

The Dwarf in the Glass

an Adventure Location

By Phlox and Arnold K.

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How This Works

This map by Dyson Logos, “the Spectre’s Tower” has been keyed two separate times. They are two different versions of the same location in two different worlds, connected by a magic mirror in the depths of their respective basements.

A dungeon master may therefore introduce either as a normal dungeon location, perhaps drawing on the hostages found in room D3 or room D3. If characters leave the dungeon found on the other side of the mirror, the world they find should be a warped, unreasonable copy of the one they know.

Death Machine Dwarves

by Phlox

They have no name for themselves. They are a society in imitation of the machine, seeking to become interchangeable, unquestioning, and unliving servants of the Despot— a dwarf pedant of the petty aspects of living. In this, they worship Death and get really into polished skull furnishings, sourcing the materials from the dwarves behind the mirror in room C2.

The average death machine dwarf wears blackleather, skull shoulderpads, eyeliner, and metal jackboots. They carry whirring saw-blade spears and diesel-powered knives. Each stays at their post unless summoned by an “official” call for help, even ignoring screams if they're not delivered in a pre-authorized format. Unless otherwise specified, they have no permanently assigned names, and will make them up on the spot if asked.

If he learns that there are invaders in the tower, the Despot from room C2 will rise to the tower “B” and pull a dozen dwarves from their racks to comb the area for intruders, then send them out in teams of three to track down and capture anyone within a mile of the keep.

The exterior of the keep is surrounded by incompetently-grown oats and corn, destined for tasteless meal and flakes. In the morning and evening, twelve dwarves march and drill here. The dwarves in the foyer (A2) overlook it all through a skull-shaped doorway.

A1 - Foyer. Two **guards** taking turns scrimshawing each other’s shaved heads. When someone approaches, they brandish saw-blade spears and require the answer to a riddle to pass— “Where does a cruel person look kind?” (one answer: in a mirror) They are uncreative enough to assume that this is good security.

A2 - Laboratory. White-haired **dwarlock** waves passing strangers inside with grease-stained hands. Speaks loud, like a mechanic trying to be heard over a din. The Despot has demanded he learn how to turn blood to steel, and he desires to gain magical know-how or, failing that, raw materials. Shockingly unconcerned with where it comes from, and can scribe one-use magical incantations in exchange: animate object, wounded limb to wound mechanism, and hemakinesis. Keeps a talking mouse swordswoman in a cage to bounce his ideas off of. If he’s distracted, she will offer to show the party the way to the mouse-king’s treasure-filled tomb, a dungeon several days’ travel away. She is ineffective in dueling human-sized creatures at her normal size.

A3 - Shrine. Mosaics of wiry copper plants springing from corpses. The **altar** is formed from the upper half of a skeleton with massive pillbugs for eyes. She shudders to life with the whirl of belt fans and claims to be “Death, Dysfunction, and Decay,” and offers her **blessing** freely to those who entreat her. Those blessed by Death always leave a trail of blood wherever they go, but no longer require blood for living. One of the copper trees in the mosaics has a round green glass fruit. This is a hidden potion of permanently enlarge creature.

A4 - Treasury. This soot-stained stone door is locked by a bulky **mechanical device**, conspicuous slits in the wall and ceiling around it. Attempts to pick the lock cause swinging blades to shoot from the slits, potentially decapitating those of dwarf-height or mangling those taller. Within is a **treasury** containing a +2 *plow*, forty strings of 20 silver coins each, a pile of nine red-gold-gilded dwarf skulls worth 15 gold coins each, a diagram of A5 that marks all the potential traps, and miscellaneous mechanical parts.

A5 - Machine Banks. Gnome with a tall blue hat and blue tattoos sitting on the opposite side of several banks of brass machines, calling to you to inspect his wares. The brass machines that fill the room are a small **maze** of moving parts.

If you **gamely wander through**, roll a d6:

1. Stepped on a pedal that slides a liquid battery open. Save vs death or take +1 damage each time you are harmed for the next day. Careful characters can harvest this acid.
2. Magicoil that flares when you look at it. Save vs wands or treat full light as dim light while the afterimage swirls in your eyes for two hours.
3. Crushing gears. Save vs paralysis or get an extremity stuck in a machine, dealing 1 damage per round until freed.
4. Steam vent blasts you. Save vs breath or take 1d6 damage.
5. Splashed with magic gasoline. Save vs magic or affected area ossifies, giving +1 AC and -2 maximum HP until it hatches as a young dinosaur 1d4 weeks later.
6. Step breaks through floor, smashing a zombie gerbil wheel. 1d4 attack as undead weasels, and this quarter of the bank loses power, rendering it safe.

The gnome, **Topsim**, offers the following items for sale: three **petards** (10 gp each), two **potions of good looks** (15 gp each, inflicts a beard and shortness, *charms* dwarves), **batface-engraved tower shield** (20 gp, has a sliding peephole), **the deed to a faerie manse and orchard** (80 gp, genuine but remote)

B - Tower-Barracks. Three **guards** tuning do-nothing machines to pass the time, their saw-spears nearby. Dozens of other **dwarves** hanging from racks going up to the ceiling for easy storage, with a pair of ladders on rails to let them down.

C1 - “Larder”. Tray of hardtack in an alcove doted over by a miserly **quartermaster**. Will buy food for bedrock prices, distributing coins from a slow crank-operated metal bank at a rate of 100 coins per hour. Contains about 500 copper coins.

C2 - Mirror. In the north wall is the **mirror**, a full-height frame of fluted brass encircling spotless glass. Five **dwarves** guard it, including their dashing Despot, **Inventori Torqus**, who wears a suggestive bright armband and a chainsword hanging from his belt. His beard is tied tight around him to prevent catching it in the blade. Having Death’s blessing from room A3, he is always accompanied by trails of blood. He despises and admires the dwarves on the other side of the mirror in equal measure, and dreams of one day bringing them to heel. Standing orders are to grab any freaks coming in from the other side, unless they’ve brought corpses or skulls to trade. Squeezing through the mirror requires wriggling through the chains wrapped around it in the mirror dimension.

C3 - Murdered File. Dozen corpses piled neatly, with a nearby pile of shoes and personal effects, including gold fillings worth a total of 5 gp, a tin necklace containing arsenic in a hidden compartment, and a ball of twine. Inside one of the corpses is an animate skeleton, waiting to jump out of its flesh to strangle anyone who gets too close. It believes that if it kills two people, it will be brought back to life, and will use this fact to bargain if its attack goes poorly. On that body is an amulet hanging from a ribbon necklace (snapped when the skeleton erupts) of death to undeath.

C4 - Throne Room. Machine **skull throne**, powered by light focused by large **ruby** (worth 1000s) in the back of the chair. It can be seen glowing from within the throne, but requires reaching into a two-foot-long pipe, which will cause the skulls’ eyes to glow red and grind any hand in the pipe with gears, potentially mangling it. On a dias against the wall is a mechanical **key to A4** and a heavy lead crown.

D1 - Junk Pile. Hiding within stacks of mechanical scrap is a **sad automaton** with a sawblade and a sewing machine for hands. In the east wall, a door-sized skull-studded **wiring diagram** can be pushed open to reveal room D4.

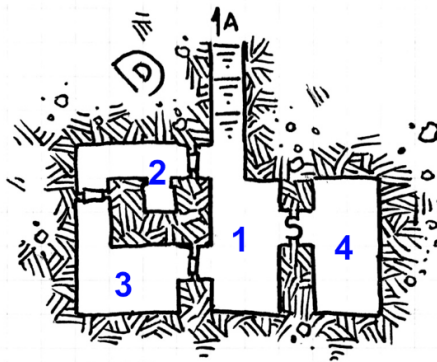
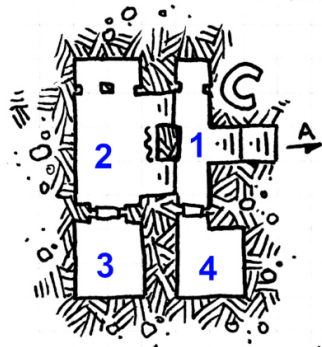
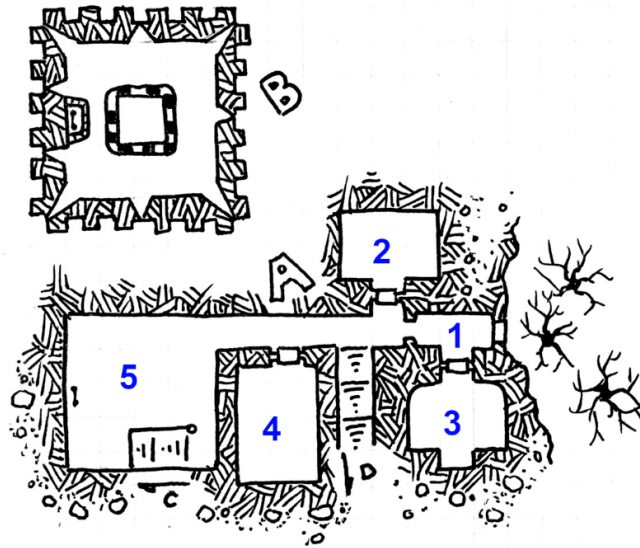
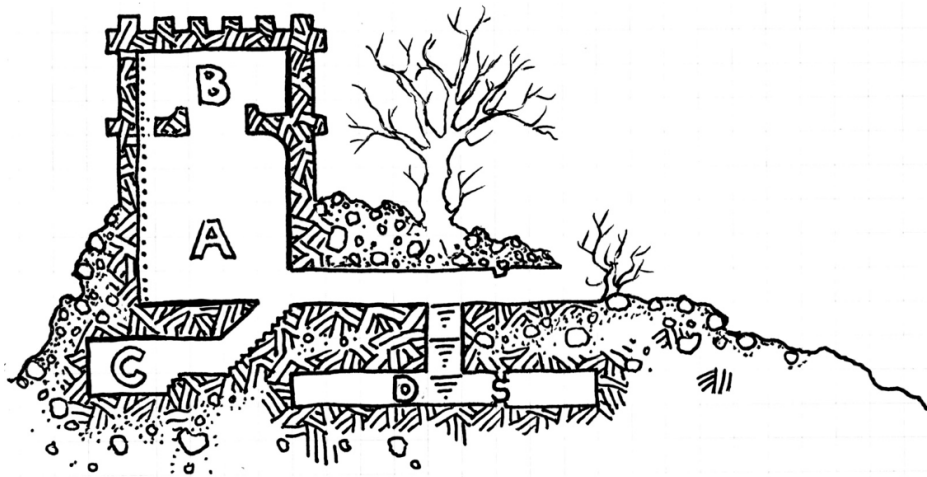
Searching the junk will reveal (d6):

1. Mechanical key to A4. On future rolls, an old spring
2. 2" animated silver owl. On future rolls, a biting centipede
3. Intelligent mechanical hand prosthetic of random alignment. On future rolls, half-eaten hardtack.
4. Left metal *boot of spider-walking*, useless without its partner. On future rolls, half-finished poetry.
5. Right metal *boot of spider-walking*, useless without its partner. On future rolls, a rusty sawblade.
6. Metal wok full of strange goo. Roll on your favorite [mutation](#) or [goo](#) table if it is interacted with. On future rolls, d20 feet of copper wiring.

D2 - Caged Tiger. latched **cage** containing two dwarves in a mechanical **tiger rig**, sort of a cross between those two-person horse costumes and a transformer. The cage is incredibly cramped and they are stuck. They feel a certain loyalty to their ruler, but also a certain extreme discomfort. If this prototype contraption is ever made functional, it will be a potent man-eating weapon.

D3 - Hostages. Three hostage princeling brothers, "guests" from nearby ruling families of human settlements, accompanied by a sympathetic but conformist dwarf with a bone and a clamp for hands. They pass the time by daring him to do stupid or embarrassing things. This room also doubles as a latrine— dwarf piss is clear and odorless, and they shit cubes.

D4 - Secret Juice. Horrifying blocky **device** with a tyrannosaurus rex skull into which a pair of dwarves feed bodies. It processes corpses into gasoline to fuel the dwarves' saws and machinery. Two barrels full of fuel sit against the wall. A butt of experimental gasoline beer lies untested against the opposite



Murder Party Dwarves

by ArnoldK

The Murder Party Dwarves are better known as the Sons of Psychothorax, a deviant cult of alcoholic wrestle-dwarves. They travel the land, inviting people to murder-wrestling matches, which they usually win. Then they haul the corpses back here and trade with the dwarves behind the mirror in room C2.

The average Murder Party Dwarf wears a loincloth, a spiked codpiece, spiked gauntlets, spiked gloves, and nothing else. Each room contains 1d3 dwarves, but none of the rooms have doors, so whenever you are in a room, assume that the dwarves from neighboring rooms are there as well. The Murder Party Dwarves are **very friendly**, and **very evil**.

There are 30 Murder Party Dwarves in the stronghold. Each room contains 1d3 dwarves, except for room A5, which contains 1d3+2 dwarves. Here's 10 dwarves—you can invent more if you need to.

	Name	Description
1	Ardon	Thinks himself the leader. (The other dwarves know better.)
2	Froxinar	Refugee from machine dwarves. Plucking and eating a live chicken.
3	Fuktar	Wants to quit drinking. Unpopular.
4	Gein	Barely-masked psychopath. Wants to give you a tattoo.
5	Goddish	Wants to preach the miracles of Psychothorax.
6	Gorgasmagore	Demands bones to build a table. Has a pet kitten (currently lost).
7	Gungus	Horny. Weirdly poetic about it. Attack spider hidden in beard.
8	Morbulon	Hates Thrancible. Wants more booze and less murder.
9	Thrancible	Hates Morbulon. Wants more murder and less booze.
10	The Machine	Loves drinking contests. Has a +6 Con bonus when drinking. Physically incapable of passing out, but dies at 5 drunk points as his liver bursts audibly.

The Murder Party Dwarves are very friendly, so they will invite you into every room, tell you about what it contains, and invite you to mess with things. Every time you go into a room, a dwarf will offer you a pitcher of foul beer. If you refuse the beer, steal things, or attempt lethal violence, the dwarves will call for help. 1d4 dwarves will join every round (from all available directions) until the whole fortress is trying to kill you. The situation can usually be defused by offering to join the dwarves in a drinking contest and/or a wrestling match to the death.

Wrestling Match Rules

1. Everyone makes opposing Attack Rolls. The winner succeeds on a takedown and becomes the top wrestler.
2. The bottom wrestler takes 1d6 non-lethal damage.
3. After each round, the top wrestler makes a Strength roll and the bottom wrestler makes a Strength or a Dexterity roll. Compare the results. (If you have any fancy moves or special abilities, you can use them now. The DM will adjudicate.)
 - a. Top wrestler wins by more than double: fancy wrestling move! Bottom wrestler damage is doubled next round. (Be sure to describe the fancy wrestling move.)
 - b. Top wrestler wins by less than double: no change.
 - c. Bottom wrestler wins by less than double: break free, reset to standing.
 - d. Bottom wrestler wins by more than double: reversal! Bottom is now the top.
4. If your HP ever drop to zero, you pass out and lose. If you ever take max damage from a fancy wrestling move, you pass out and lose.

If an evil party dwarf wins the wrestling match AND they like you, they will expect all of your stuff in return.

If an evil party dwarf wins the wrestling match AND they don't like you, they'll also snap your neck after they win (or break your back on their knee, etc). Your friends will have 1 combat round to react to this attempted murder.

Drinking Contest Rules

You can take a number of drinks equal to your Con bonus before needing to start making Con checks. The Con checks increase by 1 point for every drink you've had. Every time you fail a Con check, you gain a drunk point.

1 drunk point = slightly drunk.

2 drunk points = drunk.

3 drunk points = very drunk. 4-in-6 chance to fall asleep when not actively doing stuff.

4 drunk points = incoherently drunk. 4-in-6 chance to pass out when not in combat.

5 drunk points = 100% chance to pass out.

Every drunk point expands your fumble range by 1 point (so a dwarf with 4 drunk points fumbles a d20 roll if a 1-5 shows) AND gives you a +2 bonus to save vs fear and other emotions. You lose 1 drunk point every 2 hours.

Exterior - Piles of salted guts drying in the sun. A pile of livers, a pile of kidneys, a pile of lungs, etc. Smells about as you'd expect. Downslope: massive bone piles. Smells worse than you'd expect.

A1 - Corpse Grinder. Stack of corpses and a big grinding machine. Corpses are dismembered and sorted, then placed outside to dry. Labeled jars: ground liver, kidney powder, lung dust, mushroom powder, etc. One jar contains a live kitten (normal) while another jar contains a raggedy kitten (infected with grundle pox).

A2 - Warm Welcome. Two dwarves, sitting on a gigantic barrel of beer. They will not let you enter until they are defeated in a drinking contest.

A3 - Shrine. A statue of a dwarf with tremendous muscles in all of the wrong places, wearing a huge ruby in his bellybutton (worth 100s). In a cup at his feet are offerings: 15 silver coins and 41 teeth (lost during wrestling matches). As soon as you enter the room, you are seized with a powerful urge to headbutt the statue. You sense that this is pleasing to Psychothorax, and is a sure way to earn his favor.

For each headbutt, make a Strength check. If you fail, you take 1d4 damage and deal an equal amount to the statue. If you succeed, you take 1d6 damage to yourself and to the statue. The statue has DR 4 (all incoming damage is reduced by 4) and 5 hit points.

If you reduce yourself to 0 HP, Psychothorax is pleased, and you receive his blessing. It flows into you like black oil being injected into your muscles. While blessed in this way, you get +2 to wrestling checks. You can expend this blessing once-and-only once to suplex anything for 3d6 damage. You can suplex anything that you can lock your arms around, up to 8000 pounds. If you are wrestling, this requires you to win a round of wrestling. Once spent, the blessing departs, but Psychothorax will appear to you in your dreams, giving you the chance to take levels in Psycho-wrestler.

If you destroy the statue with a headbutt (even if someone else weakened it), Psychothorax is overjoyed. You gain the benefits listed in the paragraph above, except Psychothorax immediately fills your body with his oil, immediately giving you a level of psycho-wrestler and preventing you from taking levels in any other class.

A4 - Gym. The only well-maintained room in the whole dungeon. Garbulgungus the Mutant Dwarf is always found here. He uses his six arms to simultaneously deadlift, overhead press, and bicep curl simultaneously. One of his heads counts reps while the other one grunts and screams. He has double hit points and attacks by throwing loaded barbells for 1d12 damage.

He wants beer and massages. He is hyper-aggressive but easily placated (at least temporarily). If you hang out, he will ask you to spot him on the bench press. If you befriend him (lots of beer and massages), he will teach you workouts from hell (quite literally). If you perform these workouts with him (takes 1 day), you permanently gain 1 point of strength but get -4 Str while in a church or holy place. It also counts as a cardinal sin, but you players probably don't care where they go when they die.

A5 - Murder Brewery. Enormous boilers and fermenters dominate the room. Barrels line the walls. From his barrel throne, King Kotter the Infinitely Inebriated rules the Murder Party Dwarves. Two HD higher than the other dwarves, wielding a bladed mash paddle (1d12), possessing the key to the mirror chains (see C2), and knows the secret of the God Suplex (save or die, useable only while wrestling). Due to an ongoing legal dispute in the soul courts, King Kotter cannot permanently die through any method except drowning in beer. This blessing lasts only as long as he remains drunk and within 500' of a barrel of fresh beer. (If killed in a different fashion, his corpse will melt and a new body will reform inside the nearest beer barrel.)

Like all the other murder party dwarves, King Kotter is very evil and very friendly. If the PCs are weak, King Kotter will encourage them to drink beer and be merry. If the PCs are weak, the dwarves will try to kill them (at first indirectly, by encouraging them to do dangerous things, but if that fails they will resort to open murder). If the PCs are strong, they will be encouraged to go through the mirror and steal from the other dwarves there. (He'll also give them some corpses to trade, so that the dwarves on the far side will be "friendly".)

High on the wall is the spellbook of Mandolfini (see D2) written inside his hat and nailed to the wall. Climbing up there is only slightly tricky, but the dwarves throw things at you (skulls, steins, stinky socks, knives) until you fall amid a huge amount of cheering. Every round this goes on, the cheering brings more dwarves, making it harder and harder (unless the dwarves are distracted somehow). The spellbook contains *corpse explosion*, *cure poison* (works on drunkenness), and *control beard*. (It was this last spell that got him in trouble with the murder party dwarves.)

First round, a climber takes 1d4-3 damage (min 0) and must make a DC 6+[damage taken] Dex check to avoid falling. Each round, increase the damage by 1 point as more dwarves join. It takes two rounds to get up there and two successful Dex checks to free the spellbook. The fall is 20'.

B - Unfortunate Lookouts. Three sad mushroom men sit here. They will tell you that they were once dwarves, but were turned into myconids as punishment for wasting beer. They keep trying to run away, but they are too slow, and the dwarves always catch them. Soon they will be made into beer. If given beer, they will be emboldened, and will join your fight while they are drunk.

C1 - Murder List. A big chalkboard labeled "SHIT LIST" with a list of names below. These are the people that the Murder Party Dwarves want to kill. The list is poorly maintained, but also poorly enforced. If the PCs write someone's name on it, there is a 50% chance that they'll be killed by murder dwarves in the next 1d4 weeks. Includes:

- Mungo the Merchant (MUGWORT DOESN'T COST THAT MUCH)
- Fibber Jim the Cooper (BARREL LEAKED ON MY GOOD PANTS)
- Teepsy the Tumbler (ANNOYING LAUGH)
- At least one NPC that the players know and care about.

C2 - Mirror. A huge mirror, wrapped in chains. Made from polished silver (not silvered glass). Leads to a mirror dimension inhabited by death machine dwarves. The murder party dwarves sell them corpses, then buy them back after they've been drained of blood. Because of the chains, it is only possible to wriggle through the mirror (where you'll probably be grabbed and restrained by the dwarves on the far side). Mad King Kotter wears the key that can unlock the chains.

The dwarves on the other side know about Mad King Kotter and how to kill him permanently. They desire the skull mug from D4. Conversely, the murder party dwarves desire the ruby from the other side of the mirror (in that version of room C4). They believe that it can be joined to the codpiece ruby (see C4). If both rubies are placed into the codpiece, it becomes empowered, granting +4 to wrestling checks, and negating all size penalties when wrestling things bigger than yourself. It also causes your eyes to melt out of your face—BUT you get new ruby eyes as long as you wear the codpiece.

C3 - Larder. 50 barrels of beer, 100 pounds of cheese, 1000 pounds of beans. In the corner, a caged python (30' long) is ritualistically bled daily. The python blood is mixed with red lotus (inside a small chest, hidden just below the surface of the beans) and used to make a dissociative drug the dwarves call "snake milk". The dwarves refer to the snake as "god's left cock" and are fond of wrestling it.

C4 - Snakes. In a bone-strewn room, 4 huge anacondas lair here coil around a standing stone sarcophagus. In the corner is a truly horrifying snake turd (reeks of ammonia, contains a crushed dwarf skeleton and a silver cup worth 100s).

Inside the sarcophagus is the shriveled corpse of a once-mighty dwarf called Girthy Shingar. He was famous for travelling to hell where he wrestled demons and banged succubi. He was instrumental in bringing the worship of Psychothorax back to the rest of the dwarves. His spirit is now wrestling in hell. The corpse is wearing a major Treasure: a ruby-studded hell-wrestler's belt (given to him by the sixth satan, worth 750s) and a golden, spiked codpiece (can be used to deal 1d6 damage when wrestling, worth 250s).

There is a demon in the room called Throxigore. He is capable of possessing snakes and dead dwarves (and nothing else). If the players enter the room, he will enter the snakes, assemble them into a four-limbed snake-thing, and beckon the players to a wrestling match. A voice in the sarcophagus (Throxigar speaking from the corpse of Girthy Shingar) will state that the victor is the first one to break an opponent's limb.

The quad-serpent assembly has the wrestling stats of a gorilla. If the PCs win the wrestling match, one of the snakes has its back broken, Throxigore will give them the golden cup from the corpse-turd and urge them to headbutt the statue in A3 in order to receive Psychothorax's blessing. If the PCs lose, Throxigore will happily break a limb, taunt the person, and then throw them out of the room.

D1 - Junk Pile. Just a whole heap of crates, bloody clothing, and broken weapons. If the dwarves are ever fighting for their life, they'll come here to grab actual weapons. Every person who searches the pile for 10 minutes can roll a d8 to see what they find. If two people roll the same number they both grab it at the same time.

1. A mining helmet.
2. A pretty dress.
3. Wrestling Champion Belt. The dwarves have been looking for this.
4. Mining pick.
5. Dwarven wrestling manual, soaking wet. Anyone who spends 2 weeks studying this manual gets +2 to wrestling checks.
6. Dwarven boot spider in a jar. Once placed in a boot, it will bite the next thing it encounters (save or die). It will not bite under any other circumstance.
7. Fart in a jar.
8. Scroll case filled with beer.

One the south wall is an outline of a door with a doorknob on it. If the doorknob is turned, a click is heard from inside the wall, but the door does not open. (It is a false door.)

If the east wall is inspected, it can be determined to be hollow. There is no obvious way to open it, however. If the doorknob to the south is turned, the east wall can be pushed open.

D2 - Caged Wizard. In a nook, Mandolfini the Wizard sits here in a jester's costume, jingling sadly with every move. He pleads with his captors for release. Literally everything he says is hilarious to the dwarves, who laugh uproariously at every threat, plea, or lamentations. He is from the mirror dimension and seeks to return there.

D3 - Hostages. Three giant stuffed animals are in here, collapsed in a makeshift arena. Inside each is a hostage princess (each one from a different urban center nearby). The princesses have been drugged with snake milk (see C1) and will rouse their exhausted bodies to attack anyone who enters the room. Each princess will exit the snake milk stupor after 1d12 hours, after which they will collapse in exhaustion. The dwarves drug them daily to keep them in this state. Stats as HD 2 berserkers whose punches do only 1d4 damage.

D4 - Secret Room. This room smells of vomit. Five cauldrons sit around the perimeter of the room. A skull mug hangs from a chain. Each brew is poisonous unless it is consumed from the skull mug. Otherwise, they have the following effects.

1. Heal 1d6+1 and gain a point of drunkenness.
2. Vomit and lose 1d6 points of drunkenness. If used more than once per day, it merely causes vomiting.
3. Luxurious beard growth and +1 to all drunkenness checks as long as your beard remains long.
4. Gain 3 points of Strength for the rest of today, but permanently lose 1 point of Strength tomorrow. Stackable twice. Subsequent doses merely cause random mutations.
5. You start turning into a myconid. Your maximum HP increases by 3 as your flesh becomes spongy, but magical healing is now halved on you. Your transformation is gradual and will complete in 3 days, where your movement speed is slow and you count as a fungus instead of a mammal. If the murder party dwarves see you, they will turn you into beer.

New GLOG Class: Psycho-wrestler

- A - Nightmare Training, Tackle
- B - Throw, Suplex
- C - Choke, Aikido
- D - Wrestle With Your Demons, Snap Neck

Nightmare Training

You are constantly wrestling demons in your dreams. Make a Str check every time you sleep. If you fail, you get no benefits from that rest. On the plus side, every template of Psycho-wrestler you have gives you +1 to HP and +1 to wrestling checks.

Tackle

You can tackle someone as a normal attack that deals 1d4 damage and then attempts a Grab. On a hit, you can make a Str check. If you succeed, you are now grappling them.

Throw

You can throw a grappled opponent with a Strength check. They take up to 1d6 damage if they hit something solid (like a wall). If you throw them against another creature, they each take 1d4 damage. You can throw a child 10', and an adult human 5'.

Suplex

You can suplex a grappled opponent with a Strength check. This does 2d6 damage and ends the grapple. Both of you are prone.

Choke

Your grappled opponent takes 1 non-lethal damage at the end of each of their rounds. This damage increases by 1 every turn, up to 3.

Aikido

If you are not holding anything in your hands when an enemy misses you with an attack, you can attempt to grapple them as a free reaction (Str check).

Wrestle With Your Demons

Psychothorax demands that you prove yourself worthy of his blessings. You lose access to all psycho-wrestler abilities until you summon him and pass his three trials.

Summoning him requires making a circle of vertebrae and then snapping someone's back across your knee.

Trial #1 - You've been doing some "good deed" type stuff lately. Prove your amorality. Describe the bad stuff you've done to the Church, and what bad stuff you have planned.

Trial #2 - Defeat Psychothorax in a wrestling contest.

Trial #3 - Destroy your most precious possession.

If you fail, he retracts his blessings and attempts to drag you to hell. If you succeed, he becomes your active patron. You can summon him by re-performing the backbreaking ritual. He'll answer questions and be generally helpful. He usually expects something in return, though.

Snap Neck

You can attempt to instantly kill an opponent by succeeding on a grapple check. You cannot use this ability during the first round of grappling, you must be in control of the grapple (you won the last grapple check), and it only works on creatures that have breakable necks.

Grappling Rules

I'm not going to write extensive grappling rules, but I will say that:

- it's hard to attack out of a grapple (-4 to hit)
- if you attack into a grapple and miss you have a 50% chance of hitting the other person
- grapplers can't run away from each other until they break the grapple (but a much larger grappler can drag a smaller grappler)
- grapplers can damage each other while grappling. Monsters can usually use their natural (non-weapon) attacks inside a grapple. Humans are usually limited to 1d6 non-lethal damage (unless they have a weapon they can use while grappling, like a spiked codpiece).