

DUNGEON CRAWL CLASSICS
SIXTH ANNUAL OPEN TOURNAMENT

SCROLL OF RUIN

Gen Con Indy 2009

PLAYER INFO



Player Guidelines

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 may not advance *regardless of points scored* (see **Don't Quit Early**).

Earning Points: Points are earned by overcoming obstacles, solving puzzles, defeating (though not necessarily slaying) opponents, advancing through the dungeon, and by taking heroic actions.

Losing Points: Points are lost by being killed, unleashing dangers that could have been avoided, and using resources (such as healing surges and ritual components). The penalty for using non-renewable resources is small, but the system awards efficiency.

Time is of the Essence: Remember, there is a four-hour time limit per round of the tournament. If a Judge calls for a delay in the game, the delay won't count against your four-hour time limit.

Games that Start Late: A game that starts late because of player delay has a 10-minute grace period. If there are less than three players after that time, the team forfeits and an alternate team advances. If there are three or more characters, each minute lost counts against the four-hour time limit.

For example, a game is scheduled to start at 12:00. Assuming it starts by 12:10, that game can go to 4:10 and the team is not penalized. If player delay kept the game from starting until 12:25, that game's time limit is over at 4:10 (four hours past the expiration of the grace period at 12:10).

Starting Without a Player: After 10 minutes of waiting for a player, a judge will declare a no-show and start the round (assuming there are three or more players present). The missing character is considered to have retired and is *removed from the tournament*.

Returning from the Dead: During tournament play, teams who advance have their dead "raised" for free; every hero starts each round fresh regardless of what happened in the previous round. There are serious penalties for dying or being knocked unconscious.

No Extended Rest: You will not be able to take an extended rest in the dungeon during a tournament round, although short rests are fine.

Items Carry Over: At the end of Round One, each player selects one item you discovered to carry into

the next round if you advance. In Round Two, you select two items, which can be from Round One or Round Two. Your Judge will record your decisions.

Replenishing Items: Any item marked on your character sheet replenishes between rounds. This includes ritual components.

Trading Items: Your team can trade items between themselves as they see fit, but only once the round (and clock) has started.

Dice Advisory: Your Judge has a d20 that will be used for all rolls using that die.

In addition, for rolls with other dice, the Judge must be able to read your dice. If you are using dice that your Judge cannot read, he or she will ask you to use a different set.

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).

Quitting: At any point during the round, you 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 skill challenge, you are considered to have failed it.

Don't Quit Early: When you quit, the Judge makes a note of how many areas you explored (the area in which you quit does not count). During scoring, any team that explored fewer than the average (rounded down) number of areas is eliminated automatically, *regardless of points scored*. Quit with caution!

This elimination only applies to teams who quit.

Words to the Wise: Check with Goodman Games staff in the lobby of the Crowne Plaza hotel to verify the start time and location of your round *before* it begins.

If you are on a team with people you met at the tournament, it's a very good idea to get their phone numbers or establish a meeting place and time in case you advance; this has cost teams in the past!

To level the playing field, some rolls (like damage) have predetermined results. Just because an orc with an axe always inflicts 11 points of damage, don't assume it's a minion

Frequently Asked Questions

I didn't get in a game! Will you add more slots?

It depends on judge availability. If we add more slots, we fill them on a first-come, first-served basis. The signup sheets will be with Goodman Games in the lobby of the Crowne Plaza hotel.

How many PCs can be on each team?

Five.

Then why are there seven characters?

Each team chooses five of the seven characters to make up their party.

How do I advance in the tournament?

Advancement is based on points scored in the round. The highest-ranked teams will advance: the top ten to Round Two, and the top three to Round Three.

Teams that quit early are eliminated *regardless of points* (see Don't Quit Early, above).

How do I score points?

Points are scored for exploring the dungeons, solving puzzles, defeating monsters, avoiding obstacles, acquiring items, and general heroism.

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.

Do I need a generic event ticket for Rounds Two or Three?

No.

If I advance, which slot/time will I be in?

We will take note of requests for specific times for advancement rounds, but we cannot guarantee that we will be able to honor them.

What if I can't make it?

The minimum number of players for a team to advance is three, otherwise that team forfeits its slot, which is filled by the first alternate team.

Can someone take my place on the team?

No substitutions are allowed unless they are arranged before tournament start time with the Tournament Organizer.

What happens to my character, then?

If you're absent, your character is as well. You won't lose points, but the character is *out of the tournament*.

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 (minimum three) or is forfeited and passed on to an alternate team.

How do I know if my team is an alternate team?

We will announce alternate teams with the advancement information. Two alternate teams are announced for Rounds Two and Three.

When do results get announced?

Advancement will be posted at the Goodman Games booth (#1731, behind Wizards of the Coast) and in the lobby of the Crowne Plaza. Round One advancement is announced Friday night after the last session is scored (around 9pm). Round Two advancement is announced Saturday after the last session has been scored (around 7pm).

Winners are announced at 1pm at the Goodman Games booth on Sunday. Stick around for pictures!

What if I spot an error on the character sheet?

Any errors are unintentional, but the pregenerated characters are played as they are in this Player's Pack and using this Player's Pack.

What if I have a ticket but not a full team?

There is a thread on the Goodman Games forum where people can "meet" the other folks in their time slot, here:

<http://www.goodman-games.com/forums/viewtopic.php?f=20&t=5345>

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.

The Tournament and 4E

The Judges discuss the rules and module extensively every year 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.

Action Points: Passing through an area and skipping the bulk of the encounter does not count as “completing the encounter” toward a milestone.

Heroes start each round with 1 AP.

Climbing: Although not stated in the rules, we adjudicate that climbing requires two free hands unless you have spider climb.

Monster Knowledge: Some creatures encountered in the module are unique, exceedingly rare, or poorly understood. Very little, if anything, can be learned about them through monster knowledge checks.

Rare, poorly understood, or unique monsters are the exception rather than the rule.

Additionally, the Judges will not be using the “passive monster knowledge” option.

Perception: Passive Perception is like “radar” and works continuously. Heroes shouldn’t rely on it exclusively. Sometimes a DC will be too high to be caught by passive Perception; if a hero suspects something he or she should actively roll Perception (spot and listen) as a standard action.

At other times, a hero may need to search something (like a closed chest or a crumpled corpse); at these times the hero should actively use Perception’s search function, which takes 1 minute of game time and encompasses all adjacent squares.

An active Perception check cannot be re-tried until “conditions change.” That means a significant change in lighting or relative positioning, or some other factor. Your Judge determines when “conditions change.”

Skill Challenge: The latitude for skill selection and use normally allowed in a home game is necessarily curtailed for the tournament to promote fairness of play. In other words: we aren’t compelled to “just say yes.”

Starting on the Judge’s left, then clockwise around the table, each hero has a chance to participate. A hero can either check a key skill, try to come up with a use for a different skill, use aid another, or pass. This continues until the challenge is resolved.

Stealth: The Judges base their handling of this skill off the D&D Compendium. Key to that treatment of Stealth is that total concealment, superior cover, or lack of line-of-sight are required to use Stealth to become hidden.

“If you attack, you don’t remain hidden.”

This is after the attack is resolved.

“You remain hidden as long as you meet these requirements.”

If you do anything that would alter your Stealth result (like moving more than 2 squares), you have to re-check.

If at any point you lose conditions under which you can use Stealth, you have to re-check. For example, if you flit from one shadow to another but cross a lit square in the process, you have to re-check.

Can I hide behind my buddies?

You can’t hide behind your buddies in combat.

Background

Long ago, an astrologer named Yash'ar Aref-efendi tried to sacrifice the world to his aberrant god in return for earning divine apotheosis. Using the Scroll of Ruin, he began a ritual that would have brought about ultimate destruction.

Fortunately, heroes of the time interrupted the ritual. Unfortunately, this had side effects.

The Scroll of Ruin entered a kind of stasis, existing perpetually as a half-completed ritual. Recovered by the surviving heroes, it has been passed down through the ages, a dangerous relic of a madman's failed ambition. Those who knew of its potential for harm tried to destroy it: it has been dropped into volcanoes, hacked at with the most potent weapons, blasted with the most powerful magic, yet the stasis that envelops the Scroll of Ruin protects it.

Learned minds finally deduced that the stasis allows only two outcomes: complete the ritual or reverse it. If completed, it brings annihilation. If reversed, the stasis fades, making the scroll a normal sheet of parchment which can subsequently be destroyed.

Unfortunately, the stasis can only be broken – meaning the ritual can only be completed or reversed – where it began: the Dabistan Rassad, fortress-monastery of Yash'ar Aref-efendi, long since buried and lost beneath the sands of the desert.

But here fate, or perhaps the gods, or perhaps some darker agency intervenes. A freak windstorm has exposed a buried tower, believed to be the Bridge to the Heavens, the Dabistan Rassad's observatory spire.

You have agreed to carry the Scroll of Ruin into the buried structure. You have no way of knowing what you'll face, or what – if anything – has survived being buried for centuries. You know with a certainty, however, that you'll eventually have to reverse the ritual contained on the Scroll of Ruin. This undertaking requires both a high degree of arcane knowledge and familiarity with ritual-craft; if you are to succeed, one of your number with both talents must survive.

Another telling of the backstory can be found at the Goodman Games website, here:

<http://www.goodman-games.com/forums/viewtopic.php?f=20&t=5271>

ROOM CHANGE ALERT!

If your rounds were scheduled to be in Pennsylvania A of the Crowne Plaza, Gen Con has changed that event location. Check with Goodman Games staff in the lobby of the Crowne Plaza hotel before your round is to begin to get your new room assignment!