

BOSTON CRAWL

X CRAWL™

COMPATIBLE WITH

DCC
RPG



GOODMAN
GAMES

BOSTON CRAWL

COMPATIBLE WITH
DCC RPG

DIVISION II, FULL LETHAL – A LEVEL 4 ADVENTURE

By Brendan J. LaSalle • DCC RPG Stats Conversion: Daniel J. Bishop • Cover Artist: Jeremy Mohler • Editor: Jen Brinkman
Interior Artist: Brad McDevitt • Cartographer: Keith Curtis • Art Direction: Joseph Goodman • Layout: Lester B. Portly
Mayhem Consultant and Character Coordinator: Duane Waldrop • Additional Material By: Allan Hoffman

Special Thanks: Lori, Mom + Dad, Joseph Goodman, George "Loki" Williams, Jason Jenkins, Dawn Stanley + Eddy, Diane Emmons, Bobbi T. Puglie, Vinaloo T. Cat, Philip Neer, the Friday Night Coffee Crew, all of the con organizers and volunteers, Mayor Kim Driscoll

Bacchus the dog, Rest in Peace. You will never be forgotten.

Playtesters: Mia Davis, Cori Redford, John C. Barnes, Zach Herring, Michael Mornard, Cameron Hays, Sara Barnes, Christian Vanek, Grant McGilvray, Pharlain Ross

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INTRODUCTION

Xadies and gentlemen, it's the only game nastier than a Type II demon with Type 3 herpes, *Maximum Xcrawl!* Powered by the mighty *Dungeon Crawl Classics RPG* gaming engine, *Xcrawl* is where dungeon hack and slash goes prime time and sells advertising space on the cooling corpses of your enemies.

The *BostonCrawl* is the first full-lethal event of its kind to be held in Beantown, and the locals are taking it very seriously. Boston is a sports-mad city, but for years they only had Division IV non-lethal events. The Duke of Boston raised hell until he got permission to host his own crawl, and then it was only the intervention of the Emperor himself who wanted an excuse to come visit the city he had neglected for decades.

INTRODUCING DJ MOLLY MILITIA

Former Assistant DJ Stephanie Huffaker, AKA DJ Molly Militia, has been appointed by Emperor Ronald I as the master of ceremonies for this historic event. Molly Militia is an organizational genius and a specialist at placing traps and hazards. She worked for Outrageous Fortune in Las Vegas and DJ Creature Feature in Cincinnati.

Molly Militia is brash, confrontational, sensitive, charming, crafty, and a fair competitor – usually. She isn't above a touch of vengeance. If the players insult her crawl or her fans – or, Apollo forbid, Boston itself – Molly gets in a little subtle treachery, being extremely careful that it can never come back to haunt her. Choose from the following list of contingencies, or combine a couple, or create something equally underhanded.

- Molly puts out a general alert that one of the creatures may have an illegal protection charm. The official procedure for this all-too-common occurrence is to have wizards test them all. Molly simply makes sure that the wizards don't start their search until the adventurers are right outside the door to the encounter, assuring that she will have to order them to hustle off the playing field just before the door opens. This alerts the monsters that combat is about to begin, and they start the room ready for action – i.e., not surprised.
- Molly makes a comment by the coffee machine about how she heard that the *BostonCrawl* is the PC team's farewell dungeon, then swears her staff to secrecy. This guarantees that chatty-ass Dale from Payroll spreads the rumor everywhere by the end of the day. The sponsors, who don't want to waste money on someone who may be about to retire, avoid everyone involved with the team like they are crawling with dire bedbugs. This has the effect of giving any random reward rolls the players take a -10 penalty until they spend some serious time and effort fighting this in the media.
- Molly starts a betting pool within her office to see which monster, trap, or hazard is the most effective against the PC team. Gambling falls into a gray area of the Adventurer's Guild rules, but since Molly only lets her staff bet for beer and bragging rights, and never for actual gold, she isn't technically in violation. Everyone on her staff does his or her very best to do the PCs in, without

letting it look too obvious. This can take as many forms as you, the judge, can think of – traps get upgraded and receive an extra +1 or +2 to their DC, creatures get new equipment and better positioning, maybe somebody finds some spiked armor and a giant-sized pair of nunchucks for the Beer Golem...don't go overboard, but make sure that the players notice somehow.

If the players act honorably, respectfully, and gratefully, they may just find an ally in Molly Militia, who isn't focused so much on slaying players as she is on advancing her own career. Her favorite teams will get invited to participate in any crawl she is involved with, and she puts the word out that they are good people to work with. Teams that treat Molly well might find themselves with extra job offers and opportunities (judge's discretion).

BACKGROUND

Three months before the crawl, associate producer Travis Bryant contacts the team (or their representative) and offers them a spot as an alternate in the *BostonCrawl*. Assuming they say yes, part of the deal is ground travel and hotel expenses covered should they actually play.

The PC team watches the *BostonCrawl* on television along with the rest of the world. The contest is slated for three teams to participate. The first two teams, the *Vancouver Angernauts* and the *Minneapolis Taxibots*, both lost too many members to continue and left via No Go doors early in the contest. The commentators all say that these victories are not a true test of Molly Militia's effectiveness, as those teams were plagued with bad luck and strategic mistakes.

The third team, *Unafrайдycats Ltd.*, had to drop out for "personal reasons." Folks with real inside dirt heard that they had an argument over billing that came to swords and spells.

The PC team was summoned immediately. A nobleman associated with the wine concession loans his private jet, and the team is on its way to Boston. Unless any members of the team are aristocrats, it is by far the most luxurious trip any of them have ever taken. Immediately upon landing, they are ushered to the arena.

The state-run media is keeping very quiet about Molly. Crawlers can all roll 1d20 + Luck modifier before the match to see if they have heard anything about this new DJ.

Roll

10 Molly Militia is a newbie DJ and is possibly a little squeamish about killing crawlers off. (False, planted rumor)

15 Molly Militia is a former encounter supervisor for several crawls, and she absolutely knows her stuff. (True)

20 Molly Militia is a serious up-and-comer who designed some of The Game's most lethal encounters in the last several years.

23 You actually met Molly Militia once at an *Xcrawl* afterparty. Your impression was that she is going to be a dangerous competitor. Also, she threw an empty shot glass at a guy who insulted the Red Socks.

The crawl takes place on November 1st, 2015 (or whenever suits your campaign best, naturally). The players get picked up from their hotel.

Have each player roll % dice. Every player who rolls under his Fame score has fans waiting for them outside of the arena. If they spend some time signing autographs and posing for pictures they receive +1 point of temporary Fame before the adventure begins.

The players are required to be in the green room by no later than 2:30.

OVERVIEW OF THE CRAWL

This adventure is designed for 4th-level characters. They will be a group of hardened dungeon crawlers who took a long shot on an alternate spot in an unknown crawl, and it paid off. DJ Molly Militia has yet to make a real reputation for herself, so this is the chance to really get your names out there in a crawl the whole world is watching.

The PC team is the last team going through this one-level, full-lethal, Division II Event. Either they succeed and are declared the winners, or they fail and the crawl has to find another team to participate - the gods find it offensive when these events don't have a winner, and their displeasure might become bad luck...or worse!

The event takes place in a venue built specifically for this event: the Boston Imperial Arena. Unless otherwise stated, all doors are tough security doors (DC 20 Strength check to bash down), and the ceilings are 12 ft. high. The walls of all the corridors are lined with hovering AVS monitors, which generally project static advertisements for the viewers at home when not actively communicating with the PC team.

DAY OF THE CRAWL

The players fly in via private jet and are immediately whisked to the Boston Imperial Arena. The team has only ten minutes to get ready before the dungeon begins. Ushers immediately bring the team to the green room.

Area 1-1 — Green Room: Backstage at the BostonCrawl is a lively affair. A dwarf referee checks your IDs, then waves you inside. There are two producers, a cameraman, a sound mic operator, and a few production assistants, all looking a bit harried at this point. Along the west wall is a large catering table, laden with food. You see platters of lobster rolls, a tureen of clam chowder, and a six-foot sub heaped with what appears to be the rarest roast beef you have ever seen in your life. Against the south wall is a row of benches, beyond them a bank of lockers. You notice that there is one locker for each of you, with your names stenciled on them. To the east you see a short hallway that ends in a double door with an AVS over it. You can hear the low roar of a crowd, probably a floor or two above you.

The referee introduces himself as head referee Bjorn Bonten. Like all the referees of the BostonCrawl, he wears the traditional black and white striped shirt, black pants, and a shoulder holster with a .44 magnum. He is a dwarf of few words. He checks all the characters' equipment and asks if they have any questions, which he answers as briefly as possible.

The players must rush to get ready, and while they don their armor and costumes, producers madly struggle to get everything

ready for camera time. At five minutes until the crawl, Bonten arranges the team in front of the AVS over the door for the opening ceremonies.

You see an introduction graphic for the BostonCrawl: scenes of monsters and magic interspersed with famous Boston landmarks, all set to a booming mashup of traditional Irish music and hip-hop. The feed switches to live broadcast, and handsome announcer Lloyd Calvin walks to center stage and takes up the old-fashioned microphone.

"Lords, ladies, and gentlefolk, welcome to the 2015 BostonCrawl! It's an honor to have all of you here with us on this historic occasion!"

Huge cheer from the crowd. Calvin goes on to thank a laundry list of sponsors, noblemen, and celebrities, a few of which he points to out in the crowd. The spotlight lingers on these individuals for a moment, giving them an opportunity to stand and receive some applause.

"And now, without further ado, let me introduce the person you've been waiting for. Ladies and Gentlemen, I give you the woman of the hour, favorite daughter of Boston...yooooour DEEEEJAYYYYYYYYY...MOLLY MILITIA!"

At this there is a boom of cannons. The cameras pan to the back of the auditorium. The doors open and in marches DJ Molly Militia, wearing a sexed-up version of the classic Revolutionary War patriot's costume and flanked by two female musicians, a drummer and a fife player. She and her two companions are portraying the famous three-man revolutionary war marching band, except Molly is playing an electric guitar embossed with the flag of the NAE. The three march in at the head of a column of other musicians, dancers, acrobats, and clowns. They march up to the stage, working the crowd as they do. Finally, they finish their musical number, with Molly Militia completely shredding the finale. They all take several bows. Molly Militia takes the microphone.

"Thank you! What a crowd!" Big cheer. "It's an honor to host the first annual BostonCrawl, and it's great to see the best people in the city here tonight for the Games!" Huge, sustained cheer. "Okay, I would love to just hang out all night and talk about how great we all are - not for nothing, this is the greatest city in the Empire!" Massive cheering. "But tempus fugit, and it's time to get bloody. Let's get this party started! Ladies and gentlemen, let me introduce the first team of the night, the <PC TEAM>."

Molly introduces the players as a team and then individually. She asks them a question or two each - how they like their chances, how strong they are feeling, that sort of thing. If they are from out of town, she asks how they are enjoying Boston. See above on how Molly handles rude or insulting crawlers.

Once she has interviewed all of the players, she continues.

"Okay, it's time to get this clambake underway. In the name of Emperor Ronald I, honored by sacred Olympus and revered by man, it is time to get started. Adventurers, your path is clear. You must face each of my challenges, survive every horror, and make your way to the exit. And since my other teams had such a" - here she stifles an embarrassed giggle - "difficult time of things, I got to take all my leftover monsters, traps, and obstacles and make a sort of 'greatest hits' dungeon. How do you like them apples?"

Big cheers and war whoops from the crowd.



"Ladies and gentlemen, I declare this contest open." Molly takes an index card out of her jacket and reads it. "Adventurers, from this moment forward your lives are forfeit in the service of the state. May Apollo keep you safe; may Mercury grant you swiftness; may great Athena share her wisdom. Begin!"

The scene changes on the AVS over the door to flash to the dungeon. The referee raises his eyebrows significantly at the team – they are free to begin the dungeon.

Area 1-2 — First Hallway: You see a 60' long hallway in front of you. There are static AVS screens along both walls, each showing advertisements for the various crawl sponsors. The ceiling is peaked, 10' high along the walls, arching to 12' high down the center. You see a door at the end of the hallway, and a slanted passageway leading off to the left.

Once the entire team enters the dungeon, the door slams behind them and a previously invisible No Go door indicator lights up. Leaving the way they came is now a disqualification.

Unless otherwise noted, this is the look and configuration for all of the hallways in the dungeon.

Area 1-3 — False Door Trap: The door has an oversized baroque lock built into its doorknob.

A character listening at the door hears laughter on the far side. If they listen carefully for an extended period (must be declared), they may notice that the laughter is on a 60 second loop.

The lock on this door is top notch (DC 20 Pick Lock check).

This is a false, trapped door. If the door is opened or battered down before the trap is disabled (DC 20 Disarm Trap

check), a ball cannon drops down from the ceiling ten feet from the door itself. It gets a surprise round to attack unless someone declares they are watching the ceiling while the door is opened. After its free surprise round, the launcher gets an automatic initiative of 19, fires 3 times per round with a +6 missile attack (1d6+4, and victim must make a DC 12 Fortitude save or be stunned and unable to act for one round upon impact). Every time a ball launches, a pre-recorded crowd chants "GO SOX!" The ball launcher is controlled from offstage, and can swivel 360°, so that it can follow logical targets, or even pause if the team runs back around the corner to regroup. The launcher has an AC 15, but is 10' off the ground (the turret drops down from the 12' crest of the ceiling) and takes 15 hit points before being disabled. The launcher fires at the most logical available targets until it is disabled.

Behind the door is a brick wall.

Area 1-4 — Arena Door: You do not see a lock on this door.

As the players approach, a previously invisible AVS screen appears over the door.

You see Molly Militia, lit only by a candle she holds. "One if by land, two if by sea. Got it?" Then she blows the candle out and the screen fades to the BostonCrawl logo.

The door is not locked or trapped. Anyone standing within five feet of it automatically hears the crowd on the other side.

Area 1-5 — Two If By Sea: The door opens to a water-filled arena room with a capacity crowd in the stands. They give a huge cheer as you enter. The perimeter of the room is set to look like Middlesex Village, circa the American Revolution. The door opens onto a boardwalk that goes around clockwise in a spiral, becoming rickety-looking stairs in a few places. The boardwalk finally becomes a bridge that goes to a wooden clock tower in the center of the room. At the front of the tower, facing you, are two unlit electric lamps set into a narrow slot in the wall. A group of animated skeletons, bones incongruously black as pitch, stand post around the room in full redcoat garb, pointing at you with archaic muskets tipped with deadly-looking bayonets. In the two far corners of the room are aged, short-barreled cannons, each of which is manned by two more of the un-dead creatures. Overhead is a rotating three-sided AVS scoreboard. One side lists all of your names, pictures, and statistics. One side has an advertisement for The Archduke's Sloop, a legendary local seafood restaurant. The final side has your instructions: STORM THE TOWER & ACTIVATE THE LAMPS TO WIN THE ROOM.

These are bonfire skeletons, un-dead valued for their ability to work tactically as a team. Their job is to prevent the crawlers from getting to the tower, and they will do anything in their power to make that happen. They will fight openly, or shove adventurers off of the boardwalk, or even grapple adventurers underwater, hoping to drown them before they break free. The muskets they carry do not actually fire, but the bayonets are carbon-fiber steel. There are thirteen bonfire skeletons, and they begin play at the "S" locations on the map. The group at the entrance will try to bottleneck the crawlers in the doorway if at all possible. If the bottleneck works, the skeletons along the boardwalk will wait until opponents break through to charge up – otherwise they will rush and join the attack, or attempt to block and destroy crawlers who try for an "end run" charge around the melee. The final bonfire skeleton guarding the door to the tower stands his ground as the last line of defense against invaders. Molly Militia wants them to hold off using their immolate ability for the finale, so they don't activate it until there are only four bonfire skeletons left.



The two "cannons" are actually air-powered net launchers. The nets are wire-mesh barbed nightmares, painful and difficult to get out of. Two skeletons can reload a cannon in a single round, while it takes a single skeleton two rounds to reload. Note that the tower blocks the launchers from firing at the PC team from certain angles. Each cannon team fires as soon as they have a good shot, focusing on spellcasters whenever possible.

Adventurers who get within five feet of the boardwalk notice a mostly-submerged, armored alligator floating just beneath the surface. Characters who declare they are looking at the water make a Luck check to notice another. The alligators quietly float up to the nearest action on the boardwalk, hoping for a quick meal if a crawler happens to fall in. The alligators are equipped with studded leather armor, goggles, and a shoulder-mounted poison dart launcher. The dart launchers are controlled by backstage handlers, and act independently of the gators themselves (but on the same combat round). The handlers only start firing darts if crawlers start to proactively target the gators – otherwise they don't fire.

If the players make their way to the tower via the boardwalk bridge and get past the final sentinel, they find the door unlocked and not trapped. The tower inside is one big room that begins at the base of the bridge. Inside is a hill giant, under careful layers of *illusion* which make him look exactly like a 12' tall King George III of England, complete with crown and mace of office (actually his huge oak club). The hill giant tries to smash and destroy any and all who enter into the tower. On the opposite wall of the tower is a heavy lever. It takes a Strength check (DC 13) to shift it into its down position.

Clever players may try to climb the tower in order to get up to the lamps (DC 15 Climb check). The tower is 60' tall, and the lamps are set into a tiny window 50' above (20' high in the tower room's interior – i.e., 20' over the floor where the giant stands) which will allow an adventurer to just squeeze through. A clever plan might allow a crawler to sneak in and pull the lever before the giant can react.

Once the lever is thrown, the lamps illuminate, an air horn sounds, and the room is declared a victory for the players. Once this happens, the giant stands down, the skeletons immediately cease attacking and stand at attention wherever they are, and the alligators are recalled, although if a crawler is currently locked in a struggle with one, that is just going to have to play out. If the players keep fighting (unless they are struggling with a gator) a referee warns them to stop, then starts handing out disqualifications.

The crowd gives the team a huge round of applause. DJ Molly Militia appears on the overhead scoreboard.

"How about a big hand for the <PC TEAM>?" Cheers! "Okay, Lloyd, tell them what they've won."

Treasure: Announcer Lloyd Calvin tells the players what they won, and supermodel Teesha Jaymes presents the team with their magic treasure: five thousand gold pieces; three potions (*water breathing*, *healing* (2d6), and *armor*, which causes metal plates to extrude from the drinker's skin, granting +2 AC for 2d6 turns, but increasing the character's fumble die by +1d on the dice chain); and a *Naderb's Wand* (made of naturally blue wood, it grants +2 to wizard spell checks; on a natural "1" it splinters and is destroyed, but prevents all corruption, misfire, and patron taint resulting from the roll). In addition, each player wins a year's supply of Gorgon's Choice Hair Care Products.

Bonfire Skeletons (13): Init +3; Atk claw +0 melee (1d3) or bayonet +0 melee (1d6); AC 9; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP un-dead traits, immune to fire, half damage from piercing and slashing weapons, limited telepathy, immolate; SV Fort +1, Ref +3, Will +3; AL C.

Bonfire skeletons share a limited telepathy with their creator and other bonfire skeletons animated by the same creator within 120'. This allows them to take orders and coordinate attacks with one another. They can immolate, bursting into flames and causing 1d6 damage to any creature within 5'; if the damage die comes up "6", the creature must succeed in a DC 15 Reflex save or catch fire (see DCC RPG core rulebook, p. 96). These flames last until the skeleton is slain, is submerged, or wills them to cease.

Net Launching Cannons (2): +5 ranged attack (1d4 plus grapple). Victims are pinned until they succeed in a DC 15 Strength or DC 12 Agility check, or are cut free by an ally (8 hp with a slashing weapon). Attempting to escape from a net causes an additional 1d3 damage from its barbs unless the victim is cut free.

Alligators (2): Init -3; Atk bite +5 melee (3d4); AC 19; HD 3d8; hp 13 each; MV 20' or swim 40'; Act 1d20; SP camouflage, grapple; SV Fort +2, Ref -2, Will -2; AL N.

On a successful bite, an alligator can hold unless the victim makes a DC 10 Reflex save. The alligator then attempts to pull its victim below water (Strength +5 for this check), and inflicts an automatic 2d4 damage per round until slain or the victim is freed (DC 15 Str check). Alligators gain a +10 bonus to any attempt to hide.

Poison Dart Launcher (2): +4 ranged attack (1d2 plus poison). Can fire equally well underwater. The poison requires a DC 15 Fort save to avoid 1d3 Agility damage, accompanied by burning pain and huge dark purple bruising.

Hill Giant (12' tall, 1,200 lbs.): Init -2; Atk club +15 melee (2d8+8); AC 16; HD 8d10; hp 45; MV 30'; Act 1d24; SP infravision, crit on 20-24; SV Fort +10, Ref +5, Will +6; AL C.

Area 1-6 — Secret Door: As soon as the team realizes that there aren't any obvious ways out of the arena, they will assuredly search for secret doors. This one is fairly obvious – it is only hidden by a static AVS advertisement for life insurance, the copy of which reads, "Imperial Permanent Assurance. Open The Door To Financial Security! Our Secret Is Hard Work!" The door simply slides open when it is touched; there is neither lock nor trap.

Area 1-7 — Junction: You find yourself in a 30' x 20' room with advertisements on every wall. To your left is a red door, embossed with a huge question mark. To your right is a blue door marked with three wavy lines in black. Directly ahead of you is another door, with a framed advertisement for one of the crawl's sponsors, international Mexican food chain *Luna Nueva*.

The doors to the east and west are both locked (DC 10), but neither are trapped. The door to the break room is unlocked.

Area 1-8 — Break Room: You open the door to what appears to be a standard Xcrawl break room, obviously sponsored by *Luna Nueva*. The entire interior is done in the same distinctive midnight blue and black color pattern the fast food chain uses. There is a buffet-style snack laid out under heat lamps on a table on the south wall, and you can smell spicy fried beef and onions from the doorway. There is also a medical examination table and a human male paramedic. There are a few comfortable-looking chairs, and two restroom doors on the east wall.

Once the players are here, they may spend up to 30 minutes relaxing this room. Paramedic Thom Colgan helps any wounded adventurer as much as he can (healing 1d3 damage to any character, as well as neutralizing poisons), but as usual refuses to disclose anything about any upcoming hazards. Thom is a diehard Bostonian, and while he professionally takes care of any and all wounds, he can't stop himself from busting chops if the party is from out of town.

Area 1-9 — Hall of Voodoo: You open the door to this hallway and see a hazard. It appears that there are four separate obstacles standing between you and the door at the end of this 60' hall: a crashing spike wall, some kind of repeating electrical blast, a glowing animated hockey stick, and some kind of continuous ice ray. The stick just hovers there, moving only slightly back and forth, but the other hazards seem to strike at regular intervals. On the far side of all four hazards is a lever on the north wall.

Moving the lever requires a Strength check (DC 13). Pulling it into the down position requires using an action die, and doing so turns off all obstacles (the hockey stick floats up to the ceiling). Moving it back into the up position turns the hazards on again.

There are four obvious hallway hazards:

- **Crashing Spike Wall (area A on map):** The spike wall has a chance of chomping anyone who tries to walk or run through it: +6 melee attack (2d6+4). On a critical hit, the victim must succeed on a Reflex save (DC 10) or lose a limb (arm or leg, left or right, choose randomly). Adventurers can time it and tumble through without being subject to attack if they are careful (DC 10 Agility check, automatic 2d6+4 damage if failed).
- **Electric Blast (area B on map):** The blast jolts anyone in the square once per round for 3d5 damage (DC 12 Fort save for half damage). Alternately, they can tumble through to avoid the blast (DC 15 Agility check, taking an automatic 3d7 damage with no save if failed).
- **Hockey Stick (area C on map):** This is a magical energy construction with many extraordinary properties. Any one passing through this square is subject to being hit by the hockey stick: +8 melee attack (1d3+2), crit on 19-20, 1d6 on Table III. The stick gets one attack per round and can take up to three extra attacks at targets that try to pass by it. In addition, anyone struck by the stick must make a DC 10 Reflex save to avoid being tripped. The stick also blocks any mundane missiles (including arrows, bolts, or other thrown weapons), successfully blocking these attacks with a 14 or better on 1d20 per missile. It automatically blocks all magic missiles, but permanently dissipates once it has taken 15 points of magic missile damage. It can be hit (AC 15), but takes no damage from other attacks.
- **Polar Ray (area D on map):** The ray sweeps this square floor to ceiling, leaving an icy ring and striking every target that passes through its square: +8 ranged attack (5d6, no save) and target must make a DC 15 Fort save or suffer 2d5 points of temporary Agility damage. A character can tumble through this square (DC 20 Agility check) to make it past without being struck.

The hallway has another, less-obvious hazard: an *invisible* demon known as the Terrorfell waits at the end of the hall to attack anyone who passes through the previous hazards. The creature picks one of the PC team (generally the first to get through, unless there is a lawful character he can reasonably get to), and tends to obsessively attack that indi-



vidual until they are destroyed, even if more logical targets present themselves. The creature becomes visible with its first successful attack, looking like a 7' tall humanoid rhino-man, wearing thick plate armor and wielding a terrible axe. Its first move is to throw the lever (thus restarting the hazards), then attack the crawler with his axe. It fights to the death, all the while trying to talk his favorite target into simply surrendering and letting himself be killed.

The Terrorfell (Type II demon): Init +1; Atk +3 unholy axe +8 melee (1d10+6 plus 1d4 against lawful creatures) or gore +6 melee (1d6+2); AC 20; HD 6d12; hp 40; MV 20' or fly 50'; Act 2d20; SP compelling voice, damage reduction, *detect good* (+6 spell check), *darkness* (+8 spell check), demon traits; SV Fort +8, Ref +4, Will +6; AL C.

As a Type II demon, the Terrorfell is immune to non-magical weapons or natural attacks from creatures of 3 HD or less, but the spell servers of the Empire have reduced this immunity so that he only reduces damage taken from non-magical weapons by 5 points. He only takes half damage from fire, acid, cold, electricity, and gas, as normal for a demon of his status.

Each round that the Terrorfell attempts to talk his favorite target into surrendering, the target must make a Will save. The DC begins at 5, but is increased by +2 each round. If the target fails this save, it can take no action on the next round. If it fails this save twice in a row, it drops whatever it is holding. If the target fails this save three times in a row, it surrenders, allowing the Terrorfell to hit it for maximum damage and an automatic critical.

Area 1-10 — Don't Let the Smooth Taste Fool You:

This door opens into what seems to be a bar scene. A dozen people mill about, sitting at tables or at the bar. When you come in, they all raise their glasses to you and cheer. You notice that they are

all wearing NonCom badges. A few of their faces seem familiar. There is a long bar across the east wall, with rows of beer bottles behind it and several taps, and a huge bar-length mirror on the back wall. The woman behind the bar is instantly recognizable to you — Celina Anthony, internationally famous movie star, with her pet ferret sitting on her shoulder. There is a huge gaily-lit jukebox in one corner, a pool table, and a dart board. As you look around, a woman gets up from one table — it is your DJ, Molly Militia, in jeans, a New England Patriots jersey, and her NonCom badge. "Welcome to my place!" she says. "Okay, here are the rules. This is like a role-playing encounter with a hidden enemy. Come on in, make yourself at home, and see if you can find the bad guy. Or bad guys. Or...bad girls!" She raises her beer stein to you, then taps her NonCom badge and disappears.

This room is sponsored by Beertown Classic breweries, a North Shore institution that has operated in Boston since the Revolutionary War. There are local bigwigs, sponsors, and aristocrats here, all having paid to be a part of the encounter. They are all wearing NonCom badges (even Celina Anthony's ferret), and none of them know what the actual encounter is. You might choose to let one or two of the guests of the crawl pub be some sort of contact to help set up future adventures. Celina Anthony is the one exception — the crawl hired her to play bartender, and she will pour drinks and chat.

The team can wander in the room and search anything they like, but nothing happens until one of the crawlers says the word "beer," at which point the beer golem, a ten-foot-tall animated pitcher of beer with muscular glass arms and legs and a huge smiling face bursts through the mirror and lands on the bar, spraying shards of glass everywhere. It then fights the players until they take it out.

The beer golem is a combat construct, extremely tough and much faster than anything its size has a right to be.

The golem fights using a combination of martial arts and barroom brawl techniques, and can pirouette on tiptoe to deliver a devastating spin kick when the circumstance dictates. It is a dangerous combatant but he has a built-in weakness: if it is emptied of beer it deactivates.

The golem is a spokesperson for Beertown, and is there to put on a show. It speaks only in beer slogans, Bruce Lee-style kung fu noises, and party phrases ("Everybody get down!", "Great taste less filling!", "WaaAAAAAA!", etc.). If the opportunity presents itself, the golem may spend some time grandstanding or otherwise having fun with the environment. It could pour a beer for a bystander, or go put its favorite song on the jukebox. Be creative and have fun with this room!

There is a second surprise in this encounter. Anything beneath the surface of the beer in the golem is *invisible*. There is a human athlete, Don Guapo, hiding beneath the surface. He is protected by *water breathing*, transformed to look like the classic "gill man" movie monster, and wearing a Hawaiian shirt. He stays put, hidden beneath the surface for the entire fight unless someone actually jumps into the golem, in which case he goes for a grapple and attempts to keep the victim held beneath the surface of the beer, where they both remain *invisible*, until the victim drowns. If the athlete is somehow dumped out of the beer, his instructions are to surrender.

Once the golem is defeated, the air horn sounds, and the room is over. Most of the non-combatants in the room will have fled, but any remaining give the adventurers a standing ovation.

Treasure: They bring back Celina Anthony to give the players their treasure. The team wins 5,000 gp and *Braumeister*. *Braumeister* is a neutral +2 longsword whose special purpose is to promote Beertown. The sword's critical range is extended by 1 (i.e., a character who normally crits on 18-20 instead crits on 17-20 when using *Braumeister*), and with every critical hit the blade loudly says, "Presented to you by Beertown Classics!" Three times per day, the blade can turn up to 8 gallons of fresh water into ice cold beer (by touch). Celina also hands them half of the Key to the City, which the team will need to get into area 1-14. In addition, each member of the team wins a year's supply of Beertown Classic beers, and all the promotional t-shirts, beer cozies, decals, etc., that they could ever want.

Beer Golem: Init +4; Atk hit or kick +7 melee (1d6+5); AC 17; HD 10d10; hp 60; MV 35'; Act 2d20; SP infravision 60', grab, dunk, immune to mind-altering spells or effects, beer dependent; SV Fort +10, Ref +8, Will +10; AL N.

If the beer golem successfully hits the same target twice in the same round, the target must succeed in a DC 15 Reflex save or be grabbed. On the next round, the beer golem can attempt to flip a grabbed opponent into itself, dunking them into the beer (and in this encounter subjecting him to attack from Don Guapo). Resolve with opposed Strength checks (the golem has a +5 bonus). Climbing out of the beer is difficult (DC 15 Str check).

The beer golem deactivates if it is ever drained of beer. It's no easy feat – it is ten feet tall, weighs a ton, and is supernaturally nimble. Pouring some beer back in will reactivate it if it has hit points remaining.

Don "The Djinni" Guapo: Init +2; Atk hit +3 melee (1d3+2 subdual); AC 12; HD 5d8+5; hp 28; MV 30'; Act 1d20; SP grab, drown, water breathing, invisible while immersed; SV Fort +3, Ref +5, Will +1; AL N.

Anyone struck by Don Guapo is automatically grabbed. Normally, swimming PCs must make a DC 5 Strength check each round to stay afloat (modified by armor). A PC grabbed by Don Guapo requires a DC 10 Strength check to stay afloat. Alternatively, a PC can choose to sink in order to attempt an opposed check using Strength or Agility to break Guapo's hold (Guapo gains a +3 bonus to this check).

A submerged PC without an air source can hold his breath for as many rounds as his Stamina score. If he engages in actions while submerged, this duration is halved. Once this time limit expires, the PC begins drowning and must make a DC 10 Fortitude save each round or temporarily lose 1 point of Stamina. The save DC increases by 1 each round after the first. A drowning PC can take no actions and must be rescued by another character. When a PC's Stamina reaches 0, he dies. If the PC is rescued, the lost Stamina is restored immediately.

Area 1-11 — Natatorium: Unlike the other hallways in the BostonCrawl, this one is lined with black and white tiles. The advertisements seem to all have a nautical theme: jet skis, sailboat vacations, and in-ground pools feature heavily.

This hallway is trapped (DC 10 Find Trap check to locate; DC 15 Disable Trap check). Halfway down the corridor is a pattern of pressure plates set into the tiles. If the party moves over this space without first disarming the trap, hidden jets begin to pump gas into the hallway. Every breathing individual in the hallway must make a Fort save (DC 10) or suffer -1 to their Personality score and be overcome with a paralyzing fear of water. Victims won't even be able to bear looking at water until the effects wear off (after about an hour) or are dispelled with magic.

Area 1-12 — Pool Party: The hallway leads to a large tiled room, which slopes downward into a pool. The pool continues to a far wall, and from where you stand it looks like it goes about 15 feet down. The far wall has a huge tiled mural of the city of Boston's famous waterfront. Beneath the water is a submerged tunnel that goes into darkness. There is an iron ring set into the wall just to the right of the hallway you entered by.

The iron loop is a trap. It can be handled, but if more than 20 pounds of pressure is applied (i.e., the weight of an underwater PC tied to a rope attached to the loop trying to pull himself out of the water) it triggers an explosive trap that does 3d6 damage to every target within 20' (DC 15 Ref save for half).

The underwater tunnel is only as thick as the wall. On the far side is a giant mutated Boston lobster, who attempts to slay and devour any crawlers who float through the water. As soon as the first crawler passes through, the lights go on and the lobster attacks. It is about 12' long, deep blue, and has two long whiplike tentacles growing between its eyes.

On the far side of the underwater passageway set into the floor is an *invisible* chest. The chest is locked (DC 22 Pick Lock check) and trapped – if the chest is opened before the trap is disarmed (DC 20 Disable Trap check), a massive electrical current is charged through the water, inflicting 2d5 damage per round to anyone touching the water. The chest is empty, but once it is opened an AVS at its bottom activates, reading "WELL DONE!"

Treasure: Actor Alex Osprey comes out and gives the PC team their treasure, then smiles at the camera and plugs his upcoming ocean adventure movie, *The 8th Sea*. The players receive a 5,000 gp note and a fashionably-cut *cloak of elven-kind* (+1d bonus to checks involving hiding/stealth), and each player wins a Bay Strider 350 Jet Ski package (jet ski,

hitched trailer, helmets, life jackets). In addition, Osprey hands over the other half of the Key to the City, which is required to open the door to area 1-14.

Giant Mutated Boston Lobster: Init +4; Atk claw +5 melee (1d5+5) or tentacle +0 melee (paralysis); AC 18; HD 4d8+16; hp 32; MV 10' or swim 30'; Act 2d20; SP darkvision 60', grab, paralysis, chew; SV Fort +8, Ref +2, Will +0; AL N.

A character hit by the giant lobster is automatically grabbed (DC 12 Str check to escape), taking automatic damage each subsequent round. The lobster can forego inflicting automatic damage to attack its held prey with a tentacle, causing paralysis for 1d6+2 rounds (DC 12 Fort save negates). It can only attempt to paralyze held opponents. Once an opponent is paralyzed, the lobster can chew on it, hitting automatically for 2d6 damage each round, in addition to automatic claw damage.

Area 1-13 — The Painted Door: At the beginning of this hallway, the style of dungeon completely changes. The hallway becomes a rough passageway, apparently carved into living rock. You see no advertising of any kind. You see an unlit torch in a hand-forged sconce five feet inside on your left. There are no electric lights of any kind, and as the passageway curves down a slight downward grade it becomes completely dark.

The unlit torch is a trap (DC 15 Find Trap check to notice; DC 20 Disable Trap check to disarm). If the torch is lit before the trap is disarmed, the fire ignites a fuse that sets off a huge stash of fireworks set deeper within the hallway. There is a huge explosion. Flashes of carefully-arranged lights form stars and cowboy hats and dragons that blow into the antechamber, and there is a copious amount of smoke that reduces visibility to 5'. Crawlers in the actual hallway take 1d3 damage from the exploding fireworks — there is a lot of noise and smoke, but the damage is minimal.

Once the players make it to the end of the hallway:

The hallway ends in a small chamber. Across from you is a crude painting of a door on the rock wall.

There is also either a huge crate of fireworks, set to explode and pointing out into the hallway, or a burnt-black, decimated crate that used to hold a huge battery of carefully-set fireworks. If they have not been ignited, there is a secondary trigger that can set them off — pulling any of the fireworks out of the crate triggers them all, if the secondary fuse isn't disarmed before it's removed (DC 20 Find Trap check to spot; DC 10 Disable Trap check). In addition to the firework effects listed above, the individual who triggered the trap takes an additional 3d6 fire damage from his proximity to the crate, and all of the firework patterns become illegible because so many of them bounce off the crawler.

Touching the painted door triggers an illusion. The painted door seems to open, and a two-dimensional cave sketch of DJ Molly Militia seems to walk out of it along the rock. She speaks to the team.

"It takes both halves of the Key to the City to pass through to your final challenge."

Once the crawlers present both halves of the key, the section of wall with the painted door is teleported backstage, while a new section of wall with an actual, archaic door in it is simultaneously teleported back in its place. This allows the team to hear wild cheering coming from the other side of the door. The new door is neither locked nor trapped.



Area 1-14 — Final Challenge: As the door opens you hear a crowd roar. This is a small arena room, perhaps seating five thousand individuals. The crowd, obviously composed of top-tier nobility, celebrities, and Xcrawl luminaries, rise to their feet and cheer as you enter. The room looks like a smaller version of the Coliseum in Rome. Opposite you is a huge arena gate.

Across the way you see a luxuriously appointed VIP box. And to your surprise, here in the very center sits Emperor Ronald I himself, looking down over the crowd. He raises his hands for silence — instantly all is still. He stands and looks down at your team. Next to him is DJ Molly Militia, wearing white and bound with thick ropes to a pillar. She glares at the Emperor.

The Emperor, ancient and austere, raises his hand, then looks down upon you. "Congratulations on making it this far. I salute your courage and resourcefulness. Now we shall test your true mettle. Defeat the creature and save this Lady of our Realm. Let this contest...begin!" The Emperor points to an unseen staff member off to his left, and then the arena gate opens up.

This is likely the first time any of the crawlers have seen Emperor Ronald I in person.

Once the gate opens there is a huge roar, followed by a gout of flame. This is the young adult, sandy brown dragon Zevallack, a *BostonCrawl* volunteer. An older, meaner dragon recently evicted Zevallack from his swanky mesa-top lair in California. The younger dragon fled and left all his treasure behind, and he feels lost and adrift without a hoard to protect. A member of the kobold tribe that lived near his lair told him that he could make money at Xcrawl, and the dragon eventually contacted Molly Militia and signed up. The DJ guaranteed his survival, and if he wins he goes home with a huge pile of gold and some very nice objects d'art. Needless to say, the beast is highly motivated.

Play This Battle Carefully

If this battle is so one-sided that it isn't going to be fun for your players, you can elect to give them a round to catch their breaths during the battle. Zevallack notices that the crowd is cheering not for himself, but for the crawl team, and it fills him with rage. He can spend a round roaring at the crowd, calling them fools and letting them know that they should all fall down and worship the magnificence that is the Zevallack. If the PC team is particularly hard-pressed, he might even turn his second breath weapon at the crowd – it does him no good since they are all protected by a force field, but it does terrify them, while at the same time giving the PCs an opening and expending the dragon's breath weapon.

If this battle is way off-balance in the other direction, you might elect to give the dragon additional magical protections, such as *magic shield* or any other magical protections that might have been cast on him while he was backstage, or grant a bonus breath weapon use. Strive for a balanced final room where the players must use all their wits and resources to survive.

The dragon only thinks he understands Xcrawl, however. He believes that all he has to do is show up and frighten the team away to win; he also believes that the crowd will be cheering for him, and will be shocked when he finds out that is not the case.

Zevallack uses his first breath weapon attack while he is still backstage, firing a "warning shot" before he shows himself. The dragon genuinely believes that he can just scare half of the team away, then mop up whoever is left. He enters the arena and tries to intimidate the crawlers off, then leaps into their midst, focusing on the toughest-looking fighter. When he realizes that this is a fight he must take seriously, he changes tactics, trying to upend the crawlers' strategy and use his size, flight, and abilities to his advantage. He desperately wants to win, and he isn't above taking a hostage or using some other dirty trick. If he is clearly about to be defeated or killed, the backstage handlers activate a special charm they put in place before the crawl and *teleport* him off of the set.

When the dragon is whisked away, an air horn sounds – the PC team has won! They get a standing ovation from the crowd while confetti and streamers fall from the rafters. Molly Militia's ropes fall away, and she comes down to the arena and personally presents the team with the traditional red capes and laurels, and their treasure.

Treasure: For defeating the dragon the team the players win 20,000 gp, a *witch's cloak* (+2 bonus to saves against fire, heat, and cold), a pair of *infravision goggles* (60'), and two monthly training sessions with the legendary trainer Ahnold S, each of which can increase a character's Strength or Stamina by +1 (to a maximum of 18) if, at the end of the session, they can roll 1d20 *over* their current score. In addition, each player wins an eight-day, all-expenses-paid vacation to the Kingdom of Ireland.

Zevallack is the first true dragon ever seen in an American Xcrawl event, and every crawler that faces him earns a permanent point of Fame for doing so.

Zevallack (Small Young Adult Dragon): Init +8; Atk bite +10 melee (1d12) and 2 claws +10 melee (1d8); AC 21; HD 8d12; hp 32; MV 40' or fly 80'; Act 3d20+1d12; SP infravision 100', breath weapon (2/day), snatch attack, *control fire* (3/hour), *earth to stone* (2/day), spells; SV Fort +8, Ref +8, Will +8; AL C.

Zevallack's breath weapon is a line of fire, 10' wide and 170' long, causing damage equal to the dragon's current hit points (DC 18 Ref save for half).

On a successful claw attack, Zevallack can snatch a target. While that means the dragon cannot make additional attacks with that claw, the target automatically takes 1d6 crushing damage each round. The dragon can fly with snatched creatures and can drop the grabbed target from any height (in this case limited by an 80' high force field), causing 1d6 damage per 10' fallen. Snatched creatures can attempt to escape with a Strength check (DC 18).

Zevallack can take control of mundane flames, such as torches and lanterns, and cause them to dance, extinguish, or expand; or he can create a line of flame up to 40' long per round. A character

touched by a line of flame (including a PC holding a torch or lantern) is engulfed for 1d6 fire damage plus an additional 1d6 damage per round. A DC 18 Reflex save is allowed each round to extinguish the flames.

Although the dragon can transform an area of earth into solid stone, this ability has no particular use in this arena. Should the PCs encounter Zevallack in a future crawl, this ability may be put to good use. The area transformed, up to 100' x 20' x 5', is permanently changed into stone.

Finally, Zevallack can cast the following spells, using 1d12 for his action die with a +6 bonus to the spell check: *charm person*, *chill touch*, *choking cloud*, *flaming hands*, *spider climb*, and *ward portal*.

AFTER THE CRAWL

The players are the toast of the town. Fans introduce themselves and gush all over them wherever they go in Boston. Each surviving crawler can make two rolls on the Random Fame Rewards table (see *Maximum Xcrawl: Core Rulebook*, p. 143).

Two days after the crawl, the PC team is treated to the traditional dinner at the DJ's Beacon Hill loft. In attendance are the Duke of Boston and his family, several local celebri-

NEW MAGIC ITEMS

The original version of this adventure contained two new magic items, which are given DCC statistics below. If the judge so desires, they can be added to the treasures presented in this crawl, or be placed in future Xcrawl events of the judge's own devising.

Omni Wand

The *omni wand* is a special magic item created for Xcrawl. When the wand is presented, it radiates magic but is "blank," with no spells in it. A wizard casts a 1st-level spell into the wand. The wizard must spend at least 1 point to spellburn, which does not affect the spell check, and may spend as many as 7 points of spellburn in this manner. Additional spellburn may be used to increase the spell check. The wand is now set: it has become a wand of whichever 1st-level spell was cast into it, with the exact spell check result as rolled, with up to 7 charges (one per point of dedicated spellburn). The choice is

permanent, and once those charges have been spent, the wand crumbles into dust.

Omni Weapon

An *omni weapon* looks like a silver ball, small enough to hold in the palm of the hand. The player who accepts it must hold it in their hand and concentrate on the perfect weapon - the weapon of their dreams. The ball then forms itself into exactly what the holder wished for. The new weapon will be perfectly gripped, balanced, and weighted for its owner. 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 similar modern weapon. The weapon has whatever magic bonus was assigned to it, but grants a +1d bonus to attack and damage rolls when wielded by the individual who shaped it. The *omni weapon* can only be formed once - after it takes weapon form, its shape is permanent.

ties, sports and media personalities, and a few local Xcrawl heroes. The afterparty is a good place for you to introduce your players to any contacts you might wish them to have for further adventure opportunities.

Molly Militia is magnanimous. She offers a sincere toast to any fallen crawlers, and salutes the others. If the players are good sports and have been respectful, she is a very good host and can possibly become a contact for them.

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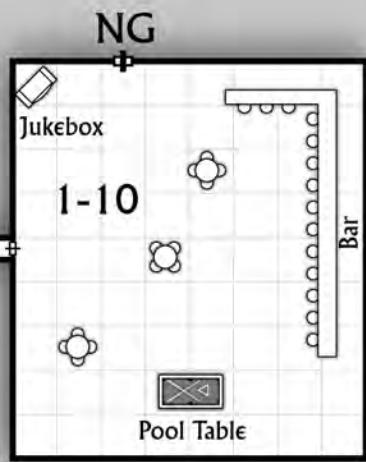
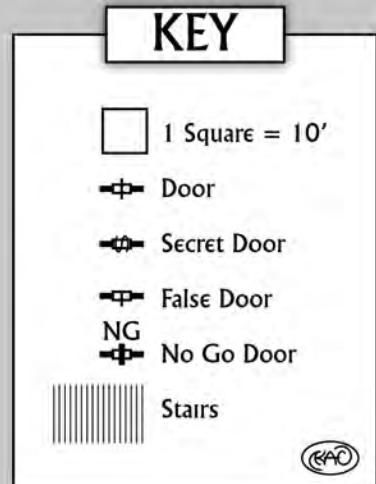
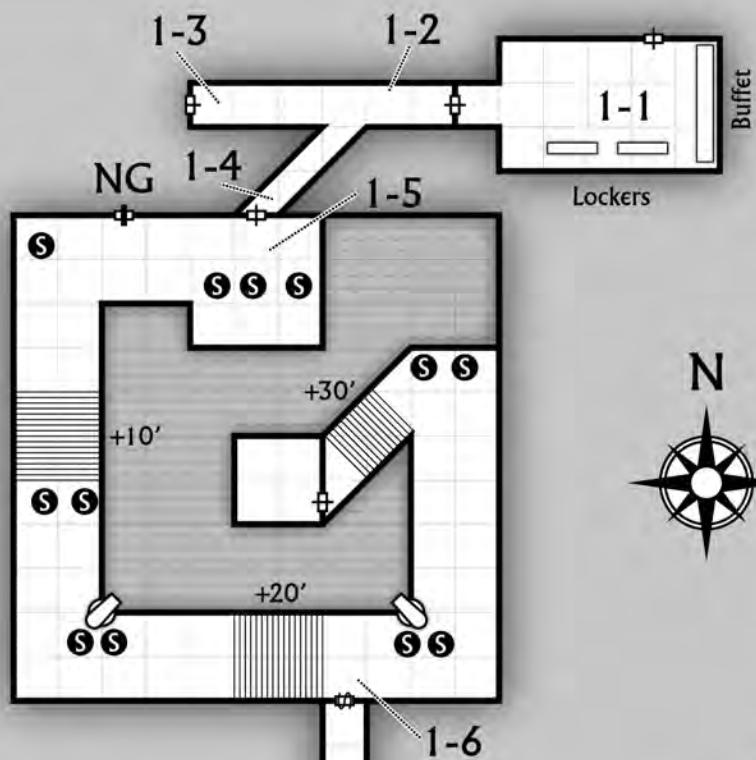
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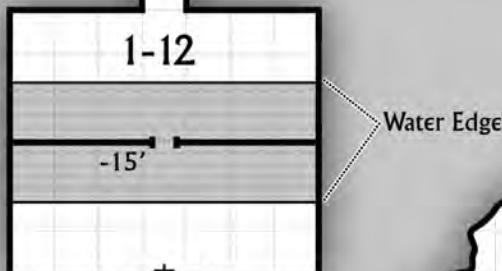
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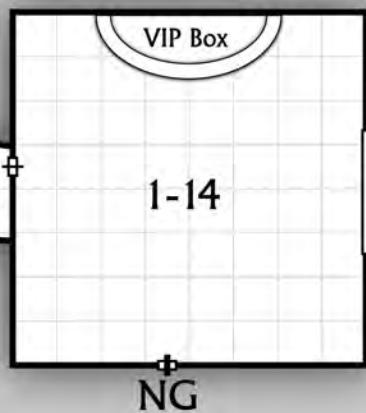
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