

**DUNGEON CRAWL CLASSICS RPG
FIRST ANNUAL OPEN TOURNAMENT**

**THE BLACK HEART OF THAKULON THE
UNDYING**

Gen Con Indy 2017



!!! JUDGE'S EYES ONLY!!!

JUDGE PACK



Judge:

Introduction

Returning to Gen Con after a five-year absence: The DCC team tournament! For many years our tournaments were the stuff of legends, and now they're back under DCC RPG rules! *The Black Heart of Thakulon the Undying* is the first official Dungeon Crawl Classics RPG Open Tournament for Gen Con 2017.

The codification of magic originated with the Seven Immortal Sorcerers of Lemuria. Chief among their order was Thakulon. Fearing his might, yet unable to slay the undying black magician, the Gods of Creation dismembered the fell sorcerer and scattered his body to the Nine Worlds. The sorcerer's heart was placed within a prison-tomb of three vaults. Each of the three pantheons – Neutrality, Law, and Chaos – took it upon themselves to craft one level of the tomb, each seeking to outdo the others. For deep within the tomb, the Heart of Thakulon still yearns for its freedom.

Each round of the tournament brings PCs closer to the imprisoned heart. In the first round, the PCs must contest against the Halls of Law. In the second round, the PCs venture through the strange and awful Trials of Neutrality. And finally, in the third round the PCs are pitted against the eerie corridors and forbidden passageways in the Vaults of Chaos.

Schedule

This year's elimination-style tournament will take place over three rounds with the round one games scheduled for Thursday and Friday. The top three scoring teams from the first round will advance to the second round on Saturday, and the top two teams from round two will advance to the finals held on Sunday morning. All games will take place in the Indiana Convention Center, rooms 125-128.

In addition, the tournament will officially kick off with an opening ceremony on Thursday at 8:30 am just before the first round one games start at 9:00 am. All judges are encouraged to attend as tournament staff will be going over the information in the player's pack and will be available to answer questions from participants.

Finally, the closing ceremonies will be held on Sunday at 2:00 pm at the Goodman Games booth in the Exhibitor Hall booth #335 where the winners of the tournament will be announced!

Wednesday, August 16th

9pm Judge's Meeting
Embassy Suites

2pm - 6pm Round 1, Flight 4

ICC : 125--128 : Table 7 – David Baity
ICC : 125--128 : Table 8 – Tim Deschene
ICC : 125--128 : Table 9 – Rick Hull

Thursday, August 17th

8:30am Opening Ceremonies
ICC : 125--128

9am - 1pm Round 1, Flight 1
ICC : 125--128 : Table 7 - Tim Deschene
ICC : 125--128 : Table 8 - Michael Bolam

2pm - 6pm Round 1, Flight 2
ICC : 125--128 : Table 8 - Michael Bolam
ICC : 125--128 : Table 9 – Rick Hull

9pm Round 1 Results Posted

Saturday, August 19th

9am - 1pm Round 2
ICC : 125--128 : Table 10 – David Baity
ICC : 125--128 : Table 11 – Tim Deschene
ICC : 125--128 : Table 12 – Marc Bruner

3pm Round 2 Results Posted

Friday, August 18th

9am - 1pm Round 1, Flight 3
ICC : 125--128 : Table 12 – David Baity
ICC : 125--128 : Table 13 – Rick Hull

Sunday, August 20th

9am - 1pm Round 3
ICC : 125--128 : Table 6 – Harley Stroh
ICC : 125--128 : Table 7 – Marc Bruner

2pm Closing Ceremonies
Goodman Games exhibitor booth #335

Judges Rules and Tournament Guidelines

Come Prepared!: Here are the things you should bring to each game:

- Your DCC RPG books. Tournament dice will be provided to judges at the start of the tournament.
- The printed copy of the adventure.
- A battlemat and markers.
- Yellow sticky pads or index cards to pass notes to players.
- A supply of pencils and pens (assume the players will forget them).
- Graph or scratch paper for players who forget.
- A digital timer or watch alarm to set your time limit for the round.

The Time Block: Each game is scheduled as a four-hour block.

Starting Games on Time: Do your best to be at your table 10 minutes before the start time of your slot so you can start setting up as soon as any previous sessions clear the space. This is essential to be able to start on time!

30 Minute Warning: At the start of your scheduled time block, set your timer for 3 hours and 30 minutes. When the timer goes off, warn the players that they have 30 minutes remaining for their session.

Grace Period: Encourage your players to begin play within the first 10 minutes – if there is a player-created delay at the beginning (due to player tardiness, bathroom breaks, or whatever) this time counts toward the four-hour limit – both players and judges often have other events scheduled and the tournament slots must be kept on a strict timeframe. All subsequent delays by the players also count against the time limit.

Declaring a Player a No-Show: Please wait 10 minutes for late players to arrive. After that period, the players currently at the table may opt to continue waiting or to begin their session. If they wish to continue waiting, this time does count toward the four-hour limit. Otherwise, declare the absentee player a no-show. If this happens in later rounds, retire their characters and proceed without them –the PC will unavailable. A game must have at least three players to proceed.

No-Shows Show Up: If the original player shows up after the 10 minutes have passed (or once the players present have agreed to begin if after 10 minutes), he may NOT be admitted into the game – the party left without him.

Generic Ticket Holders: If one of the original players with a valid pre-registered ticket is a no-show, after the allotted grace period outlined in these guidelines, a player with a generic ticket may be eligible to be added to the team, if the other players present approve. Players with generic tickets will be assigned on a first-come, first-served basis based on the master waiting list managed by the Tournament Director (Marc Bruner). Individual judges do NOT have the authority to approve a generic ticket holder for an available slot. Only the Tournament Director can do so. Adding a player with a generic ticket means that player becomes a part of that team from that point on. If the team advances, the player who had joined the team via a generic ticket advances as well. However, after the first round of play, NO player replacements or substitution may be made. If a player is absent or a no-show during later rounds, the team must press on short-handed.

Breaks: Don't take breaks during game time. Repeat: don't take breaks! If you've got to use the bathroom, grab a smoke, or get a drink, do it before or after the session, not during. Even if you really, really have to go, hold it in. The players are allowed to take breaks as needed – the judge is not.

Team Consistency: The team that participates together in Round 1 must remain the same team round by round - there is absolutely no swapping or changing out players on the team between rounds. The players listed on the

judge's pack for Round 1 are the only players eligible to participate in the 2nd or 3rd rounds of the event. If less than the minimum number of players is available for the subsequent round, the next team on the list will be selected for a slot to the next round to participate instead.

Judge Delays: If you ever reach the point where you think you will be running late to a session (even if it is only 5 minutes late) Please call the Tournament Director immediately (Marc Bruner – 512-922-2420) so we can have a backup person reach your table, greet participants who show up and let them know their judge is on the way.

General Rules & Rulings

Scoring: Judges will be provided sheets with tally boxes for recording specific events: character death, the triggering of traps, the solving of puzzles, etc. Tic off the boxes as you play, then provide the sheet to judge Marc at the end of the round. Marc will transcribe the sheet and totaling the team's points. For emphasis: While judging, we don't need to be worried about the math. Simply tic off the events as they transpire.

Character Sheets: At the end of the round, collect the PC sheets, noting spell burns, Luck burns, lost spells, spent items, and any ongoing Disapproval effects.

Recovery: Between rounds, advancing teams regain all their HP, slain characters are miraculously discovered to be alive and Disapproval resets. However, Disapproval effects are carried over into the next round. Similarly, spells are not regained, and burnt stats are not healed.

The strange magic of the vaults warps the party's ability to rest and recuperate. This includes "magical resting," such as with *Food of the Gods*. While a heroic feast can restore temporary ability damage, and heal HP damage, as per the spell results, PCs **do not** reap the benefits of full nights' sleep.

Photography: Eric Daum will photograph the tournaments, and take pictures of the teams and their judges after the end of a round (or after a TPK). Discourage players from taking photos of the tournament, especially any battle maps.

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

Goodman Games will provide an official set of dice for the tournament.

Character Death: Each time a character dies, the Judge leaves the table to ring the doom gong. We can expect this to infuriate players, as it is costing them triple: the loss of PC, the loss of points, and the loss of time as we walk to the gong and back. As a courtesy, wait until after a trap situation or combat is resolved.

Saves & Skill Checks: A natural 20 on any save or check represents an automatic success, regardless of DC. A natural 1 on any save or skill check represents an automatic failure, regardless of bonuses.

Dice Rolls: All judge's dice must be rolled in front of players. If a player is using dice behavior that is questionable (i.e., dice bombing), the judge will issue a warning.

Designating Targets: Players and judges need to declare the targets of their action before rolling dice.

Tracking Hit Points: The players should track their character hit points in a clear and easily visible manner for the judge. Players are encouraged to write their current hit points on the battleboard, an index card or some other means which allows the judge to see the state of the characters easily.

Damage Reduction: If a monster has a special ability that reduces damage, the judge must declare that an attack inflicted less damage than normal – but does not need to declare by how much or the exact nature of the damage reduction. If an attack is completely absorbed, state so.

Errors and 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 several groups and reviewed extensively, but mistakes still happen. If you find a mistake, go with the module or PC as written. This keeps the tournament fair for all players.

Warriors & Dwarves

Mighty Deeds: For the purposes of the tournament, the results of a warrior or dwarf’s mighty deeds are always applied according to the following table. The players can describe the Mighty Deed however they like, but we always and only apply the table result that best fits their description and the player’s desired result.

Example: Brazo the Warrior trips a demon with a 6 Might Deed, reducing the demon’s AC by -4. Brazo has one round to take advantage of the demon’s temporary weakness.

Deed Roll	Target’s AC	Target’s Action Die	Target’s Movement or Moving the Target	Extra Damage? Never!
1 or 2	-	-	-	-
3	-1	-1	-5	-
4	-2	-3	-10	-
5	-3	-1d	-20	-
6	-4	-2d	-30	-

Sample Adjudications:

“I want to blind him so he can’t fight as well!” = Action Die attack

“I want to trip him, to make him easier to hit!” = Target AC attack.

“I want to trip him, to slow him down!” = Target’s Movement attack.

“I want to disarm him!” = Blow knocks foe’s weapon out of alignment and he fights to bring it back into play (action die attack)

“I bull rush the target and knock him off the bridge!” = Move target attack

“I want to shoot him in the eye and kill him!” = Mighty Deeds never improve damage.

Clerics

Divine Aid: The forces of gods are weak within the prison of Thakulon, for even the gods fear the release of their ancient nemesis. A cleric must succeed on a DC 15 spell check, and suffers the disapproval regardless if 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 failed spell check).

Disapprovals: When a cleric triggers a Disapproval, apply the following effects, in order of occurrence. (This is so that each group’s cleric suffers the same ill-effects, leveling the field. While Disapproval resets between rounds, the incurred effects do not, and continue to follow the cleric throughout the remainder of the tournament.

Apply in Order	Disapproval
1	The cleric can no longer cast <i>Food of the Gods</i> .
2	The cleric suffers -1d to all <i>Lay on Hands</i> results. (Example: a healing that would have healed 2 dice, now heals only 1.)
3	The cleric can no longer cast <i>Holy Sanctuary</i> .
4	The cleric suffers -2d to all attempts to <i>Lay on Hands</i> results.
5	The cleric can no longer cast <i>Resist Heat or Cold</i> .
6	The cleric suffers -3d to all attempts to <i>Lay on Hands</i> results. The cleric can no longer heal characters of opposed alignments.
7	The cleric can no longer cast <i>Word of Command</i> .
8	The cleric suffers -4d to all attempts to <i>Lay on Hands</i> results. The cleric can no longer heal characters of adjacent alignments.
9	The cleric can no longer cast <i>Divine Symbol</i> .
10	The cleric can no longer <i>Lay on Hands</i> .
11+	The cleric can no longer cast spells.

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

Cleric Spellburn: There is no opportunity for ritualized divine spellburns during the adventure.

Spell checks: Clerics may choose lesser manifestations of a spell by burning a point of Luck if not normally allowed.

Wizards & Elves

Invoke Patron: Like the gods, few patrons are willing to disturb Thakulon’s tomb. 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: Manifestations are not used for wizards or elves.

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

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

Corruptions: Corruptions are used but have no mechanical benefits or penalties. Roll on the following table any time a spell results in a corruption:

Roll (1d12)	Result
1	Character's legs and feet replaced by cloven hooves.
2	Character's neck grows 3' in length.
3	Character's chest hardens and cracks open, revealing his internal organs.
4	Every turn the PC spits up 1d5 maggots.
5	Character's head becomes that of a demonic goat.
6	Character grows 1d20+10 inches in height, with no corresponding change in weight.
7	Character's tongue forks and his nostrils narrow to slits. The character is able to smell with his tongue like a snake.
8	Character develops painful lesions on his chest and legs and open sores on his hands and feet that do not heal.
9	Character sprouts 4 massive spider legs from his abdomen. The legs cannot yet be controlled.
10	Chills. Character shakes constantly.
11	Character crackles with energy of a type associated with the spells he most commonly casts. The energy could manifest as flames, lightning, cold waves, etc.
12	A duplicate of the character's face grows on his back. It looks just like his normal face. The eyes, nose, and mouth can be operated independently.

Questions, Emergencies, and Oddities:

If you find yourself facing a situation not covered by these guidelines or need any assistance during the round, find Tournament Coordinators Marc Bruner (phone number 512-922-2420) or Eric Daum!