

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

Gen Con Indy 2004



PLAYER PACK



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Player Guidelines

- 1 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.
- 2 Earning Points:** Points are earned by overcoming obstacles, solving problems, defeating opponents (not necessarily by slaying them), advancing through the dungeon, and uncovering the mysteries of the Crypt of the Devil-Lich.
- 3 Losing Points:** Points are lost by being killed, unleashing traps or dangers that could have been avoided, and using resources (specifically, charges on magic items). The penalty for using magic items is small, but the scoring system still awards efficiency in solving the Crypt.
- 4 Individual Scoring:** There is no scoring for individuals. Instead, at the end of each round, the players and the GM vote for the best player based on several factors such as tactics, rules knowledge, and role-playing. The individual scores for all three rounds are added together to generate an overall best player. Obviously, the more rounds your team plays, the better chance a player has to accumulate a high score.
- 5 Time is of the Essence:** The Crypt is a dangerous, challenging place. Each room is a mystery unto itself. It is unlikely that any tournament group will complete all of level one before the four-hour time

limit is up. The same goes for levels 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 of the Crypt.

6 Games that Start Late: A game that starts late because of a late or missing player is allowed a 15-minute grace period. After that 15 minutes, each minute lost is counted against the four-hour time limit. For example, a game is scheduled to start at 12:00. A player is late so it starts at 12:05. The game can go to 4:05 with no penalty. If the late player had instead showed up at 12:25, however, the game's four hour time limit would be considered expired at 4:15 (four hours past the expiration of the grace period at 12:15), so the players effectively lose 10 minutes of exploration time.

7 Starting Without a Player: After 10 minutes of waiting for a missing player, a DM may declare him a no-show and start the game without him. That character is then controlled by another player.

8 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.

9 Returning from the Dead: During tournament play, any PC slain during a particular round is raised at the end (using the cleric's *staff of life*), so that PC can partake in the next round. PCs raised from the dead are treated as having one negative level for the duration of the adventure. (Actually reconstructing the PC to reflect one lost level will take too much time.) Obviously, there is a points penalty for dying.



"See, Ed, I told you we would have done better in that dungeon if we had read the rules ahead of time!"

"Shut up, Bob."

Module Introduction

Legend tells of the horrible drow sorceress Chalychia. Born of a drow father and a demon mother, she rose to become one of the greatest drow conquerors ever known. She recovered a powerful artifact called the Shadowstone, and used its abilities to cast a five mile radius of the surface world into constant twilight, centered on the elven city of Arovarel. With allied orc armies attacking from the mountains, and drow armies swarming up from beneath, the elven city fell in a single day. At the head of this horrible army was Chalychia.

But Chalychia's rule lasted only one year. A band of powerful heroes led by the paladin Valinus penetrated her lair and destroyed the Shadowstone. Meanwhile, the rallied forces of humans, dwarves, and elves stormed the ruins of Arovarel and routed the drow. The heroes used a powerful sword to defeat Chalychia, but it was sundered in the battle. The heroes finally imprisoned Chalychia in an instant fortress in the bowels of her lair. The sundered sword was buried in her lair, the lair was sealed, and a monastery was erected near the site. The Monks of the Dawning Sun were charged with guarding the sundered sword and the lair, and were to be the lore masters of the history of Chalychia.

Now descendants of Arovarel have called for your aid. They have seen many disturbing omens recently. According to the stars, the Devil-Lich is close to breaking out of her prison and unleashing her wrath on the surface world once again. You have been sent to the Monastery of the Dawning Sun to gather more information on the Devil-Lich and confirm the prophecy.

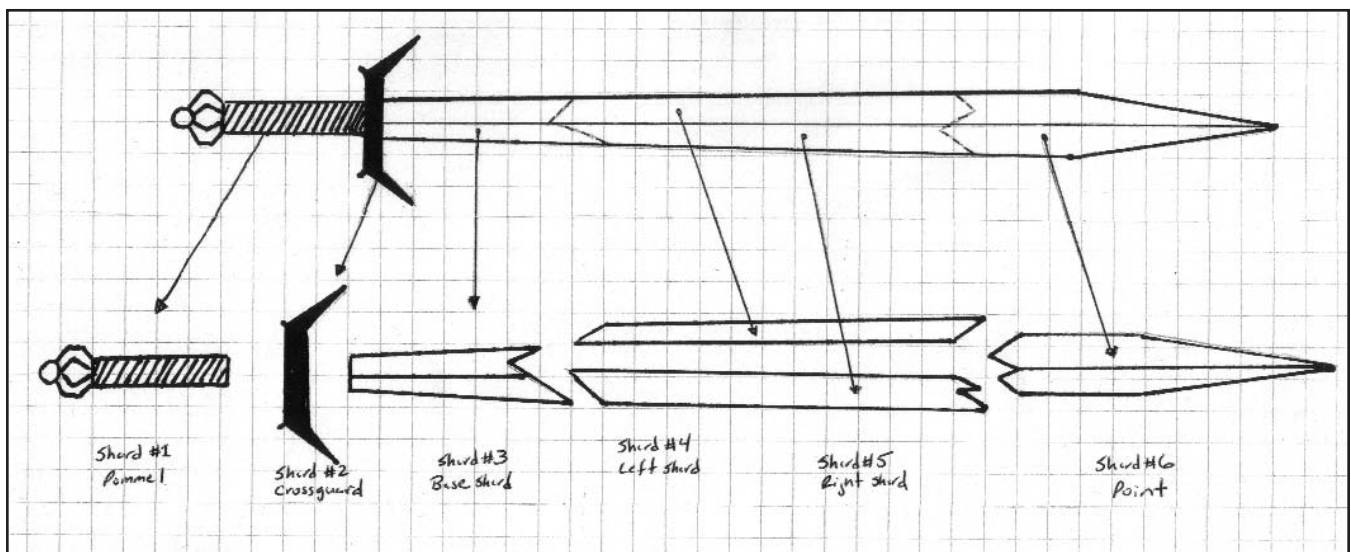
But when you arrived at the monastery, you discovered that all the monks were brutally slain. Scrawled on the walls in blood were several prophetic verses claiming Chalychia's return is soon. In the monastery's library, you found several tomes open to similar passages, all describing the powerful sword called True Death. This was the sword used by the paladin Valinus to slay Chalychia, and according to the legends, its sundered remains were buried in the Devil-Lich's crypt. It appears that someone else has been researching True Death.

After finding a blood-stained map showing the way to the original site of the Devil-Lich's crypt, you set off to find answers. Leaving the horror of the slaughter at the monastery behind, your band carefully picks its way down a treacherous mountain path. After almost two hours of this tedious journey, you arrive at a cave entrance. The cave mouth is surrounded by stalactites and stalagmites that appear to have been chiseled into angular teeth.

Somewhere beyond this maw-like cave entrance is the Crypt of the Devil-Lich!

Now review players handout A. This is a page torn from a book in the monastery, showing the shards of True Death.

Players Handout A: The Shards of *True Death*



Dungeon Crawl Classics Character Record Sheet

Player's Name _____

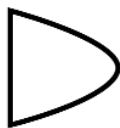
Character's Name _____

Race _____

Class _____

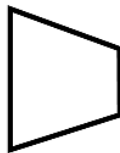
Level _____

Alignment _____



AC

Hit Points



Tch: _____

Max: _____

FF: _____ Nonlethal: _____

Speed _____

XP _____

Initiative _____

Spell Save DC _____

Strength

Modifier: _____

Dexterity

Modifier: _____

Constitution

Modifier: _____

Intelligence

Modifier: _____

Wisdom

Modifier: _____

Charisma

Modifier: _____

BAB

Melee

2nd Hand

Ranged

Grapple

Fort Save

Ref Save

Will Save

Equipment & Treasure

Skills & Feats

Languages & Notes

Spells & Special Abilities

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Lady Varin

Race: Human

Class: Paladin

Level: 15

Alignment: LG

PC #1

Deity: Honorus

Core Abilities

Ability	Score	Modifier
Strength	17	+3
Dexterity	12	+1
Constitution	16	+3
Intelligence	12	+1
Wisdom	14	+2
Charisma	18	+4

Saving Throws

Type	Base Save	Ability Modifier	Misc.	Total
Reflex (Dex)	+5	+1	+4	+10
Fortitude (Con)	+9	+3	+4	+16
Will (Wis)	+5	+2	+4	+11

Save Notes: Divine Grace: +4 to all saves (included in Misc.)

Armor Class

Total	Base	Armor Bonus	Shield Bonus	Dexterity Modifier	Size Modifier	Misc. Modifier
26	10	+11	+4	+1	-	-
Flat-footed	25		Touch	11	Gauntlets: Yes	

Hit Points

Maximum	Current
140	

Initiative Modifier

Total	= Dex. Mod.	+ Misc. Mod.
+1	+1	-

Experience

Current	Goal
105,000	120,000

Melee Attack Modifiers (Grapple: +18)

Total	Base Attack	STR Mod.	Size Mod.	Misc. Mod.
+18/+13/+8	+15/+10/+5	+3	-	-

Ranged Attack Modifiers

Total	Base Attack	DEX Mod.	Size Mod.	Misc. Mod.
+16/+11/+6	+15/+10/+5	+1	-	-

Weapons Chart

Weapon	Attack	Damage	Crit	Range	Size	Type
+3 holy bastard sword*	+21/+16/+11	1d10+5 (+9) *	17-20/x2	-	M	S
Holy water	+16/+11/+6	2d4	x2	10	M	-
Cold iron flail	+18/+13/+8	1d8+2	x2	-	M	B
+2 heavy mace	+20/+15/+10	1d8+4	x2	-	M	B
*+7 when wielded one-handed, +11 if wielded two-handed						

Character Skills

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Climb	-3	+3	-	-6
Concentration	+3	+3	-	-
Diplomacy	+20	+4	+12	+4
Handle Animal	+8	+4	+4	-
Heal	+14	+2	+12	-
Jump	-3	+3	-	-6
Knowledge (religion)	+13	+1	+12	-

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Listen	+7	+2	+5	-
Ride	+13	+1	+10	+2
Search	+1	+1	-	-
Sense Motive	+13	+2	+9	+2
Spot	+10	+2	+8	-
Swim	-9	-3	-	-12

Heroic Feats

Blind-fight	Weapon Focus (bastard sword)
Exotic Weapon (bastard sword)	
Improved Critical (bastard sword)	
Mounted Combat	
Negotiator	
Power Attack	

Languages

Celestial
Common

Armor Type & Modifiers

Armor Type	Shield Type	Armor Bonus	Shield Bonus	Check Penalty	Speed	Weight	Spell Failure
+3 full plate	+2 heavy shield	+11	+4	-6	20	65 lbs	-

Carrying Capacity

Light Load	< 86 lbs	Medium Load	87 – 173 lbs	Heavy Load	174 – 260 lbs
Lift Over Head/Carry	260 lbs	Lift to Knees	520 lbs	Drag	1300 lbs

Equipment

Description	Qty.	x Unit Weight	= Total Weight	Cumulative Weight	Location
+3 full plate and +2 heavy shield	1	6	6	65	Worn
+3 holy bastard sword	1	6	6	71	Back
+2 heavy mace	1	8	8	79	Belt
Silver dagger	1	1	1	80	
Handy Haversack	1	5	5	85	Back
Silver holy symbol	1	1	1	86	Neck
100' silk rope	1	-	-	86	Haversack
Sunrods	5	-	-	86	Haversack
Holy water	5	-	-	86	Haversack
Climber's kit	1	-	-	86	Haversack
Blanket	3	-	-	86	Haversack
Grappling hook	1	-	-	86	Haversack
Hammer	1	-	-	86	Haversack
Pitons	6	-	-	86	Haversack
Prayer books	2	-	-	86	Haversack

Total Equipment Weight :	86 lbs	Total PC Weight	221 lbs
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Magic items

+3 full plate	
+2 animated heavy shield	
Pearl of sirines	
Brooch of shielding (52)	
Handy haversack	

Potions

Cure critical wounds
Bull's strength (2)

Money and Valuables:

50 pp, 4 gems (200 gp each)

Special Abilities (Class abilities, Race abilities, etc.):

Aura of good Detect evil Smite evil (4/day: +4 to hit/+15 damage) Divine grace Lay on hands (60 hp/day) Aura of courage	Divine Health Turn undead (as 12 th level) 7/day, +2 attempt (Knowledge: Religion) Remove disease (4/week) Mount (not available) Spells (3/2/1/1: DC 12+spell level)
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Physical Attributes

Age:	30	Height:	6'0"	Weight:	135 lbs
Hair:	Brown (long)	Eyes:	Brown	Sex:	Female

Lady Varin – Personality

Varin is a proud, energetic paladin dedicated to Honorus, the lawful good god of might and honor. She is tall, stands straight, yet moves with grace. Varin is a gentle, eloquent speaker and only raises her voice in the heat of battle.

As a paladin of Honorus, she upholds his ideals at all costs. Her motto is: Honor, Righteousness, and Loyalty. She will not take advantage of a foe's helplessness but she will not release a helpless foe to wreak havoc on another. She will not wield missile weapons or attack from an ambush, but she knows better than to make herself an easy target from such attacks. Varin believes there is a difference between being honorable and being stupid. Varin tries to listen to wisdom, but can be stubborn if she feels her ideals are being compromised.

Lady Varin – Spells

Spell Level	Spell Name	# Available
1	Bless Weapon	<input type="checkbox"/>
1	Lesser Restoration	<input type="checkbox"/> <input type="checkbox"/>
2	Eagle's Splendor	<input type="checkbox"/>
2	Shield Other	<input type="checkbox"/>
3	Cure Moderate Wounds	<input type="checkbox"/>
4	Dispel Evil	<input type="checkbox"/>

Blaze, +3 holy bastard sword

Counts as good vs. damage reduction

+2d6 damage vs. evil

Int 10, Wis 14, Cha 14, Ego 12

Speech, 120 ft. vision and hearing

Language: Common

Lesser Powers: Bless on allies 3/day

Bear's endurance 1/day

Note on Mount: Varin's mount, Sylven, was slain while traveling to the Crypt of the Devil-Lich and can't be summoned for another 25 days. During this time, Varin suffers -1 to hit and damage (already reflected in the statistics)

Agrij Agranni

Race: Dwarf

Class: Cleric/Fighter Level: 12/3

Alignment: NG

PC #2

Deity: Maruk

Core Abilities

Ability	Score	Modifier
Strength	16 (20)	+5
Dexterity	10	-
Constitution	16	+3
Intelligence	12	+1
Wisdom	16	+3
Charisma	14	+2

Saving Throws

Type	Base Save	Ability Modifier	Misc.	Total
Reflex (Dex)	+5	-	+2	+7
Fortitude (Con)	+11	+3	+2	+16
Will (Wis)	+9	+3	+2	+14

Save Notes: additional +2 vs. poison, additional +2 vs. spells

Armor Class

Total	Base	Armor Bonus	Shield Bonus	Dexterity Modifier	Size Modifier	Misc. Modifier
24	10	+10	+4	-	-	-
Flat-footed	25		Touch	10	Gauntlets: Yes	

Hit Points

Maximum	Current
116	

Initiative Modifier

Total	= Dex. Mod.	+ Misc. Mod.
+0	-	-

Experience

Current	Goal
105,000	120,000

Melee Attack Modifiers (Grapple: +17)

Total	Base Attack	STR Mod.	Size Mod.	Misc. Mod.
+17/+12/+7	+12/+7/+2	+5	-	-

Ranged Attack Modifiers

Total	Base Attack	DEX Mod.	Size Mod.	Misc. Mod.
+12/+7/+2	+12/+7/+2	-	-	-

Weapons Chart

Weapon	Attack	Damage	Crit	Range	Size	Type
+3 thundering dwarven waraxe	+21/+16/+11	1d10+8	x3	-	M	S
+2 heavy crossbow (with masterwork bolts)	+15	1d10+2	19-20/x2	120 ft	M	P
Masterwork cold-iron light hammer	+18/+13/+8	1d4+6	x2	20 ft	M	B
+2 heavy shield of bashing	+14	1d8+7	x2	-	M	B

Character Skills

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Climb	-4	+5	-	-9
Concentration	+15	+3	+12	-
Craft (weaponsmith)	+12	+1	+6	+5
Heal	+17	+3	+10	+4
Jump	-10	+5	+3	-18
Knowledge (religion)	+13	+1	+12	-
Listen	+3	+3	-	-
Search	+1	+1	-	-

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Spellcraft	+9	+1	+8	-
Spot	+3	+3	-	-
Swim	-10	+5	+3	-18

Heroic Feats

Cleave	Self-Sufficient
Combat Casting	Skill Focus (craft: weaponsmith)
Great Cleave	Weapon Focus (dwarven waraxe)
Improved Bull Rush	
Improved Shield Bash	
Power Attack	

Languages

Common
Dwarven
Elven

Armor Type & Modifiers

Armor Type	Shield Type	Armor Bonus	Shield Bonus	Check Penalty	Speed	Weight	Spell Failure
+3half-plate	+2 heavy shield	+11	+4	-9	20	65	-

Carrying Capacity

Light Load	< 133 lbs	Medium Load	134 – 266 lbs	Heavy Load	267 – 400 lbs
Lift Over Head/Carry	400 lbs	Lift to Knees	800 lbs	Drag	2000 lbs

Equipment

Description	Qty.	x Unit Weight	= Total Weight	Cumulative Weight	Location
+3 half-plate and +2 heavy shield	1	65	65	65	Worn
+3 dwarven waraxe	1	8	8	73	Hand
+2 heavy crossbow	1	8	8	81	Back
20 silver bolts	1	2	2	83	Quiver
Masterwork cold-iron light hammer	1	2	2	85	Belt
Staff of life	1	5	5	90	Back
Backpack	1	2	2	92	Back
Scroll case	4	0.5	2	94	Backpack
Ink, pen, parchment (5)	1	-	-	94	Backpack
Chalk	5	-	-	94	Backpack
Holy water	5	1	5	99	Backpack
Silver holy symbol	1	1	1	100	Neck
Healer's kit	2	1	2	102	Backpack
20 masterwork bolts	1	2	2	104	Quiver

Total Equipment Weight	104 lbs	Total PC Weight	299 lbs
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Magic items

+3 half plate	Belt of Giant Strength +4
+2 heavy shield of bashing	Scroll with Neutralize Poison
Rod of life (25 charges) (as staff)	Scroll with Restoration (x2)
Cloak of resistance +2	Scroll with Remove Paralysis (x2)
Wand of Cure serious wounds (10 th level) (10 charges)	Scroll with Bull's Strength, Mass

Potions

Cure Critical Wounds (x2)
Heroism
Magic Weapon (+3)
Remove Curse

Money and Valuables:

15 pp

Special Abilities (Class abilities, Race abilities, etc.):

Racial Traits: Darkvision 60 ft. Stonecunning Weapon Familiarity Stability (+4 vs. bull rush) +2 to Fort saves vs. poison +2 to saves vs. spells +1 to hit orcs and goblins	+4 dodge bonus vs. giant type +2 to Appraise checks +2 to craft checks with stone or metal Class Ability: Turn undead (6/day, +2 to attempt (Knowledge: religion))
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Physical Attributes

Age:	99	Height:	4'4"	Weight:	195 lbs
Hair:	Brown-Gray	Eyes:	Gray	Sex:	Male

Agrij – Personality

Agrij is a grizzled aging dwarf with a carefully braided beard and numerous battle scars. He is a dedicated battle priest of Maruk, the dwarven Father of Battle. He has seen more wars than he has children and all the death he has witnessed has given him a pessimistic, dour view of life. Despite this, he knows the Father needs him to fight more battles to protect those who can not protect themselves and he is happiest when he is in combat.

Agrij bears a special hatred for the undead and although the Father has given him the power to hold these abominations at bay, he prefers to introduce them to the business end of his waraxe. Sometimes, however, he must hold them at bay and let others battle for him. He prefers spells that wage combat, but also considers healing a friend important in the heat of battle.

Agrij – Spell List

Domains: War (weapon focus – waraxe)

Strength (feat of strength: +12 Str 1/day for 1 round)

6/6+1/5+1/5+1/3+1/3+1/2+1 Save DC 13+spell level

(* indicates Domain spell)

Spell Level	Spell Name	# Available
0	Create Water	<input type="checkbox"/>
0	Detect Magic	<input type="checkbox"/> <input type="checkbox"/>
0	Detect Poison	<input type="checkbox"/> <input type="checkbox"/>
0	Read Magic	<input type="checkbox"/>
1	Enlarge Person *	<input type="checkbox"/>
1	Doom	<input type="checkbox"/> <input type="checkbox"/>
1	Magic Weapon	<input type="checkbox"/>
1	Divine Favor	<input type="checkbox"/> <input type="checkbox"/>
1	Shield of Faith	<input type="checkbox"/>
2	Bull's Strength *	<input type="checkbox"/>
2	Remove Paralysis	<input type="checkbox"/>
2	Bull's Strength	<input type="checkbox"/>
2	Lesser Restoration	<input type="checkbox"/> <input type="checkbox"/>
2	Spiritual Weapon (waraxe)	<input type="checkbox"/>
3	Magic Vestment *	<input type="checkbox"/>
3	Dispel Magic	<input type="checkbox"/> <input type="checkbox"/>
3	Searing Light	<input type="checkbox"/>
3	Stone Shape	<input type="checkbox"/>
3	Meld into Stone	<input type="checkbox"/>
4	Divine Power *	<input type="checkbox"/>
4	Neutralize Poison	<input type="checkbox"/>
4	Restoration	<input type="checkbox"/> <input type="checkbox"/>
5	Righteous Might *	<input type="checkbox"/>
5	Disrupting Weapon	<input type="checkbox"/>
5	Spell Resistance	<input type="checkbox"/>
5	Flame Strike	<input type="checkbox"/>
6	Stone Skin *	<input type="checkbox"/>
6	Heal	<input type="checkbox"/>
6	Blade Barrier	<input type="checkbox"/>

Jyncks

Race: Human

Class: Wizard (Evoker)

Level: 15

Alignment: CG

PC #3

Deity: (None)

Core Abilities

Ability	Score	Modifier
Strength	10	-
Dexterity	16	+3
Constitution	14	+2
Intelligence	20	+5
Wisdom	13	+1
Charisma	13	+1

Saving Throws

Type	Base Save	Ability Modifier	Misc.	Total
Reflex (Dex)	+5	+3	+3	+11
Fortitude (Con)	+5	+2	+3	+10
Will (Wis)	+9	+1	+3	+13

Armor Class

Total	Base	Armor Bonus	Shield Bonus	Dexterity Modifier	Size Modifier	Misc. Modifier
22	10	+6	-	+3	-	+3
Flat-footed	18		Touch	16	Gauntlets: No	

Hit Points

Maximum	Current
68	

Initiative Modifier

Total	= Dex. Mod.	+ Misc. Mod.
+3	+3	-

Experience

Current	Goal
105,000	120,000

Melee Attack Modifiers (Grapple: +7)

Total	Base Attack	STR Mod.	Size Mod.	Misc. Mod.
+7/+2	+7/+2	-	-	-

Ranged Attack Modifiers

Total	Base Attack	DEX Mod.	Size Mod.	Misc. Mod.
+10/+5	+7/+2	+3	-	-

Weapons Chart

Weapon	Attack	Damage	Crit	Range	Size	Type
+3 shock dagger	+10/+5	1d4+3+1d6	19-20/x2	10 ft.	M	P/S
+2 dagger of speed	+10/+10/+5	1d4+2	19-20/x2	10 ft.	M	P/S
Silver daggers (2)	+11/+6	1d4	19-20/x2	10 ft.	M	P/S
Alchemist's Fire	+10/+5	1d6	x2	10 ft.	M	Fire

Character Skills

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Climb	+0	-	-	-
Concentration	+20	+2	+18	-
Craft (cartography)	+15	+5	+10	-
Decipher Script	+22	+5	+17	-
Jump	+5	-	-	+5
Knowledge (arcana)	+22	+5	+17	-
Knowledge (architecture and engineering)	+15	+5	+10	-
Knowledge (the Planes)	+15	+5	+10	-

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Listen	+1	+1	-	-
Search	+13	+5	+6	+2
Spellcraft	+23	+5	+16	+2
Spot	+1	+1	-	-
Swim	+0	-	-	-
Tumble	+10	+3	+5	+2
Use Rope	+8	+3	+5	-

Heroic Feats

Brew Potion	Maximize Spell
Combat Casting	Scribe Spell
Dodge	Spell Focus (evocation)
Greater Spell Focus	Spell Penetration
Greater Spell Penetration	Widen spell
Improved Counterspell	

Languages

Common
Abyssal
Draconic
Dwarven
Elven
Infernal

Armor Type & Modifiers

Armor Type	Shield Type	Armor Bonus	Shield Bonus	Check Penalty	Speed	Weight	Spell Failure
Bracers of Armor +6	-	+6	-	-	40 ft	1 lb	-

Carrying Capacity

Light Load	< 33 lbs	Medium Load	34 – 66 lbs	Heavy Load	67 – 100 lbs
Lift Over Head/Carry	100 lbs	Lift to Knees	200 lbs	Drag	500 lbs

Equipment

Description	Qty.	x Unit Weight	= Total Weight	Cumulative Weight	Location
Bracers of Armor +6	1	1	1	1	Worn on arms
+3 shock dagger	1	1	1	2	Belt
+2 dagger of speed	1	1	1	3	Belt
Silver daggers	2	1	2	5	Thighs (one per)
Alchemist's Fire	6	1	6	11	Pack
Backpack	1	2	2	13	Worn on back
Tindertwigs	50	-	-	13	Pack
Spell component pouch	3	2	6	19	Belt
Sunrods	5	1	5	24	Pack

Total Equipment Weight	24 lbs	Total PC Weight	131 lbs
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Magic items

Bracers of armor +6	Pearl of power (3 rd)	Scroll – Alter self (10 th)
Boots of Striding & Springing	Wand of magic missiles (9 th) (15 charges)	Scroll – Fireball, widened (10 th)
Ring of fire resistance (major)	Wand of scorching ray (10 th) (10 charges)	Scroll – Fireball, maximized (10 th)
Cloak of resistance +3	Scroll - Dispel Magic (15 th) (x2)	
Ring of protection +2	Scroll - Pyrotechnics (10 th) (x2)	

Potions

Blur (x2)
Cat's grace (x2)
Cure Moderate Wounds (x2)
Elixir of fire breath (x4)

Money and Valuables:

7 gems (250 gp each)

Special Abilities (Class abilities, Race abilities, etc.):

No familiar
School specialization
Evocation (1 bonus spell/day)
Banned schools: Necromancy and Illusion

Physical Attributes

Age:	28	Height:	5'4"	Weight:	105 lbs
Hair:	Blonde (short)	Eyes:	Blue	Sex:	Female

Jyncks – Personality

Jyncks is a spirited, wily, optimistic and happy-go-lucky individual. She is extroverted and loves to hear herself talk. She has been given many nicknames, firebug, sister of the flame, and pyro, but her favorite is the nickname she gave herself, Jyncks, and she's been using it so long she's forgotten her real name.

Jyncks has a fiery temper, strong emotions, and is prone to impetuous judgement. Although she is remarkably intelligent, she sometimes lacks common sense. As a result, she has lost several familiars to hasty spell-casting (they were all cremated). She loved them all and has decided to make do without a familiar rather than risk losing another one.

Jyncks – Spell List

4/7/6/6/6/6/4/3/2

Save DC 15+spell level

DC 17+spell level (Evocation)

* indicates Evocation spell

Atk: Ray (ranged touch attack) +10

Spell Level	Spell Name	# Available
0	Flare *	<input type="checkbox"/>
0	Detect Magic	<input type="checkbox"/> <input type="checkbox"/>
0	Read Magic	<input type="checkbox"/>
1	Burning Hands *	<input type="checkbox"/> <input type="checkbox"/>
1	Magic Missile *	<input type="checkbox"/>
1	Shield	<input type="checkbox"/>
1	Expeditious Retreat	<input type="checkbox"/>
1	Feather Fall	<input type="checkbox"/>
1	True Strike	<input type="checkbox"/>
2	Flaming Sphere *	<input type="checkbox"/>
2	Scorching Ray	<input type="checkbox"/> <input type="checkbox"/>
2	Knock	<input type="checkbox"/>
2	See Invisible	<input type="checkbox"/>
2	Cat's Grace	<input type="checkbox"/>
3	Dispel Magic	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	Fireball *	<input type="checkbox"/>
3	Fly	<input type="checkbox"/>
3	Shrink Item	<input type="checkbox"/>

Spell Level	Spell Name	# Available
4	Magic Missile (maximized) *	<input type="checkbox"/>
4	Fire Shield *	<input type="checkbox"/>
4	Wall of Fire *	<input type="checkbox"/>
4	Resilient Sphere	<input type="checkbox"/>
4	Shout *	<input type="checkbox"/>
4	Crushing Despair	<input type="checkbox"/>
5	Scorching Ray (maximized) *	<input type="checkbox"/> <input type="checkbox"/>
5	Telekinesis	<input type="checkbox"/>
5	Hold Monster	<input type="checkbox"/>
5	Break Enchantment	<input type="checkbox"/>
5	Interposing Hand *	<input type="checkbox"/>
6	Fireball (widened) *	<input type="checkbox"/>
6	Fireball (maximized) *	<input type="checkbox"/>
6	Greater Dispel Magic	<input type="checkbox"/> <input type="checkbox"/>
7	Delayed Blast Fireball *	<input type="checkbox"/>
7	Prismatic Spray *	<input type="checkbox"/>
7	Spell Turning	<input type="checkbox"/>
8	Clenched Fist *	<input type="checkbox"/>
8	Incendiary Cloud	<input type="checkbox"/>

Mellyoun

Race: Gnome

Class: Rogue/Bard

Level: 10/5

Alignment: CG

PC #4

Deity: Myna

Core Abilities

Ability	Score	Modifier
Strength	12	+1
Dexterity	20	+5
Constitution	14	+2
Intelligence	14	+2
Wisdom	7	-2
Charisma	18 (22)	+6

Saving Throws

Type	Base Save	Ability Modifier	Misc.	Total
Reflex (Dex)	+11	+5	-	+16
Fortitude (Con)	+4	+2	-	+6
Will (Wis)	+7	-2	-	+5

Save Notes: +2 on all saves vs. illusions

Armor Class

Total	Base	Armor Bonus	Shield Bonus	Dexterity Modifier	Size Modifier	Misc. Modifier
23	10	+7	-	+5	+1	-
Flat-footed	18		Touch	16	Gauntlets: No	

Hit Points

Maximum	Current
77	

Initiative Modifier

Total	= Dex. Mod.	+ Misc. Mod.
+9	+5	+4

Experience

Current	Goal
105,000	120,000

Melee Attack Modifiers (Grapple: +7)

Total	Base Attack	STR Mod.	Size Mod.	Misc. Mod.
+12/+7	+10/+5	+1	+1	-

Ranged Attack Modifiers

Total	Base Attack	DEX Mod.	Size Mod.	Misc. Mod.
+16/+11	+10/+5	+5	+1	-

Weapons Chart

Weapon	Attack	Damage	Crit	Range	Size	Type
+3 rapier of speed	+20/+20/+15	1d4+4	18-20/x2	-	S	P
+2 heavy crossbow of seeking	+18 (+19*)	1d8+2 (+3*)	19-20/x2	120 ft	S	P
Silver daggers (2)	+17/+12	1d3+1	19-20/x2	10 ft	S	S/P
* within 30 ft.						

Character Skills

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Balance	+17	+5	+10	+2
Climb	+11	+1	+10	-
Concentration	+10	+2	+8	-
Decipher Script	+15	+2	+13	-
Disable Device	+20	+2	+13	+5
Gather Info	+17	+6	+11	+2
Hide	+19	+5	+10	+4
Jump	+13	+1	-	+12
Knowledge: History	+12	+2	+10	-

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Listen	+10	-2	+10	+2
Move Silently	+15	+5	+10	-
Open Locks	+20	+5	+13	+2
Perform (string)	+19	+6	+11	+2
Search	+17	+2	+13	+2
Sleight of Hand	+12	+5	+7	-
Spot	+7	-2	+9	-
Swim	+1	+1	-	-
Use Magic Device	+16	+5	+11	-

Heroic Feats

Improved Initiative	Rapid Reload
Investigator	Skill Focus (Disable Device)
Point Blank Shot	Weapon Finesse
Precise Shot	

Languages

Common
Elven
Gnome

Armor Type & Modifiers

Armor Type	Shield Type	Armor Bonus	Shield Bonus	Check Penalty	Speed	Weight	Spell Failure
+3 mithral chain shirt	-	+7	-	-	20 ft	6 lbs	-

Carrying Capacity

Light Load	< 43 lbs	Medium Load	44 – 86 lbs	Heavy Load	87 – 130 lbs
Lift Over Head/Carry	130 lbs	Lift to Knees	260 lbs	Drag	650 lbs

Equipment

Description	Qty.	x Unit Weight	= Total Weight	Cumulative Weight	Location
+3 mithral chain shirt	1	6	6	6	Back
+3 rapier of speed	1	1	1	7	Belt
+2 heavy crossbow of seeking	1	4	4	11	Hand
Silver daggers	2	0.5	1	12	Thighs
Masterwork lyre	1	3	3	15	Back
Masterwork tools	1	1	1	16	Pouch
15 Silver bolts	1	1	1	17	Quiver
10 cold-iron bolts	1	0.5	0.5	17.5	Quiver
10 mithral bolts	1	0.5	0.5	18	Quiver
Bag of holding	1	15	15	33	Belt
Antitoxins	5	-	-	33	Bag
Tanglefoot bags	5	4	20	33	Bag
Thunderstones	5	1	5	33	Bag
100' silk rope	1	10	10	33	Bag

Total Equipment Weight	33 lbs	Total PC Weight	81 lbs
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Magic items

Bag of holding (1)	Cloak of charisma (+4)
+3 rapier of speed	Ring of improved jumping
+3 mithral shirt	Amulet of proof against detection and location
+2 heavy crossbow of seeking	Ring of minor spell storing (arcane) (True Strike x3)

Potions

Blur (x2)
Delay poison (x2)
Neutralize poison

Money and Valuables:

25 pp

Special Abilities (Class abilities, Race abilities, etc.):

Racial Abilities	Bard Abilities	Rogue Abilities
<ul style="list-style-type: none"> ♦ Low light vision ♦ Small size ♦ Weapon familiarity ♦ +1 DC on all illusions ♦ +2 to saves vs illusions ♦ +1 to hit kobolds and goblins ♦ +4 Dodge bonus to AC vs giant type ♦ +2 to Listen ♦ +2 to craft (alchemy) ♦ Spell-like ability 	<ul style="list-style-type: none"> ♦ Bardic music 5/day ♦ Bardic knowledge (+9 to check) ♦ Countersong ♦ Fascinate ♦ Inspire courage (+1) ♦ Inspire competence 	<ul style="list-style-type: none"> ♦ Evasion ♦ Improved Uncanny Dodge ♦ Sneak Attack (+5d6) ♦ Special Ability (feat) ♦ Trap finding ♦ Trap sense (+3)

Physical Attributes

Age:	72	Height:	3'1"	Weight:	48 lbs
Hair:	Brown (short)	Eyes:	Blue	Sex:	Male

Mellyoun – Personality

Melly is a typical gnome with a typically impressive nose and ruddy complexion. He is always well-dressed and blessed with a silver tongue and charming personality. His smooth talking has saved his hide many times, especially when his wanderlust gets him into trouble. He is fondly called the “roaming gnome” due to his penchant for investigating anything that piques his curiosity. There are few things that Melly has not seen and very little surprises him, even the horrors he encounters adventuring. He refuses to let anything depress him for long. For all the evil he has seen, there has been even more goodness.

Melly prefers to hang back in combat (it is dangerous after all). He tends to whistle when nervous, such as when removing a trap. He whines and complains at the slightest injury and has no problem begging for healing as soon as possible!

Mellyoun – Spell List

Spell-like Abilities (save DC 16+spell level)

Name	# Available
Speak with animals (burrowing only)	<input type="checkbox"/>
Dancing lights	<input type="checkbox"/>
Ghost sound	<input type="checkbox"/>
Prestidigitation	<input type="checkbox"/>

Bard Spells (3/5/3 per day)

Save DC 16+spell level

DC 17+spell level for illusions

* Indicates Illusion

Spell Level	Spell Name
0	Daze
0	Detect Magic
0	Mage Hand
0	Read Magic
0	Summon Instrument
0	Resistance
1	Cure Light Wounds
1	Expeditious Retreat
1	Animate Rope
1	Ventriloquism *
2	Invisibility *
2	Mirror Image *
2	Shatter

Ryn of Briarwood

Race: Half-elf

Class: Ranger/Rogue Level: 9/6

Alignment: NG

PC #5

Deity: Gaiyla

Core Abilities

Ability	Score	Modifier
Strength	16	+3
Dexterity	18	+4
Constitution	14	+2
Intelligence	15	+2
Wisdom	14	+2
Charisma	13	+1

Saving Throws

Type	Base Save	Ability Modifier	Misc.	Total
Reflex (Dex)	+11	+4	-	+15
Fortitude (Con)	+8	+2	-	+10
Will (Wis)	+5	+2	-	+7

Save Notes: +2 on saves vs enchantments, immune to sleep spells

Armor Class

Total	Base	Armor Bonus	Shield Bonus	Dexterity Modifier	Size Modifier	Misc. Modifier
23	10	+7	-	+4	-	+2
Flat-footed	18		Touch	14	Gauntlets: No	

Hit Points

Maximum	Current
104	

Initiative Modifier

Total	= Dex. Mod.	+ Misc. Mod.
+4	+4	-

Experience

Current	Goal
105,000	120,000

Melee Attack Modifiers (Grapple: +16)

Total	Base Attack	STR Mod.	Size Mod.	Misc. Mod.
+16/+11/+6	+13/+8/+3	+3	-	-

Ranged Attack Modifiers

Total	Base Attack	DEX Mod.	Size Mod.	Misc. Mod.
+17/+12/+7	+13/+8/+3	+4	-	-

Weapons Chart

Attack	Attack	Damage	Crit	Range	Size	Type
+3 keen longsword	+19/+14/+9	1d8+6	17-20/x2	-	M	S
+2 composite longbow (normal full attack)	+22/+17/+12	1d8+7	x3	100 ft.	M	P
+2 composite longbow (with Manyshot)	+8/+8/+8/+8	1d8+7	x3	100 ft.	M	P
+2 composite longbow (with Rapid Shot)	+20/+20/+15/+10	1d8+7	x3	100 ft.	M	P
20 +2 arrows	+2 to above	+2 to above	x3	100 ft.	M	P

Character Skills

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Balance	+12	+4	+8	-
Bluff	+12	+1	+11	-
Climb	+18	+3	+15	-
Decipher Script	+10	+2	+8	-
Disable Device	+15	+2	+9	+4
Gather Info	+8	+1	+5	+2
Heal	+14	+2	+10	+2
Hide	+19	+4	+10	+5
Jump	+2	+3	-	-1

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Knowledge (Nature)	+12	+2	+10	-
Listen	+18	+2	+15	+1
Move Silently	+19	+4	+10	+5
Open Locks	+18	+4	+9	+4
Search	+18	+2	+15	+1
Spot	+18	+2	+15	+1
Survival	+16	+2	+12	+2
Swim	+2	+3	-	-1

Heroic Feats

Combat Expertise	Point Blank Shot
Endurance	Precise Shot
Improved Feint	Rapid Shot
Manyshot	Track
Nimble Fingers	Weapon Focus (Composite longbow)

Languages

Common
Dwarven
Elven
Gnome

Armor Type & Modifiers

Armor Type	Shield Type	Armor Bonus	Shield Bonus	Check Penalty	Speed	Weight	Spell Failure
+3 silent moves chain shirt	-	+7	-	-1	30 ft	25 lbs	-

Carrying Capacity

Light Load	< 76 lbs	Medium Load	77 – 153 lbs	Heavy Load	154 230 lbs
Lift Over Head/Carry	230 lbs	Lift to Knees	460 lbs	Drag	1150 lbs

Equipment

Description	Qty.	x Unit Weight	= Total Weight	Cumulative Weight	Location
+3 silent moves chain shirt	1	25	25	25	Worn
+3 keen longsword	1	4	4	29	Belt
+2 composite longbow	1	3	3	32	Back
Efficient quiver	1	2	2	34	Back
20 silver arrows	1	3	3	34	Quiver
20 +2 arrows	1	3	3	34	Quiver
20 cold iron arrows	1	3	3	34	Quiver
Silver javelins	10	2	20	34	Quiver
Masterwork longbow	1	3	3	34	Quiver
Masterwork thieves' tools	1	1	1	35	Pouch
Backpack	1	2	2	37	Back
Holly and mistletoe	1	-	-	37	Pouch
Whetstone	1	1	1	38	Pack
Healer's kit	1	1	1	39	Pack

Total Equipment Weight	39 lbs	Total PC Weight	137 lbs
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Magic items

Greater bracers of archery		Scroll – delay poison (x2)
Cloak of Elvenkind	+3 keen longsword	Scroll – resist fire (x2)
Efficient quiver	+2 composite longbow	Scroll – bear's endurance
Amulet of natural armor (+2)	20 +2 arrows	

Potions

Barkskin (+5)
Cure critical wounds (x2)
Elixir of swimming (x2)
Remove paralysis
Spider climb

Money and Valuables:

30 gp, 1 gem (500 gp)

Special Abilities (Class abilities, Race abilities, etc.):

Half Elf traits <ul style="list-style-type: none"> ♦ Immune to sleep spells ♦ +2 saves vs enchantments ♦ low-light vision ♦ +1 on Listen, Search, Spot checks ♦ +2 on Diplomacy and Gather Info ♦ Elven blood 	Rogue abilities <ul style="list-style-type: none"> ♦ Trapfinding ♦ Evasion ♦ Uncanny Dodge ♦ Sneak Attack (+3d6) ♦ Trap Sense (+2) 	Ranger abilities <ul style="list-style-type: none"> ♦ 1st favored enemy (drow) +4 ♦ 2nd favored enemy (aberrations) +2 ♦ Swift Tracker ♦ Wild Empathy ♦ Woodland Stride
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Physical Attributes

Age:	52	Height:	5'1"	Weight:	98 lbs
Hair:	Brown (long)	Eyes:	Hazel	Sex:	Female

Ryn – Personality

Ryn hates drow a burning passion. She isn't overly fond of her elven heritage either and prefers to appear as human as possible. Ryn is athletic, bold, and enjoys a good fight, which is one that she wins. She utilizes any advantage she can and her favorite tactic is a sneak attack as an introduction to combat.

Ryn tends to be moody and depressed. Her past isn't a happy one and she keeps it a secret from her friends. She doesn't have many friends and but values the few she has tremendously, even more than her own life.

Ryn – Spell List

(2/1) Save DC 12+spell level

Spell Level	Spell Name	# Available
1	Jump	<input type="checkbox"/>
1	Longstrider	<input type="checkbox"/>
2	Barkskin	<input type="checkbox"/>

Brother Jharo

Race: Human

Class: Monk

Level: 15

Alignment: LG

PC #6

Deity: (None)

Core Abilities

Ability	Score	Modifier
Strength	14	+2
Dexterity	16 (20)	+5
Constitution	12	+1
Intelligence	14	+2
Wisdom	19	+4
Charisma	10	-

Saving Throws

Type	Base Save	Ability Modifier	Misc.	Total
Reflex (Dex)	+9	+5	+2	+16
Fortitude (Con)	+9	+1	+2	+12
Will (Wis)	+9	+4	+2	+15

Save Notes: +2 on saves vs enchantments, immune to poison

Armor Class

Total	Base	Armor Bonus	Shield Bonus	Core Ability Modifiers	Size Modifier	Misc. Modifier
25	10	-	-	+5 Dex, +4 Wis	-	+6
Flat-footed	19		Touch	25	Gauntlets: Yes	

Hit Points

Maximum	Current
92	

Initiative Modifier

Total	= Dex. Mod.	+ Misc. Mod.
+5	+5	-

Experience

Current	Goal
105,000	120,000

Melee Attack Modifiers (Grapple: +13)

Total	Base Attack	STR Mod.	Size Mod.	Misc. Mod.
+14/+9/+4	+11/+6/+1	+3	-	-

Ranged Attack Modifiers

Total	Base Attack	DEX Mod.	Size Mod.	Misc. Mod.
+16/+11/+6	+11/+6/+1	+5	-	-

Weapons Chart

Weapon	Attack	Damage	Crit	Range	Size	Type
Unarmed attack	+16/+11/+6	2d6+5		-	M	B
Unarmed flurry of blows	+16/+16/+16/+11/+6	2d6+5		-	M	B
+3 kama	+17/+12/+7	1d6+5	x2	-	M	S
Flurry of blows with +3 kama	+16/+16/+16/+11/+6	1d6+5	x2	-	M	S
+1 flaming sling	+17/+12/+7	1d4+1 plus 1d6	x2	50 ft.	M	B

Character Skills

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Balance	+17	+5	+10	+2
Climb	+17	+2	+15	-
Escape Artist	+13	+5	+8	-
Hide	+11	+5	+6	-
Jump	+14	+2	+10	+2
Knowledge (religion)	+12	+2	+10	-
Listen	+14	+4	+10	-
Move Silently	+13	+5	+8	-

Skill	Total	= Ability Mod.	+ Rank	+ Misc. Mod.
Sense Motive	+14	+4	+10	-
Spot	+19	+4	+15	-
Swim	+2	+2	-	-
Tumble	+19	+5	+10	+4

Heroic Feats

Acrobatic	Improved Unarmed Strike
Blind-fight	Mobility
Combat Reflexes	Snatch Arrows
Deflect Arrows	Spring Attack
Dodge	Stunning Fist
Improved Disarm	

Languages

Celestial
Common
Elven

Armor Type & Modifiers

Armor Type	Shield Type	Armor Bonus	Shield Bonus	Check Penalty	Speed	Weight	Spell Failure
-	-	-	-	-	80 ft	-	-

Carrying Capacity

Light Load	< 58 lbs	Medium Load	59 – 116 lbs	Heavy Load	117 – 175 lbs
Lift Over Head/Carry	175 lbs	Lift to Knees	350 lbs	Drag	875 lbs

Equipment

Description	Qty.	x Unit Weight	= Total Weight	Cumulative Weight	Location
+3 kama	1	2	2	2	Hand
10 masterwork bullets	1	5	5	7	Belt
20 silver bullets	1	5	10	17	Belt
Monk's outfit	1	2	2	19	Worn
Backpack	1	2	2	21	Back
Sunrods	3	1	3	24	Pack
Ink, parchment, quills	4	-	-	24	Pack
Flint and steel	1	-	-	24	Pack

Total Equipment Weight	24 lbs	Total PC Weight	219 lbs
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Magic items

+3 kama	Cloak of resistance +2
Amulet of mighty fists (+3)	Gloves of dexterity (+4)
Ring of protection +2	
+1 flaming sling	

Potions

Cure moderate wounds (x3)
Darkvision
Oil of greater magic weapon (+5)
Water breathing

Money and Valuables:

None

Special Abilities (Class abilities, Race abilities, etc.):

Greater flurry of blows Improved evasion Still mind (+2 on saves vs enchantments) Ki strike (magic/lawful) Slow fall (70 ft.) Purity of body (Immune to normal disease)	Wholeness of body (30 hp/day) Diamond soul (SR 25) Abundant step (as 7 th level caster, 1/day) Diamond body (immune to poison) Quivering palm (Fort save DC 21)
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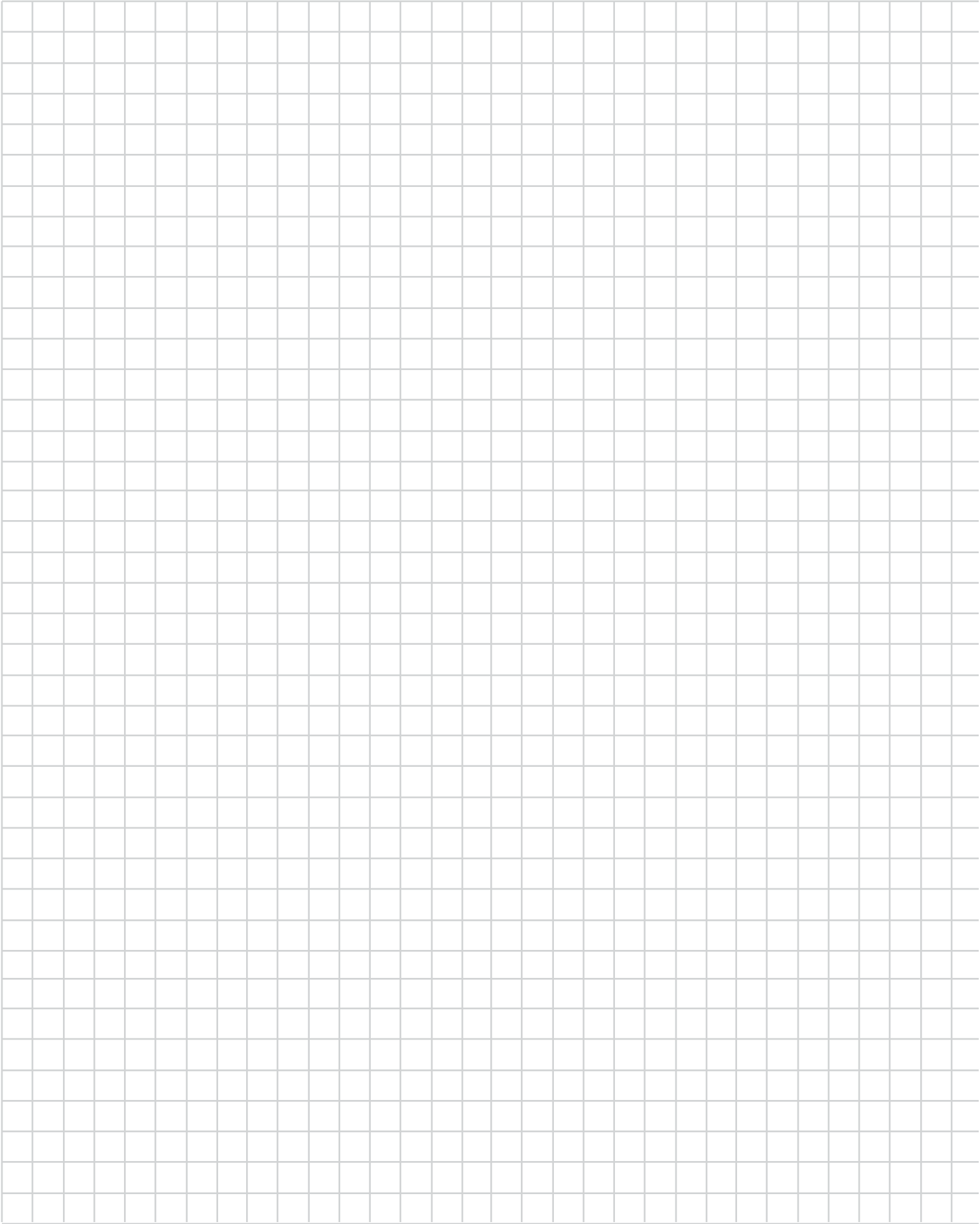
Physical Attributes

Age:	36	Height:	6'2"	Weight:	195 lbs
Hair:	Bald	Eyes:	Brown	Sex:	Male

Brother Jharo – Personality

Brother Jharo was a member of the Monastery of the Dawning Sun, responsible for guarding the Devil-Lich's lair. He was traveling when the monastery was attacked and all his brothers were slain save Brother Mikolas and another brother on pilgrimage. He is distraught as the order was his only family and he is anxious to put a stop to the Devil-Lich once and for all.

Brother Jharo is a man of few words, but makes certain they are important words. He often mumbles softly to himself, sorting out his thoughts and emotions before acting. He uses meditation to cleanse his mind. Lately, he has been meditating often to avoid dwelling on the massacre of his brothers.



Notes

Look for Dungeon Crawl Classics #13: Crypt of the Devil Lich in stores in November! Plus other new releases over the coming months, like DCC #10: The Sunless Garden and DCC #11: The Dragonfiend Pact!

