DUNGEON LORD

THE CRIMSON ISSUE

Created By
Taylor Frank
(thedungeonlord.blogspot.com)

Cover By
Charles "Vick" Duncan

Cruel Dungeon By
Bruno Galan

Additional Material By
Julian Bernick, Richie Cyngler, Jeffrey Klingbeil, Matthew Lowes
Jürgen Mayer, Adam J Muszkiewicz, Asia Pickle

Artwork By
Eric Ackermann
Billiam Babble
Bruno Balixa
Matt Bohnhoff
Brapola!
Luigi Castellani
Claytonian JP
Jeff Freels
Robert Hemminger
Rick Hershey
Bradley K McDevitt
James Carl McKnight
Phil Morrissey

DMP

COMPATIBLE WITH

DCC
RPG

Welcome to the third issue of Dungeon Lord, "The Cruel Issue"! This long delayed book has certainly lived up to it's title, in both it's content and it's production time of more than a year... Releasing this zine after all this time has awakened the urge to create once more, thanks in no small part to all of my supporters and the help of some extremely talented contributors who I am proud to call both collaborators and friends. The best part about this humble mag, in my opinion, is that it has achieved it's stated goal of inspiring others to create. I extremely grateful to hear from those of you who have reached out to personally thank me for inspiring you to create something of your own and living up to the creative spirit of this zine and all the others that came before it. Stand proud of your achievements, no matter how small, as they are now part of a greater legacy than any of us alone. When a creative community comes together and works toward a common goal, anything is possible!

Once again, I'd like to thank all of the contributors who have made this issue possible, with a very special thanks to Bruno for his patience and generosity in supplying this issues theme and much of it's content.

Go forth and conquer, ye Chosen!

-Taylor Frank, the Dungeon Lord

TABLE OF CONTENTS

The Tavern at the End of Time

There's a bar in the hereafter
Where the beer pours night and day
And angels guard the outer door
To keep the gods away.

Where the dancing girls are friendly
And the strummer knows your song,
And the stomping follows on the beat
And the beer pours all night long!

The bar-man knows his ales
All coins are taken there,
Many a sword-boy ambles up
To spend his bloody share,

And the food is never rotten
it cures your bumps or bilge,
And the bar-man's wife knows a recipe
For each of your tunnel-ills.

See there a forgotten friend!
See there a man you'd lost!
Waiting with a drink for you
And never mind the cost.

The serving-girls are warm and fresh
And love a man with scars
And never argue over coin
Beneath those weird, white stars.

The gods have made that bar for us
And I have made this song
So that we have a better place
Where the beer pours all night long.

By Julian Bernick

4

Your Animal & You

by Jeffrey Klingbeil

If you end up with one of the occupations that offers an animal as a trade good, then you have gained a role playing opportunity. With this animal you start out with, you may choose to have its function go beyond something other than triggering a trap or two. Feel free to do research on all the different breeds to find one whose appearance and behavior strikes your fancy, as you can change the name of the breed if it includes a real world reference to a fantasy one. Also, if you do not wish to limit yourself to real world breeds, feel free to speak with your Dungeon Judge about creating a local breed in the corner of the fantasy world your character calls home.

As far as questions you may have about your animal, such as your background with it and how well it obeys you, keep in mind that while your Level-0 character does not have a magical bond with his or her animal, it is likely that the character has raised the animal since its birth, and perhaps even aided in bringing it into the world. Your animal could have won a ribbon at the local fair for best in show, and you being accompanied by your animal may be a common sight of which the local villagers do not even give a second glance.

Naturally, your animal may even see the character as its master, parent or guardian, and thus, your character may see it as a pet instead of a mere trade good, and may not be as keen to send it on a possibly lethal run down a dark, dungeon corridor into the unknown (unless you serve Chaos, of course). However, if such a relationship exists, then when you are attacked, your animal may become incited to defend you.

Naturally, what I have offered is merely a suggestion, and if you prefer to simply use your animal as trap fodder, then please feel free to do so. I believe it is acceptable to assume that your character carries at least a bit of feed that can be tossed into a room to make an animal, that you do not have a close and caring relationship with, march off into who knows where. However, do not expect the animal, except for those that have been trained, to do anything else except flee when combat starts or supernatural horrors appear. The only time such an animal will fight is when it is cornered.

If you are the Dungeon Judge, remember to make morale checks for the animals when deemed appropriate to do so. Apply modifications to the roll based on the animal's relationship with the PC.

Here are statistics for all of the animals offered as trade goods, along with some suggested breeds which may spark your imagination.
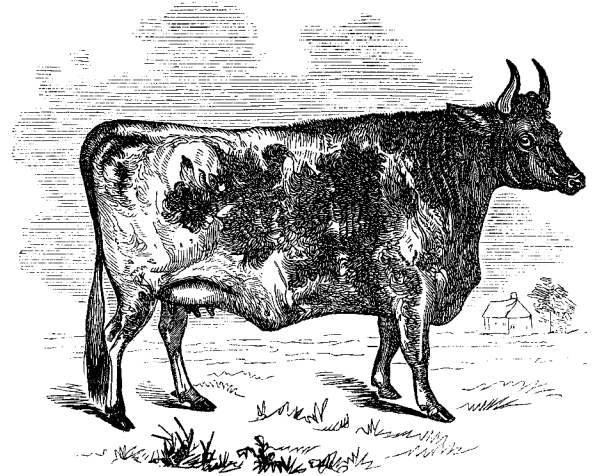
Cow: Init -1; Atk gore +1 melee (1d2); AC 9; HD 1d6; MV 10'; Act 1d20; SV Fort +4, Ref -5, Will -3; AL N.

As long as the cow is eating and drinking normally, then it can produce 1d7 gallons of milk each day. However, if the cow ever rolls a natural 1 on any d20 roll, then the milk dries off.
Suggested breeds: Ayrshire, German Black Pied, Guernsey, Holstein.

Duck: Init +1; Atk bite -3 melee (1); AC 10; HD 1d2; MV 10', fly 30', swim 10'; Act 1d20; SV Fort +1, Ref +0, Will +0; AL N.

If the duck ever rolls a natural 20 on any d20 roll, then it lays an egg.
Suggested breeds: Chocloate Runner, Magpie, Mallard, Pekin.

Falcon: Init +4; Atk claws +5 melee (1); AC 13; HD 1d3; MV 10', fly 50'; Act 1d20; SV Fort +0, Ref +2, Will +2; AL N.
Suggested breeds: Gyrfalcon, Laughing Falcon, Merlin, Peregrine.

Mule: see the DCC RPG core rulebook, page 418. As a mule is the offspring of a female horse and a male donkey, the differences in breeding are wide and varied.

Pony: see the DCC RPG core rulebook, page 418. Suggested breeds: Fell, Highland, Shetland, Welsh.

Goat: Init +2; Atk gore +2 melee (1d2); AC 11; HD 1d4; MV 20'; Act 1d20; SV Fort +1, Ref +0, Will +0, AL N.

As long as the goat is eating and drinking normally (and keep in mind that goats will eat almost anything), then it can produce 1d4 quarts of milk each day. However, if the goat ever rolls a natural 1 on any d20 roll, then the milk dries off.

Suggested breeds: Alpine, Nubian, Oberhasli, Saanen.

Goose: Init +3; Atk bite +4 melee (1); AC 12; HD 1d3; MV 10', fly 30', swim 10'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL C.

If the goose ever rolls a natural 20 on any d20 roll, then it lays an egg.

Suggested breeds: Buff, Pilgrim, Shetland, Snow Goose.

Hen: Init +3; Atk bite -2 melee (1); AC 10; HD 1d2; MV 20', fly 10'; Act 1d20; SV Fort +1, Ref -1, Will +1; AL N.

Please note that the hen can fly for only a single round at a time, and must have landed by the end of the round, or it is falling. If the hen ever rolls a natural 20 on any d20 roll, then it lays an egg.
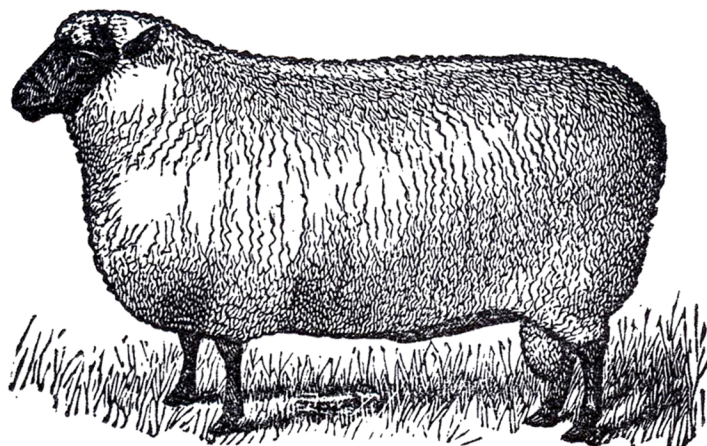
Suggested breeds: Bielefelder, Dorking, Golden Nugget, Viking.

Herding Dog: Init +2; Atk bite +2 melee (1d2); AC 11; HD 1d3; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL L.

Suggested breeds: Australian Cattle Dog, German Shepherd, Shetland Sheepdog, Welsh Corgi.

Sheep: Init +2, Atk bite +1 melee (1); AC 11; HD 1d4; MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL N.

Suggested breeds: Coopworth, Merino, North Ronaldsay, Shetland.

Sow: Init +2; Atk bite +1 melee (1); AC 11; HD 1d4; MV 20'; Act 1d20; SV Fort +4, Ref +0, Will +1; AL N.

Suggested breeds: Angeln Saddleback, Berkshire, Duroc, Gloucestershire Old Spots.
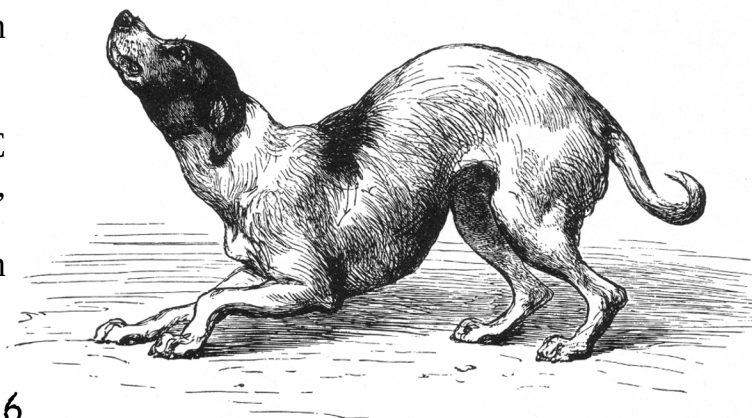
BRUNO'S CRUEL DUNGEON

by Bruno Galan

  Introduction: Be warned, this Dungeon is as unfair as they come. In it, your players will be tested. It's no joke, any party not used to thinking on their feet and taking their environment into account will probably not survive this place! It is recommended for mid-level players. The dungeon comes without a background so you will have to decide on how it fits into your campaign, but basically it belongs to the Monster That Must Not Be Named from Room #17. In a similar fashion, you should name the dungeon something appropriate to your setting!
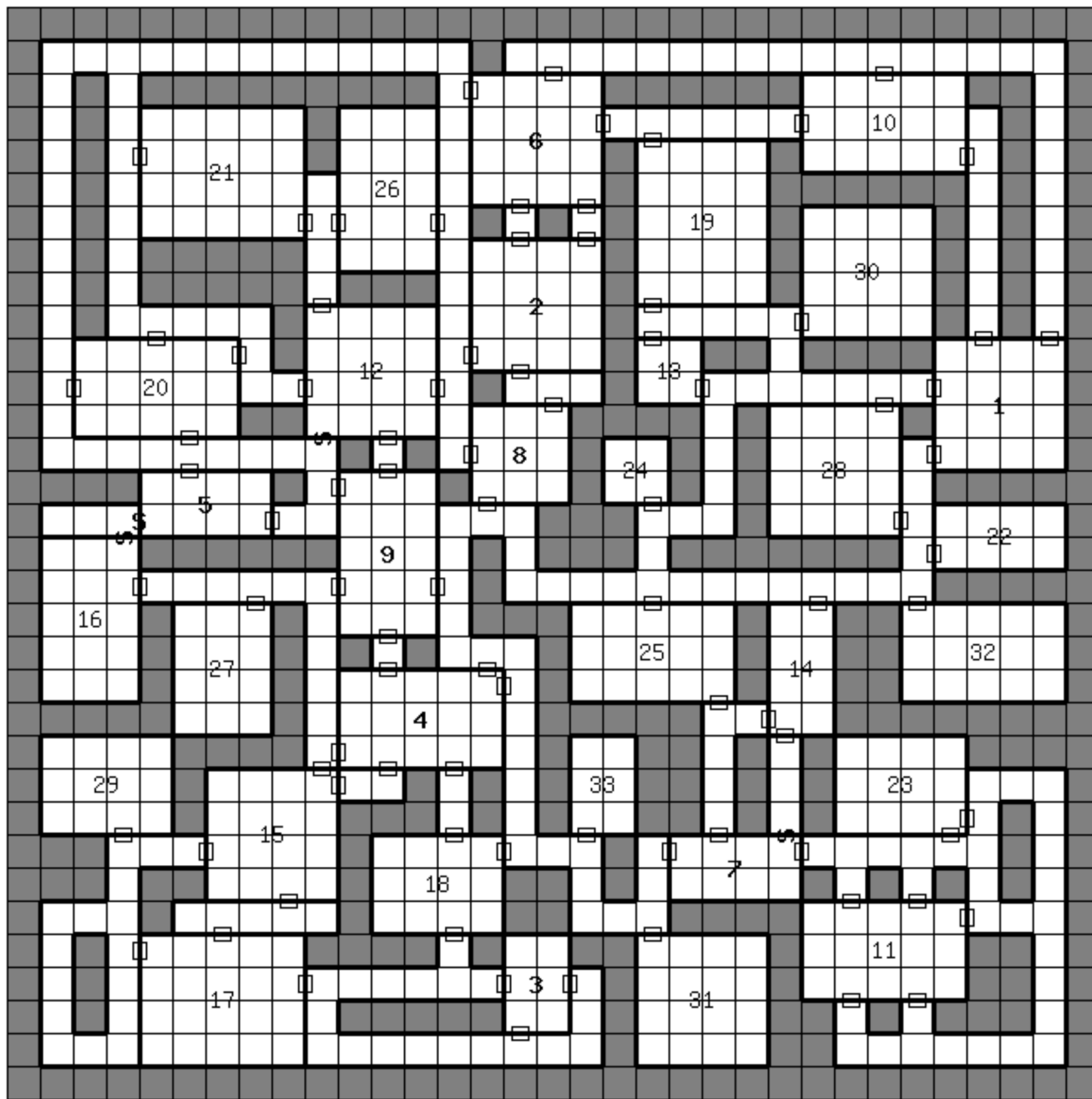
Scale: 1 square = 10 feet

The Disenchanters, dromadary-looking creatures who feed on magic items, will **NOT** feed on the sword found in Room #2!!!

THINGS YOU WILL NEED TO TAKE INTO ACCOUNT TO RUN THIS CRUEL DUNGEON

The dungeon is dirty!

Describe to your players how there is filth and mold all over the place and the scent of humidity and rotting permeates the hallways. In game terms, any wounded character should roll once per turn to avoid catching a disease. If the players haven't figured out by themselves that they risk infection while wounded in the dungeon, do not tell them and roll their saves in secret! (They should figure it out by themselves with your gross description of the place, if not then too bad!) If you have your own table of random diseases or a favorite disease in mind, go for it! Or you could use Filth Fever if you want to keep it simple.

This dungeon has a LOT of man-sized Cave Crickets.

Their chirping will be annoying and might interrupt spellcasting unless the players succeed on a saving throw! The Cave Crickets will never attack players unless in self-defense, but if a single one is attacked then all the others in the room will attack too! Because they are everywhere in the dungeon, at least their chirping might cover the noise characters will make while exploring the dungeon and fighting. While normally their chirping would also increase random encounters in a dungeon, since they are all over the place they cancel each other out in that regard. (If all rooms are equally noisy, then the noise becomes unremarkable to wandering monsters and guards!) That said, characters will have to shout to understand each other as long as a single Cave Cricket remains in the room, which could draw attention to them in itself.

There is no easy rest!

If characters decide to rest over the filth and mold of the dungeon, they should be assaulted by deadly Rot Grubs that will burrow into the adventurers' flesh and spellbook-devouring Bookworms within 1 turn.

There are random patrols!

Every turn, roll 1d6 for a random encounter. On a 1 or 2, 2d4 Orc guards will find the players. Feel free to substitute this for your own personal random encounter table if you want. All the Orc guards have metal gauntlets with a faint magic aura that protects them from the effects of the magically trapped door knobs. (See next point.)

The gauntlets have a faint blue glow and players can also use them if they put them on.
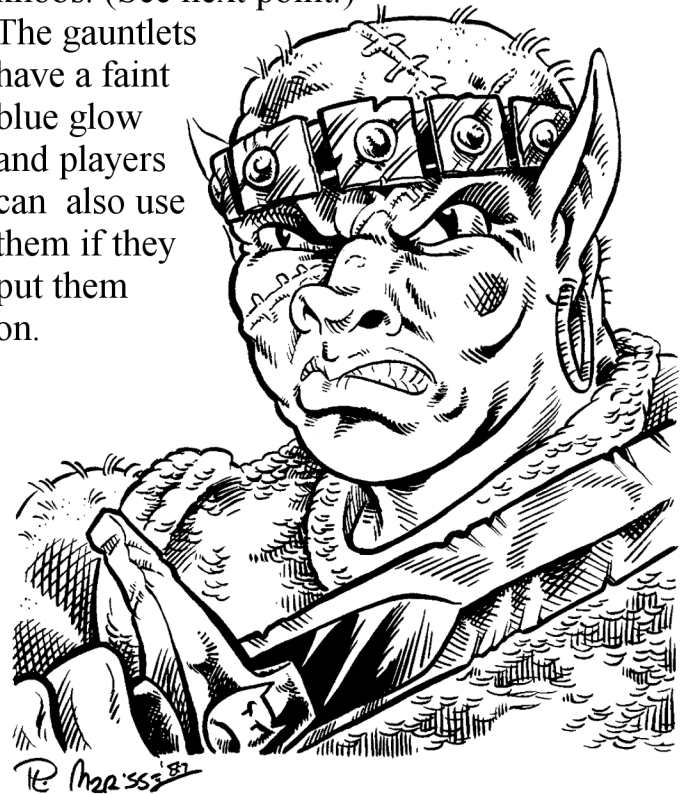
The doors are often locked or trapped!

Every door in the dungeon, even the secret ones but excluding those in Room 1, have a 50% chance of being locked. They also have a 25% chance of being trapped. If trapped, roll even odds to determine if the trap is magical or mechanical. If mechanical it can be disarmed with a successful roll. If magical, Dispel Magic can be used on them. A mechanical trap will have a poison needle coming out of the door knob which will cause 1d6 HP damage or will magically electrocute anyone touching it for 1d6 damage. The needles are automatically avoided by wearing metal gauntlets. For the doors in Room #1 refer to the room's description.

Room 1. This room has four doors from left to right. All door knobs are locked and trapped. Door 1 is magically trapped and will cause the loss of one character level on a failed saving throw. Doors 2 and 4 both have a needle trap with a poison that will kill on a failed saving throw and cause 1d4 Stamina damage on a successful save. If touched, Door 3 will magically teleport a random person (Not necessarily the one who touched the doorknob!) in Room #1 to another Room on a failed saving throw. Roll 1d30+1d3 to determine the Room Number the victim is teleported to. The needle traps can be disarmed like any mechanical trap or automatically avoided by wearing metal gauntlets. Dispel Magic will work on the magically trapped door knobs.

Room 2. Laying on the ground is a +3 Flaming Longsword with the word "Arashir" masterfully etched on the crossguard. It is the activation word for the magic sword. It also causes a cumulative 1% chance of summoning the 10HD demon Arashir every time his name is used as the sword's activation word. 1d3 man-sized Cave Crickets are in the room.

Room 3. 1 Mimic posing as a treasure chest and 1d3 man-sized Cave Crickets.

Room 4. 2 Rust Monsters, 2 Disenchanters and 1d3 man-sized Cave Crickets

Room 5. 1 gp on the floor. The secret passage leading to Room #16 has an eerie green glow coming from the walls. Anyone who walks into the passage must make a save or lose a level each round inside it.

Room 6. A jewel-eating Xorn who can phase through the dungeon ground and walls. It will offer help in exchange for precious jewels but if the party refuses, it will attack them. If the party has no jewels (or can convince the Xorn that they don't) it will simply leave them alone.

Room 7. A 4 HD Mud Golem. The floor is covered with its muddy substance and players must roll not to slip and fall prone during combat.

Room 8. There are two circles on the floor, one red and the other blue. If anyone steps in the blue circle while no one is standing in the red, nothing happens. If someone steps in the red circle for one round while no one is standing in the blue one, the character must save or be split into two entities! A naked copy of the character will appear within the blue circle. Both characters, the original and the copy, will be under the player's control. Both will share the same personality, alignment, appearance, ability scores, race and class(es). However, both will only have half of the original XP the original character had before stepping in the red circle! This can only be undone by a Wish spell. There are no limits to how many times someone or their copy/copies can use the red circle to be split and the save roll can be failed on purpose.

9

Room 8 cont. If they reach an amount of XP that cannot be halved, then whoever stepped into the red circle is disintegrated on a failed save. If more than one person steps into the red circle at the same time for one round or more (even two characters who used to be one before being split by the magic circles) they must make a save or be disintegrated too.

Room 9. 4 Rust Monsters and 1 Mimic posing as an expensive wooden closet. Also 1d3 man-sized Cave Crickets

Room 10. The floor is an illusion, the whole area is actually a pool. If anyone falls into the pool, there is an invisible magical force field that covers the whole area right under the surface of the water that won't allow anything to go back up above water level once it has fallen inside. The illusion can be saved against. Both the illusion and the force field can be dismissed with Dispel Magic. The 1d3 Cave Crickets in this room are an illusion too but they can still cause a chirping that can mess with someone's ability to cast spells unless disbelieved or otherwise dismissed.

Room 11. The whole room has eye drawings carved on its walls. Each player must name an NPC from your campaign. One NPC cannot be chosen by more than two players. Once all the players have named them, the NPCs in question must succeed on a save or be teleported into the room, no matter where in the world they were. If they were named twice, they must save twice.Only being in another dimension at the time will let them automatically avoid this.

Room 12. This room has wise sayings from countless languages and from all over the campaign world etched, drawn or painted all over its walls, floor and ceiling. Anyone succeeding on a Personality check will receive a one-time +50% bonus to all XP gained in the dungeon, retroactively. (In other words, once the dungeon is finished and XP is handed out, if they've survived!) If they enter via the secret door in the room they will receive a bonus of 2 on their roll. If they fail the Personality check however, they will receive a -50% penalty on all XP gained inside the dungeon, as the things they read confuse them instead of inspire them, leaving them too distracted to learn as much from other things.

Room 13. Cursed room with blood leaking from the walls somehow, anyone who enters it will receive a -1 penalty to their next five rolls, no save allowed.

Room 14. 1 Mimic posing as a treasure chest and 1d3 man-sized Cave Crickets.

Room 15. This room has four beds, guarded at all times by four orc guards. Their task is to care for the humans on the beds. The humans are four elderly men who have been mutilated. They have no eyes, tongues, arms or legs anymore. The orcs forcefully feed them three times a day The mutilated humans used to be adventurers who almost defeated the Monster That Must Not Be Named once, and the monster decided to make them pay for it!

Room 16. This is where the corpses of visiting adventurers have been thrown in over the many years the dungeon has existed. The place is full of corpses in different stages of decomposition (with the oldest being just bones.) If the party starts searching through the piles of dead bodies, have them roll v.s disease with a penalty of 4 and set the Rot Grubs on them after 2 rounds. No useful loot or treasure has been left with the corpses. Also see Room #5 regarding the secret passage.

Room 17. Inside this room are 2 poisonous Gas Spores, which can be mistaken for an Eye Tyrant if more than 10 feet away, along with the Monster That Must Not Be Named. It looks a lot like a Gas Spore but is an actual monster. This room contains treasure. Add up the XP required for the whole party to gain a level and then divide the amount by 3.5 with the resulting number being the GP value of the hoard. If the Xorn from Room #6 happens to be there and the Monster That Must Not Be Named is defeated, he will want to keep all the jewels available to eat them. If the party denies him that, the Xorn will fight them to the death

Room 18. THEY HAVE BRED!!! 4 hybrids of Rust Monsters and Cave Crickets!!!.

Room 19. The barracks of the Orc guards! 4d6 orcs will be present when the party enters the room. There are no Cave Crickets here.
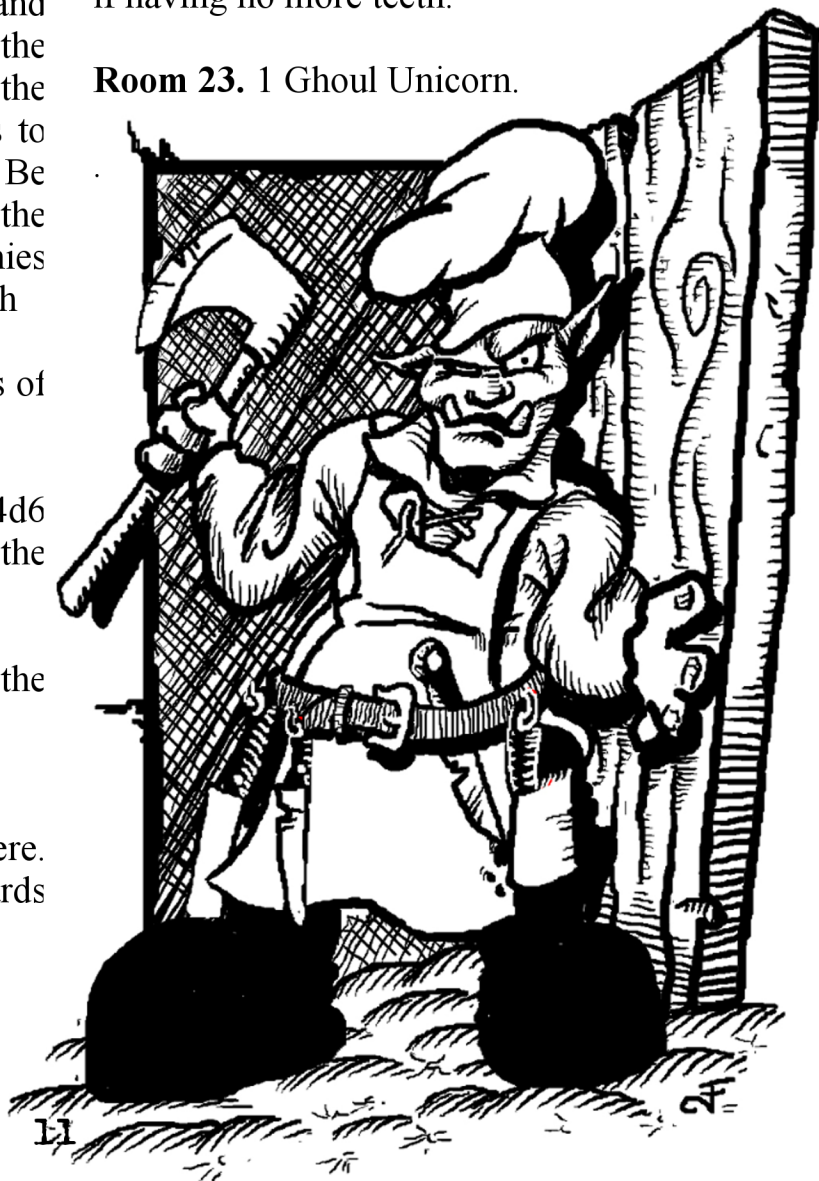
Room 20. The walls are mirrored. Beneath the mirrors are the normal walls.

Room 21. The kitchen.
An orc cook and 1d4 orc guards will be there. It's also where the shit holes are if the guards need to relieve themselves.

Room 22. There is a wooden table with a huge jar on it. Within the jar is a 3HD swarm of trapped fairies. Should the fairies be released, they will attack the characters with their sleeping dust. If the players fail their saving throw (unless immune to sleep) they will fall asleep for 1d3 turns and have all their teeth pulled out by the fairies while sleeping, who will fly away with their trophies. This will cause 1 hp of damage to a character after a few teeth have been pulled out. The fairies will not kill the characters and will flee if even one party member resists their sleeping dust. (Do not forget that if the party falls asleep, random encounter checks should still be applied. The party could potentially be killed in their sleep!) If their characters are toothless, all players must talk in-character as if having no more teeth.

Room 23. 1 Ghoul Unicorn.

Room 24. There's a small wooden table with many broken bottles and vials on the floor all around it. (Consider as caltrops for any characters not wearing footwear.) On the table there is a bottle labelled as a FIRE-BREATHING POTION and it even says "duration of 10 minutes". If someone drinks the potion, for the next ten minutes they need to breathe fire instead of oxygen to survive. (Treat a character who drank the potion and is not breathing in fire as drowning. While the person's body has been changed to inhale fire safely, it does not protect the outside of the body (Such as the skin) in any way from fire, so normal fire damage applies if the face or any other part of the body is in contact with fire. Characters can realize they need fire to survive on a successful Wisdom check or if the players figure it out by themselves.

Room 25. The private chamber (with beds) of four crazy Ghoul hags who think they are alluring succubi. They will try to seduce the adventurer, only acting as proper ghouls if attacked or if their advances are rejected. (And if the advances are NOT rejected then you have sick players! AND the ghouls will try to eat them anyway!) They have 3 HD each.

Room 26. 3 Mimics pretending to be treasure chests, 1 treasure chest with 1 copper piece inside.

Room 27. 1d3 man-sized Cave Crickets and 1d3 Rust Monsters.

Room 28. 3 Rust Monsters.
Room 29. 2 Disenchaters.
Room 30. 1 Disenchanter.

Room 31. 1 Unfair Abomination, a magically created creature with the head of a Rust Monster and the body of a Disenchanter. It has the natural abilities of a Cave Cricket, a Rust Monster and a Disenchanter, as well as the same appetites for metals and magic items.


Room 32. On the entrance door is painted "Disintegration Room, do NOT enter!" in the orc language. There's also a crude skull painting right under the sentence. Anything or anyone going into the room must make a save or be magically disintegrated. (This effect can be undone by Dispel Magic.) It is empty.

Room 33. There is a cage with a woman in noble clothing claiming to be a princess who will offer the party members gold if they free her from this place. Have the players roll a Wisdom check. No matter what they rolled, if they are looking at her they will notice that her eyes sometimes turn red for a second or two. (The roll is just to trick the players into thinking they have discovered this when it's actually extremely obvious to anyone. Still, if you want you could consider not letting characters who rolled horribly find out right away.) If confronted with this she'll say that the monster who captured her (The Monster That Must Not Be Named from Room #17) did experiments on her. She is telling the truth and is a Level 0 human aristocrat.

Cave Cricket
(*See DCC Core Rulebook pg. 398*)
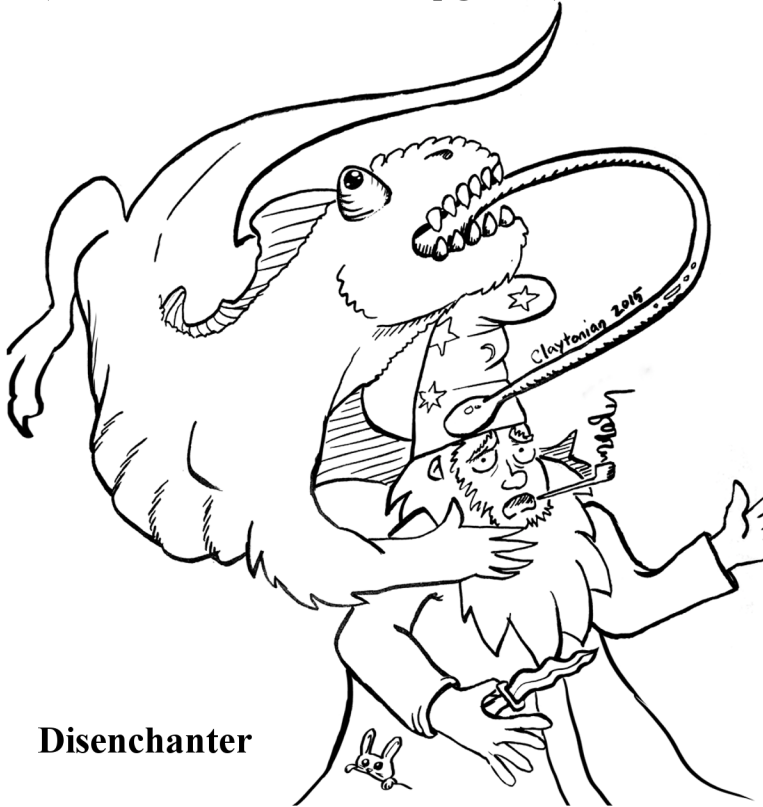
Disenchanter

Init +1; Atk bite +3 melee (1d6); AC 15; HD 5d5; MV 30'; Act 1d20; SP disenchant, expel magic (see below); SV Fort +3, Ref +1, Will +3, AL N

This strange creature comes to be when a Wizard lets his hunger for spells and magic items consume him. Once a Wizard stops concerning himself with caution and care when dealing with magic, accidents are inevitable and the Wizard will gradually change into something more mindless and unrecognizable. Once the transformation is complete, the Wizard will fully give in to his urges and attack any who may posses magic items or spells, attempting to consume their magic without warning.

Disenchant: Creature may affix it's snout upon a magic item, scroll, potion, or spell caster's head in lieu of it's normal attack. Magic items, weapons, potions, and scrolls are rendered mundane with any successful hit. Spellcasters must pass a DC 15 Will SV or lose the ability to cast all spells until their next long rest.

Expel magic: At the end of each of the creature's turns, the Judge must roll a D6. Upon rolling a 1, the Disenchanter will unwillingly expel magical energy, causing the following effects (roll a d5)

1. A burst of inky black ichor that causes temporary minor corruption to all targets within a 30' radius, lasting for 1d6 days. No save.
2. A barrage of 1d6 magic missiles of all shapes and sizes are regurgitated, which hit automatically for 1d4 points of damage each. Any number of targets may be chosen.
3. A fog of thick, yellow gas fills the area, causing all targets within a 50' radius to pass a DC 16 FORT save or take 1d3 points of temporary STA damage.
4. A stream of burning blood sprays from the eyes, causing the nearest target 1d8 points of damage and setting them aflame. No save.
5. A shockwave of pure force energy explodes from the mind, causing all targets within a 40' radius to pass a DC 14 REF save or take 1d3 points of damage and be knocked prone.
-TF
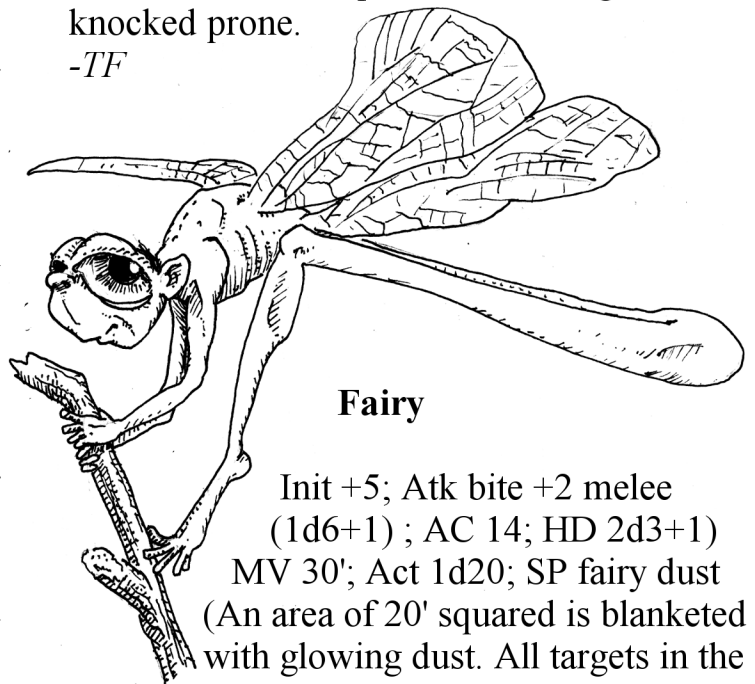
Fairy

Init +5; Atk bite +2 melee (1d6+1) ; AC 14; HD 2d3+1) MV 30'; Act 1d20; SP fairy dust (An area of 20' squared is blanketed with glowing dust. All targets in the area must pass a DC 15 WILL save or fall fast asleep for 1d3+1 turns.); SV Fort +1, Ref +5, Will +2, AL N
-TF

13

Gas Spore

Init -3; Atk bite +2 melee (1d6); AC 5 ; HD 1d3; MV 30'; Act 1d20; SP explode (causes 2d8+2 points of damage, minor corruption); SV Fort -2, Ref -3, Will +2, AL L

Gas Spores can be thought of as the shadows or echoes of Beyonders except they are the result of multidimensional beings, so they are pseudo-physical on the Prime Material (3rd dimensional) plane.

Gas Spores are often found in large clusters known as "Parallel Gardens", and this is no accident. Some wizards are aware of the dimensional strata and attempt to travel between the 'branes. Inter-dimensional travel is risky and fraught for mere three dimensional beings. Some use magic items or powerful spells like Planar Step. Others have attempted to build portals to other worlds, one kind of Portalarium is a Parallel Garden.

To cultivate a Parallel Garden a wizard usually
1. Scrys to pin-point the location of a Beyonder
2. Identifies a corresponding point on the Prime Material Plane likely to manifest a Gas Spore

3. Travel to the location
4. Carefully capture the Gas Spore and transport it back to the intended location of the Garden
5. Take Gas Spore prints (must be stored in special air tight bladders)
6. Grow mycelium and fruiting bodies from the spore prints
7. Inoculate the Garden with mycelium
8. The mycelium will form a network of nodes which will eventually grow into fully developed Gas Spores
9. Each node provides access to an alternate dimension

Number Appearing: d4+3
HP 1
AC 5

Explode: when a Gas Spore is struck it will explode in a cloud of mutagenic spores, Reflex Save negates. Anyone caught in the blast must roll on the Minor Corruption table (permanent). If there are any other Gas Spores within melee range of the explosion there is a 50% they will also explode, calling for more Reflex Saves for anyone caught in the blasts.

-Richie Cyngler
glitchpop at the gmailz

Ghoul Hag

*(See Ghoul, DCC Core Rulebook pg. 414)*
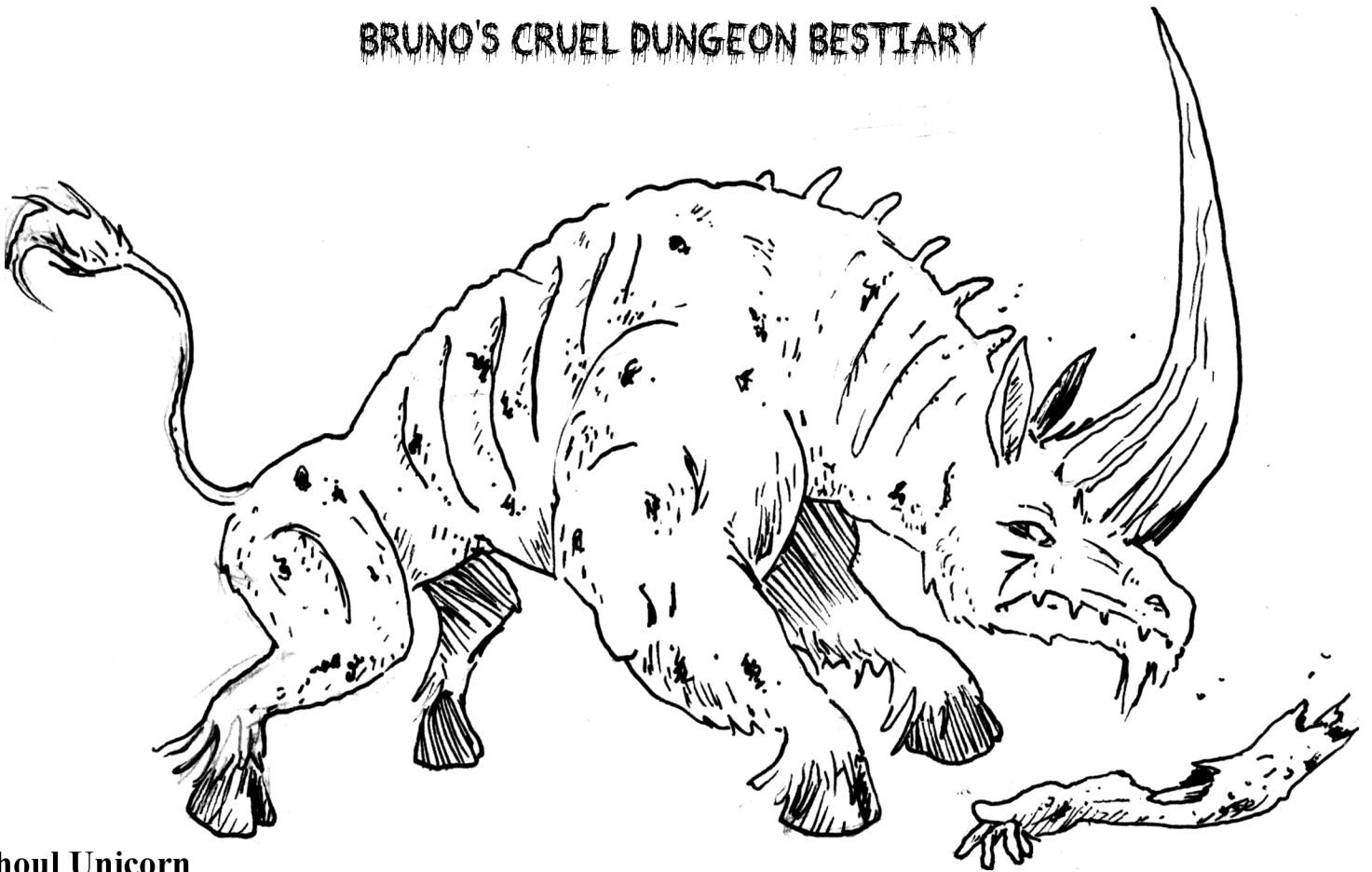
Ghoul Unicorn

Init -4; Atk rot horn +4 melee (1d8 + disease; see below) or hooves +3 melee (1d6); AC 16; HD 5d12+5; MV 60; Act 3d20; SP disease (Fort Sv or target takes 1d8 Con damage; if reduced to 0 in this manner, target rises as a zombie at the next sunrise), inexorable charge (see below); SV Fort +1, Ref +1, Will +4; AL C.

Inexorable charge: By charging into battle, the unicorn zombie may make a free hoof attack against any target in its path, no matter the number of targets. This charge must be made in a straight line toward an end target and at a double move (120'); this target is the recipient of a rot horn attack, made at a +2 bonus. All attacks made against the unicorn zombie during the round it charges are made at a +2 bonus; the un-dead monster leaves itself wide open to attack during the charge.

-Adam J Muszkiewicz
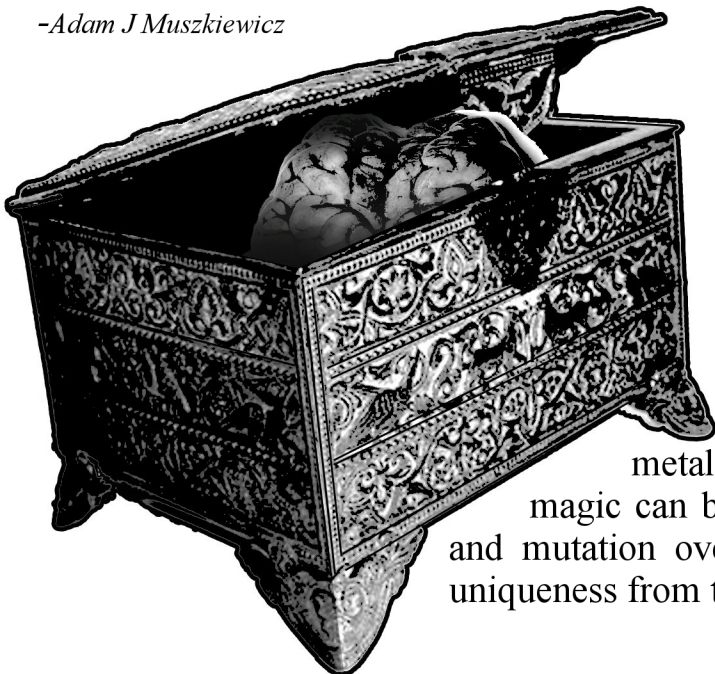
Mimic

Init +4; Atk see below; AC see below; HD see below; MV 30'; Act 1d20; SP see below; SV Fort +4, Ref +4, Will +5, AL C

Mimics are generally wizard furniture that has been in the presence to too much weirdness for too long. Corruption is a powerful force that seeps into wood, metal, leather... really any object exposed to powerful enough magic can become a Mimic. Mimification is a process of exposure and mutation over time. It is like slowly being born into the pain of uniqueness from the peace of ignorance and unity.

Mimics are enslaved and Mimics are alone. They have been completely objectified by society, now they are conscious and pissed off! Encountered Mimics are almost always hostile to sentient creatures. Mimics often possess strange magical abilities. They will often be found in the company of their inanimate kind, desperately attempting to communicate. Mimics are usually antagonistic but are also quite intelligent and devious. They will often masquerade as inanimate objects biding their time and assessing the worth of the ambulatory sentient who find them. Rarely they may be able to be convinced to aid adventurers.

HD 2-8 variable depending on materials and abilities (some Mimics are quite fragile)
AC 8-15 variable depending on materials and abilities
Attack bite: d8, most Mimics have a sharp maw
Attack special: all Mimics have special attacks related to object type, materials, and corruption magics that caused their mimification. For example, Blanket Mimics usually smother or suffocate, causing paralysis and d6 damage per round until removed.

Mimics abilities are related to their original object form, here are a few of examples:

Beaker Mimic
HD 1+2
AC 8
Beaker Mimics are weird and stained foreign colours. They have been used to brew potions. They have a love of liquids. Anyone in possession of a Beaker Mimic is driven to drink any liquid substance encountered with jolly impulsiveness.
Use: Pouring ale or wine into a Beaker Mimic will produce one draft of a random potion.

Chest Mimic
HD 8
AC 15
Chest Mimics are a classic. This is probably due to that fact that many Wizards like to store weird magical items they find in chests, so as not to be affected by powers beyond their comprehension. These chests become exposed and invariably eventually mimicified. Chests have a 2d8 bite, given their powerful hinged jaws, they eat gold and often contain pocket universes (similar to Bags of Holding).

Special, jewel encrusted Chest Mimics can shoot prismatic beams, 4d6 damage, from their gemstones. If struck by a beam Fort Save for half damage, all those struck now have inverse gold fever, and will attept to divest themselves of all of their gold...

Claytonian 2015
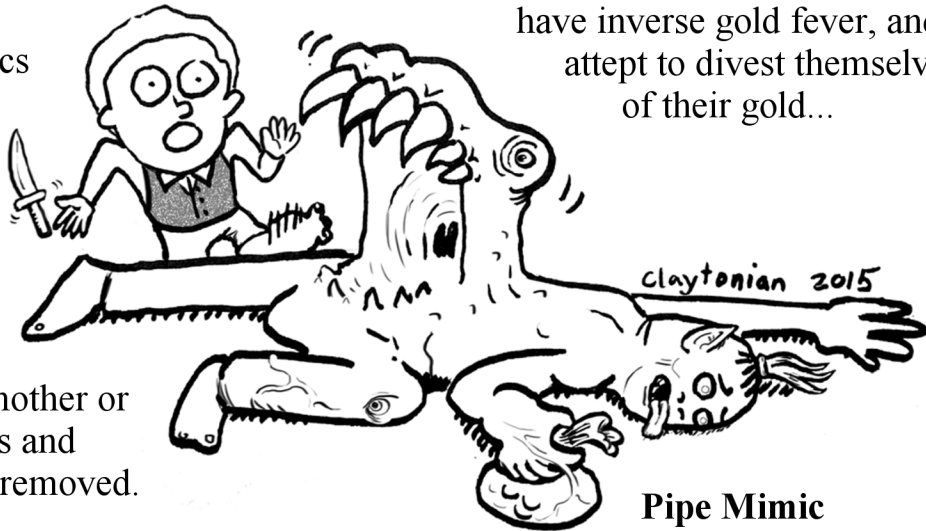
Pipe Mimic
HD 3
AC 14 (agile)

Pipe Mimics are wily. They will often keep their true nature hidden for years, whispering in the ears of the sentients through smoke, manipulating them to their will.

Special, asphyxiate: save vs paralysis (negates) or take d6 damage per round for d4 +4 rounds or until spirit smoke is expunged.
Use: A Pipe Mimic can be smoked to watch the events for the following day behind closed eyes. When acting on viewed events, during said following day, the smoker rolls Advantage.

Roll randomly for Mimic type

1. beaker	26. dead adventurer
2. sack	27. coin purse
3. backpack	28. pile of yams
4. barrel	29. painting
5. bookshelf	30. brazier
6. table	31. door
7. chair	32. ladder
8. pipe	33. shield
9. lantern	34. lute
10. victrola	35. tapestry
11. scroll case	36. foot locker
12. candelabra	37 cauldron
13. book	38. suit of mail
14. boots	39. statue
15. rug	40. fountain
16. blanket	41. holy symbol
17. easel	42. quiver
18. pipe organ	43. lectern
19. drum	44. hearth
20. chest	45. platter
21. sword rack	46. cart
22. siege weapon	47. mirror
23. anvil	48. bucket
24. vanity	49. bathtub
25. mounted head	50. altar

Mimic - Richie Cyngler   aditiional types- TF

Orc
(See DCC Core Rulebook pg. 423)

Mud Golem

Init +0; Atk slam +8 melee (3d10); AC 13; HD 10d8+11; MV 20'; Act 1d20; SP armor smash, mud flow; SV Fort +7, Ref +0, Will +6; AL N; Int 9, Str 20, Agi 9.

Armor smash: Any successful attack with at least one natural 10 on one of the damage dice damages the foe's armor: if the strike is notblocked by a shield, any non-magical armor is damaged and loses -1 AC (being destroyed if its complete AC bonus is removed); otherwise any shield bearer's non-magical shield is destroyed.

Mud flow: A mud golem can use this ability once per day, for 1d4+1 rounds, doubling its movement and gaining an extra 1d20 action die per round. While mud flow is active, the golem's AC is reduced to 10.

A Transmute Earth spell with a spellcheck result of 20+ can deal 3d12 damage to a mud golem; a successful lower result can drive it back 120'.

- Jürgen Mayer
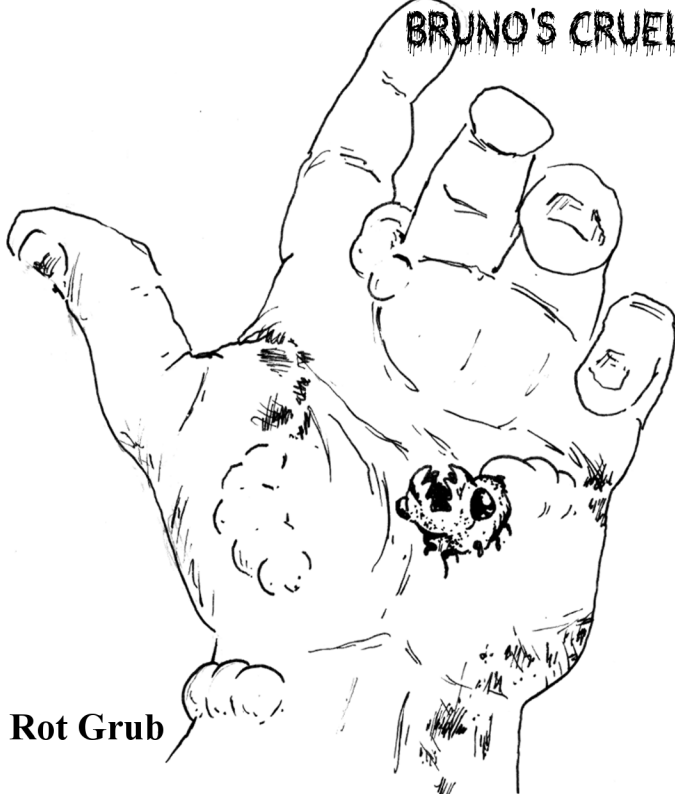
Rot Grub

Init -1; Atk bite +0 melee (1d2); AC 10; HD 1d3 ; MV 10'; Act 1d20; SP fleshbore; SV Fort +1, Ref -2, Will +1, AL N

fleshbore: Anyone who comes in contact with a Rot Grub must pass a DC 20 Ref save or the creature immediately burrows under the skin. Roll a d7 to determine effectsfor each Grub.

1. emerges from the from an eye, determined at random, causing 1d8 points of damage and permanent eye loss.
2. burrows deep into the brain, causing 1d8 points of permanent INT damage and a slow descent into madness.
3. Severs a limb from the inside, causing 3d6 +2 points of damage and permanent limb loss.
4. chews away at the face, causing 2d8 points of damage and permanent disfiguration.
5. eats away at the stomach lining, causing horrible pain and death in 1d6 hours if the creature is not extracted by some means.
6. bursts from the throat in gruesome fashion, causing instant death, no save allowed!
7. settles at the base of the brain and expands, causing the head to explode violently. This not only causes instant death to the unfortunate victim, but also sends shrapnel flying at all adjacent targets. Skull shrapnel causes 1d6+1 points of damage, with a DC 15 REF save for half damage. *-TF*

Rust Monster

Init +1; Atk antennae +5 melee (nil; see below); AC 17; HD 5d10; MV 45; Act 2d20; SP aggressive oxidization (antennae cause metal touched to rust, see below); SV Fort +4, Ref +4, Will +1; AL N.

Aggressive oxidization: The touch of the rust monster's antennae causes metal objects to suddenly oxidize, leaving behind only pile of rust, which the monster then consumes. Ordinary metal items (even armor or weapons) receive no saving throw against this oxidization and collapse immediately into rust powder. Magical items may be saved by a successful Reflex Save by their bearer (DC equal to the rust monster's attack roll); exceptionally powerful magic items will confer up to a +2 bonus to this roll.

- Adam J Muszkiewicz

This prevents it from merging with stone and lowers its AC to 12 for 1d6 rounds while it reforms its structure to stone. Xorns are immune to any kind of fire and cold and get a Fort save against electrical attacks, negating all damage if successful and taking half damage if failing. It always takes only half damage from edged weapons.

-*Jürgen Mayer*

Xorn

Init +0; Atk slam +7 melee (1d3) or bite +7 (6d4); AC 21; HD 7d8+7; MV 30' or burrow 30'; Act 4d20; SP camouflage, stone meld, immunity to fire and cold, resistance to electricity and edged weapons, all-around vision, smell precious metals 20'; SV Fort +7, Ref +4, Will +5; AL N.

A Xorn can use three slam and one bite attacks per round and fight up to three opponents at once.

It can use camouflage to blend into stone backgrounds, gaining +5 to hide attempts. In combat, it is more likely to meld into any stone surface, then move and attack from somewhere else 1d3 rounds later, thereby gaining surprise (top of initiative order)

The Beast Which Shall Not Be Named

Init -2; Atk bite +1 melee (1d10+2), laser beam +3 missile (2d8+1); AC 13; HD body 7d12, eye stalks 3d4 each; MV 30'; Act 2d20, 1d16 per eyestalk; SP see below ; SV Fort +2, Ref -2, Will +4, AL L.

While passing through stone, it can be damaged by a Shatter spell as if it was an inanimate object. A Transmute Earth spell with a spellcheck result of 20+ on the stone area it passes through will destroy it; a successful lower result will expel it from the stone and turn its body into mud.

Despite the reluctance of commoners to speak of this foul creature by name, it has been given many names when whispered of amongst the experienced adventurers. Some of those include Beyonder, Eye of Many Gazes, Gazekin, Opticlops, Orbeye, and many more too numerous to list.

19

The word "Beyonder" , the most common name for these creatures, is actually a mistranslation of an extra dimensional word into auditory/ textual language. Beyonders are manifestations of a facet of these multidimensional beings.

In fact they are akin to an auto-immune response in the body to niggling third dimensional distractions - lower dimensional sensory and immune response.

There are two kinds of Beyonder engagement known as Subconscious and Conscious.

Subconscious: The eye-stalks, third-dimensional nerve endings, scrub the 3D space for possible threats and combat annoyances where necessary in a mostly mindless scatter shot approach.

Conscious: When the consciousness of the being is elsewhere, the large central eye remains closed. It is only when the full attention of the Beyonder is pulled to the third-dimension such as when the Beyonder has taken significant damage or had many eye-stalks removed, or for many other possible reasons as determined by the GM.

2d10 eye-stalks
AC 13
HD 7 + eye-stalks 1 HD each
If the main body is killed the eye-stalks also die

Eye-stalks attack, trying to isolate and destroy the offending entities
Distribution of eye-stalk types
40 % paralysation beam (save negates)
30 % laser beam (2d6 save for half)
20 % mutation beam (save negates, roll on major corruption table if hit)
10 % transmogrification beam (save for less mogrification; wholly or partially changed into another form of life/matter/energy)

Large Central Eye
The large remains closed unless some creature or object warrants conscious attention, such a danger, threat or significant curiosity.

Special attacks/effects:
Cone of 'Branes
When the central eye opens so do a series of dimensional curtains, as the eye sees across eleven dimensions. Staring into the eye you see through the back of your own mind.

Those who make eye contact with it must roll a Will Save, if failed: fall prone, stand and drool or flee in terror for d4+1 rounds

Confluence of Energies
The opening of dimensions causes a magical power surge. Anyone caught within the 30' cone of view must roll on the Greater Corruption table once per each ROUND they are in the large eye's cone of sight. Effects last d6+1 days (of course PCs won't know this unless they've come across Beholders before or are Wizards who have researched the phenomenon).

-Richie Cyngler

AN INTERVIEW WITH BRUNO GALAN

Dungeon Lord: *"Where did you get your start in gaming?"*

BRUNNO GALAN: "I was 18. It was one summer in Spain, I played with my stepmother's kids and their friend who GM'ed. We played RuneQuest but the way I remember it I've got a feeling a lot of the rules weren't actually the official ones and probably improvised, but maybe I'm wrong. I actually had a lot of fun with it so I decided to look into the hobby. It's funny because I remember previous to that when some friends would tell me about tabletop RPGs and I'd think it was too geeky even for me, the comic-book fanatic. Let's just say I was slightly wrong on that!"

DL: *"Were you always interested in running games, or did you start as a player?"*

BG: "The same summer I played for the first time, I tried to run a game for my stepmom's kids and someone who is akin to a younger brother to me back in Spain. I remember being really bad at it but not realizing it back then, like most starting GMs I imagine. (Or at least like to think so!) Both sides of the game interest me equally, but because I mostly GM these days I guess it would be hard for me to play in a game where the GM's style greatly differs from my own. I probably wouldn't stay in a campaign if I get the feeling my actions don't really matter and it's all the GM's preplanned story."

DL: *"How did you find your way to this amazing community we call the OSR?"*

BG: "Thank 'Castles & Crusades' for that! I can't even remember when or where I first heard about it exactly (I think 2011!) but I loved its simplicity. I've house-ruled the hell out of it since I got the books, I don't even use the Siege Engine, but to me the most important aspect of C&C is that you can do everything with Ability Scores, they all affect different saves so there are no dump stats and there are no level limits for any race. Not enough credit is given to C&C these days in my opinion, it's the one that got the ball rolling. A lot of its detractors fixate on not liking the Siege Engine while overlooking how easy it is to house-rule it away. I'm not a fan of the Siege Engine myself and Castles & Crusades still my go-to OSR game! 'Lamentations of the Flame Princess', both the main game and the brand, was the first to show me what the OSR could do beyond replicating the past. I feel once more like a lot of its detractors center on the wrong stuff. I'm not a fan of every single thing that company has produced since its inception as some of it is just too silly for my taste, but in my opinion it's the OSR game that told people "You can really do what you want here, the fans make the rules now! Not everything has to be done as if Strategic Wizards are looking over your shoulders!

I remember back when I was a d20 buyer how bummed I was by 4th edition because I felt there was still more to do with the system. (And I'm really glad Paizo did Pathfinder, but that's an entirely different story!) The OSR cannot be stopped. No new game, edition or variant can push it aside. What I mean by that is that THE game is now in the hands of the fans who love it, forever. Anyone can do what they want with it, can publish their own sourcebooks, adventures, bonus material... Everyone will have their own different ways of using it but it's extremely modular and interchangeable. Someone who plays one OSR game can buy an adventure from a different OSR game and just run it without worries. In fact, if I may go in a tangent, I think it's time people made less OSR games and more OSR supplements, unless the game you have in mind really has something new to bring to the table and isn't just yet another copy of games that already exist but with extremely minor tweaks that no one will care about. I think settings/worldbooks are a legit reason to do new 'core books', but again, because you're bringingsomething new then.
Anyway, going back on track, the collector in me loves that diversity and multitude of material. The popularity of the OSR will rise and fall over the years, no doubt about that, but with the internet and indie publishers there will always be more."

IL: *"Can you recall the first dungeon you created?"*

DG: "It was for 'Hunter: The Reckoning'! Or rather 'Cazador: La Venganza' as I bought the book during the previously mentionned summer in Spain. I read it during a trip in Budapest and I remember how awesome it was to be on the Danube the same day I read about vampire hunting!
Anyway, it was a really crappy dungeon, truth be told. I ripped off the Blade movies and the heroes attacked a monster-filled night club! There was a secret entrance to the sewers on the stage. Which makes no sense. I was starting out and the players were having fun anyway. It's all that matters in the end."

IL: *"Do you prefer to run published adventures or those of your own creation?"*

DG: "I prefer to run my own adventures and I love to collect and read published adventures. That said, I do intend to use published adventures in my campaign because no campaign should enter a comfort zone, you have to keep things fresh and new. I also love stuff like one-page dungeons where you can simply drop it in your campaign without much prep time required besides quickly reading the thing. I've used one before and intend to use many more in the future."

IL: *"What motivated you to create your blog?"*

DG: "I already had a blog on Tumblr, Bruno's Geek Reviews. I realize now that the kind of wordy posts that I like doing were not meant to be on Tumblr at all.
http://eyerayofthebeholder.blogspot.ca/ exists because most of the RP community was on that side of the blogosphere when I created it and I wanted to be part of it. Places like Tumblr are starting to have more of a 'legit' RPG community, but too many back then were just "Here are some pictures of my new dice!" and the dice are next to some pre-made 4th edition character sheets. Nothing against that but it wasn't by crowd. But like I said, Tumblr has a healthier RP community now, in my opinion. Plus if you're gonna discuss RPG stuff it's better to use a blog site that HAS a proper comments section!
I mean, in other blogging and social platforms I see this very casual approach to the hobby where people come up with barely explained stories and you think "That actually doesn't work like that." I'm not talking about rules here, but stuff where people don't really get how it actually works and no one will question their vague claims regarding the game. Like with Out of Context D&D, where as much as I love that blog and it amuses me, there are times when I have to call bullshit on stuff that supposedly happened in a game. I call it personally to myself of course, because you never want to be That Guy. Who knows, maybe they have house-ruled the hell out of their campaign so it's Looney Tunes D&D or something...

But yeah, I do get the feeling that a lot of bloggers out there have a completely outlandish and cartoonish vision of how D&D works, that a lot of them just make up stuff because they think it's funny, or that a lot are taking an Out Of Character joke as if it was actual gameplay. Rant Over!"

IL: *"What advice do you have for anyone who would like to blog about old school role-playing games?"*

DG: "I'd say post about your opinions, ideas and/or usable gaming material. Your blog should be a reflection of your gaming philosophy. Avoid drama, because it's out there, but remain honest to yourself. Try to be inclusive and respectful to others. If you post about your opinion on something, be open to the arguments of others or even useful criticism.
My point is, when you do an old-school blog if it gets noticed, even slightly, people will give you their opinions back! They'll agree or disagree but the fun part is that I've never had a comment that was not informed by how the hobby actually IS, instead of some people's vague perception of what the hobby is. (As I've ranted about before.)"

IL: *"You've posted many "cruel" ideas on your blog. What inspired the idea of making things so hard on your players?"*

DG: "I've actually never used any of the 'Cruel' tricks on my players yet! I know, that makes me a hack! Jokes aside I'm just waiting for them to level up a bit because before recently they were all Level One! (See, I'm still cruel, the leveling pace was soul-crushing!) But yeah, they're just funny ideas I thought of and figured some others might get a chuckle out of it! That said, I do intend to use quite a few eventually, and let it be clear that my players do suffer a lot in my games! Well, at least the characters, I'd like to think the players themselves are having fun. Or at least having fun while they suffer.

IL: *"Let's say a group of adventurers find a "cruel" magic ring. What would the ring do?"*

DG: "What ring? Oh, you mean that Rot Grub that will burrow inside the character's flesh, the one with a visual and tactile illusion cast on it to appear like a ring?"

IL: *"What is the deadliest trap or monster you have run or encountered? What were the circumstances?"*

DG: "Encountered! Marie-Lou, I'm looking at you! To clarify, she's the DM in a D&D 3.5 game we've been playing on and off for years, me, her and her boyfriend (Rejean). Two moments come to mind.
The first was one time when me and Rejean found ourselves in a cultist house basement filled with tied up hostages. The house was next to the sea and there was a trap that broke a wall and let all the water from the sea inside the basement. We only had a few rounds before the place was filled up with water. We already had few HP left after a fight with some bad guys. We were trying to save the hostages since my character has a Good alignment and my Neutral ally didn't want me to complain afterwards if he left them to drown. We were bringing the hostages to the ladder while having to roll Swim checks every round (and failing many of them), with debris hitting us every round we stayed in the water... It was extremely stressful! The whole time I was standing up. In the end we had saved every hostage and my comrade was left in the water, near the ladder but unconcious after getting hit by one piece too many of debris! My character had something like 1 HP left and couldn't spend a single round in the water to pull him up or he'd be knocked unconcious too. What I ended up doing was taking off my cloak and handing it to an NPC we had just saved. Holding on to the cloak I jumped in to grab myfriend and the NPC pulled us up right away before I had spent a full round in there! (Thus avoiding the debris that would have done me in at the start of the next round.)
The second moment was equally awful! We arrived in a room that had a mind-controlling demon and plenty of Allips serving him!

23

The Allips would sap at our Wisdom and we only had a 50% chance of hitting them because they were incorporeal! The demon had a table of random effects for every round where we failed our saves, like make us just stand there doing nothing or attack each other instead of him. We managed to survive but I had very little Wisdom left! We needed a Cleric to save my character from staying half-mad!

I want to make it clear all dice are rolled in the open and we are only two PCs in that game! It's no picnic! When it comes to cruel DMs, Marie-Lou is the real deal!"

IL: *"Do you have a favorite trap or monster that you like to use in your games?"*

BG: "Oh man, not yet and I'm just waiting for my players to get to a high enough level so I can start throwing the FUN stuff at them... Vampires, Beholders, Mind Flayers, Mummies, Succubi..."

IL: *"What is the most memorable player character you can recall? Did you get the chance to kill the PC?"*

BG: "There have been many memorable characters in games I've run, but let's go with one who died so I can answer this question to its full potential!

Bruce Dragon-Slayer! Played in a previous now defunct campaign by Cindy, a friend of mine who's in my current campaign. The name was all arrogance, as Bruce was just a Level 1 Fighter! She played this swashbuckler dude who had long hair and was all about looking good! Sadly, Bruce Dragon-Slayer met his end when he and the rest of the party entered a room with a collapsing ceiling. The party survived the collapse but the ghouls who heard the noise ran there and finished them off in the dark. (Their light sources had extinguished because of bad rolls.) A really gruesome end."

IL: "Have you ever had a player get upset at something that happened in game?"

BG: Yes, none of which are still playing in my games! One got pissy about catching Filth Fever and about having trouble hitting a creature with a high AC. He did apologize the following game at least.At some point I was running a Pathfinder campaign with really unreliable players. They'd always show up late, stuff like that. There were three brothers playing in the game and when one didn't bother showing up because he had spent all night previous to that playing League of Legends, I told the others that his character would not be getting any XP even if his brothers were handling the character. It seemed to offend one of them so he purposefully got his character killed and after the game said he wouldn't continue. To be fair, he was polite and honest about it. I was also expecting it because I'd seen his facial expression when I mentioned the 'No XP for your brother' bit and the way he played afterward. The other brother there decided to leave too and the two remaining players (one of which was always really late) decided that two PCs was not enough for a D&D game. (It totally is, but I digress.) I took a long break from playing after that because even the group previous to them had been unreliable and it just made it a really crappy experience for me overall. It's what led me to do the two videos "How To Not Be a Bad Roleplayer" on my 'Bruno's Geek Reviews' YouTube channel. In retrospect yes the titles were petty, but I was in that mood.

More recently, I've kicked someone out of my current campaign. During one session she kept complaining how "It wasn't fair." that Cindy's PC received damage in a solo fight. I want to clarify that Condy's character wasn't even at half her HP in damage when she totally won the fight and that the girl complaining (who shall remain nameless) wasn't even in that scene! (Cindy was totally cool with it and is a champ when it comes to dealing with character deaths anyway!) That person made the experience really crappy for everyone involved that night, completely spoiled the mood. On top of that, in every single session she had been in the game since being invited she was obviously not understanding how it worked and wanted everything to be translated to her in terms of World of Warcraft and Lord of the Rings.

It's understandable the first few sessions someone plays, but after a while you realize that some people just don't have the knack for it and have trouble using their imagination.

That's not why she was kicked out though, that's because of much more serious reasons. Namely, the fact that during her last game with us she drank the whole time and afterward wanted to take her car, complaining and insulting us when we wouldn't let her. It apparently wasn't her first time doing something like that. I decided to stop hanging out with her entirely, which included the game of course. Afterward I got a Facebook message from her along the lines of "I guess we'll never know the real reason why I was kicked out of the game." and I didn't even reply to that. I was like "Really???" But yeah, it was awkward because she had forgotten her dice at my place so I had to schedule that with her so she could come pick them up.

It's never fun when that stuff happens, but at some point you have to surround yourself with people who'll make the game fun and not a chore."

JL: *"What advice do you have for anyone who wishes to run a "cruel dungeon"?"*

DG: "Make sure you have the kind of players who'll take it well. (I personally won't surround myself around people who wouldn't anymore but that's me.) Always allow a saving throw and/or a clue that will let the player avoid whatever crappy thing might happen to them. If just entering a room will do something bad, there should be something that could have warned the player beforehand if they had acted with more care. I use the term 'cruel' as a joke, I often just mean 'Not pulling any punches'. Any DM can do a total party kill at any time, but it should never be unavoidable for the players. I remember being disappointed about a trap in Fuck For Satan that was basically "If you've walked down this hallway, you're trapped". No saving throw, no clue regarding that whatsoever. Just exploring the dungeon, the goal of the game, would punish you. And that was coming from Raggi, the guy who gave the wise advice in his core books not to do that kind of stuff.

That confused me, and I'd consider that legit DM cruelty without any tongue-in-cheek used for the term. (I still like Lamentations of the Flame Princess, but it's my personal criticism of that specific product.) Honestly, I think none of my cruel ideas are as bad as The Tomb of Horrors!"

JL: *"Secret Doors, yes or no? Explain."*

DG: "Sure, but if you make finding one the only way to continue in a specific adventure, don't be mad when the players fail their rolls and go back to the tavern!"

JL: *"What is "Chronicles of Death and Dungeoneering", for our readers who may not be familiar with it?"*

DG: **chroniclesofdeathanddungeoneering.blogspot.com** is the blog where I write an ongoing OSR-influenced Fantasy story. At the end of each post, readers can vote from a series of choices that will decide where the story goes next from there.

JL: *"Do you think you will run into any difficulties with allowing the community to participate in the project?"*

DG: "No matter what happens regarding the amount of readers I promised myself that when enough material was written for it I would put it up for Print-on-demand on Lulu.com! I had a cool logo made by Cesar Valladares after all (at **www.cesarvalladares.com**), it would be a waste not to use it on an actual product!It's actually funny because I feel guilty about that logo! Cesar is illustrating this RPG book I'm working on, it's a setting I'm creating. I won't give any details yet because I still have an adventure to write in an established RPG setting so I have to finish that first. Anyway, I asked him how much he'd charge for a logo, we agreed on a price and he sent it to me and it was awesome. I put it up on my blog and then I saw him post the logo on his Facebook page and I realized he thought it was for the RPG!

And of course he would have, that's what we had been working on together and I never made it clear the logo was for my personal fiction blog! I felt really bad about that. But yeah, I'm promoting him by mentioning him here so that should make up for it!"

JL: *"Your beloved PC just met his end in a "cruel dungeon" in an epic fashion. How did the PC die?"*

BG: "Oh, I don't know about epic... In the only game where I'm currently a player, Marie-Lou's game, she loves to use situational rules and varied scenarios to make otherwise easy encounters really difficult and, well, cruel! The common stuff can kill you and remind you that your character is not Hercules! Like recently we had to deal with low-level archers in a city street, but they all shot at us at the same time from different rooftops! The simple logistics of getting up there and moving from one rooftop to the other really drained us of HP because we were getting shot at the whole time!
I think it would be something related to skill checks... At some point some roll is required to avoid falling or drowning, something like that... He has to cross a thin rope while keeping his balance, or he has to climb up to a high place, or he drowns while trying to fight a creature in the water. Something really difficult and 'unfair' where if he had just been in a simple 10x10 room he would have easily won the day! And then a much weaker but more skilled Rogue passes by and loots his awesome cutlasses!"

JL: *"Thanks Bruno!"*

BG: "My pleasure!

Quick shout-out to the people I play with:
 Marie-Lou, Rejean, Cindy, Chloe and Miguel!

And before I go, I'd like to remind all players that I am not responsible for any dead PCs who explored Bruno's Cruel Dungeon, appearing in this issue, your DM who decided to use it is responsible! "

26

BKM· 2007

Early to Bed, Early Demise

(A **D24** Sleep Table)

By: Asia Pickle

Rest is vital and without it we won't be ready for the adventures ahead. For many, sleep presents untold benefits or struggles. Recover hp normally unless otherwise noted. Roll a d24 modified by Luck.

ROLL OUTCOME

1. **No sleep** – You sleep not a wink and just cannot perform at your best. No hp recovered and the next day you are -2 on all d20 rolls.
2. **Night terrors!** - Wake up randomly all night screaming bloody murder. You nor anyone in the same room or general area recover hp from rest.
3. **Restless sleep –** Toss and turn all night. Recover only half hp from rest, round down.
4. **Lumpy bedding –** You awake with muscles sore and knotted. -2 on Strength based rolls until next overnight rest.
5. **Oversleep!** – You over sleep and in your haste to catch up you forget 1 random item from your equipment list (this excludes weapons and armor).
6. **Infested Bedding –** Your bedding is crawling with pests and you itch from bites all day. Take a -2 penalty on Personality checks until next overnight rest.
7. **Drowning dream –** You dream that you are drowning! Any body of water that you could possibly drown in give you the willies. -2 on Will saves & Intelligence rolls while water is in sight until next overnight rest.
8. **Guys, listen to the dream I had… -** You have the strangest dream. JUDGES NOTE: Create an elaborate, nonsensical dream that has no poignant or helpful details.
9. **Free fall dream!** - You dream that you are falling from a great height. Judge adds 1d4 to any DC that involves heights taller than yourself until next overnight rest.
10. **Sleep-walker** – roll a 1d5: 1) PC stands up and relieves themselves on their own equipment, 2) PC eats all of their own rations in the night, 3) PC punches another random PC for 1d3 subdual damage, 4) PC crawls into the bed of another random PC and makes them really uncomfortable; invaded PC gets no rest and recovers no hp, 5) PC trips while sleepwalking causing 1d3 damage to self, taken after healing from rest.
11. **Sleep-talker** – *JUDGES NOTE*: Let bashful players opt out of role-playing and interpret for them. Roll 1d5: 1) PC says something embarrassing, 2) PC reveals a secret, 3) PC professes their love for another random PC, 4) PC makes animal noises, 5) If PC is a magic user, they cast a random spell from their spell list at its lowest successful potency at a random PC in the same area/room; if not a magic user then re-roll.

12. **Normal Nights Rest –** Benign dreams with no interruptions. Recover hp as normal.
13. **Geniuses Don't Sleep –** Your mind works even while you sleep; computing and analyzing. The next Intelligence check that you encounter has its DC lowered by 5 (for you only), but you only gain half hp from rest, rounded down.
14. **Where are my clothes?** - You dream you are dressed less than modestly in public. *JUDGES NOTE*: Let player interpret how they are dressed for themselves. Give PC a 24 hour temporary +/-2 to Personality depending on their reaction.
15. **Patron Parley –** Your patron visits you in a dream and a deeper connection to them. +2 on Invoke Patron rolls. If you have no patron, the dream is maddening and you suffer -1 on Intelligence based rolls until next overnight rest.
16. **Super dream!** You dream you have won a great Turkish oil wrestling tournament! Those guys were tough! You feel amazing & brawny! +2 on Strength based rolls until next overnight rest.
17. **Dawn Meditation –** Get up early and meditate for an hour. You are focused & alert. +2 on Intelligence based rolls until next overnight rest.
18. **Fauna Fantasy –** You dream that you are a graceful elk, bounding through the forest with ease. You feel balanced & lithe. +2 on Agility based rolls until next overnight rest.
19. **Inner Peace –** A long passed loved one visits you in a dream. They tell you that they believe in you and are so proud of what you've accomplished. +2 to Will saves until next overnight rest.
20. **Midnight Mongoose –** You dream you are a valiant mongoose in a fierce battle with a cobra. Your lightning quick reactions & instincts win out! +2 to Reflex saves until next overnight rest.
21. **Slumbering Stone –** You dream you are a mountain. You see storms, seasons, years, and civilizations pass; you are unchanged. +2 to Fortitude saves until next overnight rest.
22. **Diviner's Dream –** You have a prophetic vision while asleep. Judge must provide PC with some helpful information about the adventure ahead.
23. **The Greatest Sleep of your Life –** You sleep like a babe in mother's arms. You recover full hp and are so rested you gain a temporary extra 1d4 hp over your maximum. Extra hp is lost first from damage and expires at next overnight rest.
24. **Lucid dream –** During your sleep you become aware that you are dreaming and able to control all aspects of it. This almost never happens; how fortunate! +1 to your Luck score.

COMPATIBLE WITH DCC RPG

THE DIMVALE DUNGEON ☆☆

by Matthew Lowes

5 30ft statue has red gemstone eyes, identical, except the left has a large scratch in it. That one is cursed.

6 Books & Potions — 600 GP Hidden

7 Relief carving contains black gate. If examined for more than 1 min, a demon comes

8 Zombies... or a MUMMY gold jewelry/amulets

→ Side door opens easily / door to 5 is locked

1 Dust, Damp, feint putrid smell bones/human remains (looted)

2 Fresh water well, frayed rope, rusted bucket with small hole.

3 Emaciated Human prisoner, chained to heavy iron bed. Door locked from outside

4 Hobgoblins!
600 silver, 200 gold
blue gemstone
magic amulet
magic dagger

9 Mushrooms!
d4 > 1 — 1 d6 damage, vomiting, -2 All for 1/2 hour
2 — Nutritious & delicious
3 — 3d6 damage / +1 Intelligence
4 — Hallucinate monsters + 2d6 HP

10 Carrion Crawler(s)
Magic Item
2000 gp

✳ Add treasure/monsters as needed