

**Dungeon Crawl Classics
Seventh Annual Open Tournament**

ARCH-DAIHAKS OF DYING EARTH

A 5th level DCC RPG Tournament for Gen Con 2023



Player Pack



INTRODUCTION

Returning for 2023: The DCC team tournament! For many years our tournaments were the stuff of legends, and now they're back under Dungeon Crawl Classics RPG rules! *Arch-Daihaks of Dying Earth* is the fifth official DCC RPG Open Tournament, being run for the first time at Gen Con 2023:

The final days of Dying Earth are at hand. You and your companions are a cabal, desperately seeking to escape your fate. But you are not alone: scores of others vie for mastery and dominance of a legendary artifact known as the God-Husk. Master it and become Arch-Daihaks! Do you have guile, the brawn, and the arcane mastery to become the arch-gods of Dying Earth?

Arch-Daihaks of Dying Earth is a competitive, scored, two-round tournament set in the DCC Dying Earth setting. Teams of five players will go head-to-head against competing cabals with the highest-scoring teams advancing to round 2. The winning team claims a plaque of immortality on the Gong of Doom and bragging rights for the rest of their natural and unnatural born lives!

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.

Don't worry if you don't have a team; we'll assign you one, and no prior experience with DCC RPG or DCC Dying Earth is required! Get your dice ready and start making sacrifices to the Luck Gods. You're going to need all the help you can get!

CHANGES FROM PREVIOUS YEAR'S TOURNAMENTS

A number of changes from previous tournaments have been made to accommodate this year's setting, which are highlighted below. See specific sections detailed later in the Player Pack for more information on the changes:

- **Four flights** in Round 1 (p. 3)
- **3.5 hour starting time limit** for each team in Round 1 (p. 3)
- The **top team from each flight** plus **highest overall scoring remaining team** advance to finals (p. 3)
- **New rules** for tournaments in the Dying Earth setting (p. 7)
- **5th level pre-gens** along with DCC Dying Earth **class summaries** (p. 10)

SCHEDULE

This year's elimination-style tournament will take place over two rounds with the Round 1 games scheduled for Thursday and Friday, and the finals on Saturday afternoon. Teams will be composed of five players, and Round 1 will feature 40 games over four flights for a total of 200 player slots! As a change from last year, in the first round each team will have a **3.5 hour time limit**, though there are ways to add additional bonus time to the round (up to a max of 30 additional minutes) that may be discovered by savvy adventurers while exploring the encounters.

In addition, the **top scoring team from each first round flight plus the highest overall scoring team of the remaining teams in round 1** will advance to the final round held on Saturday. In the case where the first place team cannot make the finals, or does not have the required minimum number of players, the available next highest scoring team of the remaining teams will advance instead. All games will take place in person on the floor of the Lucas Oil Stadium at Gen Con 2023.

The tournament will officially kick off the first day of the convention on Thursday at 9:00 AM Eastern with the start of the first Round 1 games. See the schedule below for times of all the flights and links to the Gen Con registration for the events.

Finally, this year the closing ceremonies will be held on **Sunday** on the floor of the Lucas Oil Stadium immediately preceding the Goodman Games raffle - where the winners of the tournament will be crowned as the Arch-Daihaks of Dying Earth!

	Time (EST)	Where	Advancing Teams
Thursday, Aug 3rd			
Round 1, Flight 1	9 AM - 1 PM	Lucas Oil Stadium	Highest scoring team from Flight 1
Round 1, Flight 2	2 - 6 PM	Lucas Oil Stadium	Highest scoring team from Flight 2
Friday, Aug 4th			
Round 1, Flight 3	2 - 6 PM	Lucas Oil Stadium	Highest scoring team from Flight 3
Round 1, Flight 4	7 - 11 PM	Lucas Oil Stadium	Highest scoring team from Flight 4 + Overall highest scoring team from remaining teams
Saturday, Aug 5th			
Finals	2 - 6 PM	Lucas Oil Stadium	
Sunday, Aug 6th			
Closing Ceremonies	2 PM	Lucas Oil Stadium	

PLAYER GUIDELINES

Scoring system: This is a points-based tournament. Advancement from one round to the next is determined by the teams that have the most points, and they do not carry over from round to round. Additionally, a team that quits early will not advance regardless of points scored.

Earning points: In the course of the 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.

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. 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.

Rolling for others: 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. Most tournament groups will not complete all of level one before the time limit is up. The same goes for later levels. 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 adventure.

Starting gong: All games will start after a 10-minute grace period. The tournament gong will be used to keep official time. Rounds start and end when the tournament gong goes off.

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.

Minimum team size: Teams must have at least three players to play. Teams that qualify to advance must have a minimum of three players available to play in subsequent rounds. If an advancing team does not have the minimum number of players, the next qualifying alternate team will be selected to advance in their place.

Character death: When a character dies, that player must leave the table to ring the doom gong to forewarn the gods. Failure to do so may incur their wrath!

Continuing after a TPK: Teams whose tournaments end early may elect to continue play in an unofficial fashion. After a team TPKs and their score for the round has been recorded, they may choose to continue playing. Judge's will hand out the remaining pre-gens for the team to choose to proceed with, picking up where the team left off. Scores for the team are calculated based only on the progress made through the last character's death of the original party.

If a team advances: All their slain PCs are miraculously recovered and all PCs begin the next round at full hit points. Used equipment, burned stats, and lost spells are not regained between rounds. **To reiterate, burned stats are not recovered between rounds.**

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.

Words to the wise:

- Check with Goodman Games staff at the Lucas Oil Stadium HQ 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 is a very good idea to get their contact information in case you advance; this has cost teams in the past!

THE TOURNAMENT IN DCC RPG

Gen Con 2023 is the seventh 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 the convention. 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

Dice advisory: Your judge has an official set of dice that will be used for all rolls. In addition, all rolls will be made in the open unless specified in the adventure text.

Judges do not reveal DC, AC, etc.: For tournament play, judges are instructed not to reveal the numerical target for rolls. Players are welcome to deduce targets, but they cannot know ahead of time what they are. They need to spend resources such as Luck without knowing how much to spend. And, Luck must be spent before knowing whether the numerical target was achieved. Once a player spends Luck, they can no longer modify the roll.

Monster damage, fumbles and crits: To level the playing field, some rolls (like monster damage) have predetermined results. If a monster fumbles, it does not roll on the fumble table. Instead, it receives a -2 penalty to its next attack. Similarly, when a monster inflicts a crit, a standard crit result is applied rather than rolling on the specific monster crit table.

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.

Manifestations: Manifestations are not used for spellcasters.

Mercurial magic: Mercurial magic effects are not used for spellcasters.

Corruptions and patron taints: Are used and have been standardized for tournament play, but have no mechanical benefits or penalties.

Invoke patron: Your experience tells you that patrons are loathe to directly intervene in the affairs of the characters under such conditions that are present in the tournament, limiting what aid they will provide. 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.

Healing and recuperation: The frantic push to acquire the god-husk before the other cabals prevents the party's ability to rest and recuperate. You will not be able to sleep or recuperate in the tournament or during rounds to heal or regain spells.

Death and dying: A bleeding-out character can be saved from death by either applying a magical means or by staunching their wounds. Both these life-saving methods require an action by an ally working to save the dying character. If a magical means is applied, the PC regains the normal number of hit points (starting from zero) and is pulled back from the precipice of death. They awaken and may act normally on the following round.

A bleeding-out character saved by another staunching their wounds remains incapacitated and is considered to be at zero hit points and unconscious. They cannot take any action and are at the mercy of their enemies. An unconscious PC with zero hit points is utterly defenseless and can be killed by an enemy administering a coup de grâce. Once the battle is ended, the incapacitated character can spend 1 Luck to regain a single hit point and become conscious. The character can regain further hit points only through magical means.

Remember that a PC who is saved from bleeding out loses 1 point of Stamina. A PC who has died is eligible for recovering the body, unless eaten, utterly disintegrated, or otherwise mentioned in the adventure text. The PC must succeed on a Luck check. If successful, they are restored to 1 hp, lose 1 point of Strength, Agility, or Stamina (determined randomly), **and** suffer a -4 penalty to all rolls for the rest of the tournament round.

Ability loss: Whenever a character suffers a loss to an ability score such as through a critical hit, being reduced to 0 hp, or spellburn, the new ability modifier applies to all future actions and saving throws that are based on that ability. However, character traits such as max hit points, known spells, and languages that were determined by the original ability modifier are not retroactively impacted. For tournament play, ability scores of 3 or less are considered to have the following modifiers:

Ability Score Modifier

1	-4
2-3	-3

A character who has an ability score reduced to 0, by whatever cause, is considered slain and irrecoverable. This includes players who voluntarily expend ability points through spellburn or by burning Luck. In those cases, the character is considered to have expended themselves to perform whatever last action the ability loss was directed into (e.g., casting a spell or burning Luck to add to a die roll). If a team advances to the next round, any dead PC whose ability scores have been reduced to 0 are recovered with those ability score reset to a value of 1.

NEW RULES FOR THE DYING EARTH SETTING

DCC Dying Earth classes: Class summaries of the four DCC Dying Earth classes – magician, vat-thing, wayfarer, and witch – are included along with the provided pre-gens (see below).

Starting animus: A character's starting animus is not used during tournament play.

Grudge tokens: The tournament in the DCC Dying Earth setting uses the optional rules for grudge tokens. In order to adapt grudge tokens for tournament play, the following rules apply to their use:

- PCs start each tournament round with 0 grudge tokens.
- Any time any PC in the party rolls a natural 1 that results in a failure, they receive a grudge token, representing their growing pique at the vacillating nature of the universe. The natural 1 must be from the roll of an action die, spell check, saving throw, ability or skill check, or similar. Rolling a 1 when determining initiative or making a Luck check (when rolling over a body, for example) does not cause the PC to receive a grudge token. This is the only way for PCs to gain grudge tokens in tournament play.
- At any point during play, a player may choose to discard a grudge token to cause another player – **or the judge** – to re-roll a successful roll. The result of the new roll is kept, regardless of whether it succeeds or fails. Multiple grudge tokens can be discarded at the same time to increase the chances of failure. For each additional grudge token discarded, the new re-roll may be made at -1d or +1d on the die chain, at the discretion of the original grudge holder. Grudge tokens cannot be used to cause a re-roll of a failed roll, and the decision to use a grudge token must be made after a roll, but before any Luck is spent.
- The universe evinces no true stability, however. Any time a player rolls a natural 20 on any attack roll, spell check, saving throw, or ability or skill check, that player loses all of their accumulated grudge tokens. This is also true of re-rolls triggered by the use of a grudge token.
- Grudge tokens do not carry over between tournament rounds, and any excess grudge tokens are lost at the end of the round.

Demonic taint and demonic corruption: Demonic corruption results for witches as a result of rolling a natural "1" on a spell check are standardized to reduce the variation between teams. A witch's demonic taint resets between rounds; however, any demonic corruption effects are retained for the duration of the tournament.

Witch curses: For purposes of tournament play, a witch casting a curse using the *ensqualm* spell has a fixed set of results. With a successful casting of *ensqualm*, the witch may choose one of the following effects. Targets receive a Will save vs the spell check DC to resist. The effects of multiple castings of *ensqualm* against the same target are cumulative:

- -1d to actions
- -10' movement
- -2 AC

Transfer vitality: When a witch attempts to transfer vitality from an enemy during combat, enemies must first be physically touched by the witch, requiring a successful attack roll and they receive a Will save vs. the spell check DC. If the save is failed, each point of vitality transferred is a cumulative -1d penalty to the creature's attack rolls, damage rolls, saving throws, skill checks, and spell checks. If the cumulative penalty

value ever exceeds the creature's total hit dice, the creature is considered to have been drained of vitality and killed.

Witch birth gifts: A witch's birth gift may be used similar to an occupation for the purposes of determining proficiency with skill checks, but otherwise has no mechanical benefits or penalties.

Sandestin use: During the tournament, sandestins in the service of a magician are treated as NPCs run by the tournament team. Each sandestin has a starting indenture point value and there are fixed costs for sandestin services such as casting spells and receiving magical aid. Note that sandestins are a shared (and sometimes unreliable) resource between all teams in the same flight, so there may be times when a sandestin is unavailable until it has completed any ongoing assistance for other teams.

- Cast any level 1 arcane spell (uses magician's rote magic spell check, 1/2 indenture point per request, regardless of result)
- Sandestin request/aid (uses magician's rote magic spell check as needed, indenture cost varies)

Spell provenance: Like mercurial magic, spell provenance is not used in tournament play.

Wizardly objurgations: Like corruptions, wizardly objurgations are used but have no mechanical benefits or penalties.

Magician reincarnation: A magician does not make reincarnation checks during tournament play, and instead follows the normal rules for death and dying and recovering the body checks.

Invoke creator: Like *invoke patron*, the vat-thing *invoke creator* ability has fixed results:

- The caster receives +2d to a single roll of their choice. This cannot be given to another PC.
- OR the caster regains one previously expended memorized spell at the original memorized spellcheck value.

Vat-thing death and dying: Any vat-thing that fails a recovering the body check may not be truly dead and is allowed one more save, subtracting its level from this second Luck check roll. If successful, a new clone arises from the genetic material, with all of the "dead" vat-thing's memories transferred. The vat-thing's creator sends the new clone to rejoin the rest of the party as soon as the current encounter has completed, unless the current encounter ends in a TPK, in which case the new clone cannot rejoin the party. For purposes of tournament play, the new clone is treated as per the "if a team advances" rules above, and arises with full hit points, but used equipment, burned stats, and lost spells are not regained.

PRE-GENERATED CHARACTERS

On the following pages, you will find character sheets for the eight pre-generated characters along with class summaries the new DCC DE classes. Remember that a tournament-standard adventuring party is only five characters, so the players must pick five of the eight 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 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 or DCC Dying Earth core books.

FREQUENTLY ASKED QUESTIONS

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

We are currently limiting the games to the round one tickets listed in the Gen Con event listing. However, check the event listing to see if additional tickets have been added or come by the Goodman Games HQ in the Lucas Oil Stadium to see if there are open spots.

In addition, individual teams may have no-shows in the first round. If teams are able to add players, we will fill them on a first-come, first served basis. Events will be updated as close to game time as possible to allow for late drops and registrations. Filling no-show seats is not permitted in the second round.

How do I advance in the tournament?

Advancement is based on points scored in the round. The highest-ranked team from each flight will advance. 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.

Do I need to preregister for later rounds?

No. Round 2 appears in preregistration strictly for scheduling purposes. Advancing teams do not need to preregister.

Do I need a generic ticket for later rounds?

No. Advancement automatically qualifies the participants for the following round.

What if I'm late?

After the official round start time, the game either starts with whichever players are present or is forfeited and passed on to the alternate team if insufficient players are present.

What if I have a time conflict with the Round 2 slot?

This is a team tournament, and advancement occurs as a team. The minimum number of players for a team to advance is three, otherwise that team forfeits its slot. The slot is filled by the next-highest scoring team from the same flight.

Can someone take my place on the team?

No substitutions by teams are allowed. Sorry. Substitutions are at the sole discretion of the tournament directors, and only if it would not allow the tournament to proceed equitably otherwise.

What happens to my character(s), then?

If you're absent, your character is considered lost in the adventure forever, and the character is out of the game.

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

We will announce alternate teams with the advancement information.

When do results get announced?

Advancement will be posted at the Goodman Games convention HQ and website. As advancement is flight-specific, Round 1 advancement will be announced after each flight, usually within an hour of the end of the flight.

What if I spot an error on the character sheet?

Any errors are unintentional, but the pre-generated characters are played as they are.

What if I disagree with my judge?

Judges have the final say and the full support of the Tournament Organizers. 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 tournament directors reserve 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.

DEC DYING EARTH CHARACTER RECORD SHEET

Name Auger **Magician**
Occupation Auger **Class** Magician
Title Maugifer **Chaotic** 30'
Alignment 5 **Speed** 290
Level 5 **XP** 290



Armor Class



Hit Points
 Max: 22

Combat Basics	
Initiative:	<u>+1</u>
Action dice:	<u>d20</u>
Attack:	<u>+2</u>
Crit die:	<u>d12</u>
Crit table:	<u>1</u>

Strength 9
 Modifier: 0

Agility 13
 Modifier: +1

Stamina 9
 Modifier: 0

Personality 14
 Modifier: +1

Luck 10
 Modifier: 0

Intelligence 14*
 Modifier: +1

+2 Ref Save

+3 Fort Save

+3 Will Save

Birth Augur
Path of the bear (melee dmg rolls)

Languages
21st Aeon, chaotic, oast, secret tongue of the Aumoklopelastianic Cabal* (*stored in IOUN stone)

Melee Attack +2 **Melee Damage** +0

Missile Attack +3 **Missile Damage** +0

Character Portrait or Symbol

Starting Animus
Augured entrails

Weapons
Knoblolly +2 atk (1d5 dmg)
Dart gun +3 atk (1d4 dmg, 30/60/90')

Treasure
Copper bits: 11
Groats: 20
Terecs: 4
Golden Centums: 10

Equipment
Grimoire
Backpack
3 torches
Boots, fashionable
Rations, oil-fish smoked w/garlic and leaks
Incense, 1 lb
5' osmium cord
IOUN stone, incandescent blue
 - 4 pts of spellburn
 - Absorbs 40 pts of spellpower/day
 - DC14 Int check to understand any lang.
 - Holds 1 point of Int and all knowledge of the language "secret tongue of the Aumoklopelastianic Cabal"

Armor

Magician Spells & Abilities
Memorized Spells: 8 (5) Force of will: d20+5+Per expended, must expend a minimum of 1 Per to cast. Current Luck modifier is applied to roll.
Rote Magic Spell Check: d24+6
Amplification Die: d7
Patron(s): Pragmatica
Starting Libram: Phandaal's Comprehensive Cyclopedia
Force of Will, Pandect, Reincarnation

Spells				
Mem.	Spell Name	Level	Rote Ck	Spell Provenance & Notes
<input type="checkbox"/>	Choking Cloud		21	
<input type="checkbox"/>	Enlarge		19	
<input type="checkbox"/>	The Excellent Prismatic Spray		24	
<input type="checkbox"/>	Magic Missile		18	
<input type="checkbox"/>	Phandaal's Mantle of Stealth		18	
<input type="checkbox"/>	Scare		19	
<input type="checkbox"/>	Strength		21	
<input type="checkbox"/>	Lightning Bolt		24	

Magician

DEC DYING EARTH CHARACTER RECORD SHEET

Name Slime-diver **Magician**
Occupation Magician **Class**
Preceptor Lawful 30'
Alignment 5 **Speed** 290
Level 1 **XP**



Armor Class



Hit Points
Max: 12

Combat Basics
Initiative: +2
Action dice: d20
Attack: +2
Crit die: d12
Crit table: 1

Strength 13
Modifier: +1

Agility 16
Modifier: +2

Stamina 5
Modifier: -2

Personality 9
Modifier: —

Luck 8
Modifier: -1

Intelligence 17
Modifier: +2

+3 Ref Save

+1 Fort Save

+2 Will Save

Melee Attack +3 **Melee Damage** +1

Missile Attack +4 **Missile Damage** -1

Character Portrait or Symbol

Birth Augur
Hawkeye (missile dmg)

Starting Animus
Sardonic wit

Languages
21st Aeon, twk-man, bazil, pelgrane, murid, minuscule, madlock

Weapons
Longsword +3 atk (1d8+1 dmg)
Trowel (as dagger)
+3 atk (1d4+1 dmg)

Treasure
Copper bits: 9
Groats: 2
Terces: 12
Golden Centums: 10

Equipment
Grimoire
Backpack
Pannikin
Hat, fashionable
3 torches
Rations, sweetmeats of assorted flavors
Bucket of cold tea
Casket containing calcified fish-bone
Dream-powders, 1 oz. (DC 15 Will save or enter dream state for 1d4 hours. While in dream state, victim is always last in Init and -1d to Will saves)
Sandestin (4 indenture points, see below for sandestin abilities)

Armor
 Note: takes double damage from all poisons and diseases due to low Stamina

Magician Spells & Abilities
Memorized Spells: 7 (5) Sandestin Abilities:
 1) Cast any level 1 arcane spell (d24+7 spell check, 1/2 indenture point per request)
 2) Sandestin request/aid (d24+7 spell check, indenture cost varies)
Rote Magic Spell Check: d24+7
Amplification Die: d7
Patron(s): _____
Starting Libram: Houlart's Minor Imprecations
Force of Will, Pandect, Reincarnation

Spells				
Mem.	Spell Name	Level	Rote Ck	Spell Provenance & Notes
<input type="checkbox"/>	Arnhoul't's Sequestrious Digitalia		16	
<input type="checkbox"/>	Flaming hands		18	
<input type="checkbox"/>	Force Manipulation		24	
<input type="checkbox"/>	Houlart's Visceral Pang		18	
<input type="checkbox"/>	Spell of Soft Silence		28	
<input type="checkbox"/>	Rhialto's Green Turmoil		21	
<input type="checkbox"/>	Turn to Stone		19	
<input type="checkbox"/>	Force of will		d20+5-Per	Must expend a minimum of 1 Per to cast

Magician

DCC DYING EARTH CHARACTER RECORD SHEET

Name _____ **Title** Conqueror
Occupation Vat-thing courtesan **Class** Vat-thing **Alignment** Neutral **Speed** 30'
Level 5 **XP** 290

Armor Class 16
Hit Points Max: 44

Combat Basics
Initiative: +0
Action dice: d20+d16
Attack: +4
Crit die: d12
Crit table: III

Strength Modifier: <u>+3</u> <u>18</u>	Melee Attack <u>+7</u>	Melee Damage <u>+3</u>
Agility Modifier: _____ <u>9</u>	Ref Save <u>+2</u>	Missile Attack <u>+4</u>
Stamina Modifier: <u>+1</u> <u>13</u>	Fort Save <u>+4</u>	Missile Damage <u>+0</u>
Personality Modifier: <u>-1</u> <u>8</u>	Will Save <u>+2</u>	Character Portrait or Symbol
Luck Modifier: _____ <u>9</u>	Birth Augur <u>Hawk eye (missile fire dmg rolls)</u>	Starting Animus <u>Released titan</u>
Intelligence Modifier: <u>+1</u> <u>13</u>	Languages <u>21st Aeon, neutral, deodand, ancient sarsounian</u>	

Weapons
Polearm (d16 Init)
+7 atk (1d10+3 dmg)*
Arrow-gun
+4 atk (1d6 dmg, 75/150/225')*
*each round, may choose to apply d7 martial vat-thing bonus die to atk OR dmg
Treasure
Copper bits: 21
Groats: 10
Terces: 2
Golden Centums: 10

Equipment
Backpack
Flint & steel
Glowing orb (10' illumination)
Waterskin
Burdock beer, 1 flask
Fashionable clothing, breeches flared after the taste of Kauchique
Shovel
Hissing blue lizard
Glimmister powder (automatic crit on next successful attack, 2 applications)
Quiver w/20 arrows
Armor
+1 Corselet (+5 AC)
(-3 check penalty, d12 fumble, automatic amplification roll)

Vat-thing Spells & Abilities
Vat-thing Pattern: Martial (d7 bonus die to attack or dmg rolls)
Memorized Spells: 4 **Rote Magic Spell Check:** d16+6
Amplification Die: d7 **Creator:** Pandelume
Starting Libram: Panguire's Titillating Delights
Starting Flaw: Scintillate eyes (-2 to hide checks)
Vat-thing traits: perspicacious learner, protean quintessence, heightened immunity
Spells

Mem.	Spell Name	Level	Rote Ck	Spell Provenance & Notes
	Invoke Creator	1	10+CL	Must burn at least 1 pt Per
<input type="checkbox"/>	The Excellent Prismatic Spray		18 (15*)	
<input type="checkbox"/>	Panguire's Triumphant Displams		20 (17*)	
<input type="checkbox"/>	Fire Resistance		20 (17*)	
<input type="checkbox"/>	Haste		21 (18*)	
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

*Reduced spell check and automatic amplification roll when wearing armor

Vat-thing

DCC DYING EARTH CHARACTER RECORD SHEET

Name Aesthete **Wayfarer**
Occupation Wayfarer **Class**
Title Neutral **30'**
Alignment 5 **Speed** 290
Level 31 **XP**

14
Armor Class

Hit Points
Max: 31

Combat Basics
Initiative: +2
Action dice: d20+d14
Attack: +2
Crit die: d10
Crit table: III

Strength 11
Modifier: 0

Agility 16
Modifier: +2

Stamina 9
Modifier: 0

Personality 9
Modifier: 0

Luck 16
Modifier: +2

Intelligence 12
Modifier: 0

+5 Ref Save

+2 Fort Save

+4 Will Save

Birth Augur
The bull (melee atk)

Languages
21st Aeon, lizardman

Melee Attack
+6 (finesse)

Missile Attack
+4

Character Portrait or Symbol

Melee Damage
+2 (finesse)

Missile Damage
+0

Starting Animus
Abandoned post

Weapons
 Rapier +6 atk (2d3+2 dmg)
 Ferrule (as club)
 +6 atk (1d4+2 dmg)
 Sling +4 atk (1d4 dmg, 40/80/160')

Treasure
Copper bits: 25
Groats: 41
Terces: 31
Golden Centums: 5

Equipment
 Backpack
 Waterskin
 Flint & steel
 50' rope
 Grappling hook
 Small mirror
 Rations, fried moss and ganions
 Bottle of wine, excellent vintage
 Book, "Dusts and Microvies of the Latter Aeons"
 Pot holding an alien dendron
 Pouch w/20 sling stones
 Tube of blue concentrate (DC15 Fort save or stunned 1d4 rounds, cone 30', 1 use)
Armor
 +1 Padded lavender jerkin (+2 AC)
 (-0 check penalty, d8 fumble)

Wayfarer Abilities
Current Luck Die: d7 d8 d10 d12 d14 d16 d20 d24 d30
Party Luck Burn: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Rhetorical Deed Die: d7
Finesse, Nimble, Minor Magician

Notes
Wayfarer Skill Checks:
 • Arcane apocrypha: +8
 • Disguise self: +8
 • Forge document: +10
 • Pick pocket: +10

Wayfarer

DCC DYING EARTH CHARACTER RECORD SHEET

Name Corybant
Title Barbarian of East Almetry
Occupation Witch
Class Chaotic 30'
Alignment 5 290
Level XP

Armor Class 13
Hit Points 21
Max: 21

Combat Basics
Initiative: +1
Action dice: d20
Attack: +3
Crit die: d12
Crit table: II

Strength 13 **Melee Attack** +4 **Melee Damage** +1
Modifier: +1
Agility 13 **Ref Save** +5 **Missile Attack** +4 **Missile Damage** +0
Modifier: +1
Stamina 10 **Fort Save** +2
Modifier: —
Personality 15 **Will Save** +4
Modifier: +1
Luck 15 **Birth Augur** Lucky sign (saving throws) **Starting Animus** Rakehell
Modifier: +1
Intelligence 11 **Languages** 21st Aeon, subworld
Modifier: —

Weapons
+1 Harpoon (as spear)
+5 atk (1d8+3 dmg)
Dagger
+4 atk (1d4-1 dmg)
Treasure
Copper bits: 19
Groats: 12
Terces: 8
Golden Centums: 1

Equipment
Grimoire
Backpack
50' rope
Flint & steel
Boots, fashionable
2 torches
Waterskin
Rations, boiled burdock leaves
Salt, 5 grams
Zither
Carving of a sacred ape
Armor
Ritual grue-skin leather (+2 AC)
(-0 check penalty, d8 fumble)

Witch Spells & Abilities
Pact Entity: Kraan **Ritual Weapon:** Spear (+1 dmg)
Spell Check: +6 **Birth Gift:** Intuitive connection to animals
Demonic Corruption: Goat-like legs (+5' climb MV)
Demonic Taint:

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

Transfer Vitality (d20+Pact CL ck, 1 MD per Str, Sta, or Agil from source)

d20+6	12	14	20	22+
	1 dice	2 dice	3 dice	4 dice

Spells

Spell Name	Level	Check	Spell Name	Level	Check
Ensqualm	1	d20	Demon summoning	1	d24
Resist cold/heat	1	d24	Darkness	1	d24
Charm person	1	d14	Levitate	2	d16
Chill touch	1	d30	Locate object	2	d20
Mending	1	d14	Deliquescent Effluxion (Kraan)	3	d20

Squalms & Curses
 When casting ensqualm, choose from the following effects. Targets receive a Will save vs. spell check DC to resist: -1d on all actions, -10' MV, -2 AC

Witch

DCC DYING EARTH CHARACTER RECORD SHEET

Name
Glass-blower

Occupation
Witch

Class
Sorcerer

Title
Neutral

Alignment
30'

Speed
290

Level
5

XP

Armor Class
12

Hit Points
Max: 16

Combat Basics

Initiative: +2

Action dice: d20

Attack: +3

Crit die: d12

Crit table: II

Strength 7
Modifier: -1

Agility 16
Modifier: +2

Stamina 9
Modifier: -

Personality 16
Modifier: +2

Luck 6
Modifier: -1

Intelligence 12
Modifier: -

Melee Attack +2

Melee Damage -1

Missile Attack +5

Missile Damage +0

Ref Save +5

Fort Save +0

Will Save +4

Character Portrait or Symbol

Birth Augur
Lived through famine (Fortitude saving throws)

Starting Animus
Stolen quintessence

Languages
21st Aeon, basilisk

Weapons

Staff +2 atk (1d4-1 dmg)

Swang (as dagger)
+2 atk (1d4-2 dmg)

Net +5 atk (N/A*, range 5/10/15')

*DC 14 Ref save or entangled

Treasure

Copper bits: 20

Groats: 9

Terces: 16

Golden Centums: 2

Equipment

Grimoire

Backpack

Waterskin

Rations, sweetmeats of assorted flavors

Set of tools, swags, and crucibles

Explosive diambroid, 1 minim (1d6 dmg)

Bubble of luminous plasm

Potions:

1x Raptogen (DC 20 Fort save or stunned 1d6+2 hours, 1 target)

1x Bottle of purulence (DC 15 Fort save or 1d10+5 dmg for 1d6+2 rounds, may make a new save each round, 5' cloud)

1x Invisibility (1d4+1 hours)

Armor

Witch Spells & Abilities

Pact Entity: The Murthe

Ritual Weapon: Dagger (-1 damage)

Spell Check: +7

Birth Gift: Natural ability to grow plants

Demonic Corruption: Unearthly aspect (immune to critical hits)

Demonic Taint:

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

Transfer Vitality (d20+Per+CL ck, 1 MD per Str, Sta, or Agi from source)

d20+7	12	14	20	22+
	1 dice	2 dice	3 dice	4 dice

Spells

Spell Name	Level	Check	Spell Name	Level	Check
Ensqualm	1	d20	Protection from evil	1	d24
Animal summoning	1	d20	Spell of Macrold Castigation	1	d16
Darkness	1	d14	Restore vitality	2	d24
Detect evil	1	d16	Snake charm	2	d16
Enlarge	1	d30	Make potion	3	d24

Squalms & Curses

When casting ensqualm, choose from the following effects. Targets receive a Will save vs. spell check DC to resist: -1d on all actions, -10' MV, -2 AC

Witch

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

Undercook Thief

Occupation Class

Swindler

Title

Neutral 30'

Alignment Speed

5 290

Level XP

14

Armor
Class

Hit Points
Max: 23

Combat Basics

Initiative: +1

Action dice: d20

Attack: +3

Crit die: d20

Crit table: II

Strength

11

Modifier: _____

Melee Attack

+3

Melee Damage

+0

Agility

16

Modifier: +2

+5 Ref Save

Missile Attack

+5

Missile Damage

+0

Stamina

10

Modifier: _____

+2 Fort Save

Character Portrait or Symbol

Personality

12

Modifier: _____

+1 Will Save

Luck

9

Modifier: _____

Lucky Roll

Seventh son

Intelligence

11

Modifier: _____

Languages

21st Aeon, thieves' cant

Weapons

Knife +3 atk (1d4 dmg, 1d10 dmg w/backstab)

Short sword +3 atk (1d6 dmg)

Dart gun
+5 atk (1d4 dmg or 1d4 dmg plus poison, 30/60/90')

Equipment

Backpack
Thieves tools
Mirror, hand-sized
Waterskin
4 pieces of chalk
3 torches
Flint & steel
Rations, fried moss and ganions
Inefficacious lead peript
Bandolier w/10 regular darts and 5 poison go-thithers (DC 10 Fort save or lose 1d4 Stamina; creatures w/o Stamina suffer a -1 penalty to all rolls)

Treasure

Armor

Leather (+2 AC)
(-1 check penalty, d8 fumble)
Boots of soft silence (+2 sneak and hide)

Thief Abilities

Luck Die d 7

Disable trap + 9

Backstab + 4

Forge document + 11

Sneak silently + 12

Disguise self + 3

Hide in shadows + 11

Read languages + 4

Pick pocket + 10

Handle poison + 3

Climb sheer surfaces + 10

Cast spell from scroll d 16

Pick lock + 10

Find trap + 8

Notes

May attempt to memorize a spell as per wayfarer class using cast spell from scroll ability; when memorizing, the judge rolls the spell check and only reveals result once the spell is attempted

Thief

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name Reaver
Title Warrior-magician
Occupation Poet **Class** Chaotic **Speed** 25'
Alignment 5 **Level** 290
XP



Armor Class



Hit Points
 Max: 38

Combat Basics

Initiative: +6
Action dice: d20+d14
Attack: +d7
Crit die: d24
Crit table: V

Strength

16

Modifier: +2

Agility

13

Modifier: +1

Stamina

10

Modifier: —

Personality

9

Modifier: —

Luck

10

Modifier: —

Intelligence

14

Modifier: +1

Melee Attack

+2+deed

Melee Damage

+2+deed

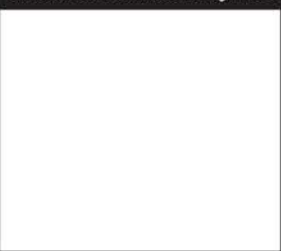
Missile Attack

+1+deed

Missile Damage

+deed

Character Portrait or Symbol



Lucky Roll

Born under the loom

Languages

21st Aeon, mermelant

Weapons

Quill (as dart)
 +1+d7 atk (1d4+d7 dmg)
 Javelin (3) +1+d7 atk (1d6+d7 dmg)
 Longsword +2+d7 atk (1d8+2+d7 dmg)

Treasure

Equipment

Backpack
 3 torches
 Waterskin
 Rations, boiled burdock leaves
 Fashionable gown
 Shovel
 Scroll of odes
 Bronze gong

Armor

Brass armor (+5 AC, -4 check penalty, -5, d12 fumble)
 Shield (+1 AC, -1 check penalty)
 Battle-cap (ignore critical hits to head, save vs. the total damage or be destroyed)

Warrior Abilities

Critical threat range: 18-20

Lucky weapon: Longsword

Add class level to initiative, Mighty Deeds of Arms

Notes

Spellcasting:

- Cast spells as wizard, spell check = d20+deed-check penalty
- Successful deed = may choose any lower result
- May not spellburn
- 1d10 HD instead of 1d12

Spells:

- Ekim's mystical mask, level 1 (d20+deed-5)
- Spider climb, level 1 (d20+deed-5)
- Nythuul's porcupine coat, level 2 (d20+deed-5)
- Ray of enfeeblement, level 2 (d20+deed-5)

Warrior

Class Summary – Magician

Memorization: When casting a memorized spell, the magician does not make a new spell check. Instead, they apply the effect as if the spell had been successfully cast with a spell check equal to the original spell check used to learn it, adhering to the spell's scripted casting time.

Spell check modifications: Whenever a die modification is indicated for a spell check, the magician's effective memorized result is modified by one full spell check result for each die modification, taking the lowest value of the new result range for the new spell check. Modifications that do not involve the die chain are applied directly to the magician's learned spell check on a point-for-point basis, sometimes to no effect.

Taking lower results: Whenever a spell result indicates that the caster can take a result equal to or less than the spell check, a magician may choose to invoke an effect of lesser power to produce a weaker but potentially more useful result. However, a magician's meticulous study of magic also allows them to attempt to manipulate a spell's underlying fabric directly. A magician may choose to burn 1 point of Luck to take any lower result, regardless of whether the spell allows it.

Required spellburn: Unlike a wizard, a magician cannot spellburn. Instead, whenever a spell description calls for required spellburn, a magician can substitute Personality for the required Stamina, Strength, or Agility. Personality expended in this way heals over time as per the normal rules for spellburn.

Force of will: A magician can affect raw magical effluxions by drawing upon the basic patterns of magic to shatter objects or counter spells through exerting one's own will. To do so, a magician expends a minimum of 1 Personality and makes a *force of will* check, rolling 1d20 + caster level + expended Personality. A magician's Luck modifier, if any, is also added to the roll.

Empowered spells: A magician may burn 1 Personality to discard a memorized spell and to empower the one-time casting of another spell, creating a result one higher than that at which the desired spell was memorized. The discarded spell's memorized result must be equal to or higher than that of the target spell.

Amplification rolls: By understanding the patterns of magic, a magician can attempt to manipulate the torsions of underlying phlogiston to amplify their casting from a fixed spell check. In doing so, the magician risks losing control of the spell and its effects, transfiguring the casting into a weakened version of the spell – or even rendering the spell solvent of magical effects.

The amplification roll requires two dice of the same number of faces, preferably of different colors: the **up die**, and the **down die**. To make an amplification check, the caster rolls both the up die and the down die and determines the resulting amplification effect:

- If both dice show 1s, then the spell is lost for the day. Furthermore, the magician must roll on the spell's failure table as if a natural 1 was rolled on a spell check. A magician may burn a point of Luck to avoid spell misfire as a result of rolling 1s on both amplification dice.
- If the down die is larger than the up die, the caster subtracts the value of the down die from the fixed spell check. This may result in the spell being lost if the new spell check value is lower than the minimum required to cast the spell.
- If the up die is equal to or larger than the down die, the caster adds the value of the up die to the fixed spell check.
- If both dice show the maximum, then the caster adds the sum of both dice to the spell check.
- In all cases, the new spell check value replaces the original spell check for purposes of any saves.

Forced amplification rolls: Certain conditions can cause the magician to make forced amplifications rolls when casting a memorized spell, including wearing any kind of heavy armor or losing concentration when casting a spell.

Luck: A magician's Luck modifier applies to rolls for *force of will*, corruption, and wizardly objurgation.

Class Summary – Vat-thing

Magic: A vat-thing is considered a magician for the purposes of spell memorization and magician abilities. See the magician class summary for full details of those abilities.

Bonus die: Beginning at 1st level, a vat-thing also receives a bonus die that is used when taking actions related to its originating pattern. The bonus die advances each level, reflecting the growing mastery of its form. When a vat-thing has multiple actions at higher levels, the same bonus die applies to all similar actions in the same combat round. The bonus die for each pattern is as follows:

- Martial: bonus die may be applied to attacks OR damage for the round. This is decided before the bonus die is rolled.
- Paragon: bonus die is applied to skill checks.
- Theologue: bonus die is applied to spell checks, including when attempting to learn new spells or re-roll an existing one upon leveling.

Perspicacious learner: Vat creatures are natural acquirers of skill and knowledge. When making a skill check, vat-things roll 1d16 instead of the normal 1d10 for untrained skills, including thief skills.

Protean quintessence: A vat-thing automatically recognizes other vat-things or other wizardly creations when it encounters them. In addition, it receives a +1 bonus to any attacks made against any magical hybrids that are perversions of nature (gids, deodands, erbs, bazils, etc.).

Immunities: Vat-things are immune to non-magical disease and poison.

Invoke creator: Unlike other spells, the bond between a vat-thing and its creator is molded by the vat-thing's will and does not have a single learned rote effect. When casting *invoke creator*, the vat-thing must burn at least one point of Personality and can choose any result at or below as if cast with a spell check result of 10 + their caster level + Personality burned. For example, a 3rd-level vat-thing expending 1 point of Personality could choose any result equal to or below as if it had rolled a spell check of 14. The specific result is based on the entity that shaped the vat-thing into existence.

Luck: At 1st level, a vat-thing's Luck modifier applies to its *invoke creator* base spell check, which does not change as the vat-thing's Luck score changes.

Class Summary – Wayfarer

Nimble: Once per combat, a wayfarer may choose to take their action ahead of any others in initiative order, regardless of current position. Afterward they drop to the bottom of initiative for the rest of the combat. This ability does not affect surprise.

Minor magician: When making any type of spell check, a wayfarer rolls a d16 instead of the normal d10 for non-spellcasters. This also applies to any magic items or scrolls that allow non-spellcasters to make a spell check. In addition, a wayfarer may attempt to memorize spells as per the magician rules for spell memorization. To do so, a wayfarer must have access to a libram or scroll for the spell they are attempting to memorize and must spend a full turn in study for each level of the target spell. The judge then makes a spell check for the wayfarer, using $1d16 + \text{Intelligence modifier} + \text{caster level}$ to determine the success of the memorization attempt. The spell check is always rolled in secret by the judge, and the subject does not know the results of the memorization until they attempt to cast the spell, even if the result is a failure or fumble. A wayfarer may attempt to keep only a single spell memorized in this manner at a time.

Arcane apocrypha: A wayfarer may attempt to recognize any item as having magical or extra-valuable properties by spending a full turn of study and making a skill check against the item's DC. The DC of the item is based on the type of item, though some items may be more difficult to identify than others or require longer periods of study at the judge's discretion.

Supererogatory luck: A wayfarer's relationship with luck is fickle, taking them from the highest pinnacles to the lowest nadirs. A wayfarer gains additional bonuses when expending Luck, as follows:

- First, a wayfarer uses a variable die for Luck check rolls called a Luck die, which starts at d20. Each time the wayfarer succeeds on a Luck check, the Luck die increases by +1d. Conversely, with each failure the Luck die decreases by -1d. A wayfarer's Luck die can never be higher than d30.
- Second, a wayfarer increases the benefit of Luck when spending more. For each point of Luck spent on a single roll, the wayfarer rolls the corresponding die equal to the total points spent. For example, a wayfarer spending 3 points of Luck would receive a total bonus of 3d3 points.
- Third, whenever an ally expends Luck in their presence, the wayfarer must make a Luck check using their current Luck die against the *cumulative* Luck expended by the party each day. If the result is higher than the party's cumulative Luck burn, then the ally's Luck expenditure is taken from the wayfarer instead. This cannot take the wayfarer below 3 Luck, and any excess is taken from the original ally as per the normal rules for burning Luck. However, if the result is equal to or less than the party's cumulative Luck burn, then the wayfarer immediately adds the party's cumulative Luck burn to their own Luck score, resetting the cumulative Luck burn to 0 in the process. This cannot take a wayfarer's Luck score past its natural maximum. In addition, the ally loses the expended Luck and treats the result of the roll or action attempted as if the Luck were not expended.

Wits and rhetoric: Prior to attempting any skill check in a social setting, a wayfarer may choose to attempt a rhetorical deed by adding a special die to the roll, called the rhetorical deed die. The rhetorical deed is a conversational gambit that fits within the scope of the current skill check. The rhetorical deed die is added to the wayfarer's skill check when making a roll to succeed at a specific skill. The skill must be one used in a social setting or where the opportunity for loquacity has the ability to influence the outcome. If the rhetorical deed die is a 2 or higher, and the skill check succeeds (i.e., the total of the skill roll plus the rhetorical deed die value exceeds the target DC), the rhetorical deed succeeds. However, if the rhetorical deed die is a 1 – regardless of whether the skill check succeeds – the rhetorical deed backfires, causing the skill check to automatically fail, possibly spectacularly.

Dissembler: A wayfarer receives a bonus to disguising themselves, forging documents, and picking pockets depending on their class level.

Class Summary – Witch

Transfer vitality: By invoking the power of the entity they have made a pact with, a witch may transfer vitality between creatures, restoring the health of wounded or injured allies through the sacrifice of Strength, Agility, or Stamina from another or themselves. The witch must be able to physically touch both the subject of the transfer and the target, and concentrate for 1 action. A witch may also hold the vitality from a subject until the target can be touched, so long as the witch maintains concentration, taking no action beyond walking at half speed. Combat damage or other significant interruptions require the witch to make a DC 11 Will save or lose concentration.

To transfer vitality, the witch makes a spell check using $1d20 + \text{Personality modifier} + \text{caster level}$ to perform the transfer. A roll of a natural 1 or unmodified result that is less than or equal to the witch's current demonic taint value adds 1 to demonic taint, as noted above. The subject may choose whether to temporarily sacrifice Strength, Agility, or Stamina for the transfer. Ability scores lost in this manner return per the rules for healing. The subject must be a living creature—transfer vitality may not be used on un-dead, elementals, or constructs. The vitality transferred varies according to several factors:

- It is always a number of dice, with the type of dice determined by the hit die of the creature used for the transfer (for the included tournament pre-gens, magician = d6, vat-thing = d10, wayfarer = d8, witch = d5, thief = d6, warrior-magician = d10).
- The number of dice transferred cannot exceed the target's hit dice or class level. For every die in excess of a target's level, the witch may roll the additional transferred dice and take the highest results.
- The witch may choose up to a number of dice based on the result of the spell check. However, if the ability scores of the subject used for the transfer are reduced to 0, it is considered to have been completely drained of its vitality and is subject to the normal death and dying rules.
- Finally, before rolling the spell check, the witch may elect to heal a specific condition instead of hit points.

A witch may also attempt to transfer vitality from an unwilling subject, such as a monster. As above, unwilling subjects must first be physically touched by the witch (potentially requiring a successful attack roll at the judge's discretion) and receive a Will save against the spell check. If the save is failed, treat each point of vitality transferred as a cumulative -1d penalty to the creature's attack rolls, damage rolls, saving throws, skill checks, and spell checks in lieu of reducing Strength, Agility, or Stamina. If the cumulative penalty value ever exceeds the creature's total hit dice, the creature is considered to have been drained of vitality and killed. Vitality stolen in this manner heals at a rate of +1d per day.

Demonic taint: A witch gains a point of demonic taint as a result of rolling a natural 1 on a spell check or when the unmodified spell check roll is less than or equal to the witch's current demonic taint value. This may result in the witch acquiring demonic taint even when casting a spell successfully. **In addition, whenever a witch rolls a natural 1 on a spell check, they incur demonic corruption.**

Ritual spellburn: Unlike wizards and magicians, a witch draws power from the rituals they perform on sacrificed or slain creatures. A witch can use a ritual form of spellburn to gift burned Strength, Agility, or Stamina to their entity. The exact form of this ritual is based on the witch's beliefs; for example, it might be a blood sacrifice to a dark power, or an act of consecration to send the soul of a worthy opponent to the afterworld.

For each hit die of the creature the ritual is performed on, a witch may burn 1 point of their own Strength, Agility, or Stamina, which can be used immediately or held for when casting a future spell. A witch can hold up to twice their caster level in points of spellburn from rituals performed in this manner.

To gain the full benefits, there must be sufficient time for a witch to perform the ritual, requiring a full turn of concentration, otherwise the witch may only burn a single point of spellburn from the creature's sacrifice, regardless of its hit die. The sacrificed creature must be living or a slain once-living creature and not under the witch's direct mental control. Creatures acting under any type of geas, such as those summoned using spells, cause automatic demonic taint when used for ritual spellburn, increasing the witch's current total demonic taint by one for each hit die of such creatures that are slain. Ability scores from points burned and held do not start healing until they are expended, and once used, follow the rules for healing spellburn damage.

A witch may also spellburn by voluntarily choosing to take on demonic taint **in lieu of performing a ritual**. When incurring demonic taint as a result of this type of spellburn, the witch's total demonic taint increases by 1 for each point of burned Strength, Agility, or Stamina.