

X CRAWL

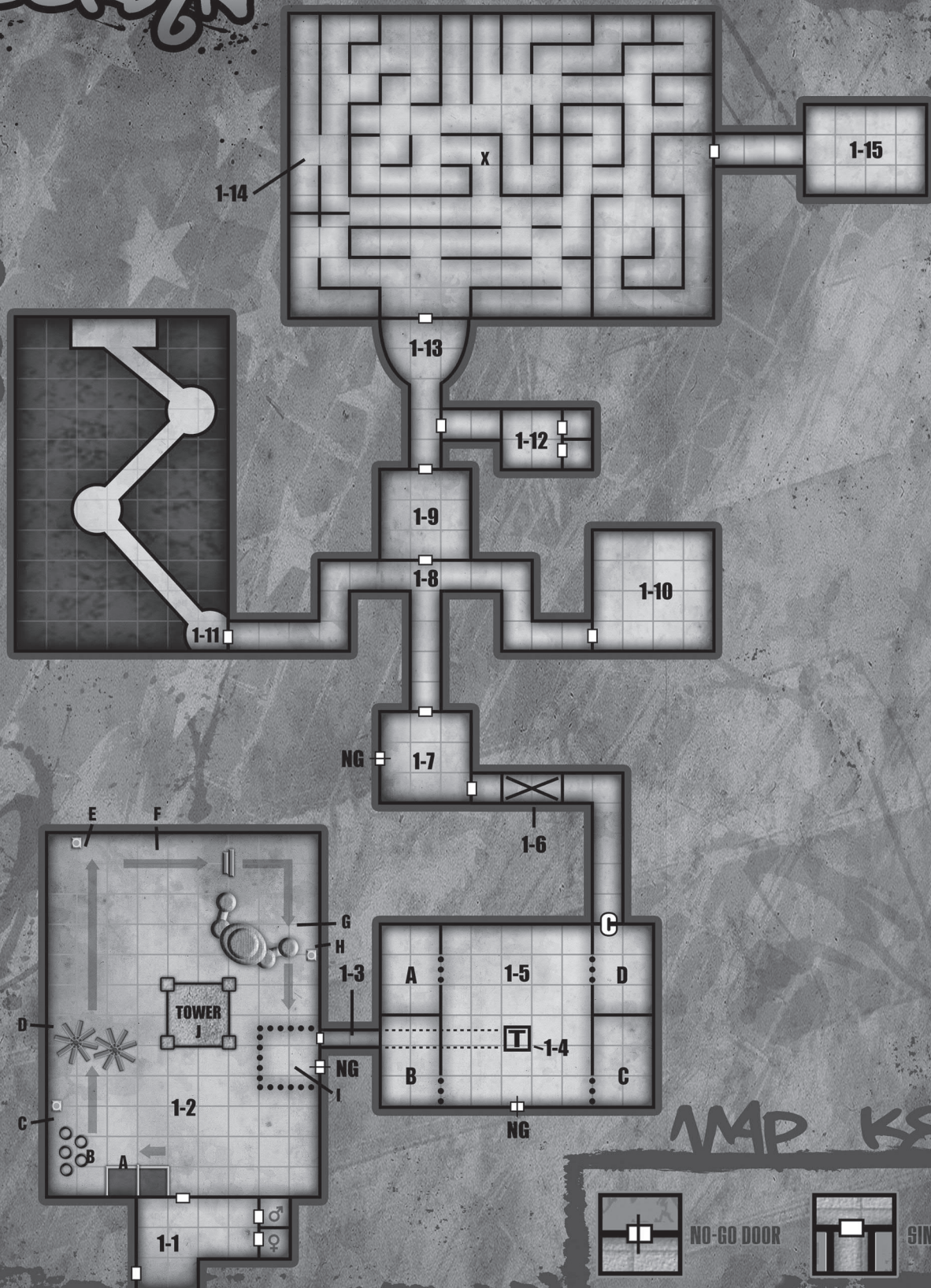
DUNGEONBATTLE brooklyn



A level 1 adventure using DCC RPG rules
By Brendan LaSalle

MOHLER
SCHOLES

X CRAWL DUNGEON BATTLE BROOKLYN



MAP KEY



NO-GO DOOR



SINGLE DOOR



CONCEALED DOOR

1 SQUARE = 10 FT.



DUNGEONBATTLE brooklyn

DCC RPG Edition

This product is compatible with the Dungeon Crawl Classics Role Playing Game!

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Xcrawl, the game that makes brass dragons turn green with envy, presents our latest offering for your crawling pleasure! Xcrawl: Dungeonbattle Brooklyn is an introductory adventure for 4-6 1st level characters. A balanced party is a must – players will need a cleric, a thief, a warrior or dwarf, and a wizard or elf for the best chance of victory. A halfling wouldn't hurt, either. This is an introductory crawl and is not appropriate for higher-level parties as written, but, of course, you as the judge can make whatever changes necessary to ensure that your group enjoys a challenging adventure.

BACKGROUND STORY

The characters have the honor of participating in the very first Division IV contest to go Full Lethal.

Full Lethal is the Xcrawl designation for Division III and up. It means that players use live steel and real arrows. It means that the monsters are free to chew, rip, mangle, petrify, and otherwise destroy.

Division IV contests are normally nonlethal. Players are amateurs, weekend warriors, and college athletes using padded boffer weapons and nonlethal spells. The "monsters" are typically professional monster actors, using the same simulated armor and weapons that the players use. Traditionally, serious injury is fairly rare, and everyone goes home afterwards.

This year tradition has been tossed out. For the very first time, your team plays for blood.

HOW THIS HAPPENED

Three months before the finals were scheduled, Xcrawl Commissioner Bradley Leibrock, surrounded by his traditional retinue of sycophants and suck-ups in his penthouse apartment, spent a long evening complaining about the poor ratings and advertising revenue for Division IV contests in general and the finals in particular. "What's the point?" he asked no one in particular. "Either the players go on to play real Xcrawl in Division III, or they quit and go back to their farms and factory jobs. Either way, no one cares enough to tune in. Division IV is absolutely necessary – it's where the majority of talent is discovered, where crawlers find out if they have the nerve or not. But nobody is watching. We lose money on the finals every year, and yet I can't cancel the event or we lose new Division III players. It pisses me off."

There was silence for a moment while everyone sipped their wine. Finally, the intoxicated young Earl of Flatbush spoke up. "Why not make the finals Full Lethal? At that level the body count would be stupendous. Everybody would tune in just to watch a bunch of no-talent newbies get their heads torn off." Everyone turned to him, shocked faces slowly turning to excited grins.

Leibrock was so excited that he called a press conference the very next day to make the announcement: the Division IV finals would go Full Lethal, and as such would have a commensurate increase in treasure. Leibrock was afraid that the news would trigger massive team dropouts, and many did quit. But for every dropout team, a dozen others clamored for a chance to participate in this historic event.

THE CRAWL

In *Dungeonbattle Brooklyn*, the players take the rolls of young, untested Xcrawl players united by their hopes to go on to participate in Division III. Success in the 4702 Division Finals is a first step towards recognition, glory and riches. The team can be a collegiate team, an established professional Division IV squad, a group of rank newcomers eager for their first taste at the games, or some combination of the above.

The dungeon is held in the Brooklyn Academy of Letters Athletic Complex, located in central Brooklyn Heights. The Academy is a very old and exclusive institution that offers non-matriculated degrees in Latin, rhetoric, poetics, theater, and history of theater. The school is utterly exclusive, with a student body entirely composed of the sons and daughters of aristocrats, career military personnel, and the well-to-do. It is Commissioner Leibrock's alma mater, and he pulled quite a few strings to get use of their entire athletic complex to hold the contest. The infrastructure upgrades needed to hold this contest cost several million gold pieces but Leibrock is confident that it's money well spent. This time he means to see the Division IV finals turn a profit!

A total of twelve teams have been chosen to participate. The dungeon is one level. After a team runs through it, the crawl staff has two hours to reset the rooms, add traps, and bring in new monsters as necessary.

The DJ (Dungeon Judge) is a first-time designer who won the dungeon design contest Leibrock created to promote this event. DJ Seymour Blood is actually 14-year-old Jeffery Dunn, a Brooklyn high school student who started playing tabletop *Dungeonbattle* at age six. His design wasn't the most impressive, nor did it possess the greatest potential lethality. Leibrock chose him because he is a Brooklyn native, in the hopes that it would stir up even more local excitement.

The game takes place in November in the middle of a terrible blizzard. The players are responsible for their own accommodations. Many have traveled a long way to participate and are staying with volunteers in the city. The ride to the crawl is a cold, slow affair over a slick road. Hundreds of fans and supporters mob the outside of the building, and security guards have to whisk the players in past cheering crowds, reporters, rubberneckers, and belligerent New Yorkers who are just mad at the traffic tie-up.

The PC team is the fifth scheduled to run the dungeon, which makes them the first team to play on day two of the contest.

XCRAWL? IS THAT ANYTHING LIKE DREAM PARK?

Hell no. The players take the parts of superstar athletes taking their chances in a live-on-pay-per-view death sport, Xcrawl. Xcrawl is short for Extreme Dungeon Crawl. The game is simple: the Dungeon Judge, or DJ, creates an artificial dungeon under controlled, but still potentially lethal, conditions. He designs the maze and stocks it with traps, secret doors, monsters, treasure and prizes. The players must go through the dungeon and fulfill whatever conditions the DJ puts forth in order to win. These conditions usually include defeating all the monsters, finding keys or other hidden items, bypassing obstacles, rescuing "captives," and the like. DJs have a great deal of leeway in creating their dungeon but most play fairly – DJs who make their dungeons too difficult, or too easy, do not get invited back.

Xcrawl is a sport and the challenges are created, but the danger is no the less real. **If you die, you die.** There are no second chances. Citizens of the North American Empire tune in every week to watch their favorite players get eaten, paralyzed, turned to stone, ripped apart... the nation's hunger for blood and mayhem grows with every contest.

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

TERMS TO KNOW

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJs can communicate with their players via the AVS. All AVSs are networked, and while there are some live cameramen, most of the recording comes through these technomagical marvels. Few things can hurt them and characters are not allowed to attack them. The arcane computers and spell servers of the Empire – and, by extension, the Xcrawl League – are able to create magical effects and devices far surpassing those of the general population.

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

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

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

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. Additional details on Fame in DCC RPG will be provided in future supplements!

Mojo: The Mojo is the spirit of teamwork that lets crawlers on cohesive teams take their performance to the next level. The Mojo Pool can be used like Luck in the base DCC rules, except (1) no class has a special relationship to Mojo, and (2) characters may use Mojo to modify the rolls of their teammates, but not their own rolls.

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

Non-Com Badge: A non-com badge tells characters that whomever wears 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 wearing a non-com badge are disqualified.

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.

Signature Move: Signature moves are signature attack combinations that characters develop. They are usually crowd-pleasing, flashy moves that stir up the audience. Signature moves are hard to perform (-1d on the dice chain to all rolls), but can increase the characters' Fame. Deed Dice and Luck Dice are not affected by this -1d shift.

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

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.

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

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



NOTES ON THE PHYSICAL FACILITIES

The entire dungeon is set inside the Brooklyn Academy of Letters Athletic Complex. Unless otherwise specified, the hallways are made of clear plexiglass with steel supports. Plexiglass is extremely difficult to shatter but relatively easy to cut. The walls to the rooms are carpeted steel frames; they're tough but once breached they twist apart fairly easily.

Unless otherwise stated, all doors are all tough oak doors (DC 10 Strength check to bash down). There is plenty of light from the gymnasium's fluorescent bulbs overhead.

There is no ceiling in the entire dungeon. This lets the audience watch every moment of the dungeon from the stands. Players are not permitted to climb out or launch attacks over the walls. Players who attempt to do so are warned, and those who continue are disqualified.

Trap notation is given in the following format: (Find Trap DC/Disable Trap DC). For example, a trap listed as (DC 14/16) would denote a trap with DC 14 check to find it and a DC 16 check to disable it.

SPECIAL FULL LETHAL DIVISION IV EQUIPMENT RULES

Each participant is allowed to use the normal equipment allotted to any participant in a Full Lethal event – real armor and weapons, bows and crossbows, flaming oil and the like. Scrolls are sometimes provided by patrons or sponsors, and spellcasters are permitted to bring up to three single-use scrolls of 1st level spells each.

THE SCROLL

In order to bypass the *wall of fire* in area 1-13, the players must find and assemble three scroll fragments. These fragments are found in areas 1-10, 1-11, and 1-13. Full details can be found in the adventure text that follows.

ENCOUNTER TABLE

Loc	Pg.	Type	Encounter
1-1	4	T	Door buzzer trap
1-2	4	C	Padded attack dummies
		C	Artificial giant
		C	2 goblins
1-5	6	C	5 orcs
1-6	7	C	2 rust monsters
		T	Door trap
1-7	7	C	Monstrous blue scorpion
1-8	8	C	Alarm trap
1-9	8	C	7 goblins
1-10	8	C	12 "Ninjas"
1-11	8	C	7 skeletons
		C	7 zombies
1-14	9	C	<i>Klyriodizka the medusa</i>
1-15	10	T	Zap trap

DIVISION IV FINALS, NOVEMBER 4702: DUNGEONBATTLE BROOKLYN

AREA 1-1 – GREEN ROOM

Read or paraphrase the following:

The athletic center's "visiting team" locker room has been turned into the dungeon green room. The room is dimly lit by two overhead bulbs that cast shadows in the corners. There are two long benches bolted to the floor in between rows of lockers. Each one of you has been assigned a locker in which to store your street gear during The Game. There is a folding table in one corner of the room set with coffee, soft drinks, and bottles of water.

There is a door on the north wall – it must lead to the dungeon. Standing on one side of it is a referee in the traditional black and white stripes. He wears a whistle around his neck, a headset mic, and what appears to be a .45 caliber revolver in a shoulder holster. Next to the door is a magical Arcane Video Screen, or AVS. Once the dungeon begins you can communicate with your DJ and referees through these remarkable magical devices. Through the wall you can hear the muffled talking, laughing, and movements of the capacity crowd.

While you are waiting for the crawl to start, the referee waves your team over. He presents you each with a potion of healing and informs you that they may be used in the dungeon, but unused potions remain property of the crawl and must be returned upon completion.

Each *potion of healing* restores 1 HD of damage. They will be required by novice players, but experienced players or those with strong tactics may not need them. In playtests of this adventure, experienced players did well but teams new to Xcrawl were occasionally slaughtered. When running this module, use your own judgment based on your knowledge of your players.

The team is free to put their gear on, warm up, stretch out, pray or drink coffee. At 8:55 the referee informs the team that it's almost time to begin. He instructs them to assemble in front of the AVS. Once they do, he gets an instruction over his headset and points at the players, as if to say, "You're on."

The AVS comes to life. You see Xcrawl Commissioner Leibrock on screen, addressing the rowdy crowd. "And now it is my great pleasure to introduce the man of the hour, the winner of our dungeon design contest, the meanest little DJ of them all, Seymour Blood!" The crowd cheers and the camera pans to a tall podium. Standing behind it, obviously on some sort of raised platform, is a teenager with extremely close-cropped hair, dressed in a blue blazer, white shirt, and black tie. He smiles, seeming to drink in the cheers of the crowd. "Thank you, thank you all very much. Welcome to day two of the Battle For Brooklyn! We have many teams to get to so I'm going to keep my remarks brief. Ladies and gentlemen, let me introduce our first team of the day, <PLAYER TEAM>."

DJ Seymour Blood takes a moment and introduces

each character. He is eager and a little nervous, but manages to ask each crawler where they come from and how they feel about their chances. Once the introduction is over he continues:

"Okay crawlers, get ready. This is my very first dungeon so, uh, I hope it is fun and everything. Your performance is being evaluated by a special judging panel from the Adventurers' Guild. They will choose a winner based on heroism, skill, leadership, and, of course, how far you get with how many players intact. Not to make you, you know, nervous or anything. So get ready! I may be young but I haven't pulled any punches yet. Yesterday I saw first blood – let today bring what it brings. Your quest is to defeat all monsters, find the three sections of scroll, and read it aloud to access the last room. I have to go backstage and get a few surprises ready for you, so I give the stage back to Mr. Leibrock."

The camera swings to Leibrock. "Thank you, Seymour. Ladies and gentlemen, how about a big hand for our first time Dungeon Judge?" The capacity crowd cheers enthusiastically. "Now, it is time to begin. Players, from this moment forward your lives are forfeit in the service of the Empire. We thank Emperor Ronald I, the Uniter, for giving us this opportunity for these young heroes demonstrate the courage and valor of the Empire. Watch over us, O Apollo, and reward the brave and strong with your blessing. And you who would be heroes heed me now – your life begins today but could end at any time, because this is Xcrawl and if you die –"

"YOU DIE!" roars the crowd, finishing the famous catch phrase. The AVS goes blank. The referee points to the door. The crawl has begun.

The door to the arena is unlocked but trapped (trap DC 12/12). If the door is opened before the trap is disarmed, a small jolt of electricity is delivered to whoever opens the door (1 point damage, no save).

AREA 1-2 – DUNGEON DECATHLON

The door opens and you hear the roar of the capacity crowd. From where you stand it is obvious that the dungeon is a temporary structure arranged in the middle of a huge gymnasium. The walls around you are made of some sort of heavy plexiglass – they are completely see through, and on the opposite sides of the walls you see live cameramen, backstage personnel, referees, handlers, statisticians, and a long table filled with men and women who scribble in legal pads between glances at your party. The bleacher seats start some fifteen feet beyond the west wall. There look to be several thousand people in the gymnasium, cheering and chanting and waving pennants.

This room is large and arranged into various obstacles. A thick orange arrow painted on the hardwood floor marks your path – a path set with swing ropes, attack barriers and the like. In the very center of the room is a thirty foot tall tower made of wood and stainless steel struts. Hiding behind a low wall at the top of the tower are two small men in armor. You may very well be facing your first humanoids in combat right now. The two armored figures man some sort of cannon with a wide barrel. They are not pointing it at you.

There is a three-sided revolving AVS scoreboard hovering in the air some thirty feet over the tower. You see



your faces and names listed, as well as clips of what must be footage from the earlier heats.

There are several referees in this room. One near you blows a short blast on his whistle to get your attention. "You have to hit all four buttons then assault the tower to win this room. Follow the arrows, don't skip any obstacles, and follow the instructions of your referee. On my mark. Get ready! Set! Go!"

Crawlers who have never been in front of a large crowd before (which is most players) must make a DC 8 Will save or be struck motionless, fascinated by the crowd, for 1d4 rounds.

The players must follow the orange arrows through all the obstacles, as indicated on the map and listed in order below. Note that there is no action from the tower until the players escape the falling cage. If the players fail at any of the obstacles (for example, fall from the climb, or miss the spell target), the crowd jeers but the players must keep going. They must at least attempt every obstacle to complete the room.

A – Swing across mud: DC 5 Strength, Agility, or Climb check, Armor Check Penalty applies. Players who fail get mud all over themselves but may keep going.

B – Run through tires: DC 10 Agility check. Players who fail stumble and fall once while running through, earning them some jeers.

C – Hit button A: A police car style siren and flashing blue light go off.

D – Run through padded attack dummies: The dummies are up on tripods and have several branches, each covered in a thick layer of padding. Each player must run through the obstacle, which has one chance to hit them (+0 melee attack, 1d3 subdual damage).

E – Hit button B: A police car style siren and flashing blue light go off.

F – Arcane target range: A referee stands by this obstacle to give instructions. There is a signboard here with a single-use spell scroll (*ray of enfeeblement*) taped to it. Forty feet away is a huge cut-out target, a large humanoid shape, arm raised and brandishing some kind of weapon. A sign by the target reads, “ZAP THE TARGET WITH THE SPELL TO DEFEAT THE GIANT.” An arcane spellcaster must successfully hit the target with the ray spell from the scroll (Spell Check 10+*) in order to deactivate the next obstacle. If they fail, the mechanical ogre in the next challenge still works and will swat at players who try to pass. **Easier than usual due to special enchantment.*

G – Bypass “ogre”: There is a ten-foot-tall mechanical puppet with oversized fists in gauntlets. If the spellcaster hit the target with the *ray of enfeeblement* at the last obstacle the “ogre” is deactivated. If not, it’s ready to fight. It has a 10 foot reach, enough to strike anyone who is in range of button C. The mechanical action is controlled from offstage and the arm lashes out at anyone who hopes to get by. The players can just rush up and accept the attack attempt to touch the button. Or they can attempt to rush and destroy the mechanical ogre, but it attacks every round until it is disabled or the players run out of its range. Mechanical ogre: Init +2; Atk slam +\$ melee (1d6+2 subdual); AC 15; HD 4d8; hp 24; MV 0’; SP 10’ reach, construct; SV Fort +8, Ref +4, Will +0; AL N. **H – Hit button C:** A police car style siren and flashing blue light go off.

I – Cage falls: As the players run past this point, a ref orders them to stop. Once they do, a suspended cage is undraped and falls on the players, trapping them. The cage has a gate with a lock, but no trap (Pick Lock DC 12).

J – Assault: As soon as the lock is successfully picked, the two goblins in the tower can start firing their tennis ball cannon. The cannon is +3 attack, can fire once a round with a 30-foot range, and does 1d3 points of subdual damage when it hits. It can fire thirty times before it is empty. The goblins have a cover bonus of +4 AC from the tower itself. Crawlers can scale the side of the tower fairly easily (Climb DC 5, 30 feet up), and the tennis ball cannon cannot swivel to target characters climbing the tower. Inventive players might try to tip the whole tower over – it’s possible but extremely difficult (DC 23 Str check to tip it over). The two goblins stop firing their cannons and draw their short swords once an adventurer makes it to the top. Mounted on the inside of the north wall of the tower is the final button. Once it is pressed a buzzer sounds and the room is over. The crowd cheers and Commissioner Leibrock himself comes out to present the players with their treasure and pose for a picture or two. Once they are done, the ref points out the tunnel on the east wall that the players must crawl through to get to the next room.

Treasure: The players receive the following: a well-made longsword (1d10 damage) in a Velcro sports scabbard, a set of 7 prayer beads that can remove 1 point of disapproval each with 5 minutes’ prayer (destroying one bead), a scroll of magic missile that can be read 7

times before bursting into bright green flames, and a set of masterwork lock picks that grants a +2 bonus to Pick Locks and Disable Traps rolls.

Goblins (2): Init -1; Atk bite -1 melee (1d3) or short sword -1 melee (1d6); AC 13 (17 with cover); HD 1d6-1; hp 3 each; MV 20’; Act 1d20; SP infravision 60’; SV Fort -2, Ref +1, Will -2; AL L. Short sword, leather armor, shield

AREA 1-3 – TUNNEL

The tunnel is 3 feet in diameter and fully carpeted. It goes in the dark as far as you can see.

Unlike other rooms, this tunnel does not have transparent walls. The players are forced to make their way through the cramped tunnel, which leads underneath area 1-5.

AREA 1-4 – GRATE EXPECTATIONS

The tunnel goes seventy feet until it hits a patch of light. As the characters approach, read or paraphrase the following:

You approach a square of light in the otherwise darkened tunnel. The light shines in through a metal grate in the tunnel ceiling. There is a white envelope dangling from the center of the grate by a strip of masking tape.

The envelope is completely mundane and harmless. When opened, it reads:

There are three orcs in the room above you. They believe you are going to enter from a door in the south wall, so you have the element of surprise. There are three prisoners here – free them all to win the treasure!

The grate above the players’ heads is heavy but comes off easily enough (DC 8 Str check to lift it off). Whoever opens it may choose to attempt to do so quietly (DC 10 Sneak Silently check to put it aside without alerting the orcs).

AREA 1-5 – PRISON CHAMBER

From your position in the floor you can see that this room is large and dimly lit. The walls are clear plexiglass and you can see the crowd in the stands, watching your every move with eerie silence. High above you, the three-sided revolving AVS scoreboard flashes, “QUIET PLEASE.”

There are five armored humanoids in this room with their backs to you. They are all focused on a door on the south wall marked NoGo on this side. Around the room are four barred cages. Three of the cages have attractive young cheerleaders, holding pom-poms and looking miffed at their imprisonment.

The orcs stand watch at the door on the south wall of the room. If they notice that adventurers are spilling out of a tunnel in the floor, they obviously charge and attack.

There are three “prisoners” held in the cages marked A, B and C. They are all local high school cheerleaders. The door to each cell must be unlocked in order to release them (Pick Locks DC for each cell door: A = 11, B = 12, C = 13). Once they are set free, they do a cheer for the player team that ends in a series of flips, then the crowd goes wild for the players. When the combat ends, one of them goes to the NoGo door on the south wall, gets the treasure, and

presents it. Afterwards, they all leave through the NoGo door.

The fourth cell is unlocked and empty but for a life-sized poster on the wall of the famous Xcrawl star known only as Oni. Concealed behind it is a small door that leads to the hallway. The door is neither locked nor trapped.

Treasure: The players receive a 500 gp note and a *potion of healing* (3 HD, can be divided among three players). In addition, the players each receive a 50 gp gift certificate for Starbreak Importers, one of the top 100 Xcrawl sponsors – the corporations who pay the most gold year after year to have their merchandise advertised during The Games. Sponsors sometimes choose to outfit teams with equipment and even magic in consideration for promotion of their products or testimonials. For a complete listing of all the top Xcrawl sponsors, see **Xcrawl: SellOut!**

Special Note: In playtests, the challenge level of this room as written ranged from far too easy to far too difficult, depending entirely on what the players did. Depending on your group's size, experience level, and tactical ability, consider changing the number of orcs to three, four, or six. You know your group best, so judge their capabilities as only you can.

Orcs (5): Init +1; Atk claw +1 melee (1d4) or baseball bat +1 melee (1d5); AC 15; HD 1d8+1; hp 6 each; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will -1; AL C. Composite sports gear, baseball bat, UltraDark goggles. These thick, smoked lenses are so dark that you can't even see through them without infravision. They prevent bright conditions from hampering creatures with a visual sensitivity to light.

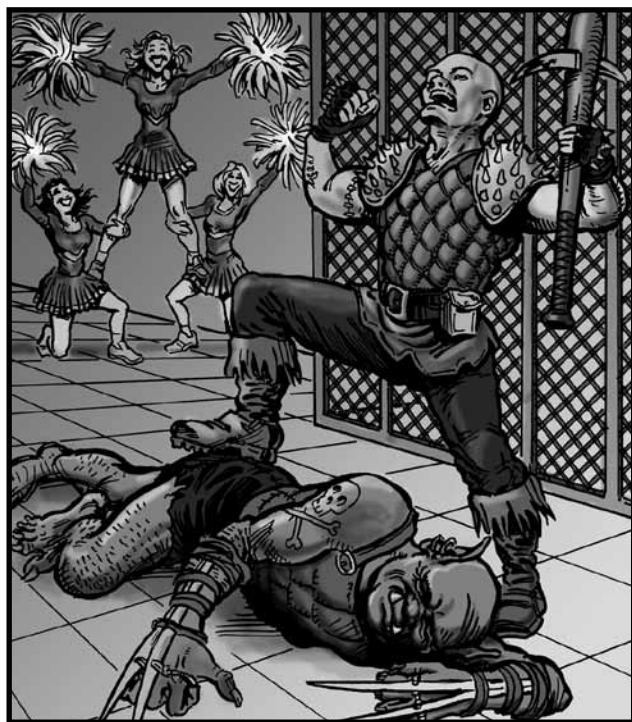
AREA 1-6 – PIT OBSTACLE

The walls of this corridor are thick plexiglass. You can see the crowd watching you from the bleachers. As you turn left around the corner you see a ten-foot-deep, twenty-foot-long pit. Inside are several scampering creatures, each the size of a small horse. They have long antennae and a tough looking hide. They skitter about, trying to leap out of the pit to get to you. The pit takes up the entire corridor and there is no ledge.

The creatures are rust monsters, and while they can not get out of the pit on their own they will attempt to corrode and devour any metal they can get their hands on. The players must find a way to get past the pit in order to get to the other side. If the players use some clever means to bypass the pit they do not need to kill the rust monsters.

The door leading to area 1-7 is locked (Picks Lock DC 12) and trapped (DC 15/10). If the door is opened or bashed down before the trap is disarmed, a poison dart is fired out of a hidden slot in the ceiling at whoever opens the door (dart +4 ranged, 1d2 plus poison [Fort DC 13, 1d3 Strength damage]).

Rust Monsters (2): Init +3; Atk antennae +3 melee (rust) or bite +0 melee (1d3); AC 16; HD 5d8+5; hp 20 each; MV 40'; Act 1d20; SP rust, infravision 60', smell metal 200'; SV Fort +2, Ref +4, Will +5; AL N.A rust monster that makes a successful attack with its antennae causes the target metal (up to 10 cubic feet) to corrode, falling to pieces and becoming useless immediately. A DC 17 Reflex save is allowed to prevent magic armor, weapons, and other metallic magic items from being dissolved.



Likewise, a metal weapon that deals damage to a rust monster corrodes immediately (magic weapons gain a DC 17 Reflex save). Wooden, stone, and other nonmetallic weapons are unaffected. Rust monsters can smell metals up to 200' away.

AREA 1-7 – DREAM OF THE BLUE SCORPION

This thirty by thirty foot room is empty but for a thick layer of sand on the floor. There is a door heading out through the north wall.

Through the plexiglass walls you see the crowd, apparently unsure of what is going on. A few of them cheer as you enter.

There is an invisible, 10' long giant blue scorpion here. Once the door opens, the scorpion makes its way toward the players. Alert players notice his footprints in the sand as he approaches (or Luck DC 13). The scorpion attacks, attempting to disable as quickly he can by constricting and poisoning the players.

Once the creature is defeated, an AVS appears on the south wall displaying an arrow pointing down to the sandy floor. If the players search the floor there (Search DC 8), they find a *potion of invisibility* (lasts 1d4+1 turns or until a successful attack is made) hidden beneath a layer of sand.

The door on the north wall is not locked or trapped.

Giant blue scorpion: Init +3; Atk claw +2 melee (1d4+1 plus constriction) or sting +3 melee (1d4 plus poison); AC 14; HD 2d10+4; hp 15; MV 40'; Act 3d20; SP invisible, constriction, poison (DC 15 Fort save or 2d3 Stamina damage); SV Fort +5, Ref +0, Will +0; AL N.

If the scorpion hits with a claw attack, it does automatic damage each round until its victim is freed by a DC 10 Strength check. It gains a +2 bonus to hit a constricted victim with its sting.

AREA 1-8 – CLARION CRAWLER

You reach a juncture in the passageway. You can either go right or left, or go through a door in an opaque section of wall to your north. There is still no ceiling in this area, and in the distance you can hear the calls of the crowd: "Right!" "No, left! Turn left!" "Try the door!"

The door is locked (DC 10) and trapped (DC 10/10). If the players open or break down the door before the trap is disarmed an alarm sounds, alerting the goblins in area 1-9 that someone is at their door.

AREA 1-9 – GOBLIN GUARD ROOM

The description of this room will vary depending on the players' actions in area 1-8. The room itself is thirty feet by thirty feet, with built-in hatches on the east and west wall.

There are seven goblins here. Their weapons and shields are all behind a barred hatch on the east wall. The lock on the hatch automatically opens once the players either open the door or trip the alarm trap in area 1-8, giving the goblins access to their equipment. It takes one full round to open the hatch and distribute all of their equipment (one goblin opens it and hands all the equipment out). If the goblins get their gear before the door opens they make a semi-circle around it and attack the players as they enter. If they are obviously vanquished with no chance at victory they will surrender.

Once the goblins are defeated or surrender a second hatch on the west wall opens to reveal the treasure.

Treasure: The players receive a 500 gp note and three *potions of neutralize poison*. In addition, the players each win a 500 gp gift package from King's Iron Golf Supply that includes a full set of professional grade golf clubs, a custom bag, and golf clothes and accessories.

Goblins (7): Init -1; Atk bite -1 melee (1d3) or short sword -1 melee (1d6); AC 13 (17 with cover); HD 1d6-1; hp 3 each; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL L. Short sword, leather armor, light wooden shield.

AREA 1-10 – NINJAS! NINJAS! NINJAS!

This door opens onto a stage designed to look like a Chinatown alley in some fictional city. A neon sign flashes a foreign beer logo, buzzing loudly.

A man steps into the alley. He is bald, squat, and wearing a silk robe. He twirls the end of his Fu Manchu and looks you over, menacingly. He pulls his robe aside to show a NonCom badge pinned to his silk vest. Then he points at you and shouts "Attack!" Somehow his mouth seems out of synch with his words. And then a dozen ninjas pop up from behind every possible hiding spot!

The ninjas are severely handicapped in this room. They are professional monsters and while they have decent fighting skills, they have no weapons except throwing stars and only the most basic bare-handed fighting skills. In addition, each ninja wears a special NonCom-type badge – after taking only one hit they automatically *teleport* to the local emergency room, disappearing in a special magical puff of smoke. One hit from any attack doing either regular

or subdual damage *teleports* them away. They may also opt to manually activate their badges, *teleporting* away if they are somehow incapacitated or if the fight goes against them.

The ninjas leap about, throwing their shuriken and then charging the players. They are fairly fearless but may elect to use their smoke bombs for effect.

Once all of the ninjas disappear or surrender, the man in the robe bows to the players and gives them their treasure, as well as a section of the scroll that must be read to lower the flames in area 1-13.

Treasure: The players receive a 500 gp note, two scrolls (a wizard scroll of *sleep* and a cleric scroll of *blessing*). In additions, the players all win a tee shirt displaying a skull and crossbones with the inscription, "Ninja THIS!"

"Ninjas" (12): Init +3; Atk throwing star +3 ranged (1d3) or unarmed strike +1 melee (1d3+1 subdual); AC 14; HD 1d10+2; hp 12 each; MV 30'; Act 1d20; SP smoke bomb, teleporters; SV Fort +4, Ref +2, Will +0; AL N. Leather armor, 3 throwing stars (shuriken), 1 X4 smoke bombs. (5' area, +2 to AC if concealed within smoke, lasts 1d4 rounds).

The X4 smoke bomb is a small, pressurized projectile that looks like a golf ball wrapped in gauze bandages. A player activates it by throwing it against a hard surface. On impact, it releases chemicals which react with the air to make a dense gray smoke. It can be hurled at your feet, or at a distance, to make a 10 ft. x 10 ft. x 10 ft. smoke cloud lasting for three combat rounds before dissipating. The smoke cuts visibility to 5 feet, allowing players to hide or take other unseen actions. Note that the user is not immune to the visibility-reducing effects of the X4.

AREA 1-11 – DWELLERS IN MUD

The door to this area is neither locked nor trapped.

The door opens onto a wooden boardwalk style bridge with no railing. The bridge makes a zigzag path through this room, stopping twice at round landings. Underneath the bridge is soupy mud, smelling a bit like graveyard earth. The boardwalk bridge reverses directions twice then comes to the north wall where a treasure chest sits underneath a huge Sappa-Kay Cola sign.

The walls are all clear plexiglass and there is a special gallery along the east wall, presumably filled with VIPs. Indeed, you see DJ Seymour Blood, Xcrawl Commissioner Bradley Leibrock, Duke David Winslow of Brooklyn, and local retired Xcrawl star Jim "Dinosaur" Green all in attendance. They clap politely as you enter. The crowd in the bleachers cranes forward with anticipation.

Set alongside the boardwalk, hidden in the mud at random intervals, are a mixed group of zombies and skeletons. As soon as the players begin walking down the boardwalk towards the chest, they begin to crawl out of the mud.

The first round, a single zombie appears at the edge of the boardwalk nearest the players. After this first round, 0-3 zombies and/or skeletons rise out of the mud at random spots near the players every round until they are all loose.

It takes the creatures a full round action to pull themselves out of the mud and up on to the boardwalk. The round after that they can stand from their prone

position and attack. A Might Deed might force an undead back into the thick muck, in which case the same rules apply for exiting. Players who land in the mud have their movement slowed by 3/4 until they exit and their Action Dice reduced by -1d on the Dice Chain. The mud is only 3 feet deep so only halflings risk drowning.

The chest at the end of the boardwalk is locked (DC 10) and trapped (DC 13/13). If the chest is unlocked or forced open before the trap is disarmed, a puff of green spray paint strikes the would-be opener in the face (DC 14 Reflex save to only be mostly covered in green paint). The paint is an eye irritant; players struck are blinded for 2d5 rounds while they clear the gook out of their eyes. The treasure is in the chest, along with one third of the scroll that the players must read to extinguish the flames in area 1-13.

Treasure: The players receive a 500 gp note and a *potion of healing* (1d6+1 healed). In addition, each player wins a 50 gp gift certificate to local Adventurers' Guild tavern, The Fifty First Foot.

Skeletons (7): Init +0; Atk claw +0 melee (1d3) or by dagger +4 melee (1d4); AC 9; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Zombies (7): Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 12 each; MV 20'; Act 1d20; SP un-dead; SV Fort +4, Ref -4, Will +2; AL C.

AREA 1-12 – BREAK ROOM

This must be the break room. The walls are not the see-through plastic of most of the dungeon, but rather some kind of plasterboard. There is a paramedic standing at an examination table, a sidebar with snacks and bottled water, bathrooms, and two comfortable-looking couches.

The break room is a completely safe haven, free of monsters, traps, and obstacles. The bathrooms are fully enclosed and opaque. Naturally the players are free to rest, use the facilities, and have a snack. Paramedic Paul Steel tends any injuries that the crawlers all have, and can heal up to 1d3 damage for any given player. Players may stay in the break room for up to one hour. After this they are warned to leave, then disqualified.

Break rooms are an Xcrawl tradition, and long-time fans know that this break room is particularly bleak. The

big games have sponsored break rooms with full facilities, great food, and even showers. This one is a fairly utilitarian affair with chips, pretzels, and bottled water.

AREA 1-13 – WALL OF FLAME

This corridor ends in an oversized alcove. The plastic walls have been painted to look like stone. There is a double door on the north wall in the center of the alcove but the doors are covered in arcane flame. The doors burn intensely, like a massive bonfire, but the fire neither gives off smoke nor consumes the door. Ten feet before the door is an envelope on the floor.

The fire is a specialized *control fire* application. The note in the envelope reads: *Find all three parts of the scroll and read aloud to quench the fire and finish your quest.* Also inside is a bit of folded parchment, one third of the scroll.

When all three parts are put together, it is revealed to be a message in Latin: a translation of a bit of the speech Emperor Ronald I gave on the opening day of the first Xcrawl contest. When this section is put together with the sections found in areas 1-10 and 1-11, and the speech is read aloud, the wall of fire disappears.

The door to area 1-14 is locked (DC 12) but not trapped.

AREA 1-14 – MONSTER'S BALL

This huge room has a large maze of carpeted steel walls. There is an AVS floating ten feet from the door where you enter, and there you see DJ Seymour Blood, chewing gum and as he stands amongst a garden of statues. The statues are frighteningly real.

"We have one last monster for you, my friends," he says, "One that can leave you as cold as this forever." He knocks on one statue's hand and a finger breaks off. The DJ looks around nervously, as if to see if anyone noticed. Finally he reattaches it with his wad of gum.

"Find your way through the maze. Don't worry if my monster gets you. As long as one of you survives the maze and hits the red button, all damage shall be undone. You might even consider splitting up."

The screen disappears.

Inside the maze is an ancient medusa, Klyriodezka. Klyriodezka has been moved from crawl to crawl and

CORPORATE SPONSORSHIP IN XCRAWL

In the earliest games, there was no public sponsorship of the games whatsoever. Corporations universally feared being associated with a live-action death sport that featured subhumans and terrifying monsters. The very first company to sign up as a sponsor was Friki-Choo Cola, who sponsored the Emperor's Cup. In the first month their retail sales jumped 20%, and their newly founded fashion apparel line simply could not keep up with public demand. Thus began a flood of commercialization, leading to the modern media-saturated crawl that fans know today.

Sponsors have many ways of getting their message out. Some provide teams with equipment, including weapons, armor, and even potions. Other sponsors pay for TV advertising blocks, and some pay for product placement. Some simply donate cash to the games for the dungeon upkeep, keeping their names and their motivation hidden. Nearly all sponsoring entities then offer crawlers *patches*, the basic unit of personal advertising space in Xcrawl. Players hoard patches because they actually earn the players cash! See **Xcrawl: SellOut!** for a complete breakdown of corporate sponsorship.



has killed more adventurers than poorly placed fireballs. This is her very last crawl – if she survives DJ Seymour Blood has promised her that she will be returned to the underdeep of the Zura'ah'zura with a handsome pension that she will likely spend on painkillers and cigarettes.

For this event, Klyriodezka has been placed inside a Seymour Blood original, the MonsterBall. The MonsterBall is an sturdy sphere, eight foot in diameter, made of 20 small, clear, triangle-shaped plexiglass panels joined with rubber-coated steel to make a roughly sphere-shaped object, looking like nothing so much as a huge d20. The ball has tiny, difficult-to-see breathing holes in several strategic places, allowing her a safe measure of fresh air.

The medusa has been screwed into the ball and can make it move by walking in it; it's like being inside a giant beach ball for her. While undignified and somewhat absurd, it allows her to use her gaze attack against the players without being struck or using her snake attacks. The ball is very difficult to smash but easier to cut (25 hp of slashing, or 80 hp of bludgeoning damage can breach it). She can move the ball at 20 feet per round safely. Any faster than that (such as a full move or a charge action) and she must make a DC 15 Reflex save each round to avoid falling and taking 1d4 points subdual damage.

Klyriodizka basically chases the crawlers through the maze, hoping to petrify them one by one. Players "cornered" in a dead end by her can attempt to jump over or tumble past in the free space between the wall and the edge of the MonsterBall (requiring a successful Mighty Deed, or a DC 18 Agility check for either). The brave and strong could go shove it over and try to push her out of the way, perhaps with eyes closed to prevent the effect of her gaze attack. Crawlers might attempt to take one for the team, intentionally putting themselves in the way of the MonsterBall and making themselves into a kind of statuesque barrier that traps the ball in some corridor or

hallway. Klyriodizka has explicit instructions not to smash a petrified player under any circumstances for fear of losing her pension – so, if cornered, she looks for another way out or stays put, sulking and chain-smoking Hierophant 100's.

Klyriodizka begins in the center of the maze (marked X on the map). She knows the maze like the back of her hand and uses the most logical search pattern to find all the players. When she first finds the players she attempts to intimidate them into running from her.

If a player gets through the maze, they see a red button next to the door leading out. Pressing it ends the room – a buzzer sounds, a light flashes, and Klyriodizka stops attacking and is led offstage by handlers. If any of the winning team has fallen victim to the petrifying gaze of the medusa, referees apply *potions of stone to flesh* to any and all afflicted characters. The crowd goes wild and throws roses down onto the players. After a measure of adulation a referee points the players towards the last door.

The door leading to area 1-15 is locked (DC 13) but not trapped.

Klyriodizka the Medusa: Init +2; Atk dagger +6 melee (1d4) or snake hair +3 melee (1d4 plus poison); AC 15; HD 6d8+6; hp 33; MV 30' (20' in MonsterBall); Act 2d20; SP petrifying gaze (Will DC 15 negates), poison (1d6 Strength damage, Fort DC 14 or half is permanent), infravision 60'; SV Fort +3, Ref +7, Will +6; AL L.

AREA 1-15 – THE VAULT

The door opens onto a short hallway with darkened walls. Beyond the hall is large room with clear walls. The crowd has run out of the stands at this point and is pressed up against the walls in every direction, cheering and banging and actually shaking the room. There is a referee here in the room standing out of your way. On the east end of the room is a heavy vault, its door sporting three big locks.

There are three locks on the vault (top to bottom: DC 14, 16, 12). There is also a trap (DC 13/15): if the door is swung open before trap is disarmed, an electrical jolt zaps whoever is opening the door for 1d6 damage. The door is quite heavy (requiring a DC 15 Strength check to swing open).

Once the door is open the referee blows his whistle puts his hands up in the V for victory sign – the players have successfully completed the level. The vault has a prop treasure chest rimming with fake, glowing gold. The real treasure is awarded to the players personally by Commissioner Leibrock.

Treasure: The players receive a 2,000 gp note. In addition, each player wins a 300 gp gift certificate to local adventurer supply shop Famous Shawn's Sword and Pawn.

AFTER THE CRAWL

Two days after the players take their run through Dungeonbattle Brooklyn they get the news: they won! Unless it somehow serves your campaign better, the judges have decided that they were the very best team and they are declared the victors. Three days later they are invited to a formal ceremony where they receive the Division IV Finals Cup, a grand silver chalice with the team members' names beautifully engraved along the side and an everburning glame in its depth so that the flickering light shines out of the top. The players receive the traditional red capes and laurels. Since the DJ lives with his parents in a small flat in Bensonhurst, the traditional dinner is held at Pisano Vicenza's Restaurant in Manhattan. Dozens of VIPs are invited, including local nobility and Xcrawl veterans. Jim "Dinosaur" Green makes a point of personally congratulating the team and posing with them for a picture. The players are likewise invited to several afterparties.

Each crawler in the winning team wins 3 permanent points of Fame. They were in the first-ever full lethal Division IV event, after all. The Division IV finals are usually ignored, but since Leibrock made them full lethal for the first time they have received much more attention. If your campaign uses the **Xcrawl: SellOut!** sourcebook, the players should each receive a roll on the random offer table (page 57) in the days following their first victory.

APPENDIX I: FAME

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

Standard Fame Point Adds:

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

Standard Fame Penalties:

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

At their discretion, judges can assign a bonus (usually 1-3 points) for especially memorable moves or actions. Example: Grappling a goblin and pinning him isn't worth a fame point, but successfully grappling three at once is – especially if your halfling is the one who did it!

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

SO WHAT IS IT – FANTASY? SPORTS? DUNGEON? PARANOID POLITICAL ALLEGORY?

Guilty on all charges!

Simply put, the world of Xcrawl is an alternative modern dystopic fantasy. In its early age, it was a world of legendary heroes, mighty wizards, terrible dragons and endless adventure. That world grew up, in the process developing technology, expansionist nations, and an alarming authoritarian bent. But most of the elements of the ancient world – specifically magic, monsters and the fantasy races – simply evolved alongside mankind.

The North American Empire, birthplace of Xcrawl, has many features that you would recognize, including mass media, firearms, airplanes and basic medicine. Technology lags behind what we in the Real World would recognize, largely due to the existence of divine and arcane magic. There is no internet, no space program, no organ replacement or other advanced surgical techniques – but there are fireballs and wizards with *wish* spells.

Humans share the world with many intelligent species – elves and dwarves, halflings and gnomes, orcs and goblinoids, giants, and the evil alfar. Elves founded a city in North America, called Sattersala, located in the dense California redwood forest. Most of the NAE's small population of dwarves work in their great mine.

Orcs, goblinoids and the dreaded alfar live in the Zura'ah'Zura, roughly translating as "the land beneath the land." These races struggle for dominance in huge underground cities, the largest inhabited by millions. Monsters of all description dwell here as well, and many are captured to fight and die in The Games. Some monsters volunteer – including whole regiments of hobgoblins who seem to exalt in the challenge of Xcrawl more than any other race.

Magic exists, albeit in a tightly regulated fashion. The Guild of Magi oversees its training, use and research in the NAE. Technomagic is a young and emerging discipline that has many applications in Xcrawl. The Olympian Pantheon is the state religion of the NAE, and there are thousands of temples honoring the many deities and divine powers. North America was wrested away from the Messianiacs with their forbidden One God Cult, and the remaining adherents must practice their strange religion in secret.

APPENDIX II: PREGENERATED CHARACTERS

RICHARD "MAYDAY" HAYDEN

Leibrock found many qualified volunteers to play this dungeon from every specialty except arcane magic. All the applicants had already completed their studies and were technically ready for the more difficult Division III – significantly more powerful than the commissioner wanted. He finally made arrangements with the Guild of Magi to release any students from final exams who agreed to participate in the dungeon. Hayden saw his chance not to repeat his senior year and took it.

Richard "Mayday" Hayden, 1st level male wizard (alchemist): Init +2; Atk short sword +0 melee (1d6) or longbow +2 ranged (1d6); AC 12; HD 2d4+2; hp 6; MV 30; Act 1d20; SP spells; SV Fort +1, Ref +3, Will +2; AL L.; Str 11, Agi 17, Sta 13, Int 17, Prs 15, Luck 12.

Spells: *Known* (+3 spell check): *Cantrip*, *color spray* (siphon magic mercurial effect), *detect magic* (karmic casting mercurial effect), *magic missile* (accidental alchemist mercurial effect), *mending* (call of the Outer Dark mercurial effect), *spider climb* (auditory feedback mercurial effect; crack of thunder).

Possessions: Short sword, long bow, quiver of 20 arrows, waterproof backpack, water proof sports watch.

SHALEA "SUNBURN" STEELWAGON

Shalea has wished to serve Apollo for much of her life. Her parents wanted her to marry early and bear them grandchildren. Undaunted, Shalea joined the Olympian temple and became disowned in the process. Xcrawl is her way of demonstrating the glory of the Golden Archer to all of the world, and her own value to her estranged family.

Shalea "Sunburn" Steelwagon, 1st level female cleric (merchant): Init +0; Atk mace +1 melee (1d6) or crossbow +0 ranged (1d6); AC 13; HD 1d4+1d8+2; hp 10; MV 30; Act 1d20; SP spells, turn unholy, lay on hands; SV Fort +2, Ref +0, Will +3; AL L.; Str 15, Agi 11, Sta 14, Int 13, Prs 17, Luck 15 (Birth Auger: The Raging Storm; +1 to spell damage).

Spells (spell check +3): *darkness*, *holy sanctuary*, *second sight*, *word of command*.

Possessions: Mace, crossbow, case of 20 bolts, leather armor, shield, 3 vials of holy water, holy symbol, backpack, rope (50 ft.), grappling hook.

HANK "AJAX" TYBALT

Hank isn't a brawler – he is a born warrior. Since childhood those close to him have seen in him the qualities of the heroes of legend – courage, aggressiveness and competitiveness chief amongst them. He has been looking forward to his first kill since childhood. He plans to use Xcrawl as a means of training himself until he eventually goes off to seek his fortune in the world like an adventurer of old.

Hank "Ajax" Tybalt, 1st level male warrior (athlete) : Init +2; Atk flail +1d3+3 melee (1d6+1d3+2) or javelin +1d3+1 ranged (1d6+1d3); AC 14; HD 1d12+1d4+4; hp 11; MV 30; Act 1d20; SP mighty deeds (1d3); SV Fort +3, Ref +2, Will +1; AL L.; Str 17, Agi 15, Sta 17, Int 12, Prs 13, Luck 11.

Possessions: Flail, 3 javelins, studded leather, multipurpose knife, sports watch, water bottle.

ZASTER "FORESTER" STILLSTAR

Zaster is the most talented, charismatic, and nimble young specialist to come along in years – just ask him. Highly confident in his abilities, Zaster is just doing Xcrawl until he can cross over into acting and perhaps, one day, politics. Known for his smart outfits and his long silver hair, Zaster wants fame and fortune at any cost.

Zaster "Forester" Stillstar, 1st level male thief (trapper): Init +2; Atk short sword +1 melee (1d6+1) or longbow +2 ranged (1d6); AC 14; HD 1d6+1d4; hp 7; MV 30; Act 1d20; SP thief skills, Thieves' cant, Luck Die (1d3); SV Fort +1, Ref +3, Will +2; AL N.; Str 13, Agi 16, Sta 11, Int 11, Prs 16, Luck 12.

Thief Skills: Backstab +0, Sneak silently +5, Hide in shadows +3, Pick pocket +5, Climb sheer surfaces +5, Pick lock +4, Find trap +1, Disable trap +3, Forge document +5, Disguise self +2, Read languages +0, Handle poison +0, Cast spell from scroll 1d12. **Possessions:** Short sword, longbow, quiver of 20 arrows, leather armor, thieves' tools, combat flashlight, multipurpose knife, rope (50 ft.), grappling hook, water bottle.

TINA "SUPERNOVA" GOSLING

Tina auditioned for the Brooklyn crawl for better or for worse after she was in a fight with her boyfriend Roger, who forbade her to try out and told her she wasn't good enough to compete. Still a year away from completing her arcane studies, Tina has given herself the grandiose nickname "Supernova" to help bolster her confidence.

Tina "Supernova" Gosling, 1st level elf (student): Init +2; Atk mithral longsword +1 melee (1d8) or longbow +3 ranged (1d6); AC 12; HD 1d6+1d4+2; hp 7; MV 25; Act 1d20; SP spells, infravision 60', keen senses, iron vulnerability; SV Fort +2, Ref +3, Will +2; AL C.; Str 12, Agi 17, Sta 15, Int 11, Prs 15, Luck 8 (Birth Auger: Wild Child; -5' speed).

Spells (spell check +1): *enlarge* (unwanted attention mercurial effect; bloodshot eye on forehead), *flaming hands* (rain of frogs mercurial effect), *invoke patron/patron bond* (at great cost mercurial effect), *magic shield* (spell killer mercurial effect).

Possessions: Mithral longsword, longbow, quiver with 20 arrows, backpack, waterproof pouch, multipurpose knife

RUSKLE, "THE CARNIVORE"

Ruskle was a vagrant cadging handouts outside the Brooklyn Athletic Complex, when a savvy handler recognized his potential value. They gave him a nickname and some equipment, and then arranged for him to be on the PC team. He now faces a choice between winning and being thrown back on the street.

Ruskle, "The Carnivore", 1st level halfling (vagrant): Init +2; Atk club +2 melee (1d4+1); AC 12; HD 1d6+1d4+2; hp 7; MV 20; Act 1d20; SP lucky halfling, sneak and hide +3, infravision 30', two-weapon fighting; SV Fort +2, Ref +3, Will +2; AL N.; Str 15, Agi 16, Sta 14, Int 11, Prs 13, Luck 9.

Possessions: Club, begging bowl, canteen.



HANK "AJAX" TYBALT



**ZASTER "FORESTER"
STILLSTAR**



**RICHARD "MAYDAY"
HAYDEN**



**SHALEA "SUNBURN"
STEELWAGON**

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