

X CRAWL™

Welcome to
NECROMERICA

4702





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Remember the good old days, when orcs were just orcs, dungeons were just dungeons, and bone-sucking pit slime did 1d6 damage, just like everything else in your campaign world? Well, those days are good and gone, sucker. Xcrawl is a world of sell-out superstar adventurers, corporate-sponsored action and live-on-pay-per-view mayhem. Enter at your own risk because if you die... YOU DIE!

Welcome to Necromerica 4702 is a challenging adventure for a Division II team of 4-6 characters around 7th level. This adventure includes all rules and statistics necessary to play, including pregenerated characters, so you do not need any other Xcrawl books to play — although the adventure will be enhanced with the rules from the Xcrawl core rulebook and the **Sellout!** supplement.

Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

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Welcome to NECROMERICA

4702

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Special Thanks: Lori King, Brett and Allyson Brooks, Duane and Micky Waldrop, the whole crew at Fire and Flavor, David (never Dave), Bacchus, Vindaloo. And super-special thanks to Scott Knuchel – who promises to never, ever, NEVER do it again.

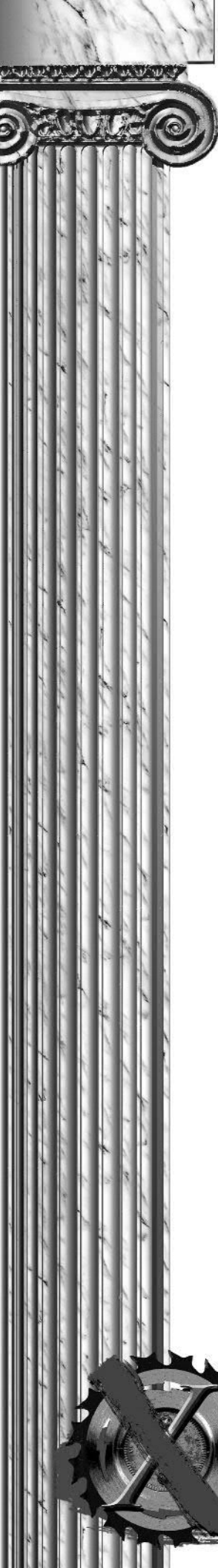
Necromerica was first run as the Xcrawl tournament module of Gen Con Indy 2004.



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Remember the good old days, when orcs were just orcs, dungeons were just dungeons, and bone-sucking pit slime did 1d6 damage, just like everything else in your campaign world? Well those days are good and gone, sucker. Xcrawl is a world of sell-out superstar adventurers, corporate-sponsored action and live-on-pay-per-view mayhem. Enter at your own risk because if you die...YOU DIE!

Welcome to Necromerica 4702 is a challenging adventure for a 4-6 character Division II team. Characters should average 7th level, and the team should be balanced with least one competent rogue and a cleric for the best chance of success. You can enjoy Necromerica as a part of an existing campaign or as a quick, high-impact dungeon-only experience.

BACKGROUND STORY

In many ways, the underground realm of Zura'ah'zura is Xcrawl's largest supporter. The NAE imports monsters, poison and weapons from the Alfar and now, finally, a DJ. DJ Creature Feature (real name Tina Nal'vrago) is a human who was raised in the Zura'ah'zura by an Alfar noblewoman who, as rumor has it, was indirectly or perhaps directly responsible for the demise of her family. Creature Feature shares the Alfar disdain for the surface world and humans, but only to a point. Her curiosity about the bright world of open spaces and human supremacy led her to seek out a position working with Xcrawl. For 11 years she has worked in nearly every indirect aspect of the games – monster exporter, wrangler, poison expert, creature talent agent – all the while lobbying to transcend the usual restrictions regarding national origin of DJs. Her diligence finally paid off, and in 4701 she received her first dungeon commission from the NAE.

Creature Feature is silly, exacting, callous and utterly detached from human suffering. She wants to stay in the NAE so she has done her studious best to make sure that Necromerica draws great TV revenue – it is the most heavily corporate-sponsored crawl

ever. However, she can't resist featuring extreme cruelty and gallows humor – it's the Alfar-like side of her personality and she is quite proud of it. Only time will tell if her twisted take on Xcrawl will compel or repel the pay-per-view public.

Necromerica begins at the Indianapolis Sports Complex on September 8, 4702. The characters' team has been invited to participate in the event by Creature Feature's Talent Liaison, Sidney Blumenthal. The characters are responsible for providing their own transportation to Indianapolis as well as hotel accommodations, but Blumenthal picks them up and drives them to the crawl personally.

SCALING INFORMATION

Xcrawl: Welcome To Necromerica 4702 is designed for 4-6 characters of 6th-8th levels, but it can be easily modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

Weaker parties (average level 6 or lower, or less than five characters): Change nothing, kill them all with extreme prejudice. Chuckle over it later on.

Sigh. Okay, that won't work – try this instead: take away magical protection/enhancement spells possessed by the monsters. Reduce the numbers and the strength of large rooms, specifically the zombies in area 1-18, the lizardfolk in area 1-20, the bulettes in area 2-10, the grimholds in area 3-17 and in any other room with multiple opponents that can be pared down for a more acceptable challenge. Replace a few of the encounters in the Bug Hunt section (areas 1-5 through 1-15) with lower CR challenges; do the same with the Slaying Game room (3-3). Reduce magical treasure to acceptable levels.

Stronger parties (average level 8 or higher, or more than six characters): Increase the level of magical protection given to all creatures – give out *mage armor*, *bull's strength*, *bear's endurance*, *magic fang* and similar spells liberally. Add levels to Black Mozuka,

WHAT IS XCRAWL, ANYWAY?

Total mayhem, that's what. The players are superstar athletes taking their chances in a live-on-pay-per-view death sport called Xcrawl. Xcrawl is short for Extreme Dungeon Crawl. The game is simple: the Dungeon Judge, or DJ, creates an artificial dungeon under controlled, but still potentially lethal, conditions. He designs the maze, stocks it with traps, secret doors, monsters, treasure and prizes. The players must go through the dungeon and fulfill whatever conditions the DJ puts forth in order to win. These conditions usually include defeating all the monsters, finding keys or other hidden items, bypassing obstacles, rescuing "captives," and the like. DJs have a great deal of leeway in creating their dungeon but most play fairly – DJs who make their dungeons too difficult, or too easy, do not get invited back.

Xcrawl is a sport and the challenges are created, but the danger is none the less real. **If you die, you die.** There are no second chances. Citizens of the North American Empire tune in every week to watch their favorite players get eaten, paralyzed, turned to stone, ripped apart...the nation's hunger for blood and mayhem grows with every contest.

If you know the basic d20 rules, you know how to play Xcrawl. The core rulebook, **Xcrawl: Adventures in the Xtreme Dungeoncrawl League**, offers a full explanation of the game, but you can play much of it using only the basic d20 rulebooks and this module.

TERMS TO KNOW

Fame: A character's Fame score determines how popular they are at any given moment. Crawlers with a high Fame are celebrities who receive VIP treatment and high appearance fees. See the Fame sidebar on page 53 for complete Fame rules.

Mojo: The Mojo is the spirit of teamwork that lets crawlers on cohesive teams take their performance to the next level. The Mojo Pool is a bonus pool that allows players to help their teammates through difficult situations. For the function and uses of the Mojo Pool see **Xcrawl: Adventures in the Xtreme Dungeoncrawl League**.

NoGo: There are NoGo doors throughout the dungeon. Characters may run through them to escape danger, but if they do, so they are disqualified.

Break Room: Crawlers are safe in any break room. DJs may not put any hazards in a break room.

Surrender: Intelligent monsters may surrender, but it is up to the characters whether or not they accept their surrender. Handlers remove surrendered monsters from the dungeon.

Referee: There are referees around throughout the crawl. Their word is law. If a character breaks the rules they typically get one warning. Characters who disobey the ref are disqualified.

Non-Com Badge: A non-com badge has two functions. First, it tells characters that whomever wears one is not a target and may not be attacked (nor may they attack or

continued on next page



Gra'Natch and Pholkip the Snitch. Increase the number of creatures in areas 1-3, 1-16, 1-18, 1-20, 2-2, 2-5, 2-7, 3-3, 3-9 and 3-15. Give the hydra in room 3-19 appropriate magical protection and enhancement, and perhaps a few hit dice while you're at it. Increase the level of magical treasure as appropriate. **Remember:** if your characters are too high level for Division II play they may just need a harder dungeon.

ENCOUNTER TABLE

To help the DM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: **Loc** – the location number keyed to the map for the encounter, listed by area number. **Pg** – The module page number on which the encounter can be found. **Type** – this indicates if the encounter is a trap (T) or combat (C). **Encounter** – the key monsters or traps that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.

hinder in any way, including aiding monsters). Characters who attack anything wearing a non-com badge are disqualified.

Disqualified: Disqualified characters cannot return to the dungeon. If the characters are unclear of their instructions or have other problems they can call for a ref at any time.

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJs can communicate with their players via the AVS. All AVSs are networked, and while there are some live cameramen, most of the recording comes through these technological marvels. Few things can hurt them and characters are not allowed to attack them.

Banned Equipment: The following items are banned for use in Xcrawl: guns, acid, poison, lockpick guns, and bombs other than standard alchemist's fire. There are limits on how many magic items and scrolls a character may take into the crawl but all magical equipment they find in the dungeon can be used. All the pre-generated characters presented in the appendix are in compliance. For a complete list of banned equipment, along with the complete rules, see **Xcrawl: Sellout!**

Win Conditions: Typically, the characters must complete the dungeon and survive to win.

Signature Move: Signature moves are signature attack combinations that characters develop. They are usually crowd-pleasing, flashy moves that stir up the audience. For full details on the signature move see **Xcrawl: Adventures in the Xtreme Dungeon Crawl League**.

Standard Appearance Fee: A character's Standard Appearance Fee equals his current Fame score multiplied by 250 gp. Note that this counts as monies earned outside the crawl.

Treasure: A character owns any prizes – magical and monetary, both goods and services – that he earns during the crawl. This is the only money that the characters can use to buy new equipment and/or magic items for use in Xcrawl. The Adventurer's Guild keeps careful records on characters' earnings and those who attempt to circumvent this ban risk losing their status as professional adventurers if they are caught.

Loc	Pg	Type	Encounter	EL	Loc	Pg	Type	Encounter	EL
1-2	10	T	Exploding door trap	5	2-16	32	C/T	4 rat swarms	8
1-3	10	C	16 orc warriors	7	2-17	32	C	Monstrous spider	5
		C	Cobras	1			C	Shadows	5
		T	Fake door pit trap	3			C	<i>Black Mozuka</i>	8
1-6	12	C	Zombie with poison	2			C	Dire hound	4
1-7	12	C	Dire bear	7	3-1	34	T	Plastic explosives trap	5
1-8	13	C	Fire troll	4	3-3	36	C	3 owlbears	6
1-9	13	T	Illusionary spike wall	3			C	Gibbering moulder	11
1-10	14	C	3 ogres	5			C	5 rust monsters	4
1-11	14	T	Spike wall trap	4	3-4	38	T	Paint trap	2
1-12	14	C	Ordinary cow	—	3-5	38	C	2 hill giants	9
1-13	14	C	Giant stag beetle	5	3-6	39	T	Stalactites trap	5
1-16	15	C	<i>Gra'Natch</i>	5	3-7	39	T	Escalator hazard	3
		C	4 velociraptors	6	3-8	40	C	12 ettercaps	7
		C	1 megaraptor	6	3-11	40	C	2 shambling mounds	8
1-18	18	C	88 zombies	8	3-12	41	C	Invisible behir	9
1-20	20	C	15 lizardfolk barbarians	8	3-13	41	T	Barrel trap	8
		C	Huge shark	6	3-15	42	C	Spirit naga	9
2-2	22	C	Dragonne	7			C	2 wights	5
2-3	24	T	Wire trap	5			C	Mummy	6
2-5	25	C	Dire ape	3			T	<i>Fear</i> gas trap	3
		C	Ogres	5	3-16	43	C	Large earth elemental	5
		C	Orc warrior	3			C	Hill giant	7
		T	Handhold trap	3	3-17	44	C	6 grimhold fighters	9
		T	Fire hose	4	3-19	45	C	10-headed pyrohydra	11
		T	<i>Grease</i> trap	3					
2-7	26	C	6 goblin fighters	8					
		C	4 dire ravens	6					
		C	<i>Pholkip the Snitch</i>	6					
2-9	28	T	Marinade trap	2					
2-10	28	C	2 bulettes	9					
		C	Invisible stalker	7					
		T	Stove trap	5					
2-12	29	C	Tendriculous	8					
2-13	30	T	Poison needle trap	5					
2-14	30	C	5 harpies	7					
		C	Orc brawler	3					
2-14B	31	T	Relocking trap	2					

THE MVP

After the game, we encourage you to let the players choose their Most Valuable Player (MVP) of the game. Let them choose by secret ballot and announce the winner to the group. You may then download the Xcrawl MVP form from the Goodman Games web site and present it to the lucky winner. Confetti and marching band are, as always, optional.

You can download the form from www.goodman-games.com/freematerial.php

NOTES ON THE PHYSICAL FACILITIES

Unless otherwise noted, the design theme of the physical dungeon is modern gothic – the entire dungeon is lit with tiny gas burning torches, the walls are simulated grey chiseled stone reminiscent of a Transylvanian castle, fake cobwebs fill the corners, the ceilings are twelve feet high and arched and buttressed, and the corridors are a claustrophobic four feet wide. Characters are not permitted to disable or otherwise disturb the torches (although using them to light oil flasks and victory cigars and the like is permissible)

Unless otherwise noted, all doors are security doors (Strength DC 22 to bash down).

There are several NoGo doors on the map that are left out of the descriptions of the rooms for brevity's sake. These doors are always clearly marked and, as per the official Xcrawl rules laid out by Emperor Ronald I, are never locked or trapped. They lead backstage – anyone going through one is considered out of play and disqualified for the rest of the dungeon. There are armed security guards and referees behind these

doors to prevent monsters from escaping or continuing to attack fleeing characters. A character can use a NoGo door to escape with their lives but if they do that character is disqualified for the rest of the dungeon, without exception.

Trap notation is given in the following format: (Search DC/Disarm DC). For example, a trap listed as (DC 23/33) would denote a trap with a DC 23 to find it and a DC 33 to remove it.

Unless otherwise stated, every room has a huge AVS scoreboard that shows points, statistics, graphics, highlights and appearances from the DJ.

IMPORTANT NOTE ON TREASURE

When treasure is distributed the characters only receive magic items or specialized dungeon equipment; all gold and other prizes such as riding lawn mowers or fancy jewelry are given out after the dungeon is over.

TOURNAMENT STYLE PLAY IN XCRAWL

In tournament events, the following "house rules" are observed:

- In combat, 20 is an AUTOMATIC critical – there is no confirmation roll.
- In combat, 1 is a POSSIBLE fumble. Fumblers must roll a DC 10 Dex check – failure means they lose their next action.
- The Performance skill works the way it did in d20 v3.0, not v3.5, and this is reflected in the pregenerated characters. Call us irresponsible!
- If you intend to use established Xcrawl characters in Necromerica and are using the optional Fame rules, the characters should begin with their normal Fame scores. If you are creating new characters for Necromerica, they should all begin with a starting Fame of 20 + their Cha modifier. This represents the fact that Creature Feature only invites established characters to her dungeon.
- The Crowd DC, unless otherwise specified, is 18. Use this DC for all Grandstanding checks during the crawl.

BEGINNING THE ADVENTURE

Necromerica producer Sidney Blumenthal picks up the characters from their hotel in a courtesy bus. He is a short, dapper man with a shock of jet black hair. He wears entirely too much cologne. He greets all the characters warmly, as if he knows them, and asks them all to call him Sid. "Sid" is so excitable that he seems to hop from foot to foot, even when he is sitting down. At some point during the ride he gives the following monologue. (Throughout this adventure, italicized text indicates material that should be read to the players.)

"So, this is Creature Feature's first dungeon and she really wants everyone to help put on a great show. Heh. Of course, as you no doubt already know she an undergrounder – raised in the Zura'ah'zura by an Alfar foster-mother. So her sensibilities may seem a little...oh, what's the word? Foreign, I suppose. But just go along with it and everyone is going to have a good time, and go home safe and rich. Just watch yourselves – deep down she's Alfar and they aren't known for patience or mercy. But don't worry – you are going to do fine. Relax, do your best and have fun."



NECROMERICA, LEVEL 1

Area I-I Green Room

Once the team arrives at the impressive Ohio Sports Complex, Sidney gives his keys to a parking attendant and leads the characters to the Green Room, where they are sequestered until the competition begins. Read or paraphrase the following to the players:

The green room is a comfortable crowded space for you to warm up before the crawl begins. There are several large sofas and a craft service table with coffee, juice, bottled water, bagels, hot wings and a large deli tray. In attendance are two referees and several photographers and video cameramen. There is a huge AVS on the north wall, currently playing reruns of the popular sitcom Larry's Castle. There is a huge double door in the northeast corner – the entrance to Necromerica. A security guard in riot gear wearing a headset mike stands watch in front of it. There are two doors on the west wall, clearly marked as mens' and womens' rest rooms. There is also a row of lockers for you to put your personal gear in – each locker has one of your names stenciled on the front.

The characters are free to eat, warm up, get their gear together, or pray. The door guard will not answer any questions about the crawl, but will refer characters to the referees. The refs will answer questions about the rules of Xcrawl and the like, but will give no information about specific challenges in Necromerica. Characters that badger the refs with questions, attempt to start the crawl early by searching or attempting to bypass the door, or otherwise start trouble will be given a warning by a ref. Characters who persist can be disqualified before the dungeon even begins.

At 2:55, a referee assembles the characters in front of the massive AVS on the green room wall. Read the following to the players:

A producer with a headset mic enters the room and gives one of the refs a hand signal. The AVS before you springs to life – the camera sweeps

over a massive, well-appointed crowd in a dark amphitheater. Onstage you see dancers finishing a spectacular routine, jugglers whirling flaming batons and a striking woman who must be your DJ. She is handsome woman with severe cheekbones, jet-black hair piled in artful ringlets around her head, slanted eyes darkened with kohl, and a charming smile. She wears a slinky black dress, long black opera gloves and a dazzling array of silver and jade jewelry. She motions for silence from the crowd.

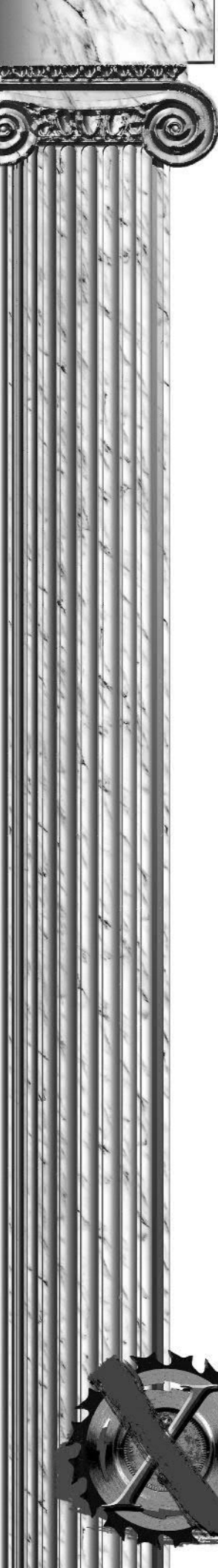
“Welcome, my dear adventurers, to my delightfully dark soiree. I am DJ Creature Feature (the crowd goes wild) – thank you, thank you all so very much – and it is my great pleasure to be your hostess today. It's an honor to have your charming little group visit Necromerica, the dungeon I have worked ever so hard on. I do hope you will find my hospitality challenging... and fun! Most importantly, I want us all to have fun.”

At this point, Creature Feature introduces to the crowd first the team, then all of the individual characters, asking for a big round of applause for each one. Unlike many DJs, she doesn't give preference to humans, and she actually speaks Orc and respectfully greets half-orcs in their native tongue. She asks a few general questions – how the characters feel about their chances, are they excited, that sort of thing – then continues her introduction.

“I have already given our audience at home and here in the arena a tour of all of today's challenges, so without further ado we shall begin.”

“Your quest is simple – find your way through the maze to the exit and survive. What could be simpler? You must defeat every challenge in order to escape Necromerica and go on to level two. And as a special treat, each room has its own sponsor challenge – win the challenge and you will earn a temporary sponsorship. You can earn gold and equipment and special prizes. Now, doesn't that sound like fun?”

“It's time to begin. From this moment forward, your lives are forfeit in service of the Empire. We



give thanks to Emperor Ronald I, the Uniter, whom we honor with our sacrifices here today. We ask the blessings of the powers of Olympus on this auspicious day – may they watch over and keep you. But they didn't put you on this earth to live forever, and when you die... you die!"

At this point the ref points at the characters, the clock starts, and the NoGo doors open to reveal a short corridor in faux underground dungeon style.

Area I-2 Opening Hallway

This short hallway is only 4 feet wide and lit with tiny gas-burning torches. The walls are simulated grey chiseled stone, reminiscent of a Transylvanian castle, and fake cobwebs fill the corners. There is a door on the opposite wall from where you stand, and hovering over it is an AVS screen, currently showing a creepy animated version of the Necromerica I logo. Spiders and millipedes crawl all over the logo in a repeating pattern.

Once the characters move within 10 feet of the door, the scene on the AVS changes. Read or paraphrase the following:

The image on the AVS screen changes. DJ Creature Feature stands in a mad scientist jungle of smoking test tubes and bubbling beakers. She mixes two unlikely-looking chemicals, and suddenly in a poof of smoke she is holding a frosty bottle of Friki-Choo cola. She takes a grateful sip.

"My, but that hits the spot," she says. "Welcome to the Friki-Choo Cola room, my dearies. Your job: defeat your opponents, cut the rope and murder the competition. And don't forget – drink Friki-Choo, the No Limits cola."

She disappears. The AVS goes back to the familiar Necromerica logo.

The door is unlocked but trapped (DC 24/25). If it is opened or bashed down before the trap is disarmed, the door explodes into a cloud of microfragments. Anyone within 20 feet of the door must save or take 3d6 damage and be blinded for 1-3 rounds (Reflex DC 20 for half damage and no blindness effect).

Area I-3 Murder the Competition

Once the door is opened or blown to smithereens, read or paraphrase the following:

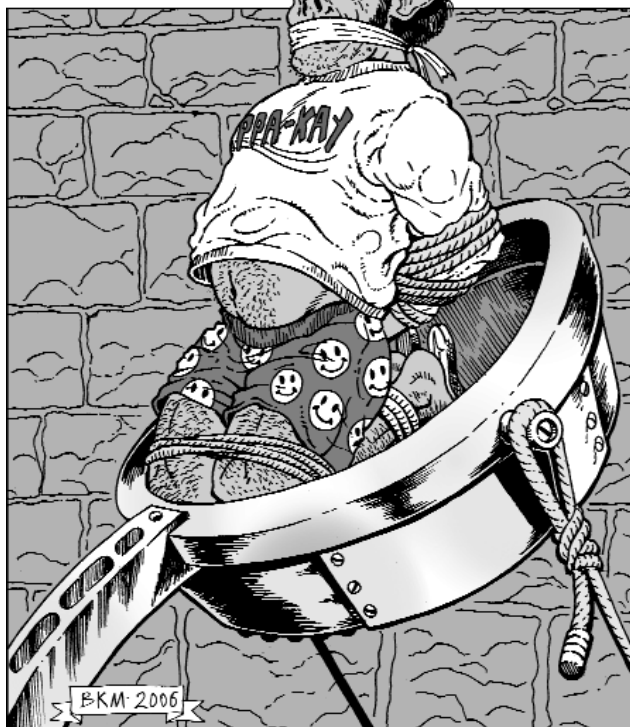
Hundreds of aristocrats get to their feet and applaud as you enter. You see four spiked barriers of corrugated steel facing you from the interior of the area. Behind them hunch some sort of humanoid warriors, bristling with weaponry and leveling crossbows at the party. In the far northwest corner of the room you see a catapult with a bound and gagged orc set as the projectile. A sturdy rope keeps the catapult cocked. Across the room from it you see an embankment of long cruel-looking spikes. A red and white bull's-eye has been spray-painted over the spikes. The hapless orc, eyes wide with terror, wears a sweat shirt with the Sappa-Kay Cola logo. There is an unlit neon sign over the spike wall with the Friki-Choo logo on it. An air horn sounds.

Sappa-Kay is, as everyone in the Empire knows, the leading rival of Friki-Choo cola. The orc warriors try to keep the adventurers from entering into the room and severing the rope. They are a well-trained group who have practiced as a team. They have a starting Mojo pool of 7, and will fight strategically and fiercely to protect their helpless orc brother.

The corrugated steel barriers are only five feet tall but extremely sturdy and welded to the floor. Anyone who slams into the spiked side of the barrier is hit with 2-4 spikes, doing 1d6 piercing damage each. Just behind the barriers are narrow pits, two feet wide and as long as the barrier. Characters may leap over the barrier (Jump DC 16) but when doing so must make a Reflex save (DC 18) to avoid falling in the pit. The pits are 10 feet deep and each one has a deadly, magically enhanced cobra at the bottom that strikes whatever falls in the pit without the least provocation. The orcs will attempt to bull rush characters into the pits if they have the opportunity.

The catapult rope can be hit automatically

with a bladed weapon swung by a character in an adjacent square, but against missile fire it has an AC of 27. Either way it has zero hardness and 5 hit points. Whoever severs the rope also rolls to see if the orc hits the gruesome target. The DC to hit the spike wall is 22 and the characters get a +13 modifier to the roll. They do not get to add their own combat bonuses to the roll, but teammates may add Mojo points if they wish. If the helpless orc strikes the spike wall he dies instantly, the sign lights up, the AVS flashes the Friki-Choo logo and plays a quick spot ad for it, and fireworks and streamers burst over the audience. Any surviving orcs concentrate all of their efforts on viciously slaying whomever severed the rope.



After the last orc is down, a fanfare of trumpets erupts from the immense speakers and a gothic-styled model comes out through the NoGo door on the south wall, presents the treasure, and poses with the team for the media.

The door to the east is fake and trapped (DC 24/24). If the characters attempt to open or bash the door before the trap is disarmed, a well-hidden trap door slides out from under the characters' feet, dropping them down 10 feet to a pit with 3 more cobras, with the same statistics as the one above. The door opens to reveal a brick wall.

The real exit is the secret door to the west (Search DC 24). It is neither locked nor trapped.

Treasure: The characters win two *potions of bear's endurance*, 20 scrolls of *Friki-Choo Cola Call*, and a 5,000 gp note. In addition, each character gets a Friki-Choo cola patch to wear, earning them their Standard Appearance Fee for the crawl (use their Fame at the end of the dungeon to determine their Standard Appearance Fee).

Orc War3 (16): Medium Humanoids; CR 5; HD 3d10+6; hp 26 each; Init +1; Spd 30 ft.;

AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +5; Atk/Full Atk heavy crossbow +4 ranged (1d10/19-20) or glaive +5 melee (1d10+2/x3) or short sword +5 melee (1d6+2/19-20); SA -; SQ Darkvision, light sensitivity; AL CE; SV Fort +5, Ref +1, Will -1; Cha 6, Str 16, Dex 14, Con 16, Int 8, Wis 7.

Skills and Feats: Listen +3, Climb +5; Power Attack, Rapid Reload.

Equipment: Glaive, short sword, 3 daggers, heavy crossbow, 12 bolts, composite sports gear, buckler.

Cobra (7): Small Animal; CR 1/2; HD 1d8; hp 5 each; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +0; Grp -6; Atk/Full Atk bite +4 (1d2 plus poison); SA Poison (Fort DC 11, initial 1d6 Con, secondary N/A); SQ Scent; AL N; SV Fort +2, Ref +5, Will +1; Cha 2, Str 6, Dex 17, Con 11, Int 1, Wis 12.

Skills and Feats: Balance +10, Climb +12, Hide +15, Listen +7, Weapon Finesse.

Area I-4 Bug Hunt

Introduction

When the characters move within 10 feet of the door at the end of the corridor, an AVS appears over it.

A sinister fugue performed on a massive pipe organ plays in the background. You see a black lacquered coffin in a spooky crypt setting. The lid pops open and up sits Creature Feature, looking annoyed and swinging a flyswatter around her head. She makes a tiny grunt of frustration.

"Ick! If there's one thing that gives me the willies, it's pesky bugs in Necromerica. Luckily, Axis Alchemical Supply has come up with Ridabugexecutioner, the revolutionary insecticide that actually frightens insects to death! Of course I know you aren't scared of bugs, warriors. That's why I want you to get in there, find that pesky bug and swat it for me. And make sure you don't get swatted yourself – that would be simply awful. Slay the bug and find the Red Key – it's the only way to get out and finish the dungeon."

This door has a Poseidon Security Lock (DC 27).

Area I-5 Bug Hunt

Once the characters are through the door, read or paraphrase the following:

There is no audience in this room, although AVS viewers monitor your every move. The chamber is only eight feet high and has five narrow corridors leading away from it. You hear the echo of what sounds like large machinery off in the distance.

There are eight separate encounter areas in the corridors leading away from this room.

Area I-6 Undead Patrol

Coming around the bend is a corpulent humanoid wearing tattered clothes and a bright yellow mask with a smiley face – the universal sign of a zombie. It gives a muffled moan and shambles towards you.

This zombie looks like the corpse of a grossly overweight man. It has been modified – it

has a bladder of poison gas inserted into its body that stretches the whole length of its torso. If the zombie is struck with a piercing or slashing weapon the bladder bursts, releasing poison gas. Thirty cubic feet of poison gas fills the corridor equidistantly from the burst point. It is Terminus Alchemy poison #754, Devil's Pitfunk: Fortitude save DC 17 or 1d3 Constitution damage (the victim feels alternately chilled or feverish, sweats uncontrollably, and desires water and rest).

Zombie: Medium Undead; CR 2; HD 2d12+3; hp 27; Init always goes last; Spd 30 ft., can't run; AC 16, touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk/Full Atk Slam +2 melee (1d6+1); SA Poison bladder (see text above); SQ Undead qualities, single actions only, DR 5/slashing, darkvision 60 feet; AL N; SV Fort +0, Ref -1, Will +3; Cha 1, Str 12, Dex 8, Con -, Int -, Wis 10.

Skills and Feats: -, Toughness.

Area I-7 Empty Room?

This is a wide chamber with twelve-foot ceilings. Two gas torches burn along the walls. Across the way is a huge AVS screen displaying a static Axis Alchemical Supplies logo.

An *invisible* dire bear hides and waits in the corner here, magically controlled by a backstage handler. Its stench and ragged breathing might warn perceptive characters of its presence. It attacks once the characters are in a good strategic position, favoring spell casters if possible. It doesn't surrender.

Dire Bear: CR 7; Large Animal; HD 12d8+51; hp 144; Init +1; Spd 40 ft.; AC 17, touch 10, flat-footed 16; Base Atk +9; Grp +23; Atk claw +19 melee (2d4+10); Full Atk 2 claws +19 melee (2d4+10) and bite +13 melee (2d8+5); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Low-light vision, scent; AL N; SV Fort +12, Ref +9, Will +9; Cha 10, Str 31, Dex 13, Con 19, Int 2, Wis 12.

Skills and Feats: Listen +10, Spot +10, Swim +13; Alertness, Endurance, Run, Toughness, Weapon Focus (claw).

Area I-8 Troll Surprise

This room feels significantly warmer than the rest of the dungeon. There is a strange troll here – its coloring is red and orange, rather than the standard mottled green. A huge horned helmet is strapped to its head, and it wears a black tunic emblazoned with the Axis Alchemical Supply logo. There is an AVS on the south wall, and on the east wall behind the troll is a door with an oversized red lock and key plate. As the troll sees you it roars, “Let the bloodletting commence!”

This is Infaldo, a rare fire troll. It is well trained, fearless, and prepared to fight characters to the death. If the characters are obviously defeating it (5 hp or less remaining), a ref appears on the screen and declares that the monster is defeated and the room is over – they wish to keep it alive for future events.

The door leads out to the rest of the dungeon, but the rules mandate that the characters use the red key from area 1-13 to get through it. Characters who try picking or forcing this door, which leads to the rest of the dungeon, receive a warning from the ref, and are disqualified if they continue.

Treasure: Once the characters retrieve the red key and open the door, they see super-model Jessi Daniella waiting for them with a camera crew. She presents the treasure: 5,000 gp and a *peript of health*. Characters each receive a year’s supply of Axis Alchemical’s full line of pest control products for home and garden. Everyone on the squad also receives a patch with the Axis Alchemical Supplies logo, worth half their Standard Appearance Fee if they wear it for the rest of the dungeon.

Infaldo the Fire Troll: CR 4; Large Giant; HD



6d8+36; hp 67; Init + 2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Atk +4; Grp +14; Atk claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6) or bite +4 melee (1d6+3); Space/Reach 10 ft./10 ft.; SA *burning hands* (spell-like ability usable every other round, 4d4 damage, Ref DC 16 for half); SQ Darkvision, low-light vision, immune to fire, vulnerability to cold (x2 damage); AL CE; SV Fort +11, Ref +4, Will +3; Cha 9, Str 23, Dex 14, Con 23, Int 6, Wis 9.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Note: Fire trolls do *not* have the regeneration or rend abilities.

Area I-9 Illusionary Barrier

As you venture down this narrow corridor, you hear a loud rhythmic smashing sound. As you turn the corner, you see a chomping spike wall – it has an upper level and lower level, both with

dangerous spikes, that open and slam back together in a regular pattern.

The wall is an illusion. Characters get a saving throw against it if they touch it and attempt to disbelieve (DC 17 Will save). Failure means the wall smashes their hand, and they take 6d6 damage. Nimble characters may try to dive through the chompers without being struck (DC 24 Tumble check). Failure means the wall gets them, and victims have a 50-50 chance of landing on either side of the wall once struck. Dead characters, of course, land on both sides. Since this wall is illusionary there is no chance of a character using the Disable Device skill to make it stop working.

Area I-I0 Ogre Challenge

There are three giants here with clubs. They give a furious cry and charge.

These ogres are undisciplined and foolhardy – they will attack unmercifully until their cause looks hopeless, then they will attempt to surrender.

Ogres (3): CR 5; Large Giant; HD 4d8+8; hp 35, 30, 26; Init -1; Spd 30 ft.; AC 16, touch 8, flat-footed 16; Base Atk +3; Grp +12; Atk/Full Atk greatclub +8 melee (2d8+7); Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft., low-light vision; AL NE; SV Fort +6, Ref +0, Will +1; Cha 7, Str 21, Dex 8, Con 15, Int 6, Wis 10.

Skills and Feats: Climb +5, Listen +2, Spot +2; Weapon Focus (greatclub), Power Attack.

Area I-II Spike Barrier

You hear a loud regular smashing sound. As you turn the corner, you see a chomping spike wall – it has an upper level and lower level, both with dangerous spikes, that open and slam back together in a regular pattern.

This is a real spiked chomper wall barrier, identical to the illusionary one in area 1-9. Once again, characters may try to dive through the chompers without being struck (DC 24 Tumble check). Failure means the wall slams on them for 6d6 points of damage, with a 50-50 chance of their body being

on either side of the barrier. Characters who make it through may make a Disable Device check (DC 25) to stop the wall from chomping. A botched attempt at this check (a natural 1) means the unfortunate would-be disabler gets his hand smashed and possibly severed (6d6 damage – if the character dies from the damage his hand has been lopped off).

Area I-I2 Rawhide

The floor of this chamber is covered in hay, and the area smells like a barnyard. A single cow is here, tethered to an iron ring in the center of this 10 foot by 10 foot room. There is a black sequined sombrero with ear holes on its head, strapped under its chin. The cow looks at you warily as you enter and continues to chew its cud.

This is a real cow – no magic, nothing special, nada. Creature Feature wants to see how the characters handle the situation. Try to keep a straight face while the characters investigate and, hopefully, waste time and resources on the silly thing.

Area I-I3 Beetle Attack

Right in the corner of this room is a massive beetle, larger than a horse. It buzzes furiously as you enter, and gets into a defensive stance. Around its neck is a thick chain with an oversized red key hanging from it. There is an AVS on the north wall, playing an advertisement for Axis Alchemical Supplies – a smiling exterminator in a clean white uniform kills tiny versions of the beetle you are facing with aerosol poison.

This room has been sprayed with odorless hormones that make the beetle believe that it is protecting its young, making it especially fierce. It fights to the death, biting or trampling as the situation dictates. If the chain is examined, characters easily find an unscrewing link that allows them to get the key off.

Giant Stag Beetle: CR 5; Huge Vermin; HD 10d8+40; hp 98; Init + 0; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +5; Grp +15; Atk/Full Atk bite +11 melee (5d6+11);

Space/Reach 10 ft./5 ft.; SA Trample 2d8+5 (Ref save DC 19 for half); SQ hormone-induced rage (figured in statistics above), darkvision 60 ft., immune to fear effects, vermin traits; AL N; SV Fort +10, Ref +2, Will +2; Cha 9, Str 26, Dex 10, Con 17, Int -, Wis 10.

Skills and Feats: –

Area I–I4 Break Room

This door is neither locked nor tapped. A successful Listen check (DC 18) lets characters hear soft music playing inside.

The door opens to a comfortably appointed Xcrawl break room. An announcer on AVS welcomes you to the BBQ Outpost break room, and invites you to make use of any facilities that you might need. There is a paramedic here with an examination table, and several comfortable-looking sofas. A craft service table with hot barbecue and vegetables is along one wall with a smiling attendant to wait on you. Along the east wall are two doors, obviously leading to mens' and womens' rest rooms.

Paramedic Brian Johnson (+14 total Heal modifier, includes modern healer's kit) is here to take care of the characters if they need. BBQ Outpost waitress Samantha Heady is here; she is a bit star-struck, and if permitted fawns all over characters and asks for autographs. The characters are safe and removed from play as long as they are here, although the clock is still going. The restrooms have full facilities, including showers.

Area I–I5 Dance Party Intro

A ref stands at ease by this door, hands behind his back. As the characters approach the door from outside, an AVS over the door activates.

On screen is DJ Creature Feature, dressed in a strangely compelling gothic-styled aerobics outfit. She is sweating it out on an aerobic stair machine, silver medallions bouncing off her ample chest. She takes a big swig from a sports bottle filled with a mysterious red liquid, stain-

ing her lips red, and wipes her forehead with a towel.

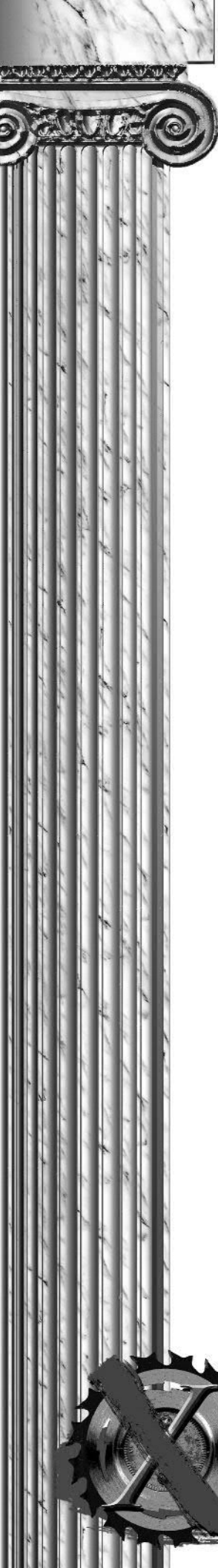
"Whew! Staying in shape is too hard for me. I need to find a way to stay as skinny as a corpse but without all the fuss of actually dying. Of course, you may not have to choose – you might be able to have both! Okay, this room is special – choose the best dancer on your team to go up against the best dancer on my team. Tee hee hee. Whoever is going to dance for your team needs to get on the platform immediately after the door opens – you have five seconds until the contest starts once the door is open – and I promise you, you don't want to be late. You cannot directly or indirectly attack or impede the dancers, but dancers may attack one another. But be careful – every misstep has a consequence. Tee hee. Dancer, put on your headband and get on your platform as quick as you can– then watch for instructions. Ready, boys and girls? Then get in there and shake your booty!"

The ref hands the designated dancer a white athletic headband. Listening at the door (DC 20) reveals crowd noises and low music. The door is neither locked nor trapped.

Area I–I6 Dance Party Necromerica

Once the door is open, read the following:

This is a huge room with a black and white tiled floor, surrounded on all sides by stands full of cheering crowds. Right next to the door is a steel ladder built into the wall leading up to a small platform 15 feet above the floor. There is another platform on the opposite wall, identical to the first. On the opposite platform is a kobold, wearing black spandex and leg warmers, dancing gracefully. On the floor are four bipedal dinosaurs. As you enter they tense for battle, yellow eyes narrowing into slits. Now that the door is open, the crowd begins to cheer and the music swells, the bass so loud it rattles your hearts in your chest. An AVS scoreboard in the center of the room reads, "FOLLOW THE DANCE STEPS," then it starts counting down five seconds. A single word flashes underneath the scoreboard information – DANCE! DANCE! DANCE!



The room is 90 feet by 90 feet total. The crowd is protected by invisible concrete walls.

While the characters fight on the floor, their chosen dancer must follow the steps shown on the huge AVS scoreboard. At the same time, kobold sorcerer Gra'Natch must dance the same pattern. She is an expert dancer and has been magically enhanced to make this contest easy for her.

The song for the dance party is "People Who Died" by the Jim Carrol Band.

One of the characters must get on the platform and dance on the pressure-sensitive plates on the floor. The AVS scoreboard shows the dancer where to step, using colored lights that match the floor pattern. Gra'Natch and the PC dancer must make EITHER a Performance (dance) skill check or a Dex check each round against an increasing DC, as listed below:

DC for Dance Check

Round 1: DC 15

Round 2: DC 16

Round 3: DC 18

Round 4: DC 19

Round 5: DC 21

Round 6: DC 22

Round 7: DC 24

Round 8: DC 25

Round 9: DC 27

Round 10: DC 28

Round 11: DC 30

Round 12 and every round afterward: DC 30

There are four possible results for each round of the dance contest, each with its own implications:

Character Succeeds, Gra'Natch Succeeds = Nothing Happens

Character Fail, Gra'Natch Fails = Nothing Happens

Character Succeeds, Gra'Natch Fails = Nothing Happens

Character Fails, Gra'Natch Succeeds = A random section of floor opens up beneath the characters. The squares are 30 feet by 30 feet and the floor opens in four triangular flaps. Characters who *have an action left* during the turn can make a DC 21 Reflex save to grab a section of floor before they fall to the room twenty feet below. It takes a Strength check every round to hang on (DC 11, add armor check penalty) and a Strength check to pull yourself up (DC 13, add armor check penalty). The foot of water covering the floor softens the fall to some degree (falling damage 2d6-2, a zero result is acceptable). Medium sized characters moving through the water are slowed (-5 ft. to base movement rate), and it's worse for small characters (-10 ft.).

There is a one-foot-wide border all around every trap door, making a two-foot-wide path between tiles. Characters can walk around on the borders if the tiles are open, making Balance checks as necessary.

Down below is a terrible megaraptor, waiting to devour characters alive. She is tall enough to just barely be able to reach up through the hole in the floor and grab a character standing at the edge of a pit, or hanging from the side. Her 10 foot reach allows her to jump up and make a single bite attack at a character standing 10 feet or less from the edge of an opened section of floor. If she gets desperate she may be able to jump out (DC 35 Jump check), but doing so means she will have to smash through one of the borders, as she is too large to otherwise jump through, and she will do 3d6 damage to herself whether or not her attempt is successful. The monster is woefully undertrained and is as likely to attack a velociraptor as a character – it goes after the nearest target it sees, kills it and spends 2-6 rounds devouring it (as a move action; can still move or strike while eating).

The PC dancer is permitted to attack Gra'Natch, but the effects are dire. If they simply don't dance for a round they lose a square in the floor (as long as Gra'Natch

makes her roll). The dance steps are continuous, so if the character takes a simple action to attack they get a -4 to their dance check that round and a -4 on whatever attack they choose. If Gra'Natch or the PC dancer decides to cast a spell while dancing, they must make a Concentration check (DC = the dance contest DC for that round) or lose the spell with no effect. Gra'Natch will not attack unless attacked first, or if the situation seems otherwise unwinnable (she earns 10,000 gp for a monster win in this room).

The room ends when the characters slay all velociraptors and no sections of floor are opened; the characters slay all velociraptors and the megaraptor; or the PC dancer slays Gra'Natch.

Once the floor is opened the megaraptor must be slain to complete the room. Afterwards, the floor is restored, characters who fell to the bottom and survived are brought up, and supermodel Jayella Wonderwell presents them with the treasure. Creature Feature appears on the AVS, congratulates the characters on their win, and asks for a big, Necromerica round of applause for them.

The secret door on the north wall (Search DC 20) is neither locked nor trapped.

Treasure: The characters receive a 5,000 gp note, two *potions of neutralize poison*, and a +4 *scenestealer omni weapon*. Characters also get a SubChieftan patch that they can wear for the remainder of the dungeon, earning them their Standard Appearance Fee. SubChieftan also gives everyone a SubChieftan Card good for free SubChieftan sandwiches for a year and a day.

Gra'Natch, Kobold Sor5: CR 4; Small Humanoid; Fame 33; HD 5d4+10; hp 34 (24); Init +7; Spd 20 ft.; AC 20, touch 20, flat-footed 15; Base Atk +2; Grp +0; Atk/Full Atk masterwork dagger +2 melee (1d4-1/19-20); AL NE; SV Fort +4 (+3), Ref +5 (+3), Will +5; Cha 16, Str 8, Dex 19 (15), Con 18 (14), Int 13, Wis 13.

Skills and Feats: Concentration +6, Perform



(Dance) +11, Spellcraft +6, Listen +4; Combat Casting, Improved Initiative, Dodge.

Equipment: masterwork dagger.

Spells (6/7/5, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, prestidigitation, ray of frost*; 1st – *color spray, mage armor, magic missile, sleep*; 2nd – *flaming sphere, web*.

Active Spell Effects: Gra'Natch begins the room enhanced with the following spells (reflected in her statistics): *cat's grace, bear's endurance, mage armor*.

Velociraptors (deinonychus) (4): CR 6; Large Animals; HD 4d8+16; hp 78, 66, 57, 42; Init +2; Spd 60 ft.; AC 19, touch 11, flat-footed 14; Base Atk +3; Grp +11; Atk talons +9 melee (2d8+5); Full Atk talons +9 melee (2d8+5), 2 foreclaws +1 melee (1d3+2), and bite +1 (2d4+2); Space/Reach 10 ft./5 ft.; SA Pounce: SQ low light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Cha 10, Str 19, Dex 15, Con 19, Int 2, Wis 12.

Skills and Feats: Hide +8, Jump +26, Listen +10, Spot +10, Survival +10; Run, Track.

Megaraptor: CR 6; Huge animal; HD 8d8+43; hp 87; Init +2; Spd 60 ft.; AC 16, touch 10, flat-footed 14; Base Atk +6; Grp +19; Atk talons +9 melee (2d8+5); Full Atk talons +9 melee (2d8+5), 2 foreclaws +4 melee (1d4+2), and bite +4 melee (2d6+2); Space/Reach 15 ft./10 ft.; SQ Lowlight vision, scent; AL N; SV Fort +10, Ref +8, Will +4; Cha 10, Str 21, Dex 15, Con 21, Int 2, Wis 15.

Skills and Feats: Hide +5, Jump +27, Listen +12, Spot +12, Survival +12; Run, Toughness, Track.

Area I-17 Descent Platform

There is an inset platform at the end of this corridor. It rests an inch lower than the floor. Through the cracks at the edge of the platform you can see movement in the dim recess of the room below. You can hear the muffled roar of an audience not too far off. There is an AVS suspended over the platform, and DJ Creature Feature appears there, wearing an apron and rubber kitchen gloves, carrying a scrub brush and pail. She works on rubbing out a huge green stain that seems to be trying to escape from her.

"Mashed brains, splattered blood, vaporized orcs – I spend more time cleaning Necromerica than killing crawlers! Lucky for me there's Omerta Heavy Duty detergent. Omerta kills dirt and leaves my whole dungeon smelling lemony-fresh. Omerta – stronger than filth. But are you stronger than my creatures of filth, heroes? Once everyone steps on this platform we'll find out for sure."

Once all of the characters assemble on the platform it slowly levitates downward into area 1-18.

Area I-18 Creatures of Filth

You descend into a nightmarish scene. It is a huge arena, lit with lurid red lights and ringing with heavy drum and bass music. The arena has been converted into a giant mud hill covered in zombies – at first glance there may be as many as a hundred. A massive crowd waits breathlessly as you descend. At the top of the hill is a shelter with four windows and a door, all boarded shut – you estimate that you will land in the shelter in less than fifteen seconds. As you descend the zombies, their yellow happy face masks caked with mud and filth, raise their arms and charge the shelter. An air horn sounds, and the crowd roars in anticipation.

The shelter has four solid walls that are only attached by chains in the corners, giving the entire structure a kind of ramshackle flexibility. Each wall of the shelter has a boarded-up window; the north wall has a boarded window and a barricaded door.

The zombies charge the hill en masse, trying to break into the shelter and kill the characters. It takes three successful Strength checks from the zombies to rip the boards off one window (Str DC 17) and five successful checks to break into the door (Str DC 19). The walls are solid but attached to one another only with chains leaving a small gap – zombies can reach through the space and grab at characters in the corners (-2 attack).

There is no glass in any of the windows. Once a window is open, one zombie per round can clamber inside. Once the door is open the zombies have more or less free access to the shelter. A strong character can try to hold the door shut against the zombies (opposed Strength check to keep it closed each round).

DID YOU KNOW?

Did you know that Xcrawl commissioner Bradley Leibrock decreed that all undead in Xcrawl must be masked during Xcrawl competition? Too many families brought lawsuits against the Games after seeing their dead relatives animated and re-killed.
Faux pas!



It takes two rounds for the platform to lower the characters into the center of the shelter, allowing them one round to attack the zombies from forty feet above the top of the mud hill. The interior of the shelter looks like a dingy apartment, with a vinyl floor, a tiny love seat, a rickety table, two chairs and a refrigerator. Inside the fridge are twelve flasks of alchemist's fire with the Omerta logo on them. The walls of the shelter are only eight feet tall and there is no roof. Characters can fire missile weapons or spells through cracks in the windows or between the walls. Characters who leave the shelter can fight outside in the mud, but must make a DC 13 Balance check to keep their footing in the slippery mud if they move faster than a single move or if they get struck in combat (DC 10 + half the damage they take from the blow). Characters who slip on the hill itself slosh to the bottom. The zombies are all outfitted with cleats to help them avoid slipping.

Once all the zombies are dead, popular daytime TV actress Cammi Longshore *levitates* down from area 1-17, hovers five feet from the base of the shelter (she never touches the ground in 1-18 – it's in her contract), gives the characters the treasure, and floats back up afterwards. There is a secret trap door at the bottom of the hill (Search DC 23) which leads the characters to the last chal-

lenge of level one.

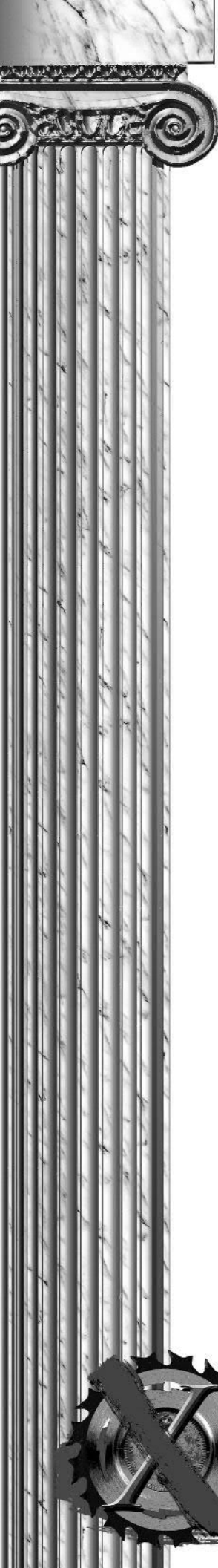
Treasure: The characters each win a year's supply of Omerta cleaning products, two *potions of invisibility* and a *wand of web* (4th level, 10 charges). Everyone on the squad also receives a patch with the cool-looking Omerta skull logo worth half their Standard Appearance Fee for wearing it for the remainder of the dungeon.

Zombies (88): CR 8; Medium Undead; HD 2d12+3; hp 9 each; Init always goes last; Spd 30 ft., can't run; AC 16, touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk Slam +2 melee (1d6+1); SQ Undead qualities, single actions only, DR 5/slashing, darkvision 60 feet; AL N; SV Fort +0, Ref -1, Will +3; Cha 1, Str 12, Dex 8, Con -, Int -, Wis 10.

Skills and Feats: Toughness.

Area I-I9 Natatorium Introduction

This corridor becomes a long stairway heading down. A huge set of heavy doors is at the end of the chamber with an obviously complicated lock. A huge AVS appears over it, displaying Creature Feature in pirate regalia: eye patch, a bandana and a tattered frock coat. She stands behind a great ship's wheel, apparently sailing through stormy seas.



"Avast ye scurvy dogs! Tee hee hee – I always wanted to say that. Okay, just one more challenge and we are done with level one. So how about a huge hand for our intrepid players?" She raises her oversized cutlass in salute.

The AVS screen pans across a huge audience, all standing and cheering your efforts. "All right, all right – settle down. We have one more room to go and who knows – they might just choke. Anyway, I have a special mission for you right now, courtesy of our good friends at Empire Classic Houseware. It's simple enough – Emperor Ronald I has provided us with a convicted traitor to execute in the name of your great nation. You can't miss him – he's the one in the green armor. Now, all you have to do is find him and kill him. Doesn't that sound easy? Doesn't that sound like fun? Well, that's enough jawing, landlubbers. Get in there and in the name of Apollo himself let's shiver some timbers. And don't forget Empire Classic, the brand that cares!"

The door to this room is not trapped, but it is locked (DC 23). Characters listening at the door hear nothing – there is a pair of white noise generators mounted on the room side of the door.

Area I-20 Ship Ahoy

You stand at the threshold of an enormous arena. Thousands of fans, safe behind force walls, cheer as you enter. This room is like a small underground ocean, complete with waves and the pre-recorded sounds of the ocean – seabirds, warning buoys and the like. You stand on the shore, about fifty feet from a small but serviceable pier. There are two ships on the small replica ocean – a smaller one moored at the nearby pier and a much larger one out towards the center of the water. The smaller one is a motorized replica of a 45th century launch. It has a single rudder to steer by and the motor is already running. On its prow is mounted a pneumatic harpoon gun with what appears to be a line of rope attached to the projectile. The second boat is a much larger affair, having the appearance of an old-fashioned schooner with black sails. It is crewed by several lizard folk, in bandanas and fake frock coats. As you enter they raise a battle cry and brandish javelins.

Once inside the characters see a huge arti-

cial saltwater lake, complete with artificial waves. The walls are faux cave, and stalactites hang from the ceiling 120 feet above.

As soon as characters enter the room they get an automatic DC 18 Spot check to see the dorsal fin of the huge shark turning about in the lake.

There is a short pier thirty feet away from the door and a small motorized craft waits there (AC 8, hardness 8, 75 hp, engine already running). It has a tripod mounted harpoon gun, and its single harpoon is attached to a 200-foot line, which is subsequently attached to a sturdy iron ring on the back of the characters' tiny schooner. The motorized boat moves up to 30 feet per round and can turn up to 90 degrees per round. Characters can fire the harpoon at an opponent within 200 feet. They get their base attack and Dex bonus, but anyone firing it takes a -4 penalty to attack due to non-proficiency. If it strikes a target it does 3d6 damage. The harpoon is barbed so it easily sticks in wood.

On the opposite end of the artificial lake is a larger boat with black sails, flying a Jolly Roger and filled with 15 lizardmen barbarians (pirate boat: AC 4, hardness 8, 120 hp, also motorized, moving up to 40 feet per round and turning up to 90 degrees). They are partially dressed as pirates and each carries the following equipment: a temporarily magical +2 *cutlass*, 3 javelins, a fighting hook, two daggers, two thunderstones, one vial of alchemist's fire, 50 feet of rope and a grappling hook. There are also buckets of javelins placed strategically all around the ship. Creature Feature's monster handler has been trying to train them to say "Aaaarrrrr" realistically, but the best of them have only managed an Aaar-like hiss. The lizardmen fight the adventurers, but only make a half-assed attempt to protect the traitor.

The boat has two levels connected by a wooden stairway. There is a sign on the stairway arch, written in Old English lettering, which reads:

Bonus Booty for Feeding Traitor to the Drink – Alive!!

In the hold, wearing a samurai costume and wielding a +3 *superstar green metal katana* (broadsword) is convicted traitor Gary Steinem, a member of a radical Messianic group known for blowing up various Olympian temples across the Empire. He will fight to the finish, all the while denouncing the Olympian pantheon as false powers, and believers as heathens. If he is thrown into the water alive, the characters win bonus treasure for this room.

The huge shark swims in constant vigilance of characters falling in the water and will immediately swim to attack such unfortunates. It has learned to ignore the tough, aquatic lizard men but might be tempted beyond its strength if the opportunity presents itself (DC 15 Will save to ignore swimming lizardfolk – otherwise it attacks to kill and devour). It certainly has no compunction against slaying the traitor should he be flung overboard.

Once Steinem is dead an air horn sounds announcing the end of level one. The characters receive a huge round of applause for completing the level. They are lead outside, mobbed by reporters and fans, and eventually returned to their hotel. The characters are given three days to rest and recover between levels. During this time they may rest, re-equip, and heal their wounds.

Treasure: Supermodel Katrina Bellagio presents the following to the characters: a 5000 gp note, an Empire Classic Elite III washer and dryer set for each character, and a *brooch of resistance* +3. In addition, each character wins a patch for Empire Classic that will pay them their Standard Appearance Fee for the crawl. There is a bonus treasure if the characters throw the traitor Steinem into the water (where he either drowns or is eaten by the shark): the +3 *superstar green metal katana* he was given to use for the fight.

Lizardfolk Bbn2 (15): CR 8; Medium Humanoid (Reptilian); HD 2d8+2d12+6; hp 24 each; Init +1; Spd 40 ft.; AC 22, touch 17, flat-footed 19; Base Atk +3; Grp +7; Atk masterwork cutlass +10 melee (1d6+6/18-20); Full Atk masterwork cutlass +10 melee

(1d6+6/18-20) or fighting hook +7 melee (1d3+4/x3) or javelin +8 ranged (1d6+3) or 2 claws +7 melee (1d4+4) and bite +3 (1d4+2); SA Rage (1/day, +4 Str, +4 Con, +2 Will saves, -2 AC, lasts 9 rounds); SQ Hold breath, fast movement; AL CN; SV Fort +7, Ref +4, Will +1; Cha 8, Str 18 (14), Dex 16, Con 18, Int 6, Wis 10.

Skills and Feats: Climb +12, Jump +16, Swim +16; Multiattack, Weapon Focus (cutlass).

While Raging: Atk Cutlass +12 melee (1d6+6), hp 28, AC 20, SV Fort +9.

Active Spell Effects: The lizardfolk have been enhanced with the following spells: *bull's strength*, *mage armor*.

Huge Shark: CR 5; Huge Animal; HD 10d8+20; hp 65; Init +6; Spd swim 60 ft.; AC 15, touch 10, flat-finned 10; Base Atk +5; Grp +20; Atk/Full Atk Bite +10 melee (2d6+7); Space/Reach 10 ft./5 ft.; SQ Blindsight, keen scent; AL N; SV Fort +11, Ref +9, Will +4; Cha 2, Str 21, Dex 15, Con 15, Int 1, Wis 12.

Skills and Feats: Listen +10, Spot +10, Swim +13; Alertness, Great Fortitude, Improved Initiative, Iron Will.

Gary Steinem, Com4/Athlete2: CR 5; Medium Humanoid (Human); Fame 42; hp 38 (26); Init +2 (+1); Spd 30 ft.; AC 16, touch 16, flat-footed 14; Base Atk +2; Grp +3; Atk/Full Atk Katana +4 melee (1d8+3) (includes non-proficiency penalty); AL NG; SV Fort +6 (+4), Ref +4 (+2), Will +7; Cha 13, Str 13 (9), Dex 16 (12), Con 18 (14), Int 15, Wis 17.

Skills and Feats: Climb +5 (+3), Drive +7 (+5), Heal +16, Jump +4 (+2), Knowledge (Messianic scripture) +7, Listen +7, Profession (nutritionist) +13, Spot +8, Swim +11 (+9); Iron Will, Run, Athletic, Xcrawl Lunch Special (Health Nut (Profession (nutritionist) and Heal)).

Equipment: +3 *superstar green metal katana*, scale mail.

Active Spell Effects: Steinem has been enhanced with the following spells: *mage armor*, *bull's strength*, *cat's grace*, *bear's endurance*.



NECROMERICA, LEVEL 2

Once again, the characters are transported by Sid Blumenthal to the Ohio Sports Complex. It's a much different journey – the courtesy bus is mobbed by fans who wave, scream and hold up signs. One particularly rabid personality cultist actually clings to the windshield and screams "I LOVE YOU!" to the most famous, notorious or most unlikely character on the team. Once the team arrives at the facility, security guards help them past the masses and into the green room.

Area 2-I Green Room

The green room is abuzz with activity. There are several large sofas, and a craft service table with coffee, juice, bottled water, muffins, fancy sandwiches and a large deli tray. A large AVS plays highlights of the first level of Necromerica. Present in the green room are three referees, several production staff members, a pair of burly security guards and Monica Eve Jones, a reporter from Empire Sports 1.

A successful DC 20 Knowledge (Xcrawl) check lets the characters notice that all the personnel in the green room are wearing non-com badges. This is most unusual; non-com badges are typically worn by personnel in the actual dungeon who are not to be attacked. It's strange that all the personnel present would be issued badges since they shouldn't be in harm's way.

Jones approaches the characters and asks for an interview before the crawl begins. Characters who accept may make either a Charisma check or a Performance (interview) check – either way adding their Fame bonus to the total. Monica Eve Jones asks some tough questions, and characters who are successful (DC 20) earn 4 points of Fame. Then the crawl starts:

At 2:55, a ref assembles the team your team in front of the AVS. DJ Creature Feature appears on stage in front of a live crowd. She is dressed in her gothic best and holding a silver goblet. She smiles as she addresses your team.

"Oh! Well, what to my wondering eyes do appear? You know, I didn't think you would all be back so soon. But here you are, once again setting me back in the office pool. So, did everyone have a good time on level one?"

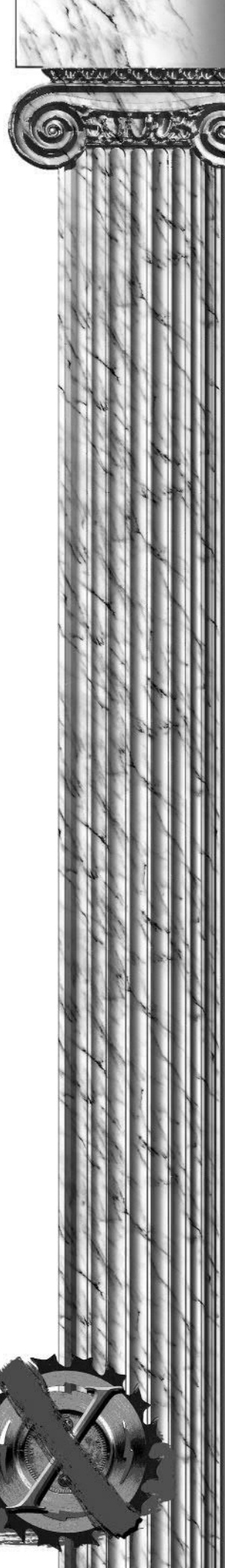
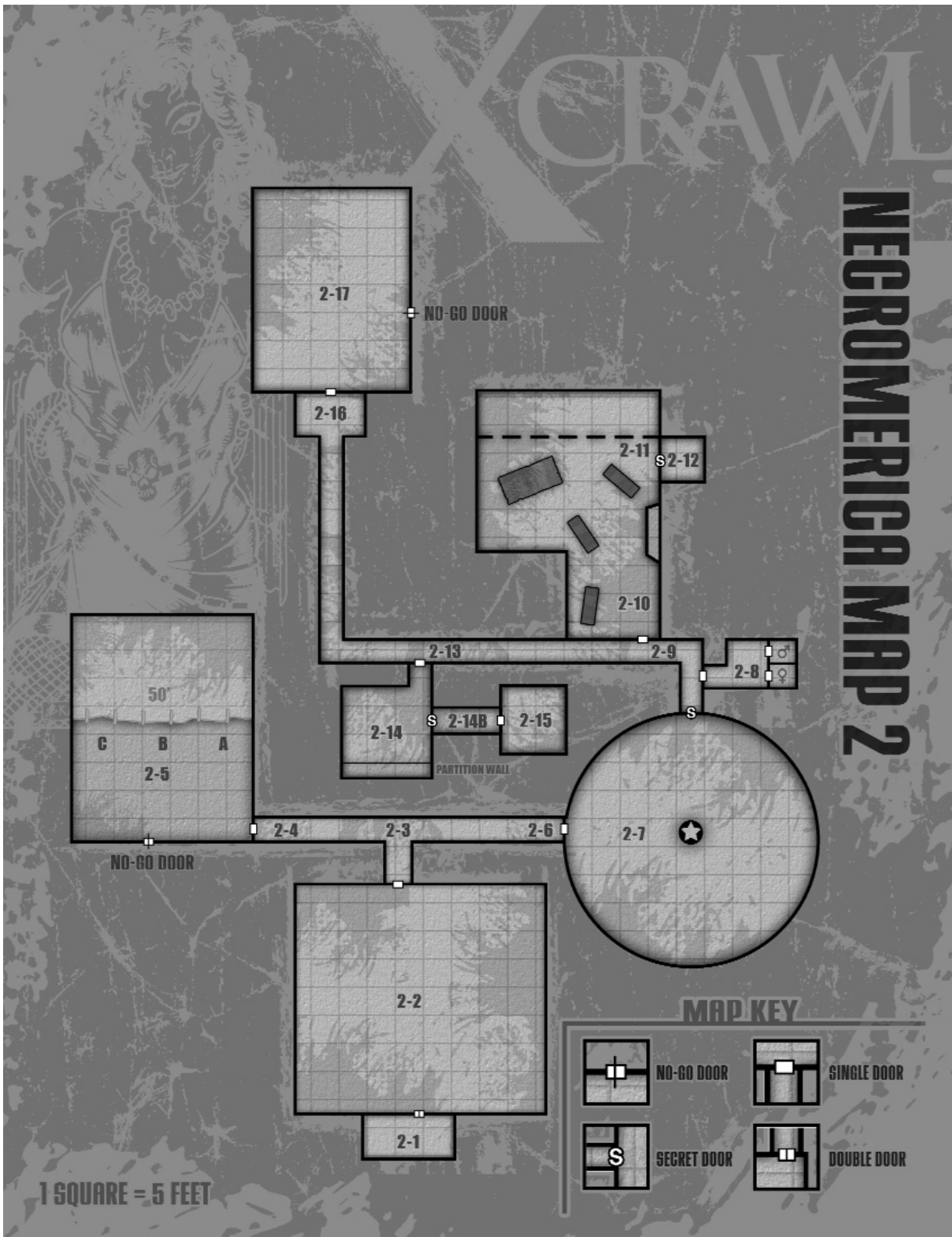
Creature Feature quickly addresses each character, re-introducing them to the audience. She congratulates them, in her distinctive third-grade-teacher-speaking-to-her-students way, on their performance and wishes them luck on level 2. Once she has addressed all the characters she begins her introduction:

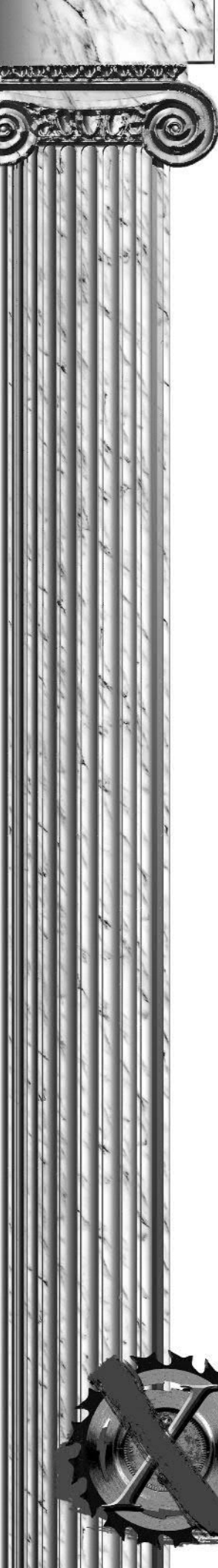
"Well, how about a big hand of applause for our champions!" The camera pans over the cheering crowd – a few get to their feet and pump their fists in support. "Thank you, thank you. Now then – after your first visit to Necromerica you might be thinking that you are in for a walk in the park, a victory lap for those brave and bold enough to complete level one. You would be ever so wrong. Tee hee. It's level two and never have I had such wonderful fun assembling obstacles to bother and perplex. Prepare yourselves, adventurers – prepare yourselves for excitement, thrills and FUN!"

At this the door to the dungeon opens itself. All of the non-essential personnel strike their Non-Com badges and disappear, leaving only a ref and a single live cameraman. The dungeon has begun.

Area 2-2 Garden of Silence

The massive double NoGo doors open into a huge arena – but it's completely empty. Thousands of empty seats stare back at you. There is a magical AVS scoreboard hanging over the north wall showing all of your names and a slot for VISITORS. Charging towards you is a terrible creature, seemingly part lion and part dragon. It roars and rears up on its hind legs as you approach, baring its razor-sharp claws. It has a thick steel chain around its neck, and a pendant as large as a stop sign hangs upon it. The pendant is reflective blue and sliver and reads, "POVERTY."





The creature is a dragonne being controlled from off stage. It fights to the death with no regard for safety. It begins combat with its devastating roar, then charges whomever is on the front line.

After the beast is destroyed the AVS reactivates:

Creature Feature appears onscreen, wearing a blue ribbon on the fabric closest to her breast, a popular symbol for celebrities who work against hunger and homelessness. "There is nothing worse than an empty house or a hungry belly. The Jose Villalobos House provides for war widows and orphans of our brave soldiers who fight the hords of barbaric invaders who would enter the North American Empire and destroy its sovereignty. Necromerica will donate ten thousand gold pieces to the Jose Viاللalobos house for the destruction of this creature –" (the crowd erupts with applause) "– thank you, thank you all so very much – but it's not enough. It's never enough when there are still empty houses and hungry bellies. Won't you at home consider giving something of yourselves for this most worthy cause? Thank you."

Treasure: 5000 gp, a *potion of displacement*, a *potion of invisibility* and a *potion of neutralize poison*. In addition, each character receives a year's supply of Empire Classic Garden Care Fertilizer.

Dragonne: CR 7; Large Magical Beast; HD 9d10+27; hp 89; Init +6; Spd 40 ft., fly 30 ft. (poor); AC 18, touch 11, flat-footed 16; Base Atk +9; Grp +17; Atk/Full Atk bite +12 melee (2d6+4); Space/Reach 10 ft./5 ft.; SA Pounce, roar; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +9, Ref +8, Will +4; Cha 12, Str 19, Dex 15, Con 17, Int 6, Wis 12.

Skills and Feats: Skills Listen +11, Spot +11; Blind-Fight, Combat Reflexes, Improved Initiative, Track.

Area 2–3 Wire Trap

There is a difficult-to-spot tripwire suspended across the edge of the hallway before it dead ends (trap DC 27/25). If the characters cross the line without detecting it the wire electrifies, doing 5d6 damage to

whomever strikes it first. In addition, the wire sets off an 80 decibel siren recessed into the ceiling, loud enough to alert the denizens of rooms 2-5, 2-7 and 2-12 that the characters have passed into the hallway. Once it's tripped, a previously invisible AVS on the wall opposite the north-south corridor appears:

Creature Feature appears in a close-up shot, dressed in a black monk's frock and wearing a frighteningly realistic bald cap while harpsichord music plays in the background. She smiles, then puts a light bulb in her mouth which immediately lights up. She waggles her eyebrows, then the AVS disappears.

Area 2–4 Climbing Room Intro

The door leading to this room is barred with steel bands. The lock is massive and intimidating at first glance. When the characters get within 10 feet of the door, an AVS over it activates.

You see Creature Feature in repose, lying on a beach somewhere on a chaise lounge. Her black bathing costume makes her look even more pale than normal. She is drinking a fruity umbrella drink and as the camera gets closer she puts down a paperback book entitled How To Serve Humans. We look down at her from above as she stretches out.

"There are two types of people – indoors and outdoors people. I myself am an indoor person – give me the gloomy shadows of the Zura'ah'zura instead of the wide open spaces any day. But it's a sad fact – you stay indoors all of the time and you miss out on all the outdoors fun. So sometimes we must bring the outdoors indoors." The camera pans away, and we see that the DJ is actually in a studio designed to look like a beach scene. As we pan away we see a director, cameraman and a guy dressed like the Creature from the Black Lagoon smoking a cigarette. Even after Creature Feature is no longer on camera, you hear her voice: "Get to the top, folks, and capture my flag. Destroy any enemies you find. Don't look down."

The door has no trap but an obnoxious lock (DC 25 + special). It seems locked but is not –

characters attempting to pick it actually lock it, and will need to unlock it again. If they simply try the door it opens.

Area 2-5 Rupture the Flag

Crowds cheer from behind force walls as you enter. You are facing a huge artificial climbing wall. It appears to be granite and is pockmarked with difficult-to-reach hand and footholds. There are apparently three ways up – one obviously the most difficult, one medium and one that looks fairly easy. There is what appears to be a tall ridge at the top, that must be climbed to reach the summit. Standing on the top is a giant ape with dangerous-looking fangs. It wears a tunic with the Necromerica logo on it, and carries a short stick with a red flag. Its eyes glitter with unusual intelligence.

The climbing wall is fifty feet high. There is a hard-to-spot ridge at the top, and behind it hide four ogres with three neatly stacked piles of 12 spiked rubber balls the size of watermelons (36 total). The ridge gives a +4 cover bonus to AC against missile fire from the ground level.

Once the characters enter, the ogres hurl their rubber balls at characters attempting to climb the wall or stay on the floor. They are also armed with serrated knives and will gleefully cut through any rope lines which get slung to the top. There are six large greatclubs up top and they will switch to hand-to-hand once characters reach the top. They will use reach attacks to strike characters who are on the line, or those who attempt to fly or levitate up.

If the characters try to just stay on the ground and kill all the ogres and the ape with missile fire, the ogres will just duck down behind the ridge until the characters change tactics. The ape's controller can see the entire battlefield through his AVS connection, so he can react to whatever strategy the characters attempt, including invisibility.

The three paths for climbing have the following DC's:

A = Easy (DC 15)

There are two traps up the easy path. The first is a handhold trigger, that quickly recedes into the wall when pressure is applied to it (DC 18/23). Characters who climb this path will trigger it and must make another Climb check (DC 18) to stay on or fall 20 feet to the ground below.

The second trap is forty feet up. A panel in the rock (Spot DC 17 within 10 feet to notice the seam in the wall) opens up and an orc with a high-powered fire hose attempts to spray character off the rock. A DC 19 strength check is required each round to stay on the wall or climb forward while being sprayed with the hose. This orc won't appear unless the characters try the easy path and make it 40 feet up, but once he appears he will attempt to spray down anyone else on the wall. He surrenders if hit twice.

B = Medium (DC 20)

There is one trap on the medium path. Twenty-five feet up, one of the handhold pegs has a *contingency grease* spell set to go off when the handhold is touched. The spell's surface area is right where the characters are trying to climb. Watch for falling characters!

C = Hard Path (DC 25)

There are no traps along this path.

The dire ape keeps moving continuously. He is being controlled offstage by a master dodge ball player. He will hide behind the ogres, run away, climb down to the bottom – whatever he can do to prolong the contest. Once cornered, he fights to the death but with his bite and only one claw. He attempts to keep the flag out of reach at all times (although it is possible that he be disarmed of it), so he cannot use his rend attack.

Once the characters get the flag, the contest is over. Model Sonya Walker, dressed in lederhosen and pigtails, rappels down from a hole in the ceiling to present the characters with their treasure.

Treasure: The characters receive 5,000 gp, 2,000 gp each worth of popular albums from



Vestal Records, and a pair of *gauntlets of dexterity* (+4).

Dire Ape: CR 3; Large Animal; HD 5d8+25; hp 55; Init +2; Spd 30 ft., climb 15 ft.; AC 19, touch 15, flat-footed 17; Base Atk +3; Grp +13; Atk claw +8 melee (1d6+6); Full Atk claw +8 melee (1d6+6) and bite +3 melee (1d8+3); Space/Reach 10 ft./10 ft.; SA – (cannot rend due to holding flag); SQ Low-light vision, scent; AL N; SV Fort +9, Ref +6, Will +5; Cha 7, Str 22, Dex 15, Con 20, Int 2, Wis 12.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness.

Active Spell Effects: The dire ape has been enhanced with *mage armor*.

Ogres (4): CR 5; Large Giant; HD 4d8+11; hp 46, 38, 33, 29; Init -1; Spd 30 ft.; AC 16, touch 8, flat-footed 16; Base Atk +3; Grp +12; Atk rubber ball +5 ranged (2d6+5, 20 ft. range increment, minimum Strength 16 to hurl) or greatclub +9 melee (2d8+7) or dagger +7 melee (1d6+5); Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Cha 7, Str 21, Dex 8, Con 15, Int 16, Wis 10.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (Greatclub).

Orc War3: CR 3; Medium Humanoid; HD 3d10+6; hp 26; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk Glaive +5 melee (1d10+2/x3, 10 ft. reach); Space/Reach 5 ft./5 ft.; SQ 60 ft. darkvision, light sensitivity; AL LE; SV Fort +5, Ref +1, Will -1; Cha 6, Str 16, Dex 14, Con 16, Int 8, Wis 7.

Skills and Feats: Listen +3, Climb +5; Power Attack, Cleave.

Equipment: Composite sports gear, buckler, glaive, 2 daggers.

Area 2-6 Goblin Room

Intro

An AVS over this door activates as the characters get within 10 feet.

On the AVS screen, DJ Creature Feature is

dressed like a prim schoolmarm, with thick glasses and an attendance scroll. She calls out the roll, and waits for your individual answers.

If any characters died before the party gets here, Creature Feature calls out their names three times as if expecting them to show up. If there are no losses she congratulates the party on their good attendance record. If there are losses she calls for a moment of silence before she goes on.

"Well, dearies, this is a little room we like to call Kill the Stoolie. You see, one of my goblins has betrayed his fellows by letting me know about a break-out they were planning. Well, I always appreciate good boys and girls who want to help the teacher but...well, the rest of my goblins were pretty sore about this. So I'm giving them a chance for revenge while setting them against their natural foes – adventurers!"

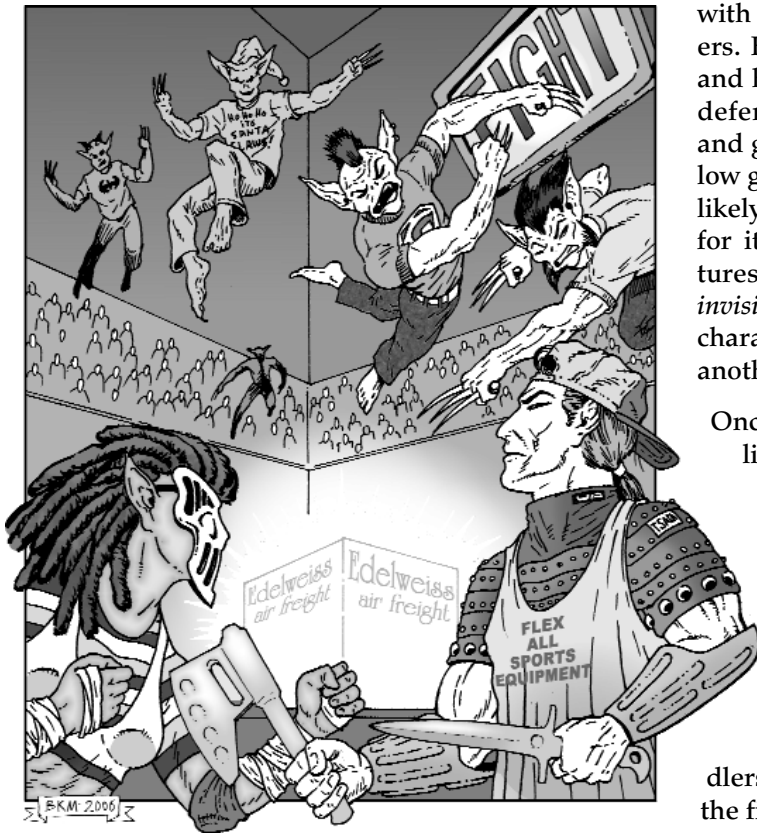
"All the creatures in this room are flying. You can fly here too, once you charge in and touch the Edelweiss Air Freight logo at the center of the room. But be ready – as soon as you touch the logo we release the Stool Pigeon himself. Don't worry; he'll be easy to spot. At that point it's you and the goblins in a race to kill the stoolie – and whichever team takes him out goes home with the prizes. There is a ref right behind you – if you have any more questions about this room ask him. Now, if you will excuse me I have a stack of papers to grade. Oh, and for all your cargo needs you can trust Edelweiss Air Freight. Edelweiss – You Can Trust Us to the Sky. And here's a freebie – there is no trap on this door but it's got the very best lock I have. This I promise. See you inside, class."

The door really isn't trapped, but it has a hideous Poseidon MaxPermitter 7000 lock (DC 36). The team will most likely kick down the door.

Area 2-7 Flying Goblins

Once the characters are through the door, read or paraphrase the following:

This room is a small arena. Five thousand well-to-do fans cheer your entrance. In the air above your heads are eight flying goblins. They are circling the arena at high speeds and calling out war cries. Flying amongst them are four huge



ravens. They seem to have been outfitted with razor-sharp steel claws over their talons. On the floor in the center of the room, there is a large, three-dimensional revolving Edelweiss Air Freight logo, resplendent with small dramatic footlights. Hovering twenty feet from the center of the ceiling way above your heads is a three-dimensional magical scoreboard, flashing your names and one word over and over again – FIGHT! FIGHT! FIGHT!

Force walls have been erected around the arena to protect the audience, 300 feet high and unbreakable. In the center of the arena the Edelweiss logo slowly rotates on its axis.

The goblins hurl spears at characters on the ground. The dire ravens ignore the team until they take to the air or attack from the ground with missile fire and spells. They all begin 60 feet over the floor of the arena.

Any character who touches the rotating logo gains *flight* (90 feet) for the duration of this room. As soon as one of the characters can fly, Pholkip the Snitch is *teleported* as far as possible from the mass of the goblin force,

with the same *flight* ability as the others. He is a sorcerer of some ability and he will fly and use his powers to defend himself against characters and goblins alike, focusing on his fellow goblinoids as he deems them less likely to grant him mercy if he begs for it. He attempts to *summon* creatures to slow his pursuers, then turn *invisible* and hide, hopefully allowing characters and monsters to kill one another off.

Once the stoolie appears, the goblins split their efforts – half work on killing him, the other half defend the killers from the characters. If the characters kill the Stoolie, the room is over and the flight enchantment ends. All the characters and goblins float slowly to the ground, and the dire ravens are recalled by their handlers. If the goblins kill the Stoolie, the fight continues until they and the ravens are all dead. If the Stoolie wins, he gets traded to the next San Francisco Crawl where he will more than likely be beaten with bars of soap wrapped in pillow cases. Snitches get stitches.

Treasure: Supermodel Candice Vieira arrives via flying carpet with the treasure: a 5,000 gp note and six *potions of cure moderate wounds* (2d8+6). In addition, each character earns an Edelweiss patch that they can wear for the remainder of the dungeon, earning them their Standard Appearance Fee. Also, the goblins have a special prize for whomever delivers the killing blow against the stoolie – a homemade masterwork buckler made out of a license plate (New England region license plate # BKILLINGU).

Goblins Ftr5 (6): CR 8; Small Humanoid (Goblin); HD 5d10+5; hp 44 each; Init +1; Spd 20 ft.; AC 17, touch 12, flat-footed 14; Base Atk +5; Grp +5; Atk Javelin +7 ranged or +5/+5 ranged (1d4+3), or short sword +7 melee (1d4+3); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +2, Will +1; Cha 6, Str 15, Dex 13, Con 12, Int 10, Wis 9.

Skills and Feats: Climb +6, Tumble +6, Jump +7; Rapid Shot, Point Blank Shot, Dodge, Mobility, Improved Disarm.

Equipment: 12 javelins, ZeroGee® quiver, alchemist's fire (x3), short sword, 2 daggers, 2 thunderstones.

Dire Ravens (4): CR 4; Large Animal; HD 4d8+12; hp 35 each; Init +6; Spd 20 ft., fly 40 ft. (good); AC 20, touch 15, flat-footed 14; Base Atk +4; Grp +9; Atk/Full Atk Masterwork razor-tipped talons +8 melee (2d4+4); Space/Reach 10 ft./5 ft.; AL N; SV Fort +11, Ref +10, Will +8; Cha 14, Str 17, Dex 24, Con 17, Int 2, Wis 12.

Skills and Feats: Hide +4, listen +8, Move Silently +11, Spot +12; Alertness, Flyby Attack.

Pholkip the Snitch, Goblin Sor5: CR 5; Small Humanoid; Fame 9; HD 5d4+10; hp 29 (24); Init +7; Spd 30 ft.; AC 19, touch 19, flat-footed 15; Base Atk +3; Grp -2; Atk/Full Atk masterwork dagger +2 melee (1d3-1); AL CE; SV Fort +4 (+3), Ref +4 (+3), Will +5; Cha 16 (14), Str 8, Dex 17 (13), Con 16 (12), Int 13, Wis 13.

Skills and Feats: Concentration +6, Perform (Dance) +11, Spellcraft +6, Listen +4; Combat Casting, Improved Initiative, Dodge.

Equipment: Masterwork dagger.

Spells (6/7/3; save DC = 13 + spell level): 0 – prestidigitation, read magic; 1st – color spray, shield, magic missile, sleep; 2nd – invisibility, summon monster II.

Active Spell Effects: Pholkip begins the room enhanced with the following spells (reflected in his statistics): *cat's grace*, *bear's endurance*, *mage armor*.

Area 2-8 Breakroom

This is a well-appointed break room, similar to the one upstairs. There are several comfortable-looking couches, a few tables, a steam table with what smells like simmering Mexican food, a cooler full of drinks, an examining table, and a tall paramedic with a pronounced scar on his forehead. Soft, faintly gothic music plays from

unseen speakers. Along the east wall are two doors, obviously leading to men's and woman's rest rooms.

Paramedic Joe Bryant (total Heal check +15, including modern healer's kit) is here to take care of the characters if they need. If the characters ask, he lets them know that he got the scar six years ago, when he worked the St. Louiscrawl and a dire rat gnawed its way into his work area. The restrooms have full facilities, including showers.

Area 2-9 Marinade Trap

The door to this room is locked (DC 27) and trapped (DC 25/28). If the door is opened or bashed down before the trap is disarmed, everyone within five feet of the door is sprayed with a coating mist of olive oil infused with savory herbs and a blend of romano and parmesan cheese. Short of using some kind of magic, one would have to shower and carefully clean all exposed gear to get the smell out.

Area 2-10 Domestic Violence

This room is one part kitchen, one part dungeon and one part Creature Feature gothic nightmare. There are countertops around the entire perimeter and two long stainless steel worktables in the center of the room. Hanging over the worktables is an assortment of kitchen implements on low hanging racks. You see oversized spoons and ladles, strainers and funnels, and pots and pans of every description. Along the east wall is a magnetic strip with a dozen kitchen knives hanging on it. The walls are grey stone, the floors are dungeon tile cobbles, and a huge AVS hangs over the kitchen in the west wall. Onscreen, DJ Creature Feature, in gothic-styled chef gear, stirs a bubbling cauldron. A struggling hand reaches out of the cauldron and she pushes it back down with her huge wooden spoon.

"Well well well, my pretty heroes. It's great to see you here. I hope you are hungry – my friends sure are. Defeat them all to win this room. Abbodonza!"

At that moment the north wall, which was false, bursts open and in rush two bulettes.

If any characters are coated in the oil/herb/cheese mix from the beginning, the bulettes immediately rush those characters above all other logical targets. They will even chase these characters out into the hall to get to them.

There are other hazards in this room as well:

- Turning any knob on the stove, or opening the stove door, causes it to explode for 6d6 points to everyone in a 15 foot radius (Reflex save DC 18 for half) (trap DC 15/15).
- Taking a knife off the wall summons an invisible stalker, who throws all four knives on the wall at whomever disturbed them. The stalker will not use any of its other attacks or spell-like abilities, and disappears after it throws all the knives.
- Taking a pan or a pot off the rack makes a red buzzer go off. A hidden AVS on the ceiling comes on and announces that each member of the party wins a 5,000 gp total kitchen makeover from DuraChef.

Once both creatures are defeated (and the invisible stalker, if involved, has disappeared or thrown all its knives), supermodel Terry Dean comes in and presents the characters with the treasure.

The characters can see a huge pair of double doors in the back of the bulette pen – it is the door to the final challenge.

Treasure: The characters each receive a 5,000 gp note, a *nowhere quiver*, and a certificate for each character for a 500 gp shopping spree from DuraChef (“for the serious kitchen wizard!”).

Bullettes (2): CR 9; Huge Magical Beasts; HD 9d10+45; hp 89, 74; Init +2; Spd 40 ft.; AC 22, touch 10, flat-footed 20; Base Atk +9; Grp +25; Atk bite +16 melee (2d8+8); Full Atk bite +16 melee (2d8+8) and 2 claws +10 melee (2d6+4); Space/Reach 15 ft./5 ft.; SA Leap; SQ Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; AL N; SV Fort +11, Ref +8, Will +6; Cha 6, Str 27, Dex 15, Con 20,

Int 2, Wis 13.

Skills and Feats: Jump +18, Listen +9, Spot +3; Alertness, Iron Will, Track, Weapon Focus (bite).

Invisible Stalker: CR 7; Large Elemental (Air, Extraplanar); HD 8d8+16; hp 71; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +14; Atk/Full Atk hurled knife +10 ranged (1d3+4); Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +4, Ref +10, Will +4; Cha 11, Str 18, Dex 19, Con 14, Int 14, Wis 15.

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2, (+4 following tracks); Combat Reflexes, Improved Initiative, Weapon Focus (Slam).

Area 2-II Secret Door

This door is well-concealed behind a baker’s rack (Search DC 27). If the characters manage to find it, an AVS appears above it before they can pick the lock (Open Lock DC 20).

Creature Feature, still in her gothic chef’s uniform and holding a smoking fry pan, tries in vain to put the grease fire out. She is covered in flour and the kitchen in the background is an utter mess. She addresses the camera: “Well congratulations, my dearies. You have discovered the secret room! But look at the mess in here! I assure you that whatever hides behind this door is capable of making an even worse mess. Are you positive that you want to go on? You can turn and leave this room and it won’t even affect your chances of winning a teensy, weensy bit. But whomever survives will be a whole lot richer. What’s it going to be? Either unlock the door or leave now without penalty.”

The secret door is locked but not trapped.

Area 2-I2 Pantry Raid

You see a darkened small room, set-dressed to look like a pantry. The walls are lined with recessed shelves, filled with doubtlessly empty boxes, bottles, tubs and jars of dozens of popular products, all artfully placed for maximum prod-

uct exposure. The room has a peaty, mossy smell.

The ceiling in this chamber is 30 feet high and clinging to it is a huge tendriculous. As soon as characters enter the room it begins to snatch them up and stuff them into its maw. Once the creature is defeated, it falls from the ceiling and the announcer tells the characters what they have won: for finding the secret room and defeating the tendriculous, each character earns a bonus of 2,000 gp and two potions of *cure serious wounds* (3d8+13) each. The announcer lets on that the potions are hidden somewhere in the pantry. The potions are in stainless steel beakers inside a huge empty box of Honey Nut Good Omens breakfast cereal hidden on a pantry shelf. The characters are obliged to open the prop boxes until they find them, undoubtedly giving them just a bit more product placement.

Tendriculos: CR 8; Huge Plant; HD 15d8+90; hp 179; Init -1; Spd 20 ft.; AC 16, touch 7, flat-footed 16; Base Atk +10; Grp +27; Atk bite +17 melee (2d8+9); Full Atk bite +17 melee (2d8+9) and 2 tendrils +8 melee (1d6+4); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +14, Ref +3, Will +5; Cha 3, Str 21, Dex 9, Con 22, Int 3, Wis 8.

Skills and Feats: Hide +11, Listen +4, Move Silently +2, Spot +2; Alertness, Iron Will, Power Attack, Stealthy.

Area 2-I3 Red Queen Intro

An AVS appears over this door once the characters approach within 10 feet.

On the AVS you see a gloomy forest scene at night. Suddenly you see a grin appear, suspended in the air. A moment later a body materializes to match the smile – DJ Creature Feature, in a sleek cat suit, reclines on a branch, smiling down at you. She leaps off, performs a quadruple back flip – an obvious bit of camera fakery – and lands in close up. “Are you ready for the Red Queen? She waits inside. Defeat her and her minions.” Creature Feature disappears, and the AVS fades to the Necromerica logo.

This door is locked (Lock DC 24) and trapped (DC 27/24) – a poison needle in the lock jabs anyone who attempts to pick the lock before it is disarmed. The poison is Terminus Alchemy #23 Smashmouf Stew (Fort DC 19, initial 1d8 Wis damage (rage makes it hard to think clearly, tendency to make bad decisions, shouting, picking fights), secondary damage 1d6 Con damage (body feels wasted from continuous adrenaline pumping through system, toxic build-up in blood)).

Area 2-I4 Out With Their Lights

There is a huge artificial tree in the center of this room. Perched about it are five creatures, like a demonic old crone with wings and talons. Each one wears a tunic with a playing card design; Ace of Clubs, Ace of Spades, Queen of Spades, Eight of Spades, Queen of Hearts. Each one has two curved daggers, and they menace you as you open the door. The entire back wall of the room is a mural painted over what appears to be a wooden partition wall with a hole in it about three feet off the ground. The mural is a bizarre psychedelic nightmare of strange creatures and terrible sights. Emblazoned around the hole in curving script is the legend, “LOOK HERE TO FIND YOUR FATE!”

The creatures are harpies, and when the characters enter they all begin to sing. They attempt to *charm* characters, then tell them to go stick their heads in the hole. If anyone sticks their head into the hole the room gets very, very ugly indeed. The hole actually irises shut around their necks, holding them fast but doing them no immediate damage. It takes a mighty effort to peel back the wall sections to release the unfortunate victim (Str check DC 21, people with their heads through have a -3 on this roll due to the awkwardness of their positions). Making matters worse is the orc warrior on the other side of the wall. He is weaponless and armorless but nonetheless buff and mean. He proceeds to punch the characters in the face until they get their heads out or go unconscious. The orc is instructed to use nonlethal tactics only, but if he finds himself with a helpless elf to amuse himself with, he

attempts to bite or tear the victim's ears off. If he can return to Orc City 2 with such a prize his fortune will be made! Characters may attempt to crash through the partition wall – it has a hardness of 8 and 10 hit points. The orc surrenders if it looks like someone is going to make it through.

The room ends when all the harpies are defeated and nobody is left with their head stuck through the hole. Once its over, an AVS appears.

DJ Creature Feature, now dressed in an English schoolgirl's frock splattered with gore and holding a bloody hatchet, smiles down at you. "A full house once again beats a pair. Well done, heroes. There is a prize for defeating my poor girls but you have to find it. Tee hee! This is more fun than making turtle soup!"

The secret door on the east wall is relatively easy to find (Search DC 15), but locked (DC 24). There is no trap.

Harpies (5): CR 7; Medium Monstrous Humanoids; HD 7d8+14; hp 61, 54, 49, 48, 36; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11; Base Atk +7; Grp +7; Full Atk/Atk short sword +7 melee (1d6/19-20) and 2 claws +2 melee (1d3); Space/Reach 5 ft./5 ft.; SA Captivating song (DC 16 charm); SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref +7, Will +6; Cha 17, Str 10, Dex 17, Con 14, Int 7, Wis 12.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Perform (oratory, singing, synchronized flying) +5, Spot +7.

Orc War3: CR 3; Medium Humanoid; HD 3d10+6; hp 36; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +5; Atk/Full Atk pummel +6 melee (1d3+2 non-lethal); SQ Darkvision, light sensitivity; AL CE; SV Fort +5, Ref +1, Will -1; Cha 6, Str 16, Dex 14, Con 16, Int 8, Wis 7.

Skills and Feats: Listen +3, Climb +5; Power Attack, Improved Unarmed Fighting.

Equipment: composite sports gear, buckler.

Area 2–I4B Rogue Challenge

You see a short corridor that ends in a door with three massive locks on it. An AVS over the door has DJ Creature Feature, holding a starter's pistol. She smiles, points at the sky and fires. In the background, a vulture falls from the sky and lands with a thud. Then the scene changes. You see an hourglass, sand swiftly running out while the announcer says "Unlock all three locks and go forward to earn your prize."

The three locks, from top to bottom:

Lock 1: Open Lock DC 24, no trap.

Lock 2: Open Lock DC 26, trap (DC 24/24): if the door is opened before this trap is disarmed it relocks lock 1 with a very audible click.

Lock 3: Open Lock DC 28, no trap.

Normally, each attempt to either pick a lock or disarm a trap takes 5 minutes. If the rogue(s) involved can open this door in less than 30 minutes, they are eligible for the bonus listed in area 2-15. Bypassing the door by any other means no bonus. Once all three locks are open, the door swings wide to a great fanfare of trumpets.

Area 2–I5 Treasure Chamber

There is an open chest full of prop treasure here. Standing behind it is Indian supermodel Nandita, in a slinky evening gown along with a battery of photographers, cameramen and a ref.

Nandita presents the characters with their treasure: 4,000 gp, a quiver with 25 +3 arrows, a quiver with 25 +3 crossbow bolts, and a scroll of dispel magic, fireball and web. In addition, each member of the team receives a Chukavena Hydra 450 riding lawnmower. If the rogues are eligible for the bonus from area 2-14, each rogue who worked on the locks receive a pair of bracers of armor +6. The photographers have the characters pose with Nandita for several pics, giving them each 3 points of Fame.



Area 2-I6 Level 2 Finale Intro

There is a large AVS over the door to the final room.

DJ Creature Feature appears on the AVS, barely lit in some dark space. "Well, well, well. I am so proud of all of you. Let's have a big hand, ladies and gentlemen, for our heroes."

The AVS changes scenes and shows huge sections of crowds cheering your progress. Many of them hurl roses in the direction of the camera.

"Well, there is just one final room for you to pass through. I'm sure you will do well – you are all brave heroes, truly the finest that the nation has to offer. I'm going to miss trying to kill you – I really mean that."

She lights a single candle. "Let's not waste any more time. It's time to earn your glory. Now, if it pleases you, it's time to die as heroes. I wish you the best of luck, which most likely means quick and painless death. Out, out brief candle..." She blows out her candle, and the AVS grows dark along with the entire dungeon. There is no longer any light at all.

The characters will have to provide their own sources of light for the remainder of level 2. The only lit area now is the break room. The door is locked (DC 27) and trapped (DC 26/28). If the door is opened or bashed before the trap is disarmed, a giant swarm of vicious, starved, diseased rats falls from the ceiling. They attack the characters until they are destroyed or dispersed.

Rat Swarms (4): CR 4; Tiny Animals (Swarm); HD 4d8; hp 25 each; Init +2; Spd 15 ft.; AC 14, touch 14, flat-footed 12; Base Atk +3; Grp –; Atk/Full Atk Swarm (1d6 plus disease); Space/Reach 10 ft./0 ft.; SQ Disease (hemorrhagic fever; Fort DC 15 or 1d3 Con damage per day until cured magically; victim's organs slowly liquefy, flu-like symptoms and bleeding through skin and orifices; no natural cure); AL N; SV Fort +4, Ref +6, Will +2; Cha 2, Str 2, Dex 15, Con 10, Int 2, Wis 12.

Skills and Feats: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10; Alertness, Weapon Finesse.

Area 2-I7 Dark Finale

Assuming the characters have a light source once the door is open, read or paraphrase the following:

You can see more than two thousand fans in this room protected by force walls, but you can't hear them at all. You see them cheering and applauding but they are completely silent. You do hear far-off music, like a pipe organ from another world, playing somewhere nearby. The room is draped in huge webs, coating the walls and draping from the ceiling like obscene mosquito netting. In the room are several creatures – four dark apparitions like lank shadows standing in the corners, and in the center is a single humanoid figure and what appears to be a large wolf with them. They make their way to you in eerie silence.

This place has an eerie, cold feel to it. It is indeed *unhallowed* (-4 to turn checks among other effects).

Characters should immediately make a Spot check (DC 23) to note the huge monstrous spider that is silently floating from the ceiling. It attacks from surprise on its first round if no one sees it.

The two figures in the corners are shadows, which use hit-and-run tactics against the characters until they are destroyed or turned.

The humanoid is the evil cleric Black Mozuka, condemned to death by the state for worshiping an illegal deity (the Dark Spider, an ancient figure worshiped with human sacrifice and the ritualistic consumption of poison). He has darkvision, and his first objective in combat will be to destroy any light source the characters bring in. His animal companion is a terrible dire hound who he will command into the fight.

Tactics: Mozuka's strategy is to keep the crawlers off-balance while allowing his minions to attack them directly. He will attack any light source they have, using *darkness* and *obscuring mist* as necessary to keep the characters blind. Indeed, he may attempt *blindness* on any spellcasters in the

party in order to nullify them. Once he feels the party is sufficiently helpless, he will *summon* appropriate creatures and then attack hand-to-hand.

Treasure: The characters receive a 10,000 gp note, a voucher for all their travel expenses to and from the crawl (including airline tickets, hotel and bar tabs, room and board, and entry fees), a gold death's head Necromerica Crawl Survivor cloak fastener (value 500 gp), a Morison's Motorcycles Sidekick 2000 street bike, and a voucher for a each character to receive magical tattoo work from local artist Tanakie Blue (maximum value 5,000 gp per character). (For rules on Magical Tattooing see **Xcrawl: SellOut!**)

If the characters defeat all the challenges in this room, the lights come up, the force walls are dropped, and the characters are suddenly enveloped in a wall of sound as the spells keeping the crowd silent are suddenly taken away. DJ Creature Feature personally comes in to congratulate the characters and hand over their treasure, along with a huge entourage of reporters, photographers, noblemen, and fans. The characters have defeated level two and are escorted back to their hotel where they have three days to rest and recover.

Monstrous Spider: CR 5; Huge Vermin; HD 8d8+16; hp 76; Init +3; Spd 30 ft.; AC 20, touch 11, flat-footed 13; Base Atk +6; Grp +18; Atk/Full Atk Bite +9 melee (2d6+6 plus poison); Space/Reach 15 ft./10 ft.; SA Poison (DC 18, damage 1d6 Str); SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +8, Ref +5, Will +2; Cha 2, Str 19, Dex 17, Con 14, Int -, Wis 10.

Skills and Feats: Climb +12, Hide -1, Jump +4, Spot +4.

Shadows (4): Medium Undead (Incorporeal); CR 6; HD 3d19; hp 27 each; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp -; Atk Incorporeal touch +3 melee (1d6 Str damage); Space/Reach 5 ft./5 ft.: SA Create spawn, Str damage; SQ Darkvision 60, incorporeal, undead traits, +2 turn resist-

ance; AL CE; SV Fort +1, Ref +3, Will +4; Cha 13, Str -, Dex 14, Con -, Int 6, Wis 12.

Skills and Feats: Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Mozuka, Half-orc Clr8 (Darkness, Evil): Medium Humanoid; CR 8; Fame 18; hp 67; Init +0; Spd 20 ft.; AC 21, touch 14, flat-footed 19; Base Atk +6; Grp +9; Atk Masterwork fang +10 melee (1d4+3/x4); Full Atk Masterwork fang +10/+4 melee (1d4+3/x4); AL CE; SV Fort +8, Ref +4, Will +12; Cha 16, Str 17, Dex 10, Con 15, Int 13, Wis 18.

Skills and Feats: Concentration +13 Knowledge (religion) +12, Knowledge (Xcrawl) +2, Spellcraft +12; Weapon Focus (fang), Combat Casting, Lightning Reflexes.

Equipment: masterwork fang, masterwork breastplate, masterwork large steel shield, silver holy symbol.

Spells (6/6/5/5/4; save DC = 14 + spell level): 1st - *protection from good**, *doom*, *magic weapon*, *obscuring mist*, *endure elements*, *sanctuary*; 2nd - *death knell**, *spiritual weapon*, *shatter*, *darkness*, *aid*; 3rd - *animate dead**, *wind wall*, *summon monster III*, *blindness*, *contagion*; 4th - *unholy blight**, *giant vermin*, *poison*, *summon monster IV*. *Domain spell.

Domain Powers: Darkness (*death touch* 1/day, automatically slays creatures with up to 8d6 HD, no save, all or nothing); Evil (evil spells +1 caster level).

Dire Hound: CR 4; Large Animal; HD 6d8+18; hp 49; Init +2; Spd 50 ft.; AC 14, touch 9, flat-footed 14; Base Atk +4; Grp +15; Atk/Full Atk Bite +11 melee (1d8+10); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL NE; SV Fort +8, Ref +7, Will +6; Cha 10, Str 25, Dex 15, Con 17, Int 2, Wis 12.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus (bite).



NECROMERICA, LEVEL 3

The characters have three days to rest and recover between levels. It's eventful time – the characters are hot, and deals are likely starting to come in. Characters get mobbed in public areas by admiring fans and would-be tough guys who want to prove something by starting trouble with them. The characters may rest, heal, and re-equip. Characters with the ability to scribe scrolls can have up to three done by the time level three starts.

Once again, the characters are transported by Sid Blumenthal to the Ohio Sports Complex, but this time it's in the back of a huge plush limousine with all the amenities. Sid congratulates the team on their victory and informs them that DJ Creature Feature is so happy she considered adding a fourth level – but time constraints and money held her back.

Area 3-I Green Room

The green room has been completely secured due to the masses of fans and press that tried to barge their way in. It's much quieter than it was before the last level: only a single ref, a single cameraman, and a craft service attendant are here. There are comfortable couches and a huge AVS playing the Xcrawl highlights for the last several days, including your victory in Necromerica levels 1 and 2.

Characters may rest, warm up, check their equipment and avail themselves of the facilities. At 2:55 the ref brings everyone in front of the AVS. He gives you a signal, then DJ Creature Feature appears on screen, in front of a live audience.

You have the strange sensation of both hearing the crowd on the AVS and feeling their roar shake the room. Creature Feature motions for silence, which eventually comes.

"Thank you, thank you all so very much for coming to the last chapter in my little penny dreadful! Has everyone had a good time?" Cheers. "Are we proud of our heroes today?" Huge cheers. "Are you ready to say hello to them again?" Massive cheers, and someone near the

front yells "Bring out <CHARACTER'S NAME>" and can be heard quite clearly. The audience laughs, the DJ right along with them. "Yes, I'm very excited too. Because for all the thrills of the first two levels it all comes down to what happens this afternoon, doesn't it? Ladies and gentlemen lets meet our heroes, the <TEAM NAME>!"

At this point the characters can be seen onscreen by the audience, who give them a long ovation. Once it quiets down she re-introduces all the characters to the audience, telling them all how proud she is of them, how excited she is about their performance and how she wishes for their success. Afterwards she addresses the audience again.

And now it's time to get started. Oh, how I have waited for this day! With the blessings of Emperor Ronald I, the Uniter, the Conqueror, I declare level three open and on. There's the door, children – let's begin!"

The ref gives the characters the thumbs up – they may begin the dungeon.

The door is locked (DC 30) and trapped (DC 25/23) – if it is opened or bashed in before the trap is disarmed, a charge of plastic explosives goes off, doing 3d12 points of explosive damage to anyone within 15 feet of the door (Ref save DC 18 for half).

Area 3-2 Slaying Game Intro

As characters come within 10 feet of the door, an AVS springs to life over the door.

Creature Feature, dressed in a black sequined dress and wearing a shiny silver tiara, parades back and forth on what appears to be a game show stage. She is flipping around the large lit tiles of a word puzzle, one at a time, as she speaks to you.

"Welcome to The Slaying Game, my happy adventurers. This door is unlocked and I haven't bothered with a trap. Go in and follow the instructions of your host. And be careful not to

attack anyone – any THING – wearing a Non-Com badge. That’s an instant disqualification, and that would ruin all of our fun.”

At this point, her word puzzle reads as follows:

Y-_- -R-_-

S-C-R-_-W-_-D

Creature Feature smiles at you. “Would you like to buy a vowel?” she says, and the screen goes blank.

Area 3-3 The Slaying Game

You open the door and hear a cheesy, familiar tune being played on muted trumpets. This room is bright and cheery, with a pastel wall design that harkens back to the groovy style of a few decades ago. The room is surrounded on all sides by a large crowd of cheering noblemen and VIPs, undoubtedly protected by force walls. To your immediate right is a dais with an oversized desk behind it. Seated on a huge lilac cushion behind it is a huge creature, with the body of an oversized lion, huge falcon wings and a humanoid face. He is clean-shaven, has a neatly coifed swept-back hairstyle, and wears a white tunic, a wide purple tie and a headset microphone. He is flanked by two statuesque models in shimmering outfits. All three wear Non-Com badges. On the wall across from you are three huge doors, each painted with a huge number – 1, 2, and 3. The center door buckles a bit, as if something large were pressing against it.

The creature speaks over his headset mic: “Welcome to the Slaying Game, the game where you choose the dangers, you choose the thrills, and you live or you die! I’m your host, the androsphinx with the most, Guy Rejav Romanadurik!” The audience cheers. “Thank you, thank you all very much. And how about a big hand for our sponsors, Laurel Card! Have you earned your laurels today?” The audience cheers politely. “And now, let’s not forget our stalwart adventurers. Ladies and gentlemen, can I get a warm Slaying Game welcome for our players, the <TEAM NAME>!” Another big round of cheers, with a few mixed “where’s my dogs” fist-pumping salutes as well. The creature continues. “Well, now, its time to play the game.

The rules are simple – we have three doors, and behind them are three monsters, or groups of monsters. You choose a door and out comes a monster and then it’s a fight to the death!” The crowd caws in ecstasy. “I can reasonably tell you that one door has a meager challenge, one an average challenge and one quite beyond your level of expertise. But hey, that’s part of the fun! To help you choose I’m going to tell you a riddle about each one. But that’s not all! Afterwards, your team gets to ask a single question about each door – I can answer ‘yes,’ ‘no,’ ‘possibly’ or ‘irrelevant.’ And one more thing – don’t forget the secret word! Say the secret word and –” The sphinx is cut off as a panel in the ceiling over the desk opens and an orc in a noose falls from the ceiling, hanged to death before your eyes. He wears a ridiculous pair of glasses that gives him fuzzy eyebrows and a huge mustache. While he spasms in death the Sphinx continues, “Say the secret word and all three doors open at once – and that, my friends, is going to get ugly.” The orc finally stops kicking, and is drawn back into the hatch in the ceiling. A monitor behind the sphinx reads, “Note: Actual Orc.” The creature continues: “Once a door opens, you slay the monster and you win the treasure! Now, is everybody ready for blood?” The crowd goes wild.

Alert characters may notice that this room has real stone floors, as opposed to the faux stone tiles they use in the rest of the dungeon (Spot DC 20, dwarves get their stone-cunning bonus).

The androsphinx, Guy Rejav Romanadurik, is a glib, charismatic monster who is getting paid a nice sum of gold to help out Creature Feature. He takes his time, calling the characters by name and telling jokes as appropriate. Guy doesn’t mind questions about himself, either – he is a neutral good sphinx who lives in the Catskill mountains, hired by agents of Creature Feature. He’s never killed a human but he hates orcs and attacks them on sight (the orc hanging was actually his idea). He is very patient and doesn’t care how much time the characters spend time debating their choice. If the characters use some clever means of deducing what’s in store for them (turning a door invisible, for example, or simply listening at

the door), he acts delighted at how clever they are, and will ask the audience to give them a hand. The refs won't allow the doors to be opened or checked for traps, however. Once combat starts, he and his two models strike their Non-Com badges and teleport backstage.

The secret word is FIREBALL. If the characters say it at any time, in any context, or a close variant ("fireballs," "fireballing," etc.), all three doors open and all the creatures charge out and attack. Also, another orc gets hanged in the name of TV ratings, falling from the same hatch as the first one.

When the characters are ready, Guy recites the riddles one at a time, then answers the characters' questions. Guy is very familiar with all the monsters, but if the characters come up with a really sticky or exacting question ("Can the creature behind door number two sense invisible objects?") he says something to the effect of "Let's ask the judges", and waits for his offstage assistants to look it up in the manual.

Door 1: "A chimera, in the true sense of the word; I am not truly beast nor bird." Behind this door is a trio of owlbears, maddened from captivity and rapacious. They fight to the death.

Door 2: "Formless, an eternal flow; I babble like a brook, you know." The creature is a large gibbering moulder, who charges the characters and attacks. It's been told that if it kills all the characters it will be released back into the wilds of the Zura'ah'zura, so it is highly motivated to win. It is devious and if all three doors are opened at once it will attempt to hold back, let the owlbears and the rust monsters attack, and then swoop in to finish the

characters off if at all possible. The floor in this room is made of real stone tiles specifically so the moulder can use its ground manipulation ability.

Door 3: "Some have love for comedy, but we're only pleased by irony." The creatures are a small herd of rust monsters, which come out and attack. Roll 1d6 for each creature – if a one comes up that rust monster ignores the party and rushes off to snack on the steel railing on the dais. As long as the party finishes off the creatures which actually attack them, the ref declares them defeated.

Treasure: Once at least one of the doors has been opened and the creatures defeated, the two supermodels return with the treasure: a +4 medium wooden shield, three potions of cure serious wounds (3d8+7). In addition, each character receives a Laurel Electrum Card with a pre-paid 5,000 gp limit (basically a pre-paid credit card, useable at most large restaurants and stores) and a Laurel Card patch that they can wear for the remainder of the crawl, earning them their Standard Appearance Fee.

Owlbears (3): CR 6; Large Magical Beasts; HD 5d10+25; hp 66, 54, 59; Init +1; Spd 30 ft.; AC 19, touch 14, flat-footed 18; Base Atk +5;



Grp +14; Atk claw +9 melee (1d6+5); Full Atk 2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Cha 10, Str 21, Dex 12, Con 21, Int 2, Wis 12.

Skills and Feats: Listen +8, Spot +8; Alertness, Tracking.

Active Spell Effects: The owlbears have been enhanced with *mage armor* (statistics added above).

Gibbering Moulder: CR 11; Large Aberration; HD 12d8+72; hp 167; Init +1; Spd 15 ft., swim 30 ft.; AC 18, touch 10, flat-footed 17; Base Atk +9; Grp +17; Atk bite +14 melee (1d4+4); Full Atk 6 bites +14 melee (1d4+4) and spittle +9 ranged (1d6 acid plus blindness); Space/Reach 10 ft./10 ft.; SA Gibbering (Will DC 17), spittle (Fort DC 22), improved grab, blood drain (Str check DC 14 to remove a mouth), engulf (DC 20), ground manipulation; SQ Amorphous, DR 5/bludgeoning; AL CE; SV Fort +14, Ref +5, Will +9; Cha 13, Str 18, Dex 13, Con 22, Int 10, Wis 13.

Skills and Feats: Listen +14, Spot +19, Swim +18; Alertness, Iron Will, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite).

Rust Monsters (5): CR 5; Small Magical Beasts; HD 5d8+5; hp 31 each; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +3; Atk antenna touch +3 melee (rust); Full Atk antenna touch +3 melee (rust) and bite -2 melee (1d3); SA Rust; SQ Darkvision, scent; AL N; SV Fort +2, Ref +4, Will +5; Cha 8, Str 10, Dex 17, Con 13, Int 2, Wis 13.

Skills and Feats: Listen +7, Spot +7; Darkvision, Scent.

Area 3-4 Cave Room Intro

An AVS appears above the door when the characters come within 10 feet.

DJ Creature Feature stalks through some prehistoric jungle dressed in a comical cave-girl outfit, a one-piece leopard-print wrap that exposes one pale shoulder. Her hair is in a bun with a huge

bone through it. She carries a massive club and is dragging a handsome model behind by his long hair. Creature Feature notices the camera, menaces it with her club, and shouts some unintelligible booga-booga nonsense at you. Captioned titles helpfully translate: "Get ready for big fun with in a room that time forgot," it reads. Then she turns and heads off into the jungle. As he is dragged into the frame you see that the handsome model has been cut in half right below the chest, his exposed spine leaving a track on the ground behind him. As they leave the frame, the model shrugs as if to say "Well, what are you gonna do?"

This door is both locked (Open Lock DC 29) and trapped (DC 28/26). If the lock is picked before the trap is disarmed, a jet of day-glo pink paint shoots out and coats whomever is within five feet. The paint has no adverse effect other than making it extremely difficult to hide (-6 circumstance penalty to anyone trying to Hide while painted). It takes hours of scrubbing to remove the paint, or some magical means.

Area 3-5 Kave Killers

This room is a high-ceilinged faux cavern. Stucco stalactites hang from the ceiling; the walls are uneven and choppy. There are cartoon "cave paintings" along the walls - most depict you and your team being eaten by monsters and thrown in a giant cook pot by happy giants. There is a massive fire pit ringed with stones before you. The flames touch the ceiling twenty feet above. Two huge rough pillars join ceiling and floor in the center of the room. Behind them are two giants dressed in skins. They spot you and rear back to throw rocks.

The fire pit is the only light source in the room, making the east end very dark and shadowy.

The two hill giants stay behind cover as much as possible, throwing rocks and keeping characters at bay as long as they can. They each have a neat pile of 31 rocks in easy reach of their positions behind the pillars. They each have a greatclub concealed behind their pillar and take them up when characters get close. They know about the paint trap and are watching for day-glow

pink footprints left by would-be invisible marauders. If they are close to defeat they are not above surrendering.

On the southeast wall are two stone pegs, each with a giant bag hanging from them. One of the bags is wriggling and making noise. Supermodel Joedici Michelle is inside, bound and gagged. If the characters let her out she presents them with the treasure. If they attack the bag outright she disappears and the characters get nothing.

The secret door on the east wall (Search DC 28) is unlocked but trapped. If the door is opened before the characters disarm it, a hail of bladed faux-stalactites fall from the ceiling in a 20-foot semi-circle pattern around the door. Each character in that area gets attacked by 1d4-1 of them. The stalactites are +8 to attack and do 3d6+3 points of damage each.

Treasure: Joedici poses with the characters and gives them their treasure: a 5000 gp note, a wand of cure moderate wounds (level 5, curing 2d8+5 points per casting and having 12 charges), and a massive nugget-cut 14 ct. gold ring for each character (value 800 gp each).

Hill Giants (2): CR 9; Large Giants; HD 12d8+48; hp 147, 133; Init -1; Spd 30 ft.; AC 20, Touch 8, Flat-footed 20; Base Atk +9; Grp +20; Atk greatclub +16/+11 melee (2d8+10); Full Atk greatclub +16/+11 melee (2d8+10) or 2 slams +15 melee (1d4+7) or rock +8 ranged (2d6+7); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL NE; SV Fort +12, Ref +3, Will +4; Cha 7, Str 25, Dex 8, Con 19, Int 6, Wis 10.

Skills and Feats: Climb +7, Jump +6, Listen +3, Spot +7; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (Greatclub).

Area 3-6 Break Room

This is a well-appointed break room, similar to the others you have found in the dungeon. There are several comfortable-looking couches, an attendant, and a craft service table full of sandwiches and bowls of tortilla chips and salsa. There is also an elf paramedic, sitting on an



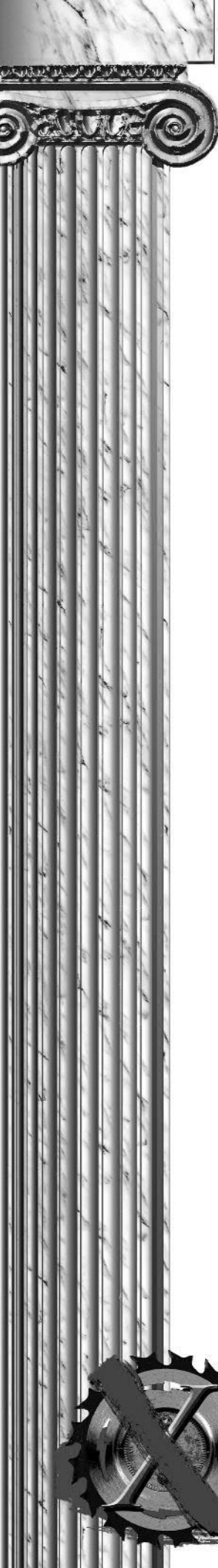
examining table and reading a celebrity magazine. Soft elevator music plays from unseen speakers. Along the east wall are two doors, obviously leading to men's and women's rest rooms.

Paramedic Cara Redleaf (total Heal check +19, includes modern healer's kit) is here to take care of the characters if they need. She asks all the characters if they know celebrity game show host Rick DiSilver. If they do she asks for an introduction, claiming to be his number one fan. The restrooms have full facilities, including showers.

Area 3-7 Escalating Violence

You see a moving escalator ahead of you, taking up the entire corridor. There are no rails or handholds of any kind. It appears to empty into a large chamber some 40 feet above you.

The escalator is controlled offstage by Creature Feature's henchmen. They can start, stop or reverse it at their whim. The escalator will do whatever causes the most mayhem and confusion. The escalator travels swiftly – it moves stationary characters 20 feet per turn, or adds/subtracts 20 feet from characters' movement, depending on



if they are trying to go up or down. Whenever the escalator changes direction, everyone on it must make a reflex save (DC 17) to keep their footing. Failure means they fall, taking 1d6 damage. If the characters start checking for traps, or trying to find some way to halt the escalator, a signal warns the ettercaps in area 3-8 of their presence and they attack, first throwing webs then charging by climbing down the walls.

Area 3-8 Tangled Web

You will only need to read this if the characters find some way up without using the escalator.

This sparse room holds eight horrible creatures that look like a cross between giant spiders and pudgy humans. They mill about, occasionally asking one another inane questions in rasping English: "Whaaaaat will you do with your shaaaaare of their gold?" "Do you think Creature Feaaaaaaature reaaaaaaaally likes us?"

There is a red light fixture on the south wall, currently off. There are two doors leading out of here, one on the north wall and one on the west.

There are twelve ettercaps here. Creature Feature has promised them freedom if they can stop the adventurers from passing through this room and they are keen to survive and return to the Zura'ah'zura. They will use their webs, poison, and climbing ability to defeat any adventurers they encounter. They know that the escalator is controlled from off stage and will use it to whatever advantage they can.

There is a lever on the wall. Pulling it into the down position shuts down the escalator.

There is no treasure in this room.

Ettercaps (12): CR 7; Medium Aberrations; HD 5d8+5; hp 37 each; Init +3; Spd 30 ft., climb 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +5; Atk bite +5 melee (1d8+2 plus poison); Full Atk bite +5 melee (1d8+2 plus poison) and 2 claws +3 melee (1d3+1); SA Poison, web; SQ Low-light vision; AL NE; SV Fort +4, Ref +4, Will +6; Cha 8, Str 14, Dex 17, Con 13, Int 6, Wis 15.

Skills and Feats: Climb +10, Craft (trapmak-

ing) +4, Hide +9, Listen +4, Spot +8; Great Fortitude, Multiattack.

Equipment: Custom-fitted chainmail jerkins.

Area 3-9 Water Chamber Intro

This small chamber has a double-tiered peg board. Hanging from the pegs are bathing costumes, one for each of you. There are also a number of clean white towels. There is a door in the northwest corner with a knob shaped like a skull. The chamber is otherwise empty.

There is a proper-sized bathing suit for each character. If the characters approach within 10 feet of the door, read them the following.

An AVS appears over the door. You see Creature Feature in a sexy bathing suit, huge sunhat, and dark shades. She languidly floats in an oversized life preserver, sipping a fancy cocktail. She looks up at the camera. "Hope you aren't afraid to get wet, dear hearts – this next bit is going to be murky." A desperate swimmer in traveling clothes swims up, gasping for breath. Before he can grab the life preserver, Creature Feature grabs his head and holds him, frantically struggling, under water. "I'm king of the world!" she says to the camera, then the screen goes blank.

The door is locked (DC 29) but not trapped.

Area 3-10 Into the Murk

The door opens onto a narrow stairway heading down into water. Clumps of lily pads float on its surface, obscuring the bottom. From your position at the top of the stairs you cannot tell how deep the water is. There are two gas torches at the top of the stairs but the rest of the corridor grows dark.

The stairs descend 20 feet to a corridor heading west. The water is 4 feet deep, murky and obscured by floating lily pads throughout this entire section, except for areas 3-12 and 3-16.

Area 3-II Deep Ambush

Hidden under water at this position under a thick layer of floating lilies are two shambling mounds. An extremely sharp-eyed

individual might notice that the occasional bubble pops to the surface in this area (Spot DC 25), provided they have a light source. The shambling mounds attempt to grapple from surprise and drag their opponents underwater to drown. They have no treasure.

Shambling Mounds (2): CR 8; Large Plants; HD 8d8+24; hp 78, 71; Init +0; Spd 20 ft., swim 20 ft.; AC 20, touch 9, flat-footed 20; Base Atk +6; Grp +15; Atk slam +11 melee (2d6+5); Atk 2 slams +11 melee (2d6+5); Space/Reach 10 ft./10 ft.; SA Improved grab, Constrict 2d6+7: SQ Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, resistance to fire 10; AL N; SV Fort +9, Ref +2, Will +4; Cha 9, Str 21, Dex 10, Con 17, Int 7, Wis 10.

Skills and Feats: Hide +3, Listen +8, Move Silently +8; Iron Will, Power Attack, Weapon Focus (slam)

Area 3-I2 Death from Above

The stairs lead out of the water and into a gothic-styled chamber. Torches flicker along its walls. Water drips loudly from several places in this room, echoing strangely. Another stairway seems to lead down out of this room on the opposite side as you. You see nothing else here.

There is a huge *invisible* behir here, hanging from the ceiling. Once the characters enter the room and start searching for secret doors and the like, it drops down and attacks. It attempts to use its breath weapon first, then close to melee. There is no treasure here.

Invisible Behir: CR 9; Huge Magical Beast; HD 12d10+60; hp 149; Init +1; Spd 40 ft., climb 15 ft.; AC 20, touch 9, flat-footed 19; Base Atk +12; Grp +27; Atk/Full Atk Bite +19 melee (2d4+12); Space/Reach 15 ft./10 ft.; SA Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole; SQ Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL CE; SV Fort +13, Ref +8, Will +8; Cha 12, Str 26, Dex 13, Con 21, Int 7, Wis 14.

Skills and Feats: Climb +20, Hide +7, Listen +5, Spot +4, Survival +3; Alertness, Cleave, Iron Will, Power Attack, Track, Weapon Focus (bite).

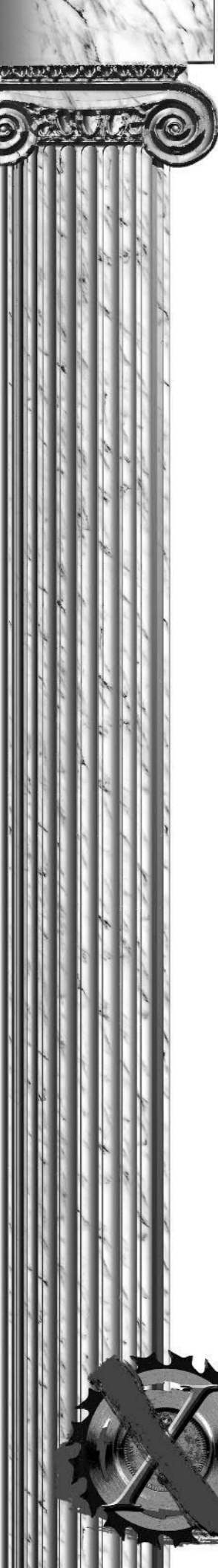
Area 3-I3 Over a Barrel

The characters turn the corner and see a barrel floating on the surface of the water. The barrel is obviously airtight and floats like a cork, and it is trapped (DC 27/28). If a rogue wishes to check it for traps inform him that it will be more difficult than usual because the barrel bobs on the water. If they attempt to check it on the surface of the water they receive a -6 circumstance penalty. This penalty can be reduced to -2 if another character holds the barrel steady while the rogue checks. The trap is sprung by taking the barrel off the surface of the water - powerful paralysis gas leaks out and characters within 30 feet of the barrel when it goes off must make a DC 17 Fortitude save or be paralyzed for 3 minutes, most likely falling down in the water. Characters who fall will need to be lifted out and rescued or they will drown. (A character can hold his breath for a number of rounds equal to twice his Constitution score before he begins to drown. Refer to the DMG for full drowning rules.) Submersing the barrel underwater also sets the trap off, but the gas is filtered by the water, bubbling to the surface in fits. The DC is then lowered to 14, and the range is reduced to 15 feet.

Area 3-I4 Out of the Murk

These stairs lead up out of the water and to a door. An AVS appears over it. You see Creature Feature in an archaic jungle explorer's outfit, complete with pith helmet. She pushes through a wall of greenery and peers out. "Are you ready, friends, to journey to the unknown? There are many perils and many treasures in this room - and one horrible monster! Lose here and you belong to me forever! Have fun, my brave little campers! Oh, and don't forget - you will never be lost if you go with McGuillicuty National Bank. McGuillicuty offers a full range of financial services and can help you navigate the financial jungle. Trust McGuillicuty with your gold!" The AVS fades to the Necromerica logo.





This door is locked (DC 25) but not trapped. The position of the doorway at the top of the stairs makes it particularly difficult to bash down (-2 circumstance penalty to all attempts).

Area 3-15 Tomb of Plenty

This room is as dusty as the previous hallway was wet, and the room reeks of rotting flesh. The ceiling is claustrophobically low – less than seven feet – and everything is covered with a fine layer of dust and cobwebs. You see seven sarcophagi arranged in a circle around the room. The sarcophagi are carved with strange symbols and runes. In the center of the ring is a terrifying creature, with a body like a massive snake but a semi-humanoid face. It hisses as you enter.

A successful DC 18 Knowledge (religion) check lets the characters know that the runes and symbols are nonsense, faux occult symbols created by an art department with no knowledge of the occult.

The creature in the center of the room is a dangerous spirit naga, a ruthless creature that nearly killed two handlers in the week before the crawl. It knows the contents of the various sarcophagi and will use *open/close* to release the wights if it has the opportunity before combat. It will also attempt to use its *charm* gaze, and will command victims to release the wights and get into the sarcophagi themselves.

Starting from left and going around in a semicircle, the contents of the sarcophagus are as follows:

#1: A wight in chainmail armor. It will attack the party, fighting to the death

#2: This sarcophagi is locked (DC 25) and trapped (DC 27/27). If the lid is opened before the trap is disarmed the false bottom of the coffin flips over, and the contents fall down into a backstage area and are replaced with a bed of crawling maggots. If the characters disarm the trap before opening the lid they find one diamond cut 14 ct. gold chain here for every character, each worth 250 gp.

#3: This locked sarcophagi (DC 30) contains a huge red prop gem. It's made of shiny plastic and weighs about 25 pounds. The characters need it in order to pass the idol in area 3-17.

#4: There is a bogus lock on this sarcophagi. As soon as a character begins to pick it, the dangerous mummy inside throws a lever that launches the lid into the air with powerful springs, and activates hidden smoke machines around the room that quickly fill the room up with obscuring smoke. Visibility is reduced to 5 feet. The mummy clambers out and attacks whomever he can get his hands on. In life he was a grappler and he will attempt to pin and throttle the party one by one, hopefully afflicting them with mummy rot all the while. There is a false bottom in his coffin (Search DC 23) that conceals a small hollow; inside are three potions: *invisibility*, *bull's strength* and *bear's endurance*. There is also a patch from McGuillicuty National Bank. Characters who wear the patches for the remainder of the crawl earn half their Standard Appearance Fee from the grateful bank.

#5: This container is locked (DC 23) and trapped (DC 29/27). Opening the lid before the trap is disarmed pops a seal that fills the room with fear-inducing gas: Terminus Alchemy #101 (Here Comes the Chopper); gas; Fort Save DC 17 or *fear* for 1d4+2 rounds (adrenaline levels surge, victims become quite sure that their heads will be detached from their bodies at any moment). It is otherwise empty.

#6: No lock, no trap. When the lid is opened there is a fanfare of trumpets and the characters receive the reward for the room. An AVS on the ceiling appears and an announcer tells the characters what they have won: 5,000 gp, a *cloak of resistance* +2 and each character receives an Empire Classic 254 XI Juicer.

#7: This sarcophagi contains the other wight, also in chainmail.

Spirit Naga: CR 9; Large Aberration; HD 9d8+36; hp 84; Init +1; Spd 40 ft.; AC 20, touch 14, flat-footed 19; Base Atk +5; Grp

+12; Atk bite +7 melee (d26+4 plus poison); Space/Reach 10 ft./5 ft.; SA Poison, spells; SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +5, Will +8; Cha 18, Str 16, Dex 13, Con 18, Int 14, Wis 17.

Skills and Feats: Concentration +12, Listen +7, Spellcraft +8, Spot +7, Swim +11; Alertness, Combat Casting, Eschew Materials, Lightning Reflexes.

Active Spell Effects: The spirit naga has a permanent *mage armor* enchantment.

Wights (2): CR 5; Medium Undead; HD 6d12; hp 41, 38; Init +2; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +3; Atk/Full Atk slam +3 melee (1d4+3 plus energy drain); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Cha 15, Str 12, Dex 12, Con -, Int 11, Wis 13.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Mummy: CR 6; Medium Undead; HD 12d12; hp 98; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20 ft.; Base Atk +6; Grp +13; Atk Slam +11 melee (1d6+11); Space/Reach 5 ft./5 ft.; SA Despair, mummy rot; SQ DR 5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL CE; SV Fort +5, Ref +3, Will +10; Cha 15, Str 24, Dex 10, Con -, Int 6, Wis 14.

Skills and Feats: Listen +5, Spot +6; Alertness, Great Fortitude, Improved Grapple.

Area 3-16 Double Take

Alert characters may notice that this hallway has real stone floors, as opposed to the faux stone tiles they use in the rest of the dungeon (Spot DC 20, dwarves get their stonecunning bonus).

As the characters approach within 10 feet of this door an AVS over it appears.

You see Creature Feature, dressed as Napoleon Bonaparte, complete with tri-corner hat and her hand in the front of her fitted frock coat. She stands on the hill by an archaic artillery piece. The sky above her is dark, presumably with the fog of cannon fire. Off in the distance you hear

the rumble of artillery shells. "Well, well. It looks like you might actually fight your way out of Necromerica. I salute you all." She draws her cavalry saber and gives a flashy salute. Putting it away, she says "Say – have you noticed that I haven't used these nifty little video introductions as a distraction for an attack yet?" You hear a sudden rumble behind you.

A huge stone elemental appears just outside the door leading from area 3-8, using its *earth glide* ability to pop up through the floor from backstage. It charges and fights to the death.

Once the characters go back to the door, the AVS reactivates:

You see Creature Feature, still in her Napoleon hat but now soaking in a wooden tub of hot, steaming water, sipping a glass of what might be champagne. She doesn't look at the camera. "Say," she says, running a finger around the rim of her glass, "Have you noticed that I used one of my nifty introductions to distract you from an attack only once?" The screen fades to black and you hear a noise from behind you.

After the second introduction plays a terrible hill giant is *teleported* to the space just outside the door leading from area 3-8. It has no rocks so it immediately charges to close for melee with the team. It surrenders if too sorely pressed.

The third time the characters approach the door they see this video:

You see Creature Feature in a padded room, wearing a straightjacket and her Napoleon tri-corner hat. She laughs hysterically. "Wow, that joke just keeps getting funnier and funnier! Oh well, I had better get a grip on myself. Okay, it's time to move on into the next room. Do your best and remember this: if you want to finish the dungeon you'll have to use your eyes! Hey, have you noticed that I have only used video to distract you –" At this a vaudevillian hook comes from offstage and grabs Creature Feature. She protests as she is dragged off: "Oh, come on, they would have loved this next one, it had death rays and everything. This isn't fair..."

The door to area 3-16 is locked (DC 29) but not trapped.



Large Earth Elemental: CR 5; Large Elemental (Earth, Extraplanar); HD 8d8+32; hp 79; Init -1; Spd 20 ft.; AC 18, touch 8, flat-footed 18; Base Atk +6; Grp +17; Atk slam +12 melee (2d8+7); Full Atk 2 slams +12 melee (2d8+7); Space/Reach 10 ft./10 ft.; SA Earth mastery, push; SQ DR 5/–, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +10, Ref +1, Will +2; Cha 11, Str 25, Dex 8, Con 19, Int 6, Wis 11.

Skills and Feats: —; Cleave, Great Cleave, Power Attack.

Hill Giant: CR 7; Large Giant; HD 12d8+48; hp 135; Init -1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +20; Atk/Full Atk Greatclub +16 melee (2d8+10); Space/Reach 10 ft./10 ft.; SA – (no rocks to throw): SQ Low-light vision, rock catching; AL NE; SV Fort +12, Ref +3, Will +4; Cha 7, Str 25, Dex 8, Con 19, Int 6, Wis 10.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

Area 3–I7 Necromerica Idol

This large room has vaulted ceilings and a smell like carrion. The main feature of this room is a huge grotesque statue on the opposite wall from where you are standing. It is a corpulent demon sitting cross-legged. Its massive clawed hands hold a 10-foot-wide round fire pit in its lap, and the dancing flames make the shadows dance on the walls around you. Its eyes are large empty sockets. Surrounding the idol are six figures, grey-skinned humanoids with overly-long arms. Their faces are misshapen and horrible, and as you enter they yell and gnash their huge blunt teeth. Their black, unblinking eyes betray no emotion as they raise their halberds and charge. On the eastern wall is a massive security vault with a huge pegged wheel.

The creatures are grimholds (see page 54), captured from the Zura'ah'zura and forced to fight. They are fearless and fight to the death. However, their natural instinct is to subdue, so when they sense that a given opponent is nearly defeated they switch to

nonlethal tactics to bring down their opponents – they attempt to grapple and pin or use their fists.

The vault is a difficult and time-consuming lock (DC 31, attempts take 10 minutes each due to the lock's complexity). The vault door is not trapped. Once opened, it swings wide and fills the chamber with light. Here is a huge faux gem, vaguely eye-shaped. It is the twin to the one in area 3-15. A simple Appraise check (DC 15) lets the characters know that these "gems" are indeed worthless props, but they may think to try putting them in the idol's eye sockets. The idol is a fairly easy climb for a professional (Climb DC 17).

If the characters place one of these gem "eyes" in the empty socket of the idol, it speaks in a booming *magic mouth* voice: "ONE EYE FROM NIGHT, ONE EYE FROM VICTORY." If the second eye is placed in the remaining socket, the entire idol shifts ten feet to the left (towards the west wall) with an exaggerated creaking and scraping noise. This reveals a stairway going down. The stairs are faux-rough carved and lead into darkness. Once the characters travel down past the second bend they can hear the roar of the crowd from the final room.

Grimholds Ftr5 (6): CR 9; Medium Monstrous Humanoids; HD 6d10+12; hp 54; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +6; Grp +8; Atk/Full Atk Halberd +8 melee (1d10+2, 10 ft. reach); Space/Reach 5 ft./10 ft. (with halberd); SA Screaming malediction; SQ Darkvision 60 ft., DR 2/slashing or piercing, light sensitivity, immunities, endless suffering; AL CE; SV Fort +8, Ref +2, Will +2; Cha 6, Str 14, Dex 12, Con 13, Int 10, Wis 6.

Skills and Feats: Climb +8, Jump +8; Cleave, Iron Will, Power Attack, Weapon Focus (halberd).

Area 3–I8 Game Over

As you approach the door an AVS springs to life above it. There you see DJ Creature Feature in extreme close-up. She smiles, at once warm and

terrifying. "Well, well, well – aren't you a clever bunch. Made it all the way to the end. Ladies and gentlemen, can we have a big hand for our stalwart heroes!" The view changes – the audience cheers and cheers. The DJ continues. "I just want to say that I have never had so much fun! You have done such a very good job. So, tell me the truth – now that you have spent all this time in Necromerica, how do you feel about your poor old DJ? How do you feel about me?"

She pauses and gives the characters a chance to answer. No matter what they say she nods her head, knowingly. If the characters are especially polite, harsh or clever she may comment back to the individuals. Otherwise, go on:

"Yes, yes, I get that a lot. Well, I do understand that I have been tormenting you. And I suppose you would all like to, ahem, do something about it. Well, in this final room you have a chance for a bit of revenge. Come, heroes, come and we'll finally meet face to face – in a way." The camera gets closer and closer, until all you can see is the DJ's full red lips. "Well, don't keep me waiting – the dungeon is almost over and I have one last kiss for all of you." She kisses at the camera, then the screen fades to the Necromerica logo. You hear the crowd roar from the other side of the door.

This door has three locks (DC 27, 28 and 26, top to bottom respectively) but no trap.

Area 3-I9 Featured Creature

This is an arena-style room, with a large audience of aristocrats watching safely from behind force walls. They rise and applaud as you enter. As you enter this huge room you are faced with one of the most horrible sights of your professional life. In the center of the room is a huge hill of what appears to be skulls and bones, some still encrusted with dirt. Standing on top of the hill is a creature out of a nightmare. It has the huge body of some sort of black dragon, a long scaly tail, and ten heads on long necks. Each head is Creature Feature herself, a hellish version of her own face with red glowing eyes and teeth-like swords. They alternately smile, grimace and gnash at you individually. The heads

all laugh – the sound is so loud you feel as if your head might split in two. One towards the center speaks in a voice like earth-shaking thunder: "REQUIEM NECROMERICA!"

The creature is actually a ten-headed pyrohydra that has been *polymorphed* to its current look. Its "voices" are provided by magical effects as well. Each head is being controlled from off-stage by a different handler, and an eleventh handler controls the movements of its body. The creature will stand its ground and breathe fire down as much as possible before charging.

Once the creature is slain, fireworks erupt over the arena. A fanfare of trumpets heralds the coming of DJ Creature Feature and her retinue, who parade through the NoGo door in the west wall personally congratulate the winners and give them their treasure. The characters are each given the traditional red cape and laurels, then are carried out on the shoulders of the crowd into the arena parking lot where their new motorcycles await.

Treasure: For completing this room and the entire crawl, the characters receive the following: 20,000 gp for the party, and each character receives an Odyssey Motors 800i Motorcycle.

10-headed pyrohydra: CR 11; Huge Magical Beast; HD 10d10+53; hp 139; Init +1; Spd 20 ft., swim 20 ft.; AC 20, touch 9, flat-footed 19; Base Atk +10; Grp +23; Atk bite +14 melee (1d10+5); Full Atk 10 bites +14 melee (1d10+5); Space/Reach 15 ft./10 ft.; SA Breath weapon (cone of fire once every 1d4 rounds, 10 ft. x 10 ft. x 20 ft., 3d6 damage, Ref save DC 20 for half damage); SQ Darkvision 60 ft., fast healing 20, low-light vision, scent; AL N; SV Fort +12, Ref +8, Will +3; Cha 9, Str 21, Dex 12, Con 20, Int 2, Wis 10.

Skills and Feats: Listen +8, Spot +9, Swim +13; Blind-Fight, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).



AFTER THE CRAWL

The characters are, as the saying goes, hot. Survivors each receive a bonus 5 points of Fame for their victory in addition to any awards they receive from the dungeon.

The night after the crawl is a blur – survivors are toasted again and again at dozens of parties across the city, shake hundreds of hands, receive blessings and well wishes from everyone involved. They meet VIPs, groupies, crawl fans and jealous rivals. In short, they are the toast of Indianapolis.

The characters are invited for the traditional dinner at DJ Creature Feature's abode. Since her true home is in the Alfar city of Lathonicha'ah, in the Zura'ah'zura deep beneath Montreal, the mansion of local nobleman Baron Gerald Whitethorn is used instead. Dozens of VIPs are in attendance, including the Mayor of Indianapolis, Dame Linda Leibrock, Kent and Gabby Dench from Terminus Alchemy, and all the supermodels from the crawl. Dinner is quite pleasant, although it may disturb the team to find that Creature Feature's real life persona is not too far from her DJ one...

If your campaign uses the **Xcrawl: SellOut!** sourcebook, the characters should each receive two rolls on the Random Offer table (page 57) in the days following the crawl. If they do not yet have an agent, coach, or groupies, they may receive offers (GM's discretion).

You can use this adventure as a springboard for other events in your campaign. The characters could meet devious nobles, rival crawlers, greedy sponsors or find other doorways to adventure.

APPENDIX I: PRE-GENERATED CHARACTERS

Carol "Grinder" Huffington, Human Ftr7: Fame 20; hp 82; Init +2; Spd 20 ft.; AC 22 (+1 titanium full plate, +1 Dex), touch 11, flat-footed 21; Base Atk +7; Grp +10; Full Atk +3 great axe +15/+10 (1d12+7/x3) or masterwork handaxe +11/+6 (1d6+3/x3); AL CG; SV Fort +8, Ref +3, Will +1; Cha 10, Str 16, Dex 12, Con 16, Int 10, Wis 9.

Skills and Feats: Climb +5, Jump +3, Swim -2 (armor check penalties included); Athletic, Blind Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Trip, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Equipment: +3 greataxe, 3 masterwork hand axes, dagger, concealed dagger, 3 vials of alchemist's fire, water bottle, 3 sports energy bars, 100 ft. modern rope & grappling hook, adventurer's outfit, 3 potions of cure light wounds (1d8+3).

Grinder joined the games because the Legions won't let women work in a combat capacity. Aggressive and bold, she is the front line of any team.

Todd "Skeleton Key" Pratchett, Human Rog7: Fame 20; hp 48; Init +3; Spd 30 ft.; AC 16 (+1 leather armor, +3 Dex), touch 13, flat-footed 13; Base Atk +5; Grp +6; Full Atk +3 short sword +9 melee (1d6+4/19-20) or throwing dagger +8 ranged (1d4+1); SQ Sneak attack +4d6, trapfinding, evasion, trap sense +2, uncanny dodge; AL NG; SV Fort +4, Ref +8, Will +1; Cha 10, Str 12, Dex 16, Con 14, Int 14, Wis 9.

Skills and Feats: Balance +13, Climb +11, Disable Device +15, Hide +15, Jump +13, Knowledge (Xcrawl) +13, Listen +9, Move Silently +15, Open Lock +16, Search +12, Spot +9, Tumble +15; Acrobatic, Nimble Fingers, Run, Stealthy.

Equipment: +3 short sword, 3 throwing daggers, +1 leather armor, masterwork lockpicks, multipurpose knife, 50 ft. modern rope, 3

vials of alchemist's fire, 3 large sacks, sports water bottle, 3 *potions of cure light wounds* (1d8+3).

Xcrawl keeps Todd out of the poor house...and *your* house. A real, genuine criminal in a world of specialist rogues, the thin man called Skeleton Key is always looking for an angle.

Gloria "G-Whiz" Billups, Human Wiz7: Fame 22; hp 35; Init +2; Spd 30 ft.; AC 16 (+4 *bracers of armor*, +2 Dex), touch 16, flat-footed 14; Base Atk +3; Grp +4; Full Atk masterwork dagger +5 melee (1d4+1/19-20) or wand bayonet +2 melee (1d3+1; wand breaks on a natural 1); AL CG; SV Fort +4, Ref +8, Will +7; Cha 12, Str 12, Dex 14, Con 14, Int 16, Wis 10.

Skills and Feats: Concentration +12, Knowledge (arcana) +7, Knowledge (astronomy) +7, Knowledge (Xcrawl) +7, Listen +5, Spellcraft +13, Spot +5, Tumble +7; Combat Casting, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (evocation), Weapon Focus (Ray)

Equipment: *bracers of armor* +4, masterwork dagger, concealed masterwork dagger, *wand of magic missiles* (3rd level, 50 charges), waterproof scroll case, backpack, digital watch, compass, sports water bottle, 3 *potions of cure light wounds* (1d8+3).

Scrolls: *bull's strength* (x3), *cat's grace*, *mage armor*, *mirror image*, *remove curse*, *shield*, *wall of fire*.

Spells (cast 4/5/4/3/1; save DC = 13 + spell level): 0 – *detect magic*, *light*, *mage hand*, *prestidigitation*; 1st – *grease*, *enlarge person*, *jump*, *ray of enfeeblement*, *ventriloquism*; 2nd – *invisibility* (x2), *scorching ray*, *web*; 3rd – *fireball*, *lightning bolt*, *vampiric touch*; 4th – *ice storm*.

G-Whiz is known as much for her loud, raucous laughter as her devastating magical punch. She is good-natured, protective of her teammates and kind – unless you're a Chester.

G-Whiz's Familiar, Chickenfoot the Weasel: Tiny Animal; HD 1/2d8; hp 17; Init +2; Spd 20 ft., climb 20 ft.; AC 18, touch 14, flat-footed 16; Base Atk +3; Grp -9; Atk/Full Atk Bite

+7 melee (1d3-4); Space/Reach 2-1/2 ft./0 ft.; SA attach; SQ Low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its own kind; AL NG; SV Fort +2, Ref +4, Will +6; Cha 5, Str 3, Dex 15, Con 10, Int 9, Wis 12.

Skills and Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Alertness, Weapon Finesse.

Rondi "Crescendo" Cidercore, Gnome Brd7: Fame 26; hp 45; Init +6; Spd 20 ft.; AC 19 (+1 *chain shirt* +5, shield +1, Dex +2, size +1), touch 14, flat-footed 16 (+1 dodge bonus vs. one opponent, +4 vs. giants); Base Atk +5; Grp +0; Full Atk +3 rapier +11 melee (1d4+2/18-20) or masterwork short bow +9 ranged (1d4/x3); SQ bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, inspire competence, *suggestion*, low-light vision, *speak with animals* (burrowing mammals); AL NG; SV Fort +3, Ref +7, Will +5 (+2 vs. illusions); Cha 16, Str 9, Dex 14, Con 12, Int 14, Wis 10.

Skills and Feats: Bluff +8, Concentration +5, Diplomacy +6, Escape Artist +7, Hide +8, Jump +4, Listen +5, Perform +13 (harmonica, singing, grandstanding, mugging, interview, acting, guitar, percussion, dance, oratory), Search +7, Spot +4, Tumble +12, Use Magic Device +8; Dodge, Improved Initiative, Weapon Finesse.

Equipment: masterwork harmonica, masterwork guitar, +3 *rapier*, masterwork short bow, 24 arrows, ZeroGee® quiver, +1 *chain shirt*, masterwork buckler, backpack, musical spoons, 50 ft. modern rope & grapple, sports water bottle, 3 *potions of cure light wounds*.

Spells (3/4/3/1; save DC = 13 + spell level): 0 – *daze*, *light*, *mending*, *prestidigitation*, *summon instrument*; 1st – *animate rope*, *charm person*, *grease*, *sleep*; 2nd – *cat's grace*, *heroism*, *hypnotic pattern*, *mirror image*.

Rondi lives for the afterparty. She likes being an adventurer but loves being a celebrity, and will likely cross over to a musical or acting career someday.



Brian "Battle Cry" Stead, Human Clr7 (Mars; Domains: War, Strength): Fame 20; hp 65; Init +3; Spd 30 ft.; AC 15 (+1 *breastplate* +5, -1 Dex), touch 9, flat-footed 15; Base Atk +5; Grp +7; Full Atk +3 *greatsword* +11 melee (2d6+5/19-20) or masterwork greatclub +8 melee (1d10+2); SQ Turn undead; AL LG; SV Fort +7, Ref +1, Will +8; Cha 10, Str 14, Dex 9, Con 14, Int 12, Wis 16.

Skills and Feats: Concentration +12, Heal +8, Knowledge (religion) +11, Knowledge (Xcrawl) +5, Perform +5 (preaching, singing, dancing, oratory, chant), Spellcraft +11; Combat Casting, Improved Initiative, Scribe Scroll.

Equipment: +3 *greatsword*, masterwork greatclub, +1 *breastplate*, *wand of spiritual weapon* (3rd level, 50 charges), silver holy symbol, holy 4-finger ring, pouch with 30 stones, 3 vials of holy water, 3 *potions of cure light wounds* (1d8+3), scrolls: *bless*, *bull's strength*, *daylight*, *invisibility purge*, *owl's wisdom*, *remove curse*, *restoration*

Spells (6/6/5/4/2; save DC = 13 + spell level): 0 – *guidance* (x3), *resistance*; 1st – *bane*, *endure elements*, *magic weapon**, *obscuring mist*, *protection from evil*, *remove fear*; 2nd – *aid*, *align weapon*, *lesser restoration*, *shatter*, *spiritual weapon**; 3rd – *magic vestment**, *prayer*, *remove curse*, *searing light*; 4th – *divine power**, *restoration*. *Domain spell.

On his fifth birthday, Brian informed his mother and father that when he grew up he was going to kill for the glory of Mars. He kept his word and keeps on keeping it.

Lamont "Cadillac Pimp" Seselio, Elf Sor7: Fame 26; hp 33; Init +3; Spd 30 ft.; AC 17 (+4 *ring of protection* +4, Dex +3), touch 17, flat-footed 14; Base Atk +3; Grp +3; Full Atk +3 *light crossbow* +9 ranged (1d8+3/x3); AL CN; SV Fort +3, Ref +5, Will +4; SQ immune to *sleep*, +2 vs. enchantment, low-light vision; Cha 16, Str 10, Dex 16, Con 12, Int 10, Wis 9.

Skills and Feats: Concentration +9, Diplomacy +5, Gather Information +5, Knowledge (Xcrawl) +4, Knowledge (arcana) +4, Knowledge (astronomy) +4, Move Silently +6, Perform +7 (grandstanding, mugging, singing, dancing), Spellcraft

+10; Combat Casting, Scribe Scroll, Spell Focus (evocation), Rapid Reload.

Equipment: +4 *ring of protection*, +3 *light crossbow*, 50 masterwork bolts, backpack, XL sports drink, excessively expensive adventurer's outfit, dagger, *wand of burning hands* (3rd level, 50 charges), 3 *potions of cure light wounds* (1d8+3), scrolls: *cat's grace* (x2), *eagle's splendor* (x2), *invisibility*, *magic missile* (x8).

Spells (6/7/7/5; save DC = 13 + spell level): 0 – *acid splash*, *detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*; 1st – *feather fall*, *magic missile*, *shocking grasp*, *sleep*, *true strike*; 2nd – *flaming sphere*, *invisibility*, *web*; 3rd – *fireball*, *lightning bolt*.

Lamont has created a flashy hipster persona for the games that is nothing like his real personality. He plans on doing Xcrawl for a few years then moving back to Sattersalla, where he can put his skills to use against would-be invaders and disturbers of the peace.

Cadillac Pimp's Familiar, Fresh the Cat:

Tiny Animal; HD 1/2d8; hp 16; Init +2; Spd 30 ft.; AC 18, touch 14, flat-footed 16; Base Atk +3; Grp -9; Atk/Full Atk claw +7 (1d2-4); Space/Reach 2-1/2 ft./0 ft.; SQ Improved evasion, share spells, empathic link, deliver touch spells, low-light vision, scent, speak with master, speak with animals of its own kind; AL NG; SV Fort +2, Ref +4, Will +6; Cha 7, Str 3, Dex 15, Con 10, Int 6, Wis 12.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Alertness.

Salvo "Sure Shot" Sheehan, Elf Ftr7:

Fame 20; hp 58; Init +8; Spd 30 ft.; AC 18 (+1 *elvish masterwork chain* +6, Dex +2), touch 12, flat-footed 16; Base Atk +7; Grp +9; Full Atk +3 *composite long bow* +12/+7 ranged or +10/+10/+5 ranged (1d8+3/x3) or masterwork rapier +12/+7 melee (1d6+2/18-20); AL CG; SV Fort +6, Ref +6, Will +2; SQ immune to *sleep*, +2 vs. enchantment, low-light vision; Cha 10, Str 14, Dex 18, Con 12, Int 11, Wis 10.

Skills and Feats: Climb +4, Jump +4, Listen +2, Search +2, Spot +2 (armor check penalties included); Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot,



Weapon Focus (longbow), Weapon Specialization (longbow).

Equipment: +3 composite long bow, 50 masterwork arrows, 3 Sky Fire arrows, 1 linemaster arrow, ZeroGee® quiver, masterwork rapier, masterwork dagger, +1 elvish masterwork chain, 50 ft. silk rope, waterproof backpack, 3 potions of cure light wounds (1d8+3).

Salvo joined Xcrawl on a lark when he saw a team's archer get eaten on TV. He is a gracious, dedicated teammate who always makes time for the fans.

Guffman the Slayer, Dwarf Bbn7: Fame 16; hp 99; Init +1; Spd 20 ft.; AC 17 (+1 breastplate +5, Dex +2), touch 12, flat-footed 15 (+4 AC vs. giants); Base Atk +7; Grp +10; Full Atk +3 greataxe +14/+9 melee (1d12+6/x3) or masterwork morningstar +11/+6 melee (1d8+3); SA rage 2/day; SQ DR 1/-; stonecunning, +1 attack vs. orcs and goblinoids, stability, darkvision, +2 Appraise on stone and metal objects, fast movement, illiteracy, trap sense +2; AL CN; SV Fort +9 (+2 vs. poison), Ref +3, Will +2 (+2 vs. spells and spell-like effects); Cha 7, Str 16, Dex 12, Con 18, Int 10, Wis 10.

Skills and Feats: Climb +5, Jump +5, Knowledge (Xcrawl) +4, Listen +4, Survival +6, Swim +1 (armor check penalties included); Uncanny Dodge, Improved Uncanny Dodge, Cleave, Power Attack, Weapon Focus (greataxe).

Equipment: +3 greataxe, masterwork morningstar, 3 daggers, +1 breastplate, backpack, waterskin, flint and steel, 3 vials of alchemist fire, 3 potions of cure light wounds (1d8+3)

Guffman joined Xcrawl to take his revenge on the troll that killed his father – and every other giant in the world, just to be sure. A group of humanoids tried to have him banned from The Games for humanitarian reasons, but to no avail.

Ginny "Sanctum" Bain, Human Clr7 (Vesta; Domains: Healing, Protection): Fame 22; hp 63; Init -1; Spd 20 ft.; AC (+1 titanium full plate +10, heavy steel shield +2, -1 Dex), touch 9, flat-footed 20; Base Atk +5; Grp +7; Full Atk +3 heavy mace +10 melee (1d8+5) or combat soaker +4 ranged (ranged holy water touch attack; 5 ft. range increment; 3d4 vs. undead; blessed; works against incorporeal undead); SA turn undead; AL

LG: SV Fort +7, Ref +3, Will +8; Cha 14, Str 14, Dex 9, Con 14, Int 10, Wis 16.

Skills and Feats: Concentration +10, Heal +11, Knowledge (religion) +7, Knowledge (Xcrawl) +4, Spellcraft +7; Extra Turning, Lightning Reflexes, Scribe Scroll, Two-Fisted Healing.

Equipment: +3 *heavy mace*, combat soaker, combat soaker backpack (50 charges), scripture with waterproof zipper case, silver holy symbol, *wand of bless* (3rd level, 50 charges), 3 *potions of cure light wounds*, 1d8+3), Scrolls: *bull's strength*, *find traps*, *lesser restoration* (x3), *locate object*, *neutralize poison*, *prayer*.

Ginny sees Vesta in every person, every event, and even every wound. She takes injuries personally and claims to feel the pain of all her teammates.

Remo "Doc" Puddlefamer, Halfling Rog7: Fame 18; hp 47; Init +9; Spd 20 ft.; AC 19 (+1 *leather armor* +3, +5 Dex, +1 size), touch 16, flat-footed 15; Base Atk +5; Grp +0; Full Atk +3 *short bow* +14 ranged (1d4+3/x3) or masterwork short sword +10 melee (1d6-1/19-20); SA Sneak attack +4d6, trapfinding, evasion, trap sense +2, uncanny dodge; AL NG; SV Fort +5, Ref +11, Will +2 (+2 vs. fear); Cha 8, Str 8, Dex 21, Con 14, Int 12, Wis 8.

Skills and Feats: Climb +7, Disable Device +14, Escape Artist +10, Hide +17, Jump +7, Knowledge (Xcrawl) +5, Listen +9, Open Lock +15, Perform (grandstanding, mugging, dance) +3, Search +12, Sleight of Hand +10, Tumble +11; Improved Initiative, Nimble Fingers, Weapon Finesse.

Equipment: +3 *short bow*, 50 masterwork arrows, 3 Sky Fire arrows, 1 Linemaster arrow, ZeroGee® quiver, masterwork short sword, +1 *leather armor*, masterwork thieves tools, multipurpose knife, 50 ft. silk rope and grapple, 3 *potions of cure light wounds* (1d8+3).

Doc is a halfling superchampion – his fans love him and support his every action. He donates much of his winnings to the East Newark Halfling Benevolent Society, a group that works to secretly send halflings wanted by the government to the Kingdom of Australia.

APPENDIX II: BONUS XCRAWL SOURCE MATERIAL

Don't own the core book or *Xcrawl: Sellout!* yet? Shame, shame. Well, you've got an honest face so... tell you what we'll do. The following are new equipment, magic items, enhancements and other Xcrawl specific stuff that you need to know about if you are going to be a true X-coholic.

NEW FEATS

Two-Fisted Healing

You can divide the benefits of a healing spell between two recipients.

Prerequisite: Extra Turning

Benefit: A cleric may divide the benefits of a *cure light wounds*, *cure moderate wounds*, *cure serious wounds* or *cure critical wounds* between two recipients. The cleric must have both hands free and be able to touch both injured parties. The cleric rolls normally for the amount of damage healed, and the total is split evenly between both parties, with the odd point going to the cleric's choice.

Xcrawl Lunch Special

Choose one from column A and one from column B.

Prerequisite: GM Approval

Benefit: You can add a +2 bonus to any two skills you can pair up under a tidy label. You must prove their logical connection to the satisfaction of your GM in order to take this feat.

Special: You can have the Xcrawl Lunch Special as often as you like. Each time you must choose two new skills to pair up (see sidebar). Sorry, no stacking.

NEW EQUIPMENT

Equipment	Cost	Weight
Combat Soaker	120	5
Combat Soaker Backpack	250	45 (full)
Knife, Multipurpose	20	–
Linemaster Arrow	30	1
Skyfire Arrow	40	1
Wand Bayonet	50	1
ZeroGee® Quiver	200	3

Combat Soaker: A combat soaker is a special heavy-duty pump-action water gun made from aluminum, rubber and polycarbonate plastics. It is a simple ranged weapon that can fire a stream of water as a ranged touch attack with a 5 ft. range increment, firing a maximum of 5 increments. (Battery-powered combat soakers have a 10 ft. range increment but they're banned in Xcrawl.) Firing a combat soaker does not provoke an attack of opportunity. Firing water by itself will just annoy the average opponent, but blasting undead and their ilk with holy water will give them something to scream about. A soaker attack with holy water does 3d4 points of damage per "charge" to

undead or evil outsiders, and the water is considered blessed. Holy water fired on incorporeal undead affects them normally. Each "charge" of holy water costs 50 gp at any Olympic temple, and a soaker can hold up to six charges. A combat soaker is a fairly delicate weapon that can only be repaired by an expert (hardness 3, hit points 8).

Also available: The combat soaker backpack. This is a heavy water reservoir with a flexible tube that attaches to a combat soaker. The backpack can hold up to an additional 50 charges for a combat soaker. It costs 2,500 gp to fill at any Olympic temple. It could take up to two weeks for them to make such a large amount of holy water.

Linemaster Arrow: A linemaster arrow allows the character to fire an arrow with a special silk rope attached. The arrow itself is heavy, with special masonry barbs, allowing it to bite and catch in wood, stone or concrete. A line master sticks in its target if the damage roll is 4 or better. An embedded arrow can take 200 pounds of pull pressure before it dislodges itself (400 pounds if the

TODAY'S LUNCH SPECIALS

Use this feat to give familiar skill-combo bonuses names more appropriate to your character concept.

Cheating Bastard (Bluff + Sleight Of Hand)

Diver (Jump + Swim)

Dominatrix (Intimidate + Use Rope)

Moonlighter (Profession (office manager) + Profession (go-go dancer))

Pawnbroker (Appraise + Sense Motive)

Pharmacist (Heal + Decipher Script)

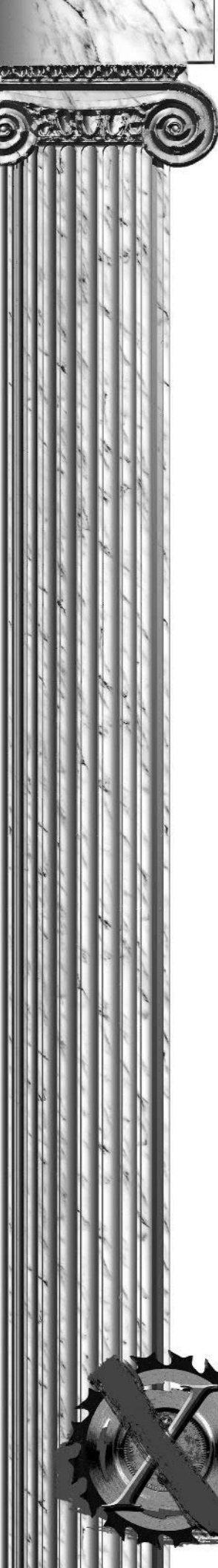
Stalker (Hide + Photography)

Ugly American (Knowledge (politics) + Intimidation)

Busy-Body (Gather Information + Search)

Hypochondriac (Heal + Survival)

Klepto (Disable Device + Open Locks)



attack roll was a natural 20). This line can be used to swing on, or to pull a Tiny opponent. Linemaster arrows are tricky to use, and firing one is a full round action which provokes an attack of opportunity. They are also heavy and weighted down by the rope they trail, and have half the range increment for an arrow of its kind. The maximum range of the linemaster arrow is the lesser of the length of its line or five increments.

Multipurpose Knife: This is a handy, versatile knife with several snap-out blades and tools. Typical designs have a tiny all-purpose blade, a flathead screwdriver, scissors, saw, bottle opener, can opener, awl, toothpick and tweezers. If a rogue lacks thieves' tools, he can use a multipurpose knife to lower his Open Lock penalty from -2 to -1.

Skyfire Arrows: This is a stocky arrow with a self-contained charge of standard alchemist's fire. Firing a skyfire arrow is a full round action that provokes an attack of opportunity. On a successful hit it does 1-2 points of piercing damage and 1d6 fire damage. In addition, the fire burns for one additional round for an additional 1d6. These arrows have half the range of their standard counterparts and are extremely fragile. Crawlers carrying Skyfire arrows during a fall or massive impact need to make an item saving throw (DC 19) or the arrows ignite prematurely, doing 1d6 points of damage for two rounds and destroying all the other arrows in the quiver.

Wand Bayonet: This is a slender blade of sharpened teak, designed to fit over the end of any wand. Wizards often mount a bayonet over their primary offensive wand, allowing a desperate close quarters attack when a melee weapon is not at hand. Fighting with a wand bayonet is risky; on any attack roll of 1, the wand must save (DC 20) or it snaps in two, utterly destroyed. Wand bayonets cannot be made of metal of any sort, as it may hamper spell casting.

ZeroGee® Quiver: This specialized quiver has a foam bottom that your arrows or quarrels stick into. This prevents ammo from falling out, even if you are upside-down, flying, hurled aside or diving for cover. There

is a ZeroGee® quiver for every type of arrow or bolt used in The Games.

NEW SPELLS

Friki-Choo Cola Call

Summoning (Copyrighted)

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: One action

Target: One frosty beverage

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

You summon a frosty mug of Friki-Choo cola, which arrives in a flash of light and a brief fanfare of unseen trumpets that can be heard clearly from 100 feet away. The drink comes in an etched glass mug with shaved ice. As soon as the drink is drained or the glass leaves your hand, the glass disappears into nothingness.

Material Component: Two specially prepared silver pieces, which disappear once the spell is cast. The Friki-Choo marketing team often gives away freebie scrolls and material components to Xcrawl wizards.

NEW MAGIC ITEMS

Omni Weapon: The first *omni* weapon was commissioned by DJ Herobane himself – he had them in his home Dungeonbattle campaign and his characters liked them so much he raised hell at the Guild of the Magi R&D department until they invented one. They are basically only available as Xcrawl treasure. An *omni* weapon looks like a silver ball, small enough to hold in the palm of the hand. The character who takes it must hold it in his hand and concentrate on the perfect weapon – the weapon of his dreams. The ball then forms itself into the perfect weapon of that type, being perfectly gripped, balanced and weighted for that individual. It may become any archaic melee or ranged weapon, but not ammunition (such as an arrow, bullet or crossbow bolt) or any type of firearm, bomb or other such device. The weapon has whatever magic bonus was assigned to it, and grants an additional +1 circumstance bonus to

attack when it is wielded by the individual who shaped it. *Omni* weapons can be granted additional enchantments; e.g., *keen*. The *omni* weapon can only be formed once – after it takes weapon form its shape is permanent. Caster level 16th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *wish*; Market Price: as per the created weapon.

Scenestealer Weapon: A *scenestealer* weapon functions as a standard magical weapon until it is used against an opponent with a positive Fame score. Against a famous target, the sword transfers 1d4 points of Fame from the target to the wielder on a successful hit. Fame thusly transferred is temporary, and it returns to the victim at a rate of one point per day. Stolen Fame points cannot be exchanged for permanent points of Fame. Caster Level: 8th; Prerequisites: Craft Magic Arms and

Armor, upstage; Market Price: +1 bonus.

Superstar Weapon: A *superstar* weapon charges its wielder with an aura of glory. It adds a +4 enhancement bonus to Charisma checks when held. In addition, a character may salute the crowd with his *superstar* weapon while Grandstanding – this adds the weapon’s magical bonus to the character’s Grandstanding check. Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, *cloak of the player*; Market Price: +1 bonus.

Nowhere Quiver: The Adventurers’ Guild is extremely wary of allowing characters to use extra-dimensional storage capacity devices, such as *bags of holding*. The potential for cheating or disruptions – as well as criminal activities such as halfling smuggling – has led most DJs to avoid giving these items as treasure. However, a less

BASIC FAME RULES

Fame is rated on a score of 1-100, with higher numbers possible for extremely long term characters. New characters begin with a Fame of 0 and must gain Fame points through completing dungeons and performing memorable actions.

Standard Fame Point Adds:

- 1 point for successfully completing a dungeon level
- 1 point for five successful consecutive grandstanding or mugging checks
- 1 point for successfully completing an entire crawl
- 2 points for successfully completing a signature move

Standard Fame Penalties:

- -2 points for being disqualified from a dungeon
- -1 point for fighting with a teammate

At their discretion, GMs can assign a bonus (usually 1-3 points) for especially memorable moves or actions. Example: Defeating an ogre isn’t worth any Fame points. Successfully grappling an ogre and subduing it without a weapon might be worth a Fame point. Rendering an ogre unconscious by performing a perfect triple somersault off a balcony and landing on its head should be worth a Fame point for sure – especially if the cleric is the one who pulls it off!

Remember: it doesn’t earn you Fame if nobody knows about it! Actions that somehow take place off-camera don’t earn Fame.

For complete Fame rules, see **Xcrawl: Sellout!**

powerful version has proven acceptable to all parties and is now available for Xcrawlers.

The *nowhere quiver* appears to be a small circle of cloth, five inches in diameter. It is completely inert until the command word is spoken and the pocket is flung into the air. Once this is done, the pocket hovers invisibly and intangibly near the owner's hand. It cannot be grabbed or otherwise affected by external sources. The pocket is an inter-dimensional space designed to hold arrows or bolts. It can hold 100 arrows, 125 bolts or 10,000 sling bullets. Saying the command word brings one unit of ammunition directly to your fingertips wherever your hand is. Items other than arrows or bolts placed within tend to get lost, and take 6-10 rounds to find. Items cannot be drawn from the nowhere quiver without the correct command word. Using a third command word, the character can grasp the pocket itself and fold it away.

If the nowhere quiver is placed inside another extradimensional storage space (such as a *bag of holding* or *The Hat*, by Terry Paris©) the item disrupts, and whatever it held is lost forever in the intra-dimensional vortex. If such a container is placed inside the nowhere quiver, it explodes, destroying all items involved and dealing 4d6 damage to everything in a 10 foot radius. Caster Level: 9th; Prerequisites: Craft Wondrous Item, *dimension door*; Market Price: 5,000 gp; Weight: 0.01 lb.



NEW MONSTER

Grimhold

Medium Monstrous Humanoid

Hit Dice:	1d10+2 (8 hp)
Initiative:	+1
Speed:	30 ft.
AC:	16 (+1 Dex, +1 natural, +4 scale mail), touch 11, flat-footed 15
Base Atk/Grp:	+1/+3
Attack:	Greatclub +3 melee (1d10+2)
Full Attack:	Greatclub +3 melee (1d10+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Screaming malediction
Special Qualities:	Darkvision 60 ft., DR 2/slashing or piercing, light sensitivity, immunities, endless suffering
Saves:	Fort +5, Ref +1, Will +0
Abilities:	Cha 6, Str 14, Dex 12, Con 13, Int 10, Wis 6
Skills:	Climb +3, Jump +3
Feats:	Iron Will
Environment:	Any
Organization:	Solitary, band (2-20)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	As character type

This loathsome, grey-skinned subhuman looks like a twisted parody of mankind. Its eyes are unblinking and completely cold, and its stooped posture and elongated arms give it a simian quality. It shambles towards you, babbling and gnashing its terrible blunt teeth.

Grimholds are the result of a curse cast down upon an ancient city of great wickedness and cruelty. All of the citizens of this city were turned into grimholds and became an immediate threat to life and civilization. Several attempts have been made to eradicate this accursed race, but somehow they always manage to escape final destruction.

Grimholds are grey-skinned, stooped humanoids with thick necks, elongated

arms, large blunt teeth and unblinking eyes. Their bodies are completely asymmetrical, giving them a horrifying countenance. They are immortal until slain, and when they die their bodies turn to dust. They are universally hated and feared by all, and never form alliances or treaties with non-grimholds. They have a unique language with no basis in any other form of communication, which they automatically speak on becoming grimholds. Their language has no written form.

COMBAT

Grimholds always fight to subdue. They begin melee inflicting normal damage with their clubs, or whatever weapons they can get their hands upon, then when victory seems assured switch to subdual tactics. These accursed things are not mindless and can use team tactics and logical strategy. Grimholds that survive a long time become extremely canny opponents who will use the best possible tactics to achieve their long-term goal – to drag all humans down to their loathsome state, and to inflict madness and suffering on all others.

Screaming Malediction: Grimholds always try to capture opponents alive in order to perform their diabolical ritual, the screaming malediction. Helpless victims are brought back to their lair and secured, usually by tying them up or piling rocks on them. Once secured, the grimholds take turns in groups screaming, cursing, weeping and yelling obscenities at their prisoner. Grimholds never grow weary of performing the screaming malediction, and tirelessly scream while the prisoner is deprived of water, food and sleep. Humans must make a Willpower save (DC 14) for every twenty-four hours of this treatment, or be permanently and irrevocably transformed into a grimhold. Transformed victims lose all memories of their life, all skills, spells and their languages, becoming a 1 hit die monster. Afterwards they begin to rise in levels as a fighter. Not even a *wish* has the power to restore a grimhold's humanity.

If screaming malediction is used against nonhumans, the victims must make the



same save every twenty-four hours or go *insane*. This can be treated normally, but the grimholds generally will not stop the ritual until nonhuman victims die of dehydration or starvation. Screaming malediction is a supernatural ability.

Light Sensitivity: Grimholds take a -4 penalty to all rolls in daylight.

Immunities: Grimholds take no damage from nonlethal damage, and are unaffected by *sleep*, *charm* and *fear* effects. They are also immune to the following conditions: exhausted, fatigued, frightened, nausea, shaken, sickened and stunned.

Endless Suffering: Grimholds never know the peace of sleep, unconsciousness or death. The creatures never sleep, although they retreat from the sun during the day. They neither require food, water, shelter or any rest although they must breathe and can be killed by drowning and the like. The ancient curse which created the grimholds sucks their horrible life out when they die, forcing the wretched creature to exist again in an extra-dimensional limbo realm for eternity. Their physical bodies die as soon as they reach zero hit points, never losing consciousness. They also die immediately if one

of their statistics is ever brought to zero through ability damage.

Grimhold NPCs: Grimholds exclusively gain levels as a fighter. As they gain levels they typically take feats that help them capture prey alive: Improved Trip, Improved Grapple and proficiency with exotic

weapons that capture rather than kill are common. Grimhold characters gain a +2 bonus to Strength and Constitution and a -4 penalty to Wisdom and Charisma upon transformation to a grimhold. Grimhold leaders are always the most dangerous ones because their entire society is based solely on violence and destruction.

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