

THE DUNGEON ZONE

Rules for Simulating the Play of
Fantastic Medieval Wargames Playable
With Paper and Pencil and Dice

EWEN CLUNEY



1-VOLUME SET

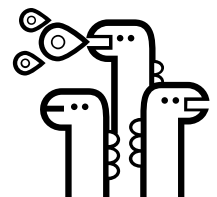
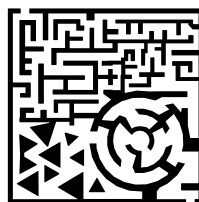


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THE DUNGEON ZONE

An RPG About an RPG

By Ewen Cluney



Credits

Yaruki Zero Games Presents

THE DUNGEON ZONE

Written and designed by Ewen Cluney (©2018)

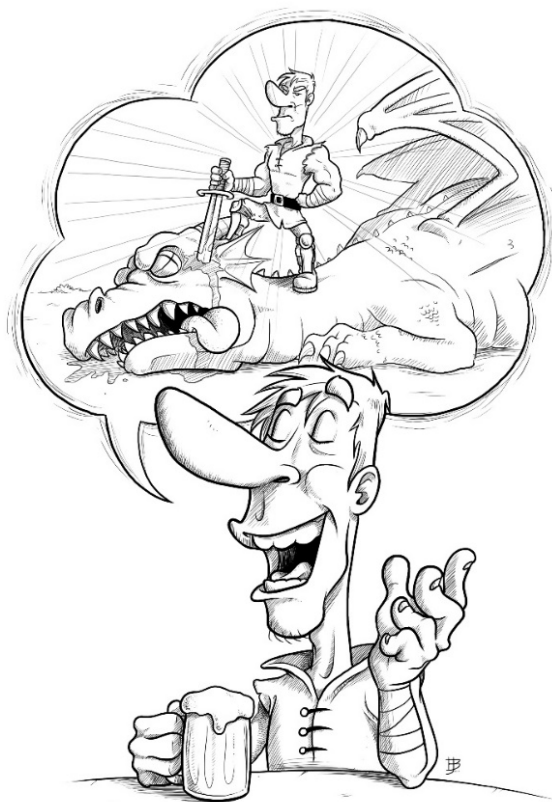
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Disclaimer: This is a work of parody!





*Gelatinous Icosahedron (Move: 12', HD: 5, AC 8, Att: 1/2d4 paralyzation)
A cousin of the gelatinous cube, but less subtle as it rolls around dungeons making a wet slapping sound.*

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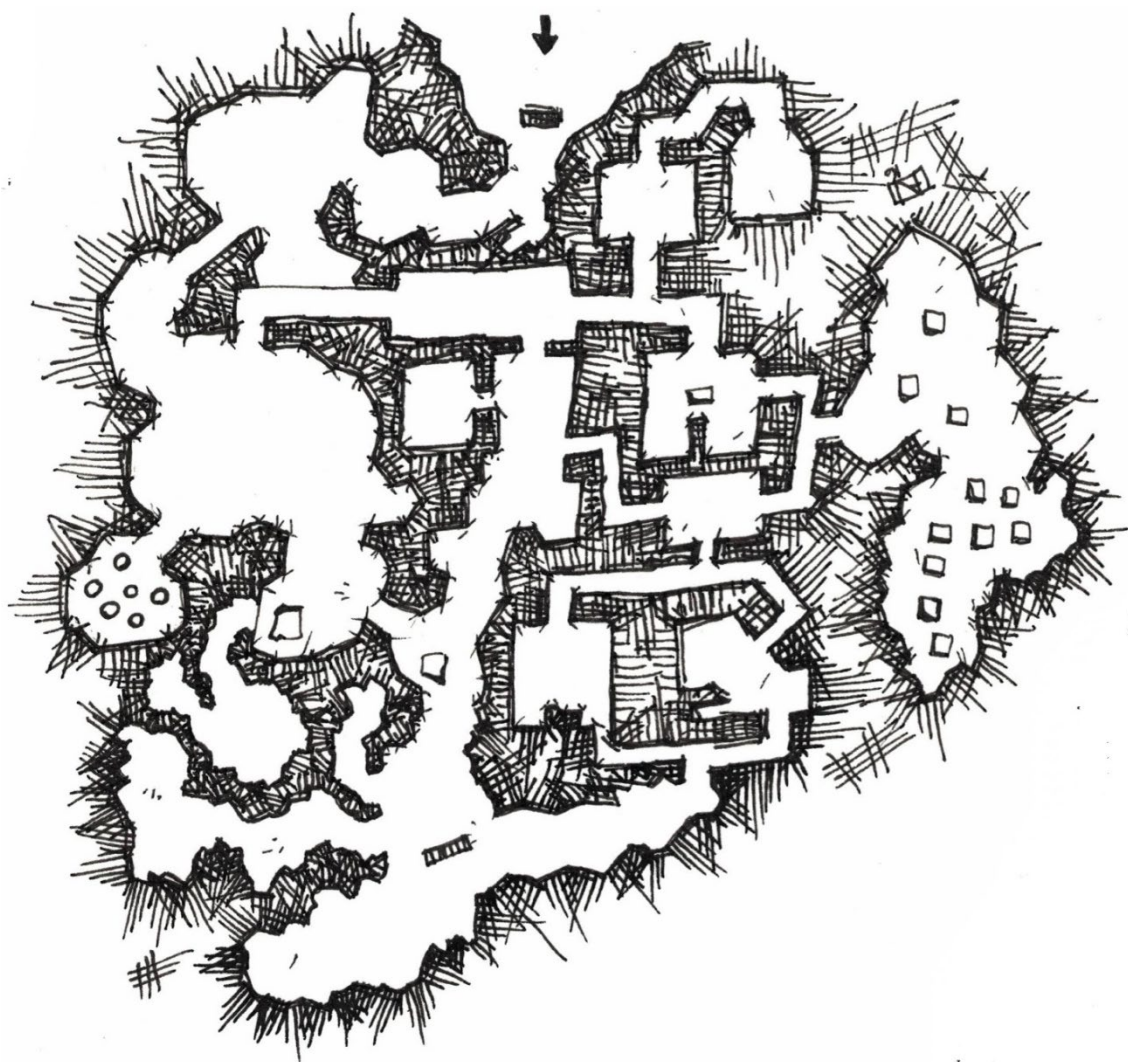
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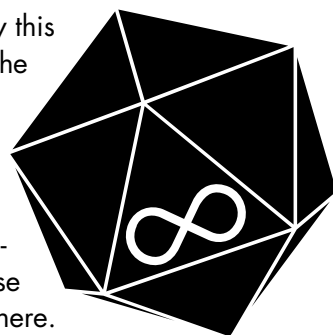
"Hey Ewen, why did you put that piece in the book?"

"Well, imaginary person I'm pretending I'm talking to, I couldn't pass up the chance to show people Ragey the Super-Angry Giant Seahorse."



Introduction

This is a game about playing a game. It's weird and meta. To play this game, you need some experience with dungeon fantasy RPGs, of the sort that totally dominate the tabletop RPG scene. There's the big one that rhymes with "Truncheons & Flagons," and too many other clones, variants, and spinoffs to count. If you don't know one or more of those... how did you even get this game? I mean, I'm legit curious, because I'm mainly selling it through niche hobbyist places. Anyway. Familiarity with Powered by the Apocalypse games helps too, but there are explanations of the relevant bits in here.



Dungeon fantasy is awesome! But dungeon fantasy RPGs tend to be... let's say specialized at being dungeon fantasy RPGs. They're not great for playing something like *Lord of the Rings*, *Game of Thrones*, or even the contents of some of the branded tie-in novels, but they're amazing at producing their own distinctive kind of play. It's less *Record of the Lodoss War* and more "It's Always Sunny in Faerûn." *The Dungeon Zone* is a tongue-in-cheek celebration of that kind of play, which you can experience secondhand in any number of actual play podcasts (I recommend *The Adventure Zone*), as well as works like *The Gamers* and *Knights of the Dinner Table*. The rules of *The Dungeon Zone* are meant to propel you into playing a group of socially awkward nerds playing a collection of bizarre fantasy characters through the kind of comedy of errors that that other game's rules tend to foster. You won't find rules for things like rolling critical hits or tracking spell slots, but you will need to be able to bullshit those things. Talking in funny voices is strongly encouraged too.

Getting Started

Gather a group of around 4-6 people, all of whom have a good idea what it's like to play a dungeon fantasy tabletop RPG. You can do this at someone's house, at a game store that offers play space, online, or somewhere else. Bring these rules, character sheets, reference sheets, pencils, and some six-sided dice or electronic substitutes (ideally 3 dice per player in at least 2 different colors). A PDF of the various sheets you'll need is available at:

<https://tinyurl.com/dungeonzone>

You can bring some dungeon fantasy RPG accoutrements (polyhedral dice, maps, miniatures, rulebooks, etc.) if you like, but it's not required. Plan to play for at least 2-3 hours, maybe for 6+ hours if you have the time and energy, and you can play multiple sessions with the same characters if you like.

One person is going to be the Zone Master (ZM), who manages the overall game and plays the Dungeon Master (DM), the head of the fictional game inside of that game, while the rest of the group will be Players who play Gamers and their respective Adventurer characters. The ZM especially should be familiar with the rules and the source material.

Be sure everyone understands the concepts of layers, moves, and tracks (explained in the next section) so they can make sense of the game in general, and then have each player make a character. The ZM uses the DM character creation rules on p. 58, while everyone else uses the Gamer creation rules on p. 24. The ZM also needs to figure out at least the basics of a scenario (p. 49), and then you can finally get into actually playing the game proper.



Basics

Let's get started with some basic concepts that you'll need to learn in order to play this game.

The Layers

Since this game is about playing the role of players playing a role-playing game, we use a shorthand for the different bits of the game in the hopes of keeping it from being hopelessly confusing.

- **Layer Zero (L0):** Actual real life, where you and some friends are playing *The Dungeon Zone*, portraying the characters in Layer One. Your "character" for L0 is you, the **Player**, except for the **Zone Master** (ZM) who's leading the activity.
- **Layer One (L1):** The fictional characters who are an approximation of real-life gamers, who are playing a fantasy role-playing game portrayed in Layer Two. Talk about your L1 characters in the third-person, mentioning their names. Your character for L1 is your **Gamer**, except for the ZM, who controls their **Dungeon Master** (DM) character and any other people or animals who might show up.
- **Layer Two (L2):** The fictional characters who are adventurers in a magical fantasy world. Your character for L2 is your **Adventurer**, except for the ZM/DM, who in L2 instead controls the monsters and other Non-Player Characters (NPCs) in the fantasy world.

I'll often refer to them as L0, L1, and L2 in the game's text. If you're having trouble remembering the layers, this chart may or may not help:

Layer Zero Real Life Playing TDZ	 Player	 Zone Master	 2d6	 Irony	 Moves
Layer One Pretend Gamers Playing a Fantasy RPG	 Gamer	 Dungeon Master	 d20	 Caffeine	 Shouting
Layer Two Fantasy World Adventuring!	 Adventurer	 World/NPCs	 Magic!	 Swords	 Gods or Whatever

Also, although you *could* add a Layer Three where your fantasy characters hang out at the local tavern and play *Papers & Paychecks* (or *Offices & Bosses*, *Humans & Households*, or any of the countless P&P retroclones), chances are the whole thing would just collapse under the weight of all that recursion.

d66 Tables

This game uses d66 tables as an optional tool to help with character creation, as well as some other stuff to make the DM's life easier, and a few extra tables I threw in because I can't help it, I'm Ewen Cluney, the Guy Who Makes Tables, Apparently. To use these tables, get two six-sided dice, and designate one as the tens digit and the other as the ones digit. Roll them and put the results together to get one of 36 possible results numbered 11 through 66.

For example, if you make the tens die black and the ones die white, a roll of 3 on the black die and 5 on the white die will give you a result of 35, like this:


$$\text{Black Die (3)} + \text{White Die (5)} = 35$$

Using Moves

Moves are discrete bits of rules that come into play when a character tries to do certain specific things in the game. A typical move will say something like "When you X, roll+(stat)." This means that when a PC does the thing described in the move, the player rolls two six-sided dice and adds their character's stat value. Gamer characters have four stats (Clever, Loud, Lucky, and Numbers), each of which has a value from 1 to 4; see p. 32 for full descriptions.

Certain things will give you **Advantage** or **Disadvantage** on a roll. If you have Advantage, you roll three dice and use the two highest, while if you have Disadvantage you roll three dice and use the two lowest. If you have multiple things giving you Advantage, you just roll the one extra die, and likewise with multiple instances of Disadvantage. If you have both Advantage and Disadvantage (regardless of how many of each), roll normally, with just the usual two dice. The rules will call for rolling with advantage or disadvantage from time to time, and the DM can also assign advantage/disadvantage if they think the circumstances are going to make things especially easy or difficult.

Once you have your total, the move will tell you what happens on different results. Generally speaking, an 8 or less is a **miss**, meaning you fail and possibly expose yourself to more harm, a 9, 10, or 11 is a **weak hit**, meaning you succeed imperfectly or at a cost, and a 12 or higher is a **strong hit**, meaning you have an unmitigated success.*

In this game, there are **Basic Moves** (which all characters can potentially use) and **Character Moves** (which are different between different characters), which are further divided into **Class Features** (things about your Adventurer) and **Gamer Features** (things about your Gamer character). Many Character Moves work like Basic Moves, but some modify how other rules work. Also, some Character Moves have limits on how many times you can use them per session. They'll note this in the description and with check boxes next to the move's name.

The ZM has different sets of both Basic Moves and Character Moves, and they work a little differently. DM characters don't have stats, so the DM moves that involve rolling use an unmodified roll where 5 or less is a miss, 6 to 8 is a weak hit, and 9 or higher is a strong hit.

* If you're familiar with *Apocalypse World* and the myriad games more directly descended from it, you might be wondering why the numbers are different. That's because this game uses a different numbering system for stats (1 to 4 instead of -1 to +2) and in the case of ZM moves no stats at all.

The Conversation and the Fiction(s)

This is explicitly not an RPG for beginners in that you need to have a decent amount of experience with another game to even make sense of it, so I won't waste your time or mine explaining role-playing games from the ground up. However, we do need to explain the concepts of the "conversation" and the "fiction."

The conversation is the natural back and forth of the group talking and role-playing. The fiction is the shared fictional world that emerges from the conversation. Not every RPG has names for these things, but every RPG involves them. We give them names partly just because it's a convention of the Powered by the Apocalypse framework that strongly informs this game, but also because they have such a central place in how the game works. The rules call for making rolls, adjusting numbers, etc. at certain times, but the core of the game comes from the group having a conversation that produces the fiction, with the ZM acting as a leader and final arbiter, and using the Principles (p. 43) as a guide.

In *The Dungeon Zone* you have a fictional secondary RPG going on that the rules only address in broad strokes, so as a group you need to be willing and able to BS your dungeon fantasy RPG, talking about hit points, saving throws, etc. even though this game's rules only make implications about them. Just as HP are an abstraction to represent how fatigued and injured your adventurers are, things in this game like Stress and Harm abstract the processes of playing a dungeon fantasy RPG and its effects on the participants.

There's also the part about how, thanks to the Layers, this game effectively has two interrelated "fictions." Layer One takes place in a realistic world, albeit almost exclusively in terms of what goes on while a particular group of nerds is playing an RPG. You can bring other events into the conversation/fiction, but ideally it should be through the framing device of the RPG sessions.

Be Cool

In this game you portray fictional gamers, and the game encourages you to not always play them at their best. They argue with the DM, bring petty squabbles to the table, and generally act out. It's not *all* bad stuff, but the bad stuff is definitely in there. Even so, you, as a flesh and blood human being sitting down to play a game with some friends, should try to be cool and generally not a jerk.

That's good (if vague) advice in general, but it's extra pertinent when you're playing a game where you pretend to be people who are basically caricatures of people in the same hobby as yourselves. Remember that you're here to have fun with some friends, and remember what is and isn't pretend. Different people can have very different needs when it comes to making a game like this work for them, so if problems arise, sit down and talk about it so you can find a solution.



Not what I meant by "don't be a jackass," but you need to chill out too, Donkeyman.



Stress and Harm Tracks

Gamer characters have two “tracks” called Stress and Harm, while the DM character has a Stress track but not a Harm track. Certain moves will make your character gain points of one or the other, and when you’ve filled all 5 boxes for one of those, your character has Fallout.



Stress represents mental wear and tear from your L1 Gamer character getting frustrated, upset, or annoyed. If you take too much Stress you have an outburst.



Harm represents adverse things happening to your L2 Adventurer character. This includes taking damage to your Hit Points of course, but also things like ability score damage, being cursed or poisoned, running out of healing, etc. Taking too much Harm means your character is dead or cursed.

Various moves will sometimes make your character take Stress or Harm, and the ZM can also assign points according to what makes sense for in-game events. When one of the tracks fills up completely, you have Fallout. Choose one type of Fallout for that track, erase all the marks in that track, and play it out as best you can.

Stress Fallout

- **Act Out In-Game:** Have your L2 character do something outrageous and possibly disturbing in-game. (In the case of the DM, they have one or more NPCs do something outrageous or otherwise make life difficult for the L2 Adventurers.)
- **Do Something Petty:** You do something petty, intended to annoy others. One other L1 character of your choice takes 1 Stress.
- **Threaten to Quit:** The stress leads you to make an unserious threat to quit playing in this dungeon fantasy game.

Harm Fallout

- **Cursed:** Your L2 character suffers a debilitating curse. You have disadvantage on all Numbers and Lucky rolls until you can find a way to lift the curse. This can be accomplished with a MacGuffin, with a favor from a powerful NPC, or by visiting a holy temple in-game and spending 2 Loot.
- **Expensive Resurrection:** The party is able to revive your L2 character, but it's costly to do so. They must spend a total of 5 Loot, but the party can owe a significant favor to an NPC for each point of Loot they are unable or unwilling to pay.
- **Permadeath:** Your L2 character outright dies and no one revives them. The other players can decide what to do with your Loot. Create a new L2 character, and reassign your Character Moves if you wish. Your L1 character won't be able to participate in the L2 game until the new character is done and the DM brings them in. See p. 47 for some suggestions on how to more smoothly handle Adventurers dying.

Gamer Basic Moves

These are the basic moves that all the regular players can use. The DM has a different set of Basic Moves; see p. 44.

Argue

When your L1 Gamer argues with other Gamers or the DM, roll+Loud.

- **On an 8 or Less:** You make a nuisance of yourself, and the other side stands their ground. Take 1 Stress.
- **On a 9 to 11:** You're able to more or less get your way. The one you're arguing with must give you a concession to what you wanted, but pick one:
 - You have to offer an in-game concession or *just roll*.
 - You have to offer a real-life (L1) concession.
 - Arguing about it is stressful; take 1 Stress.
- **On a 12 or Higher:** You're able to get what you want, within reason.

This is a catch-all move for when a Gamer (L1) character tries to argue with the other people at the game table to get their way, whether they're arguing over loot, arguing with the DM over how the rules work, or arguing over what course of action to take. For the love of god don't abuse or overuse this.

Just Roll

When all else fails and the DM tells you to roll a die, roll+Lucky.

- **On an 8 or Less:** You fumble the roll badly. Your Adventurer misses out on something important, takes the full brunt of whatever they were facing, or otherwise suffers.
- **On a 9 to 11:** You roll well enough that you don't suffer the worst possible fate, or it turns out that the DM was just messing with you.
- **On a 12 or Higher:** You roll absurdly well (probably a natural 20), and the ZM picks one:
 - You stumble across valuables! Gain 1 Loot.
 - You see the beauty of the cosmos and briefly commune with the gods.
 - You deftly avoid a source of danger.
 - You achieve something impressive that wouldn't normally be possible.

This move is something of a catch-all for when the DM has Gamers make rolls that mainly come down to luck. It's good for perception/spot checks, saving throws, and most anything else where your L1 character is just rolling a d20 and hoping it doesn't screw them over. For the ZM this can be a way to let Adventurers potentially avoid or mitigate the consequences of an incoming threat, especially if the Gamer has successfully argued with the DM.

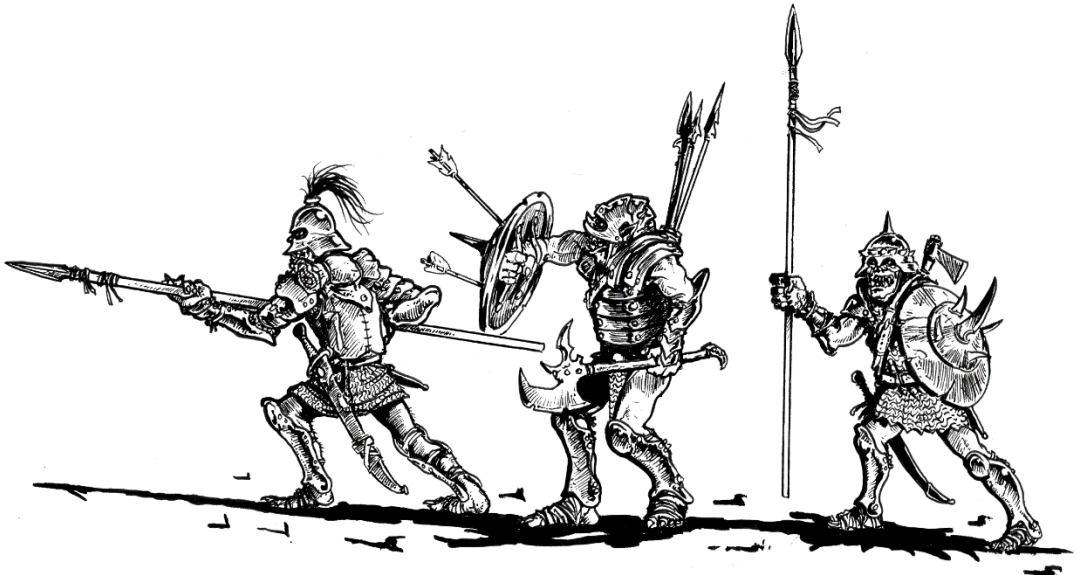


Kill Things

When you *have your L2 character kill things*, roll+Numbers.

- **On an 8 or Less:** You get yourself in trouble! Take 1 Harm.
- **On a 9 to 11:** You successfully make a pretty typical attack, causing 1 Harm. You can take 1 Harm or spend 1 Loot to instead cause 2 Harm.
- **On a 12 or Higher:** Critical hit! You cause 2 Harm!

This is the basic move for when the L2 characters fight enemies. Different characters achieve it in different ways depending on their class abilities. A fighter using a sword and a wizard casting basic offensive spells are both still using “Kill Things.” Successful uses of this move will cause Harm to enemies, and when the party causes enough Harm to the opposition they win the battle. Defeating a level-appropriate challenge takes as many points of Harm as there are party members.



Parley

When you *have your L2 character intimidate or negotiate with an NPC that you have some leverage over*, roll+Numbers.

- **On an 8 or Less:** The NPC becomes hostile, reports what’s going on to a superior, just plain stonewalls you, or is otherwise uncooperative.
- **On a 9 to 11:** The NPC will only budge if you either offer them something immediately or make a sufficiently convincing promise.
- **On a 12 or Higher:** You rolled especially well, and the NPC is more or less on your side for the moment.

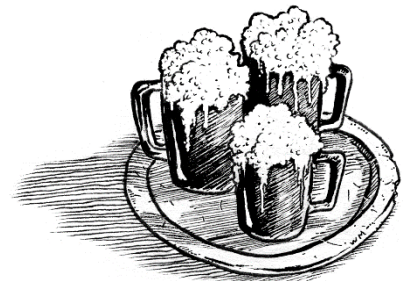
This is a general move for trying to influence an NPC, particularly when there would be a Diplomacy or Intimidation check in that other game. It’s set up so that you have to have some kind of leverage over the NPC in question, so there are a lot of cases where you’ll have to maneuver into a position where you can parley. Also, this being a dungeon fantasy game, the kinds of NPCs that PCs may want to parley with will often speak different languages. If your Adventurer doesn’t speak Draconic, they probably won’t be able to negotiate with kobolds.

Prepare

When you have your L2 Adventurer character *take time to make preparations to deal with a situation*, roll+Clever.

- **On an 8 or Less:** You waste time or make a serious misjudgment, leaving you unprepared.
- **On a 9 to 11:** Your preparations give you an important edge. Pick one:
 - Gain advantage on your next roll to deal with the situation.
 - Reduce the Harm and other adverse effects that it would've caused you.
 - Dampen or briefly negate an enemy's ability or advantage.
- **On a 12 or Higher:** By leveraging available resources and/or sheer cunning, you're able to do an excellent job of preparing for the situation at hand. Pick one:
 - Gain advantage on rolls to carry out your preparations.
 - Ignore the Harm and other adverse effects that it would've caused you.
 - Negate an ability or advantage that an enemy had.

In contrast to moves like *just roll* and *try something ridiculous* that involve spontaneous and possibly ill-advised action, when adventurers *prepare* they take some time to figure out and implement a course of action. Remember that it has the opportunity cost of requiring some time to set up. You can't use it when a fireball is already speeding towards you, but you might be able to use it if you can do something to the wizard in question before he casts his spell.



"This is your idea of 'preparing'?!"

Read the Room

When your L1 Gamer character *reads the room*, roll+Clever. If you get an accurate answer and use it well, you get advantage on the relevant roll.

- **On an 8 or Less:** Ask a question from the 9-11 list, but your Gamer receives (and for the moment believes) an entirely incorrect answer.
- **On a 9 to 11:** Ask one question, and the relevant L0 player must answer truthfully:
 - (To the DM) Are you just making this part up as you go?
 - (To the DM) How dangerous is this next part?
 - What could I give you to change your mind?
 - What would make you chill out?
 - Why did you do that?
 - (To Everyone) Who thinks that was bullshit?
- **On a 12 or Higher:** As per 9-11, but ask 2 questions.

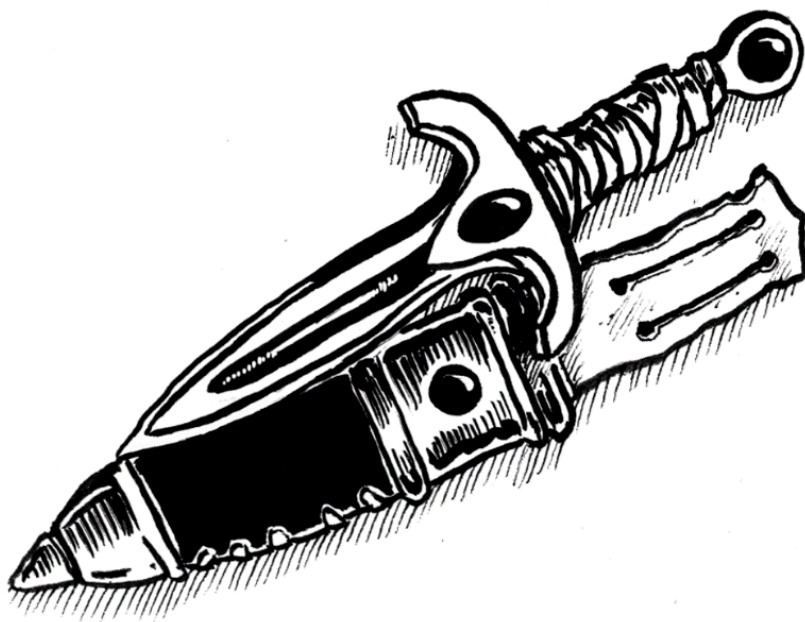
This move lets you gain insights about what's going on with the L1 Gamer characters. It can make the other participants answer interesting questions, which can help you get your way or just provoke them to develop their characters and the situation.

Take Their Stuff

When you *take stuff* from *dead/incapacitated enemies* or *treasure hoards*, roll+Lucky.

- **On an 8 or Less:** It turns out there isn't much of value.
- **On a 9 to 11:** You get an average haul; take 1 Loot.
- **On a 12 or Higher:** You luck out and find about the best loot this type of enemy could plausibly have. Pick one:
 - Take 2 Loot.
 - Take 1 Loot and get a MacGuffin.

This is for the second part of the process of killing things and taking their stuff. Generally, if there's a decent number of defeated foes or a decent amount of treasure, each player gets to roll to *take their stuff*. If the outcome seems unfair, Gamers can *argue* about it. This isn't the only way to get Loot points though; the ZM can assign them whenever the Adventurers acquire valuables.



Try Something Ridiculous

When you *try something totally implausible and ridiculous*, roll+Lucky.

- **On an 8 or Less:** Your stunt fails spectacularly. Take 1 Harm.
- **On a 9 to 11:** You're able to pull it off, but it's costly. Pick one:
 - Spend 1 Loot.
 - Take 1 Harm.
 - You attract unwanted attention.
- **On a 12 or Higher:** You roll exceptionally well (probably a natural 20), and are able to smoothly pull off something that normally shouldn't be possible.

Gamers like to try out all kinds of stuff that's totally bonkers. Sometimes it even works, especially if the dice are being nice to them. This is the move to use when a character tries to steal some guy's pants without him noticing, backstab with a ballista, or other things that don't really make sense but just barely work within the game's rules.

Use an Item

When you *use an item in your (L2) inventory to help you in your adventure*, spend 1 Loot, describe what item or valuables you picked up previously that will help you here, and pick 1:

- Prevent or remove 1 Harm from your L2 character or someone else's.
- Get advantage on the roll for a suitable move.

If you have a MacGuffin, it lets you accomplish something specific in the (L2) story that you wouldn't be able to otherwise. This could be a key that gets you into the villain's lair, amulets to let you travel underwater, or whatever.

Adventurers can freely exchange Loot points and MacGuffins among themselves, though this takes a small amount of time and free hands.



Situational Moves

These are some additional moves that the ZM may decide to use in the game if certain situations come up. They're more or less Basic Moves, but they'll come up less often if at all.

Carouse

When you *have your character try to carouse with NPCs*, roll+Clever.

- **On an 8 or Less:** You get someone mad or otherwise cause trouble for the party.
- **On a 9 to 11:** Pick one:
 - You get some useful information.
 - You have a great time! Remove 1 Stress.
 - You don't attract attention. (If you don't pick this you do attract attention.)
- **On a 12 or Higher:** Pick one:
 - You're able to seduce an NPC.
 - You have a great time! Remove 1 Stress.
 - You get some very useful information.

Where *parley* is for dealing with hostile NPCs/monsters that the Adventurers have some leverage over, the *carouse* move is a way to handle when the Adventurers go to the local tavern and live it up a little, or otherwise interact with neutral to friendly NPCs in a more normal social setting.

Defy Civilization

When you *brazenly defy the norms of (L2) civilization*, roll+Numbers. If several Adventurers are doing this, the one in charge of the defiance rolls for this move.

- **On an 8 or Less:** It does not go well. The DM picks one:
 - You're banished from the settlement you were in.
 - The authorities throw you in jail.
 - You're forced into hiding.
 - You end up fighting the authorities.
- **On a 9 to 11:** You're able to get away with it, but at a cost. Pick one:
 - Each party member takes 1 Harm from the scrapes you get into along the way.
 - Each party member must spend 1 Loot on fines, bribes, etc.
 - You owe a major favor to a powerful NPC.
- **On a 12 or Higher:** Whether because of favors owed, your service to the greater good, or just because no one can stop you, you get away with it.

Gamers don't always think about the fates of NPCs or how their adventurers fit into society, so it's not unusual for PCs to wind up killing, stealing, and otherwise doing things that the local authorities frown on, regardless of whether they acted out of pure selfishness or with a higher goal in mind. When a PC brazenly defies the norms of civilization, use this move to resolve what happens.

Solve a Puzzle

When you *try to solve a puzzle*, roll+Clever.

- **On an 8 or Less:** Your efforts are totally useless, and the situation changes for the worse.
- **On a 9 to 11:** You manage to solve the puzzle, but pick one:
 - You have to sacrifice 1 Loot to do it.
 - You get hit with a trap while doing it; take 1 Harm.
 - You take long enough that events move while you were dealing with the puzzle.
- **On a 12 or Higher:** You're able to figure out a solution pretty quickly.

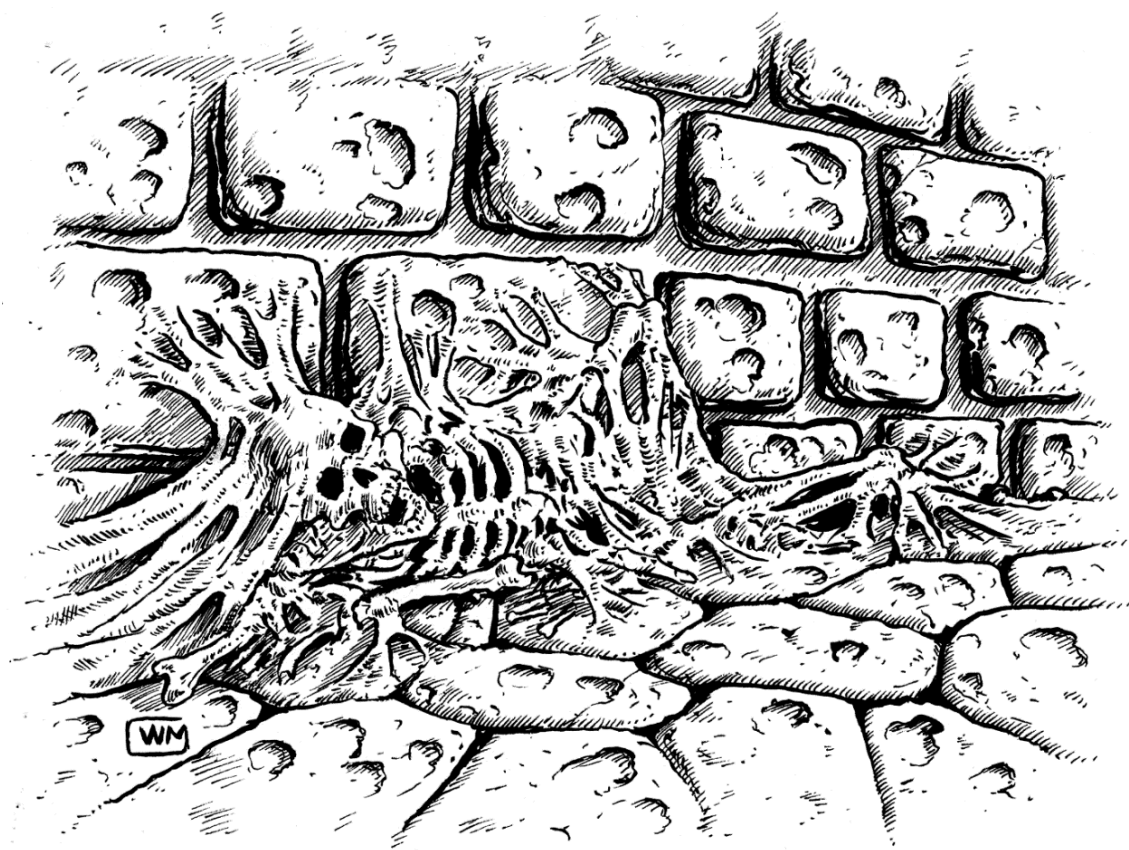
How much you use this move will depend on how much the DM uses puzzles and how the ZM wants to handle them. This is a quick and simple way to do it, reducing all that flailing around to a die roll, but you can of course just present the actual puzzle to the L0 players and let them try to figure it out if you prefer.

Travel

When your Adventurer (L2) *leads the party as they travel through dangerous territory*, roll+Numbers.

- **On an 8 or Less:** You run into trouble along the way. The ZM picks one:
 - The party gets ambushed!
 - The party gets seriously lost.
 - The party is running low on supplies.
 - You run into headlong a trap or other hazard; each party member takes 1 Harm.
- **On a 9 to 11:** You're able to get where you're going without *too* much trouble. The ZM picks one:
 - It took longer than you would've liked.
 - You come across monsters, but they won't notice you if you're careful.
 - You encounter a trap or hazard blocking your way.
 - You have to use more supplies than you'd like.
- **On a 12 or Higher:** Pick one:
 - You find something useful or valuable along the way.
 - You make good time.
 - You run into someone who could use your help.

Some editions of That Game put more emphasis on what happens while the adventurers travel from one place to another, surviving in the wilderness and dealing with the occasional wandering monster or other encounter. This move is a quick way to handle all of that, if you want it to be a part of your game without too much overhead.



This is all that remains of Sparky the half-elf fighter. Better start rolling up a new character.



Gamer Creation

Each non-ZM player will create a Gamer (L1) character and Adventurer (L2) character. The ZM will create a DM character and some info about their campaign using a somewhat different set of rules; see p. 58.

For most of the things in character creation there are optional d66 tables. You can use the tables to randomly generate those parts of your character, you can pick something from the tables that strike your fancy, or you can just make up something of your own.

Appendix D (p. 78) has some additional optional tables and traits you can use to further develop your characters. There's also a set of templates on p. 86, which are pre-made sets of trait assignments for various kinds of characters. These can make a handy resource if you need some extra creative assistance, or if you're just short on time.

Details

"Details" are things that help develop your characters (both L1 and L2), but don't affect this game's mechanics directly. Roll, pick, or make up something for each of these.

Gamer Look

Choose or create one thing for each line to develop your gamer's look:

- Scrawny, average build, stocky, athletic, overweight, tiny, tall
- Costume, geeky T-shirt and jeans, girly clothes, work clothes
- Elaborate dice collection, fancy dice tower, handheld video game, laptop, plush toy

Gamer Name

d66	Gamer Name	d66	Gamer Name
11	Adam	41	Justin
12	Alex	42	Kelly
13	Andy	43	Kevin
14	Anna	44	Kylie
15	Bill	45	Lars
16	Brett	46	Liz
21	Carl	51	Mabel
22	Chris	52	Matt
23	Christine	53	Mike
24	Connie	54	Pearl
25	Dave	55	Pete
26	Doug	56	Phoebe
31	Erica	61	Rachel
32	Grant	62	Sarah
33	Greg	63	Steven
34	Harry	64	Tim
35	Jackie	65	Tina
36	Jon	66	Travis

Gamer Goal

Your Gamer character's Goal is something they want to accomplish while playing the fantasy game. If you play multiple sessions, feel free to rewrite it now and then as your gamer evolves.

d66	Goal	d66	Goal
11	Be random and impulsive	41	Make a groan-worthy pun
12	Befriend an NPC	42	Make your biggest dice sculpture yet
13	Betray another PC	43	Outsmart an enemy
14	Chew the scenery	44	Pick a fight
15	Do something truly epic	45	Play with the cat
16	Eat all the snacks	46	Protect another PC
21	Finish the drawing you're working on	51	Prove your adventurer's worth
22	Get as much treasure as possible	52	Pull a prank
23	Get everyone laughing	53	Risk your PC's life
24	Get revenge	54	Roll dice as much as possible
25	Get through this without getting mad	55	Save a life
26	Have a dramatic moment	56	Show them how to play right
31	Have your PC fall in love	61	Show how badass your character is
32	Hit on another PC	62	Show how merciful and just you are
33	Humiliate an authority figure	63	Show off your new magic item
34	Humiliate another PC	64	Steal something valuable
35	Kill an NPC	65	Survive at all costs
36	Kill every last enemy	66	Work in your PC's backstory

Gamer Quirk

Your Gamer Quirk is something about your Gamer (L1) character that makes them weird and possibly annoying. It can be obnoxious at times, but it should still be bearable.

d66	Quirk	d66	Quirk
11	Anime fan	41	Monty Python quotes
12	Artist	42	Old school sword & sorcery fan
13	Brings home cooking	43	Overthinks stuff
14	Brings lots of snacks	44	Owens multiple swords
15	Caffeine fiend	45	Party crier
16	Catch phrase	46	Ponytail
21	Constant text messaging	51	Pop culture references
22	Constantly messing with dice	52	Puns
23	Covered in cat hair	53	Questionable hygiene
24	Deeply immersive role-player	54	Says "Huzzah!" a lot
25	Dice superstitions	55	Singing
26	Elaborate character backstory	56	Squeamish
31	Elaborate spell/power cards	61	Stressed from day job
32	Encyclopedia of lore	62	Table-flipper
33	Encyclopedia of rules	63	Thick glasses
34	Frequently references memes	64	Way too many dice
35	Kibitzer/back seat gamer	65	Wears a cape
36	Messenger bag	66	Weird jewelry

Adventurer Name

What did your gamer name their adventurer character? Was it a serious fantasy character name, or something silly or just dumb?

d66	Name	d66	Name
11	Arwen	41	Knuckles
12	Barbariana	42	Leo
13	Bob	43	Lia
14	Bofa	44	Lionessa
15	Boris	45	Magnus
16	Brienne	46	Melf
21	Dee-Dee	51	Mialee
22	Fightor	52	Mordecai
23	Fire Blossom	53	Nutella
24	Freddo	54	Octavia
25	Glod	55	Rigby
26	Grandalf	56	Sparkles
31	Gwendolyn	61	Stumpy
32	Gwylliam	62	Taco
33	Ham	63	Tiny
34	Jamie	64	Ulvaak
35	Jon	65	Vance
36	Kesha	66	Wizord



Left to right: Steak Chunkman, Raistminster Strange, and Doober Hamfoot

Adventurer Race

This being a fantasy tabletop RPG, “race” here refers to whether a character is human, an elf, a dwarf, or something else.

d66	Race	d66	Race
11-12	Dwarf	41-42	Drow
13-14	Elf	43-44	Genasi
15-16	Gnome	45-46	Kender
21-22	Halfling	51-52	Minotaur
23-24	Half-Elf	53-54	Pixie
25-26	Half-Orc	55-56	Tiefling
31-32	Human	61-62	a monster race
33-34	Aasimar	63-64	obscure race from a supplement
35-36	Dragonborn	65-66	a homebrew race



The new edition ~~dumbed down~~ expanded the range of character options by no longer making every dwarf be of the Dwarf class. This sent shockwaves through dwarven society, as dwarven clerics were now a thing.

Adventurer Class

An L2 character’s class determines what kind of special abilities they have, whether it’s swinging a sword, being sneaky, or wielding potent magical powers. *The Dungeon Zone* leaves most of the details of classes up to your own narration, but there are some Character Moves you might want to take depending on which class you pick.

d66	Class	d66	Class
11-12	Barbarian	41-42	Shaman
13-14	Cleric	43-44	Sorcerer
15-16	Druid	45-46	Thief
21-22	Fighter	51-52	Warlock
23-24	Illusionist	53-54	Warlord
25-26	Monk	55-56	Wizard
31-32	Paladin	61-62	a weird multiclass setup
33-34	Psion	63-64	obscure class from a supplement
35-36	Ranger	65-66	a homebrew class

Adventurer Alignment

A character's alignment defines their morality in simple terms. This is arguably (definitely) too simple for the nuanced topic of human morality, but this is a goofy elfgame so we're going to roll with it (and occasionally have arguments about it).

d66	Alignment	d66	Alignment
11-13	Lawful Good	41-43	Chaotic Neutral
14-16	Neutral Good	44-46	Lawful Evil
21-23	Chaotic Good	51-53	Neutral Evil
24-26	Lawful Neutral	54-56	Chaotic Evil
31-33	True Neutral	61-63	forgot to write one down
34-36	Unaligned	64-66	will decide later

A possibly excessive amount of justice.	Be nice.	Be good, but still break stuff.
The Importance of Being Lawful	Whatever.	Break stuff just because.
Evil! Now With Rules™	It's all about ME.	I can't even with all this EVIL.

Adventurer Patron Deity

Gods are a big deal in most dungeon fantasy worlds, so adventurers will have a patron deity by default. Write down which deity your adventurer worships. Realistically the DM would have some idea which gods are actually a part of their campaign setting, but players don't always bother to listen.

d66	Deity	d66	Deity
11	Amaterasu	41	Mishakal
12	Aphrodite	42	Mothra
13	Bahamut	43	Pan
14	Bastet	44	Pelor
15	Corellon Larethian	45	The Powers That Be
16	Coyote	46	Quetzalcoatl
21	Crom	51	Ra
22	Cthulhu	52	Raiden
23	Dagda	53	The Raven Queen
24	Eru Ilúvatar	54	The Red God
25	Galactus	55	Straasha
26	The Great Dee'em	56	Thor
31	Inari	61	Tyr
32	Jesus	62	Xanadu
33	Kuan Yin	63	Zeus
34	Loki	64	atheist
35	The Machine God	65	agnostic
36	Marduk	66	forgot to write one down

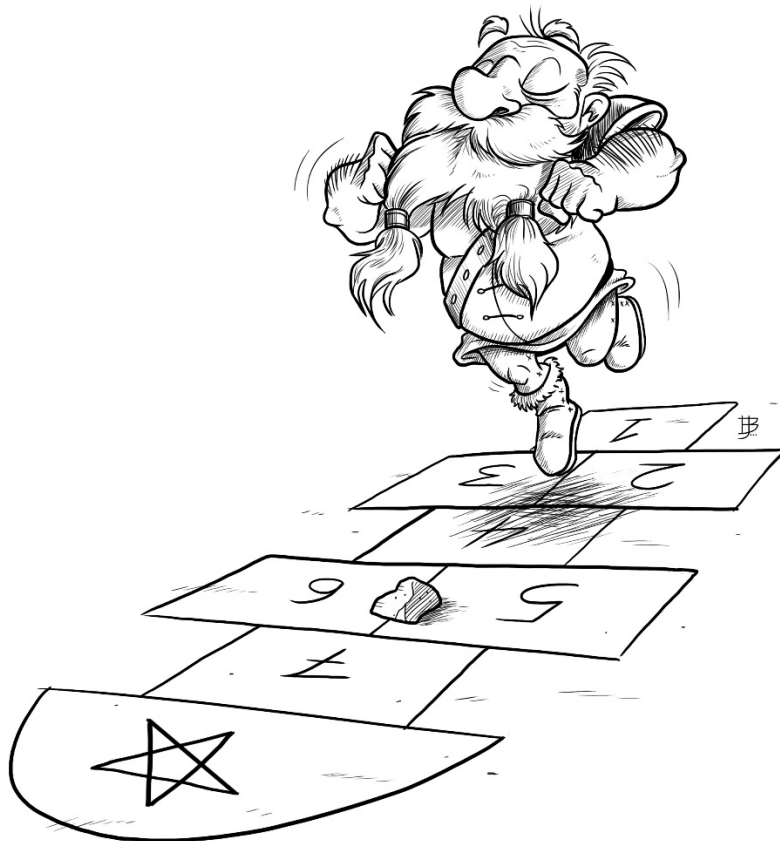


An adventurer's actual gods.

Adventurer Quirk

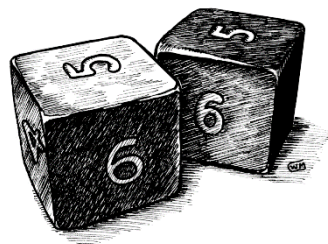
Your Adventurer Quirk is something about your adventurer character that makes them a bit unusual and/or stupid. It should be something pretty over the top and possibly annoying.

d66	Quirk	d66	Quirk
11	Always crafting stuff	41	Likable companion NPC
12	Amorous	42	Loves shiny things
13	Annoyingly cheerful	43	Makes lots of puns
14	Backstabber	44	May or may not be a bear
15	Bad British accent	45	Missing limb or eye
16	Beloved animal familiar	46	Never uses contractions
21	Beloved magic item	51	Odd religious rites
22	Brooding, out for revenge	52	Overly detailed backstory
23	Catch phrase	53	Packrat
24	Eats something bizarre	54	Pipe smoker
25	Epicurean	55	Pyromaniac
26	Exceedingly naïve	56	Short-tempered
31	Food-related personal quest	61	Snooty
32	Frequently sings	62	Super impulsive
33	Gets drunk a lot	63	Talks in a funny voice
34	Has a crippling phobia	64	Thinks they're a different race
35	Just kinda dumb	65	Top hat and monocle
36	Kleptomaniac	66	Totally hates orcs



Stats

The “stats” are the numbers that determine how good your character is at doing certain things. When you roll for a move you add a particular stat to the roll, so it pays to have higher values in the stats for the kinds of things you want your character to be able to do well.



Point Buy: You start with 10 points. Split them among the 4 stats, giving each one a value between 1 and 4. 1 is lousy, 2 is average, 3 is pretty good, and 4 is excellent.

Random Stats: Roll 2d6 and divide by 3 (round down, to a minimum of 1) for each stat. Start over if your stats total up to 7 or less. Or you could roll 1d4 for each to enter a realm of total chaos.



Clever

Your L1 Gamer character’s ability to think on their feet and do clever things in the game. Good for making plans and solving puzzles and whatnot.



Loud

Your L1 Gamer character’s ability to raise a fuss and generally get their way.



Lucky

How well your L1 Gamer character tends to roll when they pick up the dice.



Numbers

A summation of how powerful your L2 Adventurer character is overall. It can cover high ability scores, good gear, potent spells, a powerful character build, etc.

Starting Loot

In this game “Loot” is an abstract resource that your L2 character gains from finding treasure and can spend for various things with the *use an item* move. A new character starts with 2 Loot.



Adventurer Tags

"Tags" are descriptors that tell us how your adventurer goes about doing their thing, and they're a tool for you and the ZM to figure out just how your adventurer does things and what they can actually pull off.

Pick three tags for your adventurer, according to the kinds of things their class and the options your gamer would've picked for them should let them do. The list below covers the more common ones, but you can create others (with the ZM's approval), especially since this doesn't comprehensively cover every class and option.

- **Cleric Domains:** Animals, Chaos, Death, Earth, Forge, Knowledge, Life, Nature, Plants, Storm, Sun, Trickery, War
- **Divine Powers:** Holy Fire, Magical Healing, Smite Evil, Turn Undead, Wild Shape
- **Magical Damage Types:** Force, Ice, Lighting, Necrotic, Poison, Psychic, Radiant
- **Martial Techniques:** Agile, Animal Companion, Archery, Backstab, Charging, Cleave, Commands, Inspiration, Kung Fu, Marking, Mighty, Mounted Combat, Rage, Reach, Sneaky, Superior Reflexes, Survival, Sword and Board, Taunt, Throwing, Tripping, Two-Weapon Fighting, Weapon Specialization
- **Psionic Disciplines:** Clairsentience, Metacreativity, Psychokinesis, Psychometabolism, Telepathy, Teleportation
- **School of Magic:** Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation
- **Other Class Abilities:** Bardic Singing, Familiar, Hexblade Pact Blade, Warlock Curse

d66	Arcane Tags	d66	Divine Tags	d66	Martial Tags
11-12	Force Damage	11-12	Animals Domain	11-12	Agile
13-14	Ice Damage	13-14	Chaos Domain	13-14	Animal Companion
15-16	Lighting Damage	15-16	Death Domain	15-16	Archery
21-22	Necrotic Damage	21-22	Earth Domain	21-22	Backstab
23-24	Poison Damage	23-24	Forge Domain	23-24	Cleave
25-26	Psychic Damage	25-26	Knowledge Domain	25-26	Commands
31-32	Radiant Damage	31-32	Life Domain	31-32	Inspiration
33-34	Abjuration	33-34	Nature Domain	33-34	Kung Fu
35-36	Conjunction	35-36	Plants Domain	35-36	Marking
41-42	Divination	41-42	Storm Domain	41-42	Mighty
43-44	Enchantment	43-44	Sun Domain	43-44	Rage
45-46	Evocation	45-46	Trickery Domain	45-46	Reach
51-52	Illusion	51-52	War Domain	51-52	Sneaky
53-54	Necromancy	53-54	Holy Fire	53-54	Survival
55-56	Transmutation	55-56	Magical Healing	55-56	Throwing
61-62	Bardic Singing	61-62	Smite Evil	61-62	Tripping
63-64	Familiar	63-64	Turn Undead	63-64	Two-Weapon Fighting
65-66	Warlock Curse	65-66	Wild Shape	65-66	Weapon Specialization

Class Features

There are two types of Character Moves: Class Features and Gamer Features. Class Features are things about your adventurer's abilities, while Gamer Features are things about your gamer.

Pick 2 Class Features to represent things that are particularly notable about your adventurer's abilities. If your Adventurer character dies and isn't resurrected, you can reassign your Character Moves when you make a new Adventurer.*

Some Character Moves have a limited number of uses per session. They mention this in their descriptions, plus there are boxes next to these moves' names that you can check off as you use them. At the end of each session you can erase all of the checks in the boxes, and if your Adventurers have a chance to rest, the ZM will let you erase one or two depending on how long you can rest.

Not having a specific class feature move for something doesn't mean your character can't do it at all, just that in *Dungeon Zone* terms, you're going to be relying on the conversation and basic moves to do it. A wizard without Power Attack can still cast offensive spells, but they're mainly going to be using the Kill Things move for it instead.

○Buff □□

Your adventurer has special abilities that make other characters more effective. Up to 2 times per session you can do one of the following:

- **Designated Victim:** Designate a target; for the rest of the scene you and your allies have advantage to attack that target.
- **Luck Boost:** For the rest of the scene, any time you or an ally roll for an L2 move, they can reroll individual dice that come up as 1.
- **Second Chance:** If you or an ally have just rolled an 8 or less for an L2 move, they get to roll again.

○Healing □□

Your L2 character has healing abilities, whether divine magic or (if you're playing That Version), inspirational/shouty healing powers, or maybe just a very good supply of healing potions. Twice per session, you can use a healing ability to remove 2 points of Harm from a single L2 character or 1 point of Harm each from a small group of characters.

* On the other hand, you could leave them the same, since making another nearly identical character to replace a dead one is a time-honored tradition.

○Sneak

When you *have your L2 character sneak past enemies*, roll+Numbers:

- **On an 8 or Less:** You fumble your stealth roll, and your L2 character is blatantly obvious to anyone around them.
- **On a 9 to 11:** You get into a position where you're concealed, but you can't do much without exposing yourself to danger. Pick one:
 - You're able to set up for an ambush, giving you advantage to attack one enemy.
 - You manage to reach a nearby location that you're aiming for.
 - You're able to remain concealed for a while.
- **On a 12 or Higher:** You're able to remain concealed and continue moving. Pick one from the 9 to 11 list.

○Persuasive □□

You built your adventurer character to be unusually persuasive, whether through magical spells or just a build that gives you crazy high skill ranks. Twice per session you can Parley or Carouse with an NPC regardless of the circumstances, and if they aren't hostile to you, you get advantage on the roll as well.

○Power Attack □□

When you *have your Adventurer use an especially powerful ability to take down bad guys*, roll+Numbers. You can use this move 2 times per session.

- **On an 8 or Less:** You manage to miss, or the enemies roll unusually well on their saving throws.
- **On a 9 to 11:** Your attack lands, and you cause 2 Harm.
- **On a 12 or Higher:** It's so effective that it makes you wonder why the other party members are there. You cause 3 Harm.

○Protection □□□

Your adventurer has special abilities that let them actively protect others. Up to 3 times per session, if an ally who is physically close to you is about to take Harm, you can reduce the amount of Harm they take by 1 (to a minimum of zero).

○Steal

When you *have your L2 character try to steal stuff*, roll+Lucky.

- **On an 8 or Less:** You fumble the die roll. Your L2 character's actions are blatantly obvious to anyone watching.
- **On a 9 to 11:** The DM will tell you if there was something of value worth stealing. If so, pick one:
 - Gain 1 Loot.
 - You're able to steal a small object.
- **On a 12 or Higher:** The DM will tell you if there was something of value worth stealing. If so, pick one:
 - Gain 2 Loot.
 - You're able to steal something that it shouldn't even be possible to steal.

○Tough

Your adventurer is just plain more tough than most. You have two additional boxes for Harm, which means you don't have Harm Fallout until you accumulate 7 points of Harm. This move isn't as much of a trap option as the Toughness feat, but still kind of boring.

○Utility Power □□□

Up to 3 times per session you can have your character try to use their magic or some other character ability for something useful. When you *have your character try to use a power that's useful or cunning*, roll+Clever.

- **On an 8 or Less:** Pick one:
 - It turns out to be worthless in this situation.
 - You roll really badly on the check you needed to make to have it be effective.
 - The target is able to resist.
- **On a 9 to 11:** Pick one from the 12+ list, but pick one drawback from those below:
 - You draw attention to yourself, and as the one with this special power you're now a high-priority target.
 - You're running low on spells/uses. You have disadvantage for any moves relating to this type of ability until you can rest.
 - It works in a way that limits the party's options in this situation.
- **On a 12 or Higher:** You're able to tilt the situation significantly in your favor. Pick one:
 - Give yourself or a party member advantage on an L2 move.
 - Deprive an enemy of a special ability or other advantage they had.
 - Perform a feat that gets you closer to your goal by subtle means.

○Versatile □□□

Your adventurer is unusually versatile; pick 2 additional Tags. Up to 3 times per session, you can use this move to get advantage on an L2 move that leverages one of your Tags.



Gamer Feature

Your Gamer Feature is much like your Class Features, except it represents something about your gamer character or how they play the game. **Pick 1 Gamer Feature.**

○Alpha Geek

You can Roll+Clever to Argue, and you can take 1 Stress to get advantage for arguing.

○Cheater

When your Gamer character is rolling dice, you can take 1 Stress to cheat. Give yourself advantage on a roll for an L2 move or ignore a point of Harm.

○Crazy Build □□□

Your L2 character has an unusual build, such that you can pull off things that you wouldn't normally be able to. Three times per session you can roll+Clever when a move would normally use Numbers or Lucky. (To be clear, you should only take this if you have a high Clever stat.)

○DM Favor □□

You've earned the DM's favor in a major way, whether by being their S.O., helping them out with something major, or just having blackmail material. Up to twice per session you can use that favor to pick one of these:

- Get the best possible result on a L2 move.
- Have the DM give you a hint about the current in-game situation.
- When you're gaining Loot, gain an extra 3 Loot.
- When your adventurer character would die, instead have them barely survive.

○DM Helper □□

Up to twice per session, you can help the DM out. When you do, pick one:

- Give someone arguing with the DM or otherwise causing them trouble disadvantage.
- Give the DM advantage on a move.
- Remove up to 2 Stress from the DM.

○Kindness □□

Up to twice per session, when you *do something nice for another player*, they can remove up to 2 points of Stress.

○Lucky d20 □□

You have a lucky die that always seems to roll well for you. Up to two times per session, you can use your die's luck to get Advantage on a move you make for your adventurer character doing something. If someone else uses your lucky d20, it doesn't work for them and you lose one use of its ability.

○Me Time

When you *leave the game for a bit to calm down*, you can remove up to 2 points of Stress.

○Mental Fortitude

You don't succumb to stress too easily. You have 2 additional boxes for Stress, so you don't have Stress Fallout until you accumulate 7 Stress points.

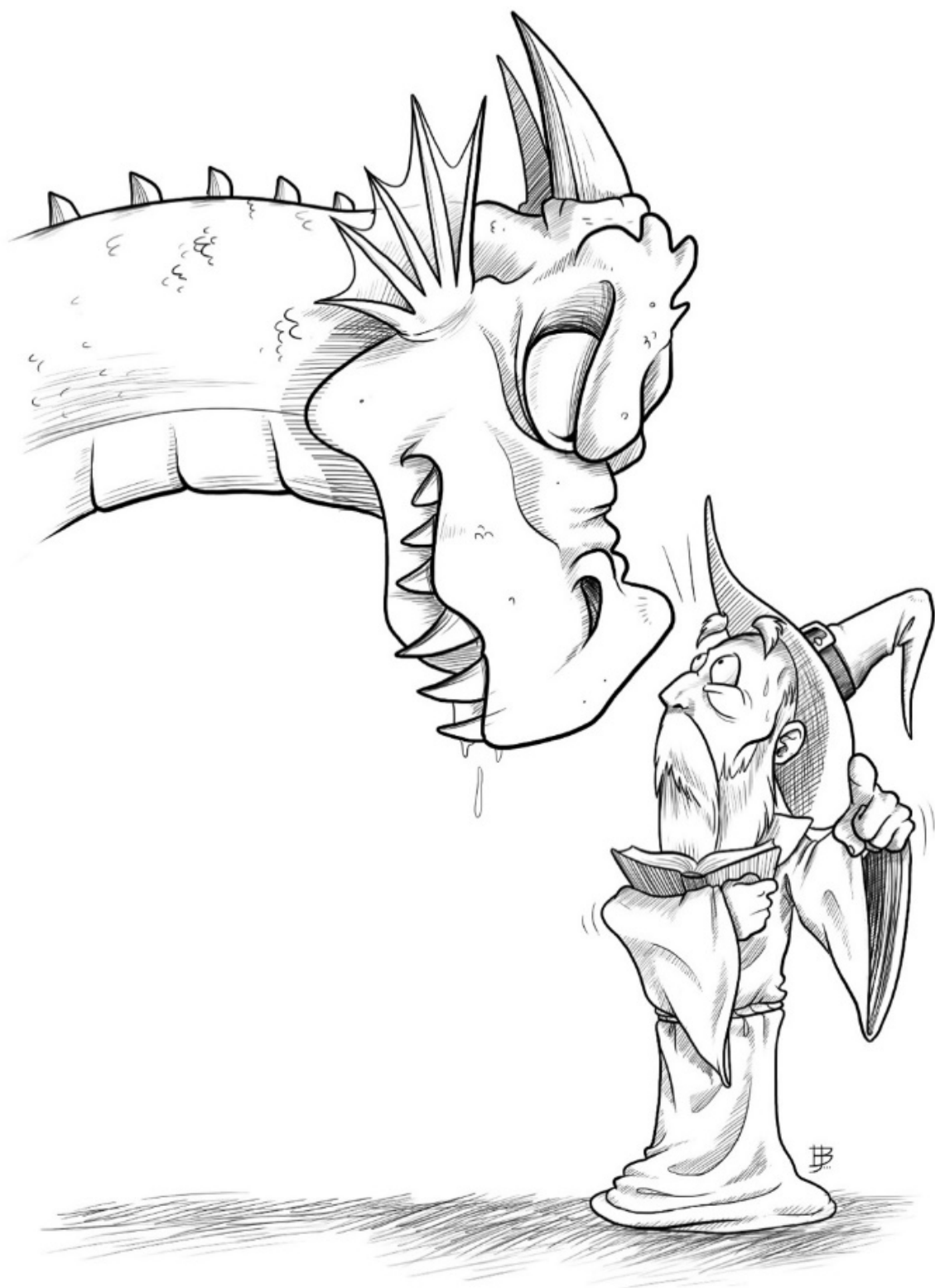
○Peacemaker

When you *calm down a dispute*, roll+Clever.

- **On an 8 or Less:** You just make things worse.
- **On a 9 to 11:** Everyone calms down a bit, though things are still kind of tense.
- **On a 12 or Higher:** Everyone feels a bit better. One player of your choice can remove 1 Stress.

○Troublemaker

When you *deliberately push someone's buttons*, you can take 1 Stress to cause them stress. Roll a single die; on a 1-4 you cause them 1 Stress, and on a 5-6 you cause them 2 Stress.



Things Not in the Rules

This is a relatively rules-light game, and there are a bunch of things that the specific rules don't actually address because it's more about the overall experience and the human interactions involved. Although they'll only matter to the game insofar as the ZM makes them matter, you can figure these things out if it helps you get a clearer picture of your character or just because you find it fun. There's the obvious stuff like hair color and personality of course, but there are a few things to talk about specifically.

Level

The Dungeon Zone doesn't have levels or even character advancement per se. We assume that the L2 PCs are all at roughly the same level, and the ZM expresses the relative strengths of monsters and NPCs in terms of Harm caused, the amount of Harm needed to defeat them, and general narration. When there would be a substantial power disparity in the game the L1 players are playing, the ZM can have players roll with advantage or disadvantage.



Gear

While there are Loot and MacGuffins, the rules aren't concerned with the specifics of what gear the L2 PCs have or how it works. Whether you're swinging a sword, casting a basic attack spell, shooting a bow, or something else, attacking enemies generally falls under the Kill Stuff move. That said, you definitely can define what gear your L2 PC uses, even if it's mostly going to be flavor text. A fighter who swings a huge axe around has a different flavor from one that does swashbuckling with a rapier after all.

If your adventurers aren't just starting out, you can describe them as having some magic items. Your fighter might graduate from a basic longsword to a Flaming Longsword +2 or something. Don't spend too much time detailing gear, but use it when it adds to the fun.

Spells and Other Abilities

The game the L1 Gamer characters are playing has a baroque magic system loosely inspired by the "memorization" concept from Jack Vance's *Dying Earth* novels. There are a few Character Moves that can represent spellcasting in broad strokes, but otherwise in this game we pretty much treat spells as flavor text and a way to represent using various moves. If you roll for your wizard to get across a chasm, you might declare that you're casting a levitation spell, but in game terms we treat it the same. The ZM might give you advantage or disadvantage for a roll if using magic should be especially effective or ineffective for the task at hand.



We take the same approach for other kinds of class abilities that characters might have. A thief backstabbing, a warlord healing with *Inspiring Word*, a barbarian going berserk, all can fall under tags, Basic Moves, Character Moves, or just flavor text.

High-Level Characters

While as noted above level is basically just flavor text in this game, you can make characters a bit more powerful to represent especially high-level parties:

- Each player picks an additional Class Feature.
- Each player starts with 8 Loot.



I am Rigby, wizard of the mighty realm of Toril, master of evocation, manipulator of magical energies, devourer of mutton, champion of the green lands of Grassdale. In the north I am known as the White Star, while in the east I am called Stormbringer, to the northeast I'm the Starbringer, and I have other secret names beyond your comprehension!

How to Run the Game

Being the Zone Master means being the leader of this activity, and having the burden of keeping this game's thing with different layers straight. Even so, it can be a really fun role, since you get to do a sillier and faster version of DMing a dungeon fantasy RPG.

Last Time on The Dungeon Zone

Before you jump into the game proper, it can be helpful to grease the wheels a little by setting up what happened the last time the L1 group sat down to game. You can do this (or not) however you like, but one simple way to do it is to fill out one of the things below. Each blank is followed by the type of thing to fill in in parentheses. Fill one out as a group, but try to have it be something cohesive rather than just nonsensical word salad.

1. It's been long enough that I'm having trouble remembering what happened. Okay, so if I'm remembering right, we left off when the party was in the _____ (type of place) of _____ (place name) looking for _____ (an important artifact), right? And you just barely survived fighting that _____ (monster). So now you're in the _____ (type of place), trying to figure out how to get into the _____ (building) without being detected.
2. Last time we played, the party went into the _____ (type of place) of _____ (place name). They were trying to stop _____ (villain) from _____ (evil deed). Along the way, _____ (name of a PC) managed to anger _____ (name of an NPC). _____ (name of another PC) tried to calm things down, but only made it worse. Now the party is hiding from _____ (name of an NPC) and trying to figure out their next move.
3. Last time, the party took a job to recover _____ (an important item) from _____ (a dangerous place). Along the way, the party was ambushed by _____ (a monster or enemy). Thanks to _____ (a PC) making good use of _____ (a spell or other ability), you won, and now you're looking down at your destination, trying to decide how to get past the _____ (an enemy or obstacle).
4. Seriously, it's been like two months. Okay, so, like, you guys had infiltrated the _____ (secure location) and fought off some _____ (enemies), and now you're confronting _____ (major villain), but he/she has the _____ (object) of _____ (something ominous), and is going to use it. Oh, and _____ (a PC) has the _____ (object) of _____ (something hopeful), which may be able to counter it.
5. We didn't get very far last time, so you were still at the _____ (building) in _____ (city name). You managed to piss off the _____ (authority figure), but they still want you to travel to the _____ (geographic feature) of _____ (scary thing) to take care of the infestation of _____ (type of monsters). We left off with you guys having finished buying supplies, right?
6. When we left off, you'd recovered the _____ (type of item) of _____ (something ominous) from the _____ (underground location) of _____ (negative emotion). _____ (one of the PCs) is currently carrying in their _____ (container), though as you arrive at the _____ (location where people in authority are), you notice that they've been acting a bit odd...



Principles

The Principles are a set of guideposts to help you better run *The Dungeon Zone* as I originally intended it, which is to say as a tongue-in-cheek celebration of dungeon fantasy role-playing.

1. Celebrate the goofiness and humanity of that dungeon fantasy RPG.
2. Be clear about which Layer you're talking about.
3. Paint a strange and vivid world.
4. Give them an accessible hook to kick things off.
5. Let them break stuff.
6. Skip the boring parts.
7. Ask the players questions.
8. Add a dash of human drama.

Celebrate the goofiness and humanity of that dungeon fantasy RPG. It may not produce stunning stories straight out of the greatest fantasy literature, but it brings friends together to laugh and have fun. Embrace that! Let the adventurers be weirdoes who flail around and get into trouble in interesting ways, and highlight how the gamers are human beings coming together to have fun.

Be clear about which Layer you're talking about. The layers are there to help you keep on top of the confusing recursion of playing gamers who are playing a game. Use them to their fullest.

Paint a strange and vivid world. Dungeon fantasy is at its best when it embraces its own kitchen sink weirdness. Juxtapose monsters from every corner of mythology and fantasy, do weird, bold things with the setting, and generally find interesting ways to use the ingredients that the genre is handing you.

Give them an accessible hook to kick things off. Your typical L2 party is a bunch of sell swords who are waiting for something lucrative to pursue. Be blatant and direct in how you hand them the hook that will lead them to the start of the real adventure.

Let them break stuff. The L2 Adventurer characters are a bunch of weirdos who can gain pretty enormous power compared to the average commoner. They also tend to be rootless murderhoboes. You should expect them to cause trouble and break things on the way to accomplishing their goals.

Skip the boring parts. This game deliberately doesn't get into the nitty gritty of things, and it works best when you're willing to take any parts that would be tedious and just skip ahead. You could narrate how the L1 characters spent an hour trying to figure out a puzzle to no avail if you like, but don't subject the L0 players to that.

Ask the players questions. The players are also participants in this game, and you should encourage them to contribute creatively by prodding them with interesting questions about their characters and such.

Add a dash of human drama. Don't go totally overboard having a soap opera erupt while the L1 characters are trying to game, but remind the players about Layer One being a thing by having it intrude a bit.

ZM Basic Moves

These are the basic moves that you use as the ZM, which are a mixture of things you introduce to the game as the leader of playing *The Dungeon Zone* and things you do in your role as the imaginary L1 Dungeon Master. They work a little differently from the players' Basic Moves though. Many don't involve rolling at all, and since DM characters don't have stats, the ones that do involve rolling just call for an unmodified roll of two six-sided dice (2d6).

Assign Advantage/Disadvantage

Whenever a character should have a significantly easier or harder time accomplishing something, give the player advantage or disadvantage on rolling for the relevant move. Pay close attention to the adventurer's tags, and let the player make a case as long as it doesn't take too long.

Assign Harm/Stress

Whenever it makes sense, assign points of Harm or Stress to one of the characters (which can include your L1 DM character). You can also assign Harm to monsters wherever it seems appropriate. This will usually be 1 point at a time, but you can assign 2 or more if something more extreme is going on.

Assign Loot

While certain moves can grant PCs points of Loot and possibly a MacGuffin, you can also simply assign these when it seems appropriate.

Fudge a Roll

When you (as the L1 DM) *fudge a roll to help a PC or NPC*, you can do one of the following:

- Adjust the Harm caused to an L2 PC up or down by 1.
- Adjust the Harm caused to enemies up or down by 1.

Get Back on Track

When the game gets derailed by side conversations or other distractions and you *try to get things back on track*, roll 2d6:

- **On a 5 or Less:** You find yourself contributing to derailing the game session, or everyone just ignores you.
- **On a 6 to 8:** It takes some considerable effort to get things back on track. Pick one:
 - Take 1 Stress.
 - You make things really awkward.
 - It throws you off your concentration. You have disadvantage on your next roll.
- **On a 9 or Higher:** You're able to snap things back on track in short order. You can assign 1 Stress to one Gamer character your choice if you wish.

Introduce a Distraction

Sometimes real life intrudes on your gaming. As the L0 ZM, use this move to add something happening in the L1 world that distracts from the game. Have an L1 character get a phone call from their work, send them a drama bomb or a text from their S.O., or just have the pizza delivery show up.

Let Them Rest

When the L2 PCs are able to get some uninterrupted rest, decide which type of rest it is:

- **Short Rest:** This is a fairly short period of rest, say 10 minutes to an hour depending on the edition, enough for the adventurers to catch their breaths. Each PC can remove 1 point of Harm. Players with limited-use Character Moves can erase one check next to such a move.
- **Long Rest:** This is a longer period of rest, such as a full night's sleep in a reasonably good environment. Each PC can remove all accumulated Harm. Players with limited-use Character Moves can erase up to two checks next to such moves.

Make Shit Up

When things go in a direction you didn't expect and you *make shit up on the fly*, roll 2d6:

- **On a 5 or Less:** You're stumped. Pick one:
 - The game gets derailed for a while.
 - You just throw a fight in, even if it doesn't make sense.
 - You present things in a confusing way. Gamers have advantage to *argue* with the DM during this scene.
- **On a 6 to 8:** You come up with something decent but a little flawed. Pick one:
 - Roll on the Dumb Names Table (p. 65) for any NPCs in the next scene.
 - The balance is a bit off. The players have advantage or disadvantage (pick one) for moves relating to dealing with the opposition in this scene.
 - You use something really obviously pulled from pop culture.
- **On a 9 or Higher:** The L1 DM is able to come up with something pretty good. If you're not sure yourself, ask the L0 players for ideas.

Make a Soft Move

A "soft move" is when you as the DM add something that changes the fiction. A soft move changes the situation for the L2 PCs in some way. Below is a list of the major soft moves for *The Dungeon Zone*, though of course you can come up with others. Regardless, don't name the soft moves you make; just bring them into the fiction.

- Call for a perception check
- Enforce alignments
- Give them a mission
- Have an NPC explain stuff
- Have authorities assert themselves
- Hint at future threats
- Introduce possible aid
- Present a challenge
- Read a description from the book
- Reveal a betrayal
- Spring a trap
- Take stuff away
- Throw in some monsters

Name an NPC

When you *name to an NPC on the fly*, roll 2d6:

- **On a 5 or Less:** You can't seem to come up with anything good. Roll on the Dumb NPC Names table (p. 65), or use the first name the players suggest.
- **On a 6 to 8:** You come up with something decent. Roll on the Okay NPC Names table (p. 64), or grab a name from social media.
- **On a 9 or Higher:** You quickly figure out a good name. Pick something yourself, or roll on the Good NPC Names table (p. 63).

Negate an Action (As Established)

You shouldn't be using this move too often, but when appropriate you can simply say that something an adventurer tries doesn't work. This is typically when something in the fiction makes it very clearly that way. If the wizard throws a fireball at a fire elemental for some reason, you can look at the Fire tag and say that it has no effect on the monster regardless of how well they rolled.



On Being Clever

Cleverness is one of the key ingredients of good dungeon fantasy RPG play, enough so that “Clever” is one of this game’s four stats. How much players use cleverness depends a lot on the particular edition and approach to play, and it’s important to understand how that all filters through the rules of TDZ.

Like the other stats, the Clever stat has certain specific uses, and enters into play first and foremost through moves that use it. Among Basic Moves that means Prepare and Read the Room, in Situational Moves it covers Carouse and Solve a Puzzle, and in Character moves there are Alpha Geek, Crazy Build, and Peacemaker. Crazy Build lets you substitute Clever for other stats three times per session, but otherwise your Gamer’s numerical Clever-ness comes through in the specific moves, which focus more on situations where you have some ability to make preparations and plans. Once your Gamer rolls initiative, you’re a lot less likely to be making Clever checks. For better or for worse, once you’re in the thick of things, you’re going to be rolling with Lucky and Numbers a lot more.

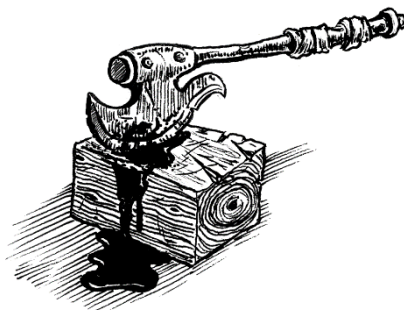
Of course, not unlike actual dungeon fantasy RPG play, cleverness in TDZ is partly about trying things not explicitly laid out in the rules. The ZM should reward cleverness, though particularly if you have newer editions in mind, clever schemes will tend to get mediated through die rolls (and thus moves like Just Roll, Prepare, or Try Something Ridiculous). These are a good place to assign advantage when players come up with plans that are smart and interesting. On the other hand, you don’t always have to ask the players to roll dice. Plenty of things Gamers might try having their Adventurers do wouldn’t really call for die rolls per se. If you have the strength and/or leverage, rolling a boulder down an incline to smash through a door and crush some enemies wouldn’t really require much in the way of finesse or die rolls.

Regardless of how you represent it in the rules of TDZ, using or setting traps, pitting enemies against each other, taking advantage of the environment, and so on should be viable and effective ways for the Adventurers to achieve their goals.



When Adventurers Die

Unless for some reason you decide to make your game particularly sad and/or morbid, L1 Gamer characters won't die over the course of the game, but the L2 Adventurer characters will sometimes go to the big manila folder in the sky. Even in non-parody dungeon fantasy games this is a tricky thing to deal with. Here are some possible ways to handle it a little more smoothly.



Sitting Out

Normally you'll want to keep playing, but you might just sit out the rest of the session if it's close to the end or you've got something in mind for the Gamer to do that would actually be interesting. The Gamer can still talk, offer suggestions, and use L1 moves.

DM Assistant

The Gamer can instead serve as a temporary helper to the DM for the rest of the session, though only one Gamer can do this at a time. They temporarily gain an extra Gamer Feature chosen from DM Helper, Kindness, Peacemaker, or Troublemaker, for the duration of their time spend as an assistant. The DM can revoke their assistant status at any time.

New Adventurer

The obvious thing is for the player to roll up a new Adventurer. If you're short on time or the Gamer is in a rush to get back into the game, you should literally roll up the Adventurer character, doing everything with random rolls to get through it as quickly as possible.

Once the new Adventurer is ready, slot them into the group at the first opportunity, even if it feels contrived in the story.

- A powerful NPC magically sends in a new ally to help out.
- A suitable ally just happened to be hanging out in the area.
- The bad guys have a suitable ally imprisoned, where they're fairly easy to free.

Incremental Heroes

Here's a comedy option. Let's imagine the Gamer has a stack of suspiciously similar backup characters. If the Adventurer suffers a permadeath, the Gamer can play a nearly identical Adventurer, but must modify the name and take a penalty. To modify the name, pick one:

- Add/increase a number after (e.g., Melf becomes Melf II, Melf II becomes Melf III, etc.)
- Change one letter in the name (e.g., Melf becomes Malf, Nelf, Melk, etc.)

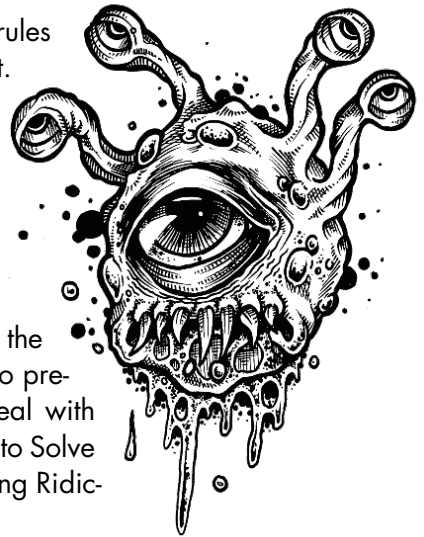
Then pick one of these penalties:

- Take a -1 penalty to your Numbers stat until the end of the session.
- Start with 1 Harm.

If the player opts to make an incremental hero again, they suffer any previously selected incremental hero penalties, and must select another penalty, unless the character already has Numbers at 1 and is starting with 4 Harm (in which case, wow).

Monsters

In this game monsters don't have stats per se, since the rules are a little too abstract for all the little details to be relevant. You can use pretty much any kind of creature your imagination can conjure, though of course it helps to use at least some of the familiar tropes of dungeon fantasy like the **REDACTED**™ shown to the right.



If you have a clear picture of the monster in your head, it should be pretty easy to filter that through the lens of this game's rules. The more powerful a monster is relative to the PCs, the more points of Harm it takes for the adventurers to prevail. If it has special abilities, it can force the PCs to deal with dangerous situations. In some cases, they might even need to Solve a Puzzle in order to win, though good uses of Try Something Ridiculous or Prepare can get the job done too.

While the genre does at times lend itself to hack and slash, monsters aren't just things for the PCs to kill. They're generally "monsters" because they don't get along well with humans and demihumans, but there's still a lot you can do with them. Have the kobolds beg for help because the orcs keep attacking them, let the Drow turn out to be busy holding a wedding, give the bugbear a dream of becoming an actor... You get the idea.

Creating an Adventure

When you run *The Dungeon Zone*, you'll need to create an adventure scenario that your DM character is going to run. This is pretty similar to putting together an adventure for an actual dungeon fantasy RPG, but more compressed, so that you want to hit the major beats without worrying too much about the minutiae.

While you can go for a standard dungeon fantasy adventure—or even outright use a published module—I recommend taking the opportunity to work your L1 DM character's quirks into whatever scenario you/they create. If their thing is putting in really obvious and out-of-place pop culture references into the game, have Lord Skywalker send the adventurers on a mission to the Night Vale where they must infiltrate Castle Wolfenstein to find the sorcerer Constantine and do something about the forces stirring in the Temple of Heisenberg, He Who Knocks.*

Regardless, here is an outline that you can use to help you put together a simple *Dungeon Zone* adventure. Don't get too attached to your outline of course; PCs are unpredictable.

* That was kind of exhausting to write, so maybe don't do that exact thing. But you get the idea.

Hook

What gets the L2 PCs involved in this whole thing? The cliché starting point is to have them in a tavern where an NPC shows up and hires them for a job, but there are plenty of other possibilities. Especially since this is a parody game with simple rules, you should be ready in case the PCs just totally ignore the hook and go off to do something else.

- An authority figure uses their leverage over the party to send them on a mission.
- Town gossip puts an enticing possibility in front of the PCs.
- A good friend asks for a favor.
- An antagonist who has leverage over the PCs coerces them into doing something.
- The realm is in danger and the PCs act out of the goodness of their hearts. No really!
- The PCs are under a curse, and must follow their only lead on a way to undo it.

Objective

What is it that the adventurers are supposed to be doing? While you can just have them go into a dungeon seeking fame and fortune or to clear out a monster infestation, it's usually better to provide a more concrete and less fighty primary objective. For example:

- Find a specific magical or otherwise significant item.
- Rescue one or more people who are in trouble.
- Deliver an important item or document.
- Capture a criminal or other wrongdoer.
- Travel to where a powerful NPC is and persuade them to help.
- Win an important race or other competition.



Location(s)

Where is all this happening? There's probably going to be a dungeon involved, but even if that's all there is to it, you need to be a little more specific. Be bold about this, and try out different exotic locales. Depending on the length of the adventure, you can have the action move from place to place too.

- A strange forest full of dangerous creatures.
- The ruins of an ancient city, abandoned because of the evil that lurks there.
- A mad wizard's tower.
- A stretch of wilderness between two warring nations.
- A distant keep on the edge of a land overrun with monsters.
- The sewers under the city, where something strange has been happening.
- A temple full of vile cultists who worship a dark god.

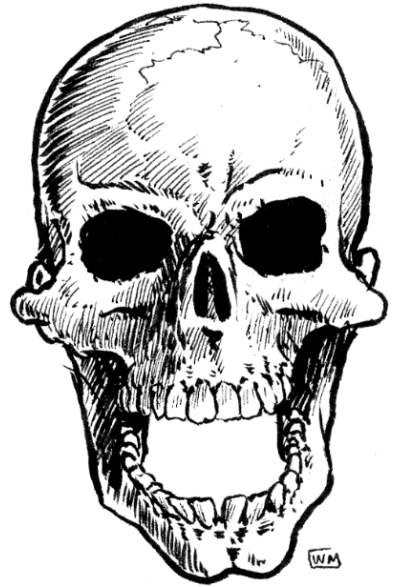


Obstacles

What's in the way of the L2 PCs achieving their objective? Think of a series of obstacles in the way of the objective that the PCs will have to resolve or circumvent to get where they want to go. Expect and encourage the players to tackle these things in different ways.

Here are the major types of obstacles for a dungeon fantasy game, with some basic guidelines for how to handle them:

- **Hostiles:** Naturally there are going to be monsters to fight, whether lowly kobolds or a fearsome dragon. Not every monster has to be something that the PCs fight or even that they *can* fight, but given the genre, they'll be expecting to get into some battles. There are some tables for various kinds of monsters and other encounters starting on p. 67.
- **Negotiation:** Sometimes the best course of action is to negotiate, and occasionally it's literally the only option. Adventurers tend to be bad at this, but it can be an interesting thing to put in front of the PCs. Of course, failed negotiation can often turn into a battle, or a good time to use the *defy civilization* move.
- **Protection:** At the risk of an obnoxious escort mission out of a video game, the PCs could need to protect someone or something from harm.
- **Puzzles:** A cousin of traps, dungeons often have contrived puzzles that adventurers will have to solve if they're going to make progress. These can take just about any form imaginable, including guardians asking riddles, clockwork and/or magical mechanisms, magical enchantments that can be (de)activated only in a very particular way, and so on.
- **Traps:** Dungeons often have traps intended to ensnare and eliminate interlopers. They can be vicious, convoluted, or just unfair, and the adventurers will have to figure out a way to deal with them. There's a table of traps on p. 71 by the way.



One (L1) Real Life Thing

Plan out one thing that's going to happen to the L1 characters that'll disrupt the game a bit. It shouldn't be something that completely stops them from playing (so don't have the house burn down or the police come and arrest someone), but it should help develop the characters a little and distract from their dungeon fantasy game.

- Someone's S.O. sends a text full of drama.
- Someone ordered a bunch of pizzas to the house as a prank.
- There's a power outage.
- Someone nearby yells at the group to keep it down.
- The DM is thinking they may need to kick someone out of the group.
- The cat gets out and you'd better bring her back inside.

Layer One Drama Table

d66	Issue
11	A former friend is gaming nearby.
12	A pet knocks over so much stuff you can't quite remember where you were.
13	A previous member of the gaming group is loudly talking shit about you.
14	A rival gaming group (???) issues a challenge.
15	An edition war breaks out!
16	An expensive piece of décor or electronics gets damaged.
21	One of the chairs suddenly collapses.
22	One of the gamers is missing another game for this one and they're pissed.
23	One of the gamers said something crappy about the game on social media.
24	One player in particular is the reason why you haven't played in months.
25	Someone blurts out someone else's secret.
26	Someone had a death in the family recently.
31	Someone nearby yells at you to keep it down.
32	Someone ordered a bunch of pizzas to the house as a prank.
33	Someone read the DM's notes for this session (or the module they're using).
34	Someone said something pretty stupid to their S.O.
35	Someone threatens to kick you out unless you do something right away.
36	Someone's adventurer build has a mistake that makes them more powerful.
41	Someone's family member destroyed or defaced a game book.
42	Someone's favorite d20 is missing!
43	Someone's parent calls to berate them.
44	Someone's parents are fighting.
45	Someone's S.O. sends a text full of drama.
46	Something reminds someone of a grudge from a previous game session.
51	Something's wrong with the toilet.
52	The cat gets out and you'd better bring her back inside.
53	The DM is thinking they may need to kick someone out of the group.
54	The power goes out.
55	The scented candles set off someone's allergies.
56	The temperature suddenly gets uncomfortable.
61	The weather unexpectedly turns bad, so getting home will be tricky.
62	There's an accident outside.
63	You have to make a difficult promise to keep playing here.
64	You smell smoke... There's a (small) fire!
65	You start getting prank phone calls.
66	You're getting kicked out of where you're playing.

Asking Questions

One handy technique is to ask the players questions about their gamer characters. These can be pointed or just silly, but they're a good way to provoke players to be creative. Below is a table with several possible questions.

d66	Question
11	Did you draw a portrait of your adventurer?
12	Do you hang out with anyone here outside of the game?
13	Do you own any weapons?
14	Have you ever cheated at this game?
15	How did you start playing RPGs?
16	How do you get your caffeine?
21	How does your gender affect how you relate to the game?
22	How long have you been playing RPGs?
23	How many books do you own for this game?
24	How much did you chip in for snacks?
25	How typical is your current adventurer of what you like to play as?
26	What annoys you about the DM?
31	What beverage do you drink when we play?
32	What bothered you about what we got for dinner last time?
33	What distracts you from the game?
34	What do you do when you're gaming and you start getting sleepy?
35	What do you use to represent your adventurer on the battle mat?
36	What do your favorite dice look like?
41	What does your family think of this hobby?
42	What kind of bag do you have your stuff in?
43	What kind of character did you roll up as a backup?
44	What kind of dice bag do you use?
45	What kind of transportation did you take to get here?
46	What other games do you play regularly?
51	What was the last thing you posted on the RPG forums?
52	What was the name of your previous adventurer who died?
53	What's a word you found in this game that you pronounce wrong?
54	What's written on your T-shirt?
55	What's your day job?
56	What's your favorite board game?
61	What's your online handle?
62	What's your stance on anime?
63	When was the last time you shaved?
64	When was the last time you took a shower?
65	Which member of the gaming group annoys you the most?
66	Which trait of your adventurer most reflects who you are?

Changing Roles

If you play an extended *Dungeon Zone* game, it might make sense for the DM to become a regular Gamer and one of the regular Gamers to take over as DM. You can totally do that! It's just that there's a small enough overlap in the stuff you need to fill in for a Gamer character and a DM character that you basically just copy over the Name and Look, but otherwise fill out the sheet from scratch, using the character's personality to guide your choices. In any case, hang on to the old sheet in case the character switches back.

New Moves

You're 100% welcome to customize this game however you want, and that first and foremost means inventing new moves. This game derives from the Powered by the Apocalypse framework, and *Apocalypse World 2nd Edition* has some great advice on customization on pages 270-286 (that one chapter with a rude word in its title). Here's some info that's specific to this game though.

Types of Moves

This game divides moves into a few different categories, which have different expectations and uses.

- **Gamer Basic Moves:** These are easily the most important type of move in the game. They're the ones that all of the regular players use to resolve the major types of mechanically significant actions that their Gamer and Adventurer characters take over the course of the game. The distinction between Basic and Situational Moves is a little fuzzy, but Basic Moves should generally be something widely applicable that you'll want to have in front of you while playing.
- **Situational Moves:** This category is basically a storage space for moves that work like Gamer Basic Moves, but don't come up often enough to merit including them in the main Basic Moves list. The ones in this book cover situations that will periodically come up depending on how your imaginary fantasy game goes, but you can get even more specific than that. If your players are constantly haggling with shopkeepers, you could make a Haggle move and get a lot of mileage out of it, but you could also make a move specific to trying to use a particular ancient artifact or petting the DM's cat.
- **Adventurer Features/Gamer Features:** Gamer characters get a few of these types of moves, and of course you can make up new ones if you have a clear idea of something you want to have in the game. Adventurer Features give more mechanical weight to an adventurer character's abilities in the L2 world, so if you're playing an adventurer character who has certain kinds of abilities it might be helpful to make up a new Character Move to better represent it. For example, if you want to play a wild mage, making some kind of Wild Surge move could make the character more interesting to have in the game. Likewise, Gamer Features mainly involve the ways that a Gamer character functions as a social animal or how they play the game, and you can easily come up with new ones of those as well.
- **ZM Basic Moves:** Basic moves for the ZM are a bit broader than those for players, and encompass not only mechanically defined moves, but "soft" moves that amount to naming elements of the ZM's normal process of running the game. If as the ZM you find that you're doing something frequently, it might help to formalize it as a ZM move.

- **DM Character Moves:** Since a DM has nigh-unlimited power in the context of running their dungeon fantasy RPG, DM character moves don't really involve special abilities of their L2 "character." Instead, these affect how they function on L1 and how they relate to the game, a lot like Gamer Features. New DM Character Moves would have to account for the lack of stats and a Harm track in DM characters of course.

Move Structures

This game has a few different move structures, some of which you can combine. In general, a move should be useful and not so unreliable that players won't go near it, but have appropriate limitations or potential drawbacks to keep it from being overwhelmingly, boringly effective.

- **Classic PbtA:** The numbers are a little higher owing to the different scale for stats, but many moves, particularly Basic Moves, use the classic Powered by the Apocalypse setup, where you roll 2d6, add a stat, and get a result based on which of the three result categories (miss, weak hit, and strong hit) you get. It's important to make each category interesting, and to make the rewards of success and the consequences of failure reasonable for the particular action.
- **Statless PbtA:** Since in this game DM characters don't have stats, they have some moves that are basically the same as the Classic PbtA-style moves, except that you don't add a stat, so the target numbers are a little lower. Since they're for the DM, they take on a different context, and serve more as ways for you to let the dice make certain decisions for you.
- **Non-Random Action:** Some moves, particularly Character Moves, step away from using die rolls and instead have an effect without resort to randomness. Smart players will generally prefer the certainty of a non-random move over a random one.
- **Soft Moves:** One of the major types of ZM moves, these are moves that basically serve to highlight things that the ZM does in the course of running the game.
- **Limited Use:** In this game there are a lot of Character Moves that players can use a limited number of times per session. This serves as a balancing mechanism, so that characters can have abilities that would be too powerful to use at will.
- **Point-Based:** Some moves work by playing with Stress or Harm points. A lot of moves directly relating to Gamer characters work by inflicting or removing Stress. This can be a balancing factor for moves that would be too powerful to give to players to use at-will, but given the amount of Stress that a Gamer can suffer before having Fallout, it's not quite as strong of a counterbalance as limited uses.
- **Advantage/Disadvantage:** Advantage and disadvantage are ways to significantly shift the odds for or against a player when they're rolling. Getting advantage or imposing disadvantage is pretty powerful, so moves that do so usually should have some kind of counterbalance, whether it's needing a good roll, limited uses, or being point-based.

Making d66 Tables

I started writing an essay on how to make d66 tables, and it felt just kind of excessive even for the sheer miscellany of this book. I made it into a blog post instead, so if you want some help making your own d66 tables, check it out here: <https://tinyurl.com/d66tables>

Getting Weird with the L1 Setting

The included tables and such mostly assume that your L1 characters are a group of nerds roughly in the present day, playing at home or at a local game store or something similar. Overall, I think the game works best when you keep the contents of Layer One pretty mundane and grounded, but you can do some wacky stuff with the L1 setting:

The Okayest Four Days in Gaming

Either right off the bat or as a special thing for an ongoing game, have your L1 characters go to a major gaming convention. Play out the sessions of their regular game they inexplicably (or very explicably, if it's the only time they can get together) play during the con, and everyone can discuss what's been happening at the con when their L1 characters get distracted.

The RPG Episode

Here's an even wackier idea: take the characters from an ongoing campaign of some other game, and have them sit down to play an RPG together. Those characters become your L1 gamer characters, and you can find out what they do when confronted with the weirdness of dungeon fantasy gaming.

Dungeons & Pets

What if dogs played RPGs? That's the question posed by the delightful webcomic *Dungeons and Doggos* (dndoggos.com). Well, to paraphrase the referee in *Air Bud*, there's no rule saying a dog can't play RPGs. Let the PCs look for bones, get super-excited about stuff, and generally be dog-like. If you haven't tried it before, having people role-play as dogs is pretty much the best thing, though other animals playing RPGs would also be pretty great.

Excessively Meta

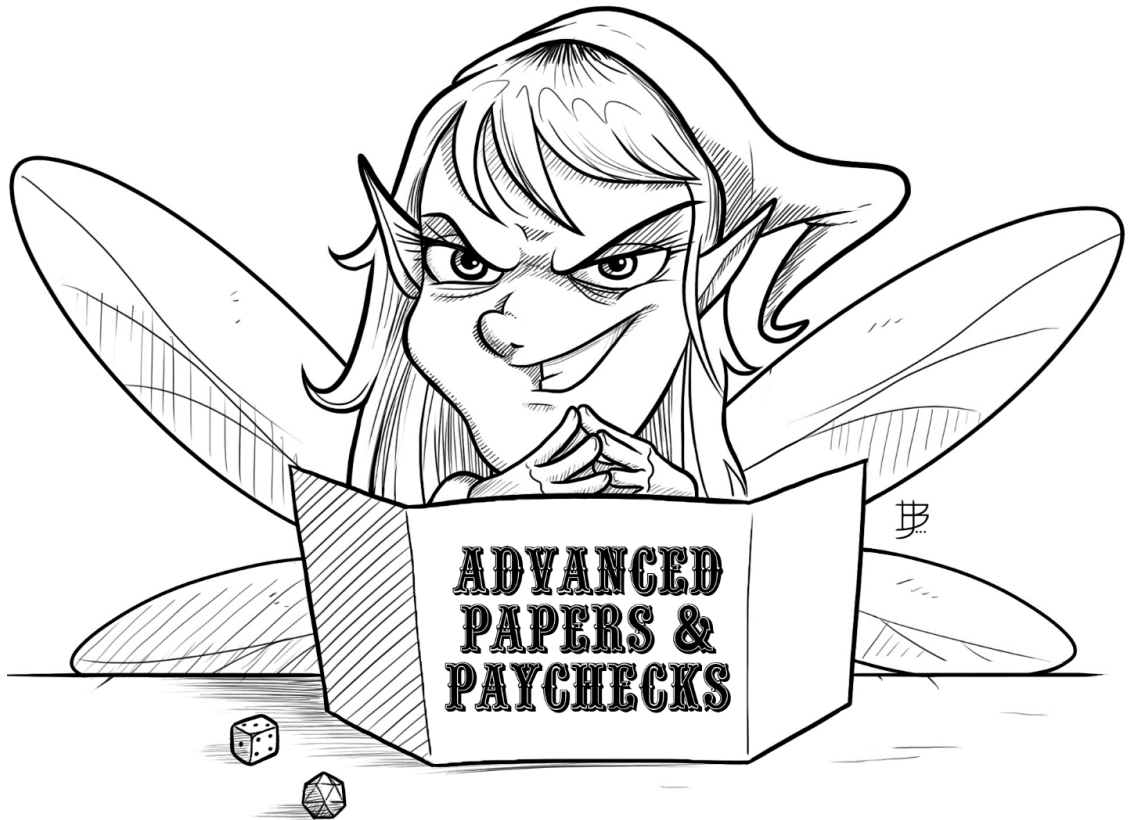
The L1 group consists of people who live in what we would call a fantasy world. A copy of the role-playing game and some dice and such fell through a portal between worlds (possibly with a gamer nerd from our world), and some locals have decided to give it a try.

Flashback!

It's a nostalgic time in the past, say the 70s when RPGs were in their infancy or the 80s when the medium was just starting to hit its stride. Hope you're ready to put in lots of ~~dated~~ nostalgic cultural references! While other people are having weirdly strong opinions about disco, worrying about the Cold War and the Iranian Revolution, celebrating or despising Reagan and Thatcher, or otherwise engaging with the real world, you were getting together to pretend to be elves.

Future!

You discovered the game in the archives of the cybersphere and got some friends into a virtuality chat to try it out. Or alternately, you unearthed these books in the time after the pocky-lips, and you and your companions sit down to play when you're not avoiding the neuromancers and mutant warlords of the wastelands.



I've got something special for you guys. I hope you're ready for... the QUARTERLY PERFORMANCE REVIEW!



Mark, I know we're being a bit tongue in cheek here, but this is literally toilet humor.

DM Creation

The Zone Master needs to create a Layer One Dungeon Master character, who will be the fictional DM of the fictional game. This section walks through the steps of creating your DM.

Details

As with gamer characters, you develop your DM character first with several details, which provide flavor but don't influence the rules.

DM Look

Choose or create one thing for each line:

- Hoodie, polo shirt and slacks, T-shirt and jeans, office attire, T-shirt and sweat pants
- Background music, dice tower, fancy DM screen, laptop with game info, large collection of miniatures
- Anime merch, caffeinated soda, energy shots, light beer, plush dragon, weed

DM Name

Give your DM an ordinary name. See p. 25 for a table of ideas.

Game Title

What is the non-trademarked title of the game you're running? Or you can just use the name of a real game that actually exists, but I wanted to make a silly table so here we are I guess.

d66	Game	d66	Game
11-12	Abodes & Abominations	41-42	Ogres & Oubliettes
13-14	Caverns & Creatures	43-44	Skulls & Monsters
15-16	Dark Dungeons	45-46	Swords & Sorcery
21-22	Darkest Dungeons	51-52	Towers & Treasures
23-24	Depths & Demons	53-54	Truncheons & Flagons
25-26	Heroes & Hellions	55-56	Warriors & Wizards
31-32	Keeps & Kobolds	61-62	Wayfinder
33-34	Lairs & Liches	63-64	Dungeons, Dungeons and More Dungeons
35-36	Mazes & Mutants	65-66	an unrecognizable mess of house rules

Edition

Okay, but which edition? If you choose wrong, people on the internet will be angry at you about it. Well, okay, no matter what you choose there will be people on the internet who get mad about it, but you still have to pick one.

d66	Edition	d66	Edition
11-13	Original/White Box	41-43	3 rd Edition
14-16	1 st Edition	44-46	3½ Edition
21-23	Basic	51-53	A mass of OGL stuff
24-26	BECMI	54-56	4 th Edition
31-33	2 nd Edition	61-63	4 th Edition Quintessentials
34-36	Basic (Rules Encyclopedia)	64-66	5 th Edition

Campaign Setting

Which campaign setting are you going to use? There are plenty of pre-published ones, or you could just make up your own.

d66	Campaign Setting	d66	Campaign Setting
11-12	Ashen Hawk	41-42	Mysteria
13-14	Black Sun	43-44	Planeshift
15-16	Crowloft	45-46	Sapphire Rose
21-22	Darkmoor	51-52	Spacejammer
23-24	Easteros	53-54	Unknown Realms
25-26	Elbaron	55-56	Wyrmlance
31-32	Hollow Earth	61-62	cliché homebrew
33-34	Iron Nations	63-64	weird homebrew
35-36	Kingdom of the Flower Throne	65-66	20+ year home setting

DMing Quirks

Give your DM character one or two quirks in how they run the game.

d66	Quirk	d66	Quirk
11	Always kills horses	41	Highly detailed polearms
12	Annoying voices	42	Improvised miniatures
13	Background music	43	Incredibly vicious traps
14	Blatant railroading	44	In-game retaliation
15	Borrows from fantasy literature	45	Lots of puzzles and riddles
16	Carefully painted miniatures	46	Lovecraftian vocabulary
21	Constant fudging	51	Massive RPG book collection
22	Contrived similes	52	Overpowered GMPC
23	Descriptions of gore	53	Passive-aggressive
24	Detailed descriptions of food	54	Pop culture references
25	Detailed economics	55	Psychedelic imagery
26	Favoritism	56	Puns
31	Frequent digressions	61	Scenery chewing NPCs
32	Frequent divine intervention	62	Stickler for alignment
33	Frequent use of vile cultists	63	Stingy with treasure
34	Funny voices	64	Unexplained die rolls
35	Gygaxian adherent	65	Vicious critical hit tables
36	Hack and slash	66	Weird/silly NPC names

Play Space

Where do you have the group get together to play the game?

d66	Play Space	d66	Play Space
11-12	A Chinese restaurant	41-42	A quiet, dying game store
13-14	A cramped studio apartment	43-44	A study room at the library
15-16	A fast food restaurant	45-46	At the local coffee shop
21-22	A game store dominated by CCGs	51-52	At the student union at your college
23-24	A house with loud roommates	53-54	In your dorm room
25-26	A huge family house	55-56	The game store a friend owns
31-32	A lively, friendly game store	61-62	The game store you own
33-34	A local diner that tolerates you	63-64	Video chat
35-36	A meeting room at the office	65-66	Your parents' basement

DM Goal

As with Gamer characters, the DM has a Goal, something they want while playing the fantasy game. And as with Gamer Goals, if you play multiple sessions you can rewrite your Goal now and then as the character evolves.

d66	Goal	d66	Goal
11	A moment of compelling drama	41	Keep things on track
12	Assert your authority	42	Kill the most annoying PC
13	Demand the dinner you want	43	Maintain verisimilitude at all costs
14	Do an epic ambush	44	Make a groan-worthy pun
15	Do the cool scene you have in mind	45	Make players nervous with dice rolls
16	Eat all the snacks	46	Play with the cat
21	Finish this damn module	51	Reference your favorite show/novel
22	Get everyone laughing	52	Saddle them with a cursed item
23	Get through this without getting mad	53	Set the most cunning of traps
24	Give stuff to a particular PC	54	Show off the work you did preparing
25	Give them your best puzzles	55	Show off your elaborate map
26	Gross out the players	56	Show off your favorite NPC
31	Have an authority assert themselves	61	Show off your worldbuilding
32	Have an enemy outsmart the PCs	62	Show them how great old-school is
33	Have an NPC befriend the PCs	63	Show them how to play right
34	Have an NPC take revenge	64	Slip in something shocking
35	Just get through this	65	Tell a compelling story
36	Keep the dice on the table for once	66	Use the new miniature you bought

DM Stats (A Note on the Lack Thereof)

DM characters don't have stats! There are a handful of DM moves that involve rolling dice, but those just use an unmodified roll. Likewise, DM characters don't have their own Loot points.

DM Character Moves

Similar to Gamer characters, **pick 2 Character Moves** for your DM character from the list below.

○Creative

You're an especially creative DM. You have advantage when rolling to *name an NPC* and *make shit up*.

○Critical Tables

You use custom critical hit and critical miss tables that are especially gruesome and at times hilarious.

- Any time a player rolls a 2 or a 3 on the dice (before adding their stat, but after resolving advantage or disadvantage) for a move to have their L2 character do something, describe a terrible accident or gory critical hit, and their L2 characters take an extra point of Harm.
- Any time a player rolls an 11 or 12 on the dice (before adding their stat, but after resolving advantage or disadvantage) for attacking an enemy, describe the gory blow they land, and they cause an extra point of Harm.

○House Rules

You use a lot of house rules and generally shape the game to your own whims. Other players have disadvantage to *argue* with you.

○Kindness □□

Up to twice per session, when you *do something nice for another player*, they can remove up to 2 points of Stress.

○Long-Suffering

You don't give into stress too easily. You have two additional Stress boxes.

○Pet □□

You have a beloved pet who hangs around where you play the game. Up to twice per session you can play with or pet them to remove 1 Stress. Also, they occasionally play with dice or knock miniatures over. Pick a species and name for your pet:

- Bird, cat, dog, ferret, frog, lizard, rabbit, rat, snake
- Bailey, Bonnie, Buddy, Coco, Lola, Max, Peanut Butter, Princess, Shadow

○Random Death

At any time, you can take 2 Stress to declare that an L2 player character has died.

○Worrisome Smile □□

Up to 2 times per session you can simply declare that a player's L2 action fails (as per the worst result on the move), without giving them a chance to roll or *argue*.

Appendix A: NPC Name Tables

Good NPC Names

d66	Female Name	d66	Male Name	d66	Family Name
11	Alicia	11	Alastair	11	Aragon
12	Allegra	12	Ben	12	Archer
13	Althea	13	Cecil	13	Ashford
14	Amber	14	Cid	14	Astor
15	Amelia	15	Cornelius	15	Bashere
16	Atelia	16	Corwin	16	Bayfield
21	Brie	21	Daniel	21	Black
22	Cassandra	22	Davram	22	Burrows
23	Charlotte	23	Desmond	23	Byron
24	Danica	24	Eddard	24	Cauthon
25	Ellen	25	Edgar	25	Coldwater
26	Eris	26	Edward	26	Corbett
31	Esmeralda	31	Elodin	31	Damodred
32	Gabrielle	32	Eric	32	Drummond
33	Gertrude	33	Galad	33	Elessar
34	Gillian	34	Galen	34	Flynn
35	Gwendolyn	35	Gregor	35	Gambino
36	Illuminata	36	Gunther	36	Gardner
41	Jessica	41	Hadrian	41	Grey
42	Julianna	42	Jacob	42	Hammerhand
43	Karsa	43	Killian	43	Harkness
44	Lessa	44	Lance	44	Lyons
45	Lyra	45	Logan	45	Quincy
46	Lyrice	46	Magnus	46	Schloss
51	Maya	51	Malcolm	51	Selby
52	Mira	52	Mort	52	Somerset
53	Myrelle	53	Otto	53	Stafford
54	Nysta	54	Richard	54	Talbot
55	Rosette	55	Roland	55	Turner
56	Sansa	56	Royce	56	Tyrell
61	Sheila	61	Theodrin	61	Vanderberg
62	Sophia	62	Theon	62	Wagner
63	Tara	63	Vaelin	63	Walker
64	Tasha	64	Vincent	64	Wallace
65	Trisha	65	Wade	65	Ward
66	Violet	66	William	66	White

Okay NPC Names

d66	Female Name	d66	Male Name	d66	Family Name
11	Alexia	11	Akkarin	11	Baradon
12	Amy	12	Angus	12	Barton
13	Arya	13	Arslan	13	Brando
14	Ashley	14	Arthur	14	Brightweaver
15	Bailee	15	Bigby	15	Brown
16	Chloe	16	Chip	16	Canford
21	Destiny	21	Earl	21	Carpenter
22	Doreen	22	Garion	22	Carter
23	Elaine	23	Hank	23	Clegg
24	Eve	24	Jalan	24	Corvus
25	Hannah	25	James	25	Cross
26	Hope	26	John	26	Elric
31	Jennica	31	Jorg	31	Fontaine
32	Jenny	32	Kain	32	Fox
33	Jill	33	Link	33	Goldleaf
34	Kiki	34	Marty	34	Hawkeye
35	Lavender	35	Mat	35	Highwind
36	Luna	36	Nathan	36	Jones
41	Maggie	41	Nick	41	Kath
42	Marie	42	Percy	42	Moreau
43	Meg	43	Peter	43	Mustang
44	Melisande	44	Peyton	44	Palazzo
45	Min	45	Rand	45	Parker
46	Olga	46	Ravin	46	Pendragon
51	Pearl	51	Roger	51	Phoenix
52	Pentunia	52	Ryan	52	Riverwind
53	Rhapsody	53	Sage	53	Sandhill
54	River	54	Sam	54	Sarkov
55	Rose	55	Steve	55	Smith
56	Sarah	56	Thelonious	56	Sparks
61	Starlight	61	Thomas	61	Storm
62	Sue	62	Thorin	62	Tesla
63	Susan	63	Tim	63	Valentine
64	Tiffany	64	Tommy	64	Vasconcelos
65	Wendy	65	Vin	65	West
66	Yelena	66	Zeke	66	Wolf

Dumb NPC Names

d66	Female Name	d66	Male Name	d66	Family Name
11	America	11	Aflack	11	Alderp
12	Apple	12	Beek	12	Armstrong
13	Aqua	13	Biff	13	Bones
14	Arue	14	Blerg	14	Crimefighter
15	Arutha	15	Bloodcleaver	15	Diesel
16	Bee	16	Bob	16	Dustiness
21	Bella Swan	21	Brash	21	Eht
22	Blergina	22	Brutha	22	Fattywiggins
23	Braxtyn	23	Captain	23	Ford
24	Camera	24	Cloud	24	Forrest
25	Chauncey	25	Doober	25	Gaga
26	Chekera	26	Drazzt	26	Gaylord
31	Cinderella	31	Fain	31	Gravos
32	Cutie	32	Flash	32	Greywords
33	Dazzle	33	Flerd	33	Gump
34	Depina	34	Gleep	34	Habedashery
35	Derfla	35	Jumpy	35	Hamflower
36	Enimee	36	Keak	36	Havoc
41	Fauna	41	Melf	41	Hohenheim
42	Fighterina	42	Perry Hotter	42	Inverse
43	Flora	43	Prince	43	Krinkle
44	Gretel	44	Raistminster	44	Lovegood
45	Grogda	45	Redmod	45	Minecraft
46	Halrloprillalar	46	Rethgif	46	Moonblood
51	Jam	51	Roaky	51	Polychrome
52	Lalaltina	52	Rotiart	52	Rockbell
53	Lisa Lisa	53	Schartzmugel	53	Salt
54	Megumin	54	Squick	54	Snerblin
55	Monza	55	Thag	55	Snickle
56	Moon Unit	56	Tom Bodett	56	Strong
61	Moxie	61	Villayn	61	Tree
62	Neptunia	62	Whiffle	62	Weegee
63	Nevaeh	63	Wizzy	63	Wildhorse
64	Princess	64	Yetzel	64	Yoop
65	Uvula	65	Zardo	65	Zagy
66	Winry	66	Zazz	66	Zell



SR 2012

Yeah, things didn't go that well for the previous party either.

Appendix B: Encounter Tables

Enemies

d66	Minor Enemies	d66	Major Enemies
11	A band of dark elves	11	A dullahan knight
12	A band of goblins	12	A ferocious adult dragon
13	A band of kobolds	13	A giant centipede
14	A clay golem	14	A group of psychic squid-men
15	A confused modron	15	A hostile angel
16	A doppelganger impersonating a PC	16	A huge chimera
21	A few bugbears	21	A hydra
22	A gang of ruffians	22	A lich
23	A gelatinous cube	23	A mad alchemist
24	A hostile treant	24	A massive sea monster
25	A hungry troll	25	A powerful demon
26	A hunting party of lizard men	26	A powerful elemental
31	A land shark	31	A powerful eye creature
32	A mantichore	32	A purple worm
33	A mimic	33	A rakshasa
34	A mummy	34	A vampire lord
35	A pack of hell hounds	35	A zombie dragon
36	A pack of werewolves	36	An amalgam of evil souls
41	A phoenix	41	An elite assassin
42	A quasit	42	An evil wizard
43	A rust creature	43	An orc chieftain with a magical axe
44	A squad of enemy soldiers	44	Cerberus
45	A wyvern	45	Death knights
46	An angry minotaur	46	Elite dark knight
51	An angry ogre	51	Some kind of huge magical robot
52	An owlbear	52	Stone giants
53	Fishmen	53	Tarrasque
54	Ghouls	54	The avatar of a dark god
55	Giant spiders	55	The Bandit King
56	Giant toads	56	The champion of the arena
61	Giant wolves	61	The Chaos Lord
62	Harpies	62	The Clockwork Juggernaut
63	Lesser demons	63	The enemy general
64	Skeletons	64	The Ghost Train
65	Some orcs	65	The Lizard King
66	Zombies	66	The Spider Queen

More People and Things to Meet

d66	Stupid Monsters	d66	Non-Hostile Encounters
11	Animated Candelabra	11	A bounty hunter
12	Brain in a Jar	12	A checkpoint
13	Cloaker	13	A cleric on a holy mission
14	Dark Rug	14	A comfy inn
15	Digester	15	A common farmer
16	Dire Slime	16	A courier with a message
21	Dire Squirrels	21	A cryptic note
22	Duckbunny	22	A friendly cat
23	Evil Hands	23	A fruit seller
24	Evil Pants	24	A girl selling flowers
25	Flail Snail	25	A gnomish inventor
26	Flumph	26	A gold dragon in disguise
31	Gas Spore	31	A group of refugees
32	Giant Beaver	32	A helpful paladin
33	Giant Hamster	33	A herd of farm animals
34	Giant Vampire Frog	34	A hermit
35	Gibbering Mouther	35	A learned scholar
36	Ground Squid	36	A princess who needs help
41	Killer Pillow	41	A severely wounded man
42	Living Hair	42	A skilled cartographer
43	Man-Eating Topiary	43	A traveling brewer
44	Meat Golem	44	A traveling hunter
45	Otyugh	45	A traveling king
46	Owlbear	46	A traveling merchant
51	Owlephant	51	A wandering bard
52	Paper Golem	52	A wealthy merchant
53	Raggamoffyn	53	A witch with a prophecy
54	Sea Cat	54	A wizard looking to hire you
55	Sea Lion	55	An elven hunting party
56	Skulltula	56	An outcast sorcerer
61	Spider-horse	61	Prostitutes
62	Two-Headed Cyclops	62	Royal guards
63	Vegepygmy	63	Terrified peasants
64	Vorpal Bunny	64	Town guards
65	Weredonkey	65	Traveling entertainers
66	Wolf Spider	66	Your parents



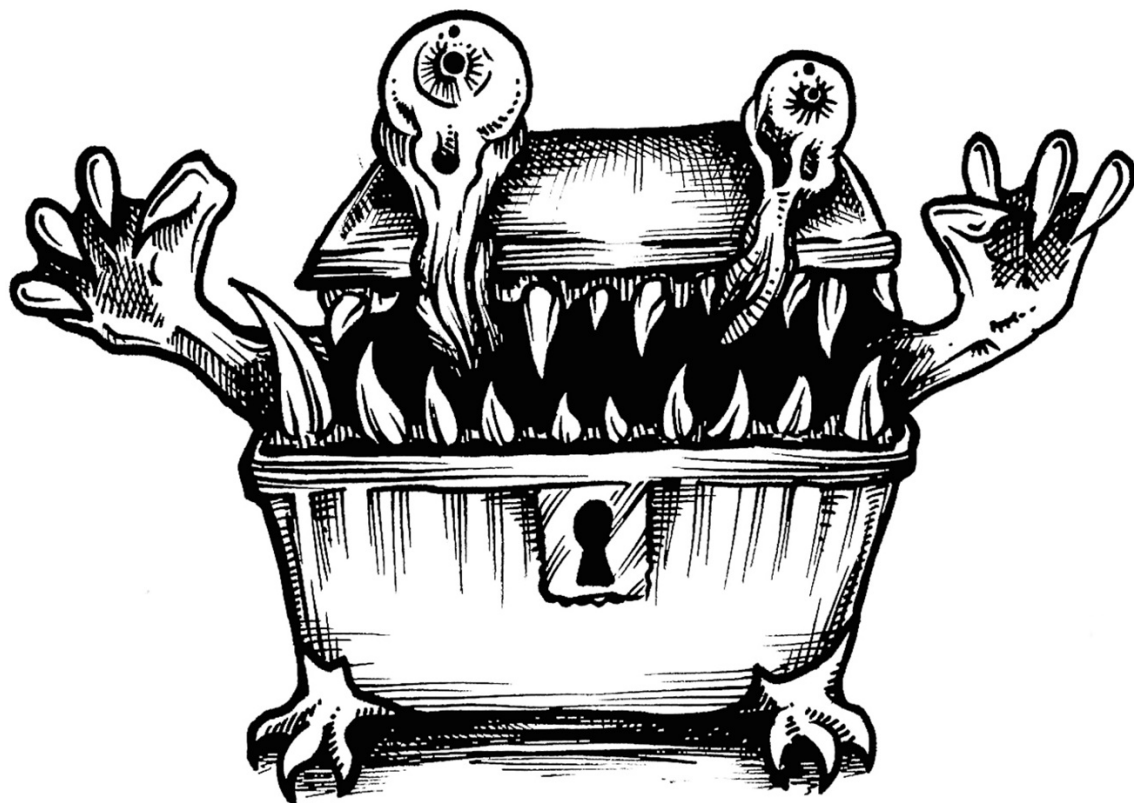
It's a living!

Monster Names

d66	Primitive	d66	Fearsome	d66	Incoherent
11	Ator	11	Akronas	11	Acrasia
12	Blaat	12	Arachnia	12	Adalimumab
13	Dag	13	Asmodeus	13	Akkhtimakt
14	Deeva	14	Astaroth	14	Astyanax
15	Drogo	15	Beleth	15	Atomos
16	Fuzzy	16	Belloc	16	Axyxyxyx
21	G'nash	21	Calabraxas	21	Blaed
22	Grag	22	Chrysoprax	22	Bloopooqooople
23	Griba	23	Deathwing	23	Cagnazzo
24	Grimbo	24	Demulus	24	Cherlindrea
25	Grindel	25	Dreadmaw	25	Chronodia
26	Itchy	26	Duval	26	F'nor
31	Jerz	31	Galurung	31	Gothmog
32	Jocko	32	Hellhand	32	Guenhwyvar
33	Kor	33	Jareth	33	Imitrenkis
34	Lodac	34	Kallor	34	Jarlaxle
35	Lumpy	35	Kane	35	Jophiel
36	Mala	36	Kull	36	Kvothe
41	Nekron	41	Lilith	41	Laragorn
42	Nerp	42	Logaine	42	Niddhoggr
43	Raff	43	Logoth	43	Renesmee
44	Rell	44	Malachon	44	Rhizopas
45	Rexor	45	Mordred	45	Rongar
46	Roon	46	Nightshade	46	Rubicante
51	Shurka	51	Omega	51	Sandalphon
52	Skoild	52	Pendragon	52	Sarugon
53	Slug	53	Pyrax	53	Scarmiglione
54	Spengo	54	Raziel	54	Sidious
55	Spike	55	Scar	55	Skurgle
56	Thag	56	Shokkoth	56	Sumatargan
61	Thongor	61	Strohm	61	Thibbledorf
62	Thorn	62	Talon	62	Ugluk
63	Titch	63	Tyrion	63	Verminaard
64	Trogar	64	Vassago	64	Whiskeyjack
65	Trogdor	65	Voltan	65	Xusia
66	Zog	66	Zoltar	66	Zaknafein

Monster Quirks

d66	Quirk	d66	Quirk
11	Allergies	41	Heavy drinker
12	Ambidextrous	42	HR problems
13	Anachronistic clothing item	43	Impulsive
14	Annoying laugh	44	Incredibly arrogant
15	Breaks objects at random	45	Kills subordinates when frustrated
16	Calls everyone "precious"	46	Makes lots of puns
21	Condescending	51	Never sits still
22	Cowardly	52	Never uses contractions
23	Dispute with coworker	53	Phobia
24	Eyepatch	54	Picky eater
25	Fashionable	55	Pop culture references
26	Funny voice	56	Scarred
31	Germophobe	61	Short-tempered
32	Glutton	62	Skilled at making tea
33	Greedy	63	Speech impediment
34	Hallucinations	64	Talks in the third person
35	Hates their boss	65	Treasures useless objects
36	Haughty	66	Weird accent



Traps

d66	Trap
11	Auto-Turret ; a trigger activates a magical crossbow turret.
12	Bad Bridge ; a bridge that's rigged to fall.
13	Banshee Wail Trap ; creates a harmful, piercing wailing sound.
14	Ceiling Pendulum ; a trigger makes a huge blade swing across the room.
15	Collapsing Roof ; a trigger makes the roof fall down.
16	Contact Poison ; significant objects are covered in a poison that affects by touch.
21	Crusher ; a trigger makes one or two walls of the room close in and crush you.
22	Curse Trap ; a trigger makes a magical orb put a curse on victims.
23	Danger Ball ; a trigger makes a huge stone ball roll down to crush victims.
24	Dart Launcher ; a trigger makes poisoned darts shoot out.
25	Death Holes ; holes in the wall, most of which shock or kill anyone who reaches in.
26	Death Organ ; the room is full of levers with endless unpredictable effects.
31	Evil Door ; a living door demands a sacrifice to let anyone pass.
32	Executioner Statue ; a trigger activates a magical statue that attacks.
33	Eye of God ; a powerful magical artifact melts anyone nearby when opened.
34	Fake Floor ; portions of the floor of this room are an illusion.
35	Fake-Out ; several super-obvious fake traps distract from a real one.
36	Fire-Breathing Statue ; a trigger makes a statue shoot out a gout of flame.
41	Glue Trap ; seemingly innocuous surfaces are made of a powerful adhesive.
42	Lasers ; somehow, there are lasers that zap intruders.
43	Lightning Trap ; a trigger makes a magical device shoot out a lightning bolt.
44	Magic Blaster ; a trigger makes a device shoot magic missiles at victims.
45	Magic Mirror ; creates evil duplicates of people who look into it.
46	Magma Trap ; a trigger makes the room fill up with hot lava!
51	Net Trap ; a trigger makes a concealed net lift victims into the air.
52	Oiled Hall ; a long hallway with a layer of flammable oil on the floor.
53	Oubliette ; a trigger drops victims into a pit and leaves them there.
54	Pit of Snakes ; a trigger drops victims into a pit full of poisonous snakes.
55	Pit Trap ; a trigger makes the floor fall away.
56	Poison Gas Trap ; a trigger fills the room with poisonous gas.
61	Prismatic Spray Trap ; a magic device fires a prismatic spray spell.
62	Spear Launcher ; a trigger makes spears shoot out at victims.
63	Sphere of Annihilation ; a magical field destroys anything it touches.
64	Still Life ; a magical painting tries to suck victims in.
65	Water Trap ; a trigger makes the room fill completely with water.
66	Wizard's Chess ; you must win a game with this animated chess set to pass.



Stock art of a pugtaur exists, and now I've brought it into your life. You're welcome.

Treasure: Valuables

d66	Valuables	d66	Valuables
11	Amber	41	Jade
12	Ancient Coins	42	Jet
13	Bracelet	43	Lapis Lazuli
14	Brooch	44	Mana Crystals
15	Copper Coins	45	Opal
16	Crown	46	Painting
21	Diamonds	51	Palladium Coins
22	Earrings	52	Pearls
23	Electrum Coins	53	Pendant
24	Emeralds	54	Platinum Coins
25	Fine Silks	55	Rare Text
26	Gold Bars	56	Rings
31	Gold Coins	61	Rubies
32	Gold Ingots	62	Sapphires
33	Golden Holy Symbol	63	Silver Coins
34	Golden Idol	64	Spinel
35	Iolite	65	Statuette
36	Ivory Figure	66	Topaz

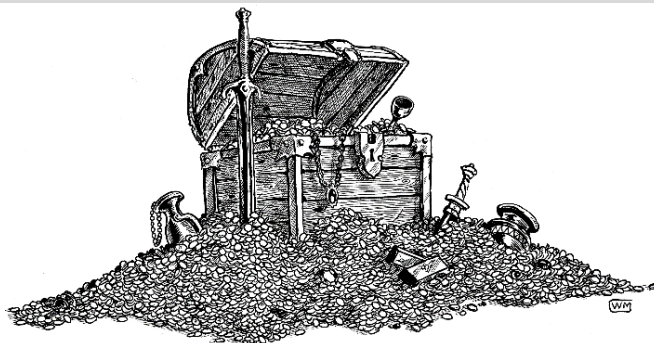
Treasure: Magical Items

d66	Item	d66	Item
11	Amulet of Protection	41	Immovable Rods
12	Bag of Holding	42	Instant Fortress
13	Bag of Wind	43	Lens of Scrying
14	Belt of Ogre Strength	44	Lyre of Sleep
15	Boots of Speed	45	Polymorph Wand
16	Broom of Flight	46	Portable Hole
21	Candle of Truth	51	Ring of Feather Fall
22	Cloak of Displacement	52	Ring of Invisibility
23	Deck of Many Things	53	Skull Mask
24	Elven Chainmail	54	Spanner of Repair
25	Extreme Teen Bible	55	Speed Reading Glasses
26	Figurine of Wondrous Power	56	Spider Climb Bracelet
31	Flaming Sword	61	Staff of the Magi
32	Glutton's Fork	62	Stone Horse
33	Golem Manual	63	Stones of Far Speech
34	Hammer of Thunderbolts	64	Sword of Ogre-Slaying
35	Healing Potion	65	Vorpal Sword
36	Humanbane Flail	66	Wand of Magic Missiles

Dungeon Dressing

d666	Dungeon	d666	Dressing	d666	Stuff
111	Ale	211	Chains	311	Flashing Lights
112	Altar	212	Chair	312	Food Scraps
113	Antechamber	213	Chalice	313	Footprints
114	Apron	214	Chandelier	314	Foul Air
115	Aquarium	215	Chapel	315	Fruit
116	Archway	216	Checkered Tiles	316	Funnel
121	Ashes	221	Cheese	321	Furnace
122	Atrium	222	Cinnamon	322	Gallery
123	Aviary	223	Cistern	323	Garlic
124	Bandages	224	Claw Marks	324	Gatekeeper
125	Banquet Hall	225	Closet	325	Gears
126	Barracks	226	Cobwebs	326	Glowing Crystal
131	Barrel	231	Cologne	331	Glowing Fungus
132	Bas Relief	232	Corpses	332	Glowing Pools
133	Bats	233	Couch	333	Graffiti
134	Beaker	234	Cracked Floor	334	Guano
135	Bells	235	Crates	335	Guard Room
136	Bench	236	Crown	336	Hazy Air
141	Blanket	241	Crucible	341	Herbs
142	Blood Fountain	242	Crypt	342	Hooks
143	Bones	243	Cryptic Writings	343	Hourglass
144	Books	244	Crystal Ball	344	Ice
145	Bookshelf	245	Crystals	345	Idol
146	Bowl	246	Cushions	346	Incense Burner
151	Brazier	251	Decanter	351	Intricately Carved Door
152	Broken Bottles	252	Desk	352	Iron Maiden
153	Broken Weapons	253	Dice	353	Jug
154	Bunks	254	Drafty	354	Kennel
155	Café	255	Dried Blood	355	Kettle
156	Cafeteria	256	Dripping	356	Lamps
161	Campfire	261	Drum	361	Latrine
162	Candles	262	Dust	362	Leather Boot
163	Cart	263	Fire Pit	363	Leaves and Twigs
164	Casket	264	Fireplace	364	Left Sock
165	Cauldron	265	Fish	365	Lever
166	Centipedes	266	Flagon	366	Locked Door

d666	Whatever	d666	That	d666	Means
411	Machinery	511	Portcullis	611	Stalagmites
412	Magic Circle	512	Pottery	612	Statue
413	Magma	513	Prisoners	613	Statuette
414	Manacles	514	Puddle	614	Steam Engine
415	Map	515	Rags	615	Stew
416	Mead	516	Ranch	616	Stocks
421	Mirror	521	Rats	621	Stool
422	Mold	522	Restaurant	622	Straw
423	Mosaic	523	Rope	623	Switch
424	Mural	524	Rubble	624	Table
425	Mushrooms	525	Rug	625	Tapestries
426	Mustard	526	Runes	626	Taxidermy
431	Obelisk	531	Rusted Armor	631	Tea
432	Office	532	Sacks of Flour	632	Thousand Island
433	Oil	533	Salon	633	Throne
434	Orb	534	Salt	634	Throne of Skulls
435	Ottoman	535	Sawdust	635	Toga
436	Oubliette	536	Sconce	636	Tongs
441	Painting	541	Screen	641	Topiary
442	Parchment	542	Sewer	642	Torches
443	Pebbles	543	Shrine	643	Tree
444	Pedestal	544	Skee Ball	644	Tree Stump
445	Pepper	545	Skeletons	645	Underground River
446	Petrified Adventurers	546	Skin	646	Vase
451	Pews	551	Skull	651	Vault
452	Pie	552	Slimy	652	Velvet
453	Pile of Skulls	553	Smock	653	Vise
454	Pillows	554	Snoring	654	Water Clock
455	Pinball Machine	555	Sparkly Stone	655	Water Fountain
456	Pipe Organ	556	Spatula	656	Water Wheel
461	Pipes	561	Spikes	661	Weird Sounds
462	Pliers	562	Spiral Staircase	662	Well
463	Podium	563	Spoon	663	Whistle
464	Poles	564	Stable	664	Wine
465	Porridge	565	Stairs	665	Workshop
466	Portal	566	Stalactites	666	Worms

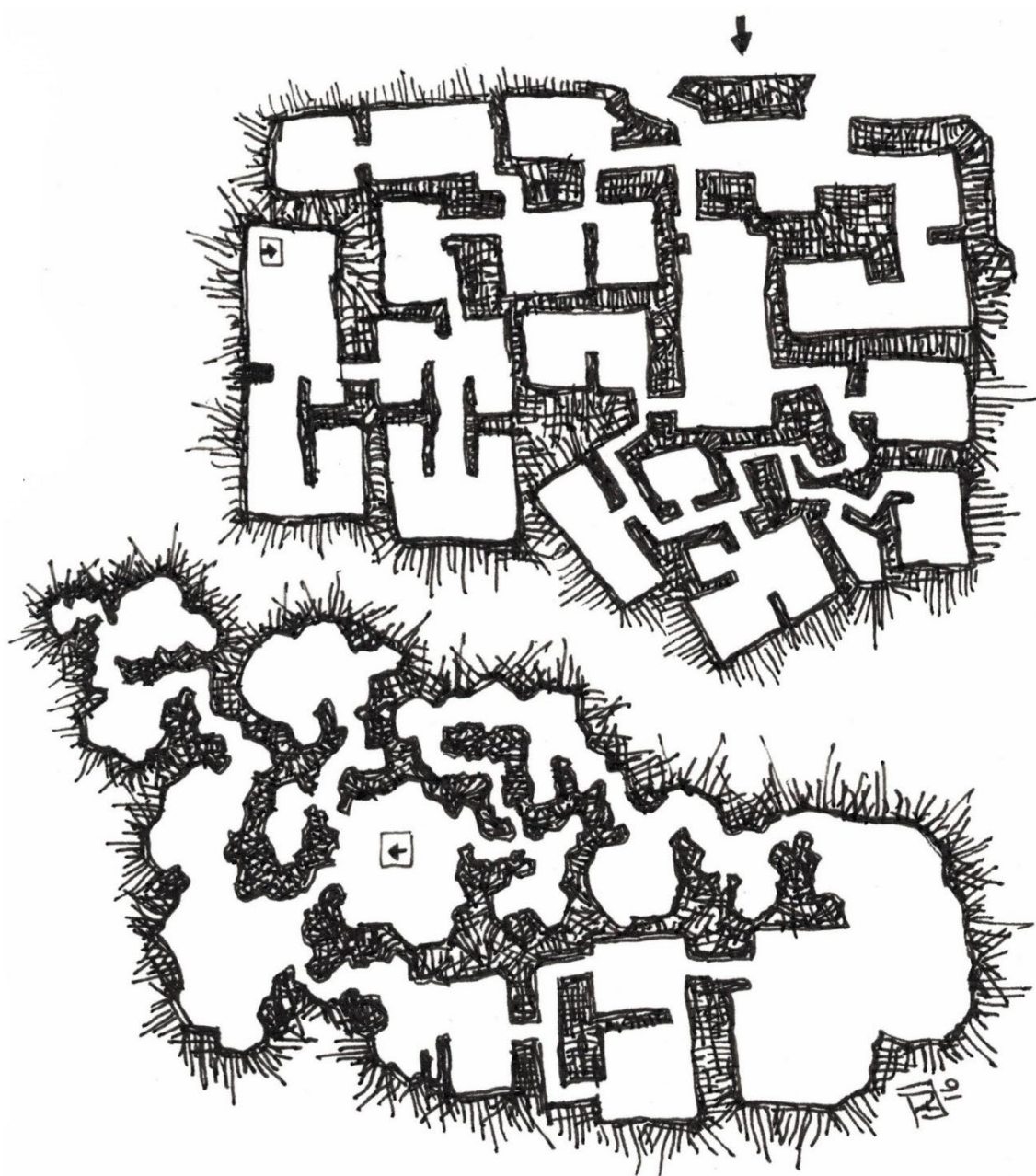




They said it was foolish to go to the hut of The Hermit Who Skins Adventurers Alive And Wears Their Skin in the Forest of Poison Mists That Turn People Inside-Out, but here we are!

Appendix C: Appendices Table

d66	Appendix
11	APPENDIX A: RANDOM DUNGEON GENERATOR
12	APPENDIX B: RANDOM WILDERNESS GENERATOR
13	APPENDIX C: RANDOM MONSTER ENCOUNTERS
14	APPENDIX D: PROSTITUTES
15	APPENDIX E: MOUNTED COMBAT
16	APPENDIX F: AERIAL COMBAT
21	APPENDIX G: UNDERWATER COMBAT
22	APPENDIX H: TRAPS
23	APPENDIX I: TRICKS
24	APPENDIX J: JAPES
25	APPENDIX K: HERBS AND SPICES
26	APPENDIX L: SUMMONED MONSTERS
31	APPENDIX M: ENCUMBRANCE
32	APPENDIX N: INSPIRATIONAL READING
33	APPENDIX O: SIEGE WEAPONS
34	APPENDIX P: GENERATING A PARTY UPON THE SPUR OF THE MOMENT
35	APPENDIX Q: AGING
36	APPENDIX R: DISEASE
41	APPENDIX S: ALIGNMENTS
42	APPENDIX T: MONEY
43	APPENDIX U: HIRELINGS
44	APPENDIX V: HENCHMEN
45	APPENDIX W: EMPLOYEES
46	APPENDIX X: TIME
51	APPENDIX Y: SPACE
52	APPENDIX Z: MORALE
53	APPENDIX AA: DELTA WORLD CONVERSIONS
54	APPENDIX BB: SHOE BLUFF CONVERSIONS
55	APPENDIX CC: TRANSFORMATION LAMBDA CONVERSIONS
56	APPENDIX DD: NON-PLAYER CHARACTERS
61	APPENDIX EE: DUNGEON DRESSING
62	APPENDIX FF: CITY/TOWN DRESSING
63	APPENDIX GG: SALAD/TURKEY DRESSING
64	APPENDIX HH: TREASURE
65	APPENDIX II: MAGICAL ITEMS
66	APPENDIX JJ: GAMBLING



Appendix D: Character Options

Gamer Day Job

d66	Day Job	d66	Day Job
11	Accountant	41	Local Game Store Owner
12	Artist	42	Localization Editor
13	Barista	43	Marketing
14	Cook	44	Mechanic
15	Customer Service Rep	45	Mortuary Worker
16	Delivery Driver	46	No one knows what you do
21	Engineer	51	Office Worker
22	Factory Worker	52	Retail Worker
23	Fast Food Worker	53	Scientist
24	Freelance Writer	54	Security Guard
25	Freeloader	55	Software Engineer
26	Gas Station Attendant	56	Tabletop Game Designer
31	Graphic Designer	61	Teacher
32	Homemaker	62	Technical Writer
33	IT/Sysadmin	63	Unemployed
34	Janitor	64	Video Game Developer
35	Librarian	65	Waiter/Waitress
36	Local Game Store Employee	66	Website Designer

Adventurer Background

d66	Background	d66	Background
11	Alchemist	41	Knife Enthusiast
12	Beggar	42	Knight
13	Bureaucrat	43	Lawyer
14	Cave Dweller	44	Miner
15	Chevalier	45	Noble
16	Chosen One	46	Performer
21	City Watch	51	Pirate
22	Clergy	52	Raised by Other Race
23	Craftsman	53	Raised by Wolves
24	Dancer	54	Refugee
25	Explorer	55	Sage
26	Farmer	56	Scholar
31	Fisherman	61	Seer
32	Folk Hero	62	Shepherd
33	Fortuneteller	63	Squire
34	Freed Slave	64	Surgeon
35	Gladiator	65	Trader
36	Hunter	66	Urchin

Obscure Classes

d66	Class	d66	Class
11	Alchemist	41	Hexblade
12	Arcane Trickster	42	Illusionist
13	Artificer	43	Invoker
14	Assassin	44	Knight
15	Avenger	45	Marshal
16	Beastmaster	46	Mystic
21	Berserker	51	Necromancer
22	Binder	52	Ninja
23	Blackguard	53	Psychic Warrior
24	Cavalier	54	Rune priest
25	Crusader	55	Samurai
26	Dwarf	56	Sha'ir
31	Elementalist	61	Shugenja
32	Elf	62	Specialist Mage
33	Favored Soul	63	Swordmage
34	Gambler	64	Thief-Acrobat
35	Gunslinger	65	Warden
36	Halfling	66	Wild Mage

Obscure Races

d66	Race	d66	Race
11	Aarakocra	41	Half-Giant
12	Bariaur	42	Half-Ogre
13	Bladeling	43	Hengeyokai
14	Bugbear	44	Ironforged
15	Bullywug	45	Kenku
16	Catfolk	46	Kobold
21	Deva	51	Korobokkuru
22	Doppelganger	52	Lizardfolk
23	Dragonkin	53	Orc
24	Duck	54	Rogue Modron
25	Duergar/Gray Dwarf	55	Saurial
26	Dwelf (dwarf/elf half breed)	56	Shadow Folk
31	Firbolg	61	Spirit Folk
32	Gnoll	62	Svinfnoblin/Deep Gnome
33	Goblin	63	Tabaxi
34	Goliath	64	Thri-Kreen
35	Half-Drow	65	Troglodyte
36	Half-Dwarf	66	Wemic

Armor

d66	Armor	d66	Armor
11	Banded Mail	41	Leather Armor
12	Battle Robe	42	Leather Lamellar
13	Breastplate	43	Lorica Hamata
14	Brigandine	44	Lorica Plumata
15	Buckler	45	Lorica Segmentia
16	Chain Shirt	46	Mirror Armor
21	Chainmail	51	Padded Armor
22	Cuirass	52	Razorback Armor
23	Elven Chainmail	53	Ring Mail
24	Fencing Cloak	54	Samurai Armor
25	Fortress Armor	55	Scale Mail
26	Full Plate	56	Shield
31	Gauntlet	61	Spike Armor
32	Half-Plate	62	Splint Mail
33	Hauberk	63	Studded Leather
34	Hide Armor	64	Tower Shield
35	Kite Shield	65	Wall Shield
36	Lamellar Armor	66	Wood Armor

Preferred Weapon/Implement

d66	Weapon/Implement	d66	Weapon/Implement
11	Battle Axe	41	Rapier
12	Broadsword	42	Rod
13	Club	43	Scimitar
14	Crossbow	44	Scythe
15	Dagger	45	Short Sword
16	Flail	46	Shortbow
21	Hand Crossbow	51	Shuriken
22	Holy Symbol	52	Sickle
23	Hook Sword	53	Sling
24	Lance	54	Spear
25	Long Sword	55	Staff
26	Longbow	56	Throwing Axe
31	Mace	61	Tome
32	Morningstar	62	Totem
33	Musical Instrument	63	Trident
34	Net	64	Wand
35	Orb	65	War Hammer
36	Pole Arm	66	Whip



Pole Arms

d66	Pole Weapon	d66	Pole Weapon
11	Atgeir	41	Kontos
12	Awl-Pike	42	Lochaber Axe
13	Bardiche	43	Lucerne Hammer
14	Bec de Corbin	44	Military Fork
15	Bill	45	Naginata
16	Bohemian Ear Spoon	46	Ngao
21	Brandistock	51	Partisan
22	Broad Axe	52	Podai
23	Brogit Staff	53	Poleaxe
24	Corseque	54	Ranseur
25	Falx	55	Rhomphaia
26	Fauchard	56	Skeggøx
31	Glaive	61	Sovnya
32	Guan Dao	62	Sparth Axe
33	Guisarme	63	Spetum
34	Halberd	64	Svärdstav
35	Höggspjót	65	Voulge
36	Ji	66	Woldo

Adventurer Additional Languages

d66	Language	d66	Language
11-12	Abyssal	41-42	Gnomish
13-14	Aquan	43-44	Goblin
15-16	Auran	45-46	Halfling
21-22	Celestial	51-52	Infernal
23-24	Deep Speech	53-54	The Old Tongue
25-26	Draconic	55-56	Orcish
31-32	Dwarven	61-62	Primordial
33-34	Elven	63-64	Sylvan
35-36	Giant	65-66	Undercommon

Gamer Additional Languages

d66	Language	d66	Language
11-12	Arabic	41-42	Japanese
13-14	Cantonese	43-44	Klingon
15-16	Dothraki	45-46	Korean
21-22	French	51-52	Latin
23-24	German	53-54	Mandarin
25-26	Hebrew	55-56	Portuguese
31-32	High School Spanish	61-62	Spanish
33-34	Hindi	63-64	Tagalog
35-36	Italian	65-66	Vietnamese

Proficiencies/Skills (Normal)

d66	Proficiency	d66	Proficiency
11	Acrobatics	41	Linguistics
12	Animal Handling	42	Medicine
13	Appraise	43	Nature
14	Arcana	44	Perception
15	Athletics	45	Perform
16	Blacksmith	46	Pick Locks
21	Bluff	51	Profession
22	Climb	52	Religion
23	Craft	53	Ride
24	Diplomacy	54	Sleight of Hand
25	Disable Device	55	Spellcraft
26	Disguise	56	Spot
31	Dungeoneering	61	Stealth
32	Escape Artist	62	Survival
33	History	63	Swim
34	Insight	64	Use Magical Device
35	Intimidation	65	Use Rope
36	Investigation	66	Vehicles

Proficiencies/Skills (Unusual)

d66	Proficiency	d66	Proficiency
11	Agriculture	41	Fortune Telling
12	Astrology	42	Gaming
13	Bowyer/Fletcher	43	Glassblowing
14	Brewing	44	Heraldry
15	Bureaucracy	45	Hypnotism
16	Calligraphy	46	Jousting
21	Camouflage	51	Knowledge: Fungi
22	Carpentry	52	Looting
23	Chanting	53	Poetry
24	Cheesemaking	54	Pottery
25	Cobbling	55	Ride Dragon
26	Cooking	56	Smelting
31	Dirty Fighting	61	Spelunking
32	Drinking	62	Stonemasonry
33	Eating	63	Tailoring
34	Falconry	64	Ventriloquism
35	Fishing	65	Weaving
36	Fly	66	Whistling/Humming

Proficiencies/Skills (Weird)

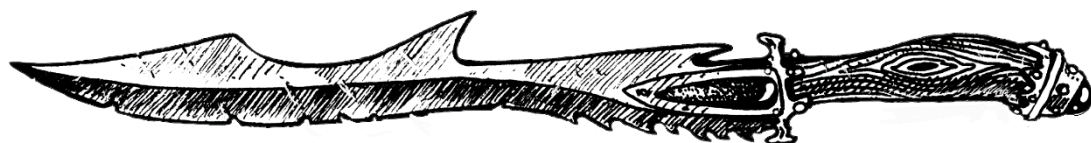
d66	Proficiency	d66	Proficiency
11	Accounting	41	Interpretive Dance
12	Artisanal Crumpet Making	42	Juggling
13	Basket Weaving	43	Lore: Shipping and Cargo
14	Bend Bars/Lift Gates	44	Philosophy
15	Betrayal	45	Pop Culture References
16	Bleeding	46	Puns
21	Career Advancement	51	Quell Screaming
22	Chutzpah	52	Raise the Roof
23	Cold Calling	53	Rap Battle
24	Conspiracy Theories	54	Retain Bowel Control
25	Deal with Angry Customers	55	Screaming
26	Dimensional Physics	56	Shopping
31	Dressage	61	Shouting at Foreigners
32	Flee	62	Strike a Pose
33	Flower Arrangement	63	Swearing
34	Headology	64	Throw Things
35	Hold Down a Job	65	Training Montage
36	Insults	66	Whining

Damage Types

d66	Type	d66	Type
11	Acid	41	Ludicrous
12	Aggravated	42	Mega-Damage
13	Bashing	43	Necrotic
14	Bludgeoning	44	Piercing
15	Corrosion	45	Plant
16	Cosmic	46	Poison
21	Dessert	51	Psychic
22	Earth	52	Radiant
23	Embarrassment	53	Rainbow
24	Fire	54	Rending
25	Force	55	Sarcastic
26	Fruit	56	Slashing
31	Gastric	61	Sonic
32	Glass	62	Spirit
33	Ice	63	Subdual
34	Intoxicating	64	Thunder
35	Lethal	65	Vacuum
36	Lightning	66	Water

Prestige Classes/Paragon Paths

d66	Part 1	d66	Part 2
11	Arboreal	11	Archer
12	Arcane	12	Avenger
13	Blade	13	Bender
14	Bone	14	Champion
15	Cancer	15	Dancer
16	Chain	16	Defender
21	Chaos	21	Detective
22	Cosmic	22	Disciple
23	Demon	23	Dreamer
24	Doom	24	Eater
25	Dragon	25	Exorcist
26	Dread	26	Fist
31	Drunken	31	Gourmand
32	Dwarven	32	Harrier
33	Elemental	33	Hound
34	Forsaken	34	Infiltrator
35	Ghost	35	Initiate
36	Illithid	36	Inquisitor
41	Incandescent	41	Knife
42	Ooze	42	Knight
43	Planar	43	Liberator
44	Purple Dragon	44	Lord
45	Radiant	45	Magus
46	Royal	46	Master
51	Sacred	51	Mind
52	Skin	52	Pirate
53	Soul	53	Rider
54	Spinemeld	54	Saint
55	Squamous	55	Scholar
56	Tenebrous	56	Scourge
61	Time	61	Sentinel
62	True	62	Shadow
63	Urban	63	Slayer
64	War	64	Speaker
65	Whip	65	Stealer
66	Wonder	66	Thrower



Appendix E: Templates

These templates are a tool to help you jump into playing the game faster, or just to help provide some ideas when you're running low on creative juices. All of these fit squarely within the normal character creation rules, and you can tweak them to your liking. Each one has main suggestions for the various traits, and also some alternates, but of course this is all really informal and you can do other stuff.

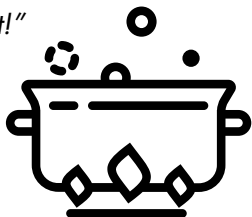
There are both Gamer Templates and Adventurer Templates, and you could do worse than clicking two of them together to have most of your character done.

Gamer Templates

Den Mother

"Hey guys! I made chili and of course my special corn bread to go with it!"

Whether out of the kindness of your heart or a general feeling of obligation, you've taken it upon yourself to take care of the group, making sure everyone is comfortable and well-fed. It can be thankless, but gamers do generally at least appreciate food, even if they're not great about helping clean up afterwards.

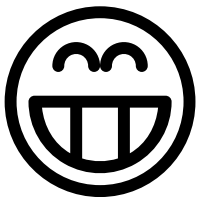


Trait	Suggested	Alternates
Names	Brian, Jackie	Pearl, Tim
Look	Stocky, work clothes	Overweight, girly clothes
Goal	Befriend an NPC	Save a life, play with the cat
Quirk	Brings home cooking	Brings lots of snacks, weird jewelry
Gamer Feature	Peacemaker	DM Favor, Lucky d20, Mental Fortitude
Adv. Template	Fanatical Cleric	Druidzilla, Shiny Paladin
Day Job	Office Worker	Cook, Homemaker, Teacher

Jester

"Yeah, my ranger is named Tommy. He used to wear all green, but he switched to white."

In school you were the class clown, and now you're the funny one among your friends. You aren't totally incapable of being serious, but you try to avoid it as much as possible, especially when you're playing this silly game.

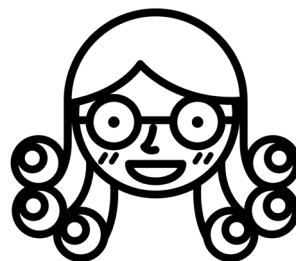


Trait	Suggested	Alternates
Names	Alex, Kat	Mabel, Tommy
Look	Scrawny, geeky T-shirt and jeans	Work clothes, plush toy
Goal	Be random and impulsive	Pull a prank, make a groan-worthy pun
Quirk	Constant puns	Catch phrase, singing
Gamer Feature	Troublemaker	Cheater
Adv. Template	Tricky Wizard	Wilderness Warrior
Day Job	Tech Support	Retail Worker, Unemployed

Naïve Newbie

"Wait, why would we kill him? Shouldn't we try talking to him first?"

You're really new at this. It sounded like a fun time and a good way to hang out with your friends, but it's still pretty confusing, and you're still feeling out how to play, and in particular how to play with this specific group of people.



Trait	Suggested	Alternates
Names	Bev, Pete	Guy, Tessa
Look	Average build, polo shirt and slacks	Tall, work clothes
Goal	Save a life	Betray another PC, befriend an NPC
Quirk	Wants to talk to NPCs	Confused about rules, weirdly aggressive
Gamer Feature	DM Helper	Kindness, Peacemaker
Adv. Template	Out of Place Monk	Gish, Explosive Mage
Day Job	Marketing	Freelance Writer, Website Designer

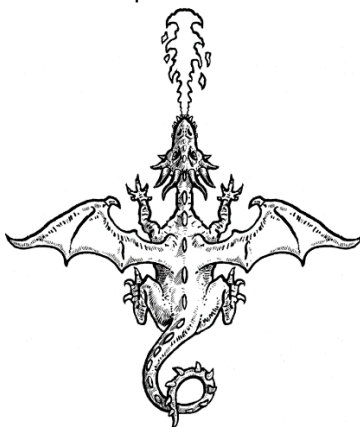
Power Gamer

*"Alright, I'll fire my Crossbow of Slaying +3, and use both Missile Barrage and Power Volley, so... *roll roll* That's a 37 to hit, and 125 damage!"*

In ages past the term was "munchkin," but regardless, you're one of those gamers who wants to have the most powerful character possible and generally kill everything and be awesome all the time.



Trait	Suggested	Alternates
Names	Berenice, James	Matt, Sarah
Look	Overweight, jeans and geeky T-shirt	Scrawny, costume
Goal	Kill every last enemy	Show how badass your character is
Quirk	Catch phrase	Kibitzer, ponytail
Gamer Feature	Lucky d20	Cheater, Crazy Build
Adv. Template	Explosive Mage	Druidzilla, Mad Barbarian, Tricky Wizard
Day Job	Customer Service Rep	Freeloader, Video Game Developer



Rules Lawyer

"Actually, I think you'll find that you can only do one attack of opportunity per round, unless you took the Opportunistic feat."

You're quite the expert on the rules of the game, and you use that knowledge to tilt the game the way you want whenever possible, I guess because you enjoy that kind of thing for some reason.

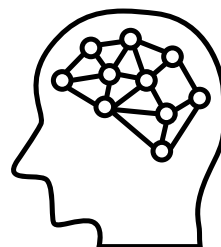


Trait	Suggested	Alternates
Names	Anna, Thomas	Harry, Liz
Look	Tall, dress shirt and jeans	Scrawny, work clothes
Goal	Show them how to play right	Kill every last enemy, outsmart an enemy
Quirk	Encyclopedia of rules	Messing with dice, overthinks stuff
Gamer Feature	Crazy Build	Alpha Geek
Adv. Template	Fancy Swashbuckler	Complicated Psion
Day Job	Game Tester	Accountant, Local Game Store Employee

Schemer

"I think I'd like to hear what the chancellor has to say."

You have a devious mind, and you enjoy finding cunning ways to tilt things in your favor. Since that kind of thing gets you in trouble in real life, you settle for being a devious schemer when playing tabletop role-playing games.



Trait	Suggested	Alternates
Names	Bianca, Joe	Erica, Steven
Look	Average build, geeky T-shirt and jeans	Overweight, work clothes
Goal	Devise a brilliant plan	Show how badass your character is, outsmart an enemy
Quirk	Caffeine fiend	Elaborate character backstory, encyclopedia of rules
Gamer Feature	Alpha Geek	Cheater, Crazy Build
Adv. Template	Tricky Wizard	Conniving Thief, Sadistic Warlord
Day Job	Security Guard	Scientist, Software Engineer

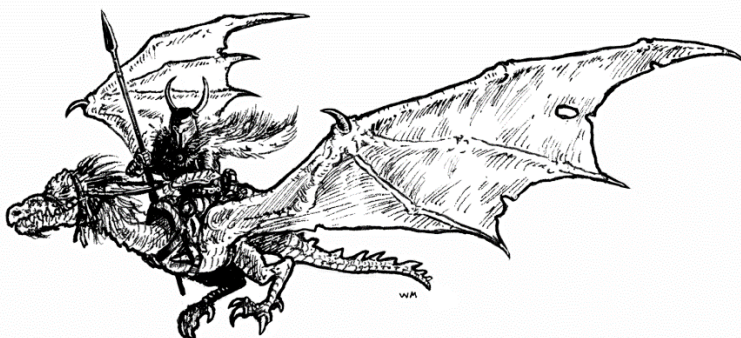
Slayer

"Wake me up when there are some orcs to kill."

You play this game because you like to have your character get in there and kill things. You get bored when there aren't things to kill, and you're a little too willing to kill NPCs if you're getting bored.



Trait	Suggested	Alternates
Names	Connie, Mike	Carl, Penny
Look	Stocky, heavy metal T-shirt and jeans	Athletic build, sports jersey and jeans
Goal	Kill every last enemy	Do something truly epic, show off your new magic item
Quirk	Way too many dice	Brings lots of snacks, owns multiple swords
Gamer Feature	Me Time	DM Favor
Adv. Template	Mad Barbarian	Dumb Fighter, Moody Assassin
Day Job	Retail Worker	Engineer, Fast Food Worker



Thespian

"Ah yes, my hateful brother, against whom I must have my revenge!"

Some people argue over whether we can really consider this game a medium of storytelling, but to you that's already settled. This is the greatest stage available to you for now, so you're going to put on the most epic performance you can muster!



Trait	Suggested	Alternates
Names	Audrey, Matt	Kevin, Olivia
Look	Average build, button-up shirt and slacks	Scrawny, geeky T-shirt and jeans
Goal	Chew the scenery	Work in your PC's backstory, have a dramatic moment
Quirk	Funny voices	Says "Huzzah!" a lot, singing
Gamer Feature	DM Helper	Crazy Build, Peacemaker
Adv. Template	Moody Assassin	Sadistic Warlord, Shiny Paladin
Day Job	Barista	Localization Editor, Marketing

Wallflower

"Wait, where were we again?"

Whether because you didn't really want to be here in the first place or because you've grown bored and only continue playing out of habit, you're a bit passive in this game.



Trait	Suggested	Alternates
Names	Lars, Jenny	Bobby, Debbie
Look	Average build, girly clothes	Tiny build, T-shirt and jeans
Goal	Make your biggest dice sculpture yet	Get through this without getting mad, eat all the snacks
Quirk	Messing with dice	Constant texting, overthinks stuff
Gamer Feature	Me Time	DM Favor, Kindness
Adv. Template	Dumb Fighter	Druidzilla
Day Job	Office Worker	Artist, Retail Worker



Adventurer Templates

Complicated Psion

"The rules for mental combat are here in the Psionics Player's Guide..."

You spent \$30 on the special book for psionic characters, so you're damn well going to play one. No one else really understands your character, but you've got some pretty cool powers.



Trait	Suggested	Alternates
Names	Akkarin, Luna	Starlight, Vin
Race	Human	Elf, Half-Elf, Shardmind
Class	Psion	Ardent, Battlemind, Psionicist, Psychic Warrior, Soulnife, Wilder
Alignment	True Neutral	Lawful Neutral, Neutral Good
Patron Deity	Agnostic	Eru Ilúvatar, Thoth
Quirk	Constant intuitions	Overly detailed backstory
Tags	Force Damage, Psychokinesis, Telepathy	Clairensience, Teleportation
Class Features	Persuasive, Utility Power	Power Attack

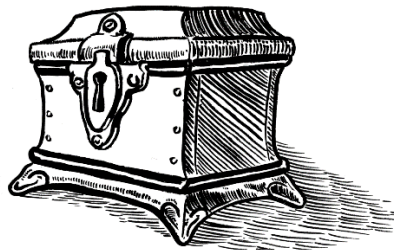
Conniving Thief

"How was I supposed to know the commander would get mad about having his pants stolen?"

Thieves have a way of being an inconvenience to fellow party members as well as foes, not to mention they usually don't have a great relationship with the authorities. This is an outline for a pretty typical thief character, which is to say one that's pretty annoying to have around.



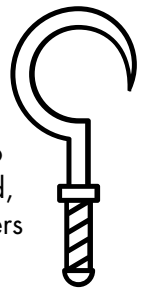
Trait	Suggested	Alternates
Names	Doober, Petunia	Freddo, Layla
Race	Halfling	Half-Elf, Human, Kender, Tiefling
Class	Rogue	Thief, Thief-Acrobat
Alignment	Chaotic Neutral	Chaotic Good, True Neutral
Patron Deity	Loki	Coyote, agnostic
Quirk	Kleptomaniac	Backstabber, super impulsive
Tags	Agile, Backstab, Sneaky	Poison, Taunt, Throwing
Class Feature	Sneak, Steal	Power Attack, Versatile



Druidzilla

"Get ready for the bears!"

Druids are a nature-y cleric alternative, very loosely inspired by ancient Celtic priests. They wield various nature-themed divine powers, and have the ability to take on an animal form. In some editions they can be pretty severely overpowered, and you kinda ran with that because you're tired of how your previous characters got so badly hosed.

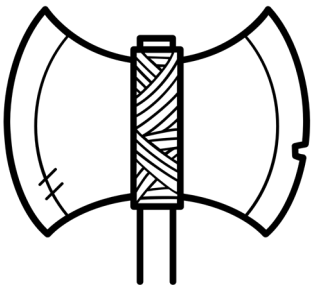


Trait	Suggested	Alternates
Names	Bofa, Lavender	Cloud, Flora
Race	Elf	Half-Elf, Human
Class	Druid	Shaman
Alignment	True Neutral	—
Patron Deity	Gaia	Eru Ilúvatar, Straasha
Quirk	Obsessed with nature	May or may not be a bear, short-tempered
Tags	Lightning, Nature Domain, Wild Shape	Animals Domain, Magical Healing, Plants Domain
Class Feature	Healing, Power Attack	Versatile, Tough

Dumb Fighter

"I hit it with my sword."

You made a fighter because it's one of the simpler classes to play. When your turn comes around, "I hit it with my sword" is usually sufficient, or at least makes a good fallback. Your character isn't terribly smart, which means you don't have to think too much when playing the game.



Trait	Suggested	Alternates
Names	Rethgif, Tina	Fighterina, Stumpy
Race	Human	Dwarf, Goliath, Half-Orc
Class	Fighter	Barbarian
Alignment	Neutral Good	Lawful Neutral, forgot to write one down
Patron Deity	Thor	Ares, Pan, forgot to write one down
Quirk	Gets drunk a lot	Just kinda dumb, top hat and monocle
Tags	Charging, Mighty, Weapon Specialization	Cleave, Marking, Sword and Board
Class Feature	Power Attack, Tough	Protection

Explosive Mage

"Okay, time to bust out a fireball! I'll start rolling, you keep a running total of the damage."

You know how they say wizards are subtle and quick to anger? Your adventurer mainly does the second part, and mostly has spells that blow shit up. You probably cause a lot of collateral damage, and sometimes you make the other players wonder why they bothered to show up if you just blast all the bad guys.



Trait	Suggested	Alternates
Names	Megumin, Redmod	Melf, Sparkles
Race	Elf	Genasi, Half-Elf, Human, Tiefling
Class	Wizard	Sorcerer, Warlock
Alignment	Chaotic Neutral	Neutral Good, True Neutral
Patron Deity	Quetzalcoatl	Bahamut, The Red God
Quirk	Super impulsive	Has a crippling phobia, packrat
Tags	Evocation, Fire, Lightning	Ice, Radiant
Class Feature	Power Attack, Utility Power	Versatile

Fanatical Cleric

*"You need healing again? *sigh* Fine."*

The group needed a healer, so you rolled up a cleric. Since the game forced you to have your healer be a religious weirdo with a mace, you leaned into it a bit and made your character into a self-righteous religious fanatic. You get deep into character when you feel like it, but a lot of the time you just dole out healing spells to keep the party going.



Trait	Suggested	Alternates
Names	Cuthbert, Moxie	Alexa, Thelonious
Race	Human	Aasimar, Dwarf
Class	Cleric	Favored Soul, Invoker, Rune priest
Alignment	Lawful Good	Lawful Neutral, Chaotic Good
Patron Deity	Tyr	Pelor, Thor
Quirk	Shouts religious proverbs	Constant proselytizing, talks in a funny voice
Tags	Sun Domain, Turn Undead, Holy Fire	Magical Healing, War Domain
Class Feature	Buff, Healing	Power Attack

Fancy Swashbuckler

"Oh hey, another opportunity attack. Looks like someone's getting tripped again!"

It took a lot of work to put together an agility-based fighter build that actually works, but you did it, and now you get to dance around the battlefield tripping enemies! I'm guessing you're going to play up the general flamboyance of a swashbuckler and run around wooing ladies and/or gents and causing trouble as well.



Trait	Suggested	Alternates
Names	Alejandro, Cassandra	Cid, Juliana
Race	Half-Elf	Elf, Halfling, Human
Class	Fighter	Rogue, Fighter/Rogue, Swashbuckler
Alignment	Chaotic Good	Chaotic Neutral, True Neutral
Patron Deity	Agnostic	Coyote, Inari
Quirk	Hits on barmaids	Bad British accent, epicurean
Tags	Agile, Sneaky, Tripping	Backstab, Marking, Two-Weapon Fighting
Class Feature	Persuasive, Versatile	Protection, Utility Power

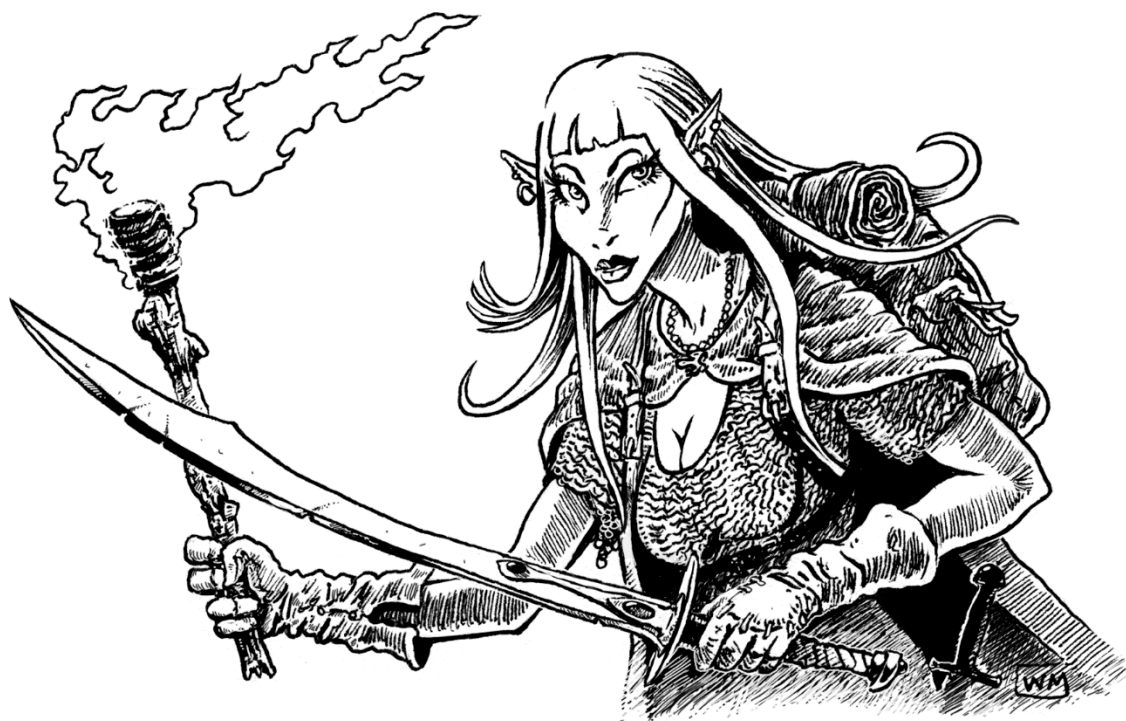
Gish

"I hit him with my sword, and then I spend an action point and follow up with a magic missile!"

"Gish" is a slang term for a combination fighter/magic user. The game tends to fight against attempts to do that combination, but by making some careful feat choices and/or using an unusual class, you've come up with one that works reasonably well. Or maybe you're just using a suboptimal character.



Trait	Suggested	Alternates
Names	Sylva, Valerian	Arina, Xander
Race	Elf	Githyanki, Half-Elf, Human
Class	Fighter/Wizard	Fighter/Sorcerer, Swordmage
Alignment	Neutral Good	Chaotic Good, True Neutral
Patron Deity	Thor	Ares, Zeus
Quirk	Overly detailed backstory	Pyromaniac, revenge
Tags	Cleave, Fire Damage, Force Damage	Agile, Mighty
Class Feature	Power Attack, Utility Power	Protection, Tough



Mad Barbarian

"RAAAAAAAGH!"

When you want to kill things, but you're okay with interacting with some more rules than a basic fighter, the barbarian is a good choice. They come from less civilized lands, and disdain a lot of the trapping of civilization. On the plus side, they get a d12 for hit dice, make good melee attacks, and have special rage powers to go berserk and kill things even better.



Trait	Suggested	Alternates
Names	Barbariana, Thongor	Ham, Lionessa
Race	Human	Dwarf, Goliath, Minotaur
Class	Barbarian	Berserker, Fighter
Alignment	Chaotic Neutral	True Neutral, Chaotic Good
Patron Deity	Crom	Thor, forgot to write one down
Quirk	Super impulsive	Frequently sings, pro-wrestling type persona
Tags	Cleave, Mighty, Rage	Animal Companion, Charging
Class Feature	Power Attack, Tough	—

Moody Assassin

"I'm gonna be in the corner brooding until you guys needs me."

Your adventurer is a whirlwind of death, but feels sad about it for some reason. You've made a brooding weirdo who's pretty impressive in combat, particularly when it comes to ambushes. This could just be an assassin or a particularly deadly rogue, or you could go for a class that fulfills that general role with magic.

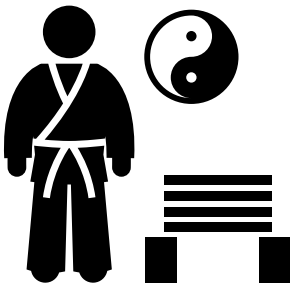


Trait	Suggested	Alternates
Names	Lachryma, Mordecai	Raven, Valentina
Race	Human	Drow, Elf, Shadar-kai
Class	Assassin	Avenger, Hexblade, Rogue
Alignment	Lawful Evil	Lawful Neutral, Chaotic Neutral
Patron Deity	The Raven Queen	Raiden
Quirk	Brooding	Never uses contractions, snooty
Tags	Backstab, Sneaky, Poison	Agile, Archery, Necrotic Damage, Pact Blade
Class Feature	Power Attack, Sneak	Versatile

Out of Place Monk

"I don't care! The monk class is in the book so I'm playing a monk!"

I could write a whole essay about the weirdness of the monk class, which is even weirder than it sounds, but suffice to say that despite this being a pseudo-European pseudo-medieval setting, you're playing a monk who does martial arts. It's weird in general, but you decided to play up the Asian-ness of the class.



Trait	Suggested	Alternates
Names	Ayane, Kain	Lee, Monzaemon, Sakura, Wang
Race	Human	Genasi, Half-Elf
Class	Monk	Martial Artist, Ninja, Samurai
Alignment	Lawful Neutral	Chaotic Neutral, True Neutral
Patron Deity	Amaterasu	Inari, Xanadu
Quirk	Never uses contractions	Philosophy, weirdly calm
Tags	Agile, Kung Fu, Mighty	Sneaky, Superior Reflexes, Tripping
Class Feature	Power Attack, Tough	Protection

Sadistic Warlord

"You, hit it with your sword!"

The warlord class only really appeared in That One Edition, though there are some similar classes and builds elsewhere. Regardless, you play a warrior whose greatest weapon is the ability to shout to make other PCs do better.



Trait	Suggested	Alternates
Names	Magnus, Octavia	Nysta, Theodrin
Race	Human	Dragonborn, Dwarf
Class	Warlord	Commander, Marshal, Fighter
Alignment	True Neutral	Lawful Neutral, Chaotic Neutral
Patron Deity	Ares	Crom, Marduk, Raiden
Quirk	Constant shouting	Amorous, short-tempered
Tags	Commands, Inspirational, Reach	Archery, Mighty, Mounted Combat, Taunt
Class Feature	Buff, Healing	Persuasive

Shiny Paladin

"And then we're going to return the money to the villagers. ALL of it."

Paladins have high ability score requirements and some really potent abilities, but they also have to be Lawful Good and on top of that follow a special Paladin's Code, or else they end up losing their special powers until they can do some kind of atonement. The requirement of being so ridiculously moral results in a lot of annoyingly strict paladin characters.



Trait	Suggested	Alternates
Names	Dame Gwendolyn, Sir Leo	Lady Danica, Ser Richard
Race	Human	Aasimar, Dragonborn
Class	Paladin	Cavalier, Knight
Alignment	Lawful Good	—
Patron Deity	Pelor	Bahamut, Ra, Tyr
Quirk	Never uses contractions	Exceedingly naïve, pet horse
Tags	Mighty, Turn Undead, Smite Evil	Cleave, Healing, Holy Fire, Sword and Board
Class Feature	Protection, Tough	Healing, Power Attack

Tricky Wizard

"This is where cantrips can come in handy."

Wizards get a huge variety of abilities that they can potentially use in subtler ways, and your adventurer is the sort of wizard that embraces subtlety. Some are out and out illusionists, while others use other schools of magic in tricky ways.

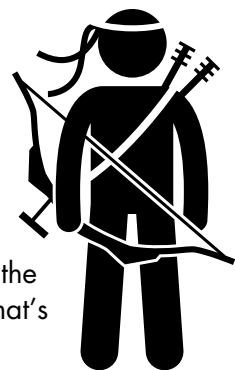


Trait	Suggested	Alternates
Names	Illuminata, Raistminster	Kiki, Rand
Race	Half-Elf	Elf, Gnome, Human, Tiefling
Class	Wizard	Bard, Beguiler, Illusionist, Sorcerer
Alignment	Chaotic Neutral	Chaotic Good, Lawful Neutral
Patron Deity	Loki	The Great Dee'em, Inari
Quirk	Packrat	Food-related personal quest, pipe smoker
Tags	Force, Illusion, Radiant	Bardic Singing, Evocation, Poison, Psychic Damage, Transmutation
Class Feature	Utility Power, Versatile	Power Attack

Wilderness Warrior

"Now that the party is finally going outside, my abilities should come in handy."

You're playing a ranger or other warrior of the wilds. Your character is probably a skilled archer and/or two-weapon fighter, and generally great at dealing with the wilderness. These kinds of characters tend to have some trouble dealing with civilization, but are nonetheless a valuable addition to the party. In some editions they start getting druid magic at higher levels, so that's pretty cool.



Trait	Suggested	Alternates
Names	Brie, Jorg	Gregor, Tiffany
Race	Elf	Half-Elf, Human
Class	Ranger	Barbarian, Fighter, Warden
Alignment	Neutral Good	Chaotic Good, True Neutral
Patron Deity	Pan	Athena, Dagda
Quirk	Uncivilized	Friend to the animals, totally hates orcs
Tags	Agile, Archery, Survival	Animal Companion, Nature Domain, Rage, Twin-Weapon Fighting
Class Feature	Power Attack, Sneak	Versatile



Appendix F: Other Tables

Dungeon Names

d66	The...	d66	Of...
11	Arena	11	Amber
12	Burning Chasm	12	Amon-Ra
13	Castle	13	Bahamut
14	Catacombs	14	Chaos
15	Caverns	15	Dead Gods
16	Caves	16	Death
21	Coliseum	21	Dread
22	Crystal Cave	22	Elemental Evil
23	Flying Fortress	23	Eternal Solitude
24	Forbidden City	24	Horrors
25	Gates	25	Ice
26	Ghost Tower	26	Jade
31	Hidden Shrine	31	Kings
32	Labyrinth	32	Loki
33	Lost Caverns	33	Madness
34	Lost City	34	Set
35	Lost Island	35	Shadows
36	Lost Rift	36	The Abyss
41	Manor	41	The Ancients
42	Maze	42	The Apes
43	Mines	43	The Bloodstone
44	Mountain	44	The Conqueror Worm
45	Palace	45	The Dwarf Lords
46	Pit	46	The Forgotten Sentinel
51	Pyramid	51	The Frog
52	Sanctuary	52	The Giants
53	Sealed Cave	53	The Gods
54	Sunken Temple	54	The Leviathan
55	Temple	55	The Lich King
56	The Shattered Keep	56	The Lizard Queen
61	Throne	61	The Minotaur
62	Tomb	62	The Red Dragon
63	Tower	63	The Tempest
64	Undersea Shrine	64	The Vampire Queen
65	Vault	65	Time
66	Warrens	66	Trials

City Names

d66	Part 1	d66	Part 2
11	Autumn	11	Abor
12	Bay	12	Barrow
13	Black	13	Bastion
14	Clock	14	Bay
15	Cloud	15	Beacon
16	Crystal	16	Bottom
21	Dark	21	City
22	Dread	22	Crest
23	Fair	23	Crown
24	Far	24	Deep
25	Free	25	-faust
26	Great	26	-fell
31	Grim	31	Garden
32	High	32	Gate
33	Hollow	33	Hall
34	Horn	34	Haven
35	King's	35	Hearth
36	Last	36	Heights
41	Lower	41	Hold
42	Maiden	42	Keep
43	Marble	43	Knife
44	New	44	Landing
45	North	45	-opolis
46	Old	46	Orchard
51	Queen's	51	Palace
52	Red	52	Port
53	Rose	53	Post
54	Skull	54	Quarter
55	Spring	55	River
56	Summer	56	Rock
61	Sun	61	Spear
62	Traitor's	62	Stronghold
63	Upper	63	Town
64	Water	64	Vale
65	White	65	Vault
66	Winter	66	Well

Town and Village Names

d66	Part 1	d66	Part 2
11	Black	11	Berry
12	Camber	12	Bridge
13	Dun	13	Brook
14	Dusken	14	Burg
15	Earth	15	Cove
16	East	16	Crossing
21	Elf	21	Dale
22	Ever	22	Dell
23	Fire	23	End
24	Frost	24	Ferry
25	Golden	25	Fields
26	Green	26	Ford
31	Grey	31	Forge
32	Hill	32	Gate
33	Hogs	33	Gost
34	Little	34	Ham
35	Middle	35	Heim
36	Misty	36	Hollow
41	New	41	Keep
42	North	42	March
43	Oak	43	Meade
44	Pine	44	Meadows
45	Riven	45	Meet
46	Rock	46	Mill
51	Shepherd	51	Moor
52	Sky	52	Moot
53	South	53	Ridge
54	Spring	54	Shire
55	Step	55	Springs
56	Sunny	56	Town
61	Sylph	61	Vale
62	Twin	62	Valley
63	Water	63	Wall
64	Way	64	Well
65	West	65	Wick
66	White	66	Wood

Wilderness Area Names

d66	Part 1	d66	Part 2
11	Ancient	11	Bay
12	Basilisk	12	Blight
13	Blazing	13	Canyon
14	Bloody	14	Coast
15	Bone	15	Crater
16	Brimstone	16	Delta
21	Burning	21	Depths
22	Chaos	22	Desert
23	Coral	23	Falls
24	Crescent	24	Fang
25	Crystal	25	Forest
26	Dark	26	Glacier
31	Dead	31	Grounds
32	Divine	32	Head
33	Dragon	33	Hunting Grounds
34	Drowned	34	Island
35	Eldritch	35	Jungle
36	Emerald	36	Lake
41	Eyeless	41	Lands
42	Frozen	42	Marches
43	Grassy	43	Moors
44	Great	44	Mountains
45	Misty	45	Peaks
46	Nameless	46	Peninsula
51	Phantom	51	Plain
52	Salt	52	River
53	Serpent	53	Road
54	Shadow	54	Sea
55	Slaver's	55	Shore
56	Sleeping	56	Swamp
61	Sleepless	61	Tundra
62	Smuggler's	62	Veldt
63	Starry	63	Wall
64	Undying	64	Waste
65	Whirlwind	65	Wasteland
66	Wild	66	Wood

Names of WHIMSY

d66	First Name	d66	Last Name Part 1	d66	Last Name Part 2
11	Bob	11	Big	11	-back
12	Chubby	12	Birdy	12	-beard
13	Clammy	13	Blue	13	-bloom
14	Clappy	14	Brandy	14	-boffin
15	Clementine	15	Broad	15	-boot
16	Clover	16	Brown	16	-bottom
21	Coco	21	Bungle	21	-brows
22	Daisy	22	Chatter	22	-buck
23	Doc	23	Cotton	23	-clapper
24	Drogo	24	Dark	24	-door
25	Emilio	25	Dumble	25	-face
26	Esmerelda	26	Dun	26	-fall
31	Estella	31	Fig	31	-fast
32	Flappy	32	Fox	32	-feast
33	Gentry	33	Gold	33	-feet
34	Gilly	34	Good	34	-fellow
35	Griffo	35	Green	35	-finger
36	Grumpy	36	Ham	36	-flower
41	Holden	41	Jolly	41	-fudge
42	Largo	42	Little	42	-head
43	Laurel	43	Long	43	-horse
44	Lily	44	Moon	44	-house
45	Mungo	45	Pinkie	45	-john
46	Pansy	46	Pony	46	-man
51	Peony	51	Proud	51	-mole
52	Peter	52	Quick	52	-mouth
53	Poppy	53	Red	53	-neck
54	Sammy	54	River	54	-nose
55	Scruffy	55	Rock	55	-pie
56	Slappy	56	Rose	56	-puff
61	Sleepy	61	Rumple	61	-sheds
62	Slippy	62	Sack	62	-song
63	Spiffy	63	Sandy	63	-water
64	Stinky	64	Tiny	64	-well
65	Stumpy	65	Toad	65	-wine
66	Tom	66	Two	66	-wolf

Rules to Argue Over

d66	Rule	d66	Rule
11	Ability/Level Drain	41	Free Actions
12	Alignment Penalties	42	Grappling/Wrestling
13	Attacks of Opportunity	43	Initiative
14	Casting Time	44	Material Components
15	Charging	45	Metamagic Feats
16	Conditions	46	Nonlethal Damage
21	Critical Hits	51	Prone Movement/Defenses
22	Damage Resistance	52	Psionic Combat
23	Delayed Initiative	53	Readied Actions
24	Diagonal Movement	54	Rule Zero
25	Difficult Terrain	55	Saving Throws
26	Disarming Traps	56	Spell Concentration
31	Dual-Wielding	61	Spell Memorization
32	Encumbrance	62	Spell Resistance
33	Firing into Melee	63	Spot Checks
34	Five-Foot Step/Shift	64	Surprise Round
35	Flanking	65	Swift/Minor/Bonus Actions
36	Flat-Footed	66	Switching/Readying Weapons

Oh yes, but you see liches have a special resistance against turning, thus allowing me *advantage* on my saving throw! Nyeheheheh!



Appendix G: A Collection of Lists

15 of the Worst Modules

1. AC12 Graph Paper Sheets
2. AC13 Blank Paper Sheets
3. B1¼ Kobold and Cake
4. B2½ Keep in the Uninhabited Swamp
5. B7 Unable to Find Adventure
6. CB3 Conan Is Just Better Than You!
7. D4 Lolthsmas Eve of the Drow
8. DL5.5 Dragons of Breakfast
9. N6 Against the Cult of the Potato God
10. OA8 The Kappa is Coming for Your Butt
11. RA4 Terror of Fear
12. T5 The Village of Rocksfall everybody dies
13. T6 Temple of Elemental Indifference
14. X14 Temple of Moderate Inconvenience
15. X15 The Civilized Coast



The Elemental Planes



Classical Elemental: Earth, Fire, Air, Water

Chinese Elemental: Stone, Metal, Fire, Wood, Water



Paraelemental: Magma, Smoke, Ice, Mud

Quasielemental: Dust, Ash, Vacuum, Salt, Crystal, Light, Lightning, Steam



Demielemental: Shadow, Magnetism, Gravity, Ether, Sand, Flammable Liquid, Airy Dirt



Semielemental: Cheese, Beer, Meat, Adamantium, Mithril, Vibranium, Unobtainium, Handwavium, Eludium, Madeupium, Red Matter, Corbomite, Energon, Flubber, Liquid Schwartz

True Elemental: Hydrogen, Helium, Lithium, Beryllium, Boron, Carbon, Nitrogen, Oxygen, Fluorine, Neon, Sodium, Magnesium, Aluminum, Silicon, Phosphorus, Sulfur, Chlorine, Argon, Potassium, Calcium, Scandium, Titanium, Vanadium, Chromium, Manganese, Iron, Cobalt, Nickel, Copper, Zinc, Gallium, Germanium, Arsenic, Selenium, Bromine, Krypton, Rubidium, Strontium, Yttrium, Zirconium, Niobium, Molybdenum, Technetium, Ruthenium, Rhodium, Palladium, Silver, Cadmium, Indium, Tin, Antimony, Tellurium, Iodine, Xenon, Cesium, Barium, Lanthanum, Cerium, Praseodymium, Neodymium, Promethium, Samarium, Europium, Gadolinium, Terbium, Dysprosium, Holmium, Erbium, Thulium, Ytterbium, Lutetium, Hafnium, Tantalum, Tungsten, Rhenium, Osmium, Iridium, Platinum, Gold, Mercury, Thallium, Lead, Bismuth, Polonium, Astatine, Radon, Francium, Radium, Actinium, Thorium, Protactinium, Uranium, Neptunium, Plutonium, Americium, Curium, Berkelium, Californium, Einsteinium, Fermium, Mendelevium, Nobelium, Lawrencium, Rutherfordium, Dubnium, Seaborgium, Bohrium, Hassium, Meitnerium, Darmstadtium, Roentgenium, Copernicium, Ununtrium, Ununquadium, Ununpentium, Ununhexium, Ununseptium, Ununoctium

10 Rejected Game Titles

1. Chainmail 2: Electric Boogaloo
2. Gary's Awesome Game
3. Gary's Splendid Game of the Imagination
4. Dave & Gary's Awesome Game
5. Wizards & Other Guys Who Kinda Help Out I Guess
6. Dumpsters & Draculas
7. Dystopia & David Bowie
8. Drawbridges & Domino Masks
9. Dungeons & Dragoons
10. Dungeons & Dragons: Rules for Fantastic Medieval Wargames Campaigns Playable with Paper and Pencil and Miniature Figures and Several Friends and Polyhedral Dice Even Though They (the Dice) Are Very Hard to Find Because it is 1974

13 Dice Superstitions

1. Spilling your dice on accident is bad luck, but you can avert this by throwing a d20 over your left shoulder.
2. Leaving four-sided dice on the floor results in hurt feet.
3. If you dream about dice, it means you need to get out more.
4. If a die rolls too low too often, you can cure it of its low-rolling tendencies by taping it to a black cat and carrying the cat as you walk backwards under a ladder.
5. New dice should be rolled at least 50 times before use in a game. The dice know, and if you do not do this they will silently judge you and roll poorly when you need them most.
6. Dice resent being touched by anyone other than their true owner.
7. Dice can be cowed if you know how. Take a die that rolls badly and smash it with a hammer as an example to the others. Save the fragments in a clear vial, and keep it in your dice bag so that they always have a reminder of the price of disobedience.
8. Some gamers prefer a gentler approach, making misbehaving dice wear tiny dunce caps. This works sometimes, but will backfire if you attempt it with translucent dice or d12s.
9. If you use GameScience precision edge dice, you must use only those, or your other dice will become jealous and attempt to murder them, and then you.
10. The more dice you have on the table, the better they will roll. This is why many gamers have massive collections of dice, and why they bring many more than they could possibly need to the gaming table.
11. If you open up a d100 (a "Zocchihedron") and spill out the sand inside, it will spell out the name of your future love. If it doesn't spell anything, you are doomed to die alone.
12. There is a d20 inside each Magic Eight Ball, but if you take it out of its mystic fluid it will only roll misfortune.
13. If a d12 rolls a 13, someone will soon die. That or someone is messing with you.

21 Unfortunate Supplements

1. The Book of Mediocre Magic
2. Occidental Adventures
3. Monster Manual XIII
4. Beast Brochure
5. Demon Dictionary
6. Antagonist Album
7. Badguy Book
8. Earthed Arcana
9. The Complete Book of Giant Hamsters
10. The Complete Philologist's Handbook
11. Book of Dull Neutrality
12. Incomplete Mage
13. Manual of the Plains
14. Slimeanomicon
15. Player's Option: Heroes of the Shadowdark
16. Nuclear Power
17. Nuclear Power 2
18. Heroes of the Ambiguous Kinglands
19. Volo's Guide to Hamsters
20. Xanathar's Guide to Nothing
21. Finisher Set

Dice Substitutes

- Playing Cards
- Knucklebones
- Punch Cards
- Chits
- Darts
- Spinners
- Coins
- Other Dice
- Roshambo
- Twigs and Pinecones
- Macadamia Nuts
- Bloody Knuckles
- Horoscopes
- The Cat's Whims
- Tea Leaves
- Magic Mushrooms
- Reading Entrails
- Arguing
- Fire



Questionable T-Shirt Slogans

- Rangers Do It In The Bushes
- Fighters Do It With Feats And Not Especially Well
- Wizards Do It By Wielding the Eldritch Forces That Bind The Cosmos
- 4E Killed Gary Gygax
- 4E Essentials Kicked My Dog
- 3E Was Implicated in the Assassination of William McKinley
- 5E Gave Reiner Knizia the Flu
- I  DnD
-  The Number of the Awesome
- When The DM Smiles You're Gonna F***ing Die
-  **KEEP CALM AND ROLL A CRIT**
-  **KEEP CALM AND PLAY DnD**
-  **D&D IS IN PERIL, DEFEND IT WITH ALL YOUR MIGHT**
- There's no rule that says a dog can't play DnD!
- Carpe DM: Seize the DM



The Forbidden Dice Colors

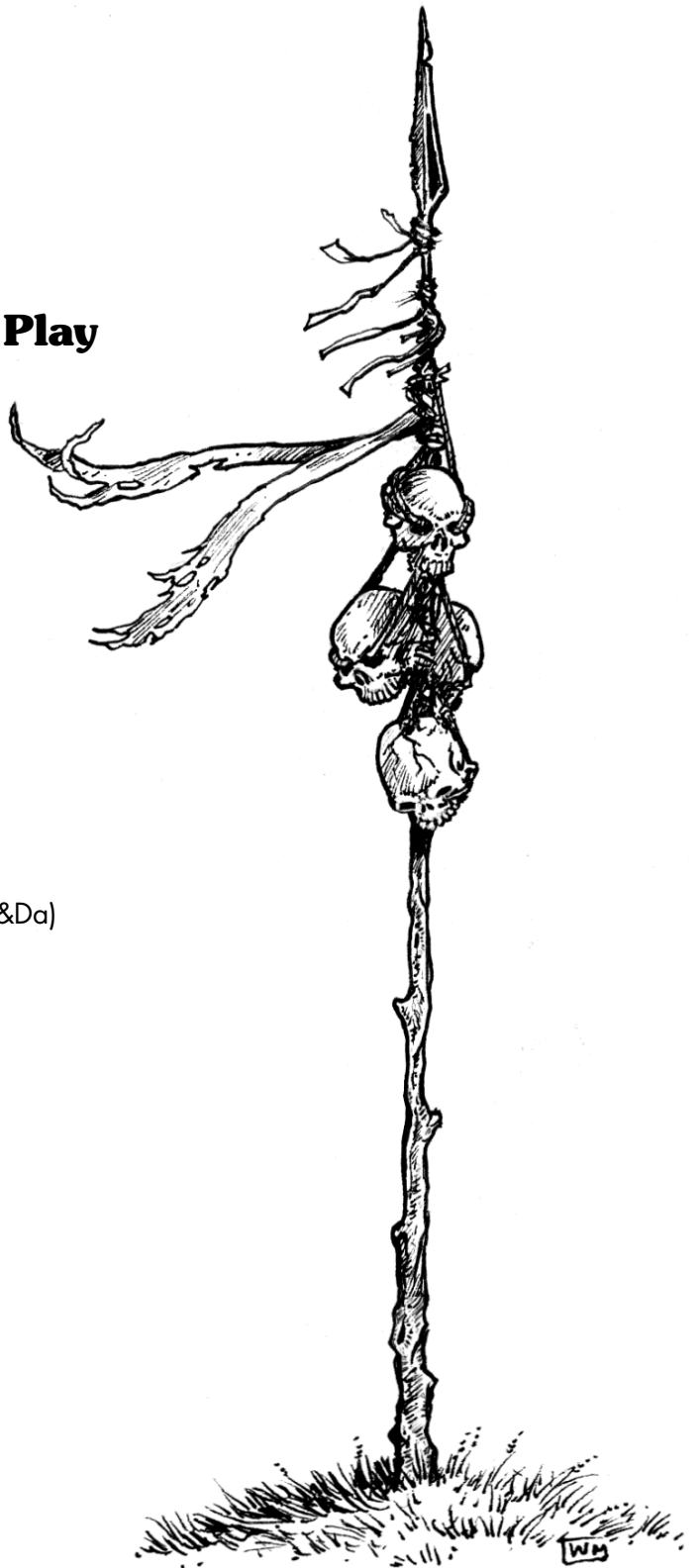
- Mammoth Ivory
- Dinosaur Bones
- Radium
- Octarine
- Colour Out of Space
- Hypercolor
- Ultracolor
- Blood of the Innocent
- Pink
- Blurple

The Many Styles of Play

- Gygaxian Naturalism
- Arnesonian Verisimilitude
- Moldvayan Plausibility
- Cookian Storytelling
- The Dancey Heresy
- The Perrin Conventions
- The San Diego Conventions
- Satanic Style
- Merely Pagan Style
- Official RPGA Rules
- Unofficial SCA Rules
- Semi-Official DMV Rules
- Funny Podcast Style
- Wooden Podcast Style
- Australian Podcast Style
- Neo-Dada (also known as Da&Da)
- Cheetoism
- Doritoism
- Taquitoism
- DM-less Anarchy
- Whiffenpoofery

Notable Clones

- Pathfinder
- Wayfarer
- Trailblazer
- Groundbreaker
- Avenuemaker
- Barnstormer
- Hitchhiker
- Murderhobo
- Roadlocator



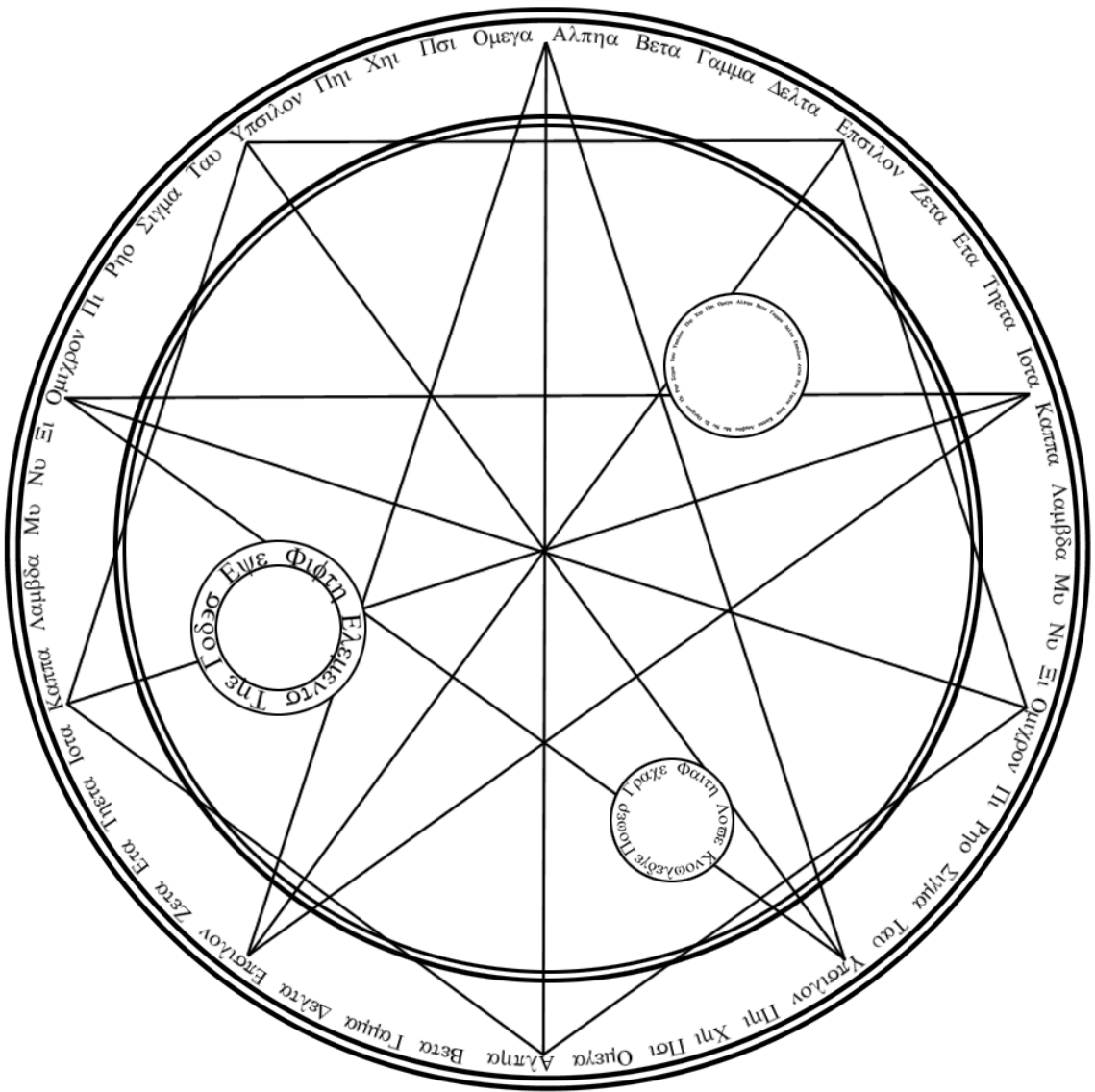
Appendix H: Coloring Section



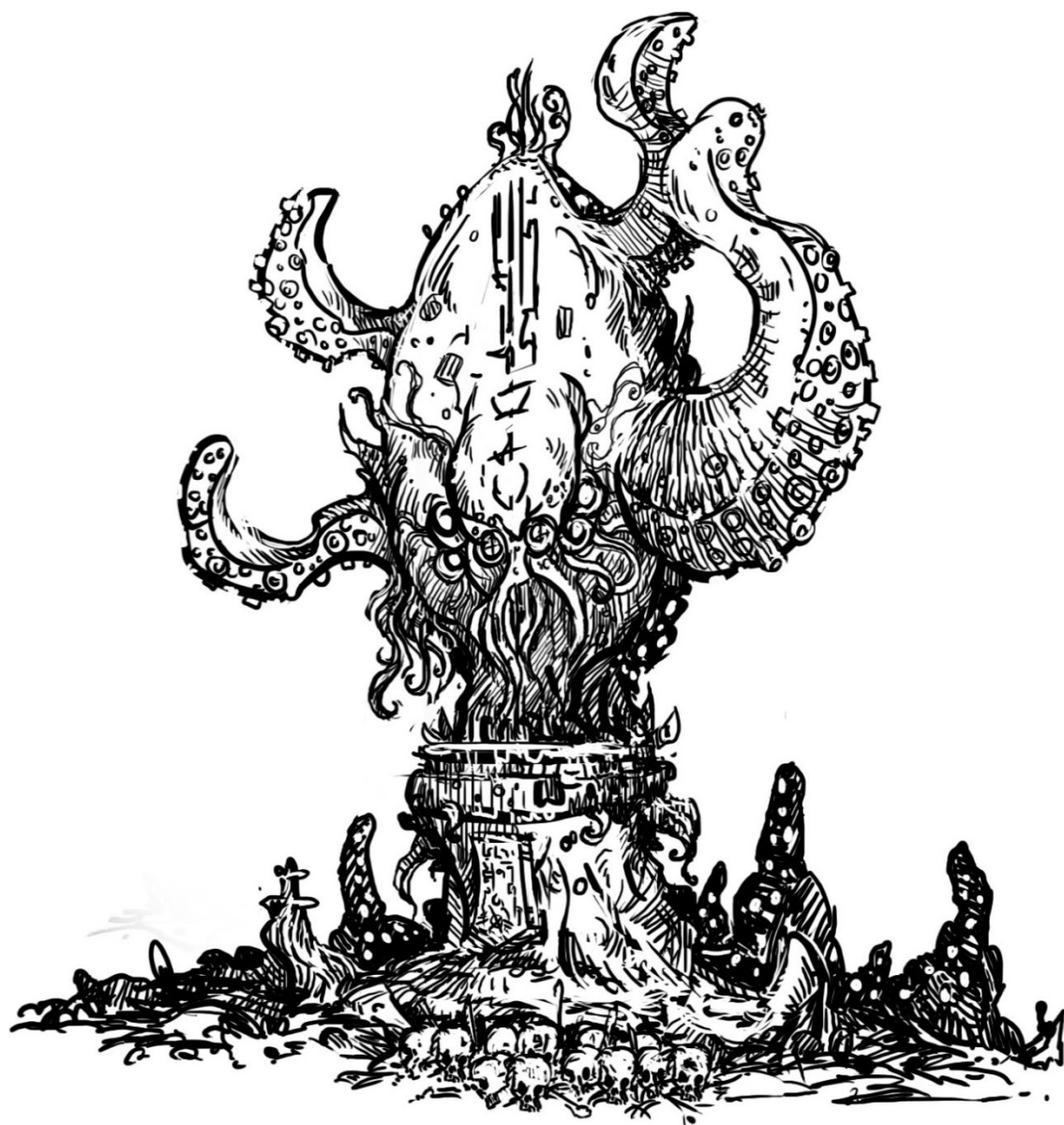
What would you have on your
own custom dice bag?



Color the Gamer! What game is he playing? What's on his shirt?



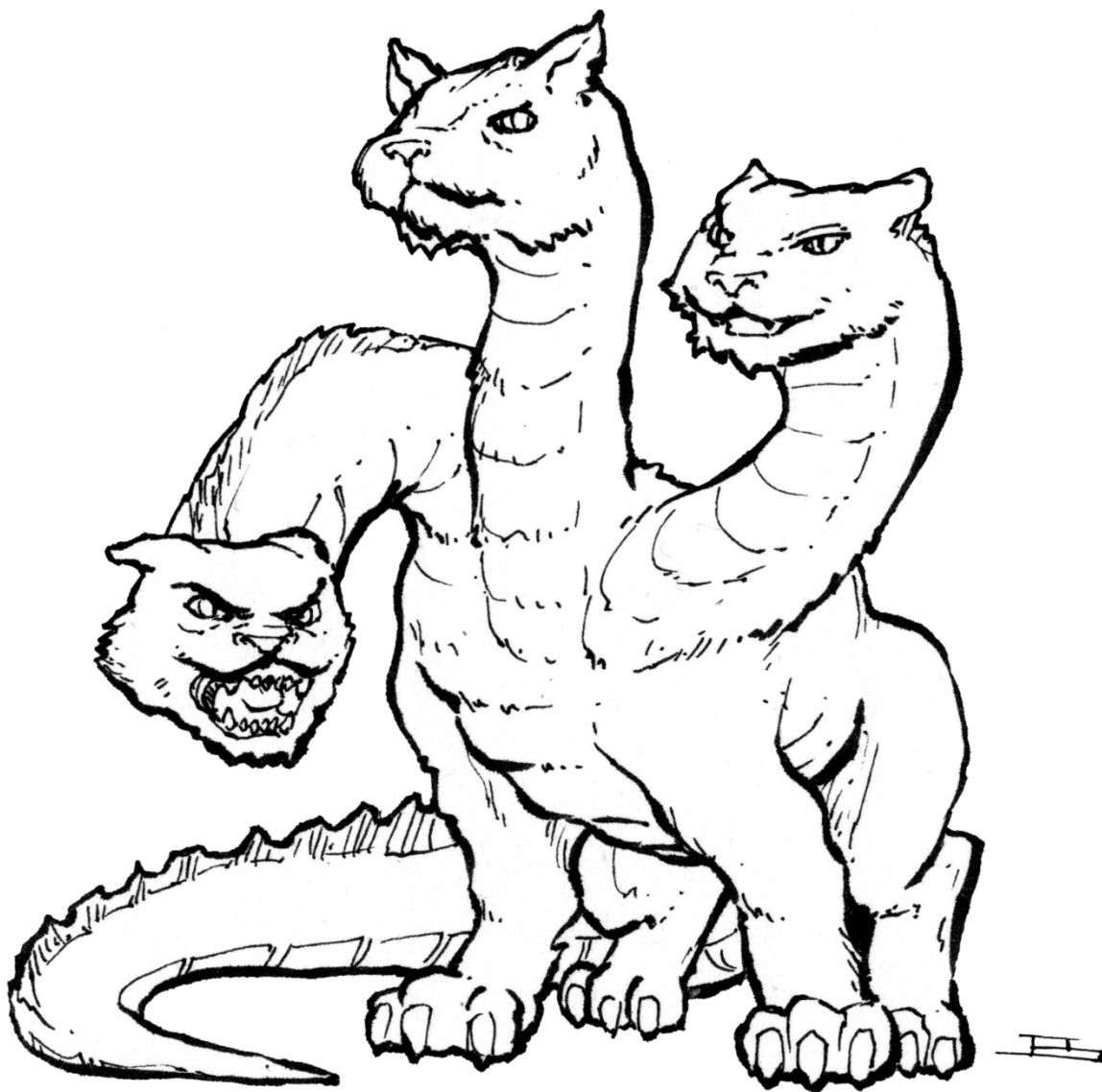
Complete the Magic Circle to Summon Your Own Eldritch Monstrosity!



I dunno man. You figure something out.



Dude, I know you wanted an anime-style mascot girl for the game, but this might be a bit much, you know?



Look, I give up. Just, like, try adding a splash of color to whatever the hell this is.

Appendix I: Also by the Author



Angel Project
Channel A: The Anime Pitch Party Game
Ewen's Tables Collection
Faerie Skies
Fantasy Friends
Golden Sky Stories (Translator)
I Want to be an Awesome Robot
Kagegami High
Magical Fury
Maid: The Role-Playing Game (Translator)
Mascot-tan
Nekomimi Land
Retail Magic
Schoolgirl RPG
Spooktacular: A Cheerfully Spooky Role-Playing Game
Take a Breath: 101 Calm Reminders for a Complicated World
Weird Little Games Vol. 1: Being Weird Together
Yaruki Zero: Collected Thoughts on Role-Playing Games

Appendix J: Not by the Author

Atlas Hugged
The Book of the SubGenius: The Sacred Teachings of J.R. 'Bob' Dobbs
The Clown Ministry Handbook
Cyborg Commando
The DaVinci Code
The Dead Sea Scrolls
Harry Potter and the Methods of Rationality
Kantai Collection
Liberace: Your Personal Fashion Consultant
The Mahabharata
Managing a Dental Practice the Genghis Khan Way
My Little Pony Equestria Girls Secret of Everfree
The Necronomicon
The Necronomicomizomicomicon
Nineteen Ninety-Four*
The Okay Gatsby
Phoenix Command
Pounded in the Butt by My Own Butt
Reasonable Expectations
Spawn of Fashan
Super Karamazov Bros.
William Shakespeare's Batman v. Superman



* Adapted for the silver screen as *The Apple* (1980).

Appendix K: Future Editions

- **6th Edition:** The game will be licensed to Naturebox.com, who will present the new edition as a monthly box of snacks called Dungeonbox.
- **7th Edition:** A reprinting of *Advanced Dungeons & Dragons*, but with each instance of the word “eldritch” replaced with “awesome.”
- **8th Edition:** An updated version of 3rd Edition, though the new “Metro” interface alienates many fans.
- **8.1 Edition:** An improved version of 8th Edition that reinstates the use of verbs in the rulebooks.
- **9th Edition:** A secret edition specially made for President Vin Diesel.
- **9.5 Edition:** Another secret edition specially made for Vice President Patton Oswalt.
- **10th Edition:** Branded as “DnD X,” 10th Edition has an updated look and feel and makes use of GURPS under the hood.
- **11th Edition:** Available in limited quantities, each copy of the 11th Edition is one of Gary Gygax’s horcruxes. If all of the copies are reunited, he will return to power.

Appendix L: Other Ampersand RPGs

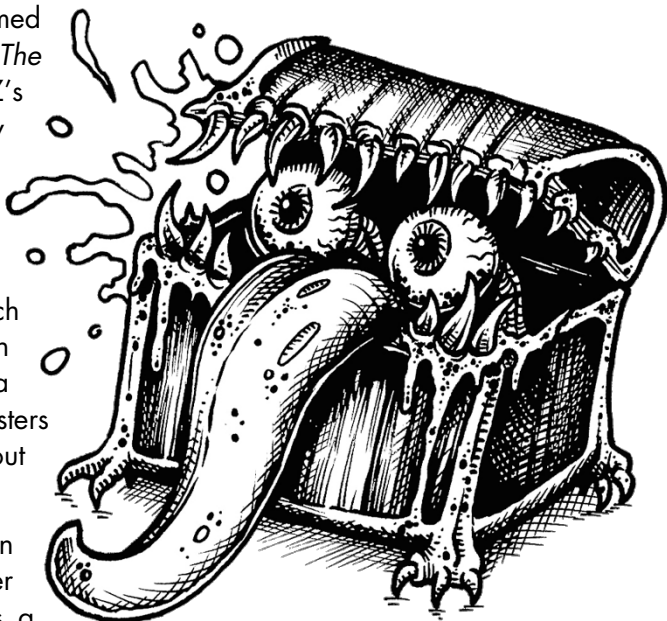
- **Big Eyes & Small Mouth (1996):** An early ashcan edition of the game that would become better known as *Big Eyes Small Mouth*. For the final version, author Mark C. MacKinnon also removed the Sailor Moon magic wand he’d been using in place of the C in his name.
- **Derringers & Didgeridoos (1993):** Billed as an “Australian Spy Adventure Game,” this game of espionage in the outback was one of the final products released by the short-lived Drop Bear Games, and is now a collector’s item.
- **Lepers & Leopards (1982):** The unfortunate result of a miscommunication with a copy editor. Although ads for it appeared in *The Dragon* and several APAs, no one has been able to secure a copy to figure out what the heck it’s even about.
- **Mazes & Monsters (1983):** After the success of *Mazes and Monsters* as a novel and then as a made for TV movie, an editor at Dell Publishing commissioned Fantasy Games Unlimited to create an RPG tie-in. Angry members of B.A.D.D. (Bothered About Dungeons/Dragons) wrote in that the game was dangerous, and also that the Indignant Mother class was way underpowered.
- **Papers & Paychecks (1978):** A game of workers and students in a post-industrial society. At the time it was a flop, and its sole adventure module (PP1 Warehouse of Horrors) was completed but never published. More recently it’s had a comeback and several retroclones (most notably *Offices & Bosses* and *Households & Humans*) have appeared.
- **Skulls & Monsters (1986):** This fantasy heartbreaker had some interesting mechanics, but suffered from gamers being unable to stop giggling once they noticed the acronym.



Appendix M: Design Notes

The idea for *The Dungeon Zone* formed very quickly when I started listening to *The Adventure Zone*. In what became TAZ's "Balance" campaign, the McElroy Brothers of *My Brother, My Brother and Me* fame (and their dad) played D&D for about 4 hours every other week and then edited it down to hour-long episodes. The result is pretty much exactly what makes D&D a uniquely fun experience, and I wanted to make a game that explicitly embraces and fosters that kind of goofiness, while cutting out the slow bits as much as possible.

D&D is the progenitor of RPGs, and in the English-speaking world it's never stopped dominating the medium. It's a great game that's helped millions of people have fun, but it's also a very *specific* game. If your goal is to role-play something out of your favorite fantasy novel, chances are D&D is a poor choice, but if you want tales of a band of weirdos flailing around a magical world and getting into trouble, D&D may well be the ideal game for you. I genuinely don't want to bash D&D, but (secondary to making a fun game) I do want to contextualize it as a quirky, highly specific game, situated in a "dungeon fantasy" subgenre that it originated. You'll find no finer absurdist magical murderhobo RPG than D&D, though I hope that in *The Dungeon Zone* I've made an enjoyable entry in the genre. Or at the very least, I hope that the frankly excessive number of tables in this book will be of some use to you. If there are more characters named Doober and Fighterina in the world it'll have been worth it.



This game uses a bunch of elements that have more or less become my baseline for RPG design. The use of *Apocalypse World*-style moves, *Golden Sky Stories*-style stats, *Maid RPG*-style d66 tables, *Magical Fury*-style tracks for bad stuff, and so on make it pretty obviously an Ewen Cluney Game. The fungible "Loot" points for treasure came straight from *The Stolen Century*, the rules-light PbtA hack they used in the penultimate arc of *The Adventure Zone*'s Balance campaign. As ever, this game is standing on the shoulders of giants, but it's also full to the brim with my own distinct sensibilities.

This book also wound up being a little bit of a test case for my concept of an "RPG zine," in the sense of a book that has an RPG at its core and a miscellany of related stuff included as well, in much the way that some zines will have an assortment of drawings, comics, essays, etc. thrown in more or less at random. In particular, that's where most of the later appendices fit into the picture. These are a continuation of the bizarre, John Hodgman-inspired style of humor that got hardwired into my brain when I wrote *I Want to be an Awesome Robot*, my book of humorous fake trivia that I kinda wish more people would check out.

Appendix N: Inspirations

Design Inspirations

Apocalypse World, D. Vincent Baker and Meguey Baker
Dungeons & Dragons, Various Authors
Dungeon World, Sage LaTorra and Adam Koebel
Golden Sky Stories, Ryo Kamiya
Maid: The Role-Playing Game, Ryo Kamiya
Pocket Odyssey, Anthony Sato
The Stolen Century, Griffin McElroy
The Sundered Land, D. Vincent Baker
World of Dungeons, John Harper

Thematic Inspiration

The Adventure Zone, Griffin McElroy et al.
The Adventure Zone: Here There Be Gerblins, Clint McElroy et al.
Critical Failures, Robert Bevan
Dark Dungeons, Jack Chick
Dungeons and Doggos, Vickie Lee
Dungeons & Dragons, Various Authors
Dungeons & Dragons, The Dead Alewives
Dungeons & Dragons: Fell's Five, John Rodgers et al.
The Gamers, Matt Vancil et al.
The Gamers: Dorkness Rising, Matt Vancil et al.
The Guild, Felicia Day et al.
Knights of the Dinner Table, Jolly R. Blackburn
The Kobold Wizard's Dildo of Enlightenment +2, Carlton Mellick III

A Dungeon Zone Playlist

1. Millencolin, "Vulcan Ears" (Escapism)
2. Carl Orff, "Carmina Burana: O Fortuna" (Epic Prologue)
3. Visigoth, "The Dungeon Master" (Are You Ready for Adventure?)
4. Toby Fox, "sans." (Seriously, Can We Start?)
5. Nobuo Uematsu, "The Phantom Forest" (Wilderness Travel)
6. Mort Garson, "Déjà vu" (Magical Mystery)
7. Ramin Djawadi, "Game of Thrones Main Title" (I Know Things and I Drink)
8. The Axis of Awesome, "Rage of Thrones" (Read the F***ing Book)
9. The Lonely Island, "Lazy Sunday" (Read the Other F***ing Book)
10. Monty Python, "Camelot Song" (Seriously Guys?)
11. Stephen Lynch, "D&D" (We're Such Losers)
12. Jumpsteady, "Dungeon Master" (Are You Having Fun?)
13. Nobuo Uematsu, "Devil's Lab" (Genre Mixing)
14. Weezer, "In the Garage" (Time for Snacks)
15. Lordi, "Blood Red Sandman" (We're In Trouble)
16. Led Zeppelin, "Immigrant Song" (Ass-Kicking Theme)
17. John Cena & Tha Trademark, "The Time is Now" (Hoody-Hoo!)

Appendix O: The Baatezu's Dictionary

There are a great many terms, both official and slang, that dungeon fantasy RPG players use. This will help (?) you to understand those terms better (???) or something.

A

actual play (n./adj.): A last resort after all of the possibilities afforded by reading and theorcrafting have been exhausted.

adventure seed (n.): The barest embryo of the thing that the PCs will ignore or thoroughly disrupt.

alignment (n.): A game mechanic based on the notion that human morality is so simple that a person's moral landscape can be accurately represented by making one choice out of nine possible.

anime (n./adj.): Stuff from Japan I think. I don't know. I'm scared of new things, even when they date back to the 60s.



AoO (n.): Apparently it's short for "Attack of Opportunity" or possibly Apache OpenOffice. Beyond that you're on your own.

Appendix N (n.): A list of influences from before the snake began to eat its own tail.

Armor Class (n.): Often abbreviated to AC, this is a value based on a combination of armor type, Dexterity, and other factors that determines how difficult a character is to hit in combat, because that's totally how armor works shut up.

B

Baby Orc Dilemma (n.): The quandary of PCs who have any semblance of morals when faced with baby orcs, who ought to be innocent, but the *Monster Manual* clearly says on p. 76 that they're lawful evil.

badwrongfun (n.): The inappropriate type of fun you are having; fun that is different from the sort I have.

bag of rats (n.): The start of a good time, if you're into that kind of thing.

bard (n.): The character class that is the reason the game has rules for using a lute as a blunt instrument.

Book of Weeaboo Fightan Magic (n.): That one book that let fighter type characters do a lot of cool stuff; a mistake that must never be repeated.

C

Chaotic Stupid (adj./n.): The de facto alignment of most Chaotic Neutral PCs.

Charisma (n.): The ability score that makes you better at certain kinds of magic (such as that of sorcerers and bards), and also lets you

convince others that you are the moon. This is why Faerûn allegedly has 227 moons.

charop (n.): Character optimization; a hobby for people who prefer math over role-playing.

cleric (n.): A character class that is a worshiper of a pagan deity who wears chain mail, wields a mace, and possesses healing magic, exactly like in no work of fantasy literature ever published.

CoDzilla (n.) Cleric or Druid-zilla; a powerful religious kaiju noted for its ability to conjure up an aggressively hegemonizing ursine swarm.

Constitution (n.): The ability score that gives you more HP and helps you with Fortitude saving throws. Surprisingly unhelpful when it comes to establishing a system of government.

critical hit (n.): A roll of 20 on a twenty-sided die, resulting in an especially powerful blow in combat. Gamers foolish enough to play games that don't use a d20 will never know the thrill of a critical hit. Pity them.



D

d20 System (n.): The delusion that a ruleset made primarily for dungeon crawls is also perfect for such subject matter as sci-fi drama, pro wrestling, blaxploitation, horror westerns, and all anime ever.

dead level (n.): A character level taken in the Deceased prestige class.

Dexterity (n.): An ability score that affects a character's AC, reflex saving throws, and accuracy with ranged weapons, and also is occasionally used as a measure of agility.

dice (n.): Spiritual creatures made of plastic with a deep mastery of probability. They can sometimes be appeased, but they will always be fickle.

dice tower (n.): A futile attempt to corral players into simulating an ability they should have acquired as small children.

diplomancer (n.): A character built on the premise that rolling is far superior to role-playing.

DM screen (n.): A device which shields the Dungeon Master from the need to be honest.

drow (n.): A type of black-skinned elves that live underground and worship an evil spider goddess; inspiring problematic cosplay since 1977.

dungeon crawl (n.): The style of play that Saint Gygax intended.

Dungeon Master (n.): A mysterious figure whose only goal is to kill off player characters with contrived traps.

Dungeon World (n.): Also known as the LaTorra-Koebel Heresy.

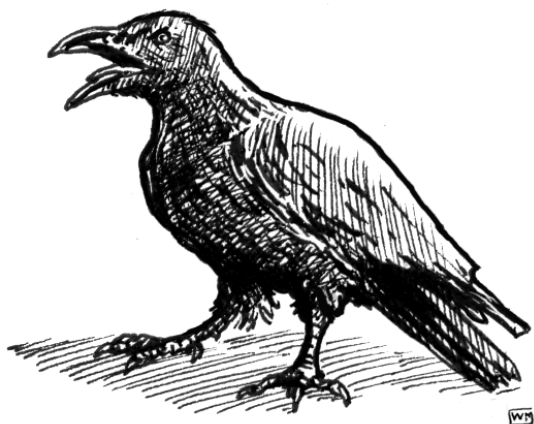
dwarf (n.): One of a race of short, stocky, ale-swilling demihumans noted for long beards, skill with metals and gemstones, living underground, and being Scottish.

E

elf (n.): One of a race of long-lived tree-hugging magical skinny people with pointed ears who can still kill you, but they'll do it with exquisitely carved longbows.

elfgame (n.): A game of fantastical adventure; the most important thing in the universe.

epic (adj.): Above level 20.



F

familiar (n.): A companion to a magic user, often a small animal such as a raven, toad, or cat, but occasionally something more fearsome depending on character options or dumb luck. Very capable of breeding contempt.

Fantasy F*ing Vietnam (n.):** A style of play where characters really are better off staying home.

fighter (n.): The wall of meat that stands between the wizard and annihilation, or in the case of certain builds, a perfect tripping machine.

five-minute workday (n.): The work schedule of PCs with limited-use abilities who are living the dream.

fluff (n.): The stuff you skip over to get to the new feats and class builds and whatnot.

fudge (v.): To alter the outcome of a die roll to be more to one's liking. When the DM does this it is an application of Rule Zero. When a player does it they're just cheating.

G

Game Master (n.): A Dungeon Master without balls.

Gish (n.): A character that is both a fighter and a magic-user, in defiance of D&D's insistence on making such characters suboptimal. The

term originates with the Githyanki, who devised the Gish tradition after they realized that the Gush (a paladin/monk) was even worse.

glass cannon (n.): The mad alchemist's greatest and most laceration-causing blunder.

GNS Theory (n.): The enemy. At least I read that on a forum somewhere, I think.

gold piece (n.): The means by which adventurers become rich and wreck local economies. Also a measure of weight for some reason.

Greyhawking (n.): Taking absolutely everything even vaguely valuable that isn't nailed down, and some things that are. Which is to say, S.O.P. for adventurers.

Gygaxian (adj.): Having the characteristics of E. Gary Gygax and his works: using commanding language, presenting a type of fantasy that is so eclectic it borders on incoherence, or possessing an impressive beard.

H

halfling (n.): The playable race that made you learn how size categories work.

hireling (n.): I dunno, I think it was something in 1st Edition I guess?

humanoid (n./adj.): Creatures that have a generally human-like shape but are hostile to humans, because we're just making shit up and don't care how literally everyone else uses the term.

HP (n.): Hit points; a measure of how much punishment a character can take before they begin to spiral into death. These were introduced because Dave Arneson's players said their characters should have *some* ability to withstand damage. Some old-school gamers refer to this as "Arneson's Folly."

I

Intelligence (n.): An ability score representing a character's ability to use arcane magic and roll to know things. In theory it also represents

the character's intellect, but actual smart people don't become adventurers.

J

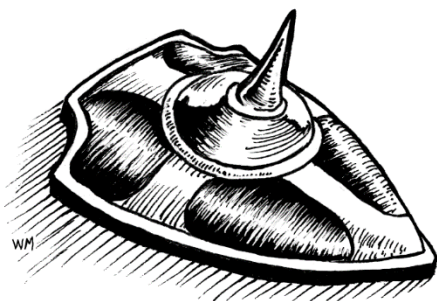
If there was something from the game that started with the letter J, would it really make you happy?

K

kobold (n.): A kind of German household fairy. No wait, a scaly little canine humanoid. No wait, a race of tiny humanoids of draconic origin. No wait, they set traps and now we're screwed!

L

larp (n./v.): A reminder that even (especially) nerds feel the need to have someone to look down on.



M

magic (n.): I don't have to explain shit.

Magic Missile (n.): A basic wizard spell, and the preferred method for attacking the darkness.

Magical Tea Party (n.): A term for a style of play where, rather than relying on rigid rules, the participants use their imaginations. Also known as "playing a role-playing game."

meat shield (n.): Gets an item set bonus when equipped with a sausage sword and steak armor.

minmaxing (n.): The mortal sin of playing the game with the intent to succeed.

module (n.): A small collection of published game material, often consisting of adventures, but also encompassing maps, character sheets, reference cards, a wood-burning kit, and materials for conducting eldritch rituals.

monk (n.): A class that is simultaneously too Asian and surprisingly un-Asian.

Monty Haul (n./adj.): An excessively generous DM; one who gives copious imaginary rewards not consummate with the imaginary tasks completed.

munchkin (n.): A player who obsessively seeks to create the most powerful character possible and carve a bloody swath through the campaign world. This is because they are messed up, and surely nothing to do with the kinds of behaviors the game incentivizes.

N

NADs (n.): Short for Non-AC Defenses; as the name implies these are the more vulnerable parts of a character that skilled foes choose to target.

NDRPG (n.): A "Non-D&D RPG." The World Nerd Council frowns on these for some reason, but no longer has the power to stop you from playing them.

O

old-school (adj.): Of or relating to the older ways of fantasy role-playing, as recorded in ancient tomes such as *Men & Magic* and the *Beardonomicon*.

P

paladin (n.): The major reason gamers know that lawful good can be just as obnoxious as chaotic evil.

player (n.): See *victim*.

pole arm (n.): One of an extremely varied and important class of weapons.

psionics (n.): Wait, what are psychic powers doing in this fantasy game? Go ahead and add a crashed spaceship while you're at it!



Q

quasit (n.): Some kinda, like, demon thing I guess?

R

railroading (n.): A result of the DM wising up to just how poor the players are at making choices.

RAW (n.): Short for "Rules As Written," a mode of play or interpretation in which one follows the rules as they appear on paper, a practice made possible with the invention of unambiguous RPG rules in 2005.

realism (n.): According to Gary Gygax, the last refuge of the scoundrel.

resurrection (n.): The means by which players discover that elves have a different kind of souls because shut up that's why.

rogue (n.): A thief without balls.

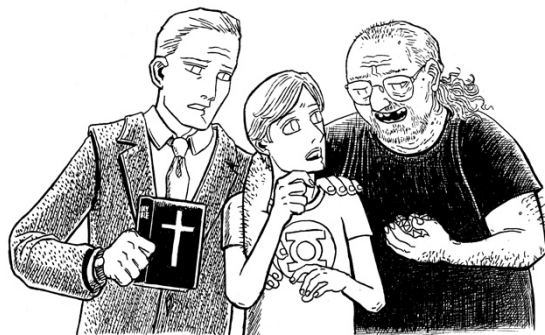
Rule Zero (n.): The notion that the DM is the final arbiter of the rules, and thus game designers don't have to worry so much about designing games.

rules lawyer (n.): Someone who passed their gaming bar exam after a lengthy and expensive time spent at D&D college.

S

sandbox (n./adj.): A game in which the player characters wander aimlessly and get into trouble. Only occasionally resembles the place where a cat does its business.

satanic panic (n.): That time in the 80s when these games were considered evil rather than nerdy and irrelevant.



saving throw (n.): A case where we allow dumb luck the opportunity to triumph over stupidity and/or cruelty.

skillmonkey (n.): A species of monkey from Madagascar, noted for its general cleverness and having 8 + Int modifier skill ranks per level.

spell components (n.): Random junk that wizards need to cast spells, assuming the DM can be bothered to enforce the rule. Also, the main reason that the price of bat guano is so outrageous in the fantasy world.

Strength (n.): The ability score that determines how accurate a character is and how much damage they can do with melee attacks. Also occasionally relates to physical strength.

system mastery (n.): The idea that a game should have optimal and sub-optimal choices in order to punish inexperienced players and reward pedants who pore over game tomes looking for things to exploit.

T

TETMBN (n.): The Edition That Must Not Be Named; a term for the edition that's too different from the one I liked.

THACO (n.): A compromise made when good game design was at odds with tradition.

thief (n.): A reminder that a double-edged sword cuts both ways, if you're lucky.

tiefling (n.): A race of demihumans with minor demonic traits, and a word containing one of the dumbest-sounding syllables ever devised.

TPK (n.): Short for "Total Party Kill," the result of an evening spent in glorious futility, and an excuse to go have a drink instead of gaming.

U

unicorn (n.): A type of creature reluctantly included in the game despite the risk of cooties, because we needed something that starts with U.

V

verisimilitude (n.): The next to last refuge of the scoundrel.

W

warlord (n.): The best class ever.

Wisdom (n.): An ability score representing the potency of a character's clerical magic, their willpower, and their ability to notice things. Not do be confused with being wise, which adventurers seldom are, regardless of what the numbers on the character sheets might suggest.

wizard (n.): A class that wields the powers of the cosmos to do basically anything if they gain enough levels. Oddly vulnerable to housecats however.



X

xorn (n.): We need a monster for the letter X. Anyone got any ideas? Anyone???

Y

young dragon (n.): A way for low-level characters to die at the hands of something in the title of the game without it being *too* much of a slaughter.

Z

zombie (n.): One of the dumbest kind of monsters there is. Seriously, I can't even with how stupid zombies are.

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