

Judge Phils

# ZINE

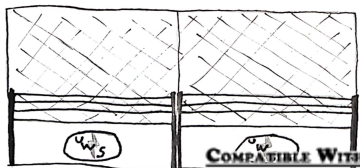
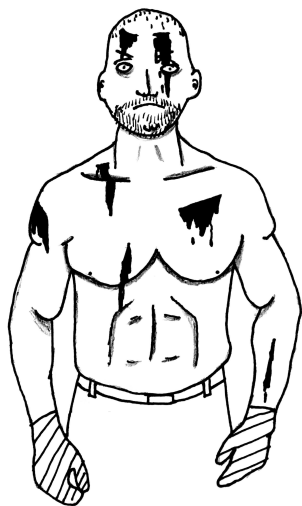
of

# Goodies

Presented by Meridian Games

Written by Phil Padovani

Classes, Spells, Weapons, And A Wild Encounter



COMPATIBLE WITH

# DCC RPG

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Meridian Games Presents  
The Amphibious Brain Slayer



Written by Phil Padovani

A Bonus Class For The  
Dungeon Crawl Classics Roleplaying Game

COMPATIBLE WITH  
**DCC  
RPG**

## About

You float and swim around the salty and unforgiving ocean, an outcast on account of your massive and rippled brain. While most amphibians utilize their pea-sized noggins to find their next morsel and hide from dangerous predators, you spend your time contemplating complex underwater socioeconomic issues and reading ripple-brained tomes (if you could find one from a sunken ship).

In addition, your pulsating cranium attains the ability to harness the powers of psychic abilities. Seeming to be at the bottom of the food chain from a glance, your cultivation of supernatural fish-genius abilities makes you the true unforeseen predator of the ocean depths.

**Hit Points:** The Amphibious Brain Slayer gains 1d5 hit points at each level.

**Weapon Training:** You are able to use and master any one handed weapon. Both two-handed weapons and shields cannot be used on account of constantly using your off-hand to support your abnormally large fish head. However, the Amphibious Brain Slayers fins are not naturally cut out for weapon combat. There is always a natural one in six chance that its weapon would be knocked out of its slimy grip on attack rolls. The Brain slayer is much more comfortable with it's ability to mentally damage its foes with "Brain Slay" (see under abilities).

**Alignment:** Because of your upbringing in the lawless ocean, you don't believe in lawfulness or chaos. You are simply a small fish in a very large pond that exists and thinks about subjects beyond any eel, shark, or ahi tuna's comprehension. An Amphibious Brain Slayers alignment must be neutral.

**Movement:** Base movement on land is only a base of 20 feet, as the Amphibious Brain Slayers body is meant to be underwater. However, it is able to move a base of 40 feet underwater.

**Psychic Burn:** While wizards are capable of burning many attributes to succeed with a spell, the psychic nature of the Amphibious Brain Slayer requires that he only burn from the intelligence attribute as it takes extra mental energy to push for a spells success. However, with its brain being so tough and rippled, the Brain Slayer is able to recover 2 points of intelligence per day.

## Abilities

**Vision Fade:** This ability may only be used once per encounter. This bonus is equivalent to that of “Hide In Shadows”, modified by intelligence under the Thief class (outlined in the Dungeon Crawl Classics Core Rulebook). Using its rippled brain, the Amphibious Brain Slayer is capable of eliminating his presence from the vision of any number of enemies that are equal to or less than its character level plus its intelligence modifier. Those foes must attempt to succeed a will save to negate this. This lasts for 1d4 rounds or until the Amphibious Brain Slayer attacks, uses a “spell”, or uses another ability.

**Underwater Scurry:** This ability can only be used once per day. While underwater, the Amphibious Brain Slayer may attempt to underwater scurry. Upon a DC 16 check modified by its Agility modifier and character level, it may set itself anywhere on the encounter map (within the Judges reason). This is used as a full action. This is raised to a DC 18 when engaged in melee combat.

**Underwater Tracking:** With the Amphibious Brain Slayer being a fish-genius, it is able to recall many scents underwater. Without having to roll any checks, it is able to know if there are any enemies behind doors or adjacent areas while exploring underwater dungeons and caves. While in the open ocean, the judge may have the Amphibious Brain Slayer make an intelligence check to find out if there are any enemies in pursuit of the party.

**Brain Slay:** As noted earlier, the Amphibious Brain Slayer is not cut out for hand to hand combat, rather it is at risk of tossing its weapon when it loses grip between its slimy and elongated fins. Instead, it prefers to use its psychic fish brain to give people debilitating migraines. Brain slay has a range of 10', plus an additional 5' for each character level and intelligence modifier. Those foes must attempt to succeed a will save against that roll to negate Brain Slay. Damage dealt is outlined on the level chart. Rolling a 1 results in the Amphibious brain slayer excreting slimy fish poop and ending its turn.

## Psychic “Spells”

The Amphibious Brain Slayer is not a student of “magic” by definition as it does not have a patron that it worships. Instead, it leverages the immense power of its rippled-brain. “Spells” that are learned by

it must be in the flavor or tailored to psychic abilities (example; sleep may be learned as if it was being done from the power harnessed by its gigantic brain). In addition, there are a few “spells” specific to the Amphibious Brain Slayer outlined later in this class guide.

**Table - Amphibious Brain Slayer Levels**

PC Level	Crit Table	Action Die	Ref	Fort	Will	Brain Slay
1	1d6/I	1d20	1	1	1	1d3 + Int + CL
2	1d6/I	1d20	1	1	2	1d3 + Int + CL
3	1d8/I	1d20	2	1	3	1d4 + Int + CL
4	1d8/I	1d20	2	2	3	1d4 + Int + CL
5	1d10/I	1d20 + 1d6	2	2	4	1d6 + Int + CL
6	1d10/I	1d20 + 1d8	3	3	4	1d6 + Int + CL
7	1d12/I	1d20 + 1d10	3	3	5	1d6 + Int + CL
8	1d12/I	1d20 + 1d10	4	4	6	1d8 + Int + CL
9	1d14/I	1d20 + 1d12	4	4	6	1d10 + Int + CL
10	1d14/I	1d20 + 1d14	5	4	7	1d10 + Int + CL

**Table - Amphibious Brain Slayer Spells**

PC Level	Level 1 Spell	Level 2 Spells	Level 3 Spells
1	1	0	0
2	1	0	0
3	1	1	0
4	2	1	0
5	2	1	0
6	2	2	0
7	3	2	0
8	3	2	0
9	3	2	1
10	3	3	2

## Nerve Shutdown

Level: 1            Range: 60' or less    Duration: Varies

Casting time: 1 action            Save: Will vs. Spell Check (sometimes)

---

**General**    The Amphibious Brain Slayer focuses its concentration on disrupting the nerve signals traveling from the enemies brain, leaving it immobile, prone, or even incapable of subconscious actions such as breathing.

**Misfire**    Roll 1d4: (1) The targets nerve signals are heavily enhanced, giving them an additional +4 to hit and damage for 1d5 rounds; (2) The targets nerves are enhanced, giving them an additional +2 to hit and damage for 1d3 rounds; (3) The targets nerve signals are slightly enhanced, giving them an additional +1 to hit and damage for 1 round; (4) The target is not phased by the failed attempt

---

1 - 3    Misfire, roll on the misfire table above

4 - 11    Lost, Failure.

12 - 13    Failure, but ability is not lost.

14 - 16    The Brain Slayer is able to manipulate the nerve signals of the target (up to 2 HD), leaving the target unable to move for 1 round. Targets above 2 HD may roll a will save against the roll to negate this effect.

17 - 19    The Brain Slayer is able to prevent any nerve signals coming from the targets brain for 1d3 rounds. Targets above 2 HD may roll a will save against the roll to negate the effect. The target collapses and must make a DC 12 will save. Failing this save three rounds in a row results in suffocation and death.

20-23    The Brain Slayer is able to prevent any nerve signals coming from the targets brain for 1d3 + CL rounds. Targets above 3 HD may roll a will save against the roll to negate the effect. The target collapses and must make a DC 14 will save. Failing this save three rounds in a row results in suffocation and death.

- 24-27      The Brain Slayer is able to prevent any nerve signals coming from the targets brain for 1d3 + CL rounds. Targets above 5 HD may roll a will save against the roll to negate the effect. The target collapses and must make a DC 17 will save. Failing this save three rounds in a row results in suffocation and death.
- 28-30      The Brain Slayer is able to prevent any nerve signals coming from the targets brain, as well as another target beside it for 1d4 + CL rounds. Targets above 7 HD may roll a will save against the roll to negate the effect. The target collapses and must make a DC 20 will save. Failing this save three rounds in a row results in suffocation and death.
- 31 and above...      The Brain Slayer is able to prevent any nerve signals coming from the targets brain, as well as all other targets within 20' from it for 1d6 + CL rounds. Targets above 8 HD may roll a will save against the roll to negate the effect. The target collapses and must make a DC 25 will save. Failing this save three rounds in a row results in suffocation and death.



## Nerve Control

Level: 1            Range: 30' or less    Duration: Varies

Casting time: 1 action            Save: Will vs. Spell Check (sometimes)

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- General    The Amphibious Brain Slayer focuses its concentration on controlling the nerve signals traveling from the enemies brain, causing it to move or attack at its command.
- Misfire    Roll 1d4: (1) The Target becomes invigorated and takes an additional turn after the turn that Nerve control was attempted. The target gains an additional 10' of movement and +2 to attacks and melee damage on that turn; (2-3) The Target becomes invigorated and takes an additional turn after the turn that Nerve control was attempted; (4) The target is not phased by the failed attempt.
- 

- 1 - 3    Misfire, roll on the misfire table above
- 4 - 11    Lost, Failure.
- 12 - 13    Failure, but ability is not lost.
- 14 - 16    The Brain Slayer is able to control the nerve signals of the target (up to 2 HD), Allowing him to control one action for the monster on the turn that this spell was cast. Creatures above 2 HD may roll a will save vs. the spell result to negate this.
- 17 - 19    The Brain Slayer is able to control the nerve signals of the target (up to 3 HD), Allowing him to control one action for the monster on the turn that this spell was cast. Creatures above 3 HD may roll a will save vs. the spell result to negate this.
- 20-21    The Brain Slayer is able to control the nerve signals of the target (up to 4 HD), Allowing him to control one action for the monster on the turn that this spell was cast. Creatures above 4 HD may roll a will save vs. the spell result to negate this.
- 22-24    The Brain Slayer is able to control the nerve signals of the target (up to 5 HD), Allowing him to control one action for

the monster on the turn that this spell was cast, and one turn after. Creatures above 5 HD may roll a will save vs. the spell result to negate this. The target forgoes their turns for the duration of this spells effect.

25-30      The Brain Slayer is able to control the nerve signals of the target (up to 5 HD), Allowing him to control one action for the monster on the turn that this spell was cast, and two turns after. Creatures above 5 HD may roll a will save vs. the spell result to negate this. The target forgoes their turns for the duration of this spells effect.

31 and above...      The Brain Slayer is able to completely control the target (up to 8 HD) for the remainder of the game. The target is now completely under the Brain Slayers control. Targets above 8 HD may roll a will save vs. the spell result to negate this.

## Mind Swap

Level: 2      Range: 60' or less      Duration: Varies

Casting time: 2 actions      Save: Will vs. Spell Check (sometimes)

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**General**      The Amphibious Brain Slayer channels its mind and tunnels its way into the brain of the target. Its body falls limp (prone) as it controls the targets body as if it were its own.

**Misfire**      Roll 1d4: (1) The target does not only fight off Mind swap, but duplicates its own consciousness into the Brain Slayer for 1d3 rounds. The Brain slayer is controlled by the Judge for that duration; (2) The target does not only fight off Mind swap, but duplicates its own consciousness into the Brain Slayer for 1 round. The Brain slayer is controlled by the Judge for that duration; (3-4) The target is not phased by the failed attempt.

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1 - 2      Misfire, roll on the misfire table above

3 - 10      Lost, Failure.

11 - 12      Failure, but ability is not lost.

13 - 14      The Brain Slayer is able to completely control the mind and body of a 1 HD target for a one action during the targets turn. In addition, the Brain Slayer may learn details from the mind of the target (at the judges discretion). The creature may roll a will save vs. the spell result to negate this.

15 - 18      The Brain Slayer is able to completely control the mind and body of up to a 3 HD target for one action during the targets turn. While controlling the mind of the target, the Slayer may also permanently deal a -1 penalty to anything of the target. In addition, the Brain Slayer may learn details from the mind of the target (at the judges discretion). Creatures of 3 HD may roll a will save vs. the spell result to negate this.

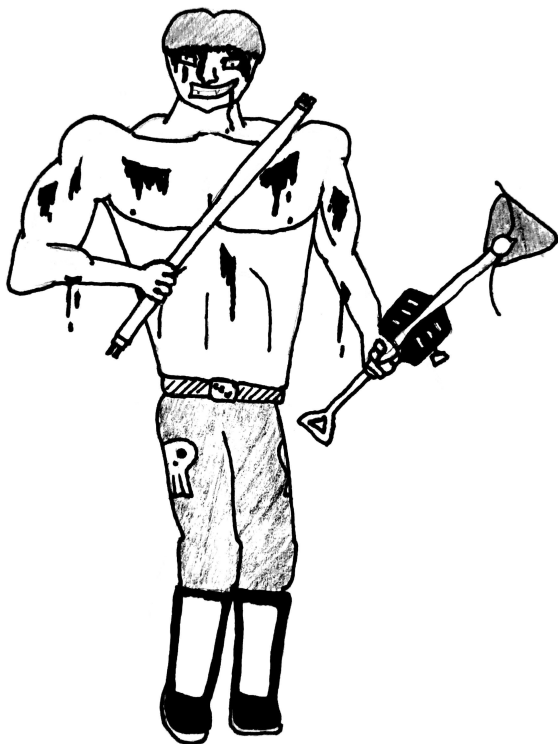
19 - 25      The Brain Slayer is able to completely control the mind and body of a target 3 HD or less for 1d2 + CL of the targets

turn. While controlling the mind of the target, the Slayer may also permanently deal a -2 penalty to anything of the target or  $1d6 + CL$  psychic damage. In addition, the Brain Slayer may learn details from the mind of the target (at the judges discretion).

26 - 31 The Brain Slayer is able to completely control the mind and body of a target for  $1d2 + CL$  of the targets turn. While controlling the mind of the target, the Slayer may also permanently deal a -2 penalty to anything of the target or  $2d8 + CL$  psychic damage. In addition, the Brain Slayer may learn details from the mind of the target (at the judges discretion). Creatures of 8 HD may roll a will save vs. the spell result to negate this.

32 and above... The Brain Slayer channels its inner consciousness into the target of any number hit die. The target can be a person, a boss, or even a gigantic dragon. The Brain Slayers consciousness completely leaves its body and assumes the body of its target permanently. The target now resides in the body of the Brain Slayer. For the target to attempt to return to its body, it must spend years or decades learning how to master the psychic powers of the Brain Slayers body. The target may roll a will save against the spell roll to prevent this. If the target somehow succeeds the will save, the Brain Slayers mind is lost in transit, its energy dispersed into universal purgatory. The Slayers body goes limp and dies.

Meridian Games Presents  
The Deathmatch Wrestler



Written by Phil Padovani

A Bonus Class For The  
Dungeon Crawl Classics Roleplaying Game

COMPATIBLE WITH  
**DCC  
RPG**

## About

Hidden deep within the cities Bowery, there is a secret sport that is not often spoken of or advertised to the average commoner. It is a sport more physically taxing than the yearly jousting spectacles, more brutal than the bare-knuckle boxing events hosted during the carnivals and fairs. No, you are a warrior of the most dangerous and ultraviolent sport known to man. You are a Deathmatch Wrestler.

On top of your expertise of standard fisticuffs, you leverage many other weapons during contests to ensure your victory; Light tubes, panes of glass, weed whackers, fire, barbed wire baseball bats lined with explosives, and much much more.

Being a seasoned participant in events such as the “Cage of Death”, the “Tournament of Survival”, and the illustrious “King of the Deathmatches”, You utilize your wrestling expertise on top of other methods to secure your victory. Powerbombs, Hurricanranas, and the devastating “Canadian Destroyer” are some of the many tools in your arsenal.

**Hit Points:** The Deathmatch Wrestler gains 1d12 hit points at each level.

**Weapon Training:** The nature of your training never included wussy weapons like bows, spears, or anything with extended range. You like get up close and personal with your foe, swinging bundles of light tubes and folding chairs. Deathmatch Wrestlers are not able to wield any conventional melee weapons without suffering a -2 penalty to their attack roles. Deathmatch Wrestlers are however able to explore specialized shops in “The Bowery” to purchase “ultraviolent weapons” outlined later. Note that Deathmatch Wrestlers are the only class that can wield these weapons and they cannot be given to fellow party members.

**Armor Training:** Armor is for the cowards that call themselves Knights. You are an ultraviolent icon. Your tights, knee pads, and wrist tape give you a +2 to your armor class (with the exception of magical rings, amulets etc.) You cannot wear any other coward armor. You are meant to bleed, you want to bleed, you need to bleed.

**Alignment:** Some Deathmatch Wrestlers put their bodies through turmoil

for the love of their fans. Some simply do it for the money while others participate in this blood sport to hear their opponent scream as they slide a pizza cutter across their forehead. This class is diverse and can be of any alignment.

**Movement:** Base movement is 30 feet.

## Abilities

**Attacks:** Similar to other combat classes, attack and damage rolls are modified by strength, character level, and the death die which is outlined below.

**Death Die:** While the deed die is used to determine the success of a mighty deed, the Death Die is used to call “spots”. There are two kinds of spots that can be called. The first is a “normal” wrestling spot, which can be as simple as a clothesline, a body slam, or a pile driver. The second is a “Deathmatch” Wrestling spot. These will automatically use between one light tube, or three light tubes (a bundle that must be pre-prepared with tape out of combat). A result of 3 on the death die must be rolled for a spot to be successful.

If you are already using an equipped light tube, you must expend another light tube if you want the deed die to succeed. If so, the target takes double damage, while you take half damage (rounded up) from the glass shrapnel piercing your body. Using a bundle of light tubes may be considered suicidal as it does *triple damage*, while you take full damage. The Deathmatch Wrestler can carry a maximum of 24 light tubes at a time.

**Combat Adrenaline:** The Deathmatch Wrestler loves to fight, they *need* to fight. The sight of combat and blood temporarily increases his likelihood to dodge and parry incoming attacks. Whatever the deed die result is, half of that result (rounded up) is added to their armor class until their next turn.

**Suicide Dive:** The Deathmatch Wrestler has absolutely no regard for his own life. When their health is reduced to zero, they have the option to roll *for damage* as if they succeeded a “Deathmatch Wrestling” spot (as if they had rolled the max on their death die). There is no roll to hit on this. If the Deathmatch Wrestler chooses to suicide dive, his

remains are nothing more than a mangled carcass covered in shattered glass, pierced with barbed wire, or completely decapitated. No lay on hands or measly health potion can save the Deathmatch Wrestler from the flaming pits of hell that await him. Light tubes must be in his inventory to Suicide Dive.

Table - Deathmatch Wrestler Levels

PC Level	Death Die	Crit Table	Action Die	Unarmed Dmg Die	Ref	Fort	Will
1	d2	1d8/III	1d20	1d3	1	1	1
2	d3	1d10/III	1d20	1d3	1	1	1
3	d4	1d12/III	1d20	1d4	1	2	1
4	d5	1d14/III	1d20	1d4	2	2	2
5	d6	1d16/III	1d20 + 1d14	1d5	2	3	2
6	d7	1d20/III	1d20 + 1d16	1d6	3	3	3
7	d8	1d20/III	1d20 + 1d16	1d7	3	4	3
8	d10	1d24/III	1d20 + 1d20	1d8	4	4	4
9	d10 + 1`	1d24/III	1d20 + 1d20	1d10	4	5	4
10	d10 + 2	1d30/III	1d20 + 1d20 + 1d10	1d12	5	6	5



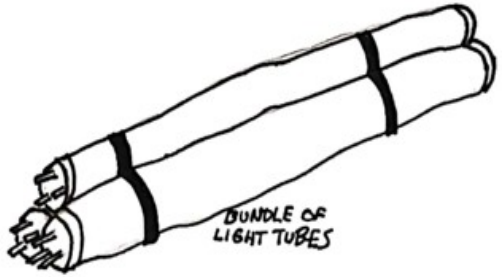
## Deathmatch Shop

### Light Tubes

Damage - 1d10

Price - 5gp

Deathmatch Wrestlers don't only live in squaller on account of their light pay days from wrestling promoters. They also are constantly spending their own hard earned coin on weapons, mainly light tubes. With them shattering on contact with foes, the Deathmatch Wrestler must be constantly shelling out coin to maintain his ultraviolet habit. Tape to bundle 3 tubes together is 5sp.



### Barbed Wire Bat

Damage - 1d7

Price - 25gp



You want to make sure that you aren't only doing as much damage as possible, but also drawing as much color (blood) from your foes. After each encounter, roll 1d30. After the second encounter, roll 1d24, and down the dice chain for each subsequent successful attack. Rolling a one means that the barbed wire is now dull and must be replaced when returning to town. This bat is the equivalent of a 1d4 club until you can replace the barbed wire for 10gp. You may also carry spare wire on your person for 15gp per replacement.

### Thumb Tack Folding Chair

Damage - 1d8

Price - 30gp

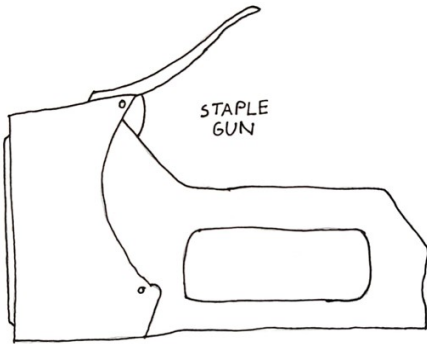
You would be out of your mind if you decided to sit on this. Wielding with two hands, you do have a 1 in two chance of this increasing your AC by 1 upon an opponents attack. At level 5, you have a 2 in 3 chance of increasing your armor class by 3.



### Staple Gun

Damage - 1d6

Price - 20gp



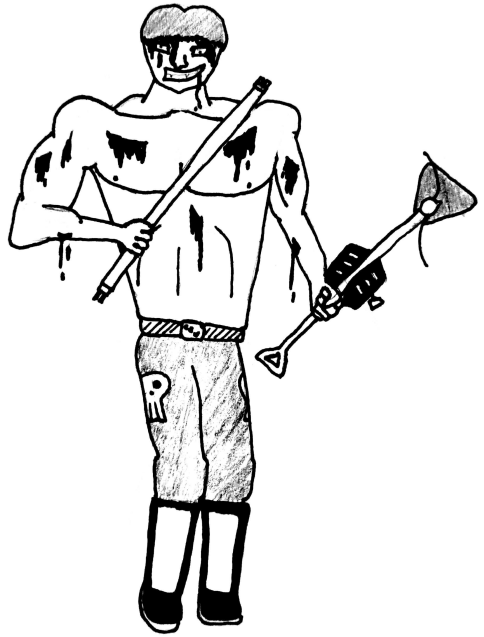
There is nothing like the sound of a staple gun clicking a piece of metal into your opponents forehead, or even their eyeball. While not an exceptionally strong weapon, upon 3 successful attacks, the opponent must make a fortitude save against the attack roll, or risk being blinded for the next round.

## Weed Whacker

Damage - 1d16

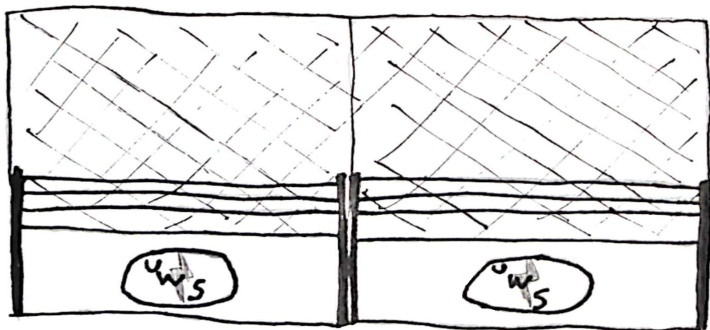
Price - 500gp

This is the big daddy of all weapons a Deathmatch Wrestler can use, if he somehow manages to have the coin for it. Revving the engine, the buzzing cables rip through flesh as if tearing through nuisance foliage. While running on sludgy substances, the Weed whacker needs to be refilled with fluid once every 5 encounters. If the Deathmatch Wrestler can manage affording this, carrying this monstrosity around limits him to carrying 12 light tubes instead of 24.



UWS  
PRESENTS

# VAGE OF DEATH



Written by Phil Padovani  
A Short Encounter For The  
Dungeon Crawl Classics Roleplaying Game

Published by Meridian Games

COMPATIBLE WITH  
**DCC  
RPG**

## Forward

While not for the faint of heart, there is a style of professional wrestling that isn't publicized on account of its lack of marketability. It's a style that doesn't follow the similar format of the choreographed stunts that many who own a TV are familiar with. Deathmatch wrestling can only be seen on obscure internet videos, DVDs, and most importantly, live in-person.

Deathmatch wrestling takes it a step further from the standard use of tables, ladders, and chairs that you'd normally see on the monthly wrestling pay-per-views. It is a spawn of the "extreme revolution" from the 1990's and early 2000's that made a point of taking it a step even further than their wrestling forefathers. The stunts are more shocking, and the weapons are nothing short of real, as is the blood that is spilled.

If you haven't had an experience with this oddity, I strongly suggest you research it yourself. It will help you understand this series of encounters before running it.

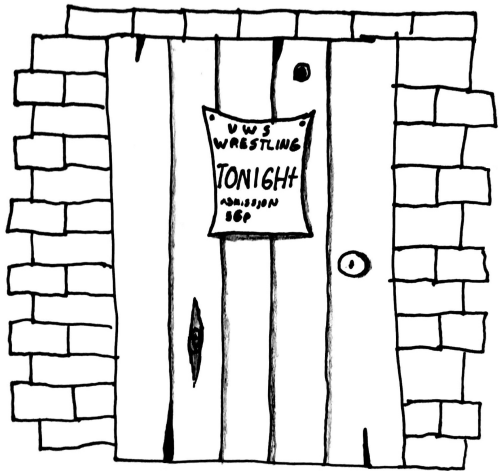
-Phil, The Trash Judge

## The “Angle”

There are a few ways you can have the party find themselves in this situation. With it being recommended that there is at least one Deathmatch Wrestler class in the party, the Deathmatch wrestler leads the party back to the town or city to participate in the illustrious “Cage of Death”. The party can also find a flier stapled on a quest board and be enticed by the potential big pay out.

The flier leads the party deep into the Bowery, the undesirable area of the city where crime and poverty run rampant. The streets are covered in soot and grime, and rugged peddlers reeking of ale are at every corner begging for a spare coin.

After about 30 minutes of exploring the Bowery, the party finds the address on the flier. At a glance, the location is a boarded up warehouse for ale. Upon knocking on the door and being let inside, the party finds that this location is used for another purpose besides storage.



The walls are surrounded by cases and barrels of ale. Hundreds of chairs are all set around a monstrous looking structure of two wrestling rings put together which are surrounded by steel cage. The party is able to clearly see all of the weapons scattered about both rings. Light tubes, panes of glass, cactus plants, and tables are just handful of what can be seen residing in this “Cage of Death”.

There is a thin platform spanning above the rings (about 20 feet above the canvas) which is tied down to the center of the spanning cage. The party can assume with a DC 14 intelligence check that this platform is meant for people to be thrown off of to the mat below.

## “The Deathmatch Icon” Ron Ranzid

The owner, promoter, and previous winner of the “Cage of Death” event either introduces himself to the party, or hugs and embraces any members of the party that are the Deathmatch Wrestler class. Both buff and carrying a keg of a beer gut, Ron is a naturally intimidating figure. He has a tattoo of the UWS (Ultraviolet Wrestling Syndicate) logo on his arm as well as a spiked dragon tattoo on his right chest. After some banter between him and the party, Ron outlines the rules for the party on how this encounter works.

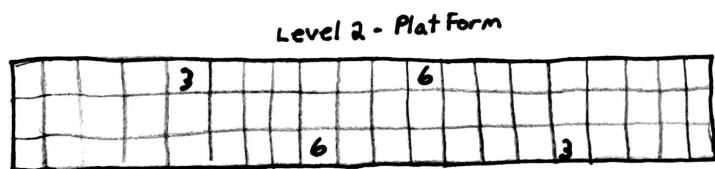
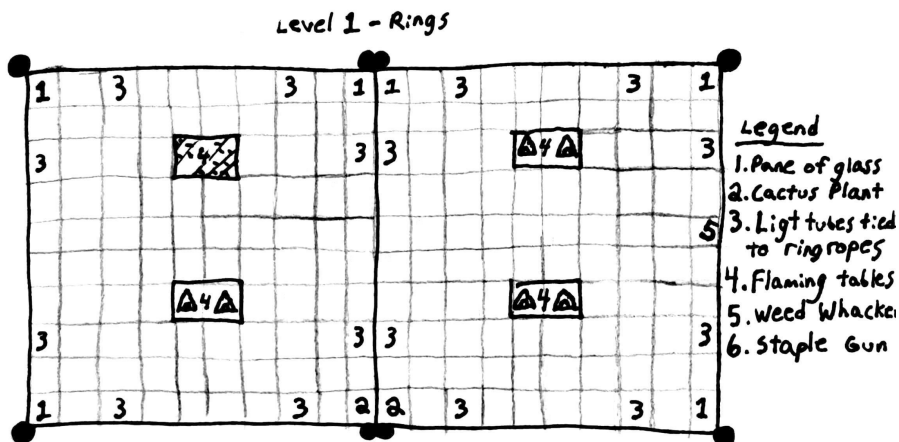


### The Rules

1. There are a total of 4 encounters. The party must come up with a team name. They are the first entrants and need a name to be introduced by the announcer.
2. Each encounter, they must fight and eliminate the opposing team
3. Upon eliminating the team, the party has one round to reposition themselves, grab weapons strewn about the rings, and heal. Clerics that use lay on hands or any healing ability are booed by the bloodthirsty crowd and suffer a -2 to their personality attribute until the end of Cage of Death. Any other class that uses some form of healing ability or item is also booed and suffers a -2 to their primary attribute. After that round ends, the next team enters.
4. If your health is reduced to 0, the good news is that you aren't dead. However. You are pinned and eliminated from the tournament. At the judges discretion, lay on hands may be used to give them a second wind.
5. While Warriors and Deathmatch wrestlers can use deed die and death die to perform special feats, there are some positions in the Cage of death where other classes can roll a 1d3 to see if they can throw someone into objects placed around the ring. If other classes roll a three in addition to succeeding an attack

roll, additional outcomes occur. You can reference these positions on the map:

## The Cage of Death



**Pane of glass:** Upon a successful roll, you hip toss or power slam your opponent through the pane of glass in the corner. Deal an additional 1d8 damage. The pane of glass is removed from play

**Cactus plant:** Upon a successful roll, you smash your opponent into the cactus plant. Deal an additional 1d5 damage. The cactus plant remains in play.

**Light tubes:** Upon a successful roll, you toss your opponent into the light tubes. Deal an additional 1d12 damage. The light tubes are removed from play. You may also spend an action to add those three light tubes to your inventory (1d10, expended upon successful hit).

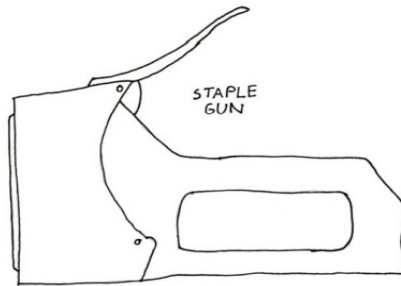
**Flaming tables:** When on level 1, upon a successful roll, you may smash your opponents head on the side of the table. Deal an additional 1d3



damage. When on level 2, upon a successful roll, you may either toss your opponent off the platform and through one of the 4 tables for a whopping 1d20 damage (minimum 10 damage). Additionally, you may also flying body slam the opponent off of the platform, sending yourself down with them in the process. Inflict 2d20 damage (minimum 15 damage). You take half of that damage (rounded up).

**Weedwhacker:** The player or the opponent may spend an action grabbing this weapon. It has enough magical sludge in it for 6 attacks and deals 1d16 damage.

**Staple gun:** The player or the opponent may spend an action grabbing this weapon. Dealing 1d6 damage, upon 3 successful attacks, the opponent must make a fort save against the attack roll or risk being blinded for the next round.



## Movement

When crossing into the second ring, you must expend an action, or double move to cross through the set of ring ropes. You expend all remaining movement from the first half of your movement. When climbing up the cage onto the platform above the cage, you must expend an action and place yourself on the corresponding edge of the platform for your next turn.

## Round 1 - The Enhancement Jobbers

The event is a packed house and is standing room only. Ravenous fans are sitting atop the caskets of ale to get a good view at the carnage that is about to ensue. The ring announcer introduces the event:

*“Ladies and Gentlemen, the following contest is the most anticipated sporting event in all of the land. There is no set time limit, the only way to determine the winner is when only one team remains. Ladies and gentlemen... THIS... IS CAGE OF DEATH 5!!!!”*

The crowd roars in cheers and applause. The announcer then introduces the party as they make their way to the ring and through the door of the cage. The first round of opponents is then introduced.

*“Team number two, making their way to the ring...they are THE ENHANCEMENT JOBBERS!!!!”*

### Unarmed Enhancement Jobbers (2 or 3):

Init +0; Atk +2 (unarmed, 1d3+2); AC 11;  
HD 2d8; hp 16; Mov. 30'; Act 1d20; SV  
Ref +1; Fort +1; Will +0

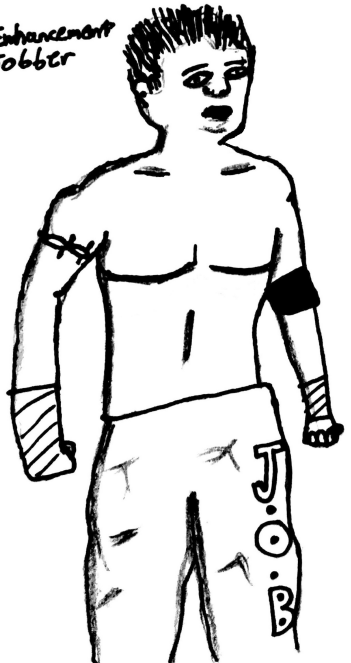
Enhancement  
Jobber

### Chair Wielding Enhancement Jobbers (2 or 3):

Init +0; Atk +2 (folding chair, 1d8  
+2); AC 11 (50% of AC being 12 per  
attack); HD 2d8; hp 16; Mov. 30'; Act  
1d20; SV Ref +1; Fort +1; Will +0

Enhancement Jobbers may roll a 1d3 when attempting to use any of the objects placed throughout the rings.

*Note: “Jobbers” or “Enhancement Talent” are used in wrestling to make their star wrestlers look more powerful and dominant. These should be easy for the party to take care of. Upon beating the Enhancement Jobbers, the crowd should roar in excitement.*



## Round 2 - The Mid Card Guys

The crowd was clearly pleased with the parties performance, but that was then and this is now. After a round of checking up on each other, the announcer begins the next teams introduction:

*“And now, introducing team number three, making their way to the ring... they are THE MID CARD GUYS!!!!”*

**Unarmed Mid Card Guys (2 or 3):** Init +3; Atk +4 (unarmed, 1d6+2); AC 14; HD 3d8; hp 22; Mov. 30'; Act 1d20; SV Ref +3; Fort +4; Will +2

**Barbed Wire Baseball Bat Wielding Mid Card Guys (2 or 3):** Init +3; Atk +4 (Barbed wire baseball bat, 1d7+4); AC 14; HD 3d8; hp 22; Mov. 30'; Act 1d20; SV Ref +3; Fort +4; Will +2

Mid Card Guys may roll a 1d4 when attempting to use any of the objects placed throughout the rings.

*Note: “Mid Carders” are usually the wrestlers that a little more notoriety. They go by this name because they are usually the wrestlers that put on performances in the middle of a show. Mid carders keep the crowd “hot” and engaged for the main event that is yet to come.*



## Round 3 - The Main Eventers

The crowd is now elated about the show thus far. You can hear them starting to chant your parties name. Signs have been drawn up and lifted above the heads of the crowds head to encourage the party to keep going. Once again, the announcer delivers his introduction:

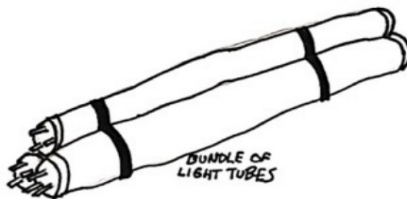
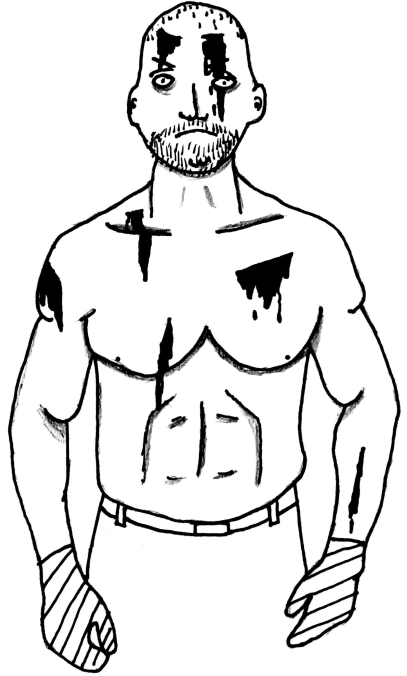
*“And now, introducing team number four, making their way to the ring... they are some of the most decorated and accomplished deathmatch wrestlers that the Ultraviolet Wrestling Syndicate has to offer... THE MAIN EVENTERS!!!!”*

**Unarmed Main Eventers (2 or 3):** Init +6; Atk +4 (unarmed, 1d6+4); AC 17; HD 5d8; hp 36; Mov. 30'; Act 1d20; SV Ref +4; Fort +5; Will +4

**Light Tube Wielding Main Eventers (2 or 3):** Init +6; Atk +4 (10x Light tubes, 1d10+4); AC 17; HD 5d8; hp 36; Mov. 30'; Act 1d20; SV Ref +4; Fort +5; Will +4

Main Eventers may roll a 1d5 when attempting to use any of the objects placed throughout the rings.

*Note: “Main Eventers” are exactly what the name sounds like. They are the stars of the show, the ones that go on last. These Main Eventers are seasoned veterans of the squared circle and have built massive followings over the course of their tenured careers. If there is anyone that the fans pay to see, it's them.*



## Round 4 - The Blow Off

The crowd is in complete shock from the unexpected turn of events. The party was the underdog that just defeated some of the most seasoned deathmatch veterans. Out through the curtain comes a furious Ron Ranzid:

*“Who in the nether do you think you all are? You guys think that just because you got lucky and took out some of MY top guys, you really think you have a chance of winning the Cage of Death?! You guys must be out of your F\*\*KING MINDS! I think it’s about time for me and my boys to make you all meet your patrons or gods or whatever the heck!”*

**Unarmed Mid Card Guys (2 or 3):** Init +3; Atk +4 (unarmed, 1d6+2); AC 14; HD 3d8; hp 22; Mov. 30'; Act 1d20; SV Ref +3; Fort +4; Will +2

**Unarmed Main Eventers (2 or 3):** Init +6; Atk +4 (unarmed, 1d6+4); AC 17; HD 5d8; hp 36; Mov. 30'; Act 1d20; SV Ref +4; Fort +5; Will +4

**Ron Ranzid:** Init +10; Atk +8 (unarmed, 1d6+8 + 10x Light Tubes, 1d10+8); AC 20; HD 8d8; hp 60; Mov. 30'; Act 1d20 + 1d4; SV Ref +8; Fort +8; Will +7



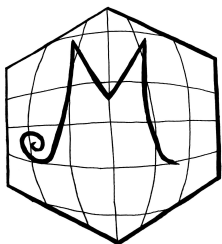
If the Party members somehow survive the final mission, they are the victors of “Cage of Death V”. Ron Ranzid, while disappointed, respects you for the blood sweat and tears you shed throughout the event. The crowd continues to cheer your name as you are handed GP (at the discretion of the Judge) and “Cage of Death V” trophy. The party are now legends and highly respected in the city or town that this took place.

Any party members that have survived this event are now able to purchase and use the weapons listed in the Deathmatch Wrestler class.

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