



Anaheim Crawl



DCC XCRAWL 101



If you've never played Xcrawl, you can still play *Anaheim Crawl* using just this adventure and your DCC rulebook! This overview will tell you how.

The world of Xcrawl is a blend of unexpected genre elements combined to create a highly original, offbeat adventure game. Xcrawl combines strategic dungeon crawl action in a harsh dystopia of absolute authoritarianism and rigid class conflict, featuring a quirky alternate modern history with a carnival-mirror view of the strange world we live in. It's a treatise on the phenomenon of fame in our celebrity-worshipping culture. It's a grand strategic challenge that forces out-of-the-box thinking by presenting crawlers with improbable situations that they simply could not discover in a standard fantasy setting. Most of all, Xcrawl is fun – monster-slaying, sports-car-winning, crowd-pumping, face-on-the-cereal-box fun!

Xcrawl itself is a live-on-pay-per-view death sport. The players take the roles of professional athlete adventurers, who live and die in modern arenas. They face the challenges set forth by the Dungeon Judge, or DJ, who designs a dungeon full of dangerous creatures, perilous traps, deadly obstacles, and incredible treasure.

Here are a few special rules for DCC Xcrawl.

MOJO

Mojo represents the unconscious power of teamwork that can push individual players to greater success than they ever could achieve on their own.

The Mojo Pool is a pool of points shared by an Xcrawl team. The team must be an established one with a set name, and the members must have trained with one another in order for all to share in points from the Mojo Pool. Normally, Mojo Pool points can only be used during Xcrawl events, but you the Judge can rule otherwise in case of special circumstances.

The Catch: you can never take points from the Mojo Pool for yourself; you can only give them to allies on your team OR allied creatures summoned by magic to fight for the team. Players are not permitted to ask for points out of the Mojo Pool, and those that do are blocked from receiving Mojo points for the remainder of the current encounter.

The Mojo Pool can never go lower than zero, and normally cannot go higher than 12. Though there are special factors that can increase or decrease the size of your pool.

Points from the Mojo Pool can normally only be added to the following dice rolls: action dice for combat or spellcasting, skill checks, or ability score checks.

Points from the Mojo Pool are added on a one-to-one basis, and there is no limit to how many points you can give out. For example, if you see that your brawler is about to have to make a difficult crossbow shot to finish off a monster to end the room, you can take two points out of the pool and give it to your brawler, who then adds two points on his action die to-hit roll.

Mojo points can not normally be added to the following rolls: saving throws, critical checks, fumble checks, corruption checks, or deity disapproval checks.

Player characters must be at least 1st level to share in the Mojo Pool. A zero level character on an Xcrawl team may not receive Mojo points, and only players with a character of 1st level or higher may give Mojo points to one another.

Starting Mojo

The Mojo Pool refreshes per Xcrawl event – not per room or encounter, but per full event.

Some adventures (such as the tournament *Anaheim Crawl*) have a preset starting Mojo Pool size. Otherwise, roll 1d12 to determine the starting Mojo Pool for your team. Every team member also makes a Luck roll – each success adds 1 point to the Pool, each failure takes 1 point away. The bonus for successful Luck rolls is doubled for halfling characters. Note that the Mojo Pool can still never be higher than 12 or lower than zero, no matter what the die roll is.

Mojo Pool Adds

The following events add points to the Mojo Pool:

- Victory in an Xcrawl combat encounter adds 1 point to the Mojo Pool.
- Successfully defeating a trap in Xcrawl adds one point to the Mojo Pool
- A crit on any hit roll or ability check during combat adds 1 point to the Mojo Pool.
- Bypassing a trap without anyone getting affected adds 1 point to the Mojo Pool.

Mojo Crit in Combat

If Mojo is added to a roll and the result is a crit, it is referred to as *Destiny*. The points are added to the roll normally but no points are actually taken out of the pool. In addition, one point is added to the Mojo Pool.

Mojo Fumble

If Mojo is added to a roll and the die comes up a natural one, it's referred to as a *Choke*. One additional point of Mojo comes away from the pool (minimum pool still zero – it can't go underwater).

GRANDSTANDING

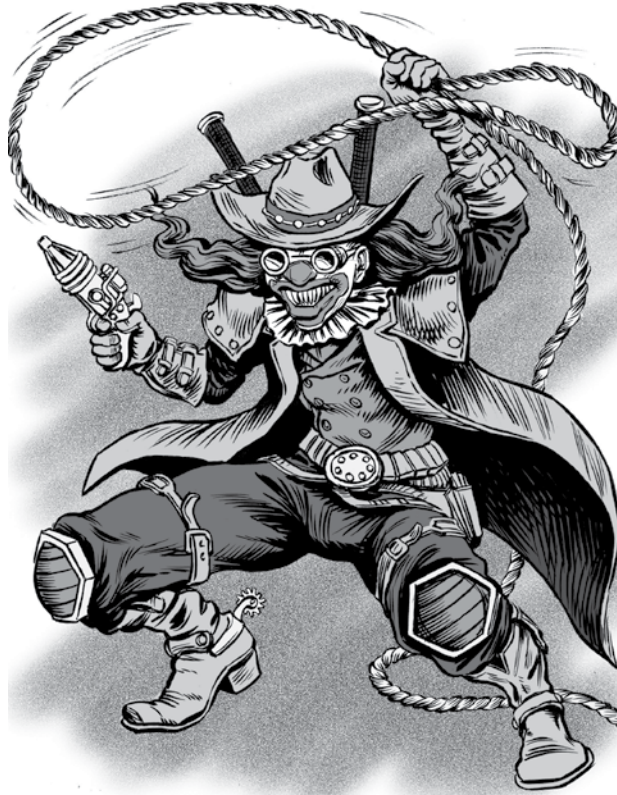
Grandstanding is the art of working the crowd.

Grandstanding Check = 1d20 + Cha bonus + character level

The DC for this check is referred to as *Crowd DC*. The average Crowd DC is 21. Circumstances can raise or lower this DC. For example, a hometown crowd eager for a victory might be DC 15, while a hostile crowd could be DC 25 or higher.

Continued on inside back cover

Anaheim Crawl



PRESENTED BY DJ HAT TRICK • A LEVEL 4 ADVENTURE

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• Tournament GMs: Cameron "DJ THAC0" Hays, Sean
"DJ Crunch Time" Nokes, Erica "DJ Mouse Trap" King

Congratulations to the GenCon 2015 Xcrawl Tournament
Winners: Something with "Blood": Mark Bruce, Christian
Vanek, Don Comfort, Steven Yap, Alex Kanous, Marcellie
Henby, and François Labrecque

Playtesters: Alison Hudson, Andrew Barlow, Andrew
Oswell, Cameron "DJ THAC0" Hays, Chris Duncan, Chris-
tian Vanek, Cori Redford, Cory Milligan, Ed Tirado, Erica
"DJ Mouse Trap" King, Jeremy Bednarski, Jeremy Cau-
field, Joe "J Money" Sheckels, Jon Hibma, Mike Fuller,
Paul Suda, Pharlain Ross, Sean "DJ Crunch Time" Nokes



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In memory of Jason Deas.
Vir parvus multum ignis habet.



nce again it's time for the game that's boycotting black puddings until Cosby testifies, *Xcrawl!* Yes indeed, your favorite product placement opportunity cum death sport is once again looking for a few brave souls who are willing to pay for honor, glory, and gold with blood. It's time to Steampunk Ninja Rodeo Clown up! Get ready for the thrill of the victory and enough gold to ensure your kids will never have to work a day in their lives, or failure, death, and a two second shot of you during the "In Remembrance" segment of that year's Guild Awards.

The Anaheim Crawl was written for Gen Con 2015. Tested at MEPAcon and Origins earlier that year, the adventure proved a fun challenge and lot of laughs.

BACKGROUND



he Anaheim Crawl is a two-level Division III full lethal adventure. Jason Deas, AKA DJ Hat Trick, is back for his second crawl ever. The former PR exec from Tulsa has clawed his way into the industry on pure charm andchutzpa, and is now in charge of the newest full lethal crawl in the sport.

DJ Hat Trick is clever, probing, dapper, shrewd, calculating, and occasionally reckless. He's a geek of the highest order, and his pride at having found a position of such importance in the industry he loved so much propels him to put on the absolute best possible show that he can manage.

Six months before the crawl begins, the team receives a formal invitation to participate in the adventure. They are responsible for their travel to Anaheim (most likely via bus caravan, unless the team is either local or rich enough to afford the prohibitively costly air fare). The Crawl Association puts the team in comfortable, if basic, accommodations at the Anaheim Sanford Hotel. At noon, the crawl sends a bus for the team. A small crowd of admirers waits outside with autograph books and cameras. Crawlers who want to spend some time making nice with the fans can make a DC 15 Grandstanding check; success means they earn 1 point of Temporary Fame.

The bus takes the team to the Anaheim Memorial Sports Complex, where they are quickly shuffled into the Green Room. Once the team is sequestered in the room, the televised crawl begins, with musical opening acts, a comedian, and a virtual tour of the dungeon for the audience in the studio and at home.

AN XCRAWL GLOSSARY

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJs can communicate with their characters via the AVS. All AVSs are networked, and while there are some live cameramen most of the recording comes through these handy dandy technomagical timesavers. 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 mundane explosives (other than standard alchemist's fire). Note that

magical spells and items and that replicate these effects are perfectly acceptable. 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 for this dungeon are in compliance. For a complete list of banned equipment, along with all the rules of *Xcrawl*'s game-within-a-game, see the *Maximum Xcrawl* Core Book.

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

Disqualified: Disqualified characters can not return to the dungeon – not even on later levels. If the characters are unclear of their instructions or have other problems they can call for a ref at any time. Note that calling a ref does not mean the action pauses!

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. Fame is a new rule for *Xcrawl* and the full rules can be found in the *Maximum Xcrawl* core book.

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 characters to help their teammates through difficult situations.

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

NonCom Badge: A NonCom (non-combat) badge has two functions. First, it tells participants that whoever is wearing one is not a target and may not be attacked (nor may they attack or hinder in any way, including aiding monsters). Characters who attack anything with a noncom badge are disqualified. Creatures struck while wearing a NonCom badge are instantly teleported to a nearby hospital or in-house emergency facility.

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.

Standard Appearance Fee: A character's Standard Appearance Fee equals his or her current fame score multiplied by 250 gp. Note that this counts as monies earned "outside" the crawl – it cannot be used to purchase new equipment.

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. Note that the ref can call a room before all of the monsters are dead once it is obvious they have no chance of winning. Players may not ignore a referee's order to that effect.

Treasure: Crawlers can win all kinds of nifty stuff for beating monsters, including gold, equipment, and fabulous prizes. Keep in mind that the player's only receive magic items and other dungeon equipment at the time of winning. Everything else is distributed after the dungeon is over. Magic Items are normally brought to the crawlers from backstage and presented by models.

NOTES ON THE CRAWL

In tournament events, the following rules are in effect:

- NoGo doors lead back stage – anyone who escapes through one survives, but is disqualified and may not rejoin the event. Escaping through a NoGo door in this adventure incurs a -3 Temporary Fame penalty.
- All doors are security doors, DC 20 Strength checks to bash down.
- **The Crowd DC, unless otherwise specified, is 20.** The crowd is in a good mood, but are split between supporting the various competing teams.
- **Starting Mojo pool is 7**, before any modifications for fame feats.

DUNGEON LEVEL 1

Area 1-1 – Green Room:

Your team is led to the comfortable green room in the Anaheim Memorial Sports complex. You see a row of lockers, a table set with food and coffee and bottles of water, two referees, a cameraman, and a frazzled looking woman in a headset shouting to someone about production arrangements. There are three doors in the southwest corner of the room, each with an elaborately painted hat – rococo versions of a cowboy hat, a horned helmet, and a top hat.

As soon as the players arrive, lead referee Ian SerVass introduces himself.

I'm Ian SerVass, head referee for the Anaheim Crawl. Congratulations on being chosen to compete today, this is going to be an intense contest and on behalf of the staff I wish you the very best of luck. We are following standard rules for equipment and engagement. Any questions?

The referee answers any questions about game play except for the details of any upcoming traps and encounters.

At 2:30 the referee leads you over to the AVS for the opening ceremonies.

The AVS changes from the static image to a slow motion chase scene in noir black and white – you see a group of armed men, obviously crawlers, running in terror from an unknown enemy through a darkened forest. The music is a hardcore metal version of the old TV hit, Three is a Magic Number. The scene changes to slow motion as the panicking adventurers round a corner, and the first one around the bend is decapitated by some flying object. After slicing the warrior's head off, it buries itself in the tree – switch to a close up of a sleek weaponized fedora, apparently with a razored edge, now sticking out of a tree. The point of view changes, and you see DJ Hat Trick, in top hat, tails, and domino mask. He is riding in a huge upside-down derby, his own personal flying saucer, and punching the air for the exuberance of the chase. He seems to be laughing maniacally as he hurls spinning hats down at the hapless runners. Finally the scene changes again, and now you see Hat Trick, standing knee deep in dead Xcrawlers, throwing his hat into the night sky like a graduating senior. For one slow motion moment it hangs in front of the full moon, mimicking the logo of this year's Anaheim Crawl. The video piece fades, and you are now looking down at a huge stadium crowd all cheering. The camera pans to the podium and you see DJ Hat Trick in the flesh, short and dapper and dressed in crisp formal finery, approaching the old fashioned microphone.

"Thank you, thank you, thank you all! Yes . . . yes . . ." he raises his hands for the crowd to stop their wild cheering, and they begin to reluctantly trail off. "Thank you all! It is my great honor to be your master ceremonies for tonight's event. Ladies and gentlemen, hats off to Xcrawl!"

He takes his hat off – magically there is another one there automatically, this one a commodore's hat, which clashes comically with his black tuxedo and red-lined opera cape.

"Welcome to my humble dungeon. I do believe that this is going to be a night none of you shall ever forget. Well, at least not the survivors – Ha! I've got a million of 'em!"

"I'm super excited about tonight's event. Let's introduce our first team, the [Team Name]!"

He briefly introduces each one of the team members, tipping his hat when they are done and wishing them good luck. Finished, he once again addresses the crowd:

How about a big round of applause for our first team? Thank you so much! Adventurers, I salute your heroic spirit. I ask for nothing less of your team than I ask for from my staff, trainers, engineers, designers, and monster talent: perfection. I want your best work tonight right here in Anaheim, the greatest little city in the whole Empire! Who's with me?

Big cheer.

"Let's begin. From this moment forward your lives are forfeit in the service of the Emperor. I call upon Mighty Apollo, the honored guide who brings us from darkness to light, to bless this contest. Three doors, heroes. Only one leads to the dungeon. Which are you going to choose?"

The lights dim on the stage, and the darkness morphs into the moon-and-top hat looking logo of the crawl.

The DJ gives you the thumbs up – you are set to begin the dungeon.

Area 1-2 – Top Hat Door: The top hat door has no trap but is locked (DC 13 pick lock check to open). Opening it up releases Farkquela, a dungeon hag hired specially for this event.

The hag has a tiny AVS on her side of the door that lets her watch the crawlers and be prepared for them. She is dan-

Anaheim Crawl

KEY

1 Square = 10'

Door

Secret Door

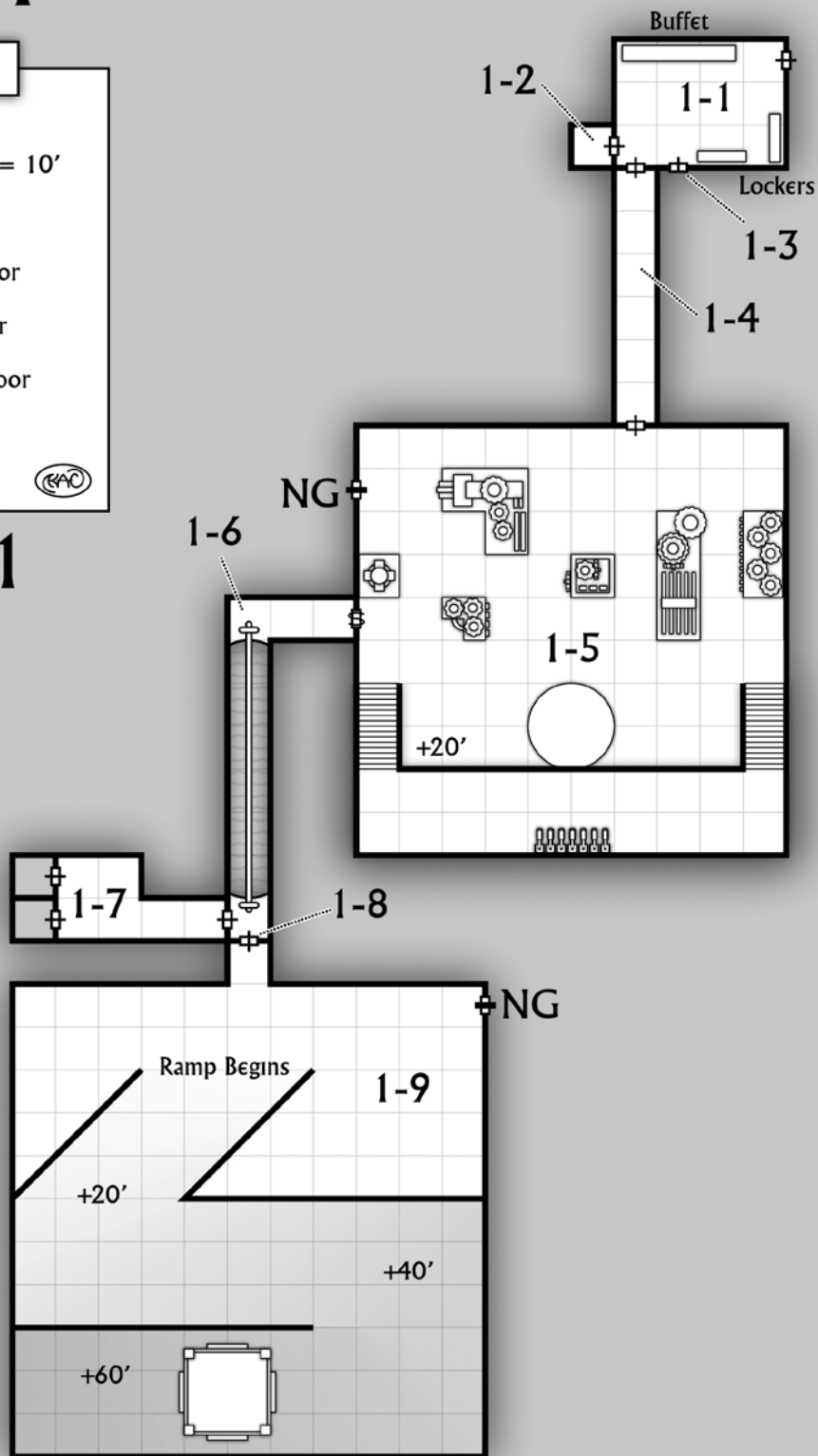
False Door

NG No Go Door

Stairs



Level 1



gerous, unpredictable, and a potential major resource drain. Her ability to read surface thoughts might allow her to discover a straightforward weakness to exploit, but barring a better option try this strategy: Farkquela creates an obscuring mist as soon as she sees the crawlers about to go through her door. She becomes invisible while they check for traps, scanning to see which one would be the easiest to waylay. When the door opens, she assumes the voice of an announcer and says:

This is a challenge for one member of your party – [CHARACTER NAME], specifically. Come on in alone for a chance to win glory and fabulous prizes!

The fact that the voice comes from inside the room filled with mist, and not from the AVS network as per usual, is a clue. If any of the players ask if they notice anything unusual, give them a DC 7 Intelligence check to know that this is strange, but not unprecedented.

If that character comes in alone, Farkquela, now invisible and hiding beside the door, closes it, re-locks it (the door appears to do so on its own), and attacks while calling out in a precise imitation of her victim's voice that they should not come in to rescue them no matter what they hear. She then proceeds to rip her victim to shreds. If the party outside starts either picking the lock or trying to bash the door down, she makes herself look like a referee, bloodied from the fight. She runs past the party, claiming that their teammate has gone insane and must be stopped. *IF* the player's ask if they notice anything strange about the ref, they see that he is not wearing a NonCom badge. If she is not stopped and defeated, she runs through the Cowboy Hat door – opening it with a key she has - down the hall, and goes into the Cowboy Hat room, where she becomes invisible and waits for an opportunity to do further mischief to the party, specifically to whomever she was fighting in the original encounter.

Farkquela the Dungeon Hag: Init +1; Atk claw +5 melee (1d3+4 plus fatigue); AC 17; HD 7d8+7; hp 35; MV 30'; Act 2d20; SP infravision 60', obscuring mist, invisibility (with expanded crit range 18-20), alter appearance, read thoughts, mimic sound, half damage from non-magical weapons, fatigue; SV Fort +6, Ref +7, Will +7; AL C.

Farkquela can create an area of mist up to 30' in diameter, which obscures vision (-2 penalty to attack rolls, and sight is limited to 5') once per day – she is unaffected by this mist. She can become invisible with a full round's concentration, or alter her appearance to that of any normal humanoid creature using an Action Die. When invisible, a successful attack renders her visible again, but the attack is a critical hit on an 18-20. She can perfectly mimic any sound she hears, including the voices of creatures. She can read minds within a 100' range (surface thoughts only).

A creature hit by the hag's claws must make a DC 16 Fortitude save or take a point of temporary Stamina damage from fatigue. The character moves at half speed, cannot run or charge, and has a -1d penalty to attack rolls and damage for 1d3 rounds.

The dungeon hag is a pure expression of the hate and bit-



terness that the Universe is capable of. Mischief and murder are sacraments to her, and she delights in nothing except sowing ruin and pain throughout the world. Farkquela is over six feet tall and rail thin, and is supernaturally strong and tough for her physical stature.

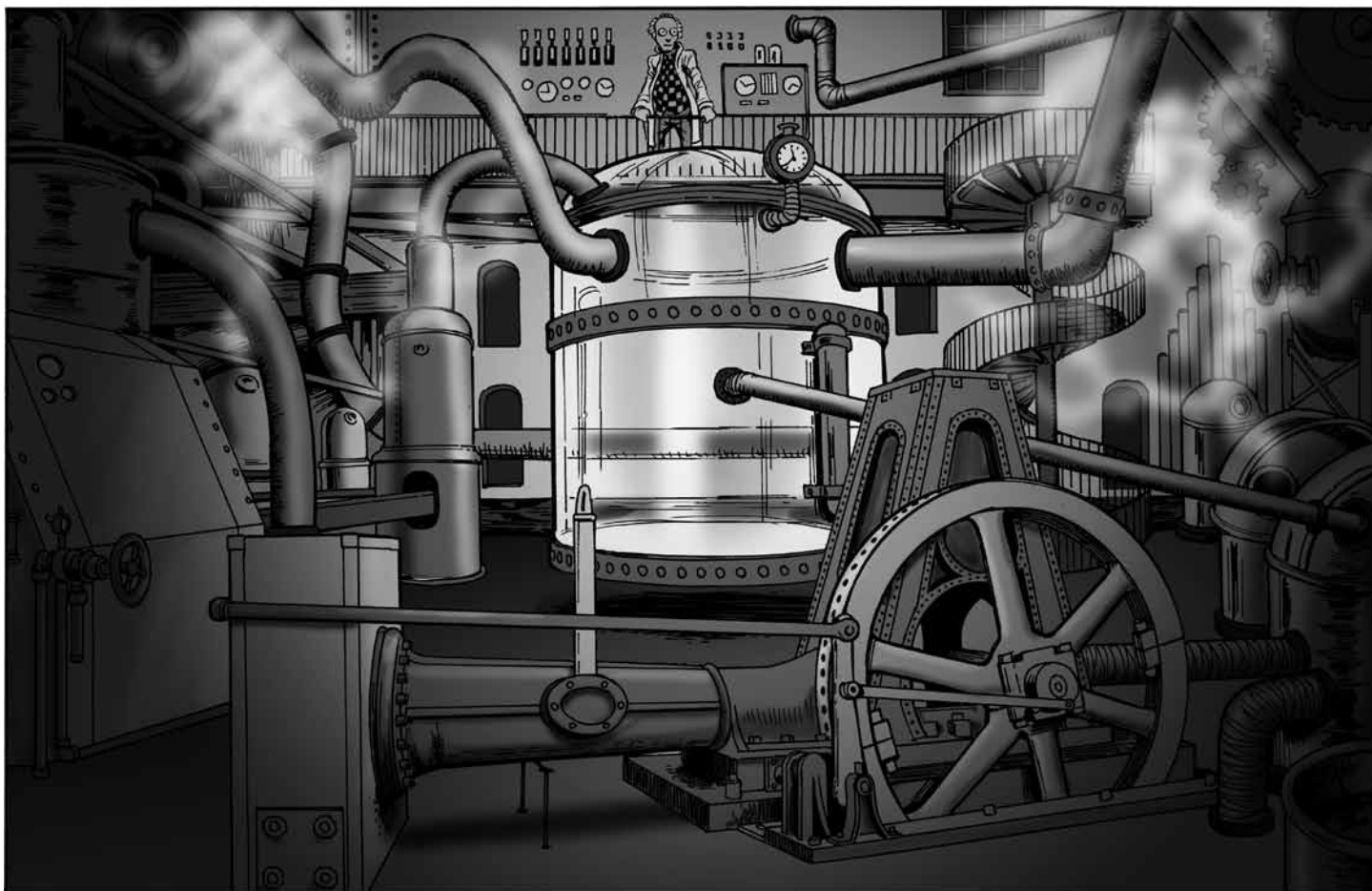
Defeating the Hag adds +1 point to the Mojo Pool.

Area 1-3 – Helmet Door: This false door is locked (DC 15 pick lock) and trapped (DC 15 find trap, DC 10 disable trap). If the door is opened or bashed down before the trap is discovered, the door folds violently fast on a hidden center hinge and jagged spikes of splintery wood pop out of the top and bottom, making it into a sort of bear trap that makes an attack at +8, doing 2d6 damage. The trapped door also pops up huge animated eyes and a Viking helmet, and humorously appears to be eating the victim. The trap continues to chomp down on the victim, doing an additional 1d6 points of damage per round until he frees himself (DC 15 Strength check to escape), or until his companions free him (DC 20 Strength check, up to 4 can aid one another on the attempt including the guy in the trap).

Area 1-4 – Cowboy Hat door: This door is locked (DC 15 pick lock) but not trapped.

You see a 10' wide hallway heading down to a door. The right and left side walls each have AVS advertising on them down each side.

As the party progresses down the hallway towards the door to area 1-5 they begin to hear crowd noise from above and ahead of them.



Area 1-5 – Weird Weird West:

The door opens to an arena room with full stadium seating, the crowd of American aristocrats and wealthy businessmen and their families and hangers-on cheer politely as you make your entrance. The room is a maze of elaborate machines that would look right at home in a Victorian science fiction novel. The room is loud with the clanking of machines and the occasional hiss of ventilating steam. In the center back of the room is a giant cylinder, more than fifteen feet in diameter and twenty feet high, with a various hoses, wires, and tubes leading from the machines to the huge tube. Behind it is a twenty-foot high stage, set to look like a sort of control room. On the center back wall is a bank of seven levers, currently all in the “up” position. Standing before them is a balding human, wearing complicated goggles and a lab coat over a checkered green suit in an antique style, complete with weskit and silver watch chain. As you enter he calls out, his voice booming from hidden speakers: “I have no peers present here. No man amongst you is fit to judge the mighty art that I have wrought!” Then he pulls the first lever, cackling, and a huge right leg of some kind of armored mechanical giant falls into place in the tube. The crowd cheers wildly. An air horn sounds.

This is a simple contest: every time a lever is pulled another piece of the Steampunk mechanoid falls into place until all seven come together, at which point the cylinder drops into the floor and the creature attacks the crawl team.

Hidden among the machines is a gang of six Steampunk Ninja Rodeo Clowns who call themselves the West Cholmondeley Scuttlers. Despite their wild looks and anarchic demeanor, they are a fierce and disciplined gang, well trained and versed in team tactics **The Steampunk Ninja**

Rodeo Clowns begin with a Mojo Pool of 5. Their job is to harass and delay the crawlers so that the Mad Scientist can flip all seven levers. However, once the Mad Scientist is somehow prevented from throwing a lever (from grappling, paralysis, death, etc), the Scuttlers are permitted to rush the stage and throw levers themselves until the robot is in combat. The Scuttlers will use every trick and deception to win this room: playing dead, taking hostages, vicious taunting, dog piling key opponents, stealing valuable gear, etc.

Players may try to destroy some of the machines (AC 15; hp 11-41[6d6+5]; all damage reduced by 8), or may try smashing the cylinder itself (AC 20; HP 151; all damage reduced by 10 – smashing it entirely effectively ends the room). The cylinder goes all the way up into the arena roof. The machines and the cylinders are all stage dressing, as are the levers – whenever a lever is thrown a new piece of the creature is teleported into place from offstage (a spellcaster can make a DC 15 Intelligence check to recognize the magics being used, a non-caster can make a Luck check to have seen a behind the scenes special on *Xcrawl* that showed how they do stuff like this).

Unthrowing a lever (i.e., switching a thrown lever from the down to up position) actually causes another piece of the creature to fall into place, just as if a new lever had been thrown.

Throwing a lever requires using an Action Die. Levers may be disabled with a DC 20 disable trap check. A Scuttler might try to repair it (DC = crawler’s disable trap check result), and they can do that in a round. Sundering a lever is also possi-

ble (AC 10; hp 10; damage reduced by 10). A sundered lever can still be moved, but a DC 15 Strength check is required and each attempt causes 1 point of damage.

The mad scientist is blaster CJ “Stardust” DeSilvy, a crawler who enjoys playing as a monster on his days off from killing them. They allowed him to begin the room with one spell already in effect, *magic shield*. A spell check result of 24 is already calculated into his statistic. Stardust is a tough competitor but on his own no match for the crawl team. He will pull levers as quickly as he can, but if the Steampunk Ninja Rodeo Clowns slow the team down enough that he has some breathing room he will intersperse this with casting spells. With two Action Dice, Stardust can engage in a spell duel while pulling levers. His goal is to throw the levers to activate the mechanoid. He wants to live through this, so if brought below 5 hit points he surrenders.

The mechanoid is seven assembly steps away from being able to fight. The steps:

- Right Leg (drops before combat begins)
- Left Leg
- Hips
- Chest
- Right Arm
- Left Arm
- Head with huge cowboy hat – ready to fight

West Cholmondeley Scuttlers (6): Init +3; Atk nunchaku +3 melee (1d5) or lasso +5 ranged (entangle) or steam-powered dart gun +5 ranged (1d4+1); AC 15; HD 3d6+3; hp 15 each; MV 30'; Act 2d20; SP sneak +4, entangle, repair device +6, ; SV Fort +3, Ref +5, Will +1; AL N. Gear: Nunchaku, lasso, steam-powered dart gun, clip of 5 darts, healing potion (1d6).

Lasso: A lasso can entangle a single opponent up to 10' away, ignoring all armor except shields. The target is entangled, taking a -1d penalty on all Action Dice, a -4 penalty to Agility, and can move only at half speed. The target cannot charge or run. A creature controlling the trailing rope can make an opposed Strength check to prevent the target from moving beyond the limits of the rope, or to draw the target 5' closer. An entangled creature can slip free with a DC 15 Agility check or burst free with a DC 20 Strength check (both require using an Action Die). The lasso has 2 hit points and AC 10, but can only be damaged by slashing weapons.

Steam Powered Dart Gun: 1d4+1 damage, 30' range. Holds 5 darts in the clip which may be poisoned (they are not in this case). Makes a bitching *Hissst!* noise whenever fired. The gun can fire 15 times before the water reserve needs refueling.

CJ “Stardust” DeSilvy: Init +2; Atk short sword +3 melee (1d6); AC 16; HD 7d4+10; hp 31; MV 30'; Act 2d20; SP *magic shield* (+4 to AC, blocks magic missiles, reduces non-magical projectile attacks by 10 hp damage), spells; SV Fort +4, Ref +4, Will +6; AL N. Gear: Hip Steampunk scientist outfit with tricked out goggles and boots), bespoke head lamp, pseudo-antique waterproof watch. Spells (+10 spell check): *Flaming hands*, *magic missile*, *magic shield*, *spider climb*, *ward portal*, *ray*

of enfeeblement, *scorching ray*, *dispel magic*, *fireball*, and *slow*.

Once the steam mechanoid attacks, the CJ and the ninjas all disengage from the PCs and attempt to run through the NoGo door, perhaps dragging a wounded companion along with them.

Once activated, the robot enters combat immediately, gaining an initiative score equal to whatever round it first moves on. It fights in a pattern – standard combat for two rounds, then for one round it grandstands (+4 bonus), gaining Temporary Fame Points for successful rolls. If it falls below 20 hp it ceases the grandstanding and fights full out.

Mind-affecting magic has no other affect than to make the robot spend a round writhing in self-loathing and existential angst: it wants to be a person – and it wants to be held so, so badly. A successful save negates this effect.

The Steampunk Mechanoid: Init +3; Atk slam +5 melee (2d5+5 plus knockback); AC 19 (plus dr 5); HD 8d10+20; hp 64; MV 30'; Act 2d24; SP damage reduction 5, construct, immunity to 1st level spells (except cold-producing spells), double damage from cold (plus loses 1 Action Die on the following round), electricity heals 1d6 damage, mind-affecting spells cause self-loathing, knockback (DC 10 Fort save or fall prone 10' away, taking 1d6 additional damage), crit as giant; SV Fort +2, Ref +2, Will +5; AL N.

The players will win the room automatically if they defeat the Doctor and his minions before they activate the robot, or if the robot activates and they destroy it. When this happens, the air horns blow, and the crowd gives the team a huge cheer. Three panels in the floor open up and out slide three treasure chests. Each chest has both a painted silhouette and a word: the one on the left has a hunter and the word CHOOSE, the one in the middle has a warrior and the word ONE, and the one on the right has a man kneeling at prayer and the word CHEST.

Each chest has a different treasure:

1. Hunter/ Choose: 5000 gp, the magical +2 longbow known as “The Jagermeister”, a flashlight with a distinctive star and crescent moon pattern, and a year’s supply of Empire Classic Pound Cake. The Jagermeister is a Neutral weapon which grants its wielder tracking skill, so that all checks to track are made using 1d24. Further, it has a +1 critical hit range against non-humanoid living creatures. It communicates a joy of hunting through empathy.
2. Warrior/ One: 5000 gp, the magical +2 battleaxe known as “Etsaia Hiltzailea”, a flashlight with a distinctive star and crescent moon pattern, and a 1 year membership in the Empire Day and Night Gymnasium and Bathhouse. Etsaia Hiltzailea is a Chaotic weapon which empathically shares a desire to spill blood. It grants its user a +1d increase on critical hit results against Lawful and Neutral living creatures. Each day it is not used it mystically drains blood for 1d3 temporary Stamina damage from whatever being last wielded it.



3. Kneeling Man/ Chest: 10,000 gp, 3 scrolls of which can heal 1 HD if read by a cleric, the magical +2 *flail* known as "Blessed to Kill", a flashlight with a distinctive star and crescent moon pattern, and a 10K donation in the team's name to the Jose Villalobos House charity (earning 1 point temporary fame for each team member). Blessed to Kill is a Lawful weapon, which heals a Lawful wielder 1 HD each time it is used to deliver a killing blow against a Chaotic foe. Any Lawful foe gains +4 AC against this weapon, as Blessed to Kill attempts to avoid striking it.

The flashlights are lit with a continuous flame which produces no heat and consumes no fuel. If anyone thinks to use *detect magic* on the flashlight, they notice a mysterious aura of divination as well as the magic producing the undying flames.

Area 1-6 – In Xcrawl, Shark Jumps You!

You see a very obvious hazard as you turn the corner. There is a wall to wall pit in the hallway, ten feet wide and about sixty feet long. Ten feet down is the water line, and swimming around in it is a shark in some kind of sleek armor that does not seem to impede its swimming. The water looks very deep, but it has just enough room to turn around right and left. There is a zip line strung across the pit, with one hanger for each of you on your side.

This hazard is fairly straightforward. To cross via zip line you only need to take hold, push off, and hang on. It's a DC 5 Strength check to make it to the other side. The water is 20' deep, and anyone falling in it gets charged by the shark. Climbing up out of the pit to the surface is a DC 10 climb check.

The twist: the shark has a *fly* spell cast upon it (18-21 result), and the designers have been feeding it by zip line for weeks, using an underwater signal to let it know when its meals are about to arrive. As soon as the team opened the door to area 1-6 the signal went off. As soon as anyone takes off on the zip line, the shark flies up and greets them with a bite attack. It cannot breathe air, so it must plunge back into the water between snacks.

North American Puma Shark: Init +5; Atk bite +5 melee (1d8+4); AC 18; HD 5d8+4; hp 36; MV swim 60' or fly 60'; Act 1d20; SP keen senses; SV Fort +7, Ref +5, Will +2; AL N.

Defeating the Shark earns +1 point for the Mojo Pool, like any *Xcrawl* room.

Area 1-7 – Break Room:

The door opens up on a break room. It is a nicely appointed rest area with several couches around a table, a buffet with a sandwich bar and chips, a huge coffee urn, and an AVS playing advertisements for the crawl. There is a paramedic here in a beige uniform and NonCom badge, standing behind an examination table. He has short hair, a full bushy beard, and nerd glasses.

The team may spend up to a half hour here before they get a warning for delay of game. They can eat, rest, clean their armor, use the rest rooms, or spend their time however else they choose. Paramedic Brian MacDonald treats any injured crawlers who ask for aid (able to heal up to 2 HD per crawler with advanced medical kit). MacDonald is a laid back professional, happy to help or just hang out if they would like. If players chat with him he tries to maneuver the conversation around to the motorcycle he is fixing up.

Area 1-8 – Intro to the Outro:

As you approach the door an AVS overhead activates. DJ Hat Trick, now wearing a natty Tyrolean hat, smiles down at you. "Great job, [TEAM NAME]! I love watching you folks work. Let's have a big hand for our crawl team!"

Smash cut to the audience cheering and waving pennants.

Now, it's time for the final room on this level. And I'm here to say it's going to be amazing. I have brought one of Xcrawl's original superstars here to really test your mettle. When you pass through this door you are going to face the most fearsome monster in Xcrawl. He has the single largest body count of any creature ever to play the game. Ladies and Gentleman, I give you . . . Vrusk!

They play a clip of Vrusk the troll, body pierced with barbed wire, decimating players. He corners a spellcaster, then bites off one of his hands and laughs as the wizard tries to control the bleeding with his pointy hat. Surrounded by opponents, Vrusk lashes out and kills three opponents with three judicious blows. Standing in an artificial rainstorm, he tears apart a team desperately trying to bring fire to bear against him. In the final scene Vrusk flashes forked fingers at the crowd, then turns, notices the live cameraman filming him, then charges, cracking the lens before it flips over and lands focused on a fallen warrior in a pool of her own blood.

DJ Hat Trick returns to the scene. "Yep, Vrusk is not joking around. So I'll give you a chance – go back to the mechanoid room

and take that NoGo door. There's no shame in living to fight another day, is there, buckos? But if you come through here be prepared for the absolute worst. But if you do decide to go on, here's a freebie – this door isn't trapped. Heck of a lock, but no trap." He tips his hat to the crowd. AufWeidersehen!"

The AVS fades to black.

Each crawler can make an Intelligence check for information about Vrusk:

5	Vrusk has been a part of the games for at least 15 years, and has killed more than 70 crawlers. Early in his career he forced barbed wire through his flesh in a dozen places, putting him in constant pain. He uses the barbed wire to grind up opponents he grabs hold of.
10	Vrusk's monster contract always specifies that every effort be made to see that he survives. Folks say his insurance policy is worth millions. He is also a master of the heavy crossbow, a skill he rarely gets to use.
15	Vrusk has a powerful agent, Brian Peace, who has made the monster a lot of gold over the years. The troll now lives in luxury in a cave mansion in an undisclosed part of Texas. Also, he is really just proficient with the crossbow – his handlers spread the rumor that he is a crossbow master to raise his profile with archery fans.

Area 1-9 – U MAD BRO?!?!?

This is an arena room, even larger than the first. The crowd might be as large as ten thousand, and they cheer enthusiastically as you enter the room. The room itself has been transformed into a hill, with a road of switchbacks going up to its summit. Along the switchback you see six huge goats, with evil dispositions and intelligent eyes. At the summit is a gazebo, and standing inside it appears to be Vrusk the troll – except he is wearing lederhosen and an alpine hat, and he is smiling and holding his arms wide. Unexpectedly, he starts to sing – a non-lexical jolly yodeling song, with a lot of Tra la Las and Ho-ho-ho-ho-HOs, even more ridiculous as it comes from a troll wearing lederhosen in a gazebo. He smiles, holds his arms out, and actually shakes his hips at you as you approach.

The air horn blats!

The dire goats charge and will try to keep the crawlers from making it up the mountain. They will use team tactics when possible, flanking and shoving crawlers off the path wherever possible. Their shoulder mounted "weapons" are actually foam throwers that shoot a fire-suppressing, burn-relieving foam. If Vrusk is caught on fire and a goat is in range (30' maximum), the foam thrower, which is being remotely controlled, swivels towards Vrusk and blasts him. The foam instantly puts out any non-magical fire and heals him for 1d6 hit points. The foam throwers can work even if the dire goat is dead, so Vrusk will make his stand amongst the dead goats if he can.

Climbing the sides of the ridges in this room is a DC 10 climb check.

The song Vrusk seems to be belting out is "I'm Glad, 'Cause I'm Finally Returning Back Home," AKA the Trololo song. It is actually being sung off stage by jammer Adam "Acerarock" Acheron. He is magically mic'ed with a technomagic item, allowing him to use his jammer music abilities through the AVS system, and giving his powers a range of the entire room. The singing is magical, giving his chosen victim a -4 penalty on attacks, damage rolls, skill checks, and Will saves, which, at the same time gives the dire goats +2 hit and damage and, +2 to Will saves. Hat Trick initially directs him to target front line fighters, but will have the jammer switch targets as the flow of the battle dictates. **Acerarock can use jammer music for 15 rounds.** The music stops when the *illusion* on Vrusk ends (see below).

Vrusk the troll is actually concealed up by an illusion that gives him the appearance of singing as well as the wacky outfit. He is in fact standing there held in place by a magical effect. Players who attempt to detect something strange (other than the obvious) can make a DC 20 Intelligence check (success means they catch a mistake the illusionist makes, as the illusion of Vrusk is threaded with standard 2 pt. barbed wire, while the real Vrusk is shot through with razor wire). Vrusk has some cover from the Gazebo (+2 AC vs. missile fire).

Vrusk is magically held, and cannot join combat until he takes damage or is targeted with a spell effect. Once he is successfully hit with either a melee, ranged, or spell attack, the illusion dissipates, the magical *hold* effect ends, and the troll, furious at how his image is being used, charges the group and fights until he is taken out. As soon as Vrusk hits zero hit points the air horn blats – victory for the adventurers!

Dire Goats (6): Init +1; Atk butt +5 melee (1d6+4) or trample +3 melee (2d6+4); AC 14; HD 2d8+8; hp 16 each; MV 50'; Act 1d20; SP can run or charge on hillside without climb check; SV Fort +9, Ref +5, Will +2; AL N.

Vrusk the Troll, Xcrawl Superstar: Troll: Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6+1d4) or huge crossbow +5 ranged (1d10); AC 19; HD 10d8+10; hp 60; MV 40'; Act 3d20; SP stench (20' range, DC 12 Fort save each round or -2 to all rolls due to retching), regeneration (1d8 damage/round), immune to critical hits, vulnerable to fire; SV Fort +12, Ref +5, Will +5; AL C. **NOTE: Vrusk takes 1d6 damage each round he moves or attacks.**








Tactics: Vrusk is far smarter than the average troll, having survived more than 100 *Xcrawl* encounters. Each claw attack does an extra 1d4 damage (included in statistics) as the troll rakes his victim across his embedded barbed wire. He will only surrender if put in a position where he is no longer able to attack his foes. If he goes down (zero hp or lower), the producers call the room for the crawlers and immediately take steps to insure his survival.

Vrusk is sponsored by Lenten Rose Hot Sauce.

Treasure: 10,000 gp, A +2 *tongue stud of Personality* (grants +2 bonus to Personality-based skill checks), and a blank sheet of parchment (which does not radiate magic – the magic clue effect comes from the flashlights).

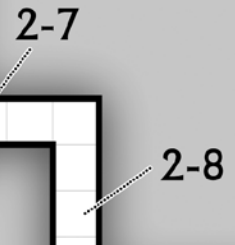
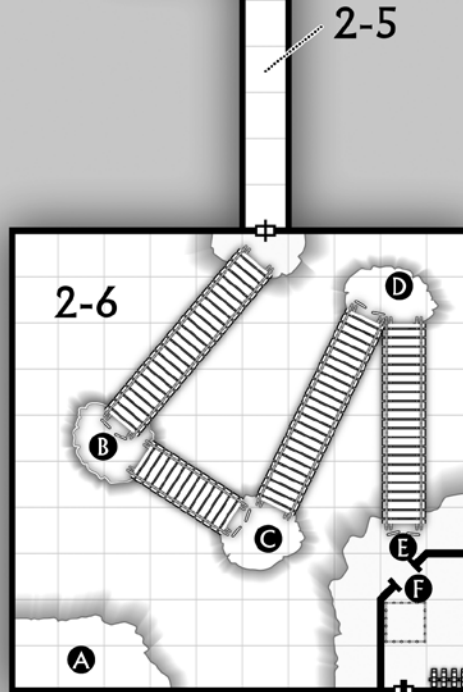
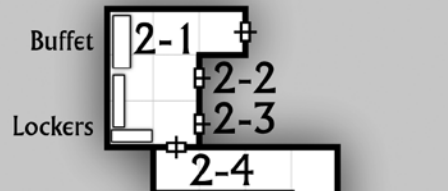
Anaheim Crawl

KEY

-  1 Square = 10'
-  Door
-  Secret Door
-  False Door
-  NG
-  No Go Door
-  Stairs



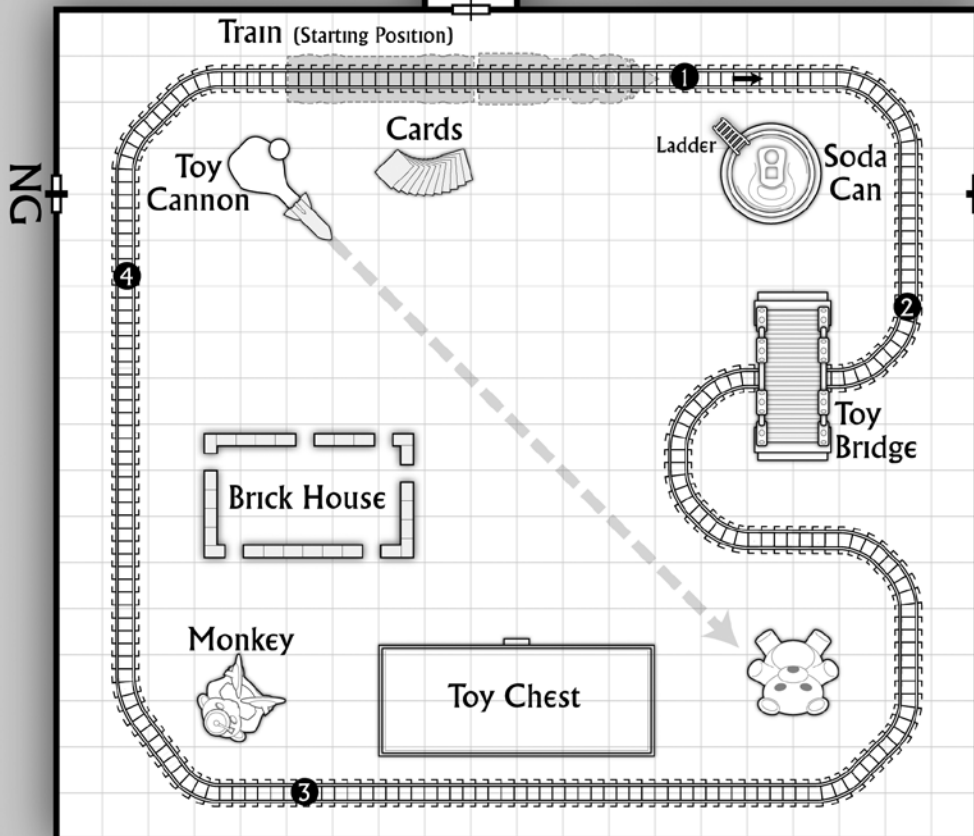
Level 2



2-11
See Detail
To Left

2-11

 1 Square = 5'



DUNGEON LEVEL 2



hat night at the hotel the adventurers can watch the other teams attempt varied versions of Level 1. Unless it better suits your campaign that they do not advance to level two, they see that all but one of the other teams have failed to finish the level – the PC team has won a spot in the final round, and is going to do Level 2!

One other team is going on to Level 2 – the opposition is team “Car Ramrod” (Johnny Cage, Messenger of Jupiter, Cassidia, fighter-wizard, Gargano, dwarven brawler, Stone Ego Puck, half-elf athlete with a signature Mohawk and bowling ball, Picky Rollo, a rookie specialist). Both teams are staying in the same hotel, and they might encounter each other. Run any such interactions as you like, though getting into a physical altercation will result in disqualification.

The players have one day off before Level 2. They can spend it however it pleases them. You might give them one roll on the Random Offers Table, to show that a sponsor is interested in the team.

The next day the bus comes to take the team to the crawl. This time the adventurers aren’t able to sign autographs or mingle; the crowd is so huge this day that they actually have to sneak them into the van so that they can get to the arena on time.

Area 2-1 – Green Room:

The Green Room is set up much the same as it was on level one: lockers, benches, referee, and harried production staff putting out last minute fires. There are three doors that may or may not lead into the dungeon, each one emblazoned with a rococo illustration of a hat: the left has a Yankees baseball cap, the middle one has a hard hat, and the right has a porkpie hat. The doors have no other markings differentiating them, and a referee stands in front of each one.

The players can spend their time however they want before the event begins. The referee checks in with them as he did on the first level.

At five minutes until the event begins, a producer arranges the team in front of the huge AVS screen, then gives them the thumbs up.

DJ Hat Trick, now wearing a Tahitian farmer’s hat, is waving for a huge crowd to end their generous applause. When the room quiets down he speaks.

“Ladies and gentlemen, it’s time for Level Two! The best two teams from Level One are back to try their luck against my deadly darlings. Are you ready for some real Xcrawl action?”

Big cheers.

Then it’s time to introduce our first team... Ladies and Gentlemen, let’s give a big Anaheim welcome to [TEAM NAME]!

Hat Trick praises the team for their success on the first level, and congratulates them on making it to the second level, giving them a chance to mention their sponsors.

Okay, it’s the time we have all been waiting for. There are three doors in this room – two of them are time wasters, one of them leads to the dungeon. And here’s a clue – you already have the clue! In the name of Emperor Ronald I, the Chosen of Olympus, I declare that this room has begun. May mighty Apollo watch over you, and may great Sol Invictus light your way. Begin!” The AVS goes blank, the referee gives the thumbs up. All of the crawl staff, including referees and producers, rush out through the door to the parking lot. There are three doors leading out of the green room.

If the players use the magical flashlight from area 1-5 and play its light over the blank parchment, they see the words *RIGHT DOOR* appear.

Area 2-2 – Yankees Hat Door: This door is locked (DC 10 pick lock). While the door has no mechanical or magical trap, behind it is a chute filled with a huge undead ooze containing four skeletons. It gets a surprise attack when the door opens, and on its second round it expels the four skeletons, each wearing baseball hats, harlequin masks, and light sports armor, contained within its loathsome mass, who immediately attack.

The undead ooze can engulf up to four creatures in its path by moving over its opponents. Targeted creatures can make a free attack against the creature OR can attempt a DC 15 Reflex save to avoid being engulfed – on a success, they are pushed back or aside (target’s choice) as the undead ooze moves forward. Engulfed opponents are trapped within the creature’s body until they succeed in a DC 15 Strength check, and take 1d6 points of cold damage per round until they die. Dead adventurers are transformed into additional skeletons, which can be expelled using an Action Die per skeleton. Making an engulfing attack uses all of the ooze’s Action Dice.

Undead Ooze: Init -5; Atk engulf +5 melee (3d5 plus engulf) or pseudopod +3 melee (1d4); AC 5; HD 6d8; hp 37; MV 20’; climb 20’; Act 4d20; SP half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL C.

Skeletons (4): Init +2; Atk claw +0 melee (1d3) or baseball bat +0 melee (1d4); AC 13; HD 1d6; hp 4 each; MV 30’; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +2, Will +0; AL C. Gear: light composite sports armor, baseball bat, harlequin mask, baseball hat.

Area 2-3 – Hard Hat, AKA I Did It Like This, I Did It Like That: This door is locked (DC 12 pick lock) and trapped (DC 15 find trap, DC 10 disable trap). If the door is opened or bashed down before the trap is disarmed a blast of poison gas, large enough to effect anyone in a 15’ radius if the open door, blows out into the room. The designer poison is “Terminus Alchemy #201: Wiffle-Wack Hangover”.

Terminus Alchemy #201: Wiffle-Wack Hangover: Inhaled poison; DC 16 Fort save or suffer 1d4 temporary Agility and 1d3 Temporary Personality damage (1 point of temporary



damage each on a successful save). Damage fades naturally at a rate of 1 point /hour, Personality first, followed by Agility. **Price:** 3,000 gp/dose. Terminus Alchemy #201 leaves distinctive welt-like marks on extremities, and causes chills, shaking extremities, impaired judgment, confusion, vision effected by double vision, halos, and trails]. The gas dissipates in three rounds.

Area 2-4 – Without Further Ado: This door is locked (DC 15 pick lock), but not trapped.

This door opens to a hallway. Like the other hallways here there are AVS advertisements all the way down, but these all seem to be from the Kingdom of New Zealand Tourism Board. Every advert shows beautiful vistas of mountains and forests, smiling stewardesses and happy locals. The hall is dimly lit, with the only light source being the ambient glow of the AVS screens.

Area 2-5 – What Has It Got On Its Head? An invisible dark creeper is hiding here, clinging to hidden handholds in the ceiling. When the party passes underneath he drops down and sneak attacks the hindmost. The creature becomes visible with the first successful attack – a small, pale humanoid wrapped in layers of dark rags. He has been told that if he manages to slay a member of the crawl team he will earn his freedom and be released back in the Zura’ah’zurah.

This is a lie; the referees leave him to his fate.

Once destroyed, he explodes in a burst of light; all creatures within 10 feet of the burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. The judge should feel free to describe the sounds of other creatures moving in the area, or

things brushing up against them (the other PCs), possibly causing the crawlers to attack members of their own party!

Dark Creeper: Init +3; Atk poisoned dagger +4 melee (1d4 plus poison); AC 18; HD 3d8+6; hp 30; MV 20’, climb 20’; Act 4d20; SP 60’ vision even in total darkness, death throes, sneak attack +3 (automatic critical if successful), poison (DC 15 Fort save or take 1d2 temporary Strength damage), cast *darkness* (+6 to spell check), detect magic at will; SV Fort +5, Ref +8, Will +3; AL C.

When the smoke clears there is a gold crown in the debris. As soon as someone picks it up every AVS in the hall goes to a close up of DJ Hat Trick, now wearing a winged Elvish war helmet. He addresses whoever initially picks it up.

[CHARACTER NAME], you have been chosen as the crown carrier. That crown is pure evil and must be destroyed. It can only be stopped by hurling it into the grinding gears at the end of my maze. Go forth and carry your burden well, Crownkeeper.

This is a magical replica of the fictional artifact, the Crown of the Last King, a magical MacGuffin from a worldwide movie phenomenon, *Shadow of the Unicorn*. The New Zealand Tourist Board is promoting the film with the hopes of bringing in visitors who want to see where the epic film was shot. The crown is of pure silver set with onyx and rubies, with its tall tines designed to resemble stalagmites.

Characters will all automatically know that the crown is a reference to the movie, and that it is extremely bad news for anyone who puts it on.

The crown instantly has a hold of whoever picks it up. It takes a DC 13 Willpower save to either hand it off to an ally or throw it away. Whoever holds it feels a strange connection to it, like they had seen it in a dream.

Putting on the crown is another matter entirely. It shrinks or grows to fit any wearer. While the crown is worn, it grants a +4 bonus to Intelligence (18 maximum), and a +2 bonus to AC and saving throws. However, the wearer must make a DC 10 Willpower save every combat round it is worn, or lose 1 point of Personality. This loss takes the form of huge overconfidence that eventually becomes megalomania, and if the wielder’s Personality reaches 3 they suffer a psychotic break, declaring themselves Emperor of the World and trying to make their way to the Kingdom of New Zealand to claim their throne.

Area 2-6 – One Room To Kill them All

The door opens onto a huge arena room. Ten thousand attendees stand and cheer as you enter. The room looks like an underground mine. The rope bridge connects three stone pillars, and then leads to what appears to be some kind of edifice shaped like a dragons head. Looking over the edge of the bridge the chasm seems to drop down into an endless abyss. The room is filled with the war cries of humanoids. There are barriers on the stone pillars, and you see armored shapes behind them, waiting for a chance at you. In the southwest corner of the room is a faux rocky shelf with several archers on it, all ready to fire. Over it all hovers a three-sided AVS scoreboard. Currently all sides are flashing THROW CROWN INTO GRINDERS TO WIN!”

The players must make their way to the Dragon Head Cavern at the southeast corner of the room. The bridge connects the stone pillars, and on each pillar there is a different hazard, hiding behind the archery barriers. The room is broken down to different sections:

- A. The goblin archers at position A fire arrows at the party until they are somehow stopped. Position A has a low ridge around its edge, giving the goblins a +2 cover bonus to AC.
- B. Four orcs hide behind the pillars at this location. If the archers do well and slow the advance of the crawl team, they might charge along the bridge and take the battle to them. Otherwise they will wait behind their barriers until the team is close enough for hurled javelins or melee combat. The orcs might make a "fighting withdrawal" to position C if their situation gets desperate.
- C. An ogre squats behind this barrier, waiting for the battle. The ogre was told to wait until foes get close, but she is a bloodthirsty idiot and once the fighting gets heavy at position B she might just charge in and join the fight (50/50% chance every round until she is in combat).
- D. Four more orcs are here. They wait until characters are close before they spring out from behind the barriers and charge. They have halberds and they use their reach to hold characters off on the bridge, hopefully creating an opportunity for any remaining archers to launch on the creatures before they can find cover.
- E. A half-orc sorcerer hides here behind the barriers. As soon as the room begins, he casts *fly* followed by *magic shield*. He won't attack until the crawlers hit point D, and he surrenders if reduced to less than 6 hit points.
- F. The entrance to the Dragon Cavern.

As the combat unfolds it is possible that a character might fall off the bridge, seeming to drop down thousands of feet until their screams can no longer be heard. In reality they fall 20', take 2d6 points of damage, and then are *teleported* into the cage in the Dragon's Cavern.

Goblin Archers (6): Init -1; Atk bite -1 melee (1d3) or short bow +1 melee (1d6);

AC 12; HD 1d6-1; hp 3 each; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL L. Gear: Shortbow, leather armor, 12 arrows.

Orc Warriors (8): Init +1; Atk claw +1 melee (1d4) or halberd +2 melee (1d10) or javelin +1 ranged (1d6); AC 17; HD 1d8+1; hp 6 each; MV 25'; Act 1d20; SV Fort +2, Ref +0, Will -1; AL C. Gear: Banded mail, halberd (polearm), 3 javelins.

Bloodarina the Ogre: Init +2; Atk slam +5 melee (1d6+6) or great mace +5 melee (1d8+6); AC 16; HD 4d8+4; MV 20'; Act 1d20; SP bear hug (opposed Strength check vs. +6 or 1d6+6/round); SV Fort +4, Ref +2, Will +1; AL C. Gear: Great mace.

Phonebone, Half-Orc Sorcerer: Init +1; Atk claw +1 melee (1d4) or short sword +3 melee (1d6) or crossbow +5 ranged (1d6); AC 14; HD 7d8+7; hp 38; MV 30'; Act 1d20; SV Fort +6,

Ref +0, Will +3; AL C. Gear: Short sword, crossbow, case of 12 bolts, healing potion (2d6), *ring of protection* +3. Spells (+5 to spell check): *Flaming hands*, *force manipulation*, *magic shield*, *scorching ray*, *shatter*, *fly*.

Read once the players make it to the Dragon Cavern:

You pass through the mouth of the Dragon Cavern. To your right is a 10'x10' cage with a huge lock on it. There is a set of huge gears, like something out of a fantasy movie set, in the far corner.

Any players who fell into the "abyss" appear here in the cage. Attempting to pick the lock on the cage takes 3 combat rounds (DC 20 pick lock). Picking it from the inside is more difficult, but not impossible (DC 24 pick lock).

As soon as anyone enters the Dragon's Cave with the Crown a terrifying monster materializes in front of them: a horrifying beast from the dungeon dimension, a Slender Man. It is 11' tall, slender (as advertised), wears a black suit and tie, and has a face devoid of any facial features. The Slender Man holds out his long arm for the crown - if the players give it to him he puts it on his head, disappears, and the room is over and is declared a victory for DJ Hat Trick. The crawlers will most likely just attack.

The faceless horror can sing in a strange, spooky voice, like an oversized child. This singing has a chilling quality. Creatures within 60' of the monster who hear the singing take 1d4 points of cold damage and must make a DC 10 Willpower save or be shaken with fear (taking a -2 penalty on attack rolls, saving throws, skill checks, and ability checks) for 1d4 rounds.

The Slender Man does whatever it can to keep the players from getting the crown into the gears, slaying whomever it can in the process. As the situation dictates it may try to snatch the crown and teleport, take a hostage, or simply block the gears with his huge body and fight like hell.

As soon as the crown is thrown into the gears, an air horn sounds - the players have won the room! The creatures surrender and crowd falls silent as the AVS plays a five minute preview for the sequel to Shadow of the Unicorn.

Slender Man: Init +3; Atk iron battle scythe +8 melee (2d6+8) or slam +5 melee (1d8+4); AC 21; HD 10d8+10; hp 65; MV 40'; Act 1d24; SP infravision 100', step out of nowhere (teleport 30' instead of moving, healing 2d6 when doing so), terrible lullaby (5/day); SV Fort +9, Ref +12, Will +11; AL C. Gear: Large iron scythe.

Treasure: 5,000 GP, a trip for 2 to the Kingdom of New Zealand, and a Power Up - glowing ball, everyone who accepts it feels a rush of energy and gains 1d10 permanent hit points.

Area 2-7 - Secret Door: The secret door looks like a section of wall, but it sounds hollow. The door is not locked but there is a trap (DC 20 find trap, DC 10 disable trap). If the door is opened or bashed down before the trap is disarmed a hidden switch plate in the top of the doorframe slides back and a swarm of Arizona Skull Hornets flies out, intent on killing everyone.

Arizona Skull Hornet Swarm: Init +1; Atk swarming sting +1 melee (1d5 plus poison); AC 15; HD 4d8; hp 20; MV fly 40'; Act special; SP sting all targets within 20' x 20' space, half damage from non-area attacks, poison (DC 13 Fort save or 1 point of temporary Intelligence damage); SV Fort +0, Ref +10, Will -2; AL N.

Area 2-8 – Anaheim Chainsaw Massacre: When the team enters the hallway they hear the whine of gas motors coming from further down the corridor.

You see a very obvious hazard hanging in the air in the corner – three glowing green chainsaws fly in a pattern, looping around one another. An AVS on the wall just behinds the flying deadly blades plays an advertisement for Empire Classic Power Tools on a continuous loop.

The chainsaws are confined to the five foot section of corridor they occupy UNTIL they are attacked physically or magically, at which point they are free to roam anywhere in the dungeon. They attack any crawlers who move through their zone, choosing random targets if there are multiple opponents. Players may attempt a DC 15 Agility check to tumble through the area they occupy without being struck; failure meaning the saws all get a free attack). A *dispel magic* spell automatically deactivates one of the chainsaws, but then the remainders are allowed to leave their zone and attack. The chainsaws are relentless, and will follow the crawlers, sawing through doors or whatever else they need to cut through to get at them should they flee (save the break room and No-Go doors, of course).

Flying Chainsaws (3): Init +0; Atk chainsaw +5 melee (2d6); AC 20; HD 2d10; hp 12 each; MV fly 30'; Act 1d20; SP construct, damage reduction 5; SV Fort +1, Ref +5, Will -4; AL N.

Area 2-9 – Break Room:

You have found the level two break room. The room is comfortable and well lit. One whole wall is a craft service table, with coffee, pastries, sandwich fixings, and bottled water. A young man in a paramedics uniform sits on an examining table, reading a copy of Empire Entertainment Weekly.

There is nothing dangerous in this room. Paramedic Tony Straka helps anyone who requests aid, all the while talking nonstop about his favorite television program, *Slayers After Dark*. He can heal 1 HD every 5 minutes. If the players stay longer than a half hour they get a warning for delay of crawl, and if they persist they are eventually disqualified.

Area 2-10 – Toy Room Intro: Halfway down the hall the team can hear crowd noise. The audience seems to be chanting their team name, over and over.

When they approach the final door an AVS materializes over the door. It shows DJ Hat Trick, wearing a *Viridian* Lanthorn baseball cap and a black T-shirt that reads WOLFPACK, wandering through room full of an amazing array of toy action figures on display. With a fond grin he picks up a fearsome looking super soldier, makes some adjustments, then puts it back on its stand.

"My earliest memory is of geeking out over my favorite toys and cartoon heroes. I couldn't get enough of it. Being an Xcrawl DJ

is like tearing those memories of imagined heroic battles from my mind and bringing them to life. And I must admit, you have all been splendid opponents for my many, many toys. Let's give them a big hand folks!"

Huge cheer from the crowd.

"Okay, it's time to face my final room. Now you get to fight against my very favorite toys. Don't underestimate them – they look innocent but everyone is a stone killer. And here is a final tip of the my hat to you – the door is unlocked and untapped."

Area 2-11 – Play Date With Destiny:

This is an arena room, and as you enter ten thousand fans rise to their seats and cheer. The interior of this room looks like a messy playroom for a titan's child. There is a pile of huge children's blocks, each in the center of the room. A twisting circle of track goes around outside of the room, and an oversized toy train makes its way around it.

There is an overhead three sided AVS screen. It flashes your instructions: "Defeat the League of Saturday Morning Evil and Rescue Reporter June O'Shaunassy for the win!"

The League of Saturday Morning Evil pops out from their hiding places behind the toys once the players are all in the room. They are a dedicated and practiced team that has been in extensive training for this event. **The league of Saturday Morning Evil begins the game with a Mojo pool of 6.**

The opposing crew is composed of characters and creatures, all from popular Saturday Morning kids shows that would have been big when the Crawlers were kids. They will certainly recognize their opponents:

- Liquorish SpongeCake, the vengeful leader of the Rocking X gang from *Mini-horse: Let's All Be Cool*.
- Eskelita, undead mastermind commander of the villains of *Bolt VanderHuge and the Commandos of the Cosmos*.
- Mollycat, the wacky sidekick to Jungle Jason in the kid's puzzle show *Who Moved My Shoes?*
- Special Control Group, the talking plant from *Vindaloo the Interrogative Cat and Friends*.
- Sergeant StormEagle, from the Empire Fighting Force Friends.

"Reporter June O'Shaunassy" is a character from the popular children's show, Kick Butt Komodo Dragons in Foster Kare. To free her they must defeat the fiendish Liquorish SpongeCake – once she is reduced to zero hit points, grappled for three rounds, or made helpless by magic for three rounds, she "morphs into" (actually is switch teleported with) supermodel Nancy Zapatos, dressed as the June O'Shaunassy character.

If the fight is still ongoing, she hands her rescuer the +2 omni weapon from the treasure, then activates her NonCom badge and disappears. 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 weapons. The weapon has whatever magic bonus was assigned to it, and grants an additional +1 circumstance bonus to hit 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.

THE BATTLE CONTINUES EVEN IF SHE IS FREED.

The room has several hazards:

- **The Train:** The train follows the tracks, moving around the entire room in four rounds. It begins at position 1, traveling to position 2 the next round, and on until it comes back to 1. The train is solid, i.e., you can't go inside, but daring crawlers might try to grab and hang on as it goes past (DC 15 Agility or Luck check to grab with a fail result causing 3d6 damage: DC 10 Strength check each round to hang on, falling off causes 3d6 damage and victim falls prone). Anything on the track when it moves through is automatically struck for 7d6 (DC 18 Reflex save to jump out of the way).
- **Pop Can:** A 15' can of *Friki Choo Cola*. A ladder leaning against it allows crawlers to climb to the top, perhaps to use the position to stage missile or magical attacks.
- **Tinker Toy Bridge:** The train passes underneath this bridge. Crawlers over 3' tall standing on the train will slam into the bridge for 6d6 damage and be knocked off the train unless they succeed in a DC 15 Reflex save (3d6 additional damage). The bridge has steps on either end.
- **Toy Cannon:** The cannon has one huge foam dart it can fire at the Teddy Bear (see below). The firing mechanism takes a DC 10 Strength check to launch. It cannot swivel, so it can only hit targets along its straight line trajectory to the Bear. The dart strikes for 3d6 damage.
- **Playing Cards:** This is a pile of enormous playing cards. They are slick and hard to move across (DC 10 Agility check to avoid falling if moving at more than half speed).
- **Brick House:** This is a small house of giant plastic snap-together bricks. Special Control Group begins the fight here, and will remain unless one of the others calls for help, hoping to lure a single crawler in for a close quarters fight.
- **Teddy Bear:** This is a huge soft bear, 20' high. It is easy to climb (DC 5 climb check).
- **Monkey with Cymbals:** This is a 15' tall creepy oversized monkey toy. If a crawler comes within 10', it activates, crashing its symbols repeatedly. There is no effect other than being creepy.
- **Toy Chest:** This is a huge toy chest, with an obvious button on the front within reach of a small or medium sized creature on the floor. If the button is pushed the chest opens with a huge *sproinnnnnnng* sound, and thousand of superballs pop out, bouncing all over the room and making all of the floors difficult to move in (limited to half speed plus DC 10 Agility check to avoid taking 1d3

damage OR falling prone; player chooses which penalty applies). One round after the superballs launch the train gets bogged down in them and stops.

The crew fights to the best of their ability, using team tactics and changing their strategy as the situation dictates. They will do their best to isolate spellcasters early on and neutralize them however they can. The room is so chaotic that there is no advantage to a set strategy – just play the League of Saturday Morning Evil as smart, organized, and ruthless.

If the League of Saturday Morning Evil is obviously unable to win, or if they are defeated entirely, the air horn sounds; the team has won the room! The announcer tells them what they have won: 20,000 gp, an all expenses paid vacation to the Caribbean League for two each, a +2 *omni weapon*, and six potions of *cure critical wounds* (3d8+4).

After the treasure is awarded, the producers drop the protective walls of force, and the crowd rushes the arena, bearing the team aloft and carrying them out into the adjacent parking lot. Each crawler receives 2 points of temporary fame for completing the adventure.

Liquorish SpongeCake, Evil Winged Pony: Init +6; Atk flame horn +7 melee (3d6+3) or hoof +4 melee (1d6+2 plus 1d4 fire); AC 19; HD 6d10+12; hp 45; MV 40' or fly 90'; Act 2d20; SP infravision 60', flame horn; SV Fort +8, Ref +7, Will +3; AL C. Liquorish SpongeCake has flaming hooves. She can create a horn of white hot flame that protrudes from her forehead like a unicorn's horn (maximum 16 rounds/day).

Eskelita, un-dead martial artist: Init +9; Atk unarmed strike +5 melee (1d5+2 plus energy drain); AC 20; HD 9d12; hp 60; MV 50'; Act 2d20; SP un-dead, energy drain (DC 14 Will save or 1d4 additional damage), flurry of blows (on any successful regular attack, gains two bonus attacks using 1d16 and 1d14); SV Fort +8, Ref +10, Will +7; AL C.

Mollycat, Wereleopard: Init +4; Atk dagger +4 melee (1d4+1) or bite +6 melee (1d8+2) or claw +3 melee (1d5); AC 15; HD 6d8+12; hp 38; MV 30' or 50'; Act 1d20; SP half damage from non-silver or non-magical weapons, change shape (leopard, human, and hybrid form); SV Fort +6, Ref +8, Will +6; AL C.

Special Control Group, Fiendish Plant: Init +7; Atk bite +8 melee (1d10) or claw +5 melee (1d4) or tendril +5 melee (1d3 plus constrict) or heat ray +5 ranged (2d5); AC 15; HD 8d8+20; hp 56; MV 10' or climb 20'; Act 2d20; SP plant, constrict (1d5 damage per round, opposed Strength vs. +3 to escape); SV Fort +6, Ref +5, Will +9; AL C. Special Control Group has a rod that allows it to fire a heat ray (50' range, 30 charges, max 1/round). It speaks in bad Creole French.

Sergeant StormEagle, Cleric of Neptune: Init +2; Atk morningstar +4 melee (1d7+1); AC 20; HD 5d8+5; hp 45; MV 20'; Act 1d20; SP turn the unholy, spells, lay hands; SV Fort +2, Ref +4, Will +8; AL N. Gear: Full plate, morningstar, holy symbol. Spells (+8 to spell check): *Blessing, darkness, paralysis, resist cold or heat, second sight, word of command, banish, cure paralysis, divine symbol, restore vitality, wood wyrding, bolt from the blue, spiritual weapon*.

Treasure: Each player takes home a Telluride Motors 2600 Convertible Sports Car, receives a 10K gp shopping Spree at Gillman's Posh Emporium, and a *ring of protection* +2.

AFTERMATH



nce the toy room is complete the dungeon is finished. The PC team is brought to a special box where they can watch the Car Ramrods make their attempt while a dozen cameramen film every bit of their reactions. The Ramrods have a bad time of it, and the survivors escape through the NoGo door in their second encounter – the PC team has won! They receive the traditional laurels, red capes, and roses, and there are parades through Anaheim on chariots pulled by prize horses.

The victorious crawlers all receive 1 permanent point of Fame for their victory. They are the talk of the city, and Empire Sports 1 replays the highlights of their crawl every hour for the entire weekend. DJ Hat Trick invites them to the traditional after-dungeon victory dinner. A throng of local celebrities, including the Earl of Anaheim and his wife, dozens of lower ranking aristocrats, a few actors, and some *Xcrawl* superstars all attend. The PC team just might make a connection there that leads to their next adventure . . .

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While crawlers can grandstand whenever they feel like whipping the crowd up, twice per combat encounter they can earn a Fame point (see below) with a successful Grandstanding attempt.

Once during the fight itself. Characters can Grandstand as a move action on their turn. A successful check means they earn 1 point of Fame.

Once the round immediately preceding combat. Success means they earn 1 point of Fame.

FAME

Fame is a measure of how popular a character is. A character's Fame rating means several things:

- A character's Fame rating is his % chance to be instantly recognized in a public place. This only works in locations that watch Xcrawl; i.e. every city in the North American Empire.
- A character's Fame rating determines the character's Standard Appearance Fee. The Standard Appearance Fee is the range a player can expect to earn from a normal appearance: a TV commercial, a sit-com cameo, a celebrity judge for a contest, etc. When a player receives an offer for a Standard Appearance, use the Standard Appearance Fees table to determine the value of the offer.

Note that this is "out of Crawl" money – the rules of Xcrawl state that players can only use money earned in Xcrawl to buy new equipment, including potions or scrolls to be used in the games. Standard Appearance Fee gold can be used for day-to-day expenses and lifestyle – real estate, cars, fancy clothes, etc.

Characters can spend Fame points to receive advantages in their celebrity. This represents them expending some of their personal influence to improve a situation to their advantage. Use the Fame Buy table to determine the cost.

Expanded rules for Fame and sponsorship will be in the upcoming Xcrawl Classics.

Standard Appearance Fees

Fame	Standard Appearance Fee, in GP
01-10	500-2,500 (1d5 x 500 gp)
11-20	2,550-5,000 (1d5+5 x 500 gp)
21-25	5,500-7,500 (1d5+10 x 500 gp)
26-30	8,000-10,000 gp (1d5+15 x 500 gp)
31-35	10,500-12,500 (1d5+20 x 500 gp)
36-40	13,000-15,000 (1d5+25 x 500 gp)
41-60	17,000-26,000 (1d10+16 x 1,000 gp)
61-65	21,000-30,000 (1d10+20 x 1000 gp)
33-70	26,000-35,000 (1d10+25 x 1000 gp)
71-75	31,000-40,000 (1d10 +30 x 1000 gp)
76-80	36,000-47,000 (1d12 +35 x 1000 gp)
81-85	41,000-52,000 (1d12 + 40 x 1000 gp)
86-90	51,000-64,000 (1d14+50 x 1000 gp)
91-95	61,000-76,000 (1d16 + 60 x 1000 gp)
96	100,000 gp minimum
97	150,000 gp minimum
98	200,000 gp minimum
99	250,000 gp minimum
100	500,000 gp minimum

Fame Buy Table

Fame Buy	Cost
To be instantly recognized in a public place	1 point
To instantly grab a taxi in a major city	1 point
To receive a complimentary meal from a restaurant	1 point
To receive a free upgrade to first class	1 point
To receive a 1K loan for casino credit	2 points
To receive a free night in a standard hotel	2 points
To receive a complimentary meal from a fancy restaurant	3 points
To receive an invitation to an aristocratic function	3 points
To have police look the other way for a minor infraction	5 points
To insure the team gets invited to a specific crawl	5 points
To secure a 10K loan for casino credit	5 points
To have a performance singled out by journalists	5 points
To insure a story in the media has a positive spin	5 points
To receive a complimentary five star hotel room	5 points
To have police look the other way for a major infraction	10 points
To gain an automatic sponsorship	10 points
To automatically be nominated for a guild award	20 points



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