



Dungeon Crawl Classics #12: the Blackguards Revenge

Goodman Games

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Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

When the heroes come into town, word arrives that a nearby cloister of the god of valor is under siege by an army of undead. The adventurers travel to help defend the bastion of paladins, only to discover that these undead are actually ancient enemies of the paladins' order. They have discovered a way to exact vengeance for slights committed centuries ago, but to finish their plan they must breach the cloister's catacombs! Can the heroes battle them to the catacombs and defeat their horrific blackguard champion?

Features

- You've asked for it: a DCC featuring an undead army. Here it is! A blackguard's army of wights, devourers, and mohrgs are ready to face your noble heroes.
- 48 keyed encounter areas against a relentless army of undead
- A magic item of near-artifact power holds the power to sway the battle -- will the heroes discover this fact in time to save the paladins?
- Four illustrated player handouts



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Tracie Wright:

Why? Because this Dungeon Crawl Classics #12: the Blackguards Revenge is an unordinary book that the inside of the e-book waiting for you to snap that but latter it will surprise you with the secret that inside. Reading this book close to it was fantastic author who also write the book in such remarkable way makes the content interior easier to understand, entertaining approach but still convey the meaning fully. So, it is good for you because of not hesitating having this any longer or you going to regret it. This book will give you a lot of gains than the other book get such as help improving your expertise and your critical thinking method. So, still want to hold off having that book? If I have been you I will go to the publication store hurriedly.

Eula Hunter:

Playing with family in the park, coming to see the coastal world or hanging out with buddies is thing that usually you have done when you have spare time, then why you don't try issue that really opposite from that. A single activity that make you not experiencing tired but still relaxing, trilling like on roller coaster you already been ride on and with addition of information. Even you love Dungeon Crawl Classics #12: the Blackguards Revenge, you can enjoy both. It is great combination right, you still need to miss it? What kind of hang type is it? Oh come on its mind hangout men. What? Still don't buy it, oh come on its called reading friends.

Kim Gray:

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Pearl Young:

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