

RIDERS ON THE PHLOGISTON

PLAYER PACK



RIDERS OF THE PHLOGISTON: PLAYER PACK

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

INTRODUCTION



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

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

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



PLAYER GUIDELINES

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

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

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

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

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

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

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

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

FREQUENTLY ASKED QUESTIONS

How many PCs are there in each game?

Six.

Then why are there eleven characters?

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

How do I advance in the tournament?

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

How do I score points?

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

When is an area “explored”?

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

Can someone take my place on the team?

No substitutions are allowed. Sorry.

What happens to my character, then?

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

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

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

What if I’m late?

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

When do results get announced?

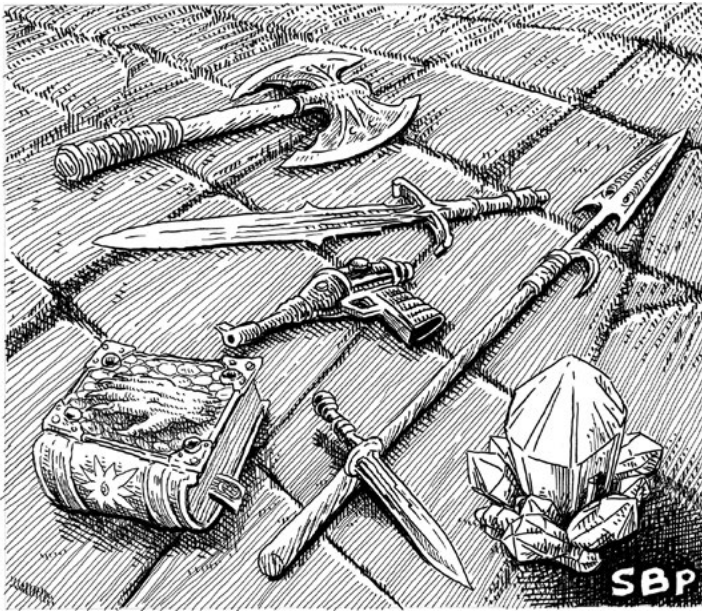
Results will be posted on the Goodman Games website.

What if I spot an error on the character sheet?

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

What if I disagree with my judge?

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



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

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

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

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

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

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

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

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

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



THE TOURNAMENT IN DCC RPG

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

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

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

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

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

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

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

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

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

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

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

- The caster receives +2d to a single roll of their choice. This cannot be given to another PC;
- OR the caster regains one lost spell.

Manifestations: Spell manifestations are not used for clerics, wizards, or elves.

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

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

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

ADVENTURE BACKGROUND

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

PRE-GENERATED CHARACTERS

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

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

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name EVERY FALCONER **Title** SAVANT
Occupation ELF **Class** CHAOTIC **Speed** 25'
Alignment 4 **Level** 4 **XP**

D

(14)

Armor Class **Hit Points**
Max: 10

Combat Basics

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

Strength	6	Melee Attack	+1	Melee Damage	-1
Modifier: -1					
Agility	10	Ref Save	+2	Missile Damage	+0
Modifier: +0					
Stamina	6	Fort Save	+1	Character Portrait or Symbol	
Modifier: -1					
Personality	7	Will Save	+1		
Modifier: -1					
Luck	14	Lucky Roll	Odds 50/50		
Modifier: +1					
Intelligence	14	Languages	Common, Elf, Dwarf, Dwarvish		
Modifier: +1					

Weapons

DAGGER +1 (104-1)
SPEAR +1 (108-1)
LOWBOW +2 (106)

Treasure

Equipment

FALCON CHAIR - 1 piece
BACKPACK
50' ROPE
GRAPPLE/HOOK
QUIVER w/ 24 ARROWS
6/RESMOUSE

Armor

SCALE MAIL (+4 AC)
CHECK PENALTY (-4)
FUMBLE DCE (d12)

Elf Abilities

Base spell check: +5 Familiar: _____
Patron(s): KING OF ELF LAND
Corruption: _____
Elf traits: Iron vulnerability, heightened senses, Luck mod to one level 1 spell
Other notes: _____

Spell Name	Level	Check	Mercurial Effect & Notes
<i>Patron bond</i>	1	+5	
<i>Invoke patron (1/day)</i>	1	+5	
CHOKING CLOUD	1	+5	
COMPREHEND LARK	1	+6	
FORCE MANIPULATION	1	+5	
MAGIC MISSILE	1	+5	
FARE RESISTANCE	2	+5	
KNOCK	2	+5	
MIRROR IMAGE	2	+5	

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name Arthasha Framer Title Summoner
 Occupation Wizard Class Wizard Alignment Lawful Speed 30'
 Level 4 XP

Hit Points Max: 16

Armor Class

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

Strength Modifier: <u>+0</u> 9	Melee Attack <u>+1</u>	Melee Damage <u>+0</u>
Agility Modifier: <u>+1</u> 13	Missile Attack <u>+2</u>	Missile Damage <u>+0</u>
Stamina Modifier: <u>+0</u> 9	Character Portrait or Symbol	
Personality Modifier: <u>+1</u> 13	Ref Save <u>+3</u>	Will Save <u>+3</u>
Luck Modifier: <u>+0</u> 9	Fort Save <u>+1</u>	Lucky Roll <u> </u>
Intelligence Modifier: <u>+2</u> 16	Languages <u>Common, Lawful, Centaur, Gnome, Neutrality</u>	

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

Treasure

Equipment
 Backpack
 10 Torches
 3 Canoles
 Flint & Steel
 Gappent How
 Gismocae
 Coat

Armor

Wizard Spells & Abilities
 Base spell check: +6

Familiar: _____
 Patron(s): _____
 Corruption: _____
 Other Notes: _____

Spell Name	Level	Check	Mercurial Effect & Notes
Comprehend Languages	1	+6	
Enlarge	1	+6	
Flaming Hands	1	+6	
Force Manuevation	1	+6	
Robework	1	+6	
Fire Resistance	2	+6	
Knock	2	+6	
Scorching Ray	2	+6	

Wizard

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: WIZARD06 APPRENTICE WIZARD
 Occupation Class WIZARD
 Title CHAOTIC 30'
 Alignment 4 Speed 4
 Level 4 XP 12

WARRIOR/WITCH



Armor Class 12 Hit Points 12
 Max: 12

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

Strength 7 **Melee Attack** +0 **Melee Damage** -1
 Modifier: -1

Agility 8 **Ref Save** +1 **Missile Attack** +0 **Missile Damage** +0
 Modifier: -1

Stamina 11 **Fort Save** +1 (+2)* **Character Portrait or Symbol**
 Modifier: +0

Personality 9 **Will Save** +2
 Modifier: +0

Luck 15 **Lucky Roll** SWAPPED A SPORE BITE #
 Modifier: +1

Intelligence 12 **Languages** Common, Nask, Hobgoblin
 Modifier: +0

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

Equipment
Black Leather
Back Pack
10 TORCHES
FLINT & STEEL

Treasure

Armor

Wizard Spells & Abilities

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

Spell Name	Level	Check	Mercurial Effect & Notes
FEATHER FALL	1	+4	
FLAMING HANDS	1	+4	
MAGIC MISSILES	1	+4	
MAGIC SHIELD	1	+4	
SPORE CLOUD	1	+4	
MIRROR IMAGE	2	+4	
SLOTHFUL RAY	2	+4	

Wizard

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

APPOSITE

Name _____ Title _____

GOND FARMER _____ Class _____

Occupation _____ Alignment _____ Speed _____

Level _____ XP _____



Armor Class _____ Hit Points _____
 Max: 16

Combat Basics

Initiative: 41

Action dice: d20

Attack: +2

Crit die: d10

Crit table: III

Strength 16 **Melee Attack** +4 **Melee Damage** +2

Modifier: +2

Agility 14 **Ref Save** +2 **Missile Attack** +3 **Missile Damage** -2

Modifier: +1

Stamina 9 **Fort Save** +2

Modifier: +0

Personality 15 **Will Save** +3

Modifier: +1

Luck 4 **Lucky Roll** HAWK EYE

Modifier: -2

Intelligence 13 **Languages** Common, Dwarf

Modifier: +1

Character Portrait or Symbol

Weapons

WARTHAMER (+4) (1D6+2)

SPEAR +3 (1D4-2)

Equipment

SACK OF NIGHT SOUL

FLINT & STEEL

BACKPACK

10 TOOLS

50' ROPE

GRAPPLING HOOK

POUCH W/ 24 SILVER BONES

HOLY SYMBOL

Treasure

Armor

HALE-PLATE (+7 AC)

CHECK PENALTY (-7)

FURBLE DYE (D16)

Cleric Spells & Abilities

Deity: MALTOCH Spell check: 45 Disapproval

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

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

Lay On Hands (games / 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

BLESSING _____ DEVINE SYMBOL _____

DAKNEBS _____ NEUTRALIZE POISON OR DISEASE _____

HOLY SANCTUARY _____ RESTORE VIRTUITY _____

PALALYSS _____

RESIST COLD OR HEAT _____

WORD OF COMMAND _____

GANBY _____

Cleric

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name WHEAT FAEMER Class CLERIC

Title CLERIC Level 4

Alignment LAWFUL Speed 25'

Occupation CLERIC Class CLERIC

Level 4 XP 1000

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

Weapons
 PITCHFORK +3 (108+1)
 MACE +2 (106)
 STAFF +2 (104)

Equipment
 LOW
 BARK PAIL
 10 TORCHES
 FLINT & STEEL
 50' ROPE
 GRAPPLESND HOOK
 HOLY SYMBOL

Armor
 CHAIN MAIL (+5 AC)
 CHICKENSKIN (-5)
 PUMBER DICE (d12)

Strength 10

Melee Attack +2 Melee Damage +6

Agility 10

Ref Save +1 Missile Attack +2 Missile Damage +0

Stamina 13

Fort Save +3 Character Portrait or Symbol

Personality 11

Will Save +2

Luck 13

Lucky Roll
 PACK HUNTER

Intelligence 12

Languages
 COMMON

Cleric Spells & Abilities

Deity: FORHAM Spell checks: 14 Disapproval 11 2 3 4 5

Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands. Range: 6 7 8 9 10

Lay On Hands (Gaming / 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

DAWN MISTS
 DETOUR EVEL
 DETOUR MAGEC
 PARALYSIS
 PROTECTION FROM EVEL
 RESIST COLD ML HEART
 CURE PARALYSIS

DEVINE SYMBOL

NEUTRALIZE POISON OR DISEASE

STIBENSIVE SNOWE

PROTECTION FROM EVEL

RESIST COLD ML HEART

CURE PARALYSIS

Cleric

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

PAU#GER

Name

BUTCHER

WREATOR

Title

CHAOTIC

20'

Occupation

Class

Alignment

Speed

4

Level

XP



(17)

Armor Class Hit Points
Max: 29

Combat Basics

Initiative: +4 (d16)

Action dice: d20

Attack: +d6

Crit die: d20

Crit table: IV

Melee Attack +1 Melee Damage +1

Missile Attack +0 Missile Damage +0

Character Portrait or Symbol

Warrior Abilities

Critical threat range: 19-20

Lucky weapon: STAFF (-2)

Add class level to initiative, Mighty Deeds of Arms

Notes

Weapons

TWO-HANDED SWORD
d6 +1 (d10 +1 + D&D)

CROSS BOW
d6 (106 + D&D)

Treasure

Equipment

SHOE OF FEES
BACKPACK

10 TOUCHES
FLINT & STEEL

50' ROPE
GRAPPLING HOOK
QUIVER w/ 24 BOWS

Armor

HALE PLATE (+7 AC)

CHEEK PENALTY (-7)

FUMBLE DIE (d16)

Strength

Modifier: +1

14

Agility

Modifier: +0

12

Stamina

Modifier: +0

10

Personality

Modifier: +0

10

Luck

Modifier: -2

5

Intelligence

Modifier: +1

13

Fort Save +0

Will Save -4

Lucky Roll
LUCKY
SC&M

Languages

COMMON, OGRE

Warrior

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

CAVALIER

Name

GOLF FARMER

WARRIOR

Title

LAWFUL

25'

Occupation Class

Alignment

Speed

1/4

Level

XP



(16)

Armor Class Hit Points
Max: 21

Combat Basics

Initiative: +5

Action dice: d20

Attack: +d6

Crit die: d20

Crit table: IV

Weapons

LONGSWORD

d6+2 (108+2+050)

SHORT BOW

d6+1 (106+0500)

Treasure

Equipment

SKULL OF NIGHT SOUL

CROSSBAR

BACK PACK

10 TOWELS

FUR & STEEL

50' ROPE

GLADDELIN HOON

QUEEN W/24 ARROWS

Armor

CHAIN MAIL (+5 AD)

CHICKEN PENALTY (-5)

FUMBLES DIE (1d12)

Warrior Abilities

Critical threat range: 19-20

Lucky weapon: _____

Add class level to initiative, Mighty Deeds of Arms

Notes

Melee Attack

+2

Melee Damage

+2

Missile Attack

+1

Missile Damage

+0

Strength

16

Modifier: +2

Agility

13

Modifier: +1

Stamina

7

Modifier: -1

+1 Fort Save

Personality

9

Modifier: +0

+1 Will Save

Luck

10

Modifier: +0

Lucky Roll

Intelligence

18

Modifier: +3

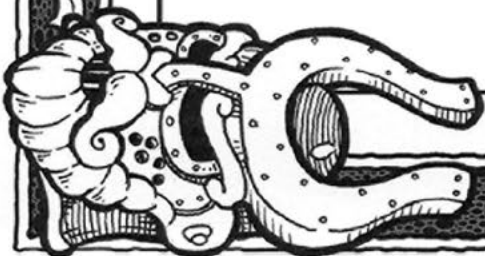
Languages

Common, Lawful, Dungeon, Ogre

Character Portrait or Symbol



Warrior



DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name HAL FLINX HAFEDASHEN	Title ACCUMULATOR
Occupation HALFLING	Alignment NEUTRAL
Class HALFLING	Speed 20'
Level 4	XP 12

Strength 7 Modifier: -1	Melee Attack +2	Melee Damage -1
Agility 13 Modifier: +1	Missile Attack +4	Missile Damage +0
Stamina 5 Modifier: -2	Character Portrait or Symbol	
Personality 8 Modifier: -1	Ref Save +4	Fort Save +1
Luck 13 Modifier: +1	Will Save +2	Lucky Roll LUCKY SILENT
Intelligence 14 Modifier: +1	Languages COMMON, HALFLING, DWARF	

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

Weapons
DAGGER +2 (104-1) SHORT SWORD +2 (104-1) SILENT +4 (104-1)
Treasure

Equipment
FINE SWORDS (3 SETS) HAMMER - SMALL DWARF PICK 10 IRON SPEARS 50' ROPE CARRPUSYL HOON POUCH W/ 24 STONE STONES
Armor
STRIPPED LEATHER (+3AC) CHUCK PENNANT (-2) FUMBLE DRC (48)

Halfling Abilities
Infravision
Stealth: +9
Lucky
Two-weapon fighting
<ul style="list-style-type: none"> • Action dice d10+d10 • Crit on nat 16 • Fumble only on 2x 1 • If Agi > 16, use normal rules
Notes

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

ENVOY

Name

DWARLICH
CHEST-MBERG

Dwarf

Title

LAWFUL

10'

Occupation Class

Alignment

Speed

4

Level XP

Combat Basics

Initiative: +0

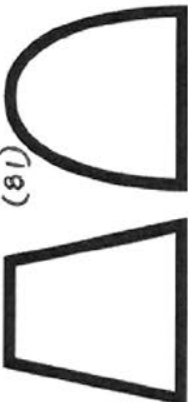
Action dice: d20

Attack: +d6

Crit die: d16

Crit table: IV

Armor Class Hit Points
Max: 31



Weapons

LONG-SWORD
d6 + 2 (108 + 2 + D600)
GROSS BASH
d6 (106 + D600)

Treasure

Equipment

WOOD (10 LBS)
SACK (SMALL)
BARK PAW
10' POLE
50' ROPE
GRAPPLING HOOK
QUIVER w/ 24 BOLTS

Armor

HAF PLATE & SHIELD (+8)
CHELLE PENURY (-8)
FUMBLE DIE (d16)

Dwarf Abilities

Infravision

Underground skills: smell gold/gems, find construction

Lucky weapon: _____

Mighty Deeds of Arms

Shield Bash (d14 action die)

Notes

Strength

Modifier: +2 17

Melee Attack +2

Melee Damage +2

Agility

Modifier: +0 11

+2 Ref Save

Missile Attack +0

Missile Damage +0

Stamina

Modifier: -1 8

+1 Fort Save

Character Portrait or Symbol

Personality

Modifier: +2 16

+4 Will Save

Luck

Modifier: +0 9

Lucky Roll

Intelligence

Modifier: +0 10

Languages

Common, Dwarf, MENTARAN

Dwarf



DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

THIEF

Title

CHAOTIC

EXCLAMATION

Occupation

THIEF

Alignment

4

Speed

30'

Level

XP

Combat Basics

Initiative: +2

Action dice: d20

Attack: +2

Crit die: d16

Crit table: II

Armor Class (15)

Hit Points

Max: 12

Weapons

Short sword +1 (10% -1)

Crossbow +4 (10%)

Equipment

Badger fur

Fur & steel

Brick pail

10 torches

50' rope

Garroldic hook

Quiver w/24 bows

Thieves' tools

Armor

Studded leather (+3AC)

Chick penury (-2)

Fungus pie (+8)

Treasure

Thief Abilities

Luck Die d6

Backstab +8

Sneak silently +10

Hide in shadows +9

Pick pocket +5

Climb sheer surfaces +9

Pick lock +9

Find trap +8

Disable trap +5

Forge document +4

Disguise self +8

Read languages +3

Handle poison +8

Cast spell from scroll d12+1

Notes

Strength

Modifier: -1

7

Melee Attack

+1

Melee Damage

-1

Agility

Modifier: +2

16

Ref Save +4

Missile Attack

+4

Missile Damage

+0

Stamina

Modifier: +0

11

Fort Save +2

Character Portrait or Symbol

Personality

Modifier: +0

11

Will Save +1

Luck

Modifier: +0

12

Lucky Roll

Intelligence

Modifier: +1

15

Languages

Common, Thieves' Cant, Halfling

Thief

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name CULD Gender Male Class THIEF
 Occupation Class THIEF
 Title Capo
 Alignment Lawful Speed 30'
 Level 4 XP



Armor Class Hit Points
 Max: 21

Combat Basics
 Initiative: +0
 Action dice: d20
 Attack: +2
 Crit die: d11
 Crit table: 11

Strength 7 Melee Attack +2 Melee Damage -4
 Modifier: -1

Agility 12 Ref Save +2 Missile Damage +0
 Modifier: +0

Stamina 15 Fort Save +3 Character Portrait or Symbol
 Modifier: +1

Personality 14 Will Save +2
 Modifier: +1

Luck 13 Lucky Roll HASH
 Modifier: +1

Intelligence 11 Languages COMMON, THIEVES' GANT
 Modifier: +0

Weapons

Short sword +2 (106-1)
 Short bow +3 (105)

Equipment

Leather
 Buckle
 10 torches
 Flax & steel
 50' rope
 Grappling hook
 Quiver w/24 arrows
 Thieves' tools

Treasure

Armor

Leather (12 AC)
 Chain Penalty (-1)
 Fumble DC (18)

Thief Abilities

Luck Die	d 6	Disable trap	+ 8
Backstab	+ 7	Forge document	+ 2
Sneak silently	+ 7	Disguise self	+ 4
Hide in shadows	+ 8	Read languages	+ 2
Pick pocket	+ 7	Handle poison	+ 3
Climb	+ 8	Cast spell from scroll	d 1/2
sheer surfaces	+ 7		
Pick lock	+ 7		
Find trap	+ 8		

Notes

Thief

Can your home group beat the Gen Con pros?

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

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

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

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