A GM prepares a new game session in response to his players complaining that his combat isn’t engaging, the gruelling OSR-like Temple of The Screaming God. The players will be forced to fight through gruelling waves of peons and summoned heck-beasts to make their way to the summoning chamber to prevent The Screaming God from making its way into the world. Anyway, the GM goes to sleep, and wakes up in a dream resembling the session he had planned. It is only through working with his players’ characters, and his strange ability to manipulate dice roles in the game, that he can survive this hell of his own creation.