Dungeon Crawl Classics
First Annual Open Tournament
Crypt of the Devil-Lich

Gen Con Indy 2004

DM PACK

1. Before the round, pick up this pack AND get personal scoring sheets
2. Fill out the pack during the round
3. Return the pack to the Goodman Games booth after the round
PLEASE RETURN PACKS PROMPTLY SO WE CAN SCORE THE ROUND!

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Player Roster

Record the player name for each character. Also record the area of death if the character dies during your judging round. (For example, put "2-4" if they died in area 2-4.) If a character somehow dies more than once on a level, note multiple areas of death. In the final published module we'll compile a "Roster of Heroes" listing who died where.

Character Name	Player Name	Area of Death, by Level		
		Lvl. 1	Lvl. 2	Lvl. 3
Lady Varin	_____			
Agrij Aggranni	_____			
Jyncks	_____			
Mellyoun	_____			
Ryn of Briarwood	_____			
Brother Jharo	_____			

DM Roster

Round	Round #	DM Name
Round One	_____	_____
Round Two	_____	_____
Round Three	_____	_____

Anecdotes and Stories

In the final version of this module, we'd like to include stories about the tournament. Please keep notes here on entertaining events, player deaths, tactical maneuvers, insane dice rolling, and other game stories. You can fill out full details, or jot simple reminders and fill out the details later.

DM Guidelines

1. **Come equipped!** Here are the things you should bring to each game:

   - Your D&D books, dice, and a copy of the adventure (obviously)

   - A battlemat and magic marker

   - Dice

   - Enough miniatures or counters to run the adventure

   - Yellow sticky pads or index cards to pass notes to players

   - A supply of pencils and pens (assume the players will forget them)

   - Graph paper for players who forget it

   - Initiative cards (download from http://www.rpg-now.com/product_info.php?products_id=645&) or some other way to track initiative

2. **The Time Limit:** Each game has a four-hour time limit.

   - **Starting Games on Time:** Try to start on time!

   - **Grace Period:** The first 15 minutes of a delayed game (due to player tardiness, bathroom breaks, or whatever) don't count toward the four-hour limit. All subsequent delays do count.

   - **Declaring a Player a No-Show:** Please wait 10 minutes for late players. After that period, declare them no-shows. Give their characters to other players and proceed without them.

   - **No-Shows Show Up:** If the original player shows up, he may be admitted into the game at the DM's discretion.

3. **Magic Items:**

   - **Location:** Items large or obvious enough to be seen by simply staring at a creature or object (e.g., armor or weapons held in hand) can be located without a Search check. Smaller items, or those items concealed on a creature's body, can only be located with a Search check.

   - **Detection of Magical Status:** Magic items can be identified as magical only with a *detect magic* spell or visible details of the item's magical nature (e.g., swords that glow, weapons whose +X bonus is obvious with test swings, or scrolls that are obviously spells). The one

   exception is unique items, which may be identified with a sufficiently high bardic knowledge check.

4. **Skill Checks:**

   - **No automatic successes or failures:** As noted on page 63 of the 3.5 PHB, under "Skill Checks": "Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure."

5. **Rolling the Dice:** Please roll all dice in front of players. In other words, do not hide results from PCs. I know you probably do this differently at home. However, I'd like to establish a reputation of trust, fairness, and transparency at the Gen Con tournament, and this will help.

6. **Fumbles:** There are no fumbles. A roll of 1 is a miss but nothing more. However, remember that a roll of 1 is *not* a failure for skill checks (as noted above).

7. **House Rules:** While we're on the subject of fumbles, please remember that this is a tournament where all groups must be on an even footing. *Do not use house rules!* Run the game strictly by the book (the 3.5 PHB, that is).

8. **Mapping:** The players are responsible for mapping. Do not map for them. Describe rooms and let them map. The only exception is combat zones that have to be represented on the battle mat. In this case, the DM should draw the combat zone on the battle mat. Areas outside the combat zone do not get depicted. Furthermore, the combat zone representation is based on what the players know about the room. Even if their knowledge is false (for whatever reason), the DM should draw the battlemat based on what they know.

9. **Resting and Recovering Spells:** Resting to heal or recover spells is not allowed. The Crypt of the Devil-Lich is such a haunted, disturbing place that the heroes can't relax sufficiently to rest. Even such hardened heroes as themselves can't fall asleep or become calm enough meditate.

10. **Parties That Get Separated:** Some rooms have the potential to split the party into two groups. Because this is a time-sensitive tournament environment, do not physically separate the different groups of players. Continue to DM them individually but at the same table. This runs the risk of

metagaming, as one group hears information about their allies that the characters couldn't possibly know. To combat this, warn the party about the points penalty for metagaming.

11 **Ammunition:** At the very beginning, ask each player, "Unless you state otherwise, what ammunition are you using with your ranged weapons?" Then write down what they say. Also do the same for standard "weapons in hand." Trust me, it will matter!

12 **Starting the Next Round:** All PCs begin a new round of the dungeon at full hit points, and with all disposable magic items intact. They still suffer a points penalty for using magic items.

Let me repeat that for emphasis: **All PCs begin a new round of the dungeon at full hit points, and with all disposable magic items intact.**

13 **Stat Errors or Module Discrepancies:** It is possible that there are stat errors or other mistakes in either the PC stats or the module. This module has been playtested by three groups and reviewed extensively, but mistakes still happen. *If you find a mistake, go with the module or PC as written*. *Do not recalculate stats.* This keeps the tournament fair for all players: even though a player might complain that "my BAB should be +8 not +7," *every* player with that PC has the same BAB in the tournament, so it's still fair. If one DM makes adjustments and others don't, the playing field becomes uneven. Therefore: Use the module and PC stats as written, even if you find a mistake!

14 **Point Totals/Game Feedback:** Do not give out point totals at the end of a game. **No point totals are final until they have been tabulated and verified back at the Goodman Games booth.**

Scoring Sheet – Round 1

Area	Activity	Points	Positive	Negative
1-1	Determine the nature of the *Portal of the Damned* without triggering trap	+50	☐	
	Avoiding the *spike stone* trap	+50	☐	
	Glean clues from Brother Mikolas before destroying him	+100	☐	
	Defeat Brother Mikolas	+100	☐	
	Recover magic items off Brother Mikolas	+50	☐	
	Disable scythe trap	+50	☐	
	Destroy the braziers to make it easier to turn Brother Mikolas	+50	☐	
1-2	PCs free the allips without killing them, ending their torment	+200	☐	
	Discovering the *arcane mark*	+100	☐	
	Using a bard's countersong to negate babble	+100	☐	
	Using an arrow or bolt head to unlock doors	+50	☐	
	Confusion/poison gas trap triggered	-100		☐
	Penalty per door trap triggered	-50 per		☐ ☐ ☐ ☐ ☐
1-3	PCs waste any resources or more than 15 minutes passing through hallway	-100		☐
1-4	Defeat the golem	+100	☐	
	Destroy the *Scriptum Mallus*	+50	☐	
	Recover the Rhyme of the Shards	+200	☐	
	Recover useful scrolls	+50	☐	
	Contract the affliction (any method)	-50		☐
	Start a fire and destroying texts	-50		☐
	Read the *Vacuous Grimoire*	-100		☐
1-5	Avoid or disarming the glyphs	+50	☐	
	Defeat the hellwasp swarms	+50 per	☐ ☐ ☐ ☐	

	Discover the "*crystal ball*" is a fake	**+50**	☐	
	Recover the shard of *True Death*	**+200**	☐	
	Plug the holes in the door to prevent the swarms from escaping	**+100**	☐	
	PCs mask themselves from Chalychia's scrying (on this level)	**+400**	☐	
1-6	The PCs reach the eastern passage without touching the floor	**+200**	☐	
	Shadestone is destroyed	**+100**	☐	
	Magic is used to uncover the trap	**+50**	☐	
	Locate the secret door and bypass the room	**+400**	☐	
	Defeat the oozes	**+50 per**	☐ ☐	
	Symbol of death trap is triggered.	**-50**		☐
	Each PC that succumbs to the trap after the first	**-50 per**		☐ ☐ ☐ ☐ ☐
1-7	PCs use Gather Information checks to learn about the dungeon	**+100**	☐	
	Per PC that determines some portals have positive effects and exits through one	**+50**	☐ ☐ ☐ ☐ ☐ ☐	
	Allow the hourglass to empty and suffer the consequences	**-100**		☐
1-8	Discover the original trap and use the golem (or other weight) to deactivate the falling stone block trap	**+200**	☐	
	Prevent or avoid the effects of the *fire blast* trap	**+100**	☐	
	Search the pit trap for treasure	**+50**	☐	
	Locate the secret door in the pit	**+100**	☐	
	Defeat the flint golem	**+100**	☐	
	Recover the second shard of *True Death*	**+200**	☐	
	Fall into the pit trap	**-50**		☐
1-9	Destroy the altar	**+400**	☐	
	PCs use an area of effect spell to heal themselves	**+100**	☐	
	PCs defeat Foegar	**+200**	☐	
	PCs use *shatter*, a sonic attack, or *dispel magic* on the altar	**+50**	☐	
	Locate the secret door to level 2	**+100**	☐	

Divine power (turning attempt) directed at the altar	**+100**	☐	
Each PC that touches the altar and suffers an alignment reversal	**-200**	☐ ☐ ☐ ☐ ☐ ☐	

The team is awarded a base number of bonus points depending on how many encounter areas are completed on the second level. Consult the chart to determine how many points the team earns each round. These are not cumulative awards – for example, a team that completes 5 areas earns 400 points.

# of Rooms Completed	Points Awarded
1-3	0
4	200
5	400
6	600
7	800
8 +	1000

Additional Scoring

Per PC reduced to 0 hit points (-100)   ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Per PC killed (> -9 hit points) (-250)   ☐ ☐ ☐ ☐ ☐ ☐

Per item charge used (-10)   ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Per potion or scroll used (-25)   ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Total Score	

Results of Room 1-7

PC #1: _____

PC #2: _____

PC #3: _____

PC #4: _____

PC #5: _____

PC #6: _____

Scoring Sheet – Round 2

Area	Activity	Points	Positive	Negative
2-1	The PCs decipher the riddle and take the correct path	+200	❏	
	Disarm the crow's head trap and then disarm the razor dart trap	+200	❏	
	Use *mage hand* or another method to safely bypass the crow's head trap (even though it triggers the 2nd dart trap)	+50	❏	
	Trigger both the crow's head trap and the razor dart trap	-50		❏
2-2	Per round less than 10 it takes for the PCs to escape	+25 per	❏ ❏ ❏ ❏ ❏ ❏ ❏ ❏ ❏	
	Ghost sharks defeated	+100	❏	
	Locate and use the emergency handles	+200	❏	
	PCs use magic or another method to bypass this trap	+400	❏	
	PCs break through the ceiling to escape	+100	❏	
	PCs jam the elevator winch mechanism	+200	❏	
	PCs enter the wooden columns and use them as an escape route	+100	❏	
2-3	PCs waste any resources or more than 15 minutes passing through hallway	-100		❏
2-4	Per trap not triggered	+100 per	❏ ❏ ❏	
	Recover the shard of *True Death*	+200	❏	
2-5	Find Zebo Ellynamdel's writing	+50	❏	
	Locate the secret door	+100	❏	
	Locate the *universal solvent*	+100	❏	
	Defeat the chains	+100	❏	
	Defeat Rogroakbub	+100	❏	
	Open the toad chest	-50		❏
	Free Rogroakbub and allow him to *plane shift* away	-200		❏
2-6	Retrieve the shard of *True Death*	+200	❏	

	Destroy the sanguine stone (unlikely)	**+400**	☐	
	Use the *universal solvent* (from area 2-5) to recover the shard	**+100**	☐	
	Use magic (such as *stone shape*) or another method to recover the shard	**+200**	☐	
	Per PC affected by the stone	**-100 per**		☐ ☐ ☐ ☐ ☐ ☐
2-7	Solve the riddle and attempt to use ROYGBIV path	**+200**	☐	
	PCs don't take any acid damage in the room	**+100**	☐	
	Per mephit defeated	**+100**	☐ ☐	
	Locate the secret door	**+100**	☐	
	Recover at least one wand of *dispel magic*	**+200**	☐	
	Set off the pillar trap	**-100**		☐
	Set off the *symbol of weakness*	**-200**		☐
2-8	Destroy Lord Braxus before he reanimates	**+400**	☐	
	Destroy Lord Braxus in combat	**+100**	☐	
	Destroy Khetira	**+100**	☐	
	Destroy the cobra statue	**+50**	☐	
	Recover the shard of *True Death*	**+200**	☐	
	Obtain information regarding *True Death* from *Shadowstar*	**+200**	☐	
	Locate the correct feeding tube and use it to attack Khetira with holy water and/or *potions of healing*	**+200**	☐	
	Find the secret door	**+50**	☐	
	Set off the poison needle trap on the coffin	**-50**		☐
	Allow Lord Braxus to reanimate	**-200**		☐

The team is awarded a base number of bonus points depending on how many encounter areas are completed on the second level. Consult the chart to determine how many points the team earns each round. These are not cumulative awards – for example, a team that completes 5 areas earns 400 points.

# of Rooms Completed	Points Awarded
1-3	0
4	200
5	400
6	600
7	800
8 +	1000

Additional Scoring

PCs masked themselves from scrying on level 2 (+400) ❑

Per PC reduced to 0 hit points (-100) ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Per PC killed (> -9 hit points) (-250) ❑ ❑ ❑ ❑ ❑ ❑

Per item charge used (-10) ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Per potion or scroll used (-25) ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Total Score	

Did the PCs mask themselves from scrying on level 1? _____

Results of Room 1-7

PC #1: _____

PC #2: _____

PC #3: _____

PC #4: _____

PC #5: _____

PC #6: _____

Scoring Sheet – Round 3

Area	Activity	Points	Positive	Negative
3-1	Free Krklkkrkl	**+200**	☐	
	Kill Krklkkrkl	**-100**		☐
	Jengenritz reforges *True Death*	**+100**	☐	
	PCs reforge *True Death*	**+200**	☐	
	Interact with Jengenritz	**+100**	☐	
	Free Jengenritz from undeath	**+50**	☐	
	PCs convince Jengenritz and/or Krklkkrkl to assist with reforging and then go back on their word (e.g., attack them)	**-200**		☐
	Attempt to use *+3 painful scimitar*	**-50**		☐
3-2	Avoid all pit traps	**+200**	☐	
	Discover and disable or avoid the gas trap	**+100**	☐	
	Only trigger the second pit trap but escape with no casualties	**+50**	☐	
	Discover and disable or avoid the second pit trap	**+100**	☐	
	Defeat the elder gelatinous cube	**+100**	☐	
3-3	Defeat the coin golem	**+100**	☐	
	Solve the puzzle and remove correct sword	**+400**	☐	
	Don't solve the puzzle but remove the correct sword	**+200**	☐	
	Determine the gem in the hollow statue is fake	**+100**	☐	
	Each sword incorrectly removed	**-100 per**		☐ ☐ ☐ ☐
	Waste time looting the treasury	**-50**		☐
	Recover the shard of *True Death*	**+200**	☐	
3-4	Free Slate from the dungeon using *shrink item*	**+200**	☐	
	Open the secret door without triggering the trap	**+100**	☐	
	Obtain information from Slate regarding the dungeon (such as how to bypass the pit trap)	**+100**	☐	
	Players role-play the *silence*	**+50**	☐	
	PCs learn the name of Chalychia's sword is *Bane*	**+200**	☐	
	PCs learn the command word for the portal in area 3-7	**+100**	☐	

Area	Activity	Points	Positive	Negative
	Per poison needle trap triggered	-50		☐ ☐ ☐
	Read from the *Tome of the Black Tongue*	-100		☐
	Drink a *potion of lich creation*	-200		☐
	Destroy Slate	-200		☐
3-5	Hidden trapdoor located	+100	☐	
	Use magic to reach the trap door in the ceiling	+100	☐	
	Disable the spinning room trap	+200	☐	
	Disable or destroy the spinning blades trap	+200	☐	
	Defeat the polluted air elemental	+200	☐	
	Use the blades as a ladder to reach the trap door	+200	☐	
3-6	PCs waste resources or more than 15 minutes passing through hallway	-100		☐
3-7	Destroy the portal	+200	☐	
	Identify the *well of worlds*	+50	☐	
	Don't or destroy the *well of worlds*	+100	☐	
	Destroy *True Death* in the *well of worlds*	+500	☐	
	Avoid the bone swarms and bone field	+200	☐	
	Defeat the mummy dragon	+200	☐	
	Defeat the bone swarms	+100	☐	
	Destroy the Dragon's Heart without suffering effects from the glyph (e.g., tossing it in the lava)	+200	☐	
	Recover the Dragon's Heart	+50	☐	
	Trigger the *symbol of pain*	-50		☐
	Each PC tossed into the *well of worlds* (in addition to penalty for dying)	-100 per		☐ ☐ ☐ ☐ ☐ ☐
	Attempt to use any cursed items	-200		☐
3-9	Destroy *True Death* (if not done in 3-7)	+200	☐	
	Defeat Chalychia	+200	☐	
	Permanently destroy Chalychia	+500	☐	
	Locate the weak link in the chain	+100	☐	
	If a PC sacrifices self to kill Chalychia (e.g., jump into the	+200	☐	

Area	Activity	Points	Positive	Negative
	lava with her) – also remove normal penalty for dying			
	Prevent Chalychia from using her *staff of power* for a retributive strike	+200	☐	
	Destroy the *instant fortress* (such as by sundering the weak link)	+200	☐	
	Chalychia is prepared for the PCs (from scrying) and has cast spells	-100		☐
	Each PC that falls into the lava (in addition to penalty for dying)	-100		☐ ☐ ☐ ☐ ☐ ☐
	Release Chalychia from her prison	-50		☐

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# of Rooms Completed	Points Awarded
1-3	0
4	200
5	400
6	600
7	800
8 +	1000

Additional Scoring

PCs mask themselves from scrying on level 3 (+400) ☐

Per PC reduced to 0 hit points (-100) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Per PC killed (> -9 hit points) (-250) ☐ ☐ ☐ ☐ ☐

Per item charge used (-10) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Per potion or scroll used (-25) ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Total Score	

Did the PCs mask themselves from scrying on level 2? _____

Did the PCs mask themselves from scrying on level 1? _____

Results of Room 1-7

PC #1: _____

PC #2: _____

PC #3: _____

PC #4: _____

PC #5: _____

PC #6: _____

Notes