed in a green, undecorated robe and sporting a black beard appears in the air overhead. He stands atop a floating disc some 4' wide and hovers level with the third highest tier, 30' above you. Even from this distance, you see that his bushy black eyebrows and hawkish nose grant him a stern air. The man holds a plain, amber-colored rod in his left hand.

"Trespassers," the man says is a voice like a judge pronouncing sentence, *"I am Master Chazzlepax the Collector and your presence here is undesired. Turn back now or I will be forced to collect you for your impertinent crime."*

Master Chazzlepax brooks no debate, meeting rebuttals to his pronouncement or other attempts to communicate with a loud *"SILENCE! Begone or face the consequences! You are warned."*

If the party does not leave after two rounds, he employs his rod on them, initially targeting obvious spellcasters or PCs bearing ranged weapons at the ready, followed by melee types.

Master Chazzlepax, the Collector: Init +3; Atk rod or spell (see below); AC 17; HD 6d8+2; hp 50; MV 30' or fly 30'; Act 1d20; SP rod (DC 13 Ref save or be imprisoned), *magic shield* (immune to *magic missile*), spells (+6 spell check, *color spray, feather fall, force manipulation, magic missile, detect invisible, fire resistance, levitate, ray of enfeeblement, dispel magic*), ignore one failed or fumbled spell check; SV Fort +3, Ref +5, Will +8; AL L.

For purposes of *ray of enfeeblement* and similar spells, Chazzlepax has a Strength score of 10.

Master Chazzlepax is an agent of Law and those rigid forces step in once per day to remove a truly chaotic magic event from his life. This allows his to ignore one spell check that would cause him to lose a spell, result in spell misfire, or give him corruption.

Chazzlepax's floating disk is a magical levitating platform. It can move side to side at a speed of 30' or rise or fall at a rate of 10' per round. Its magic adheres Chazzlepax to it, making it impossible to knock him off it by most means, but if the disk is somehow dispelled or negated, the wizard falls as normal (but note he has *feather fall*). While on the disk, Chazzlepax is protected by a *magic shield* that makes him immune to *magic missile* attacks.

The Rod: Chazzlepax's rod fires a ray that automatically strikes anyone not protected by a magical barrier such as *magic shield* or one of the *force manipulation* defensive effects. An unprotected character targeted by the rod's ray can attempt a DC 13 Reflex save to avoid being struck. If the save fails, the ray teleports the PC into one of the amber crystals in the room, beginning with Crystal A and then progressing in order with subsequent attacks. That PC swaps places with the monster imprisoned in the crystal, who then appears that same round wherever the affected PC previously stood. The monster attacks anyone nearby the following round, rolling initiative as normal to determine the order of its attack.

The rod can also return monsters to their original crystal (assuming it's still intact). A freed monster (living or dead) struck by the ray swaps the monster with its corresponding imprisoned PC.

Although crystalline in nature, the rod is immune to most normal damage including falling, but a *shatter* spell with a spell check of 22+ will damage it. The rod is AC 20 and has 10 hp.

Note that if the PCs manage to use the rod against Chazzlepax successfully, he cannot escape his crystal prison and the PCs succeed in this encounter.

The rod ceases to function outside the chamber, but is used in area 1-7 to open the seal to the next level.

The Crystals: There are six amber crystals. Each is hollow and has enough room for the trapped creature to move about slightly and enough air to survive for the duration of this encounter. At the start of the encounter, each crystal holds one monster. They are:

Crystal	Occupant
A	A jungle ape-man
B	An iron living statue
C	A gargoyle
D	An owlbear
E	An ogre
F	A minotaur

They have the following stat blocks, for purposes of *ray of enfeeblement* and similar spells, each has a Strength score of 18.

Jungle Ape-Man: Init +2; Atk bite +6 melee (1d4+3 [5]) or slam +6 melee (1d6+3 [7]); AC 13; HD 3d8; hp 16; MV 20' or climb 30'; Act 1d20; SP +10 to hide checks in jungle terrain; SV Fort +6, Ref +3, Will +1; AL L.

Living Statue: Init +3; Atk spear +3 melee (1d8 [5]); AC 18; HD 4d8; hp 20; MV 30'; Act 1d20; SV Fort +4, Ref -2, Will -2; AL N.

Gargoyle: Init +0; Atk claw +4 melee (1d4 [3]); AC 21; HD 2d8; hp 12; MV 30' or fly 30'; Act 1d20; SP resistant to non-magic weapons (suffers ½ damage 50% of the time); SV Fort +5, Ref +0, Will +0; AL C.

Owlbear: Init +1; Atk bite +6 melee (1d6+2 [5]) or claw +4 melee (1d4 [3]); AC 17; HD 3d8; hp 16; MV 20' or climb 10'; Act 2d20; SP spell resistance (25% chance to resist magic regardless of caster level or spell level; +8 to Will saves vs. magic); SV Fort +4, Ref +1, Will +8; AL C.

Ogre: Init +2; Atk slam +5 melee (1d6+6 [10]) or great mace +5 melee (1d8+6 [11]); AC 16; HD 4d8+4; hp 25; MV 20'; Act 1d20; SP bear hug (if subject to slam attack, opponent must make an opposed Strength check vs. ogre [+6 modifier] or be bear hugged for an automatic 1d6+6 [10] damage each round); SV Fort +4, Ref +2, Will +1; AL C.

Minotaur: Init +8; Atk gore +8 melee (1d8+4 [9]) or axe +8 melee (1d10+4 [10]); AC 15; HD 6d8+6; hp 36; MV 30'; Act 2d20; SP bull charge (+2 attack bonus, -2 penalty to AC, bonus 1d8 [5] to gore damage, and target must make an opposed Strength check vs. minotaur [+6 modifier] or be hurled back 20'), resistant to mind-affecting spells (+6 bonus to Will save vs *charm, scare*, etc.); SV Fort +6, Ref +8, Will +2; AL C.

A PC trapped in a crystal can try to break free, but his or her cramped conditions impart a -2 penalty to all attack and spell checks, and physical damage is reduced to ½ due to a lack of room and leverage. Spells cannot be directed at targets outside the crystals while a caster is imprisoned. See Destroying the Crystals, below.

Each time Chazzlepax uses his rod, the crystals hum briefly. This noise is almost undetectable to anyone outside of the shard (A successful Luck check to notice it; +1d penalty if the PC is in combat), but clearly evident to those trapped inside.

Trapped characters who posit there is a connection between the rod and the crystal shards can attempt to inhibit the energy flow between the two by screaming, pounding on the crystalline surface, yelling insults at Chazzlepax or otherwise making themselves a nuisance. Each round one or more PCs works to interrupt the energy flow and distract Chazzlepax, the character and the wizard must make opposed Luck rolls (+2 to Chazzlepax's check). If the player succeeds, the rod writhes in the wizard's grip, reducing the Reflex save DC to avoid the rod's beam by -2 for each PC who beats Chazzlepax's Luck check. If Chazzlepax ever fails his Luck check with a natural "1," the rod twists out of his grip and falls to the ground below.

Destroying the Crystals: Each crystal is AC 15 and has 30 hp. Any damage done to a crystal with an occupant has a 2 in 6 chance of splitting the damage between the crystal and the imprisoned creature. Precision attacks using a Mighty Deed of Arms or similar measures negates this chance.

Each destroyed crystal sends an etheric shockwave through the magical currents of the multiverse, potentially affecting any creature or object tied to the crystal. This includes a creature trapped by the crystal, a former prisoner of the shard, and Chazzlepax's rod. For each crystal destroyed, there is a cumulative 1 in 6 chance the associated monster and/or PC suffers 1d16 [8] damage from magical feedback (a DC 12 Fortitude save reduces damage to half). If the rod suffers damage from magical feedback, it is destroyed.

Area 1-3 – The Graven Idol: *The edges of the chamber are filled with deep shadows cast over walls and floor made of cut stone blocks. In the center of the room looms a monstrous graven idol carved from black obsidian depicting a great, blind, winged creature. The far wall contains three evenly spaced dark doorways.*

The PCs only have a short time to take the scene in. As soon as the first PC opens the door to the room, all sources of light the PCs carry, even those of magical nature, are extinguished - torches go out, lanterns sputter and die, glowworms fade, and so on. The resulting darkness is total and even infravision is of no aid.

Any and every attempt to strike up a light source is immediately extinguished, but not before the PCs glimpse that the idol has apparently moved closer towards them – otherwise being unchanged in appearance. Note that the idol is not constrained to the chamber, and can follow the PCs (movement permitting) from the chamber.

Graven Idol: Init +6; Atk claw +5 (versus blinded foes) melee (1d14 [7]); AC 16; HD 8d8; hp 50; MV variable; Act 1d20; SP surprise; SV Fort +4, Ref -2, Will Immune; AL N.

The idol cannot be turned. For purposes of *ray of enfeeblement* and similar spells, it has a Strength score of 23.

The idol is a type of living statue set in place to guard this room. Carved by a long-dead race of underground dwellers who worshiped the eclipse, it devours light. The more powerful the source, the farther it moves (see the table below).

If the idol comes within 5' of the party, or if the PCs approach within 5' of the idol, it attacks. When attacking in darkness, it always gains surprise, even if the characters suspect its true nature, receiving a free attack and benefitting from its high initiative modifier to determine combat order.

Creatures attacking the statue are considered blind and suffer a -4 penalty to initiative rolls, attack and damage rolls, saving throws, skill checks, and spell checks. In addition, a blind character firing a missile weapon is at -8 to hit and any missed shot has a 50% chance of striking a randomly determined ally.

There are three locked doors located on the wall opposite from the entrance, each requiring a DC 15 Pick Locks or DC 20 Strength check to open. The doors are false, leading to blank stone walls gouged by the desperate scratches of a dozen former prisoners of the darkened room. The room's exit is located under the stone slab in the floor beneath the idol's original position, which can be found with a search of the area and pried up with a DC 10 Strength check.

Light Source	Idol's MV
Candlelight; Flint striking	5'
Torch	10'
Lantern	15'
Magical light; Daylight	20'

Area 1-4 – The Star Room: *A yawning chasm opens before you. The vast cavern is dimly illuminated by a number of spiked orbs that twinkle like stars. Far on the other side of the abyss is a platform leading to what appears to be an exit. Suspended between you and the distant ledge are a number of dark and light-colored stone platforms of*
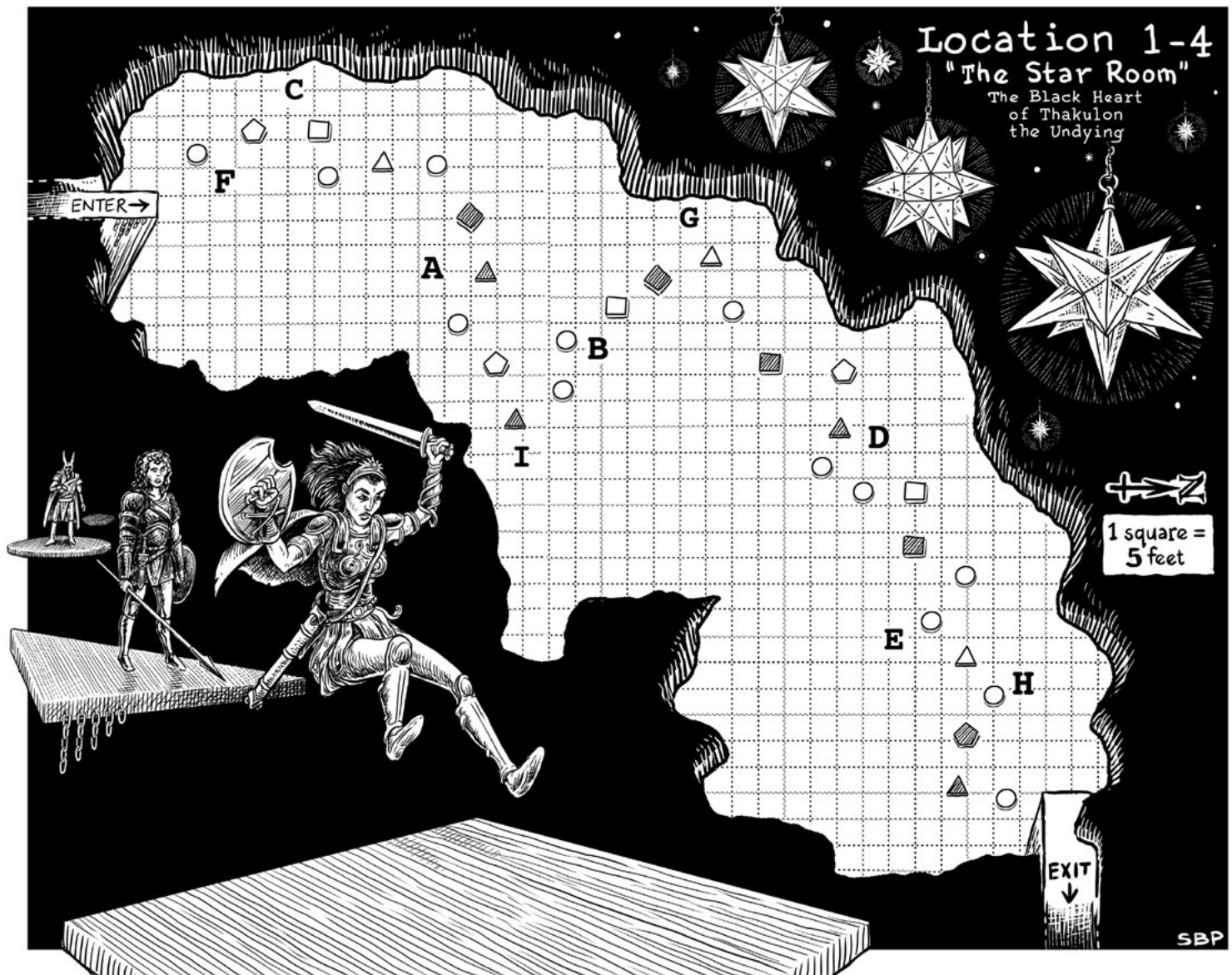
various geometric shapes. Short lengths of metal chains dangle from the rail of each platform as well as the ledge you are standing on.

Suspended in the chasm is a floating pathway made up of platforms of different geometric shapes (circles, squares, hexagons, etc.) that lead to a ledge on the far side of the chasm near the exit. There is no floor or ceiling to the chamber, making it impossible to cross by climbing. To pass, PCs must either fly or use the platforms.

The space between each platform is too wide to easily jump, but PCs attempting to do so can successfully leap with a DC 20 Agility check. PCs failing the check can be grabbed by any PC on the target ledge who succeeds on a DC 10 Reflex save – otherwise the PC falls into the bottomless void. [In tournament play, lost PCs rejoin the party at the beginning of the next dungeon level – no doubt transformed by their passage through the abyss.]

The orbs hanging above the room (lettered from A to I on the map) provide a dim illumination equivalent to a moonless night, enough for keen-eyed PCs to make out the shapes of the platforms and the exit ledge. Each time the PCs are transported to a new platform (see below), an orb flares up like a miniature star, briefly illuminating the room with a blinding white light.

The orbs activate in sequence from lowest to highest, repeating after each complete cycle. The flares emit a type of radiation that temporarily drains the Strength of any PCs in the room based on how many platforms away they are from the source of the flare per the table below. PCs reduced below 3 Strength fall unconscious. Lost Strength is regained once the PCs exit the chamber.

PCs inspecting the chains on the starting ledge discover they are of different lengths, each made up of a number of metal links. There are nine chains total ranging in length from 1 to 9 links. When touched, the PCs, including any unconscious characters, are immediately transported to a platform based on the number of links of the touched chain, e.g. touching a chain with 4 links transports them to the platform four spaces ahead. Once on the new platform, the PCs find a new set of chains available, but with any chain they have previously touched missing, reducing the options they have for completing the puzzle.

In addition, each platform has a different effect based on the shape and color: circular platforms are safe, but use up one of the chains available to the PCs. Landing on a multi-sided platform transports the party an additional number of platforms based on the number of sides, e.g. three spaces for a triangle, four for a square, five for a pentagon, etc. The direction of trans-

Page 9

port is based on the color: landing on a light-colored platform sends them forward, whereas dark platforms moves the PCs backwards. This additional transport effect only occurs once for each chain selected. In all cases the transport effect is instantaneous - the judge should only indicate the final platform the PCs end up on regardless of the number of intermediate steps they take.

To escape, the PCs must select the correct lengths of chain to navigate the pathway and reach the exit before they run out of chains or are overcome by the radiation from the flares. There are multiple combinations of chains and platforms to get the PCs to the exit; those that fail by using up the available chains are stranded and must find an alternative means to reach the platform and open the door (such as jumping between platforms). PCs do not have to select the exact combination of chain length and platform shape to reach the exit ledge, any combination that meets or exceeds the number required will allow them to successfully escape, though parties should not be made aware of this fact.

Distance in Platforms from Orb	Strength Drain (DC 15 Will save to negate)
1	1d7 [4]
2	1d6 [3]
3	1d5 [3]
4	1d4 [2]
5	1d3 [2]
Anywhere in cavern	1

Area 1-5 – False Ways: *A short series of stone steps opens into a low chamber dimly lit by a series of glowing globes. The globes hover at chest level and radiate a sickly violet light.*

There are nine globes in all, roughly arrayed in three rows of three. The rough ceiling rises no higher than 7', lending an air of claustrophobia to the small chamber.

Characters performing a close inspection of the chamber (including thieves searching for traps) discover a simple bronze plate set into the floor. Four inches on a side and covered in sand, the plate is engraved with ancient glyphs. Thieves succeeding on a DC 20 Read Languages check accurately translate the ancient glyphs to read:

> *many roads lead to falsehood*
> *doom and shame -*
> *for the one true path is straight*
> *as the master's rod*

The text is in reference to the gate to the Trials of Neutrality (area 1-7), the magical rod of the Master (area 1-2), and the many false keys concealed within the globes in this chamber. None of the keys here are the proper keys for the gate in area 1-7; all bode ill for the PCs.

Examination of each globe reveals shadows of keys cast from inside the globe. All of the globes are identical, and the blurred, shadowy outline of the keys offer no distinguishing characteristics.

Each of the rigid globes is readily smashed if dealt but 10 points of damage, dropping its contents to the sandy floor. However, smashing a globe also releases a crushing wave of arcane energy. Worse, with each globe broken, the wave grows more deadly.

Characters (and their players!) would be rightly frustrated if the challenge seems nonsensical and arbitrary. After all, with no distinguishing signs, characters are left to guess at which globe to break.

And those players would be right, for the entire chamber is a trap.

First globe broken: A blast washes through the chamber dealing 1d5 [4] damage to all characters within sight (DC 10 Will save for half).

Second globe broken: The blast deals 1d8 [6] damage to all characters within sight (DC 13 Will save for half).

Third globe broken: The blast deals 1d12 [8] damage to all characters within sight (DC 15 Will save for half).

Fourth globe broken: The blast deals 1d14 [10] damage to all characters within sight (DC 15 Will save for half). And, the resulting concussion shatters all five remaining globes in the chamber in deadly series of deafening explosions, dealing: 1d16 [9] + 1d20 [11] + 1d24 [13] + 1d30 [16] + 1d50 [26] damage. Characters may attempt one DC 30 Will save for half. [Tournament damage: 75 hit points damage to every character within sight, DC 30 Willpower save for half.]

As above, each of the triggered explosions target every PC within sight.

The globes' contents are as follows:

- Globe 1: Vellum key.
- Globe 2: Glass key filled with a blue liquid. If used in a lock, the key breaks, releasing poison gas that affects everyone within 10' (DC 15 Fort save or death).
- Globe 3: Key of felted wool.
- Globe 4: Lead key; bends when used in a lock.
- Globe 5: Clay key.
- Globe 6: Wooden key, oiled with contact poison (DC 20 Fort save or death).
- Globe 7: Bone key.
- Globe 8: Key of Frozen Flame. If used, breaks, bursting into flame and searing the PC for 1d16 damage [8].
- Globe 9: A key of ice that quickly melts into water.

Area 1-6 – Clockwork Guardians of Law: *The door opens into a 12-sided, symmetric chamber, with walls, floor, and ceiling made of glowing opalescent stone, and a bell hanging 30' above. The floor is inlaid with black volcanic glass which creates a strange geometric pattern. Each of the other 11 walls is guarded by a 10' tall muscular humanoid with a white-scaled alligator's head, and eyes that crackle and spark with pink energy. A glowing blue portal occupies the wall behind one of them. The beasts wear spiked armor plates, and each stands with a large sword in its left hand, and a shield full of chomping teeth in its right. Every guard has its head turned toward its left-hand neighbor. The fearsome creatures stand motionless, but with a tension that anticipates ferocity. Metallic chomping echoes in the chamber from each guard's shield.*

Detail Map: Area 1-6 (Judge's Version)
Clockwork Guardians of Law - The Halls of Law
The Black Heart of Thakulon the Undying
1 square = 5 feet

N

ENTER

6 – Portal: 3 or 11
Guards provoked.

8 – Portal: 7
Guards provoked.

5 – Portal:
10 Guards
provoked.

9 – Portal:
2 or 5
Guards
provoked.

6

8

5

9

4

10

3

11

2

12

1

3 – Portal:
6 or 9
Guards
provoked.

11 – Portal:
1 Guard
provoked.

2 – Portal:
4 Guards provoked.

12 – Initial Portal
Position, or 8
Guards provoked.

12-sided room: each side is 15' long. Room is 56' at its widest.
Disturbing a guard provokes the next clockwise guard to retaliate.
Party disturbs "12", then "1" attacks party. Party disturbs
"6", then "8" attacks party, etc.

This final chamber was designed by the Lords of Law to stop the foolish and weak from plundering the Heart of Thakulon. The room is a puzzle governed by rigid rules that require brains and brawn to exploit. However, the Lords allowed for Law of Luck, and the hanging bell grants the less brawny and less clever a chance at success.

Give players **Handout A** to aid the players visualizing what happens as the room evolves. The chamber obeys the following set of rules:

1. Physically or magically disturbing a guardian (even a simple touch) provokes the guard in the next clockwise position to leave his post and possibly attack. For example, disturbing guardian 12 provokes guard 1, disturbing guard 6 provokes guard 8, etc. It's possible, though difficult, to simultaneously provoke multiple guards (see below).

2. When a guard is provoked, the magic portal changes position in a counter-clockwise direction, moving the number of spaces equal to the cumulative number of guards that have been provoked (see table below and map). The bell tolls for each space the portal moves: once for 1 space, twice for 2 spaces, etc.

3. If the portal moves to a space a provoked guard has just left, that guard bows and allows the party entry. Otherwise the guardian attacks the party.

4. If the party somehow manages to ring the bell hanging 30' above the floor, a random guard is provoked, and the portal moves accordingly.

5. If the portal moves to a space with no guard, the party may exit.

6. Guardians are immune to all damage and magic while they stand at their posts. They are unable to communicate with the PCs.

Multiple PCs may try to disturb guardians simultaneously. Simulate this by having each acting PC's player drop a d20 from 3' above the gaming table. If the dice hit at the same time, then guards are simultaneously disturbed. Otherwise, only the first guard counts. Note that success guarantees that at least one guardian will attack, since at least one guess will be wrong.

Clockwork Guardians (0 to 11): Init +3; Atk sword +5 melee (1d10+2 [8]) and spiked shield +3 melee (1d6 [4]) and violet eye-rays +3 missile fire (1d3+special, 60' range [2]); AC 18; HD 6d12; hp 39; MV 30'; Act 3d20; SP violet eye-rays (DC 12 Will save or -1d for 1d3 [2] rounds), divine mission (cannot be turned or banished); SV Fort +4, Ref +2, Will +10; AL L.

The guardians cannot be turned. For purposes of *ray of enfeeblement* and similar spells, each has a Strength score of 16.

The glowing blue magical portal is the exit from the chamber; it moves each time a guard is provoked, according to the table below (see map also).

Table of Portal Positions		
Number of Guards Provoked	Portal Moves to Position	Number of Times Bell Tolls
1	11	1
2	9	2
3	6	3
4	2	4
5	9	5
6	3	6
7	8	7
8	12	8
9	3	9
10	5	10
11	6	11

PORTAL EXAMPLE

PCs will tackle this many ways, so a typical example follows. Since the portal is behind guard 12, the party disturbs this guard to get to the portal. This provokes guard 1 (the next clockwise guard, see rule 1) to leave his post. At the same time, the bell tolls once and the portal moves behind guard 11 (see table, map, and rule 2). Since the portal did not move to the provoked guard's position, guard 1 attacks the party (rule 3).

When the party defeats guard 1, they see the portal is behind guard 11. The party figures out that since guard 1 attacked when they disturbed guard 12, and since the guardians look to their left-hand neighbors, they should disturb the guard one space counterclockwise from the guard they want to move. The party guesses (incorrectly) that the portal will move one space counter-clockwise again, ending up behind guard 10. Putting this all together, they disturb guard 9 since it will provoke guard 10. Unfortunately, the bell tolls twice, the portal moves to guard 9 (see table), and they must fight guard 10.

When the party defeats guard 10, they get it. They note the portal moved one space counter-clockwise the first time, and two spaces the second time, so it should move three spaces the third time. This would put the portal behind guard 6, so they disturb guard 5. As they guessed, guard 6 steps forward as the portal moves to this same guard's position. Guard 6 bows and allows the PCs to enter.

Note that the floor's blackened triangles also provide clues; they are diametrically across from the first five portal positions (triangle 6 across from 12, triangle 5 across from 11, 3 across from 9, 12 across from 6, and 8 across from 2).

Of course, if the PCs begin by disturbing guard 10, then guard 11 leaves his post, and the portal moves to his position, allowing the PCs to escape with no combat at all. However it's unlikely this will happen. What is likely is the PCs can get out by pure luck (ringing the bell provokes a guardian at random), by brute force (eventually the portal moves to an unguarded position), or by cleverness. The faster or luckier they are, the less damage they take from the guardians.

Area 1-7 – The Gate of Consequence: *Three broad, low steps rise to a towering gate of wood, bound with iron and sealed with a great sigil cast from bronze. The bronze sigil is threaded through a pair of iron rings set into the gate, barring passage. A large keyhole is set within the sigil.*

The Gate is the second of the three seals, warding the trials set by the Lords of Neutrality.

The deep circular keyhole precisely matches the rod from area 1-2. Thieves with knowledge of the rod can share as much; similarly, thieves pausing to inspect the keys from area 1-5 can affirm that they are far too small to fit the keyhole.

A DC 20 Find Traps check confirms what the PCs must suspect – that the gate is protected by a magical trap, but there is no obvious means of disarming the magical ward. Thieves and magicians alike cannot undo what the Lords of Law have wrought.

Placing the rod within the gate causes the sigil to animate into a great bronze snake. The snake considers the PCs for a long moment, then slithers away. With the sigil removed, the PCs may pass through the gates and into Level 2.

However, any other attempts to open the gate (including trying any of the fake keys from area 1-5, attacking the sigil, or attempting to pick the lock), causes the sigil to come to life as a terrible three-headed, bronze-scaled snake, 20' in length. With preternatural quickness, the snake moves to attack the would-be tomb robbers.

Each of the three heads strikes once per round, at targets up to 10' distant. On a successful strike, the target takes damage but must also attempt a DC 10 Fortitude save. On a failed save, the target is turned to a towering pillar of salt.

If the snake is slain, the curse of the stone is ended and any PCs are returned to life. [For tournament play, score as if the PCs had been reduced to 0 hp, but not bled out.]

Opening the Gate: Once the guardian animates, the gate can be drawn open, permitting passage into the Trials of Neutrality, the second level of the dungeon. During combat, when time is of the essence, it requires one action and a DC 20 Strength check to haul open one of the massive gates. Up to two other PCs can assist, each granting +1d to the attempt. Out of combat, or when time isn't pressing, opening the door is easily accomplished by the party working together.

If the PCs escape through the portal while the snake it yet living, it cannot pursue them from the level of Law.

Bronze Snake: Init +6; Atk bite +3 melee (1d12+2 [9] plus turn plus turn to pillar of salt, melee range 10'); AC 18; HD 10d8; hp 76; MV 35'; Act 3d20; SP paralyzing bite; SV Fort +4, Ref +6, Will +10; AL N.

The snake cannot be turned. For purposes of *ray of enfeeblement* and similar spells, it has a Strength score of 16.

LEVEL 2: TRIALS OF NEUTRALITY

The second round of the tournament begins with the PCs stepping through the gate at the end of level one (area 1-7).

For the purposes of the tournament, all PCs begin with full hit points. However, stat losses (including those due to spellburn or burning Luck) are not recovered. Disapproval range resets, but effects from disapproval rolls in the previous round carry over through rounds two and three.

General Features: Like the other two levels of the dungeon, the Trials exist in multiple locations outside our known reality. In some instances encounter areas behave according to their own specific rules or laws of physics. Thus, like the other levels, leaving (via *planar step* or other great magics) is always possible, but returning is far more difficult, or even impossible.

Except where noted, the walls, floors and ceilings of the level are composed of closely fitted blocks of stone that show no signs of wear or tread. There is no ambient light in the level, forcing characters to rely on torches, lamps, or lanterns. And like the level before, the air tastes stale and dead (having been undisturbed for untold ages).

Round Start (Area 2-1 – The Great Nave): *You and your reavers step through the great gate and into a vast, vaulted hall that extends beyond the reach of your meager light. Massive carved pillars rise out of sight, and a gray coat of dust coats the floor, stir-*

ring with every step.

Far larger than any terrestrial cathedral, the nave defies the imagination. The peak of the ceiling soars over 700' overhead, and the floor is over 1000' wide and thrice as long. (Though PCs, likely relying on torches and lanterns with a range of 60', may never learn the scope of these dimensions.)

Bereft of orientation, the PCs' first challenge is discovering where it is they wish to go. The aid of arcane magic or divination reveals that the Gate of Chaos (area 2-7) is on the wall directly opposite the PCs' entrance, some 3000' distant. Careful PCs (who do not immediately fan out, but pause instead to inspect the dust on the floor) can make out six indistinct tracks through the dust, leading to areas 2-7, and the great doors leading to areas 2-2, 2-3, 2-4, 2-5 and 2-6. Note that no tracks lead to the great doors labeled 2-1a or 2-1b.

Rows of massive pillars support the high ceiling. Each is engraved with a multitude of images depicting men and women of all ranks attempting to scale the pillars and crushing each other in the effort. The pillars are readily scaled by any thief or agile explorer (DC 5 Climb Sheer Surfaces or Agility check). Those persevering to the ceiling discover that the stone blocks are carved to depict the faces of massive and terrible gods, looking down upon the nave with a mix of cruel delight.
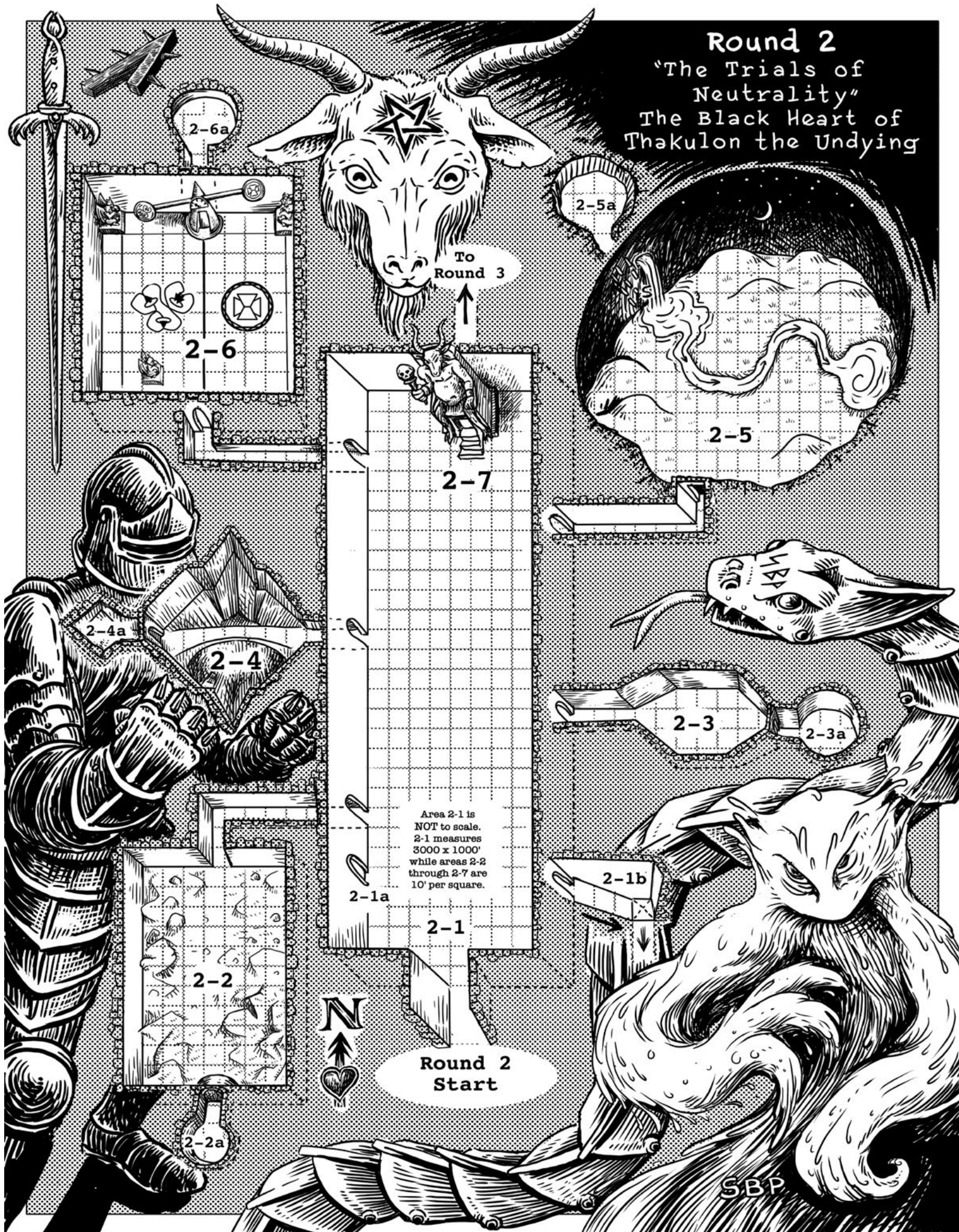
2-6a

2-5a

To
Round 3

2-6

2-5

2-7

2-4a

2-4

2-3

2-3a

Area 2-1 is
NOT to scale.
2-1 measures
3000 x 1000'
while areas 2-2
through 2-7 are
10' per square.

2-1a

2-1b

2-1

2-2

N

Round 2
Start

2-2a

SBP

Area 2-1a – The False Door: *A pair of massive, iron-bound doors bar your way. Curiously, the way is both barred and locked from the outside. A great iron key hangs from a silver chain adjacent to the doors.*

This portal door is entirely a trap, with no possible reward for the PCs.

Characters inspecting the great doors note that they appear to have been smashed from the far side. The thick wooden beams are cracked and beginning to splinter, and the iron bar sealing the doors closed has been bent by some great force. Characters placing their ears to the doors hear a faint, rhythmic "thrumming" noise through the wooden planks.

The iron bar is easily removed, leaving solely the lock sealing the door. Wary characters that survived the multitude of false keys in Level 1 will be relieved to note that the key appears, to all means of testing the correct key for the lock. Alternately, the lock can be easily picked by a thief succeeding on a DC 15 Pick Locks check.

Thieves inspecting the door discover no traps. However, thieves inspecting the hanging key discover something else altogether: A DC 20 Find Traps check reveals that the key is electrified. The key can be touched, or even held without danger, but if at any point the key is grounded (e.g. placed in the lock or touched to the metal banding on the door) a terrible electric current is released, electrocuting the PC (3d12 [20] damage, DC 20 Fortitude save for half).

Call for a Luck check, rolling equal or under the PC's current Luck. On a failed check, the PC's electrified muscles contract around the key and the character cannot let go of his or her own volition, taking additional electrocution damage with each passing round. The character can be knocked free with a non-conductive object, but anyone touching the PC with bare hands, metal gauntlets or a metal weapon immediately suffers the same damage.

Note that even after the PC is dead, the corpse's muscles may still cling to the key; the body cannot safely be "rolled" until the PC is removed from contact.

The trap cannot be disabled, per se, but removing the key from the chain ends the circuit, making it safe to use the key in the lock.

Characters opening the door discover a stone wall carved with a the laughing face of a demon. The source of the rhythmic noise is nowhere to be found.

Area 2-1b – The False Arch: *The grand arch is nearly 15' in height and carved in the likeness of skeletons in various states of repose. Through the arch, a steep ramp descends down into darkness.*

Like area 2-1a, this exit from the nave is deadly, while offering no reward for persistent PCs that solve its puzzle.

The steep ramp is trapped to fall away when weighted with 50 lbs. or more. At the same time, a shearing, guillotine-like blade snaps down from the archway, potentially severing any ropes (or PCs!) that are leaning through the arch.

The ramp trap is readily detected with a DC 17 Find Traps check. However, the thief must also inspect the arch to discover the guillotine trap (DC 10 Find Traps check). Characters that only inspect the ramp miss the guillotine. The ramp trap cannot be disabled, but the guillotine trap is easily stymied with a simple DC 10 Disable Traps check.

Triggering the trap: If laden with 50 lbs. or more, the ramp gives way, dropping the PC down a 50' oubliette (5d6 [18] damage). Characters can escape this fate by catching the lip of the entrance with a DC 10 Reflex save – however, the same PC is then targeted and automatically struck by the falling guillotine for 2d12 [14] damage. In non-tournament games, the unfortunate victim also loses both his hands.

Similarly, any other characters or objects in the archway are also struck by the falling blade. Ropes, poles and the like are automatically severed, and any character in the archway must succeed on a DC 20 Reflex save or suffer 2d12 [14] damage.

After two rounds, the ramp rises back up and the guillotine retracts, trapping the PC in the oubliette. To reach the PC, the trap must be targeted once more. While the smooth-walled oubliette is easily scaled by skilled thieves (DC 15 Climb Sheer Surfaces check), those inside are completely cut off from their companions as soon as the ramp returns to its original position. Strangely, while those inside the oubliette can hear their companions with striking clarity, those outside cannot hear any noises originating from the closed pit.

Area 2-2 – Keys & Hammers: *Before you is an expanse of open ground. Rocky outcroppings, none taller than 15' each, are scattered about the 80' wide by 120' long chamber. Smashed gravel litters the sandy floor and the outcropping are cracked as if subject to mighty hammer blows. The ceiling hangs 50' above your heads and is decorated with a mural depicting an evenly-balanced set of scales.*

At the far end of the room, mostly obscured by the rocky spurs, is a tremendous circular door, like the valve of a warlord's treasure vault. A single large keyhole is set in the center of the door.

Standing between you and the door is a towering humanoid-shaped figure fashioned from verdigris-encrusted bronze, black iron, and pitted tin. The 18' tall, hulking thing resembles some titanic warrior clad in armor. It bears no weapons, but its hands are massive, spiked fists the size of barrels. A locked crystalline casket is set into its chest. The transparent casket measures 2' tall and 1' wide, and contains a single key of black metal. The figure does not move…so far.

The Iron Warlord is a magical construct charged with preventing intruders from making further progress through the level. It does not move unless attacked or a living creature moves closer than 40' from it. Then it unleashes its spiked fists at whomever is in reach. The Iron Warlord can either strike with its fists normally or send them rocketing from its wrists to strike tar-

gets at range. Each fist is connected to the guardian's wrist by a massive chain (AC 15, 50 hp, DC 30 Strength check to break) that quickly retracts a fired fist immediately after it completes its attack.

Iron Warlord: Init +5; Atk spiked fists +12 melee (2d8+4 [14]) or spiked fists +12 missile fire (2d8+4 [14]; 40' range); AC 22; HD 15d10; hp 100; MV 40'; Act 2d24; SP immune to critical hits, poison, and mind-affecting spells, suffers half damage from fire, cold, and non-magical attacks; SV Fort +20, Ref +5, Will Immune; AL N.

The warlord cannot be turned. For purposes of *ray of enfeeblement* and similar spells, it has a Strength score of 20.

The Iron Warlord is formidable. It can be defeated in combat, but the party will likely take casualties before the fight is finished. A wiser party works around the problem.

The key in the crystal casket unlocks the exit door. Breaking the casket causes the key to tumble to the ground. Attacking the casket directly requires either a Mighty Deed of Arms, a spell that can be aimed with precision at a single target (*magic missile, scorching ray*, etc., but not area of effect spells like *fireball*), or by a PC who spends 1 point of Luck to attempt a called shot. This Luck point provides no bonus to the attack roll, it simply allows them to try and hit the casket rather than the Iron Warlord itself.

The Casket is AC 15 and has 25 hit points. It shares most of the immunities and protections that the Iron Warlord possesses (no critical, half-damage from cold, etc.), but suffers normal damage from non-magical weapons.

The lock on the casket can also be picked provided a thief can climb onto the Iron Warlord (DC 15 Climb Sheer Surfaces check) and makes a DC 15 Pick Locks check. If the Iron Warlord strikes a character climbing or clinging to its body, the victim must make a DC 20 Strength check or be knocked to the ground, suffering an additional 2d6 [6] damage from the fall.

The Iron Warlord can also be lured into a position where a missed attack strikes the exit door, smashing it to flinders. To do this, one or more PCs must attract the construct's attention. Doing 10 or more points of damage to it causes the guardian to focus on that attacker until another assailant does 10+ damage to it.

If the target of the Iron Warlord's wrath positions themselves in front of the exit door, any missed attack has a 50% chance of hitting the door. Characters can raise the odds to 100% if they explicitly position themselves in an optimum place before the exit. Doing so requires either a Mighty Deed of Arms vs. an AC 15 or expending 2 points of Luck and not attacking for a round.

The Exit Door: The door is AC 25 and has 200 hit points. It is immune to critical hits. It takes full damage from all attacks. The lock on the door is both extremely complex and trapped. Detecting the trap requires a DC 15 Find Traps check and disabling it is a DC 20 Disable Traps check. Failure to do so or failing to pick the lock (DC 20 Pick Locks check) triggers the trap: a 20' cubed cloud of toxic gas (DC 20 Fortitude save or die).

Attempts to pick the door's lock or attack it directly causes the Iron Warlord to concentrate its next attacks on anyone trying to bypass the door. It continues to attack those targets until they are killed or their efforts cease. The Iron Warlord ignores all other attackers (even those inflicting 10+ damage to it) until the door is once again secured.

The Iron Warlord does not pursue groups out of this chamber.

Area 2-2a – The First Vault: *The corridor ends in a small, circular chamber occupied by a simple pedestal carved from polished black stone, shot through with veins of violet and green.*

Floating above the pedestal is a rusted, blackened iron triangle, set with spikes. The strange artifact begins to glow softly as you draw near and the air seems thick with violence.

The iron implement is one-fifth of the artifact needed to open the Chaos Gate (area 2-7). While ominous, the broken key presents no danger to PCs. Removing the key immediately transports the characters back to area 2-1.

Area 2-3 – The Indifference Engine: *Upon entering this oddly-shaped room, you are immediately taken aback by three peculiar things:*

First, the room is dominated by an incredibly pungent animal smell, like that of an unkempt stable.

Second, a massive contraption of spinning gears, tubes transporting blood and bile, levers made of bone, and an opening lined with fur and reptilian scales smokes and chugs with life.

And third, standing between you, and a sarcophagus-shaped door on the far side of the chamber, is a feral abomination. The savage creature has the head of a bat and the body of a goat. Icicles and frost cling to beast's fur around its snout and fangs.

The PCs have entered the chamber containing The Indifference Engine, and are currently facing off with its latest experiment. The babbagespawn immediately turns on the PCs, blasting them with freezing rays of frost that shoot from its eyes.

Babbagespawn: Init +1; Atk frost ray +1 missile fire (1d12 [7]); AC 12; HD 2d8; hp 8; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL N.

The spawn can be turned by Lawful or Chaotic clerics. For purposes of *ray of enfeeblement* and similar spells, it has a Strength score of 10.

The spawn is readily defeated. Once the PCs have the opportunity to examine the engine more thoroughly, read or paraphrase the following:

The massive contraption seems to have three up/down levers: one made of bone, one made of tusk, and one forged from a giant fang. The lever's positions are all set to "Up". Inside the device are four massive, multi-faced dials – each face on the dial has an image showing a different symbol – some of animals, and some of just their teeth or limbs. The contraption is built such that only one face is exposed through a small opening on the side of the device. Built into the device is an hourglass of green sand which appears to be draining quickly and will empty soon.

The device looks like a slot-machine spawned from the Abyss. It was created by Babbage, a patron of Neutrality, to create creatures with various attributes to test their viability in different environments. Every few rounds—when the hourglass empties—the engine spawns a new creature with attributes based on the engine's settings.

The levers only have two position: up (random) and down

(fixed). If a lever is in an up/random position when the hourglass empties, the associated dial will briefly spin and land on a new setting. If the lever is in the down/fixed position, then the associated dial will not spin to randomize the traits during the next spawning.

The faces of the dials can be set manually by hand between spawnings. In other words, a PC can force a dial into a position and then place the lever in the down position and that will force the machine to create a creature with that attribute.

After each spawning, the levers all reset back to the up/random position.

Dial 1 – Heads. Roll 1d8: (1) chicken; (2) dragon; (3) lion; (4) bat; (5) goat; (6) eel; (7) lizard; (8) spider.

Dial 2 – Torsos. Roll 1d10: (1) troll; (2) cow; (3) insect; (4) ape; (5) dragon; (6) worm; (7) wolf; (8) turtle; (9) human; (10) goat.

Dial 3 – Locomotion. Roll 1d6: (1) pair of human legs; (2) four lion legs; (3) eight spider legs; (4) snake-belly; (5) bat wings; (6) bio-mechanical android wheels.

Dial 4 – Armaments. Roll 1d10: (1) bolts from eyes; (2) fire breath; (3) frost rays from eyes; (4) poison gas belches; (5) electric shock emitting jazz hand; (6) energy drain touch; (7) giant mandibles; (8) crushing tentacles; (9) giant poisonous scorpion stinger; (10) gelatinous acid jelly skin.

When the room is first entered, the dials are set to: head = bat, torso = cow, locomotion = four lion legs, and armaments = frost rays from eyes.

Spawned Creatures: In tournament play all spawned creatures use an identical stat block, below – the sole possible difference being whether a spawn's armament is allows for melee or ranged attacks. Outside of a tournament game, the judge should alter the following with an eye towards a spawn's unique body and powers.

Babbagespawn: Init +1; Atk (armament) +1 melee/missile fire (1d12 [7]); AC 12; HD 2d8; hp 8; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL N.

The spawns can be turned by Lawful or Chaotic clerics. For purposes of *ray of enfeeblement* and similar spells, they have a Strength score of 10.

Spawn Schedule: The Indifference Engine is magically protected and cannot be harmed or paused by normal means; a *dispel magic* of spell check 30 or greater is required to remove the magical protection. While the PCs are in the room it will continue to spawn a random creation on rounds 3, 5, 7, and then each round thereafter.

The Exit Door: Read or paraphrase when the PCs examine the door:

The opposite door is oddly shaped, and has no latches, locks, or visible means of opening. The door is roughly sarcophagus shaped, but the outline seems askew, with the outline of the head more bird-like than human and a slender, curving body. The door shines with a blue sheen and is cool to the touch.

The door has been magically locked by Babbage and can only be opened by one of two ways. First, the PCs can create a "key" by using the Indifference Engine to spawn a creature with a

chicken head and a snake body (the chicken snake being one of Babbage's favorite pets.) Once spawned, the chicken snake squawks and slithers to the door sarcophagus, causing the door to open.

The other means is brute force by applying 12 points of magical damage (the blue glow will fade as the magical damage is applied) and subsequently delivering 12 points of normal damage.

Area 2-3a – The Second Vault: *The corridor ends in a small, circular chamber occupied by a simple pedestal composed of fleshy arms that grasp and pull at the air.*

Floating above the pedestal — just out of reach of the severed arms — is a rusted, blackened iron triangle, set with spikes. The strange artifact begins to glow softly as you draw near and the air seems thick with violence.

The iron implement is the second part of the artifact needed to open the Chaos Gate (area 2-7). Removing the artifact immediately transports the characters back to area 2-1.

Area 2-4 – It's Elemental!: *You emerge into a bizarre chamber, shaped like the interior of a three-dimensional six-pointed star. The door you came out of is at the end of one of the points. Four other "chimney-points" extend directly above, below and perpendicular to the left and right of the exact center of the room. The sixth and final chimney-point is directly across the chamber from you; set into the wall that forms the far end of this chimney-point is a door.*

Spanning the void of this "hollow-star" chamber is an arched stone bridge.

At the mid-point of the bridge stands a strange, 9-foot tall humanoid form. It is featureless, composed of a foaming watery spray bounded by a vaguely simian outline: a squat, blocky head set directly upon its "shoulders," overlong arms with oversized hands that just clear the floor and squat bowed "legs" composed of columns of froth with no discernible feet. The constant, roiling motion of the froth that makes up the being's form gives it a frenetic quality, even as it stands still.

Where the PCs enter and exit, the bridge is 15' across. At the center of the chamber, the bridge narrows to a mere 5', reducing the number of PCs that can face the guardian elemental to a single character.

Complicating matters, the strange star architecture exerts a weird hold over the chamber's gravity. While on the bridge, PCs detect no difference (the various points of the star canceling each other out). However, if a PC is knocked off the bridge, or attempts to fly through the chamber, the character is violently seized by the star-point's gravity field and hurled to the tip. (Flying PCs can attempt a DC 20 Willpower save to free themselves of the field, but falling characters are inexorably drawn to the star-tip, smashing into the rock and suffering 3d6 [10] damage before being teleported back to the chamber's entrance.

Frothing Hulk: Init: +2; Atk arm lash +3 melee (2d5 [6]); AC 14; HD 9d6; hp 48; MV 40'; Act 1d20; SP special crit on 17+, elemental qualities, half damage from non-magical piercing and slashing weapons, immune to air- and water-based attacks, 1.5x damage from magical cold/heat, unaffected by mind- and will-affecting spells (except *banish* and *binding*); SV Fort +2, Ref +4, Will +6; AL N.

The hulk cannot be turned. For purposes of *ray of enfeeblement* and similar spells, it has a Strength score of 18.
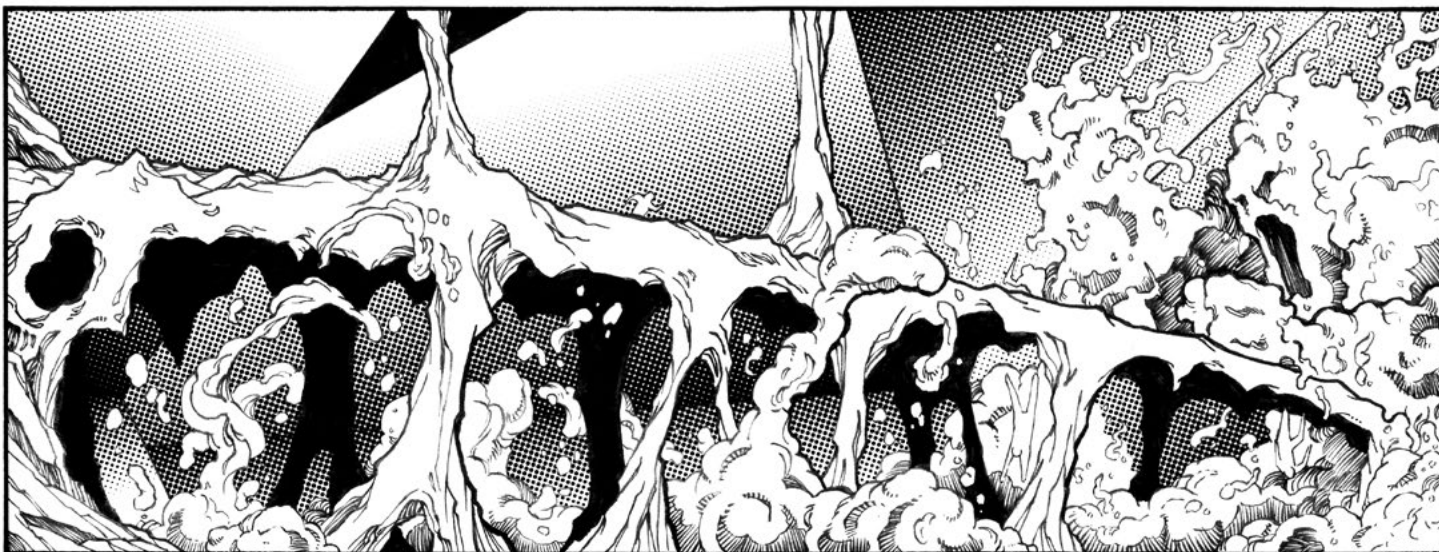
REFLECTIONS ON THE ELEMENTAL ENCOUNTER

When I think back to all of the fun encounters I've had the privilege of running during the tournament I have to say it's this "It's Elemental" encounter that I keep going back to. For both the unexpected lethality of the encounter and in addition to the fact that one unsuspecting heroine would save the day and push the group into the legendary final round.

The encounter is based in a room that resembles a hollow six-pointed star (imagine being inside a hollowed-out Christmas ornament) with a bridge, that narrows at the mid-point, that reaches across the oddly shaped chamber to a door, behind which lied the final key the group needed to reach the final encounter that would lead the group to the next round of the tourney.

Up until this encounter the entire adventure had been pretty much a cakewalk for the group, even while playing one man down! My rolls were typical in that they were horrid, and the group seemed to roll heat when needed. I spent the majority of the round watching the the other judges gleefully send their recently deceased to that wonderful gong crafted by Wayne Snyder and began to think I wouldn't even manage one fatality out of the day (there may have even been a wager going on who got the 1st kill, but I'll never allow such secrets to fly from these pursed lips!). All of that would change in the blink of an eye with a little help from gravity, or lack thereof and a frothing water elemental!

The group thought the encounter through and the thief suggested a brilliant plan – he'd tie rope around his waist and go under the bridge! The group anxiously agreed and the plan was put into play, unknown to them the room had a built-in anti-gravity effect that pulls anyone leaving the bridge into a jagged point of the room, only to suffer crushing damage before re-materializing back on the bridge. The thief lost his hold of the bridge, succumbing to the pull of gravity and soon had his spine crushed (things are looking up!). While the thief lie bleeding, the frothing hulk decided to press the attack, sending the rest of the group on the offensive. One by one the creature tore through the group, smashing them to the floor of the bridge with watery fists of vengeance, or tossing them off the bridge to suffer the fate of the thief, now a bloody pulp at the entrance.

I'd be willing to say that I felt my salivary glands begin to swell in anticipation of that TPK, YES! The whole group would line up and strike that gong one by one, signaling to the masses that David Baity is the ultimate destructor of tournament characters! Alas, it would not come to pass as one brave heroine, facing two frothing hulks (yes, it splits when you kill it!!) would make her way across the bridge evading the best attempts of the creatures to toss her into the gravity field. Not only did she make the trip safely to claim the final part of the key, she made the return trip much to her fellow players glee.

Now, keep in mind that her comrades had all bled out and time was of the essence, thus our heroine made haste to the portal and quickly setting the parts of the key in their proper place. I won't get into the trap that was sprung, or the perfect 20 that she rolled to avoid instant death (yes, my final chance at that TPK was gone), but I will say that rather than diving through the portal and leaving her comrades to rot for eternity in the Halls of Neutrality, Emily Mundy did the unthinkable, she ran back to the bridge and proceeded to "roll the body" on each of the fallen heroes. Not one of the characters had a Luck score over 10, yet each rolled under their stat! Not only were my TPK dreams shattered, now I had to suffer the shame of not one PC death!

You'd think I'd hold Emily Mundy in low regards, but I've had the pleasure of gaming with her and her wonderful father, Richard, on several occasions. You couldn't ask for two better players at the table, so I sucked it up and gave the young hero a congratulatory hug before packing my things. I take much pride in knowing that Emily and the rest of her team would go on to win the entire tournament, even playing with only two players!

Enjoy your year of gloating, team Medieval Kenivals! I've been licking my wounds and will return to the tournament table in 2018! – *David "Bacon Wizard" Baity*

The frothing hulk is a water-air based quasi-elemental. (Quasi-elements are created when a wizard summons a minor elemental and bonds it with one or more elemental materials from the prime material plane.) Because it is not a pure elemental, quasi-elementals can be harmed by non-magical attacks, though frothing hulks take half damage from non-magical piercing and slashing weapons. Quasi-elementals are immune to attacks sourced from their elemental composition and vulnerable to opposition elements or elemental effects. Thus frothing hulks are immune to air- and water-based attacks; they take full damage from mundane sources of cold or fire/heat and suffer one and a half times the damage from magical effects of these elemental types.

The simplest means of slaying the hulk is killing it with cold or fire damage. All other attempts to slay the hulk, including knocking it from the bridge, result in the following:

- A hulk can be "knocked" from the bridge with a 3+ Mighty Deeds check or successful dwarven shield bash.

- If the frothing hulk is struck by a critical hit, knocked from the bridge, or "slain" by any means save cold or fire damage, it does not fall from the bridge or die, but rather immediately divides into two frothing hulks, which are reconstituted within 15' of each other.

- These two new hulks have identical stats as the first, save for hp, which are halved (24). As before, they can only be slain by cold or fire damage. If a hulk is "killed" a second time, it produces two new hulks, each with 12 hp. If a hulk is divided a third time, it is forever slain.

- On a critical hit from a frothing hulk, the character takes an additional 1d12 [7] damage and must succeed on a DC 15 Reflex save or be knocked from the bridge. Falling to the tip of the star-point, the PC takes 3d6 [10] damage before being teleported back to the chamber's entrance.

Area 2-4a – The Third Vault: *The corridor ends in a small, angular chamber occupied by a small fountain set in the center of a black pool. A constant stream of befouled water spouts from the pool which rises to waist level before crashing back into the pool.*

Floating just above the plume of water is a rusted, blackened iron triangle, set with spikes. As you draw nearer, the water grows more foul, until it is a fountain of blood gouting from the heart of the pool.

The iron implement is the third part of the artifact needed to open the Chaos Gate (area 2-7). Despite the fountain's appearance, it poses no threat to the PCs. Taking hold of the artifact immediately transports the characters back to area 2-1.

Area 2-5 – The Captive Arbor: *Stepping through the portal, you find yourselves at the edge of a sylvan vale filled with fields of colorful flowers and ringed by chains of dark hills that can be seen silhouetted against a night sky. A crescent moon rises just above the horizon illuminating several winding paths that lead through the fields, each appearing to descend to the valley floor where a narrow stream runs west-to-east, separating you from the far side of the valley.*

The room contains a vast arbor filled with strange flowers of different shapes and colors. The room is a construct, the walls and ceiling an illusion made to appear as an infinite horizon capped by a star-filled sky. PCs that attempt to climb up the rocky hills surrounding the valley (DC 12 Climb Sheer Surfaces

or Agility check) eventually encounter solid walls that arch into a dome high above them. The PCs can see several paths leading through the fields to a river in the middle of the location, but no apparent exit.

PCs following any of the paths eventually end up at the bank of the river, a slowly meandering muddy stream roughly 10' wide that ends in a deep pool at the foot of the hills near the eastern wall. The river is patrolled by a hissing snake-like automaton. If the PCs cross the river or disturb its waters, the guardian glides out of a hidden opening located behind a waterfall at the headwaters of the stream.

Mechanical Guardian: Init +6; Atk bite +8 melee (3d6 [10]), lightning gaze +3 missile fire (2d8 [9], range 100'); AC 18; HD 13d8; hp 55; MV glide 30'; Act 1d20; SP reflect spells, thermal sight 30' (can detect invisible creatures), immune to critical hits, half damage from non-magical weapons and fire, double damage from electrical-based attacks; SV Fort +6, Ref +4, Will Immune; AL N.

The guardian cannot be turned. For purposes of *ray of enfeeblement* and similar spells, it has a Strength score of 20.

The guardian's bright skin reflects spells. If targeted by a spell there is a 2-in-3 chance the spell is reflected back towards the party; on a roll of 3, the spell targets the guardian as intended. The reflected spell potentially targets any character in the chamber; call for a roll of 1d20+Luck mod from every character within sight; the character with the lowest total is targeted by the spell.

The first thing the PCs are aware of is a hissing sound as the guardian glides towards them. The snake travels along the river, hovering above its surface and attacking any PCs within 30' of either bank, using a type of thermal vision to detect hidden and even invisible foes. It cannot detect PCs that have picked one of the orange-petal flowers (see table below), nor any PC that covers themselves using the cold mud from the river bottom. PCs struck by the guardian's lightning gaze while stand-

ing in the stream take an additional 1d6 [4] electrical damage if they are wearing metal armor.

The automation will search the river for a full turn before returning to the outcrop. PCs evading the snake see it pause before what appears to be a cliff face behind the waterfall, which after a moment parts to reveal a stone tunnel beyond. The entrance to the tunnel remains open for a round before closing. The PCs can only escape the encounter area by triggering the automaton and evading or defeating the snake and escaping via its tunnel.

PCs examining the flowers find they are of unusual beauty and appearance, each with a distinctly colored blossom. Those with botany backgrounds realize that they are not of any recognizable varieties. Picking the flowers has the following effects:

Flower	Effects
Blue	The flower crackles with a static electricity, causing PCs examining it to get a slight shock (1 hp damage). Any PC picking the flower is immune to electrical attacks for 1d4 hours.
Red	Any PC touching the flower feels a prick on their skin, delivering a lethargic poison. All actions are performed at -1d for the next hour (DC 15 Fortitude save to resist).
Yellow	When picked, intoxicating spores are released that fill the air in a 10' radius. All PCs in the cloud must make a DC 12 Fort save or be poisoned (-1d4 [3] AC, duration 1 day).
White	Touching the flower drains the PC of blood, causing 1d7 [4] damage and changing the color of the petals from white to dark red.
Lavender	The leaves of the flower deposit a sticky sap on the PCs skin that causes an itchy, stinging sensation that grows more painful each round. PCs can wipe the sap off with cold water or with strong wine or ale. If the sap is not removed, after 1d4+1 rounds, the pain diminishes and the PC is healed a hit die of damage.
Orange	For the next turn, the PC's skin turns cold to the touch and their eyes glaze over with translucent hoarfrost, making them invisible to the guardian's thermal detection.
Pink	When touched, the PC must make a DC 15 Will save or be overcome by the sylvan nature of the dale. Those that fail the roll are affected as if by a *charm person* spell for the next 1d4 [2] rounds. The judge should check each round to determine the actions of the afflicted while the enthrallment lasts. Each round there is a 50% chance they lay down in the fields of flowers, sighing with idyll contentment; a 25% chance they attempt to pluck a random flower to braid into a crown; and a 25% chance they run towards the river, seeking to splash in its depths.
Green	The flower appears to dissolve into the PC, changing their skin tone to a green hue that slowly fades after 1 week.

PICKING FLOWERS

One of the keys to this encounter is in exploring the arbor, which was overlooked by all but one of the teams during the original tournament. After their wizard's *prismatic spray* reflected off the guardian's skin and dazed both the warrior and the dwarf, one team came dangerously close to a TPK. The cleric, in desperation, started picking random flowers. On the second try he luckily plucked the orange flower and found that the guardian could no longer detect him with its thermal vision. Quickly informing the rest of the party of this discovery, one by one the PCs 'vanished' and followed the mechanical construction into its lair once it gave up the pursuit!

Area 2-5a – The Fourth Vault: *The corridor ends in a small, natural cave. In the center of the chamber is a single enormous flower that rises some 3' into the air, to a large, violet blossom. The air in the chamber stinks of rotting meat, and a sickly yellow puss seeps from the blossom, pooling on the floor around the stem of the flower.*

Floating just above the blossom is a rusted, blackened iron triangle, set with spikes. As you draw nearer, the stench of rotting meat grows stronger, along with the steady drip of puss from the alien bloom.

The iron implement is the fourth part of the artifact needed to open the Chaos Gate (area 2-7). Like its sisters, there is no threat to the PCs here. Taking hold of the relic instantly transports the characters back to area 2-1.

Area 2-6 – Death Lies in the Balance: *The door opens into a 100' cubic chamber of gray stone. The central 80'x80' is floored with copper; the left and right sides are etched with a peculiar symbol, and a thin line divides them, bisecting the floor. A gray statue of a 1-headed, halfling-sized gargoyle is on the left side of the line. Surrounding the copper is a 10' wide stone walkway.*

Opposite the door is a 20'-tall device similar to a scale, though it cannot hold any items. Its ends are marked with the same symbols as the floor, and the left-hand side is tilted downwards while the right hand side is tilted upwards; there is a door set in its base. Amulets with these same symbols hang on the wall of the room's entrance, on the corresponding sides of the doorway.

Besides the statue on the copper, there are three statues of gargoyles in the room's corners, all on the stone walkway. One has two heads and is twice as massive as the one-headed gargoyle; one has three heads and is three times as massive; the other has four heads and is four times as massive.

One hundred feet up on the ceiling are stone faces of various races: some familiar, some alien. All appear to be screaming.
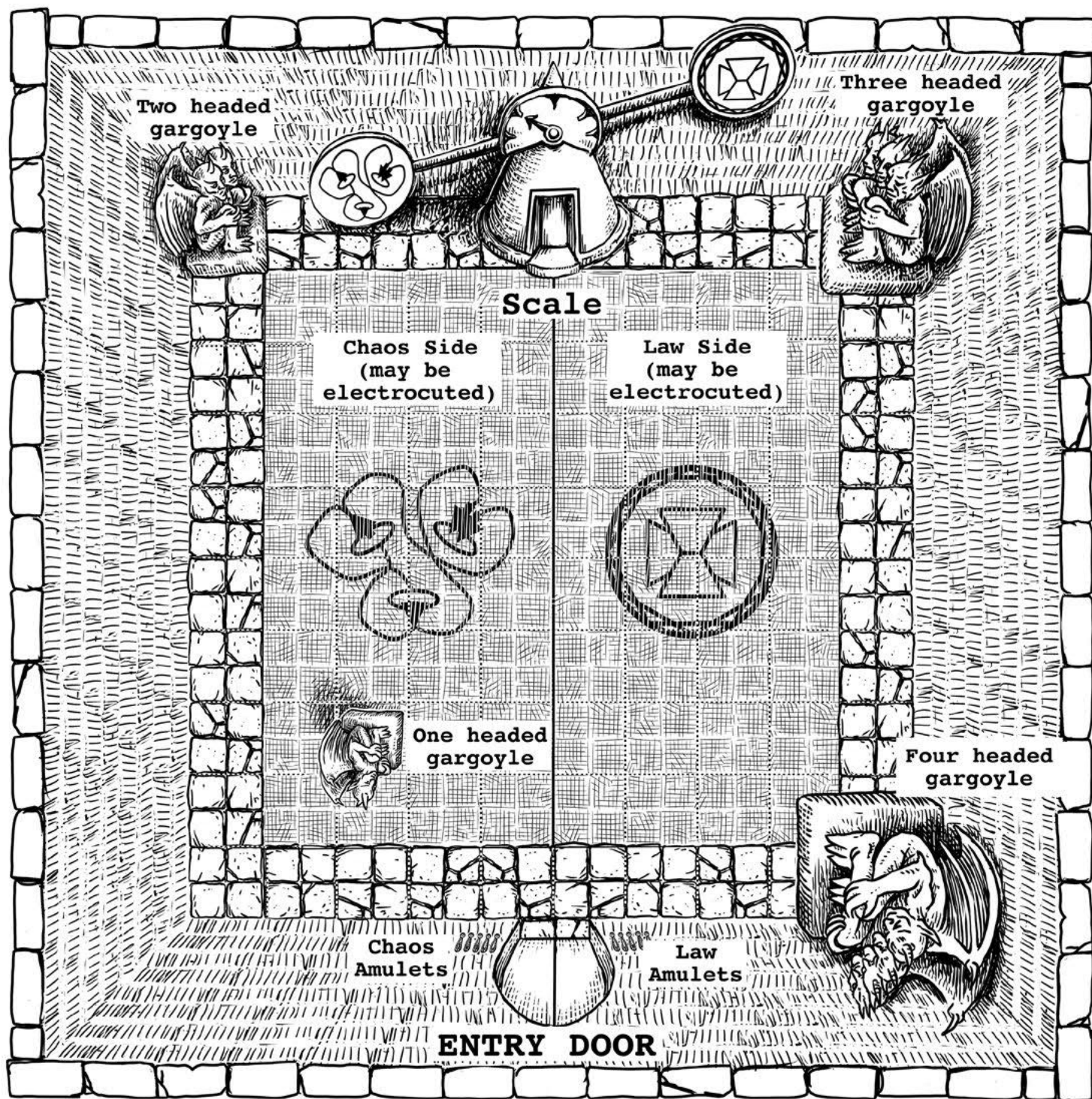
Give players **Handouts B and C**.

This chamber was designed to ensure that whoever seeks the Heart of Thakulon understands that the balance between Law and Chaos should never tip too far. The room is obviously a "balance the scales" puzzle, but parties that underestimate the subtleties of the scales may very well lose some PCs.

The chamber's exit is the door in the scale's base. It is locked with a mechanism so complex that only the most skillful and lucky have a chance to open it (DC 50 Pick Locks; only one try

Judge's Handout: Location 2-6

1 square = 5 feet

Two headed gargoyle

Three headed gargoyle

Scale

Chaos Side
(may be electrocuted)

Law Side
(may be electrocuted)

One headed gargoyle

Four headed gargoyle

Chaos Amulets

Law Amulets

ENTRY DOOR

Ten engraved amulets hang on the wall – five chaos amulets hang on hooks to the left of the entry door and five law amulets hang on hooks to the right of the entry door.

The goal is to balance the scale by moving the statues so there are a total of five gargoyle heads on the Law side of the copper floor and five gargoyle heads on the Chaos side of the copper floor.

per thief). Luckily, the door opens itself once all gargoyles are on the copper floor, and the scale is balanced.

Balancing the Scale: The scale has five marks on its dial: vertical (balanced), two clockwise (Law) and two counterclockwise (Chaos). Each mark denotes the number of heads by which the scale is out of balance. The scale is not measuring mass; it is measuring a "head count" on each side of the copper floor. Its initial position is leaning one mark toward Chaos, because the one-headed gargoyle is on the floor's Chaos side. The primary goal is to balance the scales using all of the gargoyles, but the room's peril lies in how this is accomplished. There are traps that trigger based on how far the scale is out of balance (see below); when the PCs enter the room, the copper floor is electrified; it remains so until the scales are balanced.

PCs balance the scales by moving the gargoyles from the stone onto the copper. The statues are surprisingly easy to move, and a PC may move one at their full movement rate. There are a few rules that come into play when balancing the scales:

1. The one-headed gargoyle statue on the "Chaos" side is immovable.

2. Only one statue may be moved at a time; all others are immovable.

3. As soon as a gargoyle is pushed onto the copper, or a PC wearing an amulet walks on the copper, the faces in the ceiling say a 10-second countdown, *"We shall judge the Balance in 10, 9, 8, 7, 6, 5, 4, 3, 2, 1."* When the faces stop counting, the statues become immovable. The scale changes based on what (and possibly who) is on the floor. This gives PCs one round to push a gargoyle onto the copper, and get off or remain there. Recall that PCs may take two move actions in the round if no other significant actions are taken.

4. Once a gargoyle has become immovable on the copper, it remains so.

5. If PCs are on the copper when the count ends, their own heads are counted toward the balance only if they wear the correct amulet for the side of floor they are on (see below).

One or two marks away from balance: When the scale is unbalanced towards either Law or Chaos, the copper floor is persistently electrified. Unless she wears an amulet for the floor's corresponding side (see below), a PC suffers 1d6 [3] shock damage per round on the copper (1d8 [5] if wearing metal armor), DC 14 Fortitude save for half damage. A thief may detect the trap with a DC 15 Find Traps check, noticing that body hairs held very close to the floor repel each other and radiate outward. Of course, tossing the party's pet chicken on the floor is a sure-fire method of detection. The trap may only be disabled by changing the balance of heads. Clever PCs may figure out a way to safely get across the floor without wearing an amulet (wooden shield and staff combination to "paddle board" safely, *force manipulation* spell, etc.). Finally, any gargoyles that remain on the stone perimeter attack the party if a PC takes shock damage from the floor. A gargoyle attacks until destroyed, at which time it "resets" in its respective corner (see death throe in stat block below).

Two-Headed Gargoyle: Init +0; Atk bite +4 melee (1d6 [4]); AC 18; HD 2d8; hp 10; MV 30' or fly 30'; Act 2d20; SP weapon

breaker (if a PC inflicts more than half maximum damage with a non-magical melee weapon, he must pass a Luck check or the weapon shatters), clawing crit (on a crit the gargoyle claws for 2d4 [5] additional damage), death throes/resurrection (body crumbles and reforms wholly healed in original position in room's corner, and will attack again if a PC is shocked by the copper floor); SV Fort +5, Ref +2, Will +10; AL N.

Three-Headed Gargoyle: Init +2; Atk bite +5 melee (1d8 [5]); AC 18; HD 3d8; hp 15; MV 40' or fly 40'; Act 3d20; SP and SV as two-headed gargoyle.

Four-Headed Gargoyle: Init +4; Atk bite +6 melee (1d10 [6]); AC 18; HD 4d8; hp 20; MV 50' or fly 50'; Act 4d20; SP and SV as two-headed gargoyle.

The gargoyles cannot can be turned. For purposes of *ray of enfeeblement* and similar spells, each has a Strength score of 15.

More than two marks away from balance: When the number of heads on the copper is more than two heads out of balance (e.g., the one-headed gargoyle on the Chaos side and the four-headed gargoyle on the Law side), the scale can no longer measure the imbalance between Law and Chaos. Consequently, the faces in the ceiling scream with electrifying cacophony. A lightning ball detonates in the room, damaging everyone for 3d6 [10] shock damage (DC 18 Reflex save for half damage, remember armor check penalties); amulet-wearing PCs are also damaged, but the gargoyles and the room itself are unharmed. This is in addition to the consequences described in "one or two marks away from balance" above. The copper floor is still electrified, and the remaining "sidelined" gargoyles attack if someone is damaged by it.

Amulets: There are five amulets with the floor's Chaos symbol and five with the floor's Law symbol hanging on the wall, on either side of the entrance as indicated on the map. By wearing a Law or Chaos amulet, a PC may lend their head to the count for balancing the scales, but only if they are on the side dictated by their amulet when the faces' countdown ends. A Chaos amulet worn on the *law* side has no effect, and vice versa. The advantage of this is that PCs can keep the scales balanced while gargoyles are being moved, as well as move gargoyles without getting shocked (thus preventing activating the ones on the perimeter). The amulets have a disadvantage, however, when all gargoyles have been moved to the copper, but do not balance the scale (i.e., their placement is not one-headed and four-headed on *chaos*, two-headed and three-headed on *law*): if PCs wearing amulets add their heads to the count to balance

the scale with all gargoyles present, then those PCs die, with their faces being added to the ceiling (see below).

Solutions: The safest way to "solve" the room is to balance the scales without letting them get more than two marks away from vertical (which triggers the lightning ball), and without activating the gargoyles. Remember that only PCs wearing the proper alignment amulets can traverse the copper safely. The only way to avoid a lightning ball without using PCs as counter-balances is the following sequence (remember the one-headed gargoyle is immovable on the chaos side):

1. Move three-headed gargoyle to Law side (scale shows 2 marks towards Law).

2. Move four-headed gargoyle to Chaos side (scale shows 2 marks towards Chaos).

3. Move two-headed gargoyle to Law side (scale balances, exit opens).

If PCs wear the proper amulets while moving the statues, and exit the copper before the countdown ends, then no gargoyles are activated (no PC has been shocked by the floor) and the lightning ball is not triggered. Note that in the above sequence, if the PCs had first moved the two-headed gargoyle to Law rather than the three-headed one, they would trigger a lightning ball in subsequent moves unless they used amulet-wearing PCs to counter-balance the scales. For example:

1. Move two-headed gargoyle to Law side (scale shows 1 mark towards Law, since one-header is on Chaos side).

2. Move four-headed gargoyle to Chaos side (3 net heads on Chaos, which is more than two marks away from balance). This triggers a lightning ball unless 1-5 PCs wearing Law amulets are standing on the Law side when the countdown ends.

3. Move three-headed gargoyle to Law side (scale balances, exit opens).

Solutions that Sacrifice PCs: A hasty party may move a gargoyle to the wrong side without thinking things through. This will ultimately require PCs to sacrifice themselves in order to balance the scales, and let the rest of the party proceed through the exit. An example follows:

1. Move four-headed gargoyle to Law side (3 net heads on Law; lightning ball unless counter-balanced with amulets). PCs realize mistake, but gargoyle is now immovable.

2. Move three-headed gargoyle to chaos side (scale balances, but exit does not open because not all gargoyles are on the copper).

3. Move two-headed gargoyle to law side (scale shows 2 marks towards law). All statues are on the copper and are immovable. The exit doesn't open because the scales are not balanced.

4. Two PCs wearing Chaos amulets stand on the chaos side. At the end of the countdown, the scale is balanced and the exit opens, but the two PCs die (no save, no recovering the body) with their faces added to those on the ceiling.

Cheating the Scale: PCs may try to physically manipulate the scale itself so that is always balanced, even though the place-

ment of the gargoyles is not. The Lords of Neutrality are not fooled by such actions, and the room behaves as it would if PCs left the scale alone.

Epic Doom: A party could conceivably place all statues on the chaos side, with the scale being 10 heads out of balance. Each side has only 5 amulets (the 5 amulets for each alignment is a hint for balancing 5 heads on each side), leaving the PCs with no means of passing the chamber, save attempting to pick the nigh-invulnerable lock.

When the countdown ends with all four statues on the side of the Chaos, a tremor runs through the room as the ceiling's faces begin sucking the air from below. Every PC feels their essence being drained upwards, and takes 5d6 [16] damage (no save). The shaking vibrates the three multi-headed gargoyle statues to their original corners, with the 1-headed statue remaining on the Chaos side. The room returns the state in which the party found it. May the survivors learn from their previous mistakes…

Area 2-6a – The Fourth Vault: *The corridor opens to a small, circular chamber. In the center of the chamber is a five-headed gargoyle, its hands raised supplication. Levitating just above the stone monstrosity is a is a rusted, blackened iron triangle, set with spikes.*

The iron implement is the final part of the artifact needed to open the Chaos Gate (area 2-7). Like its sisters, there is no threat to the PCs here. Taking hold of the key instantly transports the characters back to area 2-1.

Area 2-7 – The Chaos Gate: *A massive, monstrous stone figure looms above you in the dim light, rising hundreds of feet into darkness. It has the form of an enormous ram-horned demon, reclining atop a throne on the back wall of the nave. A corpulent belly rolls over the beast's lap, and a massive, skull-topped rod is clutched in one hand.*

The thing sits, perfectly still, in silence.

The demonic form is an idol, albeit one built on a colossal scale. The statue's black stone is polished to a bright sheen, so that PCs can see their reflection in the demon's "body." The statue also wards the Chaos Gate – entrance to level (and round) three.

At the foot of the titan's throne, is a large, broad staircase. The stairs rise to a circular portal cut from the throne beneath the titanic demon idol. The portal is reminiscent of the stone disc protecting the Seal of Law: a circular disc, set with glyphs and polished to a mirror-bright finish.

Thieves succeeding on a DC 20 Read Languages check accurately translate the ancient glyphs to read:

> *the son who would not*
>
> *bend his knee is entombed within.*
>
> *sunder this seal –*
>
> *ye shatterer of worlds*
>
> *Traitor betrayed*

The sign of Chaos is cut into the center of the gate. The gate is opened by placing all 5 of Chaos keys into the reverse relief, completing the sign. (For parties attempting to pick the gate, or open the gate with fewer than five keys, see below.)

A close inspection (DC 20 Find Traps check) of the gate alerts the thief that the gate is divinely warded, though the nature of

the trap is remains uncertain. All attempts to disarm the trap fail. However, a *dispel magic* spell check of 25+ disables to the ward for 1d3 rounds.

When all 5 keys are placed within the gate the massive stone disc shatters like a pane of glass, hurling razor shards out into the nave. An instant later – before the trap can take effect or any character is struck by the flying shards – time stops, freezing the PCs in place (DC 15 Willpower save to resist).

Characters that succeed on the Willpower save have five rounds to take action before time resumes. This can be as simple as retreating from the gate, hauling allies to safety, or even placing themselves in harm's way to protect friends. (Or, inversely, placing one character within harm's way to shield another.)

Note that characters can use an action die to take two move actions in a round. Characters attempting to carry their allies to safety must succeed on DC 10 Strength checks to move at full speed. Those that fail at the check move at half speed.

After five rounds, time resumes with a terrible swiftness. The deafening explosion buffets the PCs an instant before razor shards of stone tear through the nave, eviscerating anything they touch. Baring defenses, characters suffer (or avoid damage) according to their proximity to the gate:

Distance from Gate	Damage	Reflex Save
0-10'	5d12 [30]	DC 25 for half
11'-20'	4d10 [20]	DC 20 for half
21'-30'	3d8 [12]	DC 15 for half
31'-40'	2d7 [7]	DC 10 to avoid
41'-50'	1d6 [3]	DC 5 to avoid
51'+	None	None

Once the gate is opened, the PCs are free to pass into Level 3: The Vaults of Chaos.

Picking the Gate: Characters attempting to "pick," or otherwise open the gate with less than all five keys face a different fate. All attempts immediately fail, regardless of check or spell.

Read or paraphrase the following:

A tremor races through the open chamber, in time with the sound of stone grating on stone. The massive idol peers down from the darkness above, to gaze upon the supplicants at its feet, and exhales a violet fog.

Shot-through with motes of glittering star dust, the violet fog washes down on the PCs at the foot of the throne. The fog assumes into a towering, humanoid form, some 20' in height, and proceeds to lay waste to the PCs.

In combat the cloud permeates its target and then animates them from within – turning the characters on their allies. These attacks have no sophistication – the chaos cloud cannot utilize any of a PC's special powers, including spells, Mighty Deeds or even skills like Backstab – and is only capable of making simple action die attacks or similar, simple actions.

The cloud may target up to three characters per round. The target must succeed on a DC 15 Willpower save or be overcome by the chaos cloud. Characters that fail the save are directed by the cloud to take one physical action – most often attacking their allies or fleeing, but possibly throwing away their weapons or casting aside valuable gear. The Chaos Gate's action is in addition to the PCs' normal actions, and doesn't preclude the PC from taking his or her own own actions earlier or later in the round. (However this does disturb spell castings that require an entire round or more to complete.)

The cloud is largely immaterial, making it nigh-immune to mundane attacks (represented by its high armor class and saves). However, when it inhabits a body, the cloud takes on its host's AC and saving throws and damage done to the host is also dealt to the chaos cloud.

Defeating the cloud does not cause the Chaos Gate to open – this can only be done by collecting the shattered keys hidden throughout the level. However, subsequent attempts to open the gate do not release more chaos clouds.

Chaos Cloud: Init +4; Atk possession +5 melee (1d12 [6] + possession); AC 24; HD 8d10; hp 60; MV fly 60'; Act 3d20; SP possession, immune to critical hits; SV Fort +8, Ref +10, Will Immune; AL C.

The cloud cannot be turned.

LEVEL 3: THE VAULTS OF CHAOS

The third round of the tournament begins with the PCs stepping through the gate at the end of level two (area 2-7).

For the purposes of the tournament, all PCs begin the round with full hit points. Stat losses (including those due to spellburn or burning luck) are not recovered. Disapproval range resets, however effects earned in prior rounds continue to haunt the PCs throughout round 3.

General Features: Like the other two levels of the dungeon, the Vaults exist in multiple locations outside our known reality. Certain encounter areas behaving according to their own specific rules or laws of physics. Thus, like the other levels, leaving (via planar step or other great magics) is always possible, but returning is far more difficult, or even impossible.

Except where noted, the walls, floors and ceilings of the level

are irregular, "dead" caves. Cave formations are dried and brittle and a coat of rock dust lines the floors, ceilings and walls. There is no ambient light in the level, forcing characters to rely on torches, lamps or lanterns. The air is warm, stinks of smoke and sulfur (originating in area 3-7), and stings the lungs.

Round Start (area 3-1 – Hall of Horrors): *You and your fellow reavers step through the chaos-gate and into a small craggy cave. The cramped, oppressive ceiling is littered with dusty and broken stalactites, and dried stalagmites. The air is hot and tastes of smoke, searing your lungs with every breath.*

In and among the dead rock formations you can discern three exits: each a small passage, branching from the cave.

Area 3-1a: *A narrow fissure dives down into darkness. A scant 2 to 3' in width and varying between 5' and 6' in height, the small*

crevice threatens to crush any who dare to enter. A haze of choking smoke drifts up from below.

Dwarves standing at the crevice can smell the unmistakable scent of gold, platinum, and silver below. This is the correct path, though the smoke and soot originate in Thakulon's false tomb (area 3-7), not his prison.

Area 3-1b: *The natural cave is 4' in width and 7' high, with worn steps chiseled into floor, wending their way down. The air is cool here and the walls and floor of the passageway are slick with moisture and black scum.*

Characters inspecting the ceiling of the passageway note the ceiling is porous and spongy to the touch, bleeding water if pressed. Thieves succeeding on DC 15 Find Traps checks can affirm that the cave is magically warded, though every attempt to disarm or dispel the wards fails.

If any large object (weighing 25 lbs. or more) advances more than 20' down the steps, a mighty crash of water falls from the ceiling, sweeping those on the stairs down the steps, around the corner and into the pit at the end of the passageway (DC 17 Fortitude save to resist).

Characters swept into the pit fall 50' onto a loose floor of rock, taking 5d6 [16] damage and then are pummeled by the falling water for another 5d3 [8] damage. The water drains into the loose rocks as quickly as it arrives, and does not protect PCs in the pit if the trap is triggered again.

The trap resets after three rounds. While PC in the pit do not re-trigger trap, PCs remaining on the steps can. Characters in the pit take damage from the pummeling water each time the trap is triggered.

Area 3-1c: *The walls, ceiling and floor of the cave are limned in ice, casting glittering reflections down the passageway. Your breath hangs in the frosty air and an icy chill seeps into your bones as the cold takes hold.*

The passageway gently slopes down with the all-pervasive ice making movement difficult. The ice presents little threat to experienced explorers like the PCs; however, the increasing cold – drawn from the voids between worlds – does. In this fell place, the only reward for perseverance is death.

At 90' characters must make DC 10 Fortitude saves or take 3d4 [7] damage from the cold per round, suffer -1d to all actions, and have their movement reduced to 1/2.

At 120' characters must make DC 15 Fortitude saves or take 3d6 [9] damage per round, suffer a total of -2d to all actions, and have their movement reduced to 1/4. Even on a successful save, the PCs can move only at ½ speed.

At 180' the penetrating cold overwhelms any magical or mundane protections. Characters must make DC 20 Fortitude saves or suffer 3d10 [16] damage per round and suffer a total of -3d to all actions. Characters failing the save now must make DC 20 Fortitude saves to move at 1/4 speed.

At 210' and beyond, all characters take 3d14 [22] per round, and labor under a total of -4d to all actions. Characters must a DC 25 Fortitude saves in order to move at 1/4 speed for a single round.

Once the icy cold worms its way into the PCs' bones, it remains until they escape the corridor. **There is no reprieve granted for simply moving back up the corridor.** This means that a PC suffering the effects at 120' continues to take 3d6 [9] damage per round, suffers -2d to all actions, and moves at 1/4 speed until he fully escapes the passageway.

AN ICY DEATH

All hail Bo the thief, who believing with all his heart that something must lie at the end of the freezing tunnel, created a makeshift toboggan from the broken-up ruins of the marginalia worktable and flung himself down the icy chute in a bid to make it through the barrier of debilitating cold. The remaining players and judge watched in awe as at each step of the numbing trap he continued to plunge on rather than halt his wild ride, until at last he froze solid a mere dozen feet from his objective – a literal dead end.

Area 3-2 – Marginalia: *Before you is a gloomy room with stone walls and floor. The smell of parchment and dust fills the dim atmosphere. Shelves with pigeonhole racks line the walls, each empty as a skull's eye. The center of the room contains a large worktable, its surface littered with small bottles, quills, drying sand, and other implements of the scribe's trade. Dominating the worktable is an angled book rest holding a massive tome. Each page is nearly three feet tall by two feet wide. Even from here you can see the pages contain black text surrounded by wonderful illuminations of men and monsters. There is no visible exit from this room.*

Bringing brighter illumination into the room reveals other details unnoticed in the gloom. There are great gouges in the stone floor, furrows and scratches seemingly made by claws and talons. Some of the shelves are cracked and also bear signs of being raked by monstrous claws or chewed with huge fangs. Wisps of fur are caught in the cracks and stray scales, some the size of silver pieces, litter the floor beneath the shelves and worktable.

The scribe tools on the table are all ordinary and consist of quills, inks, brushes, paints of various hues, gold leaf (10 gp value), sand for sprinkling over wet ink, quill trimming knives, and so forth.

The Tome: The tome is magical and detects as such if the proper spells are cast upon it. Each page bears lines of black, block text done in exquisite calligraphy. The margins of each page are decorated with a variety of monsters (chimeras, lions, alligators, trolls, etc.) and images of humans being eaten by the same.

The book is written in the Common tongue, albeit an ancient version. Anyone reading the pages discovers they need to slowly read the words to parse out their meaning. The text reveals the book is a bestiary describing all manner of mythical creatures from around the multiverse.
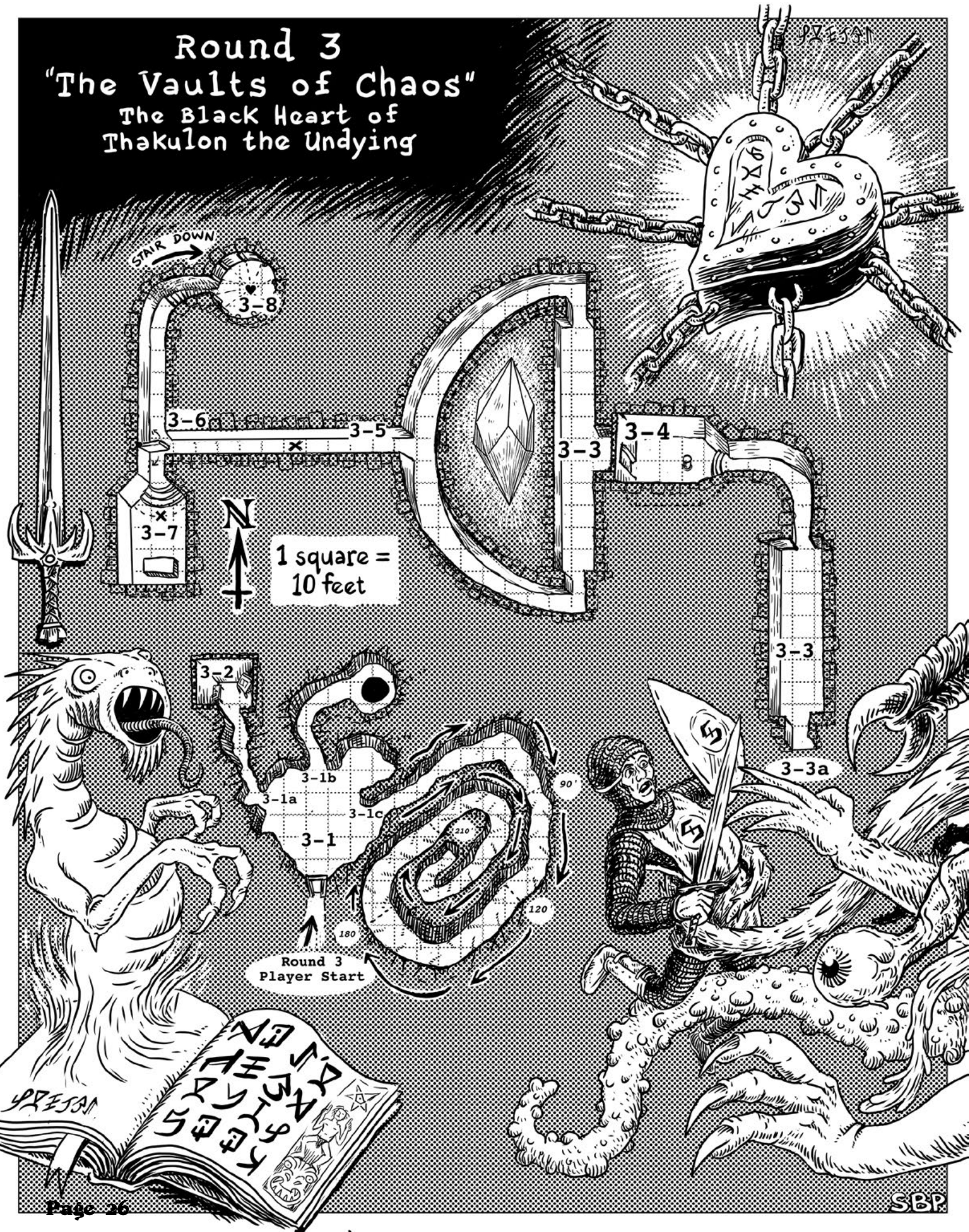
Reading from the book, either aloud or to one's self, causes the marginalia monsters to suddenly appear in the room, attacking the party. The monsters always appear three at a time and have the following stats:

Marginalia Monsters (3): Init +1; Atk bite +6 melee (1d6+1 [5]) or claw +4 melee (1d8+1 [6]); AC 17; HD 3d8; hp 20 each; MV 20'; Act 1d20; SP vulnerable to water and cold-based attacks; SV Fort +8, Ref +4, Will +3; AL N.

Round 3
"The Vaults of Chaos"
The Black Heart of Thakulon the Undying

STAIR DOWN

3-8

3-6   3-5

3-3   3-4

3-7

N

1 square =
10 feet

3-3

3-3a

3-2

3-1b

3-1a   3-1c

3-1

90'

210

120

180

Round 3
Player Start

SBP

The monsters cannot be turned. For purposes of *ray of enfeeblement* and similar spells, they have a Strength score of 10.

The appearance of the marginalia monsters varies from normal animals to mythical beasts, and the judge is encouraged to use her imagination when describing them. Regardless of their appearance, they all use the same stat block (as above). The monsters are physical creatures, not illusions or animate drawings, but their illuminated origin makes them vulnerable to water (1d6 damage) and cold-based attacks (double damage).

It is possible to examine the book without triggering the monster attacks. To do so, the character must either be illiterate (Intelligence of 5 or less), not fluent in the Common language, or state they are explicitly concentrating on the marginalia and ignoring the text. Creative magic use such as a reversed *comprehend languages* spell cast upon the book or caster, or players that state they are specifically covering the text with a shield or similar object might also prevent inadvertent reading of the text.

If the examining PC is ignoring the text, but literate in the Common language, they must make a Luck check for every two pages they peruse. A failed Luck check indicates the perusing PC inadvertently read some of the writing while examining the pages, triggering another monster attack.

If the PC examining the book is a spellcaster of any type or possesses a scholarly occupation (alchemist, astrologer, scribe, etc.) they make their Luck check with a +1d penalty to their roll to reflect the penchant for these types to read books rather than just look at the pictures.

If someone successfully examines the book while concentrating on the marginalia, they discover the following facts depending on how many pages they peruse. Note for each two pages, there is a chance of triggering another wave of marginalia monster attacks as above.

# of Pages Examined	Images Seen in the Tome's Margins
1-2	The margins are filled with terrible beasts eating what appear to be common folks (farmers, craftsmen, laborers, etc.).
3-4	Scribes are depicted in the margins, toiling over texts with their quills, inks, brushes, and paints.
5-6	The monsters are now attacking what appear to be adventurers. Some of the monsters are slain, but so are the adventurers.
7-8	The scribes are now shown illuminating adventurers into the margins. Some of the figures are half-finished, depicted as merely outlined bodies lacking color or gilding.
9-10	An entire party is depicted in the margins. Most are walking through a door pictured on the page while one fights off monsters.
11-12	The party is gone and the door is closed. Both the monster and the adventurer shown fighting it lie dead in the margins of the book.

Exiting the Room: The tome is a conduit, allowing things to both enter and exit the room. Anyone examining the book's illuminations might discern that or they may come to the con-

clusion on their own. To escape, the PCs must represent themselves in the margins of the book.

They can draw themselves into the book using the scribe's tool present in the room. Once a PC is illuminated into the tome's margins, they vanish from the room and find themselves in a foggy landscape, clouded by parchment colored mists. The sounds of growling creatures and the padding of footsteps is heard in the fog. A wave of marginalia monsters attacks any PCs in the book 1d4+1 [3] rounds after the first PC appears in the book.

Thieves, wizards, clerics and PCs with a scribe, elven artisan, or shaman background can easily draw their fellow adventurers into the book. Less artistically inclined PCs attempting to do the illuminating must make either a DC 10 Intelligence or Agility check (player's choice). This roll is attempted for each PC being drawn into the pages. If the check fails, the PC being depicted still appears, but is ill-proportioned and off-perspective like a child's drawing. This imparts a -2 penalty to all checks made by the badly drawn PC while within the book.

Spells such as *cantrip, phantasm*, or even a *mirror image* spell with some creative manipulation, can also be used to make the PCs appear in the margins as if illuminated by hand.

The last PC remaining in the room must draw him or herself into the pages. Doing so can be accomplished by any means noted above.

Once all members of the party have been drawn, PCs in the book spot a door among the parchment-hued mists. If there are marginalia monsters attacking, they are currently between the party and the exit and must be defeated. If the monsters have yet to appear, they do so as soon as the party heads for the door, manifesting out of the fog to bar their passage. Defeating or evading the illuminated creatures allows the party to escape.

A party that exits the book through the door has defeated this encounter and reappears in their normal forms in area 3-3a, just outside area 3-3.

DOODLING IN THE MARGINS

One of the highlights of the tournament was one team's attempts at solving the marginalia puzzle, which proved to be a huge time sink for the party. Even once they struck on the idea of drawing in the margins they continued to struggle for a period of time, choosing first to draw the party's missing - and presumed dead - thief in the belief that it might somehow bring him back to life similar to how it was creating the marginalia monsters. Finally, after seeing no visible results, the brave wizard volunteered to be drawn in next, and was shocked to discover himself transported to a foggy landscape with the body of the missing thief face down beside him! Even then they were not quite done with the room: the judges continued to play up the mystery as one by one we sent the players of the drawn PCs to a side table, leaving the remaining players in the dark as to what was going on and further questioning if this was the right course of action!

Area 3-3 – The Hunting Hall: *This hallway is made of stone, but the structure undulates as if a mirage. The air is uncomfortably hot and arid, and smells like charcoal and sulfur. Tens of hundreds of claws, tentacles, maws, and other infernal appendages press through the stone, impossibly stretching it as they reach to make contact!*

The hunting hall is an extra-planar creature, coexisting simultaneously in one of the 777 hells and the material plane (or whatever plane the PCs are currently in). Minor demons use the creature to attack through its walls, ceiling, and floor to create a "gauntlet" the PCs must cross in order to get from one room to the next.

Passage through the hall is perilous in the extreme. Every round the PCs spend in the hall, each character is targeted by an attack. Worse, on any successful attack by the hall the PC must make a DC 10 Reflex save, remembering armor check penalties, or be seized by multiple arms and maws and pinned to wall. Pinned characters are automatically hit on subsequent rounds. To escape, the PC or one of their allies must spend an action and succeed on a DC 12 Strength check, tearing the character free of the demonic embrace.

Note that the same hall appears in multiple locations, and it is imperative that the judge tracks how much damage the party has done to the hall (see below), and carries this damage through as it hunts them between other encounters. It is also important that the judge describes the hall as appearing more and more unstable as it takes damage (see below).

Hunting Hall (Appendage Swarm): Init +2; Atk infernal appendage +5 melee (1d7 [4] + hall-pin); AC 15/special; HD 10d12; hp 75 (hall only); MV special; Act 1d24/special; SP attacks all targets within the hall, PCs always roll damage (if a PC's attack hits the AC, then appendages are damaged, otherwise the hall is damaged), brief respite (if PCs damage appendages 15 points in a round, the demons forfeit their attacks the following round), exposing the void (for each 15 points the PCs damage the hall, the last PC to do damage must pass DC 14 Reflex save, or be sucked into the void), teleportation (the hall teleports between rooms), fumbling damage (a PC does maximum damage to the hall on a fumble); SV Fort +10, Ref +0, Will +10; AL C.

PCs always do damage: Because the hall is a "vehicle" for a demon hoard's "appendage swarm," it uses a special mechanic. Whenever a PC attacks, he rolls damage. If the attack successfully hits the hall's AC, then the attack damages the appendages. If the attack misses the AC, then the attack damages the hall; on a fumble, the hall takes maximum damage from the PC's attack. *No matter what a PC's attack roll is, either the appendages or the hall takes damage.* Magic works similarly. The hall gets a saving throw for any spell cast at it; use a Will save vs. spell check for spells that normally have no save, such as *magic missile*. If the hall makes its save, the appendages are damaged. Otherwise, the hall is damaged.

Damaging the appendages: In a given round, if the party inflicts at least 15 points of damage with attacks that hit the hall's AC, then the appendages do not attack the following round. This allows PCs to move through the hall safely for a short time. Note that no matter how much damage the PCs do, the respite only lasts the following round. The number of demons waiting in line to attack through the wall is inexhaustible, and no amount of damage will prevent attacks for any longer. The only way to per-

Guidelines Table for Preventative Actions from Being Sucked Into the Void

Preventative Action	Bonus to DC 14 Reflex Save
Attacking with 5' or longer weapon (2-handed sword, spear)	+1d
Roped together, locking arms, etc.	+1d (2 PCs), +2d (3 or more PCs)
Placing a mundane object in front of hole	+1d (+2d if man-sized or larger)
Mighty Deed of Arms	+1d (deed die 3-4), +2d (deed die 5 or more)
Feather fall, levitate, or *fly* spell	Roll d100 for saving throw
Wall of Force (*force manipulation* spell)	Roll d100 for saving throw
Spider climb spell	+1d (spell check 12-19), +2d (spell check 20+)
Divine Aid	+1d (12-14), +2d (15-20), roll d100 (20 or more)

manently stop the attacks is to destroy the hall itself (see below). There are a few tricks that always damage the demons:

- One half-pint vial of holy water inflicts 1d4 to the appendages, and does not hurt the hall.

- Lay on hands does 1d8 points of damage to the appendages for each HD of healing. Treat the hall's alignment as "adjacent" regardless of the cleric's alignment. Failed checks do not affect the hall.

- A *turn un-holy* spell check of 20 or more is painful enough to the demons to stop the next round's attacks as if the party had done 15 points of damage. Failed checks do not affect the hall.

- A *ray of enfeeblement* spell check of 20 or more ceases the demons' next round's attacks as if the party had done 15 points of damage. Failed checks do not affect the hall.

Damaging the hall: For every 15 points of damage the party does with attacks that miss the hall's AC, part of the hall's structure falls into the interplanar void; this occurs when the party's inflicted damage is 15, 30, 45, and 60 hp (at 75 hp the hall is dead). The structure falls away nearest the PC that most recently damaged the hall. This PC must succeed on a DC 14 Reflex save or be sucked into the void, permanently lost (no recovering the body).

This risk can be somewhat mitigated by clever actions on the PCs' part. Some specific guidelines are given below; these may be helpful when players think of unanticipated solutions. If a solution covers multiple categories (e.g., a Mighty Deed to block a hole with a shield), then apply the largest bonus. Note that being sucked into the void is not like "falling into space." It is more like being de-atomized by a black hole. A rope can help, but this isn't simple gravity the PCs are fighting.

The perilous sucking occurs only on the round that the damage is done; it's assumed PCs avoid holes in the hall otherwise. Each time the hall is damaged 15 points, describe the hall as having more holes, and less construction.

Killing the hall: When the hall has been damaged more than 60 points, the party must be especially cautious. The hall should be described as having large gaping holes to make the danger obvious; and there is only room for the party to traverse it single-file. When the hall receives 75 points of damage, it dies and disappears. This leaves any PCs within and near the hall instantly exposed to the void. All characters within 25' of the hall are sucked into the void and die instantly, with no save.

The hall reforms, at full hp, after 1d7 [4] turns.

Area 3-4 – The Prismatic Vault: *Wide stone steps descend to a small vault. A dais containing several translucent cut stones rises from the floor ahead of you. At the end of the hallway is a large stone door with a gleaming gem embedded in its center. On either side of the entryway the walls are encrusted with small white crystals that seem to shimmer with a rainbow of reflected colors.*

PCs examining the door find no obvious means to open it - the gem embedded in the center of the door is the only visible feature. The exit is magically warded. Touching the door or gem, or placing one of the prisms into the mount located on the dais (see below) triggers the crystal wall to flare with a prismatic light that floods the room, causing the gem in the door to reflect a randomized colored ray at each PC per the table below.

On the dais are eight clear prisms of various sizes along with a mount made of filigreed silver wire. Give players **Handout D**; judges see the key below. The mount can hold a single prism at a time, and in only a single orientation. Each crystal is similar in appearance, cut to focus a particular wavelength of light towards the gem in the door when mounted on the dais. When struck by the light, the gem reflects only that color ray back
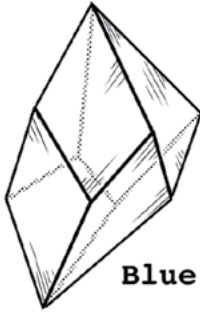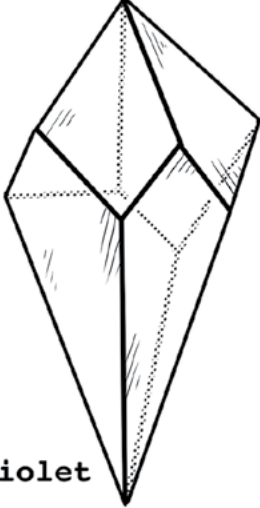

AREA 3-4: JUDGE'S KEY

Green

White

Red
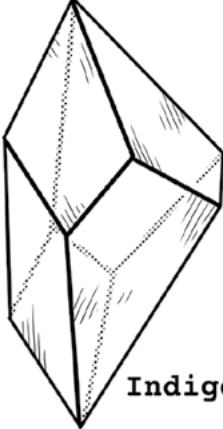
Blue

Orange

Violet

Indigo

Yellow

to the PCs. If struck with light from the white prism, the gem flares up with a dazzling white light and the door opens. PCs directing any source of pure white light at the gem, such as from a lightning bolt or reverse *darkness* spell, also trigger the door to open, otherwise the gem scatters the light source back at the party causing a random effect per the table below. Clever players might note that with the exception of the smallest prism, or white prism, the size of the prisms corresponds to the order of the colors of the spectrum, from the smallest cut (red) to the largest (violet).

Roll (1d7)		Effect
1	Red	12 points fire damage (DC 15 Ref save to avoid)
2	Orange	24 points acid damage (DC 12 Fort save to avoid)
3	Yellow	48 points electricity damage (DC 10 Ref save to avoid)
4	Green	Poison (DC 15 Fort save or death)
5	Blue	DC 15 Fort save or turned to stone. The PC cannot perform any actions but remains aware of her surroundings as if buried beneath a thick layer of earth (sounds are muted and sight is hazy and narrow in scope), and is otherwise incapacitated, but does not starve or suffocate.
6	Indigo	DC 15 Will save or crystallized. PCs turned to crystal are immune to the effects of the light rays, but effectively act as another gem for purposes of reflecting light from the walls and ceilings, increasing the number of rays that strike the remaining party. Crystallized PCs can only be uncrystallized by striking them with a source of white light.
7	Violet	Target must make a DC 15 Will save or go insane for 1d4 [2] rounds. The judge should check each round to determine the actions of the afflicted while the insanity lasts. Each round there is a 50% chance they attempt to seize a random prism from the dais and smash it against the ground; a 25% chance they attack a nearby creature at random; and a 25% chance they perform a normal action.

Area 3-5 – False Tomb Trigger: Mid-way down this corridor is a pressure plate hidden beneath the writhing mists. The plate is easily missed by parties not taking extraordinary precautions (e.g. tapping the floor prior to every step, etc.).

Weighting the panel with 50 lbs. or more causes the door in area 3-6 to grind closed, opening the way to the False Tomb (area 3-7), while also releasing a horde of demons and concealing the passage to the real tomb (area 3-8). The character triggering the plate feels a click as the plate is activated, and all the characters

hear the grinding of stone on stone, followed by the howl of gibbering, slithering demons as they hurtle down the hall.

The party has a scant three rounds before the demonlings arrive. Short, squat and composed of seething clouds of fiery smoke, they scamper along the floors, ceilings and walls – a tide of sooty darkness threatening to engulf the PCs.

With their overwhelming numbers, the demonlings present a dire threat to the PCs. Up to 4 demonlings may assault a PC per round. They attack the PCs in sequence of the marching order, spilling over into secondary and tertiary ranks as their numbers allow.

Example: The first PC in the marching order suffers 4 attacks from the 20 demonlings. The next PC in the order suffers a second round of 4 attacks, and so on, until the action dice of all 20 demonlings are exhausted.)

However, if lured into the hunting halls (areas 3-3) the demonlings are immediately caught by the halls and riven to bloody bits.

Demonlings (20): Init +0; Atk bite +5 melee (2d4 [5]); AC 15; HD 2d10; hp 10; MV 30'; Act 1d20; SP infravision 30'; SV Fort +2, Ref +3, Will +6; AL C.

The demonlings can be turned by Lawful clerics. For purposes of *ray of enfeeblement* and similar spells, the demonlings have a Strength score of 10

Area 3-6 – Wall Trap: The corridor takes a sharp turn here, but is otherwise nondescript. Only if PCs are taking care to note the conditions of the dungeon floors (or ceilings) do they note scores in the stone floor (the result of the moving wall being triggered in area 3-5). Dwarves and masons can immediately confirm it is a moving wall, and likely the source of the grinding sound heard before the release of the demonlings. Other PCs will simply have to guess at the truth, with no real certitude.

If the PCs avoided triggering the pressure plate in area 3-5, the wall is rotated to allow passage to area 3-8, the true tomb of Thakulon the Undying.

However, if the PCs have accidentally triggered the pressure plate, the wall has closed off access to area 3-8; instead, PCs are funneled towards area 3-7, the False Tomb.

There is a slim seam between the walls, which goes unnoticed unless the PCs are explicitly searching the area. If the seam is discovered, the wall can be pried back open, allowing passage to area 3-8. Otherwise, the wall only returns to its original position when triggered by the pressure plate in area 3-7.

If the PCs attempt to move the wall under time constraints – i.e. the party has been split and the PCs are trying to quickly reach their friends – a DC 25 Strength check is required to open the

wall far enough to allow passage. Up to three characters can lend their Strength bonuses to the check to force the wall, but only one character may attempt the roll.

If time is not a constraint, the party can easily move the wall with five minutes of work, prying back the wall, inch by inch.

Area 3-7 – False Tomb: *A series of three broad steps descends into a vaulted tomb. The walls are carved with macabre depictions of skeletons hauling the living to their doom, and a strange purple mist swirls about, concealing the floor.*

The source of the miasma is clear: At the rear of the chamber, elevated atop a great dais, is a massive stone sarcophagus that weeps fiery black clouds in heavy streams that pool on the floor.

The sarcophagus is unusually large: over 10' in length and pierced by thousands of holes. Wary characters may note that, per the legend, Thakulon's body was dismembered and scattered to the planes – there should be no call for a full sarcophagus.

Dwarves note that the smell of precious metals – especially gold and platinum – is incredibly strong here.

At the very base of the stairs, concealed beneath the mist, is a pressure plate. Weighted with 50 lbs. or more, the plate causes the moving wall in area 3-6 to move back into its original position, trapping anyone in area 3-7 within the False Tomb and locking out any characters that haven't entered the area.

The door grinds shut over the course of a single round. Characters attempting to dash through the shrinking gap must succeed on DC 15 Reflex saves or be caught by the crush of the wall, taking 5d6 [16] damage, and blocking the escape of any of their allies. The moving wall can be stymied by placing a metal pole between the two walls, but anything less substantial is crushed flat. Mere wooden poles and iron spikes are not enough to slow the wall's progress.

As the wall grinds shut, the miasma gouting from the sarcophagus begins to build, rising up to the PCs' knees, then waists and then reaching the height of a human's neck in the course of three rounds. Semi-sentient, the terrible mists writhe about the PCs, obscuring sight and dampening sound.

On the fourth round the mists swirl over the top of the PCs' heads and the characters begin to "drown" in the malevolent mists. The fell mists sap creatures of 1d8 [5] points of Stamina damage per round. A character falls unconscious when reduced to 2 or fewer points and dies when their Stamina reaches 0. Lost Stamina is restored immediately if the PCs escape from the chamber. Additionally, all characters in the mists can only see a scant one to two feet, and are treated as blinded, suffering -2 to their AC.

Opening the sarcophagus worsens matters. At the slightest touch, the massive stone lid flies free, crashing to the ground and shattering into a thousand pieces. A colossal form of mist and miasma stands free of the sarcophagus with a deafening roar and proceeds to lay waste to any PCs remaining in the chamber.

The sole escape from the False Tomb lies in either forcing back the wall (requiring a DC 25 Strength check, or 5 minutes of labor) or triggering the plate once again in area 3-5. Up to 3 characters can spend their actions to lend Strength bonuses to the check to force the wall, but only one character may attempt the roll.

Note that defeating the demon does not cause the mists to dissipate. Only if the wall is forced open, and the demon slain, do the mists slowly vanish.

Treasure: The base of the sarcophagus is composed of three enormous plates of silver, platinum and gold. Each weighs several hundred pounds, so retrieving the plates is no small task.

Mist Demon: Init +3; Atk claw +5 melee (1d14+2 [10]); AC 19; HD 10d8; hp 55; MV fly 45'; Act 2d24; SP infravision 100'; SV Fort +4, Ref +6, Will Immune; AL C.

Area 3-8 – The Black Heart of Thakulon: *A grand stairway descends into a dark oubliette, some 30' across. The walls of the chamber are set with eight massive stone pillars. Bolted to each pillar, at chest height, is an enormous iron shackle. To each shackle is affixed a taut chain, composed of massive iron links scored with glowing sigils. Each of the chains runs to the center of the chamber where they suspend – or are suspended by – a small heart-shaped coffer: blackened with heat and stained with gore.*

Drops of ichor seep free of the coffer, spattering the floor, and you and your companions can hear a faint hum coming from all around. The air in the chamber is perfectly still, as if the universe were holding its breath.

The enormous pillars and chains all serve to hold Thakulon's undying heart within the coffer-prison, anchored tightly on all sides. The humming sound is the vibration of the chains as the heart attempts to pull free.

The instant the first PC sets foot on the floor of the oubliette, the coffer begins to tremble and shake, hauling at its massive shackles to no avail. Bits of dust and rock fall from the high ceiling, but otherwise Thakulon's prison holds.

Tournament Judges: If the PCs make it this far, they have triumphed! For scoring purposes, the session is now complete. With any time remaining, the PCs can explore the chamber and its secrets, **but any deaths or losses do not penalize the PCs.**

Freeing the Heart: The slightest touch to any of the chains is sufficient to mar the sigils, upsetting the delicate balance and permitting the heart to tear the shackles free from the pillars. As the heart violently breaks free from one chain and then the next, the great stone pillars are shorn free from the walls, causing massive stones to fall from the ceiling, precipitating the vault's collapse.

If the PCs mar the sigils, call for actions and initiative, and then apply the following initiative table to the PCs' actions.

(Note that the effects are cumulative, and ties favor the PC; a PC attempting to flee the chamber on an 11 count, would suffer all the effects of 12 and higher, but avoid the effect of the 11 count.)

Characters that succeed in escaping the violent collapse of the prison are engulfed in a billowing cloud of choking dust and flying rubble. As the cloud clears, they see a towering, astral form, limned in blue fire. The sole material portion of the body is the pulsing heart. The PCs are gazing upon the ghostly form that was once Thakulon the Undying, but will soon be Thakulon the Reborn.

The great sorcerer considers each of the PCs for a moment. In his present (un)form he is immune to both mundane and magical attacks, and similarly cannot affect any powers over the PCs.

Initiative Roll	Action
16+	Dust and pebbles sift down from the ceiling.
15	Tremors shake the chamber, reducing all movement by -5' per round.
14	Large stones begin to fall from the ceiling. All characters within the chamber must succeed on a DC 10 Reflex save or be grazed for 1d12 [7] damage.
13	The floor shifts and buckles beneath the PCs, reducing character movement to 1/2.
12	The first pillar tears free and pitches across the chamber. Massive slabs of stone sheer off the walls and tumble to the floor. DC 10 Reflex save or 1d16 [9] damage.
11	A great stone slab falls from the ceiling; the PC with the lowest Luck score must roll equal or beneath his current Luck or be crushed. The air is filled with choking dust, flying shards of stone and bits of squashed PC.
10	The floor shifts violently, opening a 10' crevasse directly before the exit from the chamber. Vaulting the crevasse requires a DC 10 Agility or Strength check. Characters failing the check may attempt a DC 5 Reflex save to catch the lip of the crevasse; those that fail plummet to their doom.
9	Three more pillars tear free, tumbling throughout the chamber. All PCs remaining in the room must succeed on DC 15 Reflex saves or be struck by the falling debris for 2d12 [13] damage.
8	More slabs tumble from the ceiling, releasing a rain of rubble. Any PCs remaining in the chamber must roll equal or below their current Luck score or be crushed.
7	The crevasse widens to 15', increasing the DC required to vault the gap to 15. Characters failing the check may attempt a DC 10 Reflex save to catch the lip of the far side. All others plummet to their doom.
6 or less	The last pillars break free, permitting the remainder of the vault to collapse. Any characters remaining within the chamber are buried beneath several tons of rock and debris.

The sorcerer speaks in ancient Lemurian, a mother-tongue readily comprehended by all intelligent listeners, listing the four legendary locations of his remaining canopic coffers. "Free me so that I may rest," the sorcerer finished, "and the forbidden knowledge of the Shining Cities will be yours."

The specter fades, the beating heart vanishing last. Whether or not the party cares to take up Thakulon's quest is up to the PCs, but those that do are immediately granted +1 Luck from the undead sorcerer.

The PCs avoid damaging the sigils: Parties with the wisdom not to free dread Thakulon are rewarded for their caution, after a fashion. The ichor dripping from the blackened coffer offers great power to those foolhardy enough to allow it to touch bare skin. If a PC catches a drop of ichor, call for a Willpower save, and apply the saving throw on the following table.

Willpower Save	Ichor Result
1-5	Character's body overwhelmed by the wickedness of Thakulon; death in 1d3 [2] rounds.
6-8	Character goes mad for 1d7 [4] days, believing self to be an incarnation of Thakulon.
9-11	A portion of the PC's soul is drawn back to feed Thakulon. Character permanently loses 1d4 [2] points of Luck.
12-16	Secrets of the universe are revealed to the PC. The character is granted the ability to cast one randomly determined first level wizard spell (spell check 1d16 + CL). If already a caster, the PC can cast the spell at 1d24 + CL.
17-20	The character is granted the ability to cast two randomly determined first level wizard spell (spell check 1d20+CL). If already a caster, the PC can cast the spells at 1d24+CL.
21+	The character is granted the ability to cast two randomly determined first level wizard spells and one second level wizard spell (spell check 1d20+CL). If already a caster, the PC can cast the spells at 1d24+CL. The character gains 1d4 [2] Luck.

A PC can attempt to catch as many drops as he or she likes, but each subsequent drop imposes a cumulative -1d penalty to the saving throw. Only the effects of the highest roll apply.

2017 DCC RPG OPEN TOURNAMENT RECAP

BY HARLEY STROH

This year's Gen Con DCC RPG tournament saw the return of the team tournaments of old. Like *The Hidden Shrine of Tamoachan*, *The Ghost Tower of Inverness*, and the inimitable *Tomb of Horrors*, teams of PCs were pitted against a killer dungeon, where only one party could triumph.

Building up to Gen Con 50, none of us really knew if DCC RPG could survive the group tournament setting. The game's hallmark is its unpredictable nature, where the judge is often just as surprised as the players. Could we ensure that every judge would issue similar rulings? Could we allow for spellburn and Luck burn, when any spell check north of 25 can shatter the planet? And once all this was done, would it still feel like DCC?

But adventures are what we do best.

We gathered our finest DCC RPG designers working and asked each to submit multiple encounters. Many were rejected, most were re-written, and nearly all were altered to fit the strict tournament format.

For scoring, we took an intentional step away from the familiar DCC team tournaments of old. Whereas previous tournaments offered points for specific solutions ("use the wand of cold against the fire elemental, +25 points"), the DCC RPG tournament focused on the ends. We didn't care so much how you got there, as long as you arrived.

We didn't know it at the time, but this simple choice would prove instrumental in the final round.

Once written, collected, and scored, we paired the adventures with the best judges we knew that were willing to run DCC RPG rules as written. After a preliminary meeting at Gary Con, each judge playtested his rounds, providing edits that were worked back into the adventures. Even during Gen Con we met nightly, reviewing the levels for the upcoming rounds, coming to consensus on rulings, revising encounter elements, and discussing potential solutions.

The first round teams were an even mix of battle-hardened grognards, tournament veterans, and wide-eyed novices who might have just signed up for the wrong event. One ticketed team even failed to show, forcing us to call out for volunteers willing to join the tournament.

The first rounds of the adventure unfolded as you would expect, with the cautious crawlers slowly outpacing their wild, charge-into-oblivion rivals. Ill-luck laid some teams low, the cleric death spiral claimed a few more, and Terry Olson's mind-bending puzzles did in the rest. The Medieval Kenivals (the pickup team composed of random players) barely made it through in round one, edging ahead of tournament veterans Clan Yoeman and Kids by a scant 20 points. And by sheer dint of Luck, Emily M., playing the only Kenival alive at the end of the second round, succeeded in rolling her companions' bodies and finished the level, pushing the them into the championship.

The final round ushered in two disparate teams:

Thanks to masterful play, the Blood Stallions had arrived largely intact, with only a few stats burned and limited cleric disapproval. All five players had been tempered in the fires of the first two rounds and they were ready to head home champions.

In contrast, the Medieval Kenivals were down to a mere two players – the balance of their pick-up team having other commitments or having left town altogether. Not only that, but they were penalized for each non-showing player as if those PCs had died in the round – giving them a huge point deficit to overcome. A single wizard and elf were left to contest with the third and deadliest round.

And with the crash of Wayne Snyder's Doom Gong, the adventure was on.

Deprived of nearly all their resources and facing nigh-certain destruction, the Medieval Kenivals did the one thing every DCC RPG player can relate to: they started playing like zeroes.

First they looted the bodies of their fallen comrades. Lacking a thief, they resorted to that classic standby: the 10' pole. Further, the tip of the pole was quickly muffled in a dead companion's cloak to avoid drawing wandering monsters with their tapping.

They ran from every encounter, luring beasts into trapped portions of the dungeon. The monsters they couldn't bait, they set aflame with the copious oil of their fallen brethren. They weaponized the dungeon, only resorting to spells and class abilities once every other avenue had been exhausted.

In an OSR game, by the time you decide to roll initiative, you've already ceded the battle. You're putting your PC at risk, trusting that the dice will come up in your favor. The Medieval Kenivals weren't about to trust any dice. And in a tournament that scored the ends (Survive!) rather than the means (Survive in Clever Ways We've Prescribed), they had a chance to make a decent showing.

I had come to the game expecting a Sunday Morning Massacre. Suddenly we had a tournament.

The game had to be run perfectly straight, lest the other teams think we had gone soft on the Kenivals. I demanded precise descriptions of every action, knowing that one misstep in key chambers could trigger any number of traps. Players couldn't speak to each other unless their PCs were in the same room. Equipment and spell durations were assiduously tracked. Emily and Jason rose to the challenge. No quarter was asked for, and none was received.

The third round has a pair of puzzle rooms that serve as bottlenecks. In playtests, players unable to solve the puzzles would get hung up, and often withdrew to explore deadly red herrings. Miraculously the Medieval Kenivals solved both puzzle rooms with ease, opening the rest of the dungeon to scoring opportunities.

Meanwhile, through no fault of their own, the far better equipped and numerically superior Blood Stallions found themselves confounded by one the earliest chambers. Minutes ticked by, indifferent to the team with the resources to dominate the rest of the level.

The Medieval Kenivals reached the Black Heart of Thakulon with two hours to spare. They had beaten the tournament with the finest dungeon crawling I have witnessed in my 34 years of

gaming. After marking the score sheets, I offered the pair the chance to continue playing, and in their first chamber after the close of the tournament, they triggered a deadly trap, releasing a demon of fire and soot.

The outcome was what I had been expecting since the beginning of the session: two rounds of combat, with a PC dying each round.

Across the gaming room, the Blood Stallions were almost out of time. Nearly two-thirds of the level was still left to be explored. At four hours the third and final round of the tournament ended with the crash of the Doom Gong, the few surviving Stallions never giving up and desperately still trying to battle their way into the heart of the dungeon.

When we tallied the scores, it turned out that it had been a Sunday Morning Massacre, just not the one we had all expected.

If the Blood Stallions had been able to solve those first rooms more quickly, granting access to all the other scoring areas, the tournament might had a much different outcome. And a single misstep earlier in the dungeon would have doomed the Medieval Kenivals. But instead, cunning, luck, and old school dungeon crawling carried the day, making the tournament the highlight of my Gen Con 50.

Editor's Note: See page 86 for photos of the tournament in action including the winning team! And see page 65 for more on the Doom Gong!

APPENDIX A: TOURNAMENT RESULTS

Round 1 Results

Place	Team	Round Score	Players	Judge
1	Tootsie Pops	1227	Tony Beard, Andy Brogan, Chris Foley, Eric See, Mark Sutcliffe	Michael Bolam
2	Blood Stallions	928	Dana Johnson, Mike Markey, Joe Moore, Silas Moore, Heath Perkins	Michael Bolam
3	Medieval Kenivals	669	Wilson Barker, Judd Lucky, Emily Mundy, Jason Stierle, Troy Wilhelmson	Rick Hull
4	Clan Yeoman and Kids	649	Dan Adams, Noah Adams, Eli Buckley, Tim Buckley, David Stanford	Rick Hull
5	Nerd Louisville	101	William Berry, Justin Hogan, Jackson King, John Lusky, Westley Meredith	David Baity
6	Total Eclipse of the Black Heart	67	Michael Ramps, Chris Nicholson, Brett Bolen, Jon Hammersley	Rick Hull
7	The Cursed Die	-325	John Watson, Jeanette Chipgus, Raymond Chipgus, Aaron Koelman, Jonathon Carnes	Tim Deschene
8	Fish in a Barrel	-525	Tom Gintner, Jim Lamanna, Tom Paci-Funk, Tyler McCalmon, Casey Garske	David Baity
9	Sons of Dis	-650	David Bush, Justin Bush, Ken Winland, Fred Daniel, Thomas Vanderlaar	Tim Deschene

Round 2 Results

Place	Team	Round Score	Players	Judge
1	Blood Stallions	1291	Dana Johnson, Mike Markey, Joe Moore, Silas Moore, Heath Perkins	Tim Deschene
2	Medieval Kenivals	547	Judd Lucky, Emily Mundy, Jason Stierle, Troy Wilhelmson	David Baity
3	Tootsie Pops	286	Tony Beard, Andy Brogan, Chris Foley, Eric See, Mark Sutcliffe	Marc Bruner

Round 3 Results

Place	Team	Round Score	Players	Judge
1	Medieval Kenivals	1685	Emily Mundy, Jason Stierle	Harley Stroh
2	Blood Stallions	50	Dana Johnson, Mike Markey, Joe Moore, Silas Moore, Heath Perkins	Marc Bruner

Deadliest Rooms by Round

Round	Room	Author	% of Total PCs Slain in Round*
1	Area 1-6 – Clockwork Guardians of Law	Terry Olson	69%
2	Area 2-4 – It's Elemental!	Steve Bean	39%
3	(Tie) Area 3-1c – The Ice Chute	Harley Stroh	20%
3	(Tie) Area 3-3 – The Hunting Hall	Terry Olson	20%
3	(Tie) Area 3-4 – The Prismatic Vault	Marc Bruner	20%
3	(Tie) Area 3-5 – False Tomb Trigger	Harley Stroh	20%

Deadliest Round

Round	Ratio of Fatalities to Total Number of Players	Total PCs Slain*	Total Players
3	1.4:1	10	7
2	1.3:1	18	14
1	0.9:1	38	44

Deadliest Judges

Judge	Ratio of Losses to Total Number of Players	Total PCs Slain*	Total Players
David Baity	1.7:1**	24	14
Tim Deschene	1.5:1	21	15
Marc Bruner	1.4:1	14	10
Rick Hull	0.3:1	4	14
(Tie) Michael Bolam	0:1	0	10
(Tie) Harley Stroh	0:1	0	2

*slain PCs include both the total number of times a PC reached 0 hp and the number of PCs that bled out.

**the ranking order for judge David and judge Tim is reversed if considering the total number of bleed outs only, or just PCs that were killed, where judge Tim had an amazing 0.7:1 death to player ratio!

Most Popular Pre-gens:

1. (Tie) Cleric (9 out of 9 teams selected)
1. (Tie) Thief (9 out of 9 teams selected)
3. Warrior (8 out of 9 teams selected)
4. Dwarf (7 out of 9 teams selected)
5. Elf (6 out of 9 teams selected)
6. Wizard (5 out of 9 teams selected)
7. Halfling (0 out of 9 teams selected)

Special Awards:

- **TPK Dachine:** Judge Tim who guided two teams to their doom in round 1, or 2/3rds of the teams he judged for!

- **All Shall Pass:** Judge Michael, who not only went so easy on both his teams that they each made it to the second round without any deaths, they were ranked in first and second place!

- **Giant-killer:** Judge Marc eliminated each of the top teams going into round 2 and 3, making his table the least popular of the tournament!

- **Arbiter of the Balance:** Judge Rick had two teams, the Medieval Kenivals and Clan Yeoman and Kids, come within 20 points of each other in round 1, with the Medieval Kenivals just making the cut to reach round 2, and ultimately going on to win the tournament.

- **Not for Lack of Trying:** Judge David almost got a TPK in round 2, with three out of four PCs bled out and having all but burned out their Luck. When the remaining player went to roll the bodies, however, all three went on to make their Luck checks!

- **Too Little, Too Late:** Finally, a special award goes judge Harley, who after his players successfully completed the tournament, were killed by a false Thakulon in the penultimate room, thereby giving him a 1:1 TPK to judging ratio. He was later found wandering Gen Con, immodestly declaring that all his tournament games end in TPKs.

Complete Stats by Room

Round 1

Room	Author	% of Total PCs Slain in Round	Total PCs Slain
Area 1-1 – Seal of Law	Harley Stroh	0%	0
Area 1-2 – Trapped in Amber	Michael Curtis	13%	5
Area 1-3 – The Graven Idol	Marc Bruner	8%	3
Area 1-4 – The Star Room	Marc Bruner	0%	0
Area 1-5 – False Ways	Harley Stroh	10%	4
Area 1-6 – Clockwork Guardians of Law	Terry Olson	69%	26
Area 1-7 – The Gate of Consequence	Harley Stroh	0%	0

Round 2

Room	Author	% of Total PCs Slain in Round	Total PCs Slain
Area 2-1a – The False Door	Harley Stroh	0%	0
Area 2-1b – The False Arch	Harley Stroh	0%	0
Area 2-2 – Keys & Hammers	Michael Curtis	17%	3
Area 2-3 – The Indifference Engine	Stephen Newton	0%	0
Area 2-4 – It's Elemental!	Steve Bean	39%	7
Area 2-5 – The Captive Arbor	Marc Bruner	11%	2
Area 2-6 – Death Lies in the Balance	Terry Olson	33%	6
Area 2-7 – The Chaos Gate	Harley Stroh	0%	0

Round 3

Room	Author	% of Total PCs Slain in Round	Total PCs Slain
Area 3-1b – The Water Pit	Harley Stroh	10%	1
Area 3-1c – The Ice Chute	Harley Stroh	20%	2
Area 3-2 – Marginalia	Michael Curtis	10%	1
Area 3-3 – The Hunting Hall	Terry Olson	20%	2
Area 3-4 – The Prismatic Vault	Marc Bruner	20%	2
Area 3-5 – False Tomb Trigger	Harley Stroh	20%	2
Area 3-7 – False Tomb	Harley Stroh	0%	0***
Area 3-8 –The Black Heart of Thakulon	Harley Stroh	0%	0

***After they had won the tournament, the Medieval Kenivals went back to explore Thakulon's false tomb and ended up with a TPK, making the penultimate room technically 100% lethal, as they were the only team to enter!
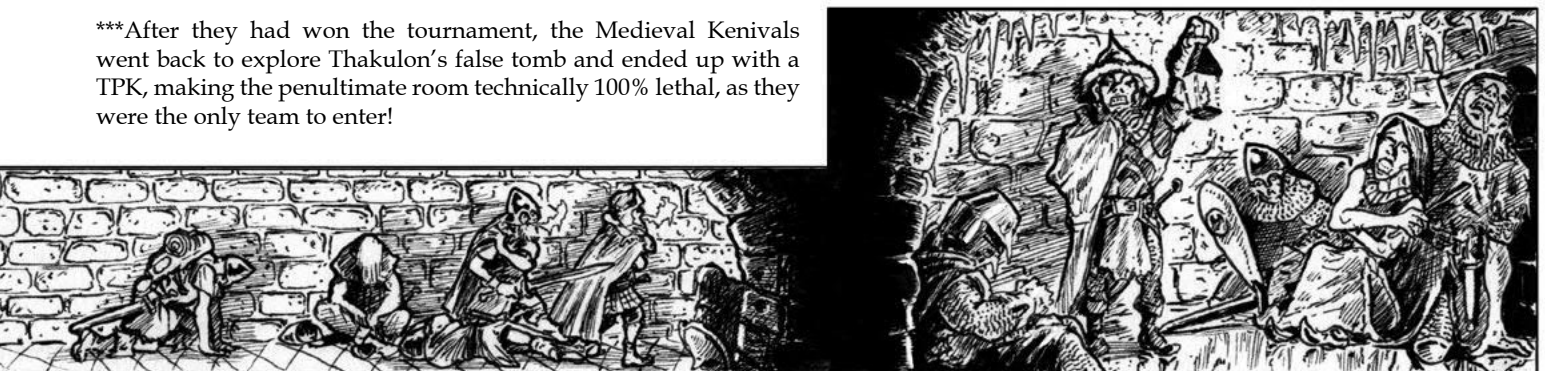
APPENDIX B:
TOURNAMENT SCORING

The included scoring sheets were used during the tournament for recording specific events: character deaths, the triggering of traps, the solving of puzzles, etc. Each round, judges marked off the boxes as teams overcame — or failed — specific challenges, recording one scoring sheet per team per round. At the end of the round, the sheets were collected for final scoring by the tournament coordinator using the scoring rules below. This allowed judges to focus on running the adventure rather than worrying about the math. Judges running the adventure in their home games are similarly encouraged to use the scoring sheets to keep track of events as they transpire, applying the scoring rules to tally up the total number of points after each round is completed.

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
Neutral Cleric			
Neutral Thief			
Chaotic Warrior			
Lawful Wizard			
Lawful Dwarf			
Chaotic Elf			
Neutral Halfling			
Team Name			

THE BLACK HEART OF THAKULON THE UNDYING
TOURNAMENT SCORING TRACKER   ROUND 1

Judge: _____   **Time Slot:** _____

Scoring Elements	Mark with "X" or number							
A PC is reduced to 0 hit points	☐	☐	☐	☐	☐	☐	☐	☐
A PC is allowed to bleed out	☐	☐	☐	☐	☐	☐	☐	☐
Uses of Divine Aid	☐	☐	☐	☐	☐	☐	☐	☐
Uses of Invoke Patron	☐	☐	☐	☐	☐	☐	☐	☐

Area 1-1

    PCs successfully decipher the glyphs   ☐

    PCs open the seal without triggering angel   ☐

Area 1-2

    PCs capture Master Chazzlepax's rod   ☐

    PCs trap Master Chazzlepax in amber   ☐

Area 1-3

    Each false door attempted   ☐

    PCs avoid all combat   ☐

Area 1-4

    A PC falls unconscious   ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Area 1-5

    PCs successfully decipher the glyphs   ☐

    Globes broken   ☐ ☐ ☐

Area 1-6

    Each guardian provoked   ☐ ☐ ☐ ☐

Area 1-7

    PCs use the rod to unlock the gate   ☐

    One or more PCs passes the gate   ☐

Last Area Entered by PCs   ☐

Luck remaining for surviving PCs	☐	☐	☐	☐	☐	☐	☐
	Cleric	Thief	Warrior	Wizard	Dwarf	Elf	Halfling

NOTES

_____

_____

_____

_____

THE BLACK HEART OF THAKULON THE UNDYING
TOURNAMENT SCORING TRACKER   ROUND 2

Judge: _____   **Time Slot:** _____

Scoring Elements	Mark with "X" or number

A PC is reduced to 0 hit points
A PC is allowed to bleed out
Uses of Divine Aid
Uses of Invoke Patron

Area 2-1
PCs pause and note tracks

Area 2-1a
A PC is harmed by the electrocution trap

Area 2-1b
A PC is harmed by the pit/guillotine trap

Area 2-2
PCs defeat the Iron Warlord via combat
OR PCs aquire the key w/o defeating the Iron Warlord
OR PCs cause the Iron Warlord to destroy the exit

Area 2-3
Each babbagespawn created after the first
PCs reach area 2-3a

Area 2-4
Each pair of frothing spawn created
PCs reach area 2-4a

Area 2-5
PCs defeat guardian in combat
PCs reach area 2-5a without defeating guardian

Area 2-6
PCs solve puzzle
A PC is shocked
PCs trigger lightning ball
PCs trigger epic doom

Area 2-7
PCs successfully decipher glyphs
PCs trigger chaos cloud
One or more PCs passes the gate

Number of Chaos Keys collected

Luck remaining for surviving PCs

Cleric	Thief	Warrior	Wizard	Dwarf	Elf	Halfling

NOTES

_____

_____

_____

THE BLACK HEART OF THAKULON THE UNDYING
TOURNAMENT SCORING TRACKER   ROUND 3

Judge: _____   **Time Slot:** _____

Scoring Elements	Mark with "X" or number

A PC is reduced to 0 hit points

A PC is allowed to bleed out

Uses of Divine Aid

Uses of Invoke Patron

Area 3-1b

    Each time a trap is triggered

Area 3-1c

    A PC advances 180' or more down the corridor

Area 3-2

    Each wave of marginalia monsters summoned

    PCs escape the chamber

Area 3-3

    Number of hit points remaining for the hunting hall

    PCs destroy the hunting hall

    PCs escape the chamber

Area 3-4

    PCs trigger the door or gem

    PCs escape the chamber

Area 3-5

    PCs defeat demonlings through combat

    OR PCs defeat demonlings through hunting hall

Area 3-6

    PCs find the seam in the walls

Area 3-7

    PCs defeat the mist demon

Area 3-8

    A PC reaches area 3-8 and triggers the end of the session

    Number of minutes remaining in session

Luck remaining for surviving PCs

Cleric	Thief	Warrior	Wizard	Dwarf	Elf	Halfling

NOTES

_____

_____

_____

_____

TOURNAMENT SCORING
FOR JUDGES EYES ONLY

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

Area 1-1

PCs successfully decipher the glyphs	+50
PCs open the seal w/o triggering angel	+150
Passing into area 1-2	+50
Failing to pass further than Area 1-1	-1000

Area 1-2

PCs capture Master Chazzlepax's rod	+100
PCs trap Master Chazzlepax in amber	+150
Passing into area 1-3	+75
Failing to pass further than Area 1-2	-500

Area 1-3

Each false door attempted	-50
PCs avoid all combat	+150
Passing into area 1-4	+125
Failing to pass further than Area 1-3	-250

Area 1-4

A PC falls unconscious	-50 / instance
Passing into area 1-5	+150

Area 1-5

PCs successfully decipher the glyphs	+50
Globes broken	-50 / globe

Area 1-6

Each guardian provoked	-25 / guardian
Passing into area 1-7	+175

Area 1-7

PCs use the rod to unlock the gate	+200
One or more PCs passes the gate	+200
Luck remaining for surviving PCs	+1 / point of Luck

ROUND TWO

Area 2-1

PCs pause and note tracks	+150

Area 2-1a
A PC is harmed by the electrocution trap — -100 / instance

Area 2-1b
A PC is harmed by the pit/ guillotine trap — -50 / instance

Area 2-2

PCs defeat the Iron Warlord via combat	+100
OR PCs acquire the key without defeating the Iron Warlord	+200
OR PCs cause the Iron Warlord to destroy the exit	+300

Area 2-3

Each babbagespawn created after the first	-50 / instance
PCs reach area 2-3a	+250

Area 2-4

Each pair of frothing spawn created	-100 / instance
PCs reach area 2-4a	+250

Area 2-5

PCs defeat guardian in combat	+100
PCs reach area 2-5a without defeating guardian	+250

Area 2-6

PCs solve puzzle	+250
A PC is shocked	-25 / instance
PCs trigger lightning ball	-250 / instance
PCs trigger epic doom	-300

Area 2-7

PCs successfully decipher glyphs	+50
PCs trigger chaos cloud	-100
One or more PCs passes the gate	+400
Number of Chaos Keys collected	(-1000 base, +500 / key recovered)
Luck remaining for surviving PCs	+3 / point of Luck

ROUND THREE

Area 3-1b

Each time the trap is triggered	-100 / instance

Area 3-1c

A PC advances 180' or more down the corridor	-100 / instance

Area 3-2

Each wave of marginalia monsters summoned	-25 / wave
PCs escape the chamber	(+300 if PCs escape, otherwise -1500)

Area 3-3

Number of hit points remaining for hunting hall	(-25 if 15 hp or less, +75 if 16-30 hp, +150 if 31-45 hp, +225 if 46-60 hp, +350 if greater than 60 hp)
PCs destroy the hunting hall	-400
PCs escape the chamber	+300 if PCs escape, otherwise -1000)

Area 3-4

PCs trigger the door or gem	-25
PCs escape the chamber	(+350 if PCs escape, otherwise -750)

Area 3-5

PCs defeat demonlings through combat	+100
OR PCs defeat demonlings through the hunting halls	+250

Area 3-6

PCs find seam in the walls	+250

Area 3-7

PCs defeat the mist demon	+200

Area 3-8

A PC reaches area 3-8 and triggers the end of the session	+350
Number of minutes remaining in session	+30 / each full ten minutes
Luck remaining for surviving PCs	+5 / point of Luck

MULLEN

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

MENDICANT

Occupation

CLERIC — **Class**

JUDGE — **Title**

NEUTRAL — **Alignment**

25' — **Speed**

4 — **Level**

_____ — **XP**

Armor Class 17

Hit Points 29
Max: _____

Combat Basics

Initiative: +0
Action dice: d20
Attack: +2
Crit die: d10
Crit table: III

Melee Attack	Melee Damage
+2	+0

Missile Attack	Missile Damage
+2	+0

Character Portrait or Symbol

Strength 12
Modifier: _____

Agility 12
Modifier: _____

Stamina 14
Modifier: +1

Personality 15
Modifier: +1

Luck 9
Modifier: _____

Intelligence 12
Modifier: _____

Ref Save: +1
Fort Save: +3
Will Save: +3

Lucky Roll
UNHOLY
HOUSE

Languages
COMMON

Weapons

WARHAMMER	+2	(1D8)
SLING	+2	(1D4)

Treasure

Equipment

BACKPACK
BELT POUCH W/15 SLING-STONES
CROWBAR
CHEESE DIP
FLINT & STEEL
FORBIDDEN IDOL
BUNDLE OF HOLY SCROLLS
HOLY SYMBOL
HOLY WATER (5 VIALS)
LANTERN & OIL (3 FLASKS)
10' POLE
RATIONS & WATERSKIN
(5 DAYS)

Armor

BANDED MAIL   +6 AC
SHIELD   +1 AC
CHECK -7; FUMBLE d16;
SPEED -5.

Cleric Spells & Abilities

Deity: CTHULHU   **Spell check:** +5   Disapproval 1

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

					Disapproval
					1 2 3 4 5
					6 7 8 9 10
					11 12 13 14 16

Lay On Hands (names / alignment step)

	12	14	20	22+
(same)	2 dice	3 dice	4 dice	5 dice
(adjacent)	1 dice	2 dice	3 dice	4 dice
(opposed)	1 dice	1 dice	2 dice	3 dice

Spells

LOTUS STARE
STINGING STONE

DETECT MAGIC
FOOD OF THE GODS
HOLY SANCTUARY
PROTECTION FROM EVIL
RESIST COLD OR HEAT
WORD OF COMMAND
DIVINE SYMBOL

Cleric

Dungeon Crawl Classics Character Record Sheet

Dwarf

Name
DWARVEN MINTER

Occupation DWARVISH MINTER

Class DWARF

Title
ENVOY

Alignment LAWFUL

Speed 10'

Level 4

XP _____

Armor Class 19

Hit Points 27 Max: _____

Strength	17	Modifier: +2
Agility	10	Modifier: ___
Stamina	8	Modifier: -1
Personality	11	Modifier: ___
Luck	13	Modifier: +1
Intelligence	15	Modifier: +1

Combat Basics
Initiative: +0
Action dice: d20
Attack: d6
Crit die: d16
Crit table: IV

Melee Attack	Melee Damage
0660 +2	0660 +3

Missile Attack	Missile Damage
0660	0660

Ref Save +2

Fort Save +1

Will Save +2

Lucky Roll
PATH OF THE BEAR

Languages
COMMON, DWARF, DWARVISH, MINOTAUR

Character Portrait or Symbol

Weapons

WAR HAMMER   d6+3 (108+3+DEED)

CROSSBOW   d6 (166 + DEED)

Treasure

Equipment
BACK PACK
BEARDS SCALPED FROM DWARVEN CARDINALS
FLINT AND STEEL
GRAPPLING HOOK & 50' ROPE
HAMMER, SMALL
IRON SPIKES (10)
OIL (3 FLASKS)
QUIVER & 20 QUARRELS
RATIONS (5 DAYS)
WATER SKIN

Armor
FULL PLATE   +8 AC
SHIELD   +1 AC
CHECK -9, FUMBLE d16

Dwarf Abilities
Infravision
Underground skills: smell gold/gems, find construction
Lucky weapon: WAR HAMMER
Mighty Deeds of Arms
Shield Bash (d14 action die)

Notes

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name
ELVEN SAGE

Occupation ELF

Class

Title SAVANT

Alignment CHAOTIC

Speed 25'

Level 4

XP

Armor Class

15   14

Strength 7
Modifier: -1

Agility 9
Modifier: -1

Stamina 7
Modifier: -1

Personality 7
Modifier: -1

Luck 10
Modifier: ___

Intelligence 15
Modifier: +1

Combat Basics

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

Hit Points Max: ___

Melee Attack +1

Melee Damage -1

Missile Attack +2

Missile Damage +0

Ref Save +2

Fort Save +1

Will Save +1

Lucky Roll
SAVAGED &
SPIDER BITE

Languages
COMMON, ELF,
CHAOTIC, TROGLODYTE

Character Portrait or Symbol

Weapons

LONG-SWORD	+1	(1D8-1)
DAGGER	+1	(1D4-1)
SHORTBOW	+2	(1D6)
QUIVER & 20 ARROWS		

Equipment

BACKPACK
CANDLE (3)
FLINT AND STEEL
RATIONS (5 DAYS)
WATER SKIN
GRIMOIRE
INK (3 FLASKS)
MASK OF EXILE
OIL (3 FLASKS)
PARCHMENT AND QUILL PEN

Armor

SCALE MAIL   + 4 AC
SHIELD   + 1 AC
CHECK -3, FUMBLE d12

Treasure

Elf Abilities

Base spell check: +5

Familiar:

Patron(s): KING OF ELFLAND

Corruption:

Elf traits: iron vulnerability, heightened senses, Luck mod to one level 1 spell

Other notes: *SPELL CHECK OF +1 WHEN WEARING ARMOR.
ARMOR SHIELD IS SLUNG, ON ROUND WHEN CASTING AC IS 14

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
Patron bond	1	+1	
Invoke patron (___/day)	1	+1	
ENLARGE	1	+1	
FLAMING HANDS	1	+1	
MAGIC SHIELD	1	+1	
SLEEP	1	+1	
INVISIBILITY	2	+1	
RAY OF ENFEEBLEMENT 2	+1	
STRENGTH	2		

Elf

Dungeon Crawl Classics Character Record Sheet

Name
HALFLING TRADER

Occupation
HALFLING

Class

Title
ACCUMULATOR

Alignment
NEUTRAL

Speed
20'

Level
4

XP

Armor Class 13

Hit Points 8
Max: _____

Strength 15
Modifier: +1

Agility 12
Modifier: _____

Stamina 7
Modifier: -1

Personality 8
Modifier: -1

Luck 13
Modifier: +1

Intelligence 17
Modifier: +2

Combat Basics
Initiative: +0
Action dice: d20
Attack: +3
Crit die: d16
Crit table: III

Melee Attack +5
Melee Damage +1

Missile Attack +4
Missile Damage +0

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

Lucky Roll HARSH WINTER

Languages COMMON, HALFLING, HOBGOBLIN, GOATH KOVACSZAN, ELF

Character Portrait or Symbol

Weapons
SHORT SWORD +5 (1D6+1)
DAGGER +5 (1D4+1)
or
THROWING DAGGER +4 (1D4+1)

Equipment
BACK PACK
BANDOLIER AND 7 DAGGERS
FLINT AND STEEL
GRAPPLING HOOK & 50' ROPE
OIL (3 FLASKS)
PIPE AND TOBACCO
RATIONS (10 DAYS)
TORCH (5)
WINE SKIN

Armor
STUDDED LEATHER +3 AC
CHECK -2, FUMBLE d8

Treasure

Halfling Abilities
Infravision
Stealth: +8
Lucky

Two-weapon fighting
- Action dice d16+d16
- Crit on nat 16
- Fumble only on 2x 1
- If Agi >16, use normal rules

Notes

Halfling

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Thief

Name GONI-FARMER

Occupation GONI-FARMER   **Class** THIEF

Armor Class 12

Hit Points 20   **Max:** _____

Strength 7   Modifier: −1

Agility 12   Modifier: _____

Stamina 10   Modifier: _____

Personality 8   Modifier: −1

Luck 16   Modifier: +2

Intelligence 5   Modifier: −2

Title ROBBER

Alignment NEUTRAL   **Speed** 30'

Level 4   **XP** _____

Combat Basics

Initiative: +0
Action dice: d20
Attack: +2
Crit die: d16
Crit table: II

Melee Attack +1   **Melee Damage** −1

Missile Attack +2   **Missile Damage** +0

Ref Save +2

Fort Save +2

Will Save +0

Lucky Roll SEVENTH SON

Languages COMMON, THIEVES' CANT

Character Portrait or Symbol

Notes

Weapons

SHORT SWORD   +1 (1D6−1)
SHORT BOW   +2 (1D6)
  QUIVER & 20 ARROW))

Treasure

Equipment

BACKPACK
CANDLE (3) & TORCH (5)
CHALK
FLINT & STEEL
GRAPPLING HOOK & 50' ROPE
HAMMER, SMALL
IRON SPIKES (5)
LUCKY RAT'S FOOT
MIRROR
OIL (3 FLASKS)
THIEVES' TOOLS
SACK OF NIGHT SOIL
RATIONS & WATERSKIN
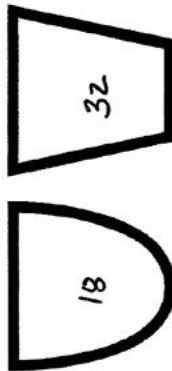
Armor

LEATHER   +2 AC

CHECK −1 / FUMBLE d8

Thief Abilities

Luck Die   d6

Backstab   +3

Sneak silently   +7

Hide in shadows   +7

Pick pocket   +8

Climb
sheer surfaces   +7

Pick lock   +7

Find trap   +5

Disable trap   +7

Forge document   +8

Disguise self   +1

Read languages   +1

Handle poison   +2

Cast spell
from scroll   d14 −1

Dungeon Crawl Classics Character Record Sheet

Warrior

Name
GRAVE DIGGER

Occupation
WARRIOR

Class

Title
RAVAGER

Alignment
CHAOTIC

Speed
20'

Level
4

XP

Armor Class
18

Hit Points
32

Max: _____

Strength 18
Modifier: +1

Agility 12
Modifier: _____

Stamina 10
Modifier: _____

Personality 14
Modifier: +1

Luck 9
Modifier: _____

Intelligence 12
Modifier: _____

Combat Basics
Initiative: +4
Action dice: d20
Attack: d6
Crit die: d20
Crit table: IV

Melee Attack
DEED +1

Melee Damage
DEED +1

Missile Attack
DEED

Missile Damage
DEED

Character Portrait or Symbol

Ref Save +2

Fort Save +2

Will Save +2

Lucky Roll
WILD CHILD

Languages
COMMON

Weapons

LONGSWORD d8+1
(1D8 + 1 + DEED)

STAFF d6+1
(1D4 + 1 + DEED)

SHORTBOW d6 (1D6 + DEED)

Treasure

Equipment

BACKPACK
FLINT & STEEL
GRAPPLING HOOK & 50' ROPE
HELM
OIL (3FLASKS)
PLAGUE MASK
QUIVER & 20 ARROWS
RATIONS (5 DAYS)
TORCH (5)
WATERSKIN

Armor
HALF PLATE +7 AC
SHIELD +1 AC
CHECK -8, FUMBLE d16

Warrior Abilities

Critical threat range: 19-20
Lucky weapon: LONGSWORD
Add class level to initiative, Mighty Deeds of Arms

Notes

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name
OUTLAW

Occupation OUTLAW

Class WIZARD

Title
SUMMONER

Alignment LAWFUL

Speed 30'

Level 4

XP _____

Armor Class

12

8

Hit Points
Max: _____

Strength 10
Modifier: _____

Agility 11
Modifier: _____

Stamina 8
Modifier: -1

Personality 10
Modifier: _____

Luck 17
Modifier: +2

Intelligence 14
Modifier: +1

Combat Basics
Initiative:	+0
Action dice:	d20
Attack:	+1
Crit die:	d8
Crit table:	I

Melee Attack +1

Melee Damage +0

Missile Attack +1

Missile Damage +0

Ref Save +2

Fort Save +0

Will Save +2

Lucky Roll CHARMED HOUSE

Languages COMMON, NEUTRALITY, LAWFUL, TROGLODYTE

Character Portrait or Symbol

Weapons
LONGSWORD	+1 (1D8)
DART	+1 (1D4)

Treasure

Equipment
- BACK PACK
- BANDOLIER & 10 DARTS
- CANDLE (8)
- FLINT & STEEL
- GRIMOIRE
- INK (2 VIALS)
- LANTERN OIL (3 FLASKS)
- PARCHMENT & QUILL PEN
- RATIONS (FIVE DAYS)
- WATERSKIN
- TRAINED MOUSE (3)

Armor

Wizard Spells & Abilities

Base spell check: +5

Familiar: _____

Patron(s): _____

Corruption: _____

Other Notes: _____
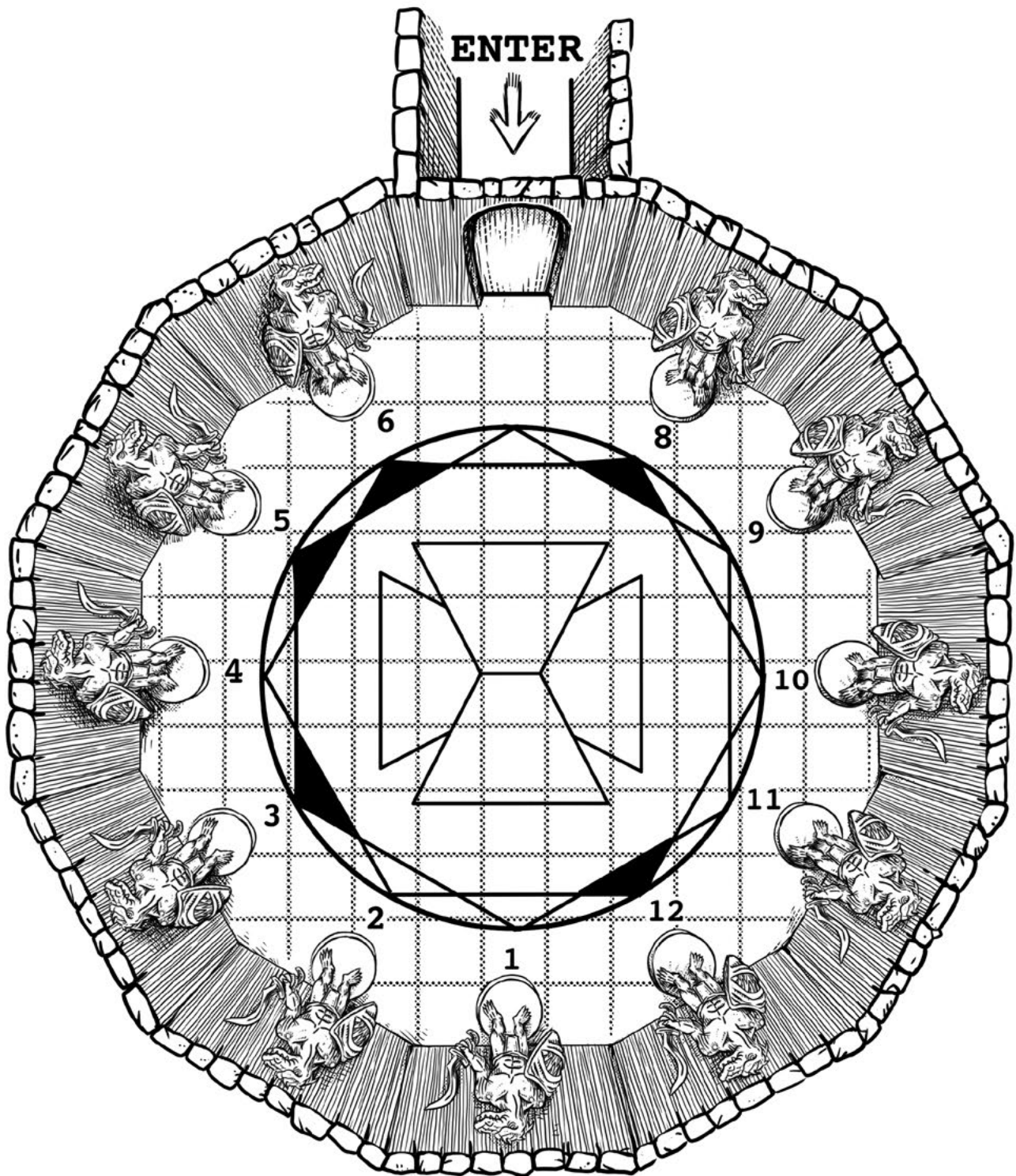
Spells
Spell Name	Level	Check	Mercurial Effect & Notes
COLOR SPRAY	1	+5	
FEATHERFALL	1	+5	
FORCE MANIPULATION	1	+5	
MAGIC MISSILE	1	+5	
MAGIC SHIELD	1	+5	
MIRROR IMAGE	2	+5	
SCORCHING RAY	2	+5	
SPIDER WEB	2	+5	

Wizard

Detail Map: Area 1-6 (Player's Version)

The Halls of Law

The Black Heart of Thakulon the Undying

ENTER
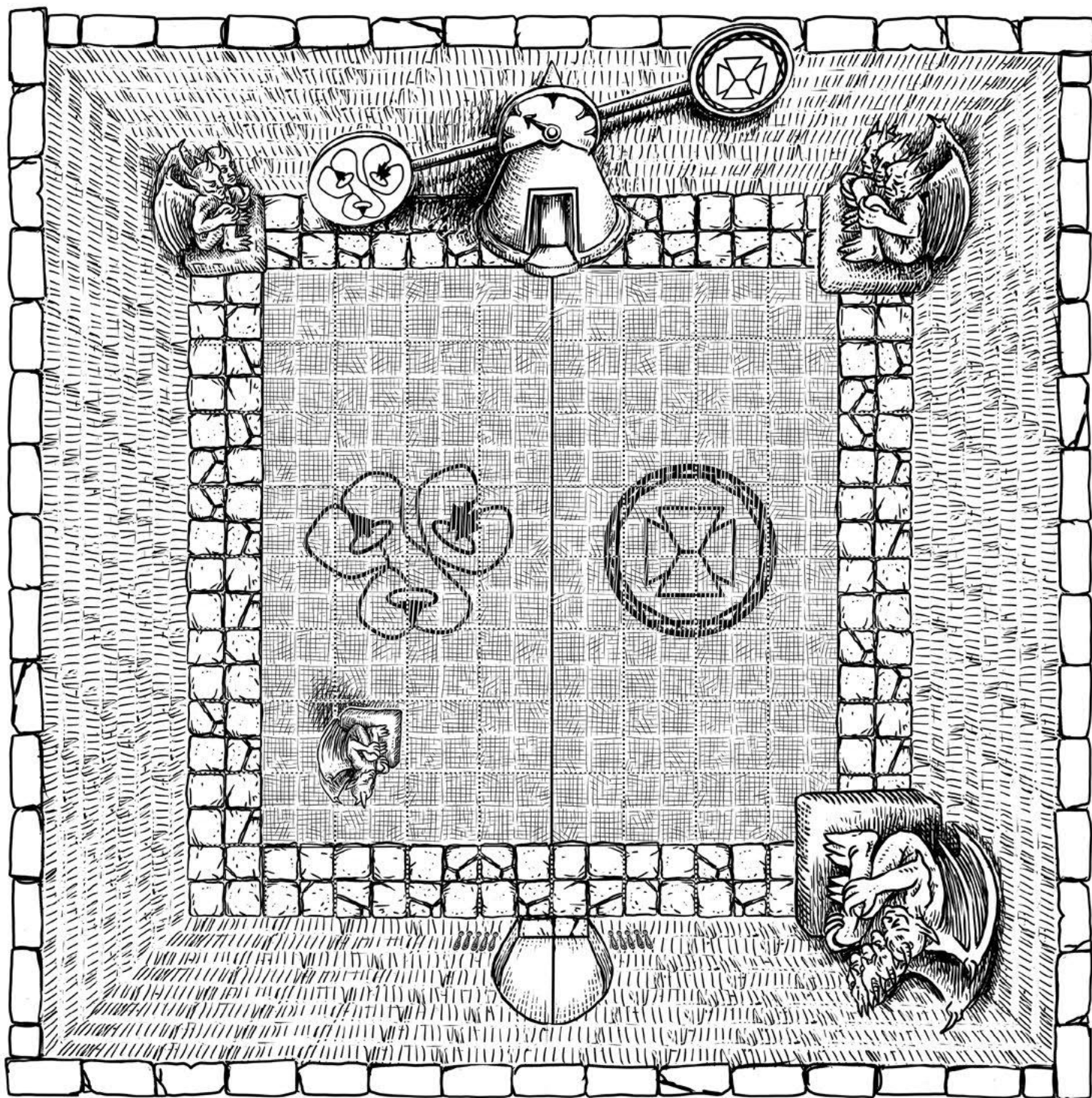
6   8
5   9
4   10
3   11
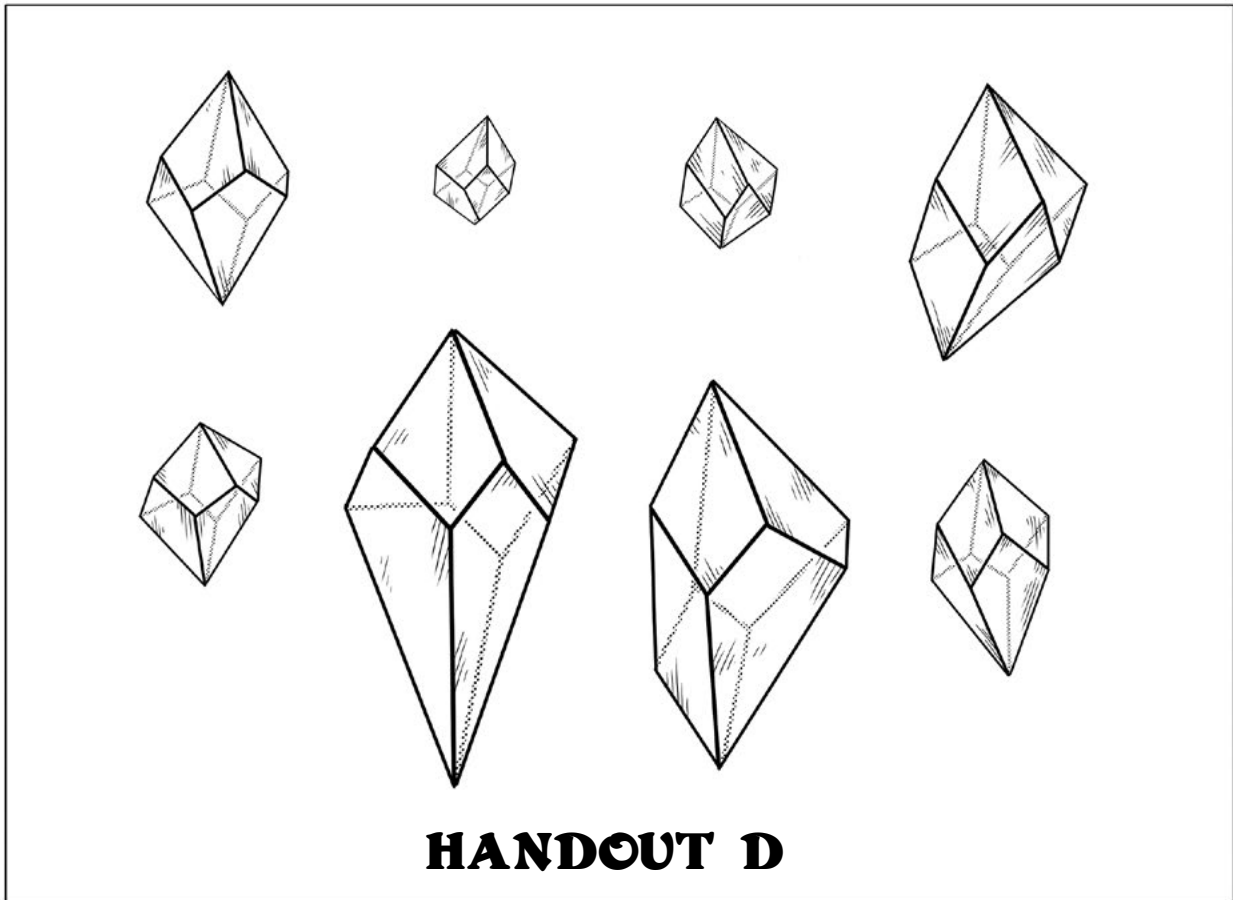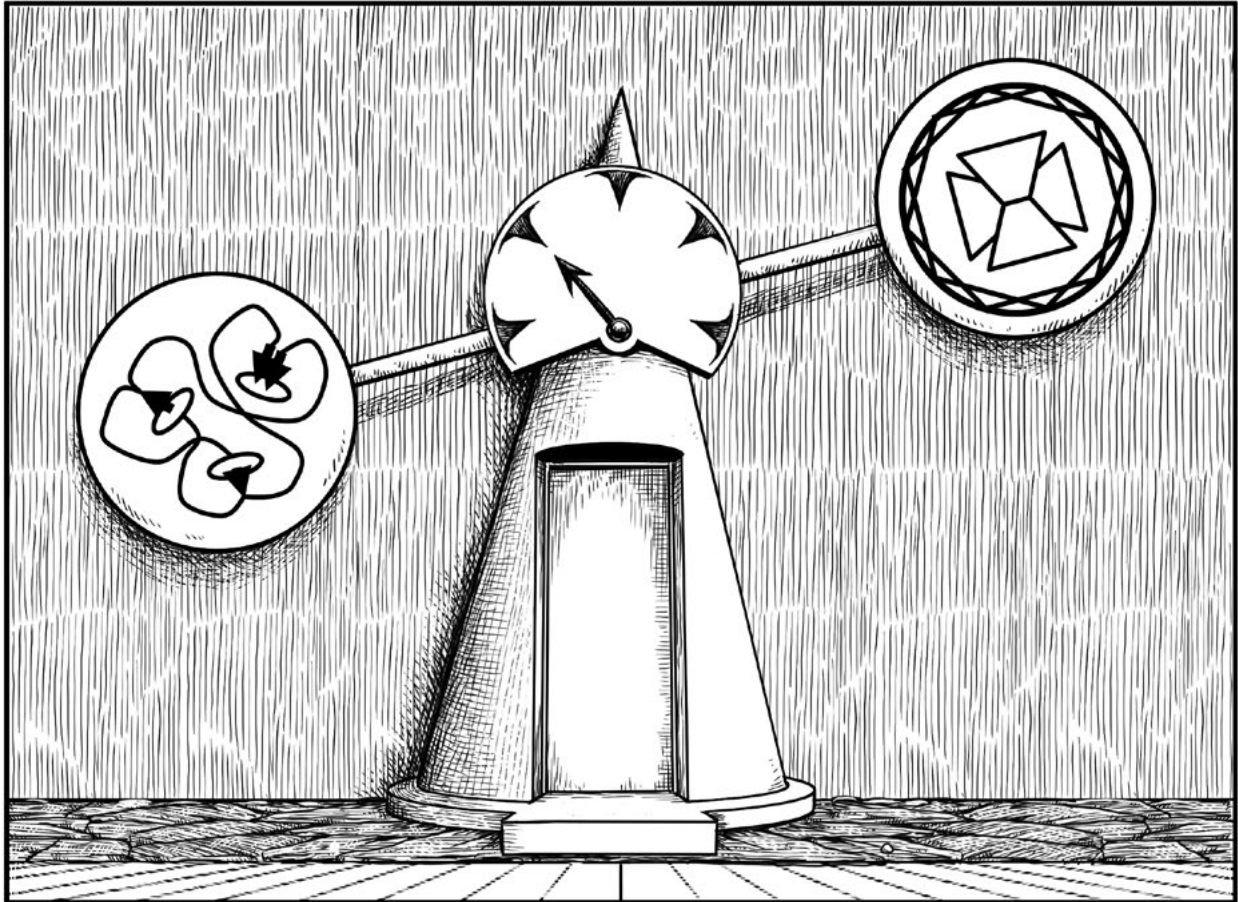2   12
1

HANDOUT A

HANDOUT B

1 square = 5 feet

Ten engraved amulets hang on the wall - five to the left of the entry door and five to the right of the entry door.

HANDOUT C

HANDOUT D

2017 - 2018 MAILING LABEL ARTWORK

With artwork this good, it almost doesn't matter what's in the box. Luckily, however, our beautiful boxes are jam-packed with the best gaming products available by law.

The shipping carton art for the MCC RPG Kickstarter shipments

Return address labels.

The coveted *No-Scroll* custom-printed envelopes, awarded for valor beyond the call of duty

THE MISGUIDED MENACE OF GEORGETOWN

A LEVEL 1 ADVENTURE

By Brendan J. LaSalle • Cartography: Mark Bishop • Editor: Jen Brinkman • Interior artists: Cliff Kurowski
Art direction: Joseph Goodman • Layout: Matt Hildebrand

www.goodman-games.com

INTRODUCTION

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

SPECIAL AUTHOR INTRODUCTION

In 2016, I had the distinct honor of being the Keynote Speaker for Creativity Con I, hosted by the Rose-Hulman Institute of Technology. The purpose of the convention was to encourage and develop creative problem solving skills and design solutions with the engineering students of Rose-Hulman. As a part of that effort, I ran a four-hour creativity workshop for Dr. Patsy Brackin's Senior Design class.

Dr. Brackin and event coordinator Dr. Allen White gave me full license to use my allotted time with their students however I thought best. I decided that since there was no point in flying an adventure designer to a creativity event without their discussing creativity through adventure design, I would walk the students through designing an adventure.

I class split into five sections, each tasked with coming up with ideas for a different aspect of the adventure: monsters, treasure, traps, hazards, and settings. The groups discussed the issues among themselves, then presented three ideas each to the class. The final portion of our time was spent weaving all their disparate ideas together to make a single cohesive adventure.

And what an adventure! *The Misguided Menace of Georgetown* is fun, funny, deceptively challenging, and so, so weird. Exactly one of the twenty-odd participants had had a tiny bit of RPG experience, and this bizarre adventure is testament to the power of fresh prospective. They packed this wild scenario with personal references and in-jokes, the same way I do when I write adventures, so I felt right at home amid the fun anarchy they created.

I had a great time running the workshop. I loved going from group to group, answering questions and offering advice, and using my own design experience to bring all the strange elements together was a rare pleasure. I consider myself a connoisseur of quirky dungeon hazards, and when the speaker of the trap group explained their sticky doorknob trap idea (now fully realized and ready to bash characters senseless in area 1-6), the picture in my mind of the hapless adventurer being body-slammed back and forth by the doorknob released a joy in me that was close to euphoria.

I want to take this opportunity to give my sincere and heartfelt thanks to Dr. White and Dr. Brackin for allowing me to be a part Creativity Con and the design seminar. Special thanks to all the participants—I was brought to teach but I learned so much, and I shall always be grateful.

Hold on to your hats, folks—Big George Lincoln is near, and he shall not be easily denied. *Ich bin ein Georgetowner!*

BACKGROUND

Georgetown is a tiny village, dedicated to its unique way of life. Everyone lives in a house made of oversized Lincoln Logs painted red, white, and blue. Residents of this eccentric place lived quiet, productive lives, far from the monstrous dangers that threaten much of the civilized world.

And then came Big George Lincoln.

The creature, a fifty-foot tall eagle with the ability to shoot colorful, destructive beams of energy from its eyes circled Georgetown thrice, then landed, announced that he was Big George Lincoln, and appointed himself the new guardian of Georgetown. He then blasted several citizens with his eyebeams and set fire to a house before flying off.

Big George seems to believe that he is a beloved guardian—when, in fact, he is the greatest threat Georgetown has ever faced.

Georgetown citizens are now afraid to leave their homes, for fear that Big George Lincoln will 'helpfully' blow them to bits, or carry them off to some remote spot. The village, without champions or allies, seemed to be facing its doom, until the day the heroes arrived . . .

THE RANDOM BEHAVIOR OF BIG GEORGE LINCOLN

Big George Lincoln is a terrible threat, but is occasionally a helper or even protector to random travelers. Every half-hour that the players are out in the open—including time spent in the Dark Forest—roll a d6. On a 1, Big George Lincoln appears. His actions are seemingly erratic – he works on a logic all his own. Roll randomly to see what he does (1d6):

1. Flies by, singing at the top of his lungs, but doesn't interfere.

2. Drops an egg containing (roll 1d3): (1) a potion that heals 1d4 points of damage; (2) 1d3 pica lizards; (3) 2d6 Square Donuts.

3. Drops an egg that explodes on contact with the ground, doing 1d6 damage in a 10' radius. He might target the party, or a nearby structure, or simply drop it nearby, depending on their circumstance.

4. Hovers over the group and shouts down a few words about Georgetown being the greatest village in the world with a special destiny, then fires his eye beams once at a random target before flying away.

5. Attempts to snatch a creature up, making no differentiation between adventurers, innocent bystanders, or their animals. If a grab is successful, Big George deposits the grabbed creature gently down (roll 1d4): (1) on the path into the village; (2) at the beginning of the goat path; (3) at the bottom of the goat path; (4) in the middle of the Dark Forest.

6. Fires his laser attack at a random player from the air, then wings away singing his mighty farewell song.

ADVENTURE HOOK

Traveling through the wilderness, the PCs discover the village of Georgetown and its strange predicament. Alternately, they might be questing for Square Donuts, or even actively searching for Big George Lincoln himself!

Area 1-1 — Georgetown: *As you make your way down the winding path, you see a clearing in the distance. You pass out of the dense woods and you see a town like you have never seen before. This is an entire small village, seemingly made of oversized tongue-and-groove logs simply stacked into place with no other fasteners in site. Each building has been painted red, white, and blue — you have never seen such a colorful township! All is clearly not well — there are several burnt husks that were once buildings, now just ash and blackened timbers. Smoke rises from one pile, as if the fire only recently went out.*

A river runs past the village, and in the distance you hear the peaceful susurration of a waterfall.

As you approach the village, you see a woman scurrying between buildings with an armload of what appears to be loaves of bread. She sees you, and her eyes go wide. "What are you doing out in the open? Come with me right now before he sees you!" She runs across the dusty street to another building – a red, white, and blue door opens up and someone helps her inside.

In the distance, you hear the shrill cry of a bird. The sound echoes across the quiet village.

If the adventurers follow the woman inside, she bolts the door behind them, checks to see if any of them have injuries that need attending, and offers them water.

Area 1-2 —The Mayor's Office: The woman introduces herself as Mayor Lady Blanca Periwinkle, and she tells them that this is the village of Georgetown, along the Hsabaw River. Georgetown was a prosperous community of foresters, painters, dye-makers, and over-sized Lincoln Log builders, until one day the giant eagle known as Big George Lincoln showed up. From the sky, Big George told them that he loved their village and would be its new protector, then commenced to shooting his eye beams at any human or animal that didn't run away quickly enough.

Over the last several weeks Big George has caused an obscene amount of damage to life and property, and has made it virtually impossible for any of the villagers to do their jobs. The eagle prevents them from leaving as well, picking up travelers and returning them to the village, preventing them from delivering their paint or unusually huge Lincoln Logs, and causing terrible economic distress and professional frustration.

The locals believe that Big George lives down in the Dark Forest in the nearby valley. While the villagers normally shun the forest because of its plentitude of venomous lizards, several courageous folks have tried to go down the old goat path into the valley to try and find Big George's lair in order to put a stop to his malfeasance and claim his hoard—he routinely snatches up gold and valuables from travelers, and it is rumored that his nest is full of treasure.

If anyone questions the strangeness of the village, Mayor Periwinkle acts as if her interlocutors are the weird ones for asking. She points out that red, white, and blue are lovely colors for houses, and that great honking Lincoln Logs are wonderful for constructing dwellings since you can easily reconfigure them to rearrange buildings and change your house around (not that anyone in the village ever seems to do that), and that the huge gaps between the logs lets a nice breeze in and promotes community openness, since pretty much everyone can see right into everyone else's houses. Besides, she assures them, things have always been done this way in the village of Georgetown.

If the adventurers offer to help with their George Lincoln problem, Mayor Lady Periwinkle is extremely grateful. She informs the PCs that all of the villagers see Big George Lincoln flying in and out of a clearing at the center of the Dark Forest. The mayor also tells them that they can take the goat trail down to the valley floor and the edge of the Forest, but she warns them that the trail is trapped to prevent creatures of the Dark Forest from coming up to Georgetown and creating mischief. She doesn't know exactly what the traps are as they were set along the goat trail by earlier generations of Georgetowners, and it hasn't come up since she has been mayor.

If the players ask about acquiring equipment, Mayor Periwinkle takes them to the last operating shop in the village, the Star-Spangled Depot.

Area 1-3 — The Star-Spangled Depot: *This building has red and blue waving stripes, painted all over with brilliant white stars. There are several burn marks on the building, three-foot circles of singed paint and charred wood.*

Old Pop Blanco gamely keeps his shop open, despite the daily raids by Big George, who tends to snatch up money and goods, occasionally leaving some venomous lizards in their place.

He is happy to outfit the adventurers as the mayor directs, and is even willing to give them a 50 gp line of credit. Unfortunately, Pop Blanco has a limited and eccentric inventory:

- Lincoln Log tools, including saws, replacement lathe parts, sandpaper, and measuring tools
- Ten-gallon buckets of red, white, and blue paint. These are sturdy wooden buckets.
- Paint brushes, scrapers, and drop cloths
- Waterskins
- A dwindling supply of food—he has the equivalent of 30 days' worth of provisions, but it's the last food the village has and he is loath to part with it. A successful negotiation (DC 13 Personality check) convinces Pop to part with seven days' worth of rations, and he won't accept less than 50 gold pieces for it.

See **Appendix 1** for equipment prices at the depot.

Area 1-4 — The Goat Trail: The goat trail is a sharply angled rocky path, ranging from 6 to 15 feet wide. After about 100 yards, the adventurers find a very obvious hazard.

The trail suddenly drops off ten feet, just beyond a pair of stout poles framing the road. Standing at the edge, you can see that the trail has become a basin. At the bottom, you are surprised to see hundreds of snakes, making a writhing carpet that goes on for more than 40 feet. There are stout rope lines hung from the poles on your side of the basin to two further poles at the end, where it looks like the trail resumes. There are wooden rungs set into dangerous looking loops down the

length of the rope, spaced closely enough to allow a careful climber a dangerous way down to the other edge.

To the right side of the basin is the sheer wall of the mountain, going up more than 200 feet at this point. To the left is the thinnest ledge of rock, and beyond that a drop of what must be more than 300 feet to the valley floor.

The difficulty of the climb down depends on how one attempts to do it.

Climbing hand over hand down the inclined rope bridge requires a DC 13 Strength check to safely make it all the way to the other side. Failure means the climber drops down into the basin, where he is attacked by 1d3-1 (0 to 2) snakes every round until he escapes. However, there is an additional hazard—halfway down the rope suspension bridge one of the loops has become frayed over the years. Perceptive characters might notice if they declare they are looking to see if the rope looks safe (DC 8 Intelligence check to spot – this is a trained skill check for characters with nautical or similar rope-using backgrounds). If the loop is spotted it is easily avoided, with no roll needed.

Climbing upside down with knees looped over the rope over hand requires a DC 10 Strength check, and avoids the potential hazard of the frayed rope loop.

Walking the narrow ledge to the left of the basin requires a DC 13 Agility check. Success means the adventurer crosses safely to the other side of the basin. Failure means the character falls either down into the snake pit, or over the ledge to the valley floor below, dying instantly (roll randomly).

Roll a d6 while the PCs negotiate this obstacle—on a 1, Big George Lincoln shows up and gets involved, acting for one random action and then flying away. Roll 1d8:

1. Fires at a random character with his laser vision BUT intentionally misses.

2. Blasts a random character with his laser vision, then warns them that the snakes are venomous.

3. Drops a random egg (roll 1d4): (1) a potion that heals 1d4 points of damage; (2) 1d3 pica lizards; (3) 2d6 Square Donuts; (4) egg explodes on contact with the ground, doing 1d6 damage to all targets in a 10' radius.

4. Shouts that the snakes are not venomous, and warns that hurting the snakes is going to make him mad.

5. Shouts that the snakes are evil, and must be destroyed.

6. Grabs a character at random, flies him back to the village, and drops him 10' to land in front of the Star-Spangled Depot (1d6 damage).

7. Shouts warning to the players to be careful, the snakes are venomous.

8. Grabs a character at random and ferries him along to the other side.

Perfect System Snakes (∞): Init +0; Atk bite +0 melee (1d2 plus venom); AC 8; HD 1d3; MV 15'; Act 1d20; SP venom, perfect system; SV Fort +0, Ref +1, Will +1; AL N.

Perfect system snakes are extremely rare creatures that are sometimes domesticated and used as guardians.

Creatures bitten by a perfect system snake must make a Fortitude save (DC 9) or take 1 point of damage from either Strength, Agility, or Stamina (roll randomly per bite).

A colony of perfect system snakes has the amazing ability to exist with only themselves for sustenance, with perfect efficiency. Their only waste product is gas and heat, keeping their environment clean. These strange snakes reproduce asexually, and their young are born ready to fight. Colonies usually seek an enclosed space, and their numbers grow to the exact size for their efficient survival in that space, never growing beyond what could comfortably exist in that sized space. The young can sense when the old are about to die, and they devour their flesh and drink their blood, providing all the nutrition and water they require.

Area 1-5 — George Drops The Bomb!: *Beyond the snake basin, the trail widens and the incline softens, making walking easier. From your vantage point on the trail you can look over the Dark Forest and see the mountains beyond.*

When the first adventurer making his way down is halfway between the edge of the snake basin and the terminus of the trail, Big George Lincoln shows up again. This time he yells down, "Buy War Bonds!" then tries to drop an egg on whoever is in the front of the marching order.

The egg attack roll is +4. If Big George Lincoln successfully hits, the egg hits, doing 1d6 damage to the character, and the thin crust of floor breaks away underneath their feet, dropping them down 10 more feet to the Hidden Chamber below. If the egg misses, it strikes the trail, breaking through the thin crust of earth and revealing the Hidden Chamber.

Once the egg hits, it cracks open, revealing one of the following items:

1. 1d6 venomous lizards. The lizards are stunned for one round after impact, then they viciously attack.

2. A ghost, who appears and for one round. Before it disappears, it cries, "Rescue Us!" If the PC team has had a member die in this adventure by this point, it appears to be the ghost of that character.

3. A magical potion in a steel flask that heals 1d6 points of damage.

4. An inflatable red, white, and blue raft that inflates with just a shake.

The PCs may avoid the chamber altogether if they choose and simply follow the goat trail down to the valley floor.

Area 1-6 — The Hidden Chamber: *Looking through the crack in the earth you see a dusty chamber below. Against one wall is a copper-colored metal door built into the stone wall.*

The PCs can climb down the 10' to the chamber within, or jump down, taking 1d6 damage for doing so.

Characters examining the door see that it has a stout lock (DC 14 Pick Lock or Strength check to open). The door has a magical trap that a clever thief might be able to disarm (DC 15 Disable Trap check). If the doorknob is grasped before the trap is disarmed, the grabber's hand becomes stuck fast to the door, and the knob begins to flip the victim violently, first one way and

then the other, slamming them on the floor for 1d6 damage per round. Victims must make a DC 13 Strength check to get their hands free, but it leaves a layer of skin on the knob (1d3 points of damage). Once the trap is sprung, the door can be opened safely for 24 hours, at which point the trap rearms itself.

The Treasure Chamber is within:

You see three pedestals, each with a different item hung on what appears to be a humanoid form made from bound hanks of straw. The figure on the left wears a suit of seemingly brand-new chainmail armor. The center figure is unrobed but has its hand on the pommel of a sword, its tip touching the pedestal. The figure on the right wears a fine cloak of darkest green. On the north wall is a tunnel, and you hear running water echoing from its depths.

These three items are magical but are subject to a peculiar curse. When a PC grabs one, the other two transform into piles of 2d10 assorted Square Donuts. If characters attempt to grab the items simultaneously, roll randomly to see which item remains and which become donuts.

The Square Donuts have healing properties. The first and second donut a creature eats in a 24-hour period heal 1d3 points of ability damage if applicable, 1d6 hit points if they are wounded, and have no effect if they are neither wounded nor have ability damage. Subsequently consumed donuts don't have any effect, and after 72 hours all the donuts disintegrate into inedible lumps of sugar.

The chainmail is the *Armor of Vondershmitt*, a suit of +1 armor that grants a +1 on Fortitude saves, and magically cleans, oils,

and repairs itself. If even one link of its chain remains undestroyed, the entire suit rebuilds itself overnight. The armor grows or shrinks to fit any humanoid creatures human-sized or smaller, down to the size of a halfling.

The sword is the *Bicentennial Blade of Branam*, a +1 longsword that leaves a trail of red, white, and blue sparkles in the air whenever its swung at an enemy. The sparkles dazzle the sword's target, imparting a -1 to their next attack roll.

The cloak is the *Silverstein Mystery Cloak*, which grants its wearer +1 on Reflex saves and camouflages its wearer against any background, which allows them to roll one die better on the die chain for any hide check they make and can make them completely invisible for 7 rounds per day. The cloak magically shrinks or grows to fit any humanoid of human size or smaller, down to the size of a halfling.

The tunnel is actually the entrance to a waterslide that will carry characters down to one of three entrances to the forest. Standing at the edge they can see that the interior of the slide is made of some unknown, slick material (naturally-grown and harvested fiberglass, from the ancient times when men knew how to grow such things). The water begins 10′ into the tunnel, coming in from tiny vents.

If the PCs dive in, they appear at position I, II, or III, at the edge of the Dark Forest (see below). However, if the adventurers take the raft down together, their combined weight on the raft channels them into the center tunnel, and they all arrive together at position I.

Area 1-7 — The Water Slide: If PCs decide to jump into the slide and take it down, read or paraphrase the following:

The waterslide is unlike anything you have ever experienced. Fast as the swiftest fish, you slide down through tunnels, loops, and whirls, borne by a sheet of rushing water. At times the walls of the slides illuminate, and you see strange signals and pictograms painted on every surface. Other times you simply rush through the darkness, with only the roar of water and your own cries of terror and joy. Sometimes you fly into the air, only to land back in another tunnel, or you invert completely, or drop straight down for a moment before leveling out.

You abruptly come around a corner and the waterslide branches into three tunnels — left, center, and right.

If the PCs are sharing the raft they automatically go down the first tunnel — their weight just guides them that way. If they do not share the raft, the characters get separated in the water tunnels and have only an instant to make a decision to flip their bodies and head down through one of the tunnels. Judges should have players silently write Left, Center, or Right on a slip of paper and hand them in.

The PCs' first exhilarating ride down the waterslide earns them an experience point.

Area 1-8 — Edge of the Dark Forest: The waterslide deposits the adventurers at one of the three positions on the map. The center tunnel leads to position I, the left tunnel leads to position II, and the right to position III.

This dark patch of forest is made up of towering leafy trees of a variety you have never seen before. Looking up, you see a dense canopy of dark green leaves 100' above, making a very visible roof in this place. However, as you draw close, you see that the forest, while completely cut off from the sun by the impossibly dense foliage canopy, is actually lit from within by softly-glowing lanterns hanging in the trees. As you look closer you see that the glowing objects are not lanterns, but rather glowing ears of corn, half-shucked and exposing their luminous texture of kernels to the sky. The forest seems to be extremely orderly. Each tree dominates a 10' area, and its roots actually grow up to the edge, giving it a slight rim around itself and pushing up against the slight raise of roots from its neighboring trees on all sides.

Improbably, the grid of trees, and the venomous lizards that hide in their branches, are part of a naturally-occurring puzzle that can lead smart players directly to the interior, and the unwary to their doom.

The trees are home to venomous lizards, who are naturally disguised as clumps of leaves as long as they sit perfectly still — which they can do, effortlessly, for hours and hours at a time.

These lizards like to hide in trees with glowing corn as long as the total number of corn ears is NOT a prime number — they absolutely avoid trees with a prime number of glowing corn ears, and will not willingly venture into the root-area square of a tree with a prime number of corn ears. They can tolerate trees with a non-prime odd number of ears of corn, but the strange number makes them sluggish.

If the PCs move into the root-area of a tree with a prime number of glowing corn ears, they are safe from the lizards as long as they remain there.

If the PCs move into a square with a non-prime ODD number of glowing corn ears, the lizards wait one round, then leap down

and attack. There are 1d3 lizards perfectly hidden in every tree. They will chase adventurers out of the root area of their home tree, as long as it is not into the root-area of a tree with a prime number of corn ears, but not out of the forest.

If the PCs move into a square with a non-prime EVEN number of glowing corn ears, 1d3 lizards instantly attack. They will chase adventurers out of the root area of their home tree, as long as it is not into the root-area of a tree with a prime number of corn ears, but not out of the forest.

The number in each square of the forest map shows the amount of corn in the tree in that section. A trail of safe squares, each one having a tree with a prime number of glowing corn, begins at position I and goes all the way into the secret lair in the forest.

If the PCs follow the path of prime-numbered corn ear tree root-areas, they will eventually find their way to the interior clearing — the lair of Big George Lincoln.

Area 1-9 — The Secret Tree: *The tree in this section of the Dark Forest is different than all the others — it is an oak with two stout branches nearly horizontal to the ground. You see deep claw marks on the larger branch, as if it's been gouged over and over by enormous talons. The grass is patchy and the ground has been scorched in several places.*

This tree is the entrance to the underground bunker where Big George Lincoln spends his time off from "defending" Georgetown. If the adventurers investigate, they notice that the large clawed branch seems to have a lot of give in it — it is hinged at the trunk. If enough force is applied to it (either a DC 18 Strength check, or 300 pounds of weight pulling the trunk

down), the branch clicks into a lower position and the entire 10'x10' section of earth lowers down into the chamber below on a pillar of stone with a loud grating sound.

Moving the branch back to its original position makes the section rise back up to the earth.

Area 1-10 — The Mystery Chamber of Big George Lincoln: *The section of slowly descends a total of 30 feet, leading to a chamber lit by strange glowing stones. The chamber is 60'x 60', and shadowy. On one wall you can see a huge tapestry—it might have once been a flag, but it has so many laser burns in it that you can't be sure. You hear a strange moaning from shadowy corners of this room.*

Once the PCs descend into darkness, three Patriot Spirits, strange un-dead creatures with bodies of transparent red, white, and blue, drift in from the corners of the room. These are all victims of Big George Lincoln—he can't see or hear the spirits, but they are forced to haunt this chamber anyway. They try to warn the PCs away, going so far as to attack if their warning is not heeded.

Note that if any of the PCs have been killed by Big George Lincoln, they become Patriot Spirits as well and haunt this chamber, and their former compatriots will absolutely recognize them.

The un-dead can be reasoned with—if the PCs parlay and ask for aid, they will point to the far corner of the wall where the secret door is. If the PCs simply attack, the Patriot Spirits fight to the death.

The secret door is fairly easy to find with an Intelligence check (DC 13, or DC 8 if the Patriot Spirts have pointed out its location).

Patriot Spirits (3+): Init +1; Atk ghostly touch +2 melee (1d6 cold damage); AC14; HD 2d8; hp 15 each; MV float 20'; Act 1d20; SP un-dead traits, trapped in the chamber, semi-incorporeal; SV Fort +2, Ref +1, Will +4; AL N.

Patriot Spirits are the ghosts of the victims of Big George Lincoln's chaotic behavior. They are trapped in this chamber, unable to ever escape. They are semi-incorporeal, and any attacks made against them have a 50% chance to do only 1 point of damage no matter what is rolled on the die. They can be turned by lawful clerics.

Area 1-11 — Beyond the Secret Chamber: *This is an opulent room with huge oriental rugs, burning incense in copper braziers, and hanging tapestries with rococo beach scenes and ocean life.*

In the center of it all is a sight you have never seen before—a squid wearing a jaunty tasseled fez sits on a hassock behind a wide table of smooth blonde wood. There are three upside-down cups on the table, each marked with an embossed letter: A, B, and C. The letters are correctly oriented when the cups are upside-down.

When the PCs enter, the squid-like creature—Dr. Brackin, an alien squid genie from a far-off planet—begins to move the cups with dazzling speed, always putting cup C a little bit forward of the other two. One cup at random has a gold bauble underneath, and characters who correctly choose which cup has the bauble may make a Wish. Each character may try the game one time. Each time a new character plays the game, re-roll for the position of the gold bauble.

If the PCs attack the genie, she first removes her fez and releases the venomous lizards that live within, then attacks with spells. If reduced to zero hit points, she is not slain but rather banished to her home planet, unable to return to our world for seven days.

Dr. Brackin, Genie Squid from Outer Space: Init +3; Atk spell (see below); AC 15; HD 3d6+6; hp 19; MV clamber 20' or swim 60'; Act 1d20; SP spellcasting, magic abilities, land-adaptive, fez full of venomous lizards, void travel, grant Wish; SV Fort +3, Ref +2, Will +6; AL L.

The Genie Squid from Outer Space breathes equally well on land or underwater. She can cast the following arcane spells like a 3rd-level wizard (+6 spell check): *cantrip, charm person, comprehend languages, ropework,* and *ward portal.* Spell failure effects Dr. Brackin as normal, but she may not have a patron or familiar and is immune to corruption.

Dr. Brackin can teleport herself once per week between her homeworld in deepest uncharted space and our world, carrying a maximum of 350 lbs. when she does. The squid speaks the common tongue and the strange language of her home world.

Dr. Brackin can grant a Wish to an individual she finds worthy. Each individual can only receive one wish during their lifetime. The Wish has the power to do the following:

- Make Big George Lincoln understand that his reckless and random actions are actually hurting Georgetown, in which case he stops his chaotic behavior and becomes a true guardian to the little community.

- Restore any comrades who died in the adventure to life.

- Safely transport the PCs to any place in the Universe they choose.

- Grant them a lifetime supply of Square Donuts. Every morning the PCs awake and find a paper sack holding a variety of hot Square Donuts. These are just normal, delicious Square Donuts, without magical properties.

- Raise any of a character's statistics except for Luck by 2 points.

- Raise a character's Luck score by 1d3 points.

Any other Wishes are not granted, but the winner gets another chance to make a Wish.

If Dr. Brackin is attacked, she removes her fez and points the open end at her target, which launches 7 venomous Sreisoh lizards at up to seven targets. The lizards attack the round they are launched as listed below.

Sreiosh Lizards (7): Init +1; Atk bite +1 melee (venom); AC 9; HD 1d6; MV 15'; Act 1d20; SP squid initiative, venom; SV Fort +1, Ref +4, Will +1; AL N.

The Sreiosh lizards are natives to the forests around Georgetown. This group has become friendly with Dr. Brackin, who kindly lets them live in her fez. They attack by biting, and victims must make a Fort save DC 11 or be paralyzed with terrible chills and convulsions for 1 round, unable to attack or defend themselves.

THE AFTERMATH

Once the characters leave the Secret Chamber of Big George Lincoln, they are in for a shock: Big George himself is there, waiting for the PCs to arrive. If they have not used the power of a Wish to make the giant eagle understand that he is acting erratically, then Big George attacks the PCs, and continues to do so as long as they continue to attack him or he is slain.

If the Wish has taken effect, Big George apologizes for his previous bizarre behavior and offers to ferry everyone back to Georgetown. There the PCs are given a hero's welcome for having ended the menace to the weary townsfolk. Mayor Periwinkle invites them to stay, and if they do she has a huge Lincoln Log cabin built for them to share. If they decline, she awards them honorary citizenship and invites them to visit any time.

Big George Lincoln: Init +3; Atk talon rake +4 melee (1d6+3) or laser blast +4 ranged (1d6); AC 16; HD 4d8; hp 29; MV fly 60'; Act 1d20; SP laser blast, random action, egg drop; SV Fort +6, Ref +3, Will +2; AL N.
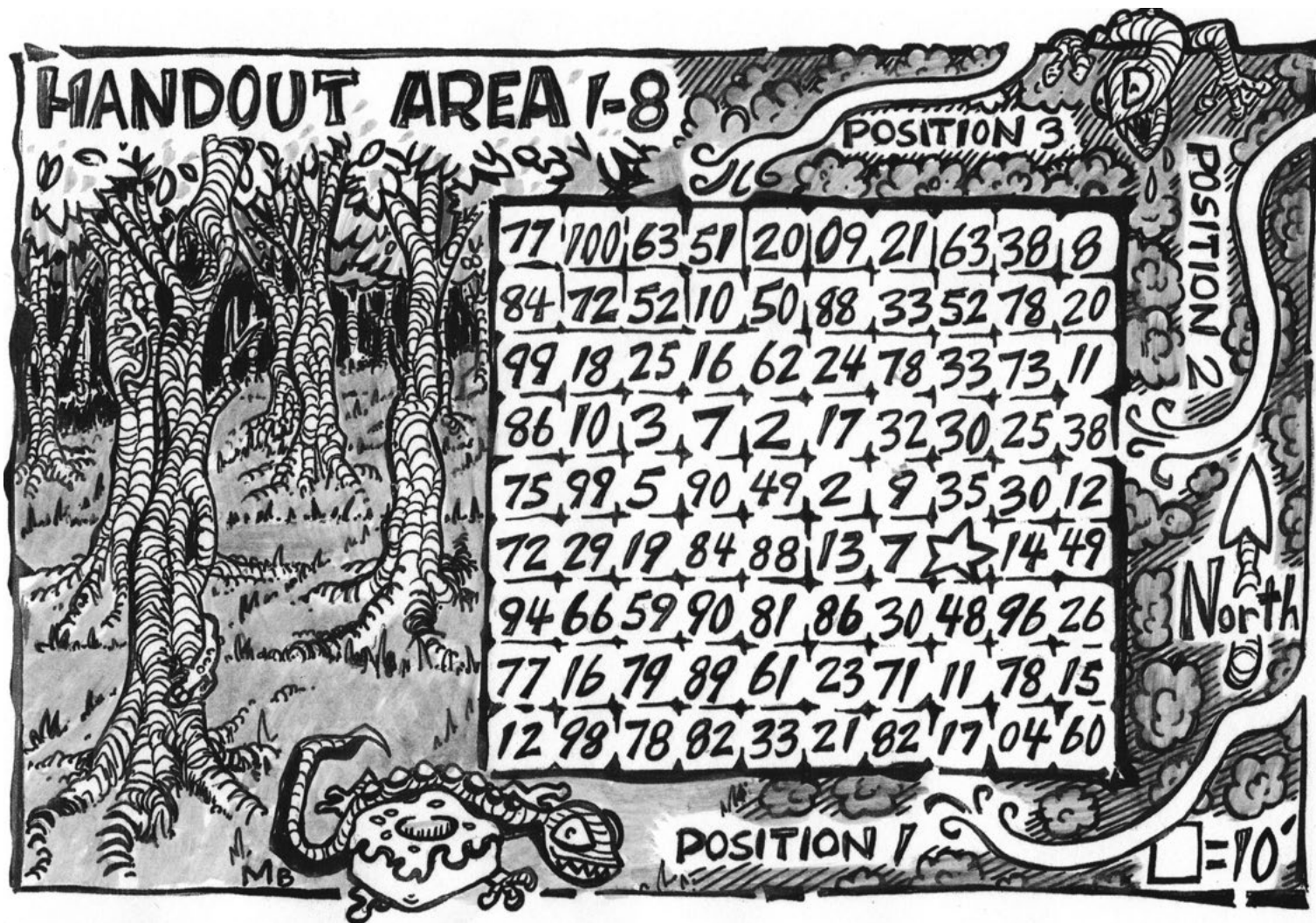
Big George Lincoln is a throwback from a simpler time, when atavistic spirits protected mankind. He is misguided, thinking that his every impulse must be a positive thing, no matter how destructive or absurd. If he could be made to understand that his actions are harmful, he would stop acting randomly and sincerely try to help people.

Big George Lincoln fires laser blasts from his eyes, to a range of 300' with no range penalty (the shots literally go wherever his glance falls). The blasts are red and blue, with white stars appearing around his head and the target whenever he fires them.

Big George Lincoln always holds action in combat until at least one opponent attacks him. If he is attacked, he fights back for at least that round, but if his opponents cease attacking he may simply fly away, singing his jaunty farewell song as he goes (50% chance).

APPENDIX 1: STAR-SPANGLED DEPOT EQUIPMENT PRICE

Item	Cost	Item	Cost
Lincoln Log, 6' section	4 gp	Hammer	1 gp
Lincoln Log, 3' section	2 gp	Crowbar	2 gp
Lincoln Log, 6'x6' roof section	5 gp	Paint, 10-gallon bucket (red, white, or blue)	2 gp
Lincoln Log, connecting piece	5 sp	Waterskin	5 sp
Lincoln Log, roof joint	1 gp	Paint Brush, large	1 gp
Lincoln Log, chimney	20 gp	Paint Brush, small	5 sp
Lincoln Log, door	5 gp	Paint Brush, medium	10 sp
Saw, two-man	3 gp	Drop Cloth	5 cp
Saw, bow	2 gp	Ladder, 6'	1 gp
Saw, hand	1 gp	Ladder, 12'	3 gp
Axe, lumber	4 gp		

HANDOUT AREA 1-8

POSITION 3

POSITION 2

POSITION 1

North

□ = 10'

77	100	63	51	20	09	21	63	38	8
84	72	52	10	50	88	33	52	78	20
99	18	25	16	62	24	78	33	73	11
86	10	3	7	2	17	32	30	25	38
75	99	5	90	49	2	9	35	30	12
72	29	19	84	88	13	7	☆	14	49
94	66	59	90	81	86	30	48	96	26
77	16	79	89	61	23	71	11	78	15
12	98	78	82	33	21	82	17	04	60

Building the Doom Gong

BY WAYNE SNYDER

Last February Joe Goodman asked me if I could build a holder for a gong. He wanted a gong to be hit every time a PC died in the Dungeon Crawl Classics RPG tournament at Gen Con 50. I had previously fabricated the hardware for the large three-sided banners which hung over the Goodman Games booth the previous year, and I guess that made him think I'd be up to the task. What he didn't know was that I worked in an amusement park sculpture and sign shop as the assistant park artist for five years as a teenager. So I said yes and got to work.

First, I scribbled up a loose thumb nail sketch (see picture 1) and sent it over. Joe approved.

Next, we needed to find a gong. Gongs are expensive. I showed Joe a few gongs I had found online and he did his own research

and three months later a huge 28" brass gong arrived on my front porch (2).

That was a lot of time gone by with no work on this project. I was itching to get it done, but my wife went to Europe for month so I was a single parent for all of June and [thus] nothing was done.

Welcome to July and I really needed to start work on this thing. I knew what I'm was going to do though, and I'm confident in my skills. when my wife returned, I said hello, and goodbye, then disappeared into the studio (3).

I drew out a design diagram with measurements. I wanted it to be big – taller than myself. I wanted it to be imposing and grim, but I had to get it to Indy – so it couldn't be house sized like I wanted.
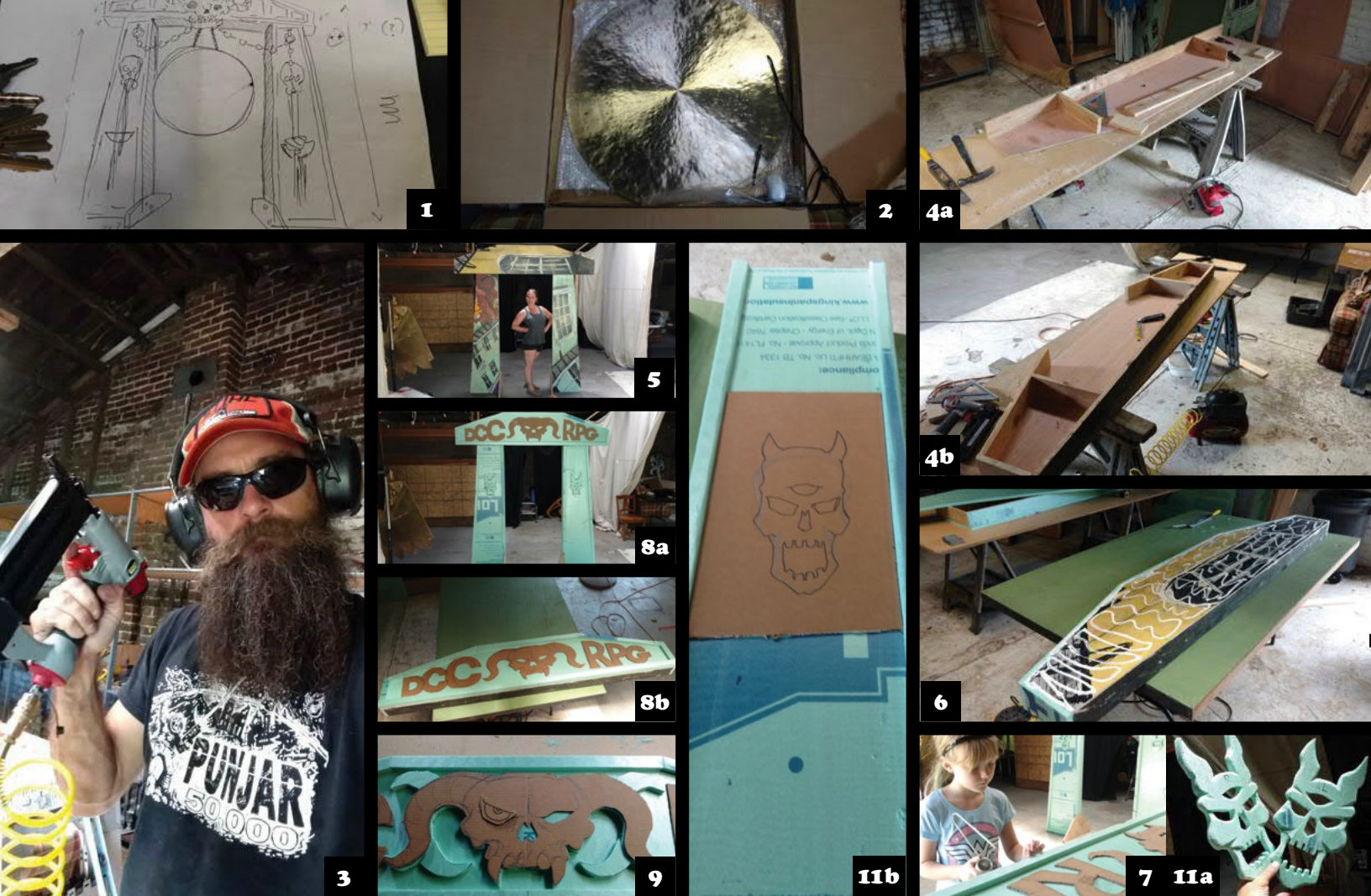
I found some old theater panels in the shed with crazy New Orleans Jazz Turkeys painted on them and decided to save some time and money by cannibalizing them. I sawed them up, added a few more supports and braces (4), and set it up to look at it (5). I drilled holes for the connecting hardware, carriage bolts, washers and wingnuts. I put in some hooks and hung the gong from it as a test.

After that I cut foam panels and glued them over it so I could later carve the stone effects into it (6).

My family was super generous through all this giving me the time and space I needed to hustle this project. They brought me food and made supply runs for me. My daughter even helped carve the foam (7).

changed the design at some point. I decided it needed to broadcast the name of the game. It's Gen Con, it's a big gaming convention, but it is also the industry's largest trade show. This thing had to announce why it was there. I cut out some letters for the pediment (8).

I mocked up a skull (9), but was 100+ degrees in the shop and I wasn't thinking straight. I mocked up a demon skull that had more in common with the Danzig logo than the iconic DCC demon skull. I showed it to Joe and he suggested I talk to Doug Kovacs, the designer of the iconic skull, about it.

Doug's advice was if I was going to do my own thing, make it original and if I was going to copy his skull, do it right. Don't do a shit version of his work. He hates that and rightly so.

So I started to add a bunch of feature to this generic demon skull I had going to push it away from the DCC skull. More horns and googly eyes didn't help and I knew I had made a mistake. I dumped it and went for the iconic DCC skull (10), which was the only real answer all along.

Meanwhile I had glued the skulls on the pillars and assembled the blood bowls (11). I bought a salad bowl at Target and cut it in half. Cut the heads off the bolts and glued them into the backs of the bowls. They needed to be removable so I could lay it flat for shipping.

The skulls and letters also had to be flush with the face trim for the same reason. Anything sticking out would probably get damaged in shipping. At this point in production I was expecting to mail it to the Con.

As an aside... There is a doom band by the name of Book of Wyrms [https://www.facebook.com/Bookofwyrms/], that practices [in the same studio], and our paths crossed as I was working late nights. When I was carving this demon skull it was 100+ degrees in the shop at night. Sweat was dripping off the foam in rivulets as I carved it and a live doom band was playing ac-

companiment. When I realized what was happening, it was real moment of truth about what success in life really is. I was getting paid to carve demon skulls while a live doom band played beside me. *I had won.*
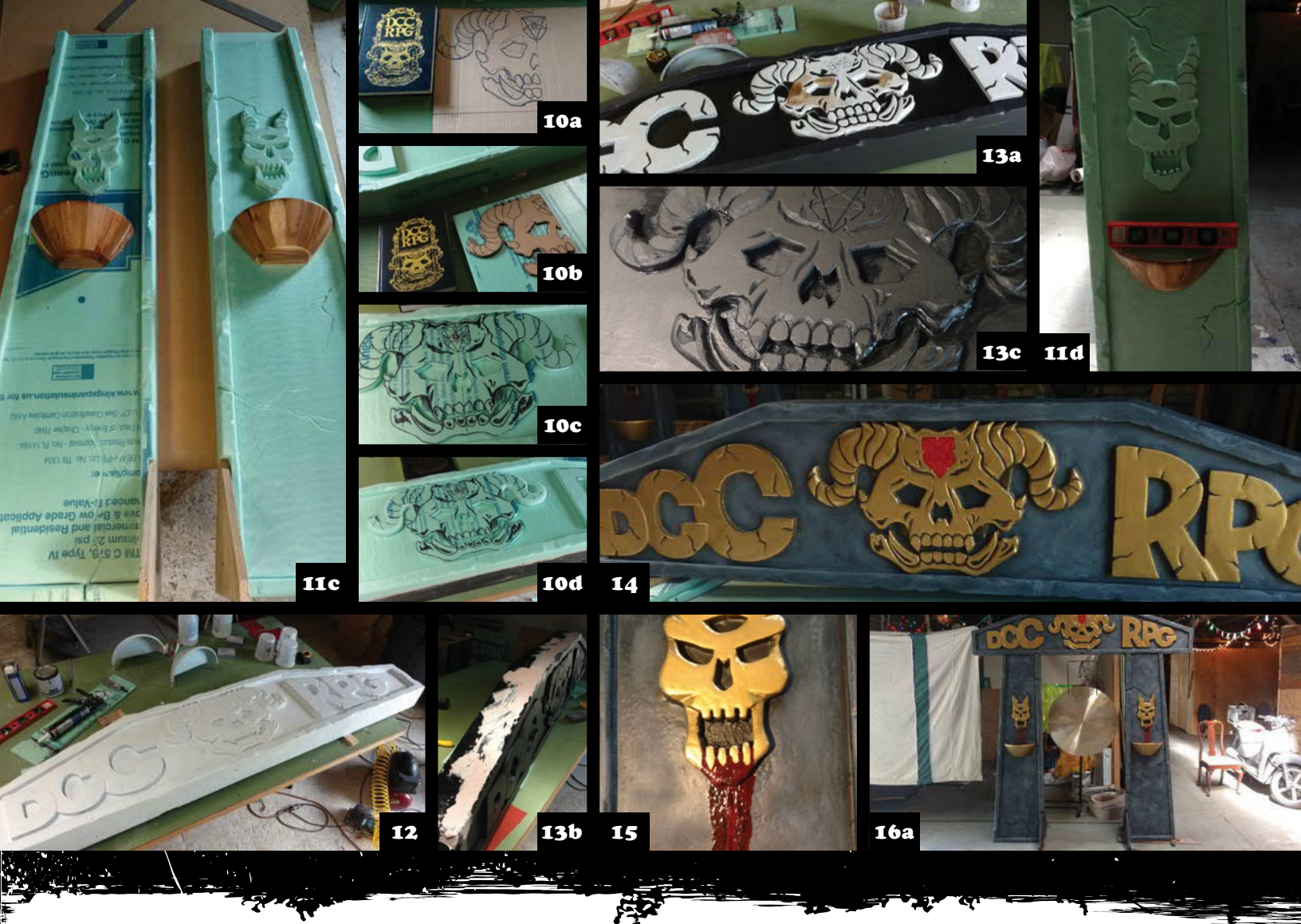
I should probably thank Book of Wyrms that the skull turned out so well. Thanks ya'll!

I finished up the work on the skull and letters and glued them on (12). I sanded everything a few times. I patched the seams with automotive body putty and sanded that a few times between layers.

Then I painted it black (13). I really liked it black.

I had hoped sealing it with paint would allow me to use polyester resin to coat the outside and make it hella durable. But, either I used too cheap of paint or the actual heat of the resin setting still melted the foam. I had to go back and patch the damaged bit with more body putty. I switched to a two-part epoxy. I applied a coat and found the humidity and infernal heat of Richmond in the summer wasn't helping the epoxy do its thing very well. I applied several coats and did a lot of sanding and worrying in between. It did look really gruesome when it was gloss black. The kind of thing a soon-to-be-dead party of adventurers would discover on a forbidden death moon.

still had no idea how I was going to get this crazy thing to Indianapolis.

But I had to paint it, so I knocked back the gloss with a coat of shellac based KILLZ paint. I started mixing my own paint at this point using the KILLZ and craft paint and sign paint. I got the gray for the stone and made a big batch of the gold for the letters and skull (14).

Doug had sent me the color cover art for the DCC annual and I saw that the skull's gem was red, which I didn't know previously. I wanted it red and shiny. I wanted to put a light in it. I wanted to put light in the eye sockets. I told myself to stop escalating the project and just finish what I was doing instead of making it more difficult.

After much deliberation I set to applying the faux finish on the stone work, and then painted on the blood (15). I painted the gem red and added in shadows for depth. I went back in and black lined the skull and letters to make the details pop (16). I mixed some dark gold and laid in shadows on the column skulls.

It was at about this point I knew deep down in my heart that if I shipped this with UPS or Fed Ex they would destroy it. 100% guaranteed. Unless I built a shipping crate, and then the trans-

16b

17

TEAM TOURNAMENT FINALISTS!
See page 35 for complete results!

port cost would be that of a small used car. I called my friend Scott Jenkins. I knew he was going to Gen Con. Luckily, he was driving, alone, and in a big-ass SUV. He's a fucking hero. He stopped by and we measured and made sure this beast would fit. Salvation was at hand.

I added false bottoms to the bowls sealed them with epoxy and KILLZ and painted them up. All the blood got a layer of gloss varnish to make it look wet and fresh as did the forehead gem to make it shine.

I bought bigger hooks and spray painted them gold and drilled new pilot holes.

I was at the finish line with about 10 days to spare. I painted the back black again along with the feet and sealed the whole thing with several cans of matte varnish spray.

I left the beast to lay in the shop for a week to air out and dry as much as possible. The humidity was wreaking havoc with my

dry times and epoxy curing... so I wanted to make sure it was good and finished before I tried to pack it.

I bought a huge box of bubble wrap to pack it up in but I was really worried it would stick to the thing and when I unpacked it the paint would come off with the wrap or it would leave little bubble dots all over the facade. I bought a bunch of moving blankets, wrapped them up in them and secured it all with packing tape (17).

We put them in Jenkins car. Jenkins drove away and I got on a plane to Gen Con 50.

nd note: I'd like to make it known I've dedicated this build to the man who mentored me in the skills I needed to successfully accomplish it.

In memory of Matt Rusnak 1925–2010: WWII Veteran, Traditional Hand Letterer, Artist, Painter, Sculptor, and all around Genius. We miss you Matt.

YO, JOE!

AND EVERYONE ELSE NOT NAMED JOE, TOO!

There are a LOT of names that float around at Goodman Games. Enough that you might not be able to keep track of them in your head. So, we decided it was high time that you got a glimpse into the crew that actually moves things behind the scenes, keeping Goodman…good.

Like most things from we produce, there's a bit of an old-school touch to it. If you are a child of the 80's—or maybe even well after, considering the popularity—you might recognize this format. We couldn't help ourselves (but we can give a big thanks to Larry Hama for creating the original cards for another well-known product line!).

So here's the crew that makes all this amazing magic happen. Allow us to proudly unveil THE G.G. JOE FILE CARDS!

G.G. JOE

ARTIST

Code Name: Ambassador from North Kovacistan

File Name: Kovacs, Doug
Primary Responsibility: After-hours DCC RPG
Secondary Responsibility: DCC Online
Birthplace: Northwest Chicagoland   **Grade:** Extra Low

A known associate of the Dreadnoks, the Ambassador from North Kovacistan specializes in exploring the unknown roads of gaming and art. He allows unaware civilians to blissfully enjoy the rewards without exposing themselves to the soul-crushing risks of going toe-to-toe with the unstoppable forces of mediocrity. Certified expert: traditional physical media of art creation, including watercolor, acrylic, and pen-and-ink illustration. Graduated 9th degree black belt in illuminated cartography. Currently pursuing certification in airbrush techniques.

"They say the Ambassador from North Kovacistan is the living embodiment of DCC. He's been heard to say that winning DCC is in the process of playing DCC – and the authority of the rules ends when you evolve your game into something more fun. Many people have visited Kovacistan, but it seems like only one man can truly live there. So when the Ambadassador visits us, people listen. And not just because he makes us feel smart and cool."

GGJOE

WRITER

Code Name: One More Week

File Name: Stroh, Harley
Primary Responsibility: Vanilla fantasy
Secondary Responsibility: Breaking bones (self)
Birthplace: Yosemite National Park   **Grade:** AC -2

One More Week cut his teeth in the Caves of Chaos at the age of eight and has been running games ever since. He has a deathly fear of social interactions, which runs counter to his rabid appreciation of the Joe team. Qualified Expert: Epic Funnels, Spell Duels, Team DCC Tournaments, pulling Kovacs off of limousines before the cops arrive.

"If you go back to DCC 17 you'll find magic items and monsters that make no sense according to 3.5. His 4e adventures were even worse. Some say that the Dark Master wrote DCC so that Harley wouldn't have to keep breaking the rules to D&D. Sometimes the Mountain comes to Mohammed."

GGJOE

PUBLISHER
Code Name: The Dark Master

File Name: Goodman, Joseph E.
Primary Responsibility: DCC RPG, polyhedron obsession
Secondary Responsibility: DragonMech, Broncosaurus Rex, WH40K('87 ed.)
Birthplace: Atlanta, GA   Grade: Level 6 publisher

The Dark Master directs a crew of highly specialized operators via short-burst transmissions issued from a citadel atop Mount Tamalpais. His broadcast site has been traced to the vicinity of a government-designated Nike missile launch site known as SF-88, but beyond that all tracking attempts have failed. The Dark Master is believed to have a civilian alias which he uses to infiltrate the muggles and pass undetected to various safe houses worldwide. Through study of the muggles and pacts with unknown intelligences, the Dark Master takes the literary and artistic spawn of his gifted creators, blends them with fragmentary nuances of bygone eras, and ushers forth glorious twisted things that feel as if they are old despite their fresh copyright. Comes from a long line of publishers and rabble-rousers who conceal chaotic tendencies beneath lawful costumes. Specialized education: game publishing boot camps in Scotland, Sweden, and Pennsylvania. Qualified expert: publishing software (all), offset printing techniques, select categories of pulp literature and art, business biographies of obscure game publishers. Known sesquipedalian and Luddite tendencies. Refers to the internet as "what?"

"The Dark Master is trying to build something great, some edifice to classic fantasy, and he needs to locate enough like-minded souls to do it. Their numbers are growing, and soon there will be enough for The Great Ritual to begin."

GG JOE

SHIPPING GUY
Code Name: Warehouse Yeti

File Name: LaBaw, Keith
Primary Responsibility: Role Playing Games
Secondary Responsibility: Other table top games
Birthplace: The Desert Wastes   Grade: DY-7

Warehouse Yeti (aka The Desert Yeti) is an equipment specialist highly skilled in many aspects of making sure Goodman Games customers receive the essential components in order to complete their DCC RPG missions. Books, dice, swag, shirts, and even customized alloy belt buckles, ship directly to GG-Joe forces around the world from the Warehouse Yeti's secret desert base. In his spare time, Warehouse Yeti builds Mad Max style go-carts, costumes, and props for desert events with other post-apocalyptic enthusiasts. Qualified expert: Pittney Bowes K-700, ODFL loading, USPS postage optimization, U-Line 100.

"That tall son-of-a-gun makes tactical fulfillment look like child's play."

GG JOE

WORD COUNT ASSASSIN
Code Name: Rat-Snake-Eyes

File Name: Curtis, Michael R.
Primary Responsibility: RPGs, game design, imagination-for-hire
Secondary Responsibility: Appendix N Scholar, miniature wargames commander
Birthplace: Unknown   Grade: FU-2

Raised by the Infinite Monkeys with Typewriters Clan in a secluded monastery, Rat-Snake-Eyes learned the Way of the Purple Prose. When deemed ready, Rat-Snake-Eyes was sent into the world to kill word counts and prolong the suffering of deadlines. After he defeated the Alphabet in hand-to-hand combat, Rat-Snake-Eyes was recruited by the Dark Master to lead guerilla campaigns in the Shudder Mountains, Nehwon, the sunken continent of Ru, and against such adversaries as Emirikol the Chaotic and the Host of Chaos. When not slaying words, Rat-Snake-Eyes enjoys pinochle and Neil Diamond. Qualified Expert: MS Word, Webster's Dictionary, Thesaurus, No. 2 pencil with attached eraser.

Quote: *sound of a snapped neck*

GG JOE

BOOTH LASS
Code Name: Coyote

File Name: Brooks, Allyson
Primary Responsibility: RPGs for kids
Secondary Responsibility: Gaming psychology
Birthplace: Smyrna, GA   Grade: FTGFOP

Coyote is a powerful weapon in the Goodman arsenal. Her training in art and psychology makes for a dangerous combination, which, combined with a sense of humor that makes razors look dull, tends to keep fans entertained and informed. Allyson is usually seen in the company of her husband and cohort, Brett "Chromedome" Brooks. Allyson is also a talented writer, and the author of the fan-favorite game, Meddling Kids.

"Isn't this exciting? Are you excited because I'm excited! I've never been so excited, well, except for the time that I saw you and I went [gasp] but I mean really, who could top that?"

G.G.JOE

CONVENTION TROOPER
Code Name: Beast Mode

File Name: LaSalle, Brendan J.
Primary Responsibility: Convention Judge
Secondary Responsibility: Adventure Design, RPG Improv
Birthplace: North American Empire   Grade: E-Z

Beast Mode's fear of working the booth drove him to improve his GM skills until running convention games was all anyone would let him do. Specialized games: Certified Xcrawl Xpert, DCCmonster, MCCman second class. Specialized Education: Goodman Games School of Adventure Non-Suckage, Pandahead Proving Grounds, GenCon Endurance Trials. Qualified Expert: Off The Rails Gaming, Game Demos, NPC voices, Finding Coffee (including military-grade caffeinated chewing gum).

"Beast Mode has signed up to run at two more conventions since the beginning of this sentence."

G.G.JOE

COMMUNICATION SPECIALIST
Code Name: Chromedome

File Name: Brooks, Brett
Primary Responsibility: RPGs
Secondary Responsibility: Bad Movies
Birthplace: Johnson City, TN   Grade: BB-8

Chromedome is a trained field pantologist. He mans the customer and retailer communications stations, as well as helping out with social media, web updates, and several other jobs, as the need requires. Brett, along with his wife Allyson, work a number of conventions for Goodman Games, where they do their best to inform, entertain, and get the goods to folks. Brett and Allyson are also the owners of Pandahead Publishing—the original publishers of Xcrawl—where they still publish novels, games, and artwork.

"I wanna decide who lives and who dies!"

G.G.JOE

JACK OF ALL TRADES
Code Name: Musk Goblin

File Name: Zimmerman, Dieter
Primary Responsibility: RPGs that Goodman doesn't make anymore
Secondary Responsibility: Sid Meier's Civilization
Birthplace: Lawrence, KS   Grade: B+

Musk Goblin specializes in social media warfare, but he is also a passable adventure writer, GM, salesman, graphic designer, and event organizer. He's highly adaptable; he learns on the go and does whatever needs doing. His knowledge of Goodman Games history is second only to the Dark Master's, and he is a qualified expert in DragonMech lore. He has an extensive circle of contacts in the gaming industry, renaissance faire community, and the general sphere of nerd-dom.

"He just does stuff, you know? Like, you'll say you need something done, and he'll step up and do an adequate but inexpert job – at darn near anything. Oh, and you want to know WHY Joseph is called the Dark Master? Musk Goblin knows."

GG JOE

LOGISTICS & TACTICS
Code Name: TACO

File Name: Hershberger, Jon K.
Primary Responsibility: Convention Logistics & Comms
Secondary Responsibility: Guerilla Marketing, Cyber Warfare, & Event Information Metrics
Birthplace: Newton, Kansas   Grade: C-4

TACO has seen many campaigns, and many conventions, from Kul-Con in 1980s to Gen Con, Genghis Con and Gary Con in the 2000s. He's old school, and he has dice and lead minis older than most of the Goodman authors. Whether running AD&D games or marshalling marketing activity in the con booth, TACO has the "no BS, git 'er done" soldiering attitude others only strive for.

"I've never seen a guy take incoming fire like TACO. When the Gen Con reg system is down, the event marshals are hassling us for ticket counts and the round 3 tournament judge is a no-show, he stands there and calmly assesses the problem, identifies a firing solution, and returns fire while everyone else is still ducking for cover."

GG JOE

CHIEF MADLING
Code Name: The Wrangler

File Name: Bruner, Marc
Primary Responsibility: DCC RPG
Secondary Responsibility: Mutant Dinosaur Gongfarmers
Birthplace: Abilene, Texas   Grade: J-1; Sensitive Compartmented Information (SCI) eligible

One of the newest members of team GG Joe, the Wrangler performs a miscellany of tasks when called into action, including writing, booth factotum, and undertaking the occasional secret mission. Though only a subaltern writer, the Wrangler is valued for his versatility, and has penned adventures for DCC RPG, MCC RPG, and Dinosaur Crawl Classics along with the occasional web-article. He most recently served as co-designer for the DCC Open tournament during Gen Con 2017, helping to guide dozens of players to their doom within the dark tombs of Thakulon the Undying. He is currently lead designer on top secret project REDACTED with REDACTED, licensed from REDACTED. When the Wrangler isn't gaming or writing, he runs amok with his four kids and paramour in lovely Austin, TX. Specialized education: editing; zine-wrangling; extensive training in stand-up judging from the masters of the form.

"He's new and he's got nothing to lose" – Judge Jim

GG JOE

SCRIBBLER
Code Name: Link Boy

File Name: Poag, Stefan
Primary Responsibility: Art Stuff
Secondary Responsibility: Torch carrier, loot bearer, cartographer, arrow-sponge
Birthplace: The Hinterlands   Grade: Henchman/Hireling, Order of the Brown Pants

Link Boy can usually be found toting spare coils of rope, torches, extra iron spikes, flasks of oil and other dungeoneering necessities while staying as close to the middle of the marching order as he can get. He assists with party mapping chores and frequently offers to carry the torch, hoping that these contributions will keep him out of the front ranks and far from harm's way. Between adventures, he attempts to capture scenes of heroism and valor with ink and paint.

"Is it really my turn to check for traps? I'm pretty sure it's Brad's turn!"

GGJOE

PENCIL/PEN SPECIALIST
Code Name: Scribbles

File Name: McDevitt, Brad
Primary Responsibility: RPG's, Horror, Fantasy
Secondary Responsibility: Tactical Graphics Manipulation
Birthplace: Salem, Ohio   Grade: 2-HB

Scribbles is highly skilled in use of pencils, pens, paints and computers in an offensive capacity. He is capable of landing quips, jokes, and sarcastic commentary with pin-point accuracy. Known for his nocturnal habits and prodigious coffee consumption. Capable of pulling all-nighters enthusiastically when motivated by the dreaded Deadline Demon. Qualified expert: art, music, mayhem, along with more art and music. Classified: One of the very few modern artists capable of Virgil Finlay level stippling. Special education: graduate degree equivalent in pulp illustration history.

"Dragons, palm trees, Orcs, and pretty little ponies… they all go down the same once Scribbles gets ahold of them."

GGJOE

WORDSMITH
Code Name: Old School

File Name: Doyle, Chris
Primary Responsibility: RPG's, specifically all editions of the world's most popular fantasy role-playing game. Except 4E!
Secondary Responsibility: Tabletop board games, card games, miniature games
Birthplace: CLASSIFIED   Grade: RPGA™ TD-20

Old School has been playing RPGs for over 35 years. He has been a professional freelance author for over 25 years, primarily focusing on adventures. He has penned adventures for 1E, 2E, 3E, 3.5E, 4E and 5E of the world's most popular fantasy role-playing game. Old School is a qualified expert on designing, GMing and organizing multi-round competitive RPG tournaments. An avid fan of all things Star Wars (including jawas and porgs), in his early days he wrote material for various incarnations of the Star Wars RPG. Old School has a massive tabletop game collection (300+ titles) that reside on the "Wall of Game," which measures over 12 feet long and five feet high. That said, he is most comfortable behind a Game Master's screen at an RPG table. Qualified expert: level 10 booth jockey.

"A bad day gaming is better than a good day at work!"

GGJOE

EDITOR-AT-LARGE
Code Name: The Reverend

G.G.JOE

File Name: Ultimak, Dakota Jesus
Primary Responsibility: DCC RPG
Secondary Responsibility: Old-School Rules, First-Person Shooters
Birthplace: (Classified)   Grade: Specialist (4th Level)

The Reverend is responsible for preparing written and visual media to convey game theme and rules information. The process can involve correction, condensation, organization, and many other modifications performed with an intention of producing correct, consistent, accurate and complete work. The process begins with the Dark Master's idea for the work itself, continuing as a collaboration between the authors and artists as the work is created. As such, his abilities involve creative skills, human relations, and a precise set of methods. Specialized Education: Infantry School, Art/Graphic Design School. Qualified Expert: M-16A1, M2A1 BFV, Information Technology, Logistics, Bicycles, Desert Environments, Open Source Alternatives.

"Reverend Dak is a stickler for conventions, consistency, and precedence. He wants everything to be 'perfect'. If you haven't seen him in a while, he's probably camping in the desert."

EDITOR
Code Name: Red Pen

G.G.JOE

File Name: Brinkman, Jen
Primary Responsibility: Editing, evangelizing
Secondary Responsibility: Playtesting, podcasting
Birthplace: under a rock   Grade: A+++

A known associate of Shanna Dahaka, Red Pen was a self-professed Acolyte of the Dark Master at an early age. She appreciates a good horror story, and that's what most manuscripts resemble when they come back…covered in the blood of her Quill of Doom. Equal parts badass gamer and mother hen, she is a founding member of the Order of Shanna and is a cross-trained asset in Field Recruiting. Rated second in class in Internet Communications. Special Training: Spell-burning; Nehwonian Special Ops. Qualified Expert: Staedtler 0.3mm (pref. "berry"); MSW; Krups 5200XP.

"Red Pen is as fierce about nailing a stat block to the wall as she is about people touching her dice. Don't do it, man. She's killed for less."

WORDFARE SPECIALIST
Code Name: Scriptwreck

G.G.JOE

File Name: Bean, Steve
Primary Responsibility: Rat kings, toy makers, null singularities, rock gods, world quests; new twists on old stories; new twists on the odd (game) mechanic; narativism in DCC
Secondary Responsibility: Zany, fast-play table top games, starting board game designs and never finishing them (and kit-bashing miniatures, parenthetical statements)
Birthplace: Hyde Park, New York but his "baptism in gaming fire" was at 3076 Church Street, Pine Plains, NY, the house in front of the Minifigs America factory.
Grade: Chief Gamer's Mate

Scriptwreck began his career in Natal Intelligence and did a brief rotation in cardboard counter-insurgency. Then a Dark Master Chief saw that his penchant for wordplay was wasted sitting at a desk. Recruited into Special Farces, Scriptwreck excelled, earning his TPK (total parody kill) rating in the German theater of operations. (Well, more like "rock arena" than theater …) Scriptwreck is cross-rated in ambidextrous wordfare, having simultaneously recruited NPC (as opposed to NBC) assets in the war-torn, Nth-world countries of Agharta and Nehwon. Scriptwreck's on-the-books missions are heavily redacted but there have been rumors of recent covert ops within the post-modern Umerican political landscape. The last time he reported in, Scriptwreck was in the middle of a HALO (high allegory, low ordinary) insertion into a dangerous search and rescue mission to extract the DCC Annual from Marin County, CA.

"Scriptwreck? Yeah he's definitely a guy you want to have your back on a mission - just be prepared. He hums 'In the Navy' by the Village People the whole time - I mean, literally THE ENTIRE MISSION."

PC-KILLING WRITER
Code Name: Statblock

File Name: Olson, Terry
Primary Responsibility: DCC RPG, adventure writing, game design
Secondary Responsibility: Stat man, trap technician, puzzle programmer
Birthplace: Undisclosed Animal Shelter   Grade: K9-FYSU

Statblock is a Holmes bootcamp survivor and has detonated polyhedrals through 40 years of various changes in command. Recently he's enlisted with the Dark Master Division to quell insurgents in the Purple Planet, Trapsylvania, Nehwon, Barako, and REDACTED. His canine companion, Gas Trap, is a qualified expert in subterranean extraction and threat elimination. In the field, she sniffs out rules lawyers and passes gas traps to stifle arguments.   Statblock's last tour of duty involved defending Thakulon's Black Heart with clockwork guardians that led 7 out of every 10 PCs to their deaths. Specialized Education: Physics, Music, Fetch. Qualified Expert: Polyhedral Statistics, Field Manual Revision.

"Statblock is like a flak jacket for writers. Line and copy bogeys cause tons of collateral damage, but not if he's deployed. He may be a stone cold killer, but Statblock always has your six."

GG JOE

EDITOR
Code Name: Nuclear Redactor

File Name: Wadzinski, Tim
Primary Responsibility: Fifth Edition Fantasy, Original Adventures Reincarnated
Secondary Responsibility: Subscription Service, Alphabet series, DCC RPG
Birthplace: near Ft. Sheridan, IL   Grade: NM-156

Nuclear Redactor, AKA the Blue-Penciler, wields the Red Pen of Doom when reviewing teammates' manuscripts and schematics, to enhance the excellence of their missions. He has numerous sets of detailed gaming research files, tomes, and periodicals dating back decades, and his scrutinizing eye was honed over 20+ years of e-zine editing and ownership. Qualified Expert in MS-Word, '80s heavy metal, decryption, and sending ridiculously nitpicky emails. Specialized Education includes analytic methodologies, ruleset conversion, podcasting, and advanced interrogation techniques. He recently survived a lengthy Search mission into the Borderlands, behind the wheel of an EM-50 Urban Assault Vehicle. His favorite die is a 37-year-old dog-chewed blue d12 from the Cook Expert set.

"It's like he sees things that other people can't!"

GG JOE

WORD WIZARD
Code Name: Ceronomus

File Name: Brinkman, Bob
Primary Responsibility: DCC RPG, MCC RPG
Secondary Responsibility: Fifth Edition Fantasy
Birthplace: Ancient Rome   Grade: LA-1 (Legatus Augusti pro praetore)

Trusted sorcerer to Julius Caesar and keeper of the enchanted flame, Ceronomus slumbered for over 1,500 years before reawakening to practice linguistic legerdemain. Since his activation by the G.G. Joes, he has led recon teams into the depths of Lankhmar, faced Death by Nexus, confronted the Restless Un-Dead, piloted a Castle in the Sky, and has journeyed into the far post-apocalyptic of Terra A.D. Ceronomus received specialized education in multi-dimensional exploration from special forces legend "Odd" Holmes. A member of a secretive group within the Joes known only as "The Cabal," he is ready for any threat, arcane or mundane. Special Training: Chronomancy; Exo-World Survival; Latin; Multi-Dimensional Exploration. Qualified Expert: M-7 Flamethrower; d60 damage die. Arcane Affinity: Pyromancy.

"That guy can make himself heard over a bagpiper convention held on an active runway. No wonder he calls the raffle results. It just isn't fair to make Con PA announcements compete with Ceronomus."

GG JOE

WRITER

Code Name: Elder Grunt

File Name: Hook, Jon
Primary Responsibility: Bring the insanity to the Age of Cthulhu and Dungeon Crawl Classics
Secondary Responsibility: The 3 R's: Reading, Writing, and Rumbling!
Birthplace: The Lone Star State   Grade: Cthulhu Mythos - 50%

Elder Grunt worships both at the altar of Cthulhu and at the wet bar of The Dark Master. Elder Grunt blends action, adventure, and mystery together in his series of Age of Cthulhu modules. He also put the "Wee!" back in "Halloween" with the 2017 Halloween module, Shadow Under Devil's Reef. And while he has an aptitude with the Mythos, the Elder Grunt is also well versed in the worlds of Howard, Smith, and Vance. And for a time, Elder Grunt was a stowaway aboard The Warden where he explored the long-lost Epsilon City and learned what it means to face a wolfoid in a fight to the death (thank Cthulhu for reincarnation!). Qualified Expert: Master of Google-Fu, the fine art of Notes-Write-Rewrite (Rinse & Repeat), and Tumbling Dice.

"Stay in school, kids! It has thick walls and lots of places to hide from the Cosmic Darkness!"

GG★JOE

GRAPHIC DESIGN

Code Name: Paste Up

File Name: Portly, Lester B.
Primary Responsibility: Visual Communication
Secondary Responsibility: Print Production
Birthplace: Socialist Canuckistan   Grade: GED

Paste Up was trained at the art schools of Socialist Canuckistan where he was indoctrinated in the means of production and propaganda – with a minor in assassination! Paste Up has worked as a provocateur for newspapers, an illustrator of comics, records and books, and as a prodigious designer for textile sweatshops. He is one of the founding members of the worldwide M.O.N.D.O. organization. His design and layout work can be seen on the covers, and in the pages, of numerous Goodman Games publications. Paste Up was specially recruited by GG Joe to create the authentic pulp look and feel of the Tales From The Magician's Skull fiction magazine. He is believed to be operating out of an undersea base off the coast of British Columbia. Qualified Expert: Ephemera.

"They say that Paste Up has one job; to eradicate all whitespace – and to look good while doing it!"

GG★JOE

HACK ADVENTURE WRITER

Code Name: Raven Crowking

File Name: Bishop, Daniel J.
Primary Responsibility: Dungeon Crawl Classics (adventure writer, patron creator, developer of miscellaneous esoterica)
Secondary Responsibility: Blog Commenter, Knower of Useless Knowledge, Guardian of the Trove of Treasures
Birthplace: CLASSIFIED   Grade: Can-Eh

Crowking is highly skilled in many aspects of dungeon design, and is capable of producing strange monsters in the field. Dwelling in the Far North amid the polar bears and wolverines has chilled his heart to the piteous cries of characters meeting grisly deaths. Crowking is frequently armed with a Xerox D125 or a Canon IRA 8505i. He has received specialized training in controlling unruly players through the use of solid polyhedrals. His secret mission is to infiltrate every bastion of the DCC RPG. Qualified Expert: The dice chain, puns.

"Crowking lacks true military discipline… and seems to like it that way!"

GG★JOE

ILLUSTRATOR
Code Name: The Phantom

File Name: Mullen, Peter
Primary Responsibility: B/X Dungeons and Dragons and DCC RPG
Secondary Responsibility: Mapping (with little pictures in the corners) and After School Gaming Club (Dungeon Crawlers Club)
Birthplace: Central Western Pennsylvania   Grade: 6th Level Dad

The Phantom is rumored to be educating high school students in the visual arts. Although some have doubted the existence of this illustrator, he has been known to surface on at least one or two occasions, typically where free food has been offered. At Gen Con 2017 there was at least one sighting in an indoor location, though he vanished when exposed to bright sunlight. The Phantom is adept at making a nuisance of himself, particularly by scribbling on discarded pieces of paper and cereal box cardboard with burnt-out Sharpie markers. Reports suggest that an embarrassingly battered and faded old hat seems to be part of his unassuming appearance.

"He's like the sasquatch — you can find 'evidence' of his existence, but where the evidence originates is up for debate. One thing's for sure, the Sharpie drawings are real. The guy who made them? That's less certain."

GGJOE

ARTIST
Code Name: The Canuck

File Name: McAusland, William
Primary Responsibility: Creative Mercenary
Secondary Responsibility: Protecting the Northern Perimeter and triceratops wrangling
Birthplace: The Frozen Timberlands of British Columbia
Grade: AC RV Artist and Deadliner

The Canuck exist in a frozen world half the year — allowing him to meet art bountys and deadlines because there is no going outside — frigid death waits outside. The other half of the year during, the forest fire season, he sips red wine by the inferno, drawing with one hand, and fending off bears with the other. His weakness is the necessity of a gluten free diet, and cannot eat anything at Ethiopian Restaurants. Known to have a funny accent and say 'eh?'. His favored weapon is the maple syrup net ejector, although for melee range crosshatching, nothing beats the deadly tip of the Sakura Micron 005 pen for crazy crosshatching.

"For this new mission... what sorta deadline are we lookin' at?"

GGJOE

GEN CON 2017

Appendix N Bookstore

Appendix N Bookstore

Appendix N Bookstore

Appendix N

Appendix "N" Books

INTO THE BORDERLANDS

A 5E Conversion and 1E Homage to
B1: In Search of the Unknown and
B2: The Keep on the Borderlands

THE SEMINAR

DUNGEON CRAWL CLASSICS
INTRIGUE AT THE COURT OF CHAOS
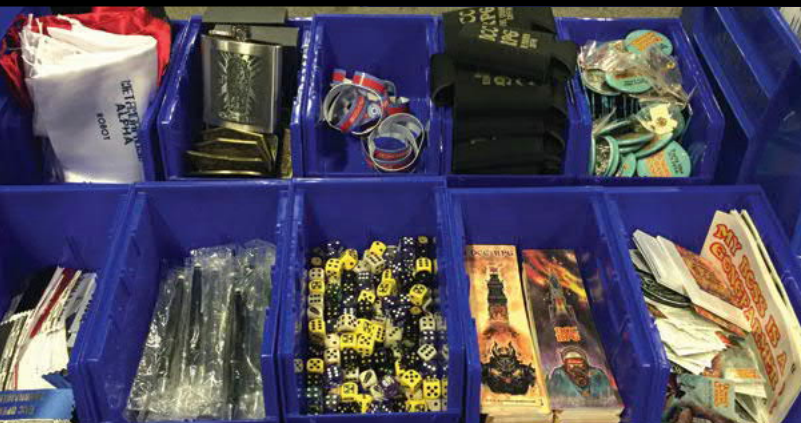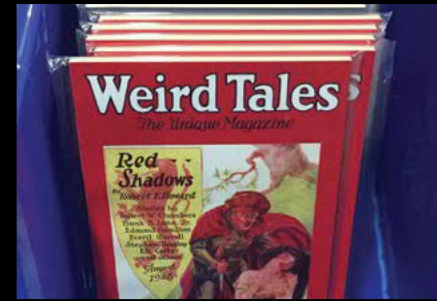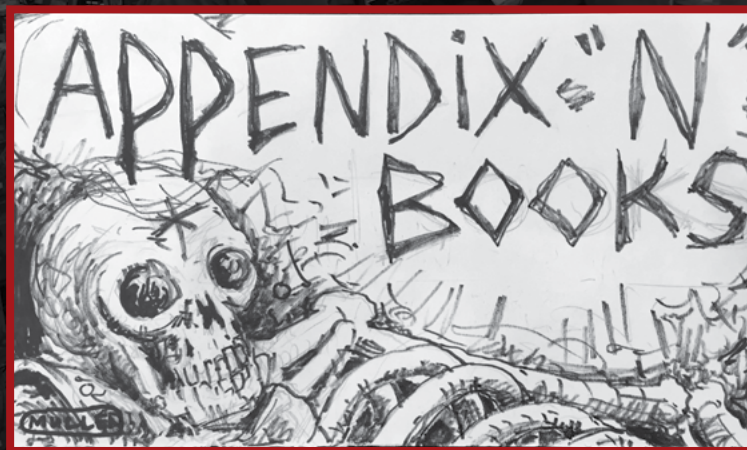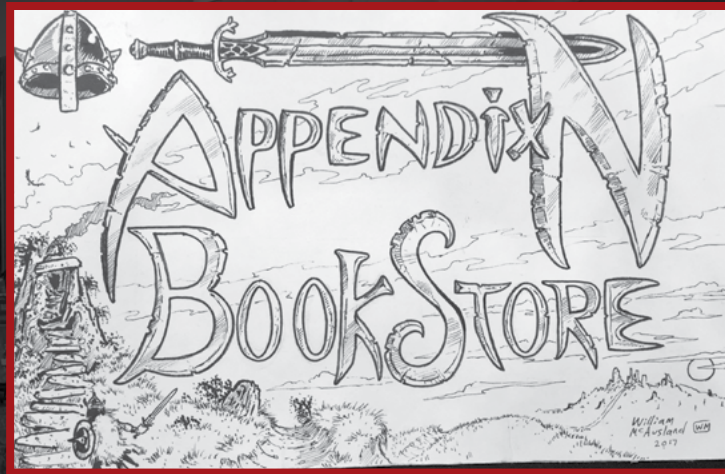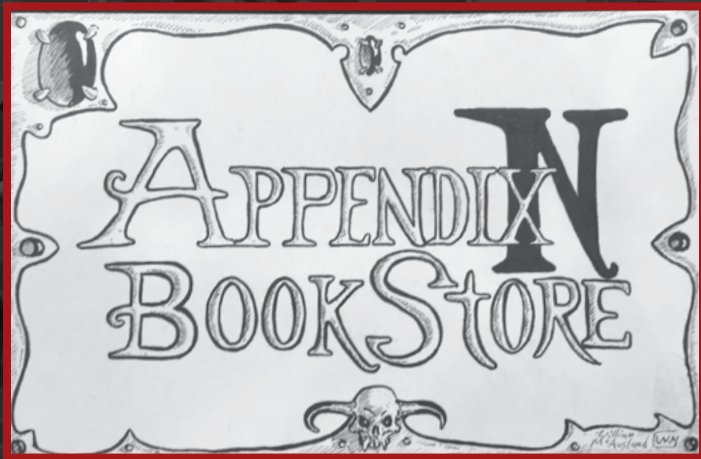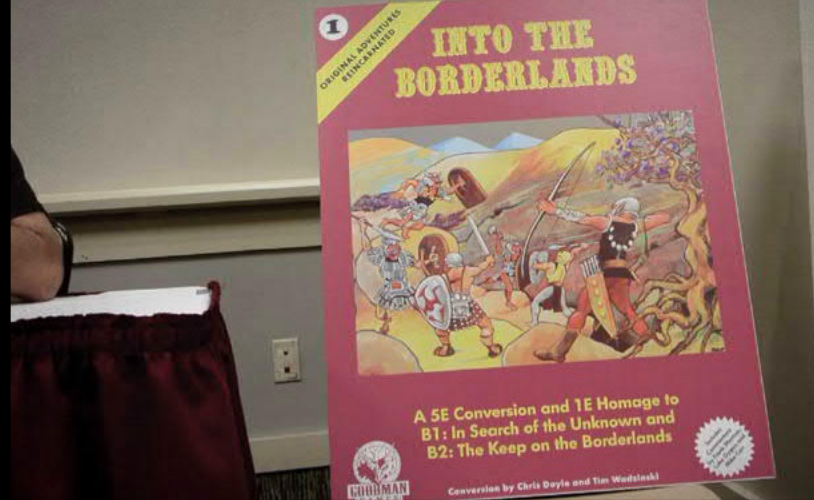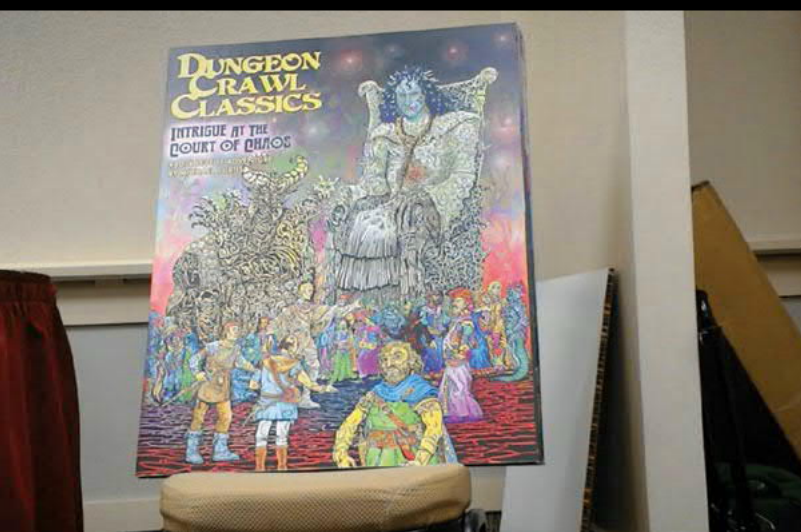
THE GONG

THE CREW
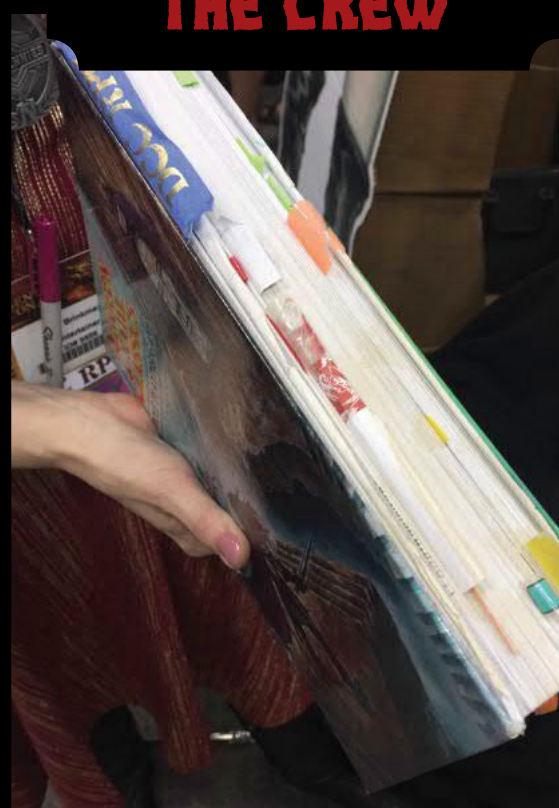
THE TOURNAMENT

See page 35 for complete tournament recap!

DCC OPEN TOURNAMENT LEADERBOARD DAY 2 AM

1. TOOTSIE POPS // 1227
2. BLOODSTALLIONS // 928
3. MEDIVAL KENIVALS // 669
4. NERD LOUISVILLE // 101
5. TOTAL ECLIPSE OF THE BLACK HEART // 67
6. THE CURSED DIE // -325

DCC OPEN TOURNAMENT SEMI-FINALISTS

CONGRATULATIONS TO THE TOURNAMENT FINALISTS!

Left to right: Mike Markey, Joe Moore, Heath Perkins, Silas Moore, Dana Johnson (crouching), Emily Mundy, Jason Stierle

DOUG-CON AT THE EMBASSY SUITES

TEBAL TO THE ... !

DGG
INFERNO ROAD

PRINCE KARACKAGROTH-AZOGAMORG.

PRINCESS PURRSH-AKKAZ TREGGAT

Twins

INFE ROD

NAME
A G
HP
STR
AGL
STA
INT
PER
SOULS

Former ...#1:

3:-3 4-5:-2 6-8:-1 9-12
13-15:+1 16-17:+2 18:+3
STAT MODS

ABILITIES:

REF: FORT:
INITIATIVE: SPEED:

THE ORDER OF SHANNA

Best Podcast
SPELLBURN
Spellburn
A Podcast about Dungeon Crawl Classics RPG

GOODMAN GAMES - GEN CON 2014

WILLIAM McAUSLAND
DIETER ZIMMERMAN
VALERIE EMERSON
THE DARK MASTER
BOB BLEDSAW, JR.
MARC BRUNER
TIM WADZINSKI
STEFAN POAG
NATALIE HERSHBERGER
JON HERSHBERGER
KEITH LABAU
JEFF GOAD
MICHAEL CURTIS
APPENDIX N
JIM WAMPLER
ERIC DAHM
BRENDAN LASALLE
STEVE BEAN
TERRY OLSON
PETER MULLEN
JEN BRINKMAN
WAYNE SNYDER
DOUG KOVACS
HARLEY STROH
BRAD McDEVITT
CHRIS DOYLE

GARY CON X

ORIGINS 18

NORTH TEXAS RPG CON
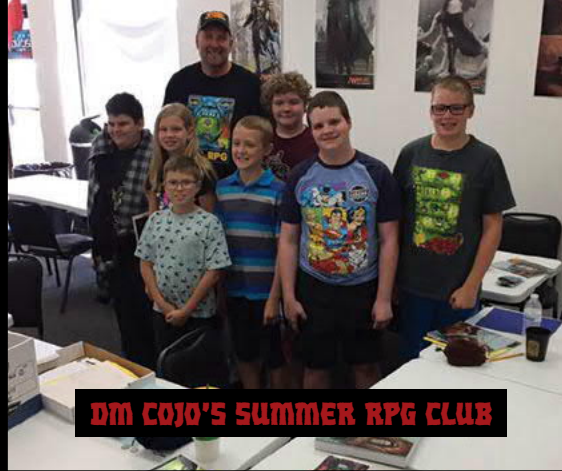
DM COJO'S SUMMER RPG CLUB

WHOSYERCON 2018

DRINKING & DRAGONS

BIG BAD CON

CON NOOGA 2018

FAN NEXUS

DUNGEON CRAWL CLASSICS

CON NOOGA

GAMA TRADE SHOW

LAWFUL GOOD PUERTO RICO

GRAND CON

GAMESTORM 20

ACD GAMES DAY

MEPA CON 17

TOTAL CON

MEPA CON 2018

RIN-CON

TOTAL CON

UK GAMES EXPO

U-CON
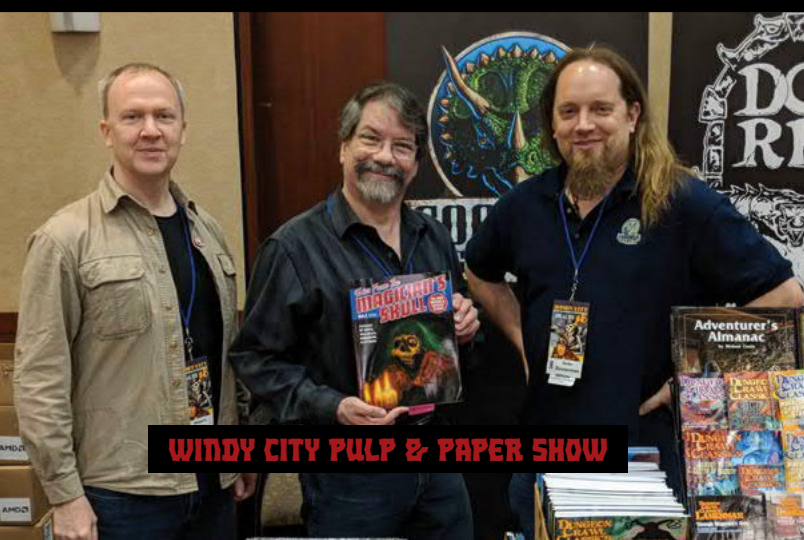
WINDY CITY PULP & PAPER SHOW

MOMOCON

DRINKING & DRAGONS

GOODMAN GAMES
2018 CONVENTION SCHEDULE

Total Con	Feb. 22-25	Marlborough, MA
Con-Nooga	Feb. 23-25	Chattanooga, TN
Gary Con	March 8-11	Lake Geneva, WI
Gama Trade Show	March 12-16	Reno, NV
Who's Yer Con?	March 30-April 1	Indianapolis, IN
Furry Weekend Atlanta	April 5-8	Atlanta, GA
Gamestorm 20	April 5-8	Portland, OR
Windy City Pulp & Paper Show	Apr. 6-8	Chicago, IL
Mepacon Spring	April 27	Scranton, PA
Momocon	May 24-27	Atlanta, GA
UK Games Expo	June 1-3	Birmingham, UK
North Texas RPG Con	June 7-12	Dallas, TX
Origins	June 13-17	Columbus, OH
Florida Supercon	July 12-15	Fort Lauderdale, FL
PulpFest	July 26-29	Pittsburgh, PA
Gen Con	Aug 2-5	Indianapolis, IN
Alliance Open House	Sept. 7	Fort Wayne, IN
SpaCon	Sept. 21	Hot Springs, AR
RinCon	Sept. 28	Tucson, AZ
Save Against Fear	Oct 12-14	Harrisburg, PA
ScoutCon	Nov. 2-4	Kamp Kanza, KS
Gamehole Con	Nov. 8-11	Madison, WI
Con on the Cob	Nov. 8-11	Richfield, OH
U-Con	Nov. 8-11	Ypsilanti, MI
Mepacon Fall	Nov. 16	Scranton, PA
Pax Unplugged	Nov 30-Dec 2	Philadelphia, PA

GOODMAN GAMES

POLYHEDRON GAMESTORE

GAMMA RAY GAMES

STORE APPEARANCES

GUARDIAN GAMES

COMIC KINGDOM RENO

DICEHEAD GAMES

THE SOLDIERY

EPIKOS COMICS & GAMES

WEEKEND WARLORDS

THE FINAL DUNGEON

Road Crew

FREE RPG DAY 2018
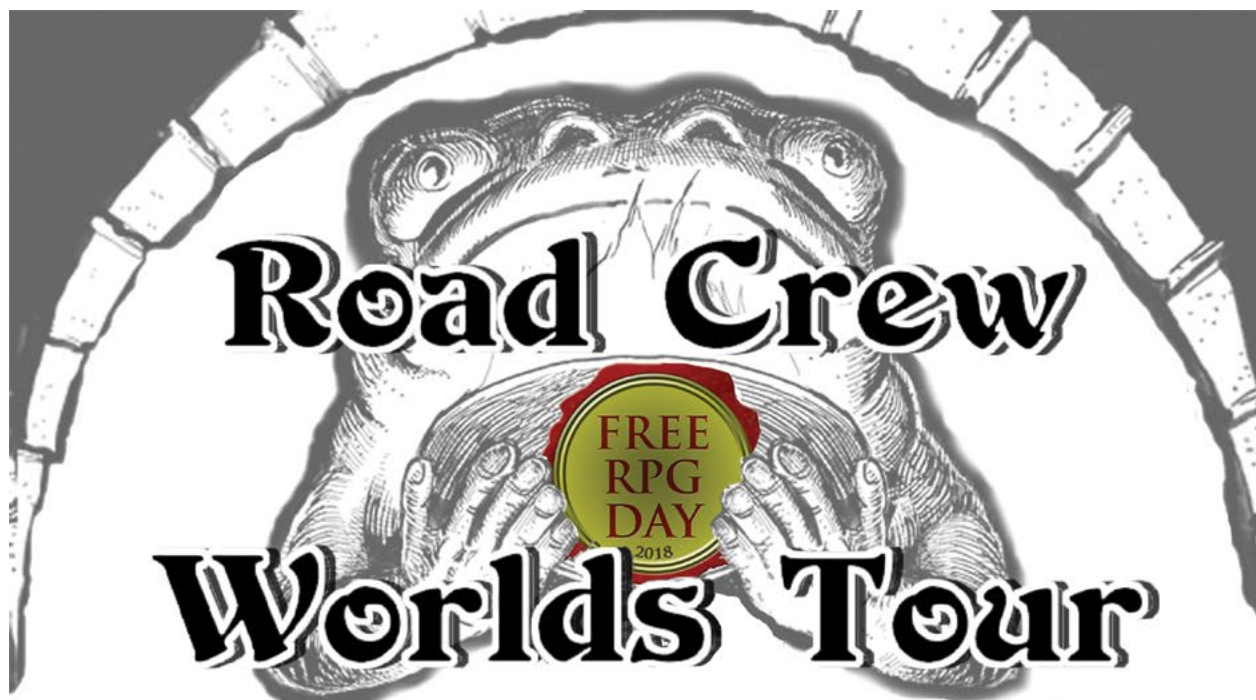
Worlds Tour

AUSTRALIA
Belleville, ON
Hobart, TAS
Fitzroy North, VIC

BAHRAIN
Tabli, BH

BRAZIL
Rio de Janeiro, RJ

CANADA
Belleville, ON
St. John, NB
Toronto, ON

DENMARK
Køpenhavn, DK

ITALY
Milan, IT

SOUTH KOREA
Seoul, KR

UNITED KINGDOM
Bournemouth, ENG
Machester, ENG
Norwich, ENG
Nottingham, ENG
Rugby, ENG

Glasgow, SCT
Largs, SCT
Paisley, SCT
Cardiff, WAL

SPAIN
Taragona, ES

UNITED STATES

Foley, AL	Newark, DE	California, MD	Charlotte, NC	Chattanooga, TN
Fairbanks, AK	Coral Springs, FL	Glen Burnie, MD	Raleigh, NC	Memphis, TN
Ketchikan, AK	Estero, FL	Quincy Center MA	Grand Forks, ND	Ripley, TN
Flagstaff, AZ	Jacksonville, FL	Worcester, MA	Cincinnati, OH	Austin, TX
Glendale, AZ	Orlando, FL	Ann Arbor, MI	Cleveland, OH	Frisco, TX
Mesa, AZ	Sarasota, FL	Garden City, MI	Columbus, OH	Longview, TX
Tempe, AZ	Seminole, FL	Lansing, MI	Dayton, OH	Tyler, TX
Tucson, AZ	Augusta, GA	Lincoln, MI	Rocky River, OH	Cedar City UT
Hot Springs, AR	Ft. Gordon, GA	Rochester, MN	Sylvania, OH	Lehi, UT
Jonesboro, AR	Warner Robins, GA	Roseville, MN	Toledo, OH	Orem, UT
Little Rock, AR	Pahoa, HI	Hattiesburg, MS	Oklahoma City, OK	Middlebury, VT
Fremont, CA	Lewiston, ID	Columbia, MO	Eugene, OR	St. Albans, VT
Fresno, CA	Bloomington, IL	Independence, MO	Hillsboro, OR	Wise, VA
Pasadena, CA	Bourbonnais, IL	Kansas City, MO	Portland, OR	Ellensburg, WA
San Francisco, CA	Chicago, IL	Bozeman, MT	Salem, OR	Kelso, WA
Santa Clara, CA	Mt. Prospect, IL	Bellvue, NE	Bethleham, PA	Kirkland, WA
Sunnyvale, CA	Quincy, IL	Las Vegas, NV	Jenkintown, PA	Maryville, WA
Vista, CA	Springfield, IL	Reno, NV	Pittsburgh, PA	Redmond, WA
Alamosa, CO	Bloomington, IN	Rochester, NH	West Chester, PA	Richland, WA
Aurora, CO	Elkhart, IN	Somerville, NJ	York, PA	Tacoma, WA
Milford, CT	Ft. Wayne, IN	New York City, NY	Pawtucket, RI	Parkersburg, WV
Newington, CT	Lowell, IN	Asheville, NC	Sioux Falls, SD	Janesville, WI
	Standish, ME	Cary, NC	Bartlett, TN	Wauwatosa, WI

FREE RPG DAY 2018
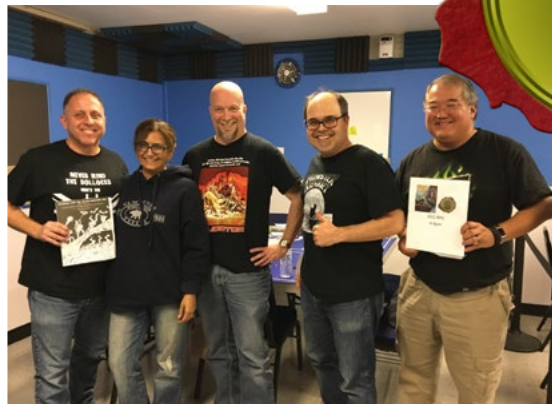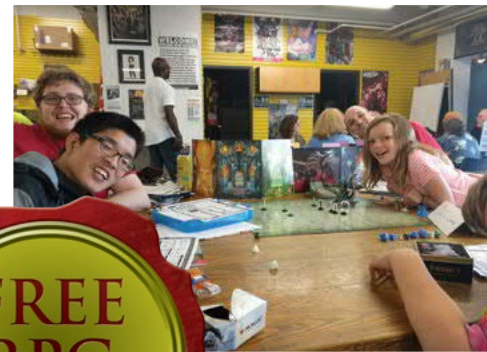
GEN CON 2018 NEW RELEASES

Get to booth #117 at any cost to find the newest gems in Goodman Games' unbeatable line-up. From mutant-infested ancient installations to cutting-edge fantasy adventure, from every gamer's obsession (*new dice!*) to classic DCC RPG adventures sporting Appendix N-inspired covers, you'll find something new that you never knew you needed—*until now!*

MCC #9: Evil of the Ancients
by Michael Curtis

FEF #15: The Drowning Caverns of the Fish God by Aeryn Rudel

DCC #98: Imprisoned in the God-Skull by Michael Curtis

Classic DCC adventures reprinted with Appendix N-style covers

Limited-edition DCC judge's screen featuring the full cover art for *The Black Heart of Thakulon the Undying.*

This set contains the very dice that Shanna Dahaka used to invoke Azi Dahaka and enchant her magical afro.

Using these dice in your game is guaranteed to bring good fortune, especially if you use them to invoke spell-burn at least once per session.

Contained within this tube you will find these dice, ready for rolling on your table:

D3, D4, D5, D6, D7, D8, D10, D%10, D12, D14, D16, D20, D24, and D30.

Game on!

$25.00
GMG6041
www.goodman-games.com
Manufactured for Goodman Games by Impact! Miniatures. 2nd printing.

This set contains the very dice that Hugh the Barbarian used to defeat a host of terrible adversaries and acquire his legendary magical bell-bottoms.

Using these dice in your game is guaranteed to bring good fortune, especially if you rub them on a moustache prior to each session.

Contained within this tube you will find these dice, ready for rolling on your table:

D3, D4, D5, D6, D7, D8, D10, D%10, D12, D14, D16, D20, D24, and D30.

Game on!

$25.00
GMG6040
www.goodman-games.com
Manufactured for Goodman Games by Impact! Miniatures. 2nd printing.

The Mustachioed Magician conceals his true name lest demons and concubines force his will. He weaves dark sorcery using odd trinkets such as the enigmatic marvels contained in this tube.

Using these dice brings good fortune yet sparks the ire of dark forces. Speak not your true name whilst using them.

Within this tube you will find these dice, ready for rolling on your table:

D3, D4, D5, D6, D7, D8, D10, D%10, D12, D14, D16, D20, D24, and D30.

Game on!

$29.99
GMG6050
www.goodman-games.com

This set contains the very dice that Farrah Heftblade used to vanquish the Red Wizard and avenge the death of her father.

Using these dice in your game is guaranteed to bring the favor of the gods, especially when used during a crescent moon.

Contained within this tube you will find these dice, ready for rolling on your table:

D3, D4, D5, D6, D7, D8, D10, D%10, D12, D14, D16, D20, D24, and D30.

Game on!

$29.99
GMG6049
www.goodman-games.com
Manufactured for Goodman Games by Impact! Miniatures.

Labels from the newest DCC dice sets.

MCC RPG
Limited Gold Foil Edition

DCC #81: The One Who Watches From Below
Silver Foil Edition

DCC #67: Sailors on the Starless Sea *Atari Cartridge Edition*

DCC #74: Blades Against Death *Leiber-Inspired Edition*

Gen Con T-Shirt Artwork

ROAD CREW FLYER
DESIGN CONTEST 2017

In 2017, Goodman Games ran a contest for members of the Road Crew to design flyers to advertise their sessions. We got some great submissions! Fans all around the USA sent in their creative ideas for pulling players into their games. Here are some of the most inspiring submissions. Feel free to use one of these designs to advertise your games!
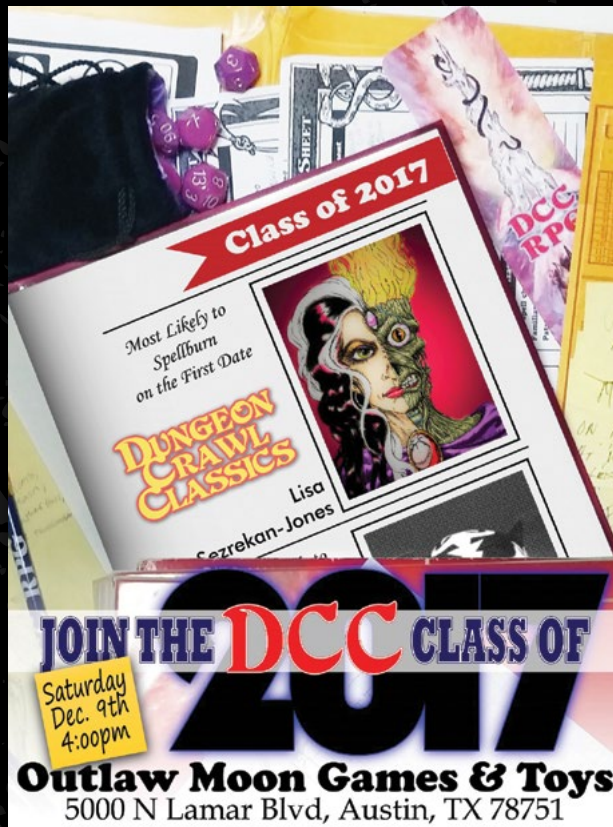
David Persinger
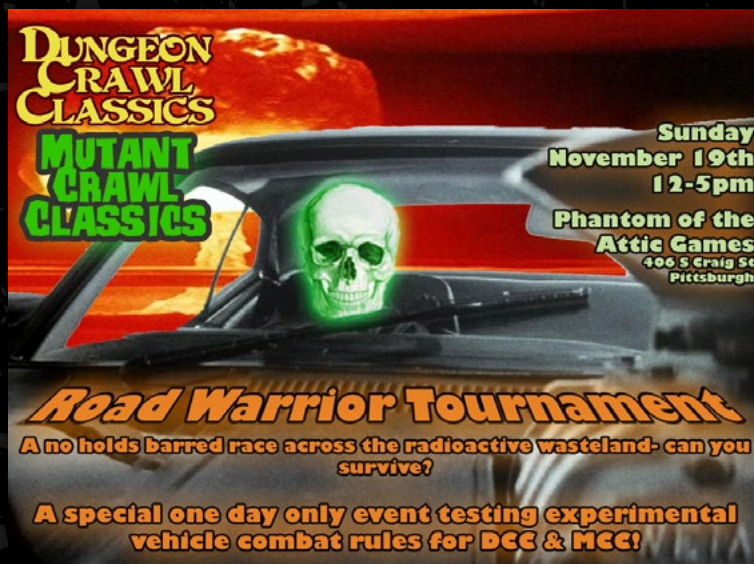
Jonathan Snodgrass
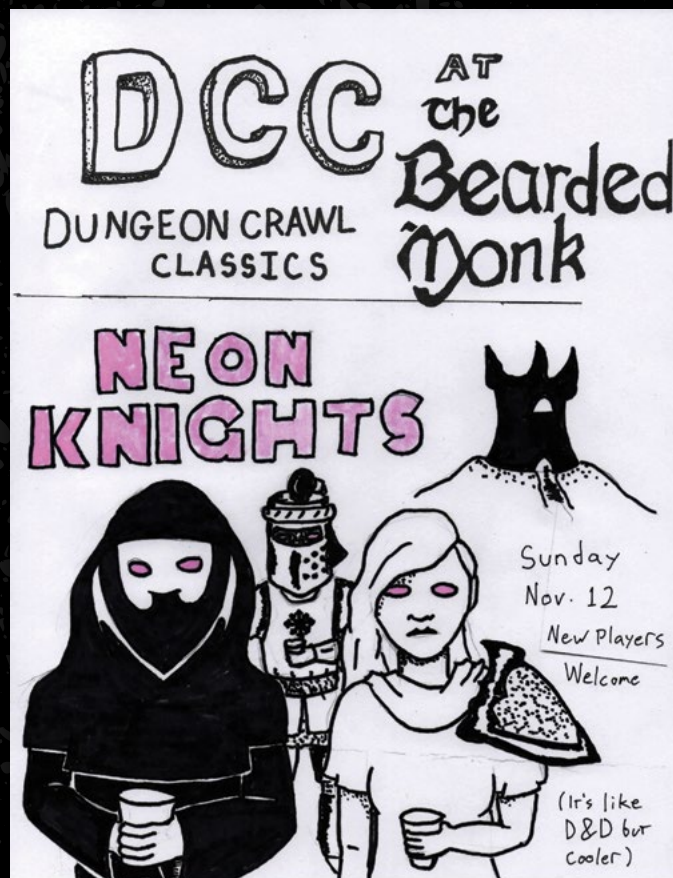
Ian Walker

Jon Wilson

THE ARWICH GRINDATRON

MCC
RPG

SATURDAY
AUGUST 5

WYVERN'S
TALE
ASHEVILLE
1P - 5P

LET'S
GET
WEIRD

the p.i.l.g.r.i.m. promised your tribe of mutants and manimals
riches of the ancients, to heal your sick and hurt...
and offered to make you free of fear and of want...

nobody thought to ask what it would cost...

THE LEFTOVERS

mutant crawl classics rpg
asheville, north carolina
@ the wyvern's tale on merrimon
saturday, november 25th at 1:00 p.m.

RinCon 2017

Come play the **Dungeon Crawl Classics RPG**.
Monster-slaying and dungeon-crawling through a fantastical
and alien land. Find lost treasure and buried artifacts,
discover ancient secrets and mysterious lore. Fantasy
adventure as it was meant to be played.

DCC
RPG

Come join our band of adventurers!

Not in Kansas Anymore
A DCC funnel adventure
SATURDAY, Sept 30th @ 2pm
Tucson, AZ
For more info and to sign up,
Visit: http://rincongames.com/

Mutant Crawl Classics

MCC RPG adventures take place in an ambiguous time period after a
great disaster has ravaged the world, and it's up to you and your
wasteland mutant companions to go out into the hot house jungles
and radioactive deserts of Terra A.D. and collect the artifacts of
the Ancient Ones in order to attain great personal power and savage
glory.

MCC
RPG

Come join our band of wasteland wanderers!

Most Tuesdays
6-10pm @ THE GEEKERY
Beginners welcome
All materials provided
For more info, contact
jasonabdin@gmail.com

WHERE THE DROWNED GOD DWELLS

**MUTANT CRAWL CLASSICS
MACE WEST 2017
SUNDAY, MARCH 26, ASHEVILLE, NC**

DUNGEON CRAWL CLASSICS PLAYED HERE

THE H.A.R.T.

COLONY CLASS

Chaos Makes the Hart Go Yonder...
A Level 2 to 3 Adventure

DAY & TIME: THURSDAY, May 4th 6pm - 9pm
LOCATION: Tonys Card Shop 1151 Main St. Milford, OH 45150
CONTACT: Jon Enyart [Facebook] jonmustang84@gmail.com

DUNGEON CRAWL CLASSICS PLAYED HERE

THE CARNIVAL OF THE DAMNED

KEEP YOUR HANDS AND FEET INSIDE
THE RIDE AT ALL TIMES
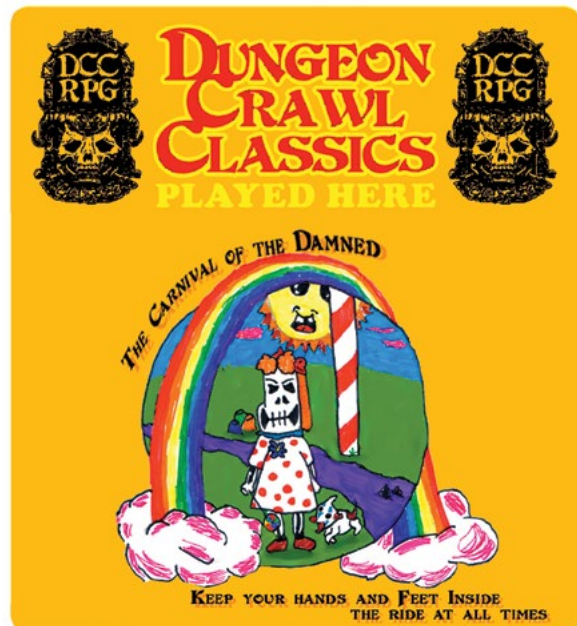
DAY & TIME: THURSDAY, MARCH 23rd 6pm - 9pm
LOCATION: Game Swap (Mason), 1065 Reading Rd. 45040
CONTACT: Jon Enyart [Facebook] jonmustang84@gmail.com

DUNGEON CRAWL CLASSICS PLAYED HERE

Chaos Makes the Hart Go Yonder...
A Level 2 to 2 Adventure

DAY & TIME: THURSDAY, May 11th 7pm - 9pm
LOCATION: Tonys Card Shop 1151 Main St. Milford, OH 45150
CONTACT: Jon Enyart [Facebook] jonmustang84@gmail.com

DUNGEON CRAWL CLASSICS PLAYED HERE

Chaos Makes the Hart Go Yonder...
A Level 2 Adventure
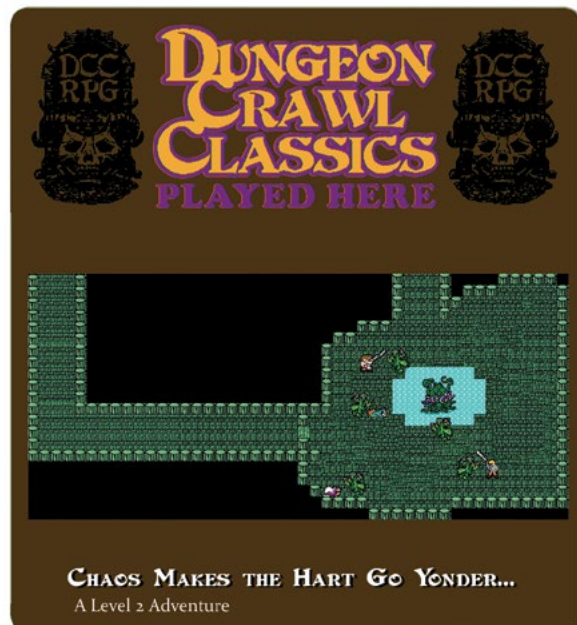
DAY & TIME: THURSDAY, April 27th 6pm - 9pm
LOCATION: Tonys Card Shop 1151 Main St. Milford, OH 45150
CONTACT: Jon Enyart [Facebook] jonmustang84@gmail.com

GOODMAN GAMES GEN CON 2018 EVENT SCHEDULE

	Thursday (August 2)	Friday (August 3)	Saturday (August 4)	Sunday (August 5)
8:00 AM - 12:00 AM	Not In Kansas Anymore - DCC RPG - Robert Leopold			
8:30 AM - 9:00 AM	Official DCC Team Tournament Kickoff - 8:45 - 9:00 AM - ICC Rooms 127-128			
9:00 AM - 1:00 PM		The Tower that Came from the Stars - DCC/Umerica/CUaBM - Diogo Nogueira	Assault on Baron Xziplit's Manor - DCC/Umerica/CUaBM - Diogo Nogueira	Masks of Lankhmar - DCC Lankmar - Diogo Nogueira
9:00 AM - 1:00 PM	Betrayal at the Admiralty - DCC RPG - Gary Fortuin	Xcrawl: You Can't Do That in Xcrawl! - Xcrawl RPG - Erica King	Elzemon and the Blood Drinking Box - DCC RPG - Brad Bell	
9:00 AM - 1:00 PM	Xcrawl: You Can't Do That in Xcrawl! - Xcrawl RPG - Brendan LaSalle	Xcrawl: You Can't Do That in Xcrawl! - Xcrawl RPG - Brendan LaSalle	Xcrawl: You Can't Do That in Xcrawl! (beginners only) - Xcrawl RPG - Brendan LaSalle	Xcrawl: You Can't Do That in Xcrawl! - Xcrawl RPG - Brendan LaSalle
9:00 AM - 1:00 PM	In Search of the Unknown Character Funnel - DCC RPG - Chris Lauricella	Return to the Barrier Peaks - MCC RPG - Chris Lauricella	Return to the Barrier Peaks - MCC RPG - Chris Lauricella	In Search of the Unknown Character Funnel - DCC RPG - Chris Lauricella
9:00 AM - 1:00 PM	The Woeful Tale of Sour Spring Hollow 0-level funnel – DCC RPG - Joan Troyer	The 13th Skull - DCC RPG - Gary Fortuin	Sailors on the Starless Sea - DCC RPG - Joshua Miller	Children of the Candy Corn - DCC/Umerica/CUaBM - Tim Bruns
9:00 AM - 1:00 PM	The One Who Watches from Below - DCC RPG - John Salyer	Hubris - It Came From Outer Space! - DCC RPG - Mike Evans	Hubris - Orcs: A High Octane Adventure - DCC RPG - Mike Evans	
9:00 AM - 1:00 PM	Xcrawl: You Can't Do That in Xcrawl! - Xcrawl RPG - Erica King	Under the Cover of Night - DCC RPG Lankhmar - Michael Curtis - Location: Hyatt, Studio 3	Under the Cover of Night - DCC RPG Lankhmar - Michael Curtis - Location: Hyatt, Studio 4	Ash, Oak, and Thorn - DCC RPG - Michael Curtis - Location: Hyatt, Studio 4
9:00 AM - 1:00 PM	Frozen in Time - DCC RPG - Zac Lane	Tower out of Time - DCC RPG - Stephen Harmon	Frozen in Time - DCC RPG - Stephen Harmon	Experimental Weaponry: Mechage & Wreckage - DCC / CUaBM - David Coppoletti
9:00 AM - 1:00 PM	Portal Under the Stars - DCC RPG - Carl Mandy	Blood the Price of Freedom - DCC RPG - Dustin Clark - Location: Hyatt, Studio 4	Revenge of the Ooze - DCC RPG - Dustin Clark - Location: Hyatt, Directors 1	The Tower out of Time - DCC RPG - Jonathan Perkel
9:00 AM - 1:00 PM	Sailors on the Starless Sea - DCC RPG - Matt Eaton	Hole in the Sky - DCC RPG - Jonathan Perkel, Zach Lane	Trouble at Strange Sammy's - DCC RPG - Julian Bernick	The Tower out of TIme - DCC RPG - Daniel Dimitroff
9:00 AM - 1:00 PM	The Imperishable Sorceress - DCC RPG - Michael Wentzloff	The Mud Palace of the Crocodile King - DCC RPG - Troy Tucker	The Ibis and the Jackal - DCC RPG - Troy Tucker	The Seven Pits of Sezrekan - DCC RPG - Trevor Stamper
9:00 AM - 1:00 PM	The Making of the Ghost Ring - DCC RPG - Anton Blender	People of the Pit - DCC RPG - Kevin Omans	Hole in the Sky - DCC RPG - Alex Kurowski	The Making of the Ghost Ring - DCC RPG - Anton Blender
9:00 AM - 1:00 PM	Dragora's Dungeon - DCC RPG - Tim Loughrist	The Tower out of TIme - DCC RPG - Daniel Dimitroff	The Well of the Worm - DCC RPG - Daniel Dimitroff	
9:00 AM - 1:00 PM	Doom of the Savage Kings - DCC RPG - Ethan Hammersmith	Beyond the Black Gate - DCC RPG - Kane Cathain	Escape From the Purple Planet - DCC RPG - Jim Skach	Carnival of the Damned - DCC RPG - Jim Skach
9:00 AM - 1:00 PM	Dark Tower - Astonshing Sorcerers & Swordsmen of Hyperboria - Michael Pfaff	Portal Under the Stars - DCC RPG - Michael Chandler	The 13th Skull - DCC RPG - Michael Chandler	
9:00 AM - 1:00 PM		Doom of the Savage Kings - DCC RPG - Ethan Hammersmith	People of the Pit - DCC RPG - Tim Loughrist	
9:00 AM - 1:00 PM	Nebin Pendlebrook's Perilous Pantry - DCC RPG - Jeff Bernstein	Nebin Pendlebrook's Perilous Pantry - DCC RPG - Jeff Bernstein	Hole in the Sky - DCC RPG - Jeff Bernstein	Hole in the Sky - DCC RPG - Jeff Bernstein
9:00 AM - 1:00 PM	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 1	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 9	2018 DCC Open: Riders on the Phlogiston - Round 2 Table 1	
9:00 AM - 1:00 PM	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 2	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 10	2018 DCC Open: Riders on the Phlogiston - Round 2 Table 2	
9:00 AM - 1:00 PM	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 3	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 11	2018 DCC Open: Riders on the Phlogiston - Round 2 Table 3	2018 DCC Open: Riders on the Phlogiston - Round 3 Table 1
9:00 AM - 1:00 PM	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 4	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 12	2018 DCC Open: Riders on the Phlogiston - Round 2 Table 4	2018 DCC Open: Riders on the Phlogiston - Round 3 Table 2
10:00 AM - 2:00 PM				The Thing that Should Not Be - DCC RPG - Julian Bernick

	Thursday (August 2)	Friday (August 3)	Saturday (August 4)	Sunday (August 5)
10:00 AM - 2:00 PM				Elzemon and the Blood-Drinking Box - DCC RPG - Carl Mandy
11:00 AM - 3:00 PM				Well of the Worm - DCC RPG - Jarrett Crader
1:00 PM - 2:00 PM	Writer-palooza / Artist-palooza at the Goodman Games Booth #117	Writer-palooza / Artist-palooza at the Goodman Games Booth #117	Writer-palooza / Artist-palooza at the Goodman Games Booth #117	Procession of the Doom Gong – ICC Rooms 127-128
1:00 PM - 2:00 PM	lunch break	lunch break	lunch break	lunch break
1:00 PM - 5:00 PM	They Served Brandolyn Red - DCC RPG - Jarrett Crader	Portal Under the Stars - DCC RPG - Jarrett Crader	Grimtooth's Museum of Doom - DCC RPG - Jarrett Crader	
2:00 PM - 2:30 PM				DCC Tournament Winner Announcement and Raffle Drawing - Goodman Games Booth #117
2:00 PM - 6:00 PM	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 5	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 13	The One Who Watches from Below - DCC RPG - Diogo Nogueira	
2:00 PM - 6:00 PM	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 6	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 14	The Apocalypse Ark - MCC RPG - Jeff Goad	
2:00 PM - 6:00 PM	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 7	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 15		
2:00 PM - 6:00 PM	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 8	2018 DCC Open: Riders on the Phlogiston - Round 1 Table 16	Beyond the Silver Scream O-level funnel - DCC RPG - Joan Troyer	
2:00 PM - 6:00 PM	The Rise of the Machine God - DCC/Umerica/CUaBM - Diogo Nogueira	Not in Kansas Anymore - DCC RPG - Brad Bell	Fae Hard! - DCC RPG - James Pozenel	
2:00 PM - 6:00 PM	Xcrawl: You Can't Do That in Xcrawl! - Xcrawl RPG - Brendan LaSalle	Xcrawl: You Can't Do That in Xcrawl! - Xcrawl RPG - Brendan LaSalle	Xcrawl: You Can't Do That in Xcrawl! - Xcrawl RPG - Brendan LaSalle	
2:00 PM - 6:00 PM	The Maul Mall - DCC/Umerica/CUaBM - Reid San Filippo	A Night in Stonehell — DCC RPG — Jon Carnes	Chaos Crawl: Rando's Death Fortress - DCC RPG — Jon Carnes	
2:00 PM - 6:00 PM	Escape From The Hall of Presidents - DCC RPG - Jon Carnes	The One Who Watches from Below - DCC RPG - John Salyer	Violence for Votishal - DCC Lankhmar - Terry Olson	
2:00 PM - 6:00 PM	Tomb of Horrors Character Funnel - DCC RPG - Chris Lauricella	At the Gates of Ravenloft - DCC RPG - Chris Lauricella	Tomb of Horrors Character Funnel - DCC RPG - Chris Lauricella	
2:00 PM - 6:00 PM	Sky ov Crimson Flame - DCC RPG - Thorin Thompson	The Gloomanoids of the Great Whistling Marshes - DCC/Umerica/CUaBM - Reid San Filippo	Under Plunder: Return to the Mall Maul DCC/Umerica/CUaBM - Reid San Filippo	
2:00 PM - 6:00 PM	Under the Cover of Night - DCC RPG Lankhmar - Michael Curtis (Alt Location)	Hook, Line and Sinker - DCC/Umerica/CUaBM - Val Emerson	The Emerald Enchanter - DCC RPG - Zach Lane	
2:00 PM - 6:00 PM	Elf Thumping Day - DCC RPG - Dieter Zimmerman	Elf Thumping Day - DCC RPG - Dieter Zimmerman	Enter the Microcosm! - DCC RPG - Dieter Zimmerman	
2:00 PM - 6:00 PM	Vehicular Manslaugher : Zone Domination - DCC / CUaBM - David Coppoletti	Umerican Underground Tactical Combat League: Gulag Games Circuit - DCC / CUaBM - David Coppoletti	Throttle Down Death Match - DCC / CUaBM / David Coppoletti	
2:00 PM - 6:00 PM	The One Who Watches from Below - DCC RPG - John Salyer	Doom of the Savage Kings - DCC RPG - Michael Chandler	The Old God's Return - DCC RPG - Jonathan Perkel	
2:00 PM - 6:00 PM	Dark Tower - Astonshing Sorcerers & Swordsmen of Hyperboria - Michael Pfaff	Dark Tower - Astonshing Sorcerers & Swordsmen of Hyperboria - Michael Pfaff	Portal Under the Stars - DCC RPG - Carl Mandy	
2:00 PM - 6:00 PM	Trial By Fire (beginners only) - DCC RPG - Harley Stroh	Oracle of the Pit - DCC RPG - Dustin Clark - Location: Hyatt, Directors 2	The Tower of Thieves - DCC RPG - Dustin Clark - Location: Hyatt, Studio 4	
2:00 PM - 6:00 PM	Not In Kansas Anymore - DCC RPG - Robert Leopold	Dying Earth Playtest: Idol of Lar-Shann - DCC RPG - Julian Bernick	Doom of the Savage Kings - DCC RPG - Alex Kurowski	
2:00 PM - 6:00 PM	The Well of the Worm - DCC RPG - Daniel Dimitroff	Qnight's Haunted Quest. - DCC RPG - Joan Troyer	The Emerald Enchanter - DCC RPG - Thorin Thompson	
2:00 PM - 6:00 PM	Sailors on the Starless Sea - DCC RPG - Jim Skach	The Balance Blade - DCC RPG - John Dahlstrom	The Balance Blade - DCC RPG - John Dahlstrom	
2:00 PM - 6:00 PM	Shadow Under Devil's Reef - DCC RPG - Ethan Hammersmith	Shadow Under Devil's Reef - DCC RPG - Ethan Hammersmith	Shadow Under Devil's Reef - DCC RPG - Louis Daniel	

	Thursday (August 2)	Friday (August 3)	Saturday (August 4)	Sunday (August 5)
2:00 PM - 6:00 PM	The Temple of Ziha — MCC RPG — Erica King	Portal Under the Stars - DCC RPG - Jim Skach	The Temple of Ziha — MCC RPG — Erica King	
2:00 PM - 6:00 PM	The Temple of Ziha — MCC RPG — Andy Barlow	The Imperishable Sorceress - DCC RPG - Michael Wentzloff	The Temple of Ziha — MCC RPG — Andy Barlow	
2:00 PM - 6:00 PM	Doom of the Savage Kings - DCC RPG - Raymond Weidner	The Magician's House - DCC RPG - Raymond Weidner	The Making of the Ghost Ring - DCC RPG - Anton Blender	
2:00 PM - 6:00 PM	Tower of the Black Peal - DCC RPG - Tim Loughrist	The GAEA Protocol — MCC RPG — Erica King		
5:00 PM - 9:00 PM		Elzemon and the Blood-Drinking Box - DCC RPG - Carl Mandy		
6:00 PM - 7:00 PM	dinner break	dinner break	dinner break	
6:00 PM - 7:00 PM			DCC College - Seminar - Harley Stroh - Lucas Oil Stadium, Meeting Rm 10	
7:00 PM - 8:00 PM			What's New with Goodman Games - Seminar - Joseph Goodman - Lucas Oil Stadium, Meeting Rm 10	
7:00 PM - 11:00 PM	The Walking Death - DCC/Umerica/CUaBM - Diogo Nogueira			
7:00 PM - 11:00 PM	Portal Under the Stars - DCC RPG - Kevin Swartz			
7:00 PM - 11:00 PM	Children of the Candy Corn - DCC/Umerica/CUaBM - Tim Bruns			
7:00 PM - 11:00 PM	Betrayal at the Admiralty - DCC RPG - Gary Fortuin			
7:00 PM - 11:00 PM	The Woeful Tale of Sour Spring Hollow 0-level funnel — DCC RPG - Joan Troyer			
7:00 PM - 11:00 PM	Tower of the Black Pearl — DCC RPG — Jon Carnes			
7:00 PM - 11:00 PM	Dark Tower - Astonshing Sorcerers & Swordsmen of Hyperboria - Michael Pfaff			
7:00 PM - 11:00 PM	They Served Brandolyn Red - DCC RPG - Trevor Stamper			
7:00 PM - 11:00 PM	The Shunned House - MCC RPG - Julian Bernick			
7:00 PM - 11:00 PM	The Mud Palace of the Crocodile King - DCC RPG - Troy Tucker			
7:00 PM - 11:00 PM	Frozen in Time - DCC RPG - Zac Lane			
7:00 PM - 11:00 PM	Sailors on the Starless Sea - DCC RPG - Joshua Miller			
7:00 PM - 11:00 PM	People of the Pit - DCC RPG - Kevin Omans			
7:00 PM - 11:00 PM	The 13th Skull - DCC RPG - Michael Chandler			
7:00 PM - 11:00 PM	Shadow Under Devil's Reef - DCC RPG - Thorin Thompson			
7:00 PM - 11:00 PM	The One Who Watches from Below - DCC RPG - John Salyer			
7:00 PM - 11:00 PM	Sailors on the Starless Sea - DCC RPG - Matt Eaton			
7:00 PM - 11:00 PM	Shadow Under Devil's Reef - DCC RPG - Louis Daniel			
7:00 PM - 11:00 PM	The Imperishable Sorceress - DCC RPG - Michael Wentzloff			

Almost all our events are in rooms **127-128** in the Convention Center!
(Except the seminars which are in Lucas Oil Rm10)

	Thursday (August 2)	Friday (August 3)	Saturday (August 4)	Sunday (August 5)
7:00 PM - 11:00 PM	The Magician's House - DCC RPG - Raymond Weidner			
7:00 PM - 11:00 PM	Xcrawl Pittsburgh: Three Rivers Throw-down - Xcrawl RPG - Michael Bolam			
7:00 PM - 11:00 PM	Playtest for Dying Earth - DCC RPG - Marc Bruner			
8:00 PM - 12:00 PM	Sisters of the Moon Furnace - DCC RPG - Robert Leopold	Sisters of the Moon Furnace - DCC RPG - Robert Leopold	Xcrawl Pittsburgh: Three Rivers Throw-down - Xcrawl RPG - Michael Bolam	
8:00 PM - 12:00 PM		The Imperishable Sorceress - DCC RPG - Jonathan Perkel	Tower of the Black Peal - DCC RPG - Tim Loughrist	
8:00 PM - 12:00 PM		Portal Under the Stars - DCC RPG - Kevin Swartz	Damn Tasty? - DCC/Umerica/CUaBM - Tim Bruns	
8:00 PM - 12:00 PM		Damn Tasty? - DCC/Umerica/CUaBM - Tim Bruns	At the Gates of Ravenloft - DCC RPG - Chris Lauricella	
8:00 PM - 12:00 PM		Hook, Line and Sinker - DCC/Umerica/CUaBM - Val Emerson	The Seven Pits of Sezrekan - DCC RPG - Trevor Stamper	
8:00 PM - 12:00 PM		They Served Brandolyn Red - DCC RPG - Trevor Stamper	Doom of the Savage Kings - DCC RPG - John Dahlstrom	
8:00 PM - 12:00 PM		The Ibis and the Jackal - DCC RPG - Troy Tucker	Sailors on the Starless Sea - DCC RPG - Joshua Miller	
8:00 PM - 12:00 PM		Doom of the Savage Kings - DCC RPG - John Dahlstrom	People of the Pit - DCC RPG - Kevin Omans	
8:00 PM - 12:00 PM		The Emerald Enchanter - DCC RPG - Zach Lane	Frozen in Time - DCC RPG - Stephen Harmon	
8:00 PM - 12:00 PM		Sailors on the Starless Sea - DCC RPG - Joshua Miller	The Imperishable Sorceress - DCC RPG - Michael Wentzloff	
8:00 PM - 12:00 PM		People of the Pit - DCC RPG - Kevin Omans	Doom of the Savage Kings - DCC RPG - Alex Kurowski	
8:00 PM - 12:00 PM		Dragora's Dungeon - DCC RPG - Tim Loughrist	Shadow Under Devil's Reef - DCC RPG - Louis Daniel	
8:00 PM - 12:00 PM		Hole in the Sky - DCC RPG - Alex Kurowski	The Emerald Enchanter - DCC RPG - Tim Deschene	
8:00 PM - 12:00 PM		Blights ov the Eastern Forrests - DCC RPG - Thorin Thompson	Hole in the Sky - DCC RPG - Tobias Loc, Zach Lane	
8:00 PM - 12:00 PM		Shadow Under Devil's Reef - DCC RPG - Louis Daniel	People of the Pit - DCC RPG - Matt Eaton	
8:00 PM - 12:00 PM		Tower out of Time - DCC RPG - Stephen Harmon	The Baneful Gates - DCC RPG - Gary Fortuin	
8:00 PM - 12:00 PM		Doom of the Savage Kings - DCC RPG - Raymond Weidner		
8:00 PM - 12:00 PM		People of the Pit - DCC RPG - Matt Eaton		
8:00 PM - 12:00 PM		The Making of the Ghost Ring - DCC RPG - Anton Blender		
8:00 PM - 12:00 PM			The Crypts of Arcadia - AD&D 1st Edition - Julian Bernick	
7:00 / 8:00 PM - 12:00 PM	Arden Vul: The Tomb of the Twins - AD&D 1st Edition - Jon Hershberger		Arden Vul: The Tomb of the Twins - AD&D 1st Edition - Jon Hershberger	
9:00 PM - 10:00 PM			Gen Con Judge's Happy Hour - Embassy Suites Lobby Bar - 9:00 to 10:00 PM	
8:00 PM - 12:00 PM	optional: open gaming (ie, Doug Con)	optional: open gaming (ie, Doug Con)	optional: open gaming (ie, Doug Con)	

LUCK TOKEN REDEMPTION TABLE

LUCK TOKEN
Redeem for one
roll on luck table

Thank you for playing in a Goodman Games event at Gen Con 2018! If you acquired a Luck token during your game session, you can spend it for a roll on this table. This roll must be made at the booth in the presence of an official Goodman Games Booth Monkey.

1d24	Result
1	**Fleeting luck!** Your luck left you before you got to the booth. No benefit!
2	**Free postcard!** *(This is a fumble. You get that free anyway.)*
3	**Save $3** on your next purchase from the Goodman Games booth! *(Minimum purchase $10)*
4	**High-five someone** in the Goodman Games booth, and maybe we'll give you something in return.
5	**Save $2** on any purchase of vintage novels in the booth. *(Minimum purchase $4.74.)*
6	**Save $2** on any purchase of a DCC product in the booth. *(Minimum purchase $7.67.)*
7	**Save $2** on any purchase of a 5E product in the booth. *(Minimum purchase $8.42.)*
8	**+1 to your next Road Crew swag!** You get a "bonus game" and swag as appropriate. Just mention this result when you order the swag. (What – you're not playing Road Crew games? Shame on you! In that case, submit a Game 1 order and we'll get you that swag.)
9	Free **Age of Cthulhu** adventure module!
10	**Get this page autographed** by at least 5 Goodman Games contributors, and save $1 off your next purchase for every autograph. *(Valid on only one purchase; minimum purchase $10; maximum discount $10.)*
11	**Fame and fortune!** Well, fame, anyway. Give us a photograph of yourself and we'll try (no commitment!) to work your likeness into an upcoming Goodman Games product illustration. Note: we'll probably kill you off in a gruesome way. *(Legal stuff: By giving us your photograph you agree to let us draw you and kill you off in print at no royalty cost.)*
12	**Save $100** on your next purchase at the Troll Lord Games booth! *Note: offer not endorsed by Troll Lord Games. And they're not even at Gen Con, though they do attend Gary Con. Tell Steve that Joe says hi!
13	**Save $5** on any print or original art at Doug's booth. *(Minimum purchase $6.66)*
14	**Save $5** on any print or original art at Brad's booth. *(Minimum purchase $3.1415)*
15	**Save $5** on any print or original art at Peter's booth. *(Minimum purchase $10)*
16	**Save $5** on any purchase from the Goodman Games booth! *(Minimum purchase $10)*
17	**Drawmij's Fame:** Leave your name with the booth. Harley will place an anagram of your name in his next module, which will likely be complete by mid-2074.
18	You get a $5 discount on your next purchase if your name starts with a vowel, and $4 if your name starts with a consonant. Bonus $5 discount if your name starts with the letter X. Minimum purchase $10.
19	**Ring the gong!** You get to be official herald to start/stop the DCC Open tournament. Must be present at the ICC rooms where the tournament is being run at one of the following times: Thursday or Friday at 9 am, 1 pm, or 6 pm; Saturday or Sunday at 9 am or 1 pm. Limit one person per time slot. If multiple winners, first person to show up qualifies.
20	**Free "regular" DCC module!** *(Any module that costs $9.99.)*
21	**Picture time with weird uncle Brendan.** Find Brendan (hint: he will be running a game) and bring back a selfie of yourself with him for $5 off your next purchase. $10 if Brendan is asleep in the photo.
22	**Monster master.** Come back during one of the writer-paloozas and Goodman Games contributor Terry will stat you up as a DCC stat block.
23	**Extra Luck!** Turn your wooden luck token into any judge running a non-tournament Goodman Game to add 1d3 points of Luck to any roll.
24	**Mystery lunch with the Goodman Games crew.** Come back during lunchtime and experience the unique culinary experience of booth food.

GOODMAN GAMES
Booth #117
Gen Con 2018

Can your home group beat the Gen Con pros?

At Gen Con 2017, the Black Heart of Thakulon the Undying claimed 66 character lives! Only 2 of 45 players made it to the end. 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. Compare your score to the 2017 Gen Con results on page 35 and see how talented your players are!

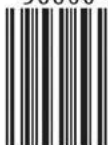Submit your team's final score to Goodman Games so we can publish the nationwide results! You can submit your scores at: *http://goo.gl/mrZ5iv*