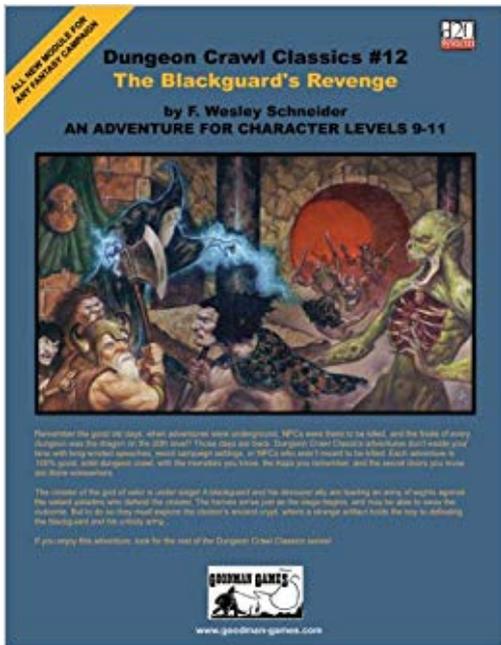


Dungeon Crawl Classics #12: the Blackguards Revenge by Goodman Games



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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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Enone

Dungeon Crawl Classics do deliver some of what they promise. This is D&D with a classic feel, but with newer rules. The quality of the cover and the maps are also good. These factors earn this module three stars. Yet, designers claim that as mature adult gamers, the materials they can turn out now are far superior to anything from years ago. I agree with this idea, but this adventure does not deliver this level of quality. Consider Tracey Hickman's Desert of Desolation modules from the early 1980s (Pharaoh, Oasis of the White Palm, and Lost Tomb of Martek), which were head and shoulders above anything else at the time. Given the passage of time, you would hope that Dungeon Crawl Classics might come close to these in terms of plot and setting. This module, at least, did not. Presentation is good, but monsters and storyline still seem rather childish.

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RuTGamer

A solid story of revenge, rather like the just in time nature of the module.

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