DUNGEON LORD

THE WAYNE CON ISSUE

DMP

COMPATIBLE WITH
DCC RPG

DUNGEON LORD

THE

WAYNE CON

ISSUE

Welcome to the Wayne Con issue of Dungeon Lord! In your hands you hold both the latest issue of Dungeon Lord and the program guide for the humble mini-con Wayne Con 2015! If you were not able to make your way out to Richmond, VA and attend this year do not fret! The spirit of the con and all the players, Judges, and creators that make this hobby great is right here, packed between these covers! I managed to put this issue together in a matter of days, but I'm rather excited about the results.

Firstly, you have a page dedicated to collecting sketches and autographs at this or any convention. Next, you have a fantastic piece of poetry courtesy of Julian Bernick. Next is my DCC Ratfolk class, followed by Matthew Bannock's special Wayne Con version of DeScriptors, a low prep narrative RPG that also works well for play by post. After that, Dungeon Lord takes a moment to talk gaming with our good friend Noah Stevens. Next, we have our community sourced d30 table. This one was part of a G+ contest that asked for alternate forms of dungeon currency.

After that, Bob Brinkman brings us the alternate DCC class "Con-Troll", the ultimate con-goer turned caster. Included are four complete spell charts, or "fandoms", and a "nerd rage" chart. This class has a lot of potential for fan-made "fandoms", or "fan-fandoms" if you will. Just make sure to ask your Judge if using alternate classes is okay.After the program you will find an encounter by Wayne Snyder.

Finally, we have our program and campaign setting. Keep in mind that many of the games that will be played may not be on this list. In fact, think of the program guide as a framework, something to build ideas upon. Everything is optional, as it always is. This whole thing is for fun, as it always should be!

Go forth and conquer, ye chosen!

- Taylor Frank, the Dungeon Lord

The Dungeon, Explained

O why O why do you go to the Earth?
Said the little girl, to the man with the knife.
I go to find my weight in gold,
And to write my name in stories told,
To write my name in seven stories told.

O why O why do you go to the Earth?
Said the little girl, to the man with the sword.
I go to slay some wicked beast,
And carry it off to a festive feast,
To carry it off to a very festive feast.

O why O why do you go to the Earth?
Said the little girl, to the man with the staff.
I go to spread the Word of God
And put the pagans under the sleeping sod,
To plant the pagans way under the sleeping sod.

O why O why do you go the Earth?
Said the little girl, to the man with the wand.
It's just a strange idea that I had
And now I fear that I'm quite mad,
And now I'm sure that I'm quite sincerely mad!

By Julian Bernick

RATFOLK

An alternate class for DCC RPG by Taylor Frank

You are a furry little humanoid that finds comfort in the dark, dingy places of the world. You place a great deal of importance in being part of a group, and will often seek the companionship of your own kind or other like-minded folk. You are a creature of ambition, generosity, and guile. You live and die by the whims of your own wild luck, placing more value in the survival of your pack-mates than any gold or jewel.

Ratfolk are about as well known for their ability to navigate the darkness of the world's crypts, caves, and cities as they are for their miserable luck. Most other races approach them with distaste and distrust at best and downright disgust at worst. This causes many ratfolk to stick to their own kind, although it is not uncommon for one who has lost their pack to seek the company of any who will have them. Ratfolk are often hired as guides through places like sewers and cisterns, leading the way and using their low-light vision to commit complicated curves and corridors to memory.

Hit points: Ratfolk gain 1d6 hit points per level. They're small, but cunning.

Weapon training: Ratfolk prefer to fight with weapons in each hand and a third gripped by their tail. Ratfolk are trained in the use of the blowgun, club, dagger, dart, flail, handaxe, short sword, sling and staff.

Alignment: Ratfolk care little about alignment, choosing instead to adopt the beliefs of their pack wether they be chosen by birth, fate, or other means. When left to their own devices, as ratfolk often are, they tend to be chaotic or neutral depending on their circumstances. Ratfolk will do whatever it takes to ensure the survival of their pack.

Three-weapon fighting: Ratfolk are adept at three-weapon fighting, as follows:

. Ratfolk are always considered to have a minimum agility of 16 when fighting with two or more weapons. This means they roll at -1 die for their first attack and second, and -2 die for their third based on the dice chain.

. Ratfolk can fight with two equal-sized one-handed weapons in their hands, such as two handaxes or two short swords. They can use their tail to grip a third small weapon, such as a dagger.

. Unlike other characters, when fighting with two or more weapons, ratfolk always score a crit and automatic hit on any roll of a natural 16 with their hand weapons, or on any roll of a natural 14 with their tail weapon.

. If the character has an Agility score higher than a 16, they instead use the normal two-weapon rules for their Agility, with their third weapon always taking a -1 die penalty based on the dice chain.

. When fighting with two or more weapons, ratfolk fumble only when a total of two dice come up a 1.

Infravision: Ratfolk can see in the dark at distances up to 50'.

Smaller size: Ratfolk are 3 to 5 feet high, and the heaviest among them weigh no more than 100 pounds. This smaller size allows them to crawl into some narrow passages and small holes.

Slower: Ratfolk have a base movent speed of 25', as opposed to 30' for humans.

Stealth: Ratfolk are good at sneaking around. They receive a bonus to sneaking silently and hiding in shadows depending on their class level. This can be used in the same manner as a theif's abilities.

Unlucky: Ratfolk are notoriously unlucky. Ratfolk have special rules in regards to Luck, as follows.

First, when attempting to burn Luck, ratfolk must pass a Luck check or each point is lost.

Second, unlike other classes, ratfolk recover lost luck to a limited extent. Ratfolk's Luck scores are restored each night equal to the number of PC's in his party.

Third, the poor luck of the ratfolk can sometimes rub off on those around them. During their turn, ratfolk can use an action to burn 1 point of Luck and declare a mishap using a special mishap die, according to class level

Mishaps: A mishap is a catastrophic misfortune that may befall an object, obstacle, or enemy during the current scope of combat or exploration. For example, the poor luck of the ratfolk may cause a nearby bridge to begin to collapse or an enemy to trip and fall prone. Each mishap declared requires ratfolk to burn one point of Luck, which in turn requires they pass a Luck check or that point is lost and the mishap does not occur.

Ratfolk's mishap die determine their success. If the mishap die is a 3 or higher and they passed their Luck check, the mishap occurs. Otherwise, the mishap fails.

Languages: At 1st-level, ratfolk automatically know Common, the ratfolk racial language, plus one additional language of a subterranean race determined randomly.

Action Dice: Ratfolk's action dice may be used for attacks, skill checks, or to declare mishaps.

Level	Attack	Crit Die/Table	Mishap Die	Action Dice*	Ref	Fort	Will	Sneak & Hide
1	+1	1d8/III	d3	1d20	+1	+1	+1	+2
2	+2	1d8/III	d4	1d20	+1	+1	+1	+4
3	+2	1d10/III	d5	1d20	+2	+2	+1	+5
4	+3	1d10/III	d6	1d20	+2	+2	+2	+7
5	+4	1d12/III	d7	1d20	+3	+3	+2	+8
6	+5	1d12/III	d8	1d20+1d14	+4	+4	+2	+9
7	+5	1d14/III	d10+1	1d20+1d16	+4	+4	+3	+10
8	+6	1d14/III	d10+2	1d20+1d20	+5	+5	+3	+12
9	+7	1d16/III	d10+3	1d20+1d20	+5	+5	+3	+13
10	+8	1d16/III	d10+4	1d20+1d20	+6	+6	+4	+14

DeScriptors

Wayne Con Edition

A microgame created by Matthew Bannock
This game should be played at maximum volume.

The cellphone chimes, there are a number of messages but one draws your eye "While you were gone"

"Hey honey,
Welcome back from vacation, if you are seeing this message it means that you made it back from the cottage
and into cell phone range. First, no need to buy cake for the Thompson boy's birthday this Friday, the whole
family became zombies . . . were zombies, I took care of it. That brings me to the second thing I want to tell
you.

While you were out, the world as we know it ended. About ten days ago the zombie hoard appeared. They
are destroying everything. I was pretty sure they were going to kill us all. Then there was the robot uprising,
but it is OK they're on our side. That was what eight days ago. The internet kinda woke up and started
building these bots. She calls herself Googletta, and she is pretty sweet, and she has this holographic
projection with wonderful . . . OK I am getting off track. So the robots were great and helpful, but too badly
outnumbered to help on a global scale. They sent out a distress beacon, and the catgirl aliens arrived about
five days ago. They have zombie kills down to an art, but I kind of worry that we are going to get annexed
into a pan galactic government when this is all over. The tide was finally turning, and it looked like we were
going to beat back the undead after all, well until three days ago. Gates started appearing and weird things
pour out. Zombies, Vampires, Ghosts, Werewolves, Angels with top hats and tommyguns, a robot Trex, and
a nameless monster only Steve saw, poor Steve hasn't been right in the head since. Well there is a small band
of us holed up at the hospital so if you can get the rifles from the cottage and rescue us, that would be great!

With Love, XOXO Pat"

DeScriptors is a quick play narrative Table Top RPG. This is the game where a storyteller and one or more players
will work together to create a story. The narrator sets up adventure scenarios and describes setting and non-player
characters. Player characters create characters and choose actions that best suit their characters.
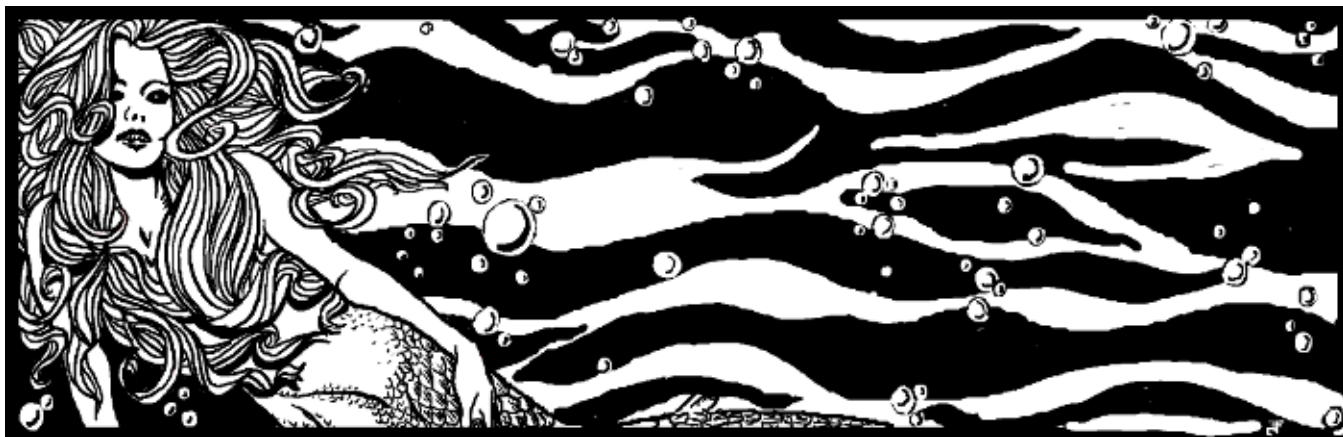
Your character is a number of adjectives and a **descriptor**, usually a noun or two. You may use a sample character below or create one of your own by selecting four adjectives and a **descriptor**.

Sample characters:
Wise, Lucky, Charming, Colorful, - **WereCollie**
Bright, Wild, Tough, Sexy - **Robot**
Watchful, Insightful, Loving, Mysterious - **Bartender**
Clever, Fast, Magical, Cuddly - **Catgirl Pirate**
Tough, Rugged, Strong, Resourceful - **Park Ranger**

When a character faces a problem you may bid your adjectives to succeed or choose to fail to gain new adjectives. Normally a task only requires a single adjective to overcome, but games with larger player counts may require tougher challenges. The player may narrate success, based on the adjective they spent or another adjective their character has.

If a character picks failure, they gain an adjective picked by the Narrator. The player may narrate failure, but the narrator may veto if failure isn't dramatic or interesting enough.

Every location has a refresh number, this is the number of adjectives you may pick up in a location, typically 0-3. To fish for a new adjective you must announce you are fishing for adjectives and use the adjective you desire in a sentence you use to describe the scene or an act your character makes. The GM will reward you that adjective and let you know if any more are available. Note you may only have one of each adjective at a time, so if you are already clever, you must fish for an adjective other than clever. Puns are encouraged, if you pick up a "sharp" knife and write sharp on your character sheet you may intimidate someone with words for your "sharp" tongue or dress to impress because you look "sharp"

A note on combat, this is a special challenge. Even if you succeed you will lose an adjective of your choice, this represents the accidental scrapes and bruises people take in a fight, if ever a character runs out of adjectives they are out and usually wake up later with only the adjective "Sore".

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AN INTERVIEW WITH NOAH STEVENS

DUNGEON LORD "Where did you get your start in gaming?"

NOAH STEVENS *"I dimly recall my older brother (who lived in California or maybe Nebraska at the time) ran us through a thing when I was maybe 6 or 7 and he came to visit for the summer. He would have been 12 at the time, I guess, so this was probably '83. I don't remember the details of the game, except my dad played a Cleric and my brother showed me his character, a high level fighter named Dancer. Funny, when I saw him a couple of years ago, he didn't recall it. I had seen (but did not experience) Moldvay Basic, but after that, I glommed onto it pretty hard, and they bought me the Fiend Folio a little later against my dad's good judgement. My first character was Assassin Bug, since in the 3rd grade with no other information I was unable to know that those were monsters!"*

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

NS *"I played a good number of unsatisfying games on the player side. Like almost all of them. I find that I showboat a bunch when I'm a player, and so I need to crank it down especially online with like 6 or 7 people. The answer is, I didn't run a lot of games until fairly recently from 1992 to 2013 was a bit of a dry spell for me Dungeonmasteringwise. My wife is pretty cool with one night a week, and so if I can get into a game with a DM I enjoy I will do it, but I will always run stuff out of preference."*

DL "Can you recall the first dungeon you created?"

NS *"No! Eleventh grade a WFRP thing, with goblin thieves and a mine. That's the first I can recall well. Before that, I labored endlessly over graph paper mazes in an unsettling way and was pretty good at making chooseyourown things on the C64. My first actual dungeon may have been some really bad BASIC code!"*

DL "Do you prefer to run published adventures or those of your own creation?"

NS *"I read a lot of modules merely to steal heavily the sweet sweet ideas within. The last published thing I ran was Barrowmaze, and before that Daniel Bishop's Arwich Grinder. I prefer to crank out semirandom things based on the clever tropes of others. Lately I try to smash all the genres together that I can feasibly do at once, and there are few modules that do that very well. "*

DL "When designing a dungeon or adventure for your own use, how many details and stats do you include?"

NS *"Minimal. I sort of can see the architecture and the glow of the lights and hear the buzz of the transformers. I don't care too much about the numbers I try to be fair in terms of ballparking what would be menacing for any particular party, and for mooks I figure 1hit is a good dropping point. For heavier things, I max out the hit die for points, and then for bosses I crank up the difficulty about two notches above what I am comfortable with, since players are always lucky and clever. This got to be a real problem in the Barrowmaze campaign since DCC PCs are heavyhitters compared to Labyrinth Lord."*

DL "What is the BEST piece of advice you would offer to an aspiring Judge or Game Master?"

NS *"Read. Think. Go with your guts and what you like. Don't be afraid to try new stuff (don't get me started on my LARP experience Jesu! What an eye opener!) If you have a good idea, write it down. Share it on a blog if you're comfortable. The benefit of Google+, for example, is that we all have come there to share and to read and to bounce things off of each other. And there's only a couple of dicks on there and they're pretty sharp characters to watch and learn from anyways. Try Dungeon World, for example. If you try it and don't like it, I submit to you that your heart is calcified OR your GM did it badly. I been pretty curmudgeonly on the issue of 5e, but I don't know why. I mean, what could happen? I might have fun?"*

DL "Do you have a certain creature or trap that you love to include in your dungeons? If so, why?"

NS *"I always like the smell of ozone and burning wires, for some reason. I used to obsess over Gamma World and haywire technology is a thing I feel good about dumping on greedy murderhobos. I love cursed items and faulty technology. Almost nobody ever uses items they find in my games, since I think I love to take fumbles to the obvious logical conclusion."*

DL "Secret doors... yes or no?"

NS *"How many elves are in the party, again? Yeah. Yeah. It's a very reinforcing thing. People love to make that roll and get into the secret passage. Definitely. I couldn't deny anybody that pleasure."*

IL "To our readers who may not be familiar with it, what is "Space Dungeon" and where did that idea come from?"

NS *"I was reading a lot of Star Frontiers and Gamma World just about the time that Crawljammer and CuABM hit. I don't subscribe to the magazines but I love them, and to my mind it's an obvious extension (I mean scifi) of DCC's reality-spanning ethos."*

IL "You're well known for welcoming players and PC's from various systems into your games... what advice would you give to someone unfamiliar with FLAILSNAILS?"

NS *"Uh oh! For awhile I was pretty harsh about it. I don't know what was my thing, but I guess maybe that my view is that holding on to a character (or a game or campaign) for too long causes things to go a little stale, and that people ought to try new ways of playing and experiencing the hobby, rather than working a protagonist up to 27th level. I have no interest in that kind of play, but the more I met some cool FLAILSNAILS people, the more I respect their interest in a good time, and also bending the rules for introducing a character into a game suggests you're mastering the system pretty okay, and to my mind DCC is pretty permissive. Also, the DCC community is chock full of cool people who don't bat an eye at allowing permutations of the rules, as long as we're all having fun."*

IL "What are the challenges of writing an adventure for solo play? How different is the approach when compared to that of writing a traditional adventure?"

NS *"Motivation! Organization! I did it mainly to learn the software and layout side of it, just to come to grips with those issues. It's a heavy duty thing! I don't know how some of these guys manage to put out 2 or 3 things a year one answer may be is that they garner help from other cool people. In the explicit matter of writing a SOLO adventure, being aware of how the choices are limited by the format will impact interest. You need to hang a framework on it and hope that you provide enough leeway for people to PLAY in it, instead of just picking pages."*

IL "What was the most difficult part of publishing your own adventure?"

NS *"I can't tell you how many nights I stayed up fussing over widows and orphans and adjusting text leading and kerning and all that shit. That consideration may be enough to drive most sane people out of this tiny portion of the hobby. Luckily, most of the cool people I know are not flush with SAN, so it works okay."*

IL "Have you given any thought to your next adventure or product?"

NS *"I just the other day submitted the final versions to OBS. I can't tell you how nice it feels not to have this nagging demon on my shoulder, whispering "Gotta finish that thing, dude." I had thought to make a standard playable module from the bones of HHSOLO1, but it's a fairly vanilla Castle Raid, aside from the aliens and robots and radioactive magic rocks. I'm not sure. The good thing is, I could probably crank out a digital version pretty darn quick and tie it in to the original. That said, I had some thoughts about (bear with me, here) tying it in to some satirical social and political commentary, since that was an aim of mine starting last year. I have it written and ready in my head, I swear it! Only a matter of time and motivation and caffeine."*

"You want to pass... you has to pay the tribute." mutters the pale faced thing, it's foul breath
carrying the words to your noses. "None shall pass this way lest they pay the tribute." ...What
is the tribute, ye ask? ROLL A d30!

1. Dragon scales.

2. Teeth, always teeth.

3. Shrunken Heads - creature HD provides value. 1HD   1gp, 1-1   1ep, 1/2   1sp
ie: Kobold heads ain't worth shit.

4. Fragments from petrified people and animals collected from the shattered remains around the
basilisk's lair. The cooler pieces ("Look, it's a witch's nose, you can tell by the wart!") have
higher value, and pieces with no visible signs of being from said statues (so fragments with no
"outside" edges) being valueless.

5. Rations and water.

6. Amber preserved insects. Each "amberine" (yes, I made that up to describe an amber preserved
insect coin) has a value based on creature type (ants, spiders, mosquitos, etc.)

7. Polished wooden tokens. Value dependent on size. 2"   copper piece, 4"   silver piece, 6"
gold piece. Some great chiefs have wooden disks up to 2 feet in diameter they strap to their backs
to show their great wealth. Gromurz the Goblin Chief of the toothless clan is very proud of the 3
1/2' disk as tall as him that he traded for a measly sack of gold with the Great Wyrm Fangiir.

8. Gorgon droppings, they look like Hershey's Kisses, but glimmer like gems.

9. Spears.

10. Purple Worm Corpolites.

11. Hallucinogenic mushrooms that only grow on the corpses of dead adventurers.

12. Jarred fairies, will o the wisps and phosphorescent fish (gold, silver and copper).

13. Kobold guano which, most don't know, is high in vitamin b3 (helps elevate mood and thus wards
off Dungeon Depression).

14. Mummy fingers. Five of 'em are worth an amazon's eyelash.

15. Slaves.

16. Chain links, salvaged from suits of mail.

17. Bat pelts.

18. Mildly radioactive derro droppings.

19. A ghoul's pancreas.

20. Wooden poles of varying sizes. Ten foot being the most valuable.

21. Specialist shields, types of magical sandals, magic-user's item jars for rituals in a study, or a list of familiars.

22. Favors.

23. Torches.

24. Edible body parts; ones removed from the living "donor" during the transaction being the most valuable.

25. "Deeds". For example, "You take room 14, with the pit trap and chest, we get food!"

26. Ten rats. No more, no less.

27. Piercer polyps. Basically baby piercers that have been feeding on veins of precious metals, scraped off cavern surfaces.

28. Barely magical spheres, similar to marbles in size, shape, and color, of unknown origin; in large and varied quantities they are useful for certain magical abilities and enhancements, and thus various dungeon denizens horde, collect, and trade for them (in hopes of off-loading them to evil wizards and arcane creatures in return for goods and favors).

29. Plant seeds...they are grouped by "rarity" to help form a currency system of sorts...

30. Secrets.

Con-Troll

An alternate class for DCC RPG by Bob Brinkman

All should bow in obeyance to your grand mastery of all things. If only they would listen to your fascinating stories of your grandiose eloquence. These self-appointed guardians to the gates of "true fandom" can be found at many fan gatherings.

Con-Trolls have magical powers. At least, they think they do. The fact is that they do have spell-like powers that they can wield over those unfortunate enough to encounter them. While seldom tolerated in a party of mixed adventurers they often may be found traveling in groups, cross-validating one another.

The con-troll, play him, don't be him!

Hit Points: A con-troll gains 1d6 hit points at each level.

Weapon Training: A con-troll only believes himself to be trained in the use of weapons. In reality, he is untrained in the use of all weapons.

Alignment: Con-Trolls behavior is ruled by their alignment. Those who are lawful will hold themselves to a sort of chivalrous code, while those who are chaotic are lecherous and will use their abilities to harm all around them. Con-Trolls are unable to ever stay neutral and will always pick a side.

Fandom Level: Fandom level is a measure of a con-troll's power in channeling his inner nerd. A con-troll's fandom level is usually his level as a con-troll.

Fandom: While con-trolls have no actual magical abilities, they wield the gifts of their fandom with praeternatural might. Typically, a fandom is used within any single target within earshot of the con-troll, although some levels of success may have an effect on multiple targets. These gifts of nerdity may have rather unpredictable results and may even pose a danger to the con-troll himself.

Con-Trolls begin play with a single fandom but gain an additional fandom each time they gain an additional three levels. Fandoms, unlike spells, have no levels.

Con-Trolls invoke fandoms by making a Obscura check. A con-troll's obscura check is usually 1d20 + Personality + fandom level..

Luck: A con-troll's luck only applies to rolls for nerd rage (see table 3).

Languages: Con-trolls know two additional languages but they must be obscure and spoken by less than 1,000 people in the world. Some examples are; Esperanto sign-language, Ugnaut, Brontosaurus (French Dialect), Mandarin Klingon, and Wayne Nugent.

Action dice: A con-troll's first action die can be used for attacks or spell checks, but his second action die may only be used for fandom checks. At 5th level, a con-troll may invoke two fandoms in a single round, the first with a d20, the second with a d14, mixing their results together into a single, mind-numbing assault.

Table 1: Con-Troll							
Level	Attack	Crit Die & Table	Action Die	Known Fandoms	Ref	Fort	Will
1	+0	1d3/I	1d20	1	+0	+0	+2
2	+0	1d3/I	1d20	1	+0	+0	+2
3	+0	1d4/I	1d20	1	+1	+0	+3
4	+1	1d4/I	1d20	2	+1	+0	+4
5	+1	1d6/I	1d20 +1d14	2	+1	+0	+5
6	+1	1d6/I	1d20 +1d14	2	+2	+0	+6
7	+2	1d8/I	1d20 +1d14	3	+2	+0	+7
8	+2	1d8/I	1d20 +1d14	3	+2	+0	+8
9	+2	1d10/I	1d20 +1d14	3	+3	+0	+8
10	+3	1d10/I	1d20 +1d16	4	+3	+0	+10

Table 2: Con-Troll Titles		
Level	Chaotic	Lawful
1	Flame Thrower	Nebbish
2	Stalker	Overly Gallant
3	Master Troll	Chivalrunt
4	Gate-r	Hopeless
5	/b/tard	Lord of the Clueless

Nerd Rage

Con-trolls, despite thinking themselves as masters of their chosen fandoms, are notoriously short-tempered if challenged on their specialized knowledges. Each and every time a con-troll rolls a natural 1 on a fandom check he suffers the effect of the failure. In addition, the fandom may backfire and he may suffer nerd rage. The individual fandom entries include specific results associated with a natural 1 on a fandom check , as well as backfire the backfire results. Nerd rage results must be resolved on the nerd rage table (Table 3).

D10	Result
	Table 3: Nerd Rage
1 or lower	Character suffers fits of horrid embarrassment compounded by uncontrollable flatulence. Con-troll is unable to act for 1d4 rounds.
2	Character develops instant acne. -1 to Personality modifier for 1d6 rounds.
3	Con-Troll develops a frustrated stammer and is unable to speak coherently for 1d8 rounds, making the invocation of fandoms impossible.
4	Con-troll says something incredibly offensive, all attacks and spell checks against him are at +1 for the next round
5	Character has anxiety attack and begins to shake uncontrollably.
6	Character wets himself in stage fright and performance anxiety. Everyone around him points and laughs. All of the con-trolls actions are at -1 die for the next turn.
7	Con-Troll is oblivious to all but his own pontification. Their AC drops by 4 for the next round.
8	Character has rage-fueled tantrum and must only attack (friends and foes alike) physically for the next d10 rounds
9	Con-Troll says something so beyond the pale that all creatures in his presence will immediately cease their current actions and solely attack him for the next 1d6 rounds (or until he is unconscious or dead).
10+	Remarkably, the con-troll is so infuriated that he develops true might and martial abilities. Treat as a warrior of equal level for 2 rounds.

Grognardia	
Manifestation	Roll 1d7: (1) OD&D; (2) AD&D; (3) D&D; (4) Pathfinder; (5) Warhammer FRP; (6) The Dark Eye; (7) OSR Mayhem
Backfire	Roll 1d3: (1) Con-troll becomes obsessed with point of minutia and cannot do anything but riddle out the answer for 1d3 rounds; (2) Tales of the con-troll's favorite character bore even himself. The con-troll must make a Will save (DC 15) or fall asleep; (3) Target counters with discussion of DCC RPG. Con-troll struck with awe and unable to speak for 1d3 turns.
1	Lost, failure, and worse! Con-troll confuses rules from AD&D 1st and 4th editions! Roll 1d6 modified by Luck: (0 or less) nerd rage + backfire; (1-2) nerd rage; (3+) backfire.
2-11	Lost. Failure. Target is wholly unimpressed by the con-troll's knowledge of the material and shakes his faith in his own mastery of the subject.
12-13	Con Funk! One target within 10' must make a Fort save versus the toxic cloud. Failure results in a temporary loss of 1d3 Stamina.
14-17	Concentrated Funk! One target within 10' must make a Fort save versus the toxic cloud. Success results in a temporary loss of 1d3 Stamina while failure indicates a permanent loss.
18-19	Unwashed Masses! All within 20' of the con-troll must make a Fort save. Success indicates a loss of 1d3 Intelligence (temporary until healed) while failure indicates a permanent loss of 1d6 intelligence.
20-23	*MY* Character! All within earshot of the droning tale of the con-troll's favorite player character must make a Will save or immediately make an excuse and leave the vicinity.
24-27	That Edition Sucks! The con-troll's tirade against the favorite system of his target is so heated that he begins breathing fire. A single target within 20' takes 2d6 points of fire damage.
28-29	The One True Game! All other systems are inferior and the con-troll isn't afraid to flame them. Up to three targets within 30' take 4d6 fire damage.
30-31	By the Fiery Balls of St. Gygax! The con-troll unleashes a gaming infused tirade that causes fire to rain down from the heavens. All within 100' (including the con-troll) take 8d6 fire damage.
32+	Edition War to the death! One target is so overwhelmed by the fury of the argument that they must make a Will save or spontaniously (and fatally) explode doing 8d16 fire damage to all within 100'.

Historical Reenactment

Manifestation	Roll 1d7: (1) Buckskin; (2) Medieval/Renaissance; (3) Pirate; (4) Civil War; (5) World War II
Backfire	Roll 1d3: (1) Con-troll becomes obsessed with point of minutia and cannot do anything but riddle out the answer for 1d3 rounds; (2) The con-troll mistakes satin for a period fabric of the Renaissance. Embarressment forces the con-troll to make a Will save (DC 15) or flee in shame; (3) Target corrects the con-troll on a point of historical fact and quotes citations. The con-troll is struck with awe and unable to speak for 1d3 turns.
1	historical period! Roll 1d6 modified by Luck: (0 or less) nerd rage + backfire; (1-2) nerd rage; (3+) backfire.
2-11	Lost. Failure. Target is wholly unimpressed by the con-troll's knowledge of the material and shakes his faith in his own mastery of the subject.
12-13	Gandalf isn't period! All Wizards and Elves within 30' must make a Will save or lose the ability to cast for 1d3 rounds.
14-17	Conan isn't period! All Warriors and Dwarves within 30' must make a Will save or lose the ability to use Mighty Deeds for 1d4 rounds.
18-19	Hobbits aren't period! All Halflings within 30' must make a Will save or lose the ability to spend Luck for 1d5 rounds.
20-23	People weren't openly pagan in Period! All Clerics within 30' must make a Will save or lose the ability to use divine inspired abilities (casting, turn unholy, healing) for 1d6 rounds.
24-27	That armor isn't period! 1 target within earshot must make a Reflex save or get tangled in their armor, reducing their AC by 1d5 for the remainder of the combat.
28-29	Antibiotics aren't period! All foes within 20' must make a Fortitude save or be sickened with the plague taking 1d3 hit points damage, per round, until cured.
30-31	Magic isn't period! The con-troll dispells ALL currently active temporary magical effects within 100' or may permanently disenchant a magical item of his choice within 50'.
32+	Channel Agoura! The con-troll calls upon the mystical place of Agoura, birthplace of the modern renaissance faire. Treat as all effects going off simultaniously with a duration of 1d10 rounds.

Anime

Manifestation	Roll 1d7: (1) Classic; (2) Serious; (3) Romantic; (4) Comedic; (5) Hentai; (5) Horror; (7) Potpourri
Backfire	Roll 1d3: (1) Con-troll becomes obsessed with point of minutia and cannot do anything but riddle out the answer for 1d3 rounds; (2) The con-troll, like Ranma 1/2 encountering cold water, suddenly swaps gender until doused with hot water; (3) Target belittles the con-troll's taste in "ani-may" with a discussion of "ani-mah". The con-troll takes 1d3 points of psychic damage.
1	Lost, failure, and worse! Con-troll confuses Lum from Urusei Yatsura with an ordinary cat-girl! Roll 1d6 modified by Luck: (0 or less) nerd rage + backfire; (1-2) nerd rage; (3+) backfire.
2-11	Lost. Failure. Target is wholly unimpressed by the con-troll's knowledge of the material and shakes his faith in his own mastery of the subject.
12-13	Music of Min Mei! One target within 10' must make a Will save or fall to their knees clutching their ears for 1d4 rounds. Targets can crawl at half speed but can perform no other actions.
14-17	Tentacle Porn! All enemies within 30' must make a Will save or stand around in uncomfortable silence for the duration of the con-troll's dissertation. The con-troll can maintain this discussion for up to his Stamina in rounds but can take no other actions.
18-19	When Cicadas Cry! All within 50' of the con-troll must make a Will save. Failure indicates a loss of 1d6 Intelligence (temporary until healed) and the inability to tell friend from foe. All attacks made by those effected will be at a random combatant.
20-23	My *FAVORITE* show! All within earshot of the droning tale of the con-troll's favorite cartoon must make a Will save or immediately make an excuse and leave the vicinity.
24-27	Hyperdimensional Hammer! The con-troll's reaches over his shoulder and pulls a giant sledge-hammer out of thin air. He may immediately make melee attacks (as if proficient with ridiculously large hammer) against all foes within 50'. The hammer does 2d12 points of damage.
28-29	Go Speed Racer, Go! As the con-troll works himself into a frenzy over his favorite racing-themed anime, he explodes into a burst of speed. He is able to move three times his normal speed and gains two action dice. However, he must maintain revving sounds the each round this power is in effect (Fort save, DC 13).
30-31	Candy Candy! The con-troll announces that he is breaking up with a single target, requiring a Will save. Success means that the target swoons prone for 1d3 turns as they sob uncontrollably. Failure results in death by a broken heart.
32+	Fire Wave Motion Gun! The con-troll releases a wave of energy stretching in a straight line, 500' long and 30' wide, which does a total of 24d7 of damage to anything in its path. The damage may be divided amongst targets struck as the con-troll sees fit.

	Trek
Manifestation	Roll 1d5: (1) Star Trek: TOS; (2) Star Trek: TNG; (3) Star Trek: DS9; (4) Star Trek: Voyager; (5) Star Trek: JJ Abrams Universe
Backfire	Roll 1d3: (1) Con-troll becomes obsessed with point of minutia and cannot do anything but riddle out the answer for 1d3 rounds; (2) Tales of the Starfleet captains embolden target giving them +1 on their next action; (3) The tales of the Borg are so depressing that all comrades suffer -1 to their next action.
1	Lost, failure, and worse! Con-troll confuses Captains Pike and Janeway! Roll 1d6 modified by Luck: (0 or less) nerd rage + backfire; (1-2) nerd rage; (3+) backfire.
2-11	Lost. Failure. Target is wholly unimpressed by the con-troll's knowledge of the material and shakes his faith in his own mastery of the subject.
12-13	Kirk vs Picard! One target within earshot must make a Will save or be transfixed with boredom for 1d3 rounds.
14-17	Shatner vs Pine! Up to two individual targets within earshot must make a Will save or be transfixed with boredom for 1d3 rounds.
18-19	Spock vs Tuvok! Up to three individual targets within earshot may be targeted. Each target must make two saves or be affected. Targets that fail one save take 2d6 points of psychic damage; targets who fail both saves take damage and are knocked unconcious. Duration is 1d4+1 rounds.
20-23	Nemoy vs Quinto! This is a one-sided argument. Nobody cares. There is no effect.
24-27	Nichols vs Saldana! All foes within 30' take 3d6 psychic damage and must make a Will save or be stunned for 1d8 rounds.
28-29	Shatner vs Stewart vs Brooks vs Mulgrew! All foes within 50' must make a Will save or take 4d10 psychic damage.
30-31	Scotty vs Q! Utter confusion reigns. All listeners within earshot (friend and foe alike) immediately take 2d10 psychic damage and must make a Will save for be knocked unconscious for 1d3 days.
32+	Hunter vs Kenney vs Greenwood. One target is so overwhelmed by the battle of minutia that they must make a Will save or chew off their own head (and die) escaping the nerd-might.

WAYNE CON 2015 PROGRAM GUIDE

If you are one of the lucky few who are reading this at Wayne Con 2015, consider this a descriptive program of games you might have the chance to play here. This program guide is merely a guide, a list of possibilities. Thankfully, due to the open nature of the game that brought us here (DCC RPG), the efforts of our benefactor (Wayne Snyder) and the creativity of its participants (us) ... the possibilities are endless.

If you happen to be reading this and you are asking yourself "What the hell is Wayne Con?"... well, you just had to be there.

Edgar Johnson

DCC Army Brawl

Friday 8-?

DCC RPG mass combat system playtest

This is a mass combat system I've been working on for a while. I'll be looking to have either two or three forces, each with two or three players. (so call it 4 to 9 players, depending on who's interested).

Basic idea is "treat units like they were characters," but with some interesting functions for dwarves (artillery/fortifications), clerics (medical corps), and wizards (circles of wizards operating independently).

Funky Skunky Ride

Saturday 2-6

Spirit of '77 (think awesome movies from the 1970s).

The basic game mechanics are Apocalypse World, so I'll be playing it pretty loose. My basic inspirations for the game:

Fabulous Furry Freak Brothers
Cheech & Chong's "Up in Smoke"
Smokey and the Bandit
Shaft

And there should be some level of illicit substance abuse/trade, wacky hijinks, and potential for violence.

I will have room for 3 to 6 players

	Friday	Saturday	Sunday
9-1	Opening Ceremonies [Descriptors Wayne Con ed. 1 hour game - Taylor Frank]	[The Seventh Pit of Sezrekan – Jen Brinkman]	[Playdough Planet Mother-Fucker – Wayne Snyder] [Metamorphosis Omega – Bob Brinkman]
2-6	[Chaos Dregs – Wayne Snyder]	[Funky Skunky Ride – Edgar Johnson] [Age of Cthulhu 9 – Bob Brinkman]	[O Brother, Who Ate Thou? - Taylor Frank]
8-?	[DCC Army Brawl – Edgar Johnson] [Hell Bent (Underground) – Taylor Frank]	"Hugh is Dead" party and Talisman cocktail mixer with special guest of honor Doug Kovacs!	Closing Ceremonies

Wayne Snyder

Chaos Dregs - DCC/40k Funnel Hack - Friday Noon
Play Dough Planet Mother Fucker Sunday morning
Arcade Style Necromunda/borderlands game TBD

Noah Stevens

after the mower, larval stage
Time: TBD
Into the Odd Hack

A simple game about overcoming adversity as a Bunny, or a Possum, or something cute and fuzzy.Or not overcoming adversity, which is also important
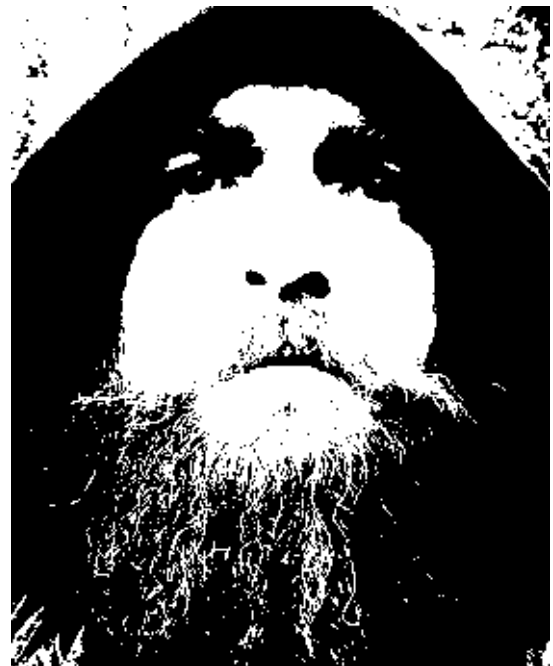
Bob Brinkman

Age of Cthulhu 9 (Playtest)
The Lost Expedition
Saturday 2-6
5 Players - Call of Cthulhu

American naturalist, Roy Chapman Andrews, and his team of archeologists, naturalists, historians, and explorers from the American Museum of Natural History were the first people to discover fossilized dinosaur eggs in Mongolia's Gobi Desert on July 13th, 1923. The earth-shaking discovery further excited the dinosaur mania that was sweeping across the world and Andrews' fame continued to rise. Andrews' discovery also fueled the jealousy of a rival at Chicago's Field Museum of Natural History. Dr. Samuel Norris has always imagined himself to be at the center of America's fascination with dinosaurs, but Andrews has bested him with every discovery and has garnered all of the fame and glory that Dr. Norris believes should be his.

Being the jealous type, Dr. Norris had closely followed Andrews' exploits in Mongolia and when he learned that the Beiyang government – the internationally recognized government based in Peking – was growing dissatisfied with Andrews and the American Museum of Natural History, he saw his opportunity to finally outdo his rival. Apparently, the Chinese government took issue with Andrews' removal of fossils from the Gobi Desert, so when Dr. Norris sought permission to conduct his exploratory dig in the Gobi Desert, he not only promised that he would not remove any fossils, he also swore to document his finds and turn them all over to the Chinese government. His assurances were accepted and permission was granted and so for the last two months, Dr. Norris has been conducting his dig in China.

Metamorphosis Omega
Sunday 9-1
Open to all players - Metamorphosis Alpha

You want Metamorphosis Alpha? You got it. I'm bringing a fleet of pregens (this game can be as deadly as a funnel) and a Con Game attitude. Be ready to sling dice and grab new PCs in this on the fly MA game. The great god "Captain" must be angry, for he is warning of the end of the world! Can your band of mutants save their world? Probably not, but we can have fun while you try.

Jen Brinkman

The Seventh Pit of Sezrekan {playtest}
Saturday 9-1
3-7 players (3rd-level pregens provided)
DCC RPG

Somehow, despite over 140 adventurers seeking him last summer, Sezrekan has yet managed to escape his doom and continues his efforts to thwart those who would see his final demise. Even more miraculous is the fact that those hordes of PCs did not explore all 7 of the deadly zones. Years later, it is even more important to discover Sezrekan's hidden secrets and disrupt his plans to destroy your world. (Using DCC RPG core only, RAW since this is a playtest.)

Taylor Frank

O Brother, Who Ate Thou?
Sunday 2-6
4-6 Players (level 1)
DCC RPG

A post-apocalyptic "bounty crawl" set in New Texaco territory.

Hell Bent
Friday 8-?
3-5 Players (pre-gens provided)
Underground

update: We tried playing this, but gave up after about 30 minutes

update: I only ended up running a late night funnel session of Dark Ruins, the mini-zine made by Wayne Snyder, for Wayne Snyder, Doug Kovacs, and possibly Phil? They ended up getting turned to stone by the potato baby.

Welcome to the Ravaged Lands. This place once resembled our Earth, but was forever changed after a catastrophic impact with a star-lost space craft. The craft, known as Star-ship Omega, had been powered by a Phlogiston drive which collapsed upon itself at the point of impact. The disaster was enough to poison great swathes of land, kill most living creatures, and release a tide of mutating chaos energy across the fractured landscape.

The world is now a dangerous place, filled with monsters, treasures, and warring factions of Law and Chaos. Remnants of the Star-ship are scattered throughout the lands, many of which contain portals to other dimensions. You shall decide the fate of the Ravaged Lands, with the Judge of each game reporting your actions. Only they will know if you have helped Law, Chaos, or neither... for the fates are fickle.

Judges should keep a tally of their player's actions in their games and which faction they helped in the context of their game and turn them into the Dungeon Lord if they wish to participate in the overall Wayne Con 2015 campaign.

Ravaged Lands time line

1977 – A manic street person in Richmond, VA prophesies doom in the form of a coming Star-ship named Omega. Although he is mostly ignored and later disappears without a trace, he pens the cult favorite manuscript "Alpha to Omega: The Way it all Ends by Dwayne Schneider".

2021 – A group of super-powered corporate soldiers under the employ of Allied Mayhem, Inc. discover a strange beacon in the jungles of Nicaragua during a conflict. The beacon is activated.

2023- A Star-ship Omega crashes into the Earth, with a large portion of it landing in northern Virginia.

2025- Most world governments have collapsed, and anarchy is the rule of the land.

2072 – New Texaco territory established.

41st Millennium – A group of Chaos mutants establish a portal,

allowing travel through the warp to the portals aboard the Omega.

Dramatis Personae

Pridestar: Init +0; atk dagger -2 melee (1d4-2) or laser rifle +2 missile (1d20) (phlogiston disturbance on fumble); AC 12; HD 2d7; MV 30'; Act 1d20; SV Fort +0, Ref+0, Will +4, AL N

Pridestar claims to be a descendant of the people of the Star-ship Omega. While he did come from the Omega, the truth of the matter is that he was awoken from stasis prison and wandered into New Texaco territory only a scant few years ago. He was originally placed into stasis prison for several charges of fraud and petty theft. He now travels from tavern to tavern, regaling the locals with dubious tales of his various adventures that he insists are true, and showing off his fancy laser rifle for free drinks and hospitality.

Prince Nesbitt: Init +0; atk club +1 melee (1d4+1) or needle pistol +1 missile (1d6 +2); AC 14; HD 2d10; MV 30'; Act 1d20; SV Fort +2, Ref+0, Will +2, AL C

One of the higher ranking members of the cannibal gang the Ickies, or Icky Gang, Prince Nesbitt is the eldest son of Lord Nox. Rather charismatic for a mutant, Nesbitt shows little signs of mutation besides strange hair and a reptillian left arm. He is very sensitive about his appearance, and would even go so far as to betray his heritage if it meant living a normal life amongst the humans. Just don't tell his dad...

Sheenara Rax: Init +2 atk spear +0 melee (1d8+0) or magnum +1 missile (1d8); AC 12; HD 2d8; MV 30'; Act 1d20; SV Fort +0, Ref+4, Will +2, AL L

Owner and proprietor of Rax's Store, the only trading post in Candyland. She inherited the place from her father, who taught her the arts of battle as well as the arts of business. Sheenara is well-skilled in both abilities. Although she is usually dismissive of travellers, Sheenara has been known to take a liking to Lawful or heroic adventurers.

Sheriff Owen: Init +1 atk longsword +2 melee (1d8+2) or crossbow +1 missile (1d6+2); AC 16; HD 2d12; MV 20'; Act 1d20; SV Fort +4, Ref+2, Will +2, AL L

Mild-mannered sheriff of Candyland, the city on the eastern edge of New Texaco territory. Although seemingly harmless, Sheriff Owen has built a reputation as a tough and fair lawman. Formerly a knight with a party of adventurers, Owen decided to settle down in Candyland after tiring of the traveling life.

Chicken Jeff: Init +4 atk dual short swords +2 melee (2d6+2) or throwing knife +1 missile (1d4+2); AC 14; HD 2d10; MV 30'; Act 1d20; SV Fort +2, Ref+6, Will +2, AL N

Chicken Jeff was once a member of Sheriff Owen's adventuring party. Generally regarded as a deadly assasin and thief, Chicken Jeff surprisingly carries his pet hen, also named Jeff, at all times. Chicken Jeff has mostly settled down and proclaimed himself mayor of the city of Jeff, an abandoned egg farm.

Kaspar: Init +0 atk dagger +0 melee (1d4+0) or Shotgun +1 missile (1d10+2) (Anyone adjacent to target must pass DC 15 Ref save or suffer half damage); AC 12; HD 2d12; MV 25'; Act 1d20; SV Fort +6, Ref+0, Will +2, AL N

Kaspar has done very well for himself, building a caravan empire across the Ravaged Lands. He knows well how to protect an investment, and is often interested in hiring guards, sell-swords, and gunslingers. Kaspar is also not above skirting the laws of the territories if it means personal profit.

BLOOD SHED OF THE NECRO BUTCHER

The Necro Butcher is a nomadic meat smith. This lanky giant, clad only in a gore splattered leather apron, wanders the violence visited halls and blood splashed passages of dark dungeons in search of raw materials. The flesh of slain creatures and fallen heroes is gathered and taken back to the Necro Butcher s demonic shack, known affectionately as the Blood Shed. The Blood Shed can be found in any dungeon, at any time. It is here in this dread magical hut the Necro Butcher plies his trade. The mumbling beast constructs new terrors from the dissected cuts. The reeking giant assembles an odd assortment of creatures. These include, Thrallems, slave meat puppets who help him in his work and fight to protect their master. Partifacts, which are a crudely attached collection of flailing limbs and organs which are left behind to confuse and assault, also appearing are Marrow Gaunts, Jiggle Jaws, Slough Sacks, Gore Hogs, Bloat Beasts, and Spine Creeps.

 The Necro Butcher is always accompanied by Ku'luk his trusted companion, a voracious giant centipede which has grown quite obese on the scraps from the Blood Shed.

The Blood Shed is a cursed creation from the bowels of the Nine Hells. It is an aged rustic shack on the exterior but on the inside it is a foul blood drenched labyrinth of abattoirs, gore pits and slaughter caves. It can phase back to hell and reappear anywhere in the world. This is how the Necro Butcher, always in need of fresh resources for his trade, moves his operation to new dungeons.

The Necro Butcher is a merchant at heart and will trade for gold and magic. He is a purveyor of rare flesh based spell components and also sells his necromantic wares, such as bone blades, gristle whips, cloaks of rare beast skin and alien brain meat elixirs.

This encounter created by Wayne Snyder using concepts by Taylor Frank, 2014.

WAYNE CON 2015

Sketch

Name:
Titles Earned:

Horrors Inflicted:

JUDGE

WAYNE CON 2015

Sketch

Name:
Titles Earned:

PLAYER