

GOODMAN GAMES
GEN CON 2013
PROGRAM BOOK



JOIN THE
PARTY!

Gen Con Luck Chart

Roll 1d20 while at the Goodman Games booth to see what you get! Use your lucky die! Only one roll per person per program book purchased. Roll must be made in presence of Goodman Games booth crew.

Table GG: Goodman Games Luck Chart (d20)

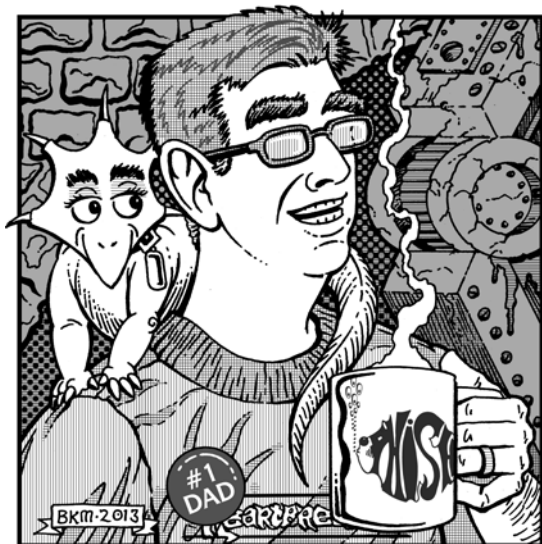
Roll	Result
1	Free DCC RPG button! (This is a fumble. You get that free anyway.)
2	Save \$2 on your next purchase from the Goodman Games booth! (Minimum purchase \$10)
3	Give Doug a kiss at his booth in the art show. Maybe he'll give you something in return.
4	Fame and fortune! Well, fame anyway. Maybe. Give Doug a character sheet for one of your DCC RPG fatalities. He will select one of the winners to appear in The Band in a future DCC module. Only the first two winners can claim this – reroll with Doug if the supply has run out.
5	Belt buckle! While supplies last. If no more belt buckles, this result is downgraded to a free DCC RPG button.
6	Roll again on sub-table F
7	Free Age of Cthulhu module with your next purchase of \$10 or more!
8	Get this program book autographed by at least 5 members of the Band, and save \$1 off your next purchase for every autograph. (Valid on only one purchase; minimum purchase \$10.)
9	Free weird dice bag!
10	Save \$100 on your next purchase at the Troll Lord Games booth! *Note: offer not endorsed by Troll Lord Games. Tell Steve that Joe says hi!
11	Save \$5 on any print at Doug's booth in the art show.
12	Save \$3 on your next purchase from the Goodman Games booth! (Minimum purchase \$10)
13	You have won a game of Puerto Rico, Nuclear War, or Carcassonne with Doug and Joe. This requires scheduling in advance and may need to be at Gary Con or Gen Con of next year.
14	Roll again on sub-table U.
15	Drawmij's Fame: Leave your name with the booth. Harley will place an anagram of your name in Perils of the Purple Planet
16	Free program guide! We'll refund the five bucks you spent on this.
17	Save \$4 on your next purchase from the Goodman Games booth! (Minimum purchase \$10)
18	On your next purchase, save \$1 if you buy one module, \$4 if you buy two modules, \$9 if you buy three modules, or \$16 if you buy four modules!
19	If your first name is Connor, you win a new first name, which is Colin. Otherwise, you get a \$2 discount on your next purchase if your name starts with a vowel, and \$1 if your name starts with a consonant. Bonus \$5 discount if your name starts with the letter X. Minimum purchase \$10.
20	Save \$5 on your next purchase from the Goodman Games booth! (Minimum purchase \$10)

Sub-Table F: Freebies (d7)

Roll	Result
1	Free DCC module!
2	Free Age of Cthulhu module!
3	Free art folio!
4	Free 4E book!
5	Free systems-neutral book!
6	Free C&C module!
7	Free DCC module! (yes, it's listed twice)

Sub-Table U: You Owe Us (d7)

Roll	Result
1	Your soul is claimed by Goodman Games. You must change your middle name to "Goodman."
2	DCC RPG is in your blood. Buy an extra copy of the core book for your grandkids-to-be. Or else.
3	Get a tattoo that reads "DCC RPG." Post the photo online. We'll give you free DCC RPG modules for life.
4	Provide Doug with a pint of your own blood to be mixed into his paint for the next DCC RPG cover.
5	Provide Harley with a vial of your own bile to be mixed into his own inkwell for writing his next module.
6	Give Mike as many smokes as you've got.
7	Hook Brendan up. Talk to him about what.



Joseph
Goodman here, happy to
welcome you to another exciting Gen
Con! This year marks the twelfth anniversary of
Goodman Games, and it's really great to be back at the
Big Show for another year.

Our latest game, Dungeon Crawl Classics Role Playing Game, has
picked up a lot of fans recently. The second printing just sold out, so
you may not be able to buy a copy of DCC RPG here at Gen Con! But
there are lots of other exciting products to see at our booth (which is
#1819, by the way).

This Program Book is a new idea for communicating with our
fans. It's full of sneak previews, staff bios, insider info, con-
vention coupons, and other fun tidbits. Let me know if
you think we should keep it around next year.

Come by the booth to say hi!

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www.goodman-games.com

facebook.com/dccrpg
and facebook.com/xcrawl

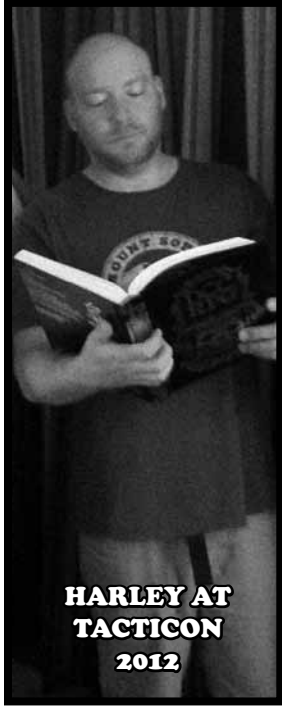
[@goodmangames](https://twitter.com/goodmangames) on twitter

Dungeon Crawl Classics Role Playing Game on G+

Bios of the Band

Everybody wants to be in The Band. These guys pulled it off. These are the dudes who make Goodman Games what it is. You've seen their names in your books, in replies to your e-mails, or maybe in person at one of our convention booths. Here's the inside scoop.

HARLEY STROH



Favorite TSR Module *White Plume Mountain*.

Favorite artist Mignola, Frazetta, Parkinson, Smith, Kovacs.

Favorite book Fritz Leiber's Mouser and Fafhrd stories.

Favorite comic Anything drawn by Mignola, especially the early Hellboys.

Favorite band Operation Ivy (*Doug says: Rancid's first album is also kickass.*)

Last game played SKATE

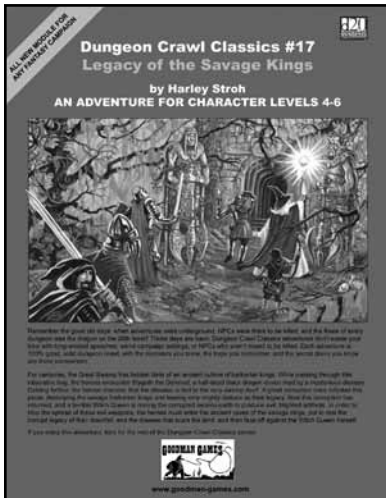
Favorite game store *Total Escape Games*, in Broomfield, Colorado, and *Black and Read*, in Denver.

Hobbies outside of gaming Falling down on concrete. Hiking with the missus.

Favorite drink El Presidente

Fun fact you'd never know I am a chronic sleep walker. Under stress I'll often be up all night fighting evil, running around naked, and mistaking people for villains. Once I carried a girlfriend out of a burning building, and dumped her in a snow bank outside the dorms. Too bad the fire part was all in my head. Have I mentioned cons are

stressful? *Publisher's note: Joseph Goodman here. I can attest to Harley's sleepwalking. At D&D Experience 2009, I awoke in the middle of the night to the sounds of fighting. Harley had slept-walked and bumped into one of our sleeping roommates, who awoke violently trying to defend himself against the perceived intruder. It took several minutes for them to realize they were friends and it was another "incident." Doug says: I heard different.*



Cool scars, broken bones, and alien traits I am writing this with a broken arm. Does that count?

First con Gen Con 2004, Right after publishing *Legacy of the Savage Kings*.

Most recent project *Peril on the Purple Planet*

Favorite Goodman Games credits My favorite is always the next DCC, the one that I haven't finished. When they're done they're static and disappointing, falling short of the ideal. But while they're unfinished there's still some hope that they can be amazing.

Favorite monster I've always had a soft spot for the dracolich, done well.



DOUG KAVACZ

Favorite TSR Module *Village of Hommlet?*

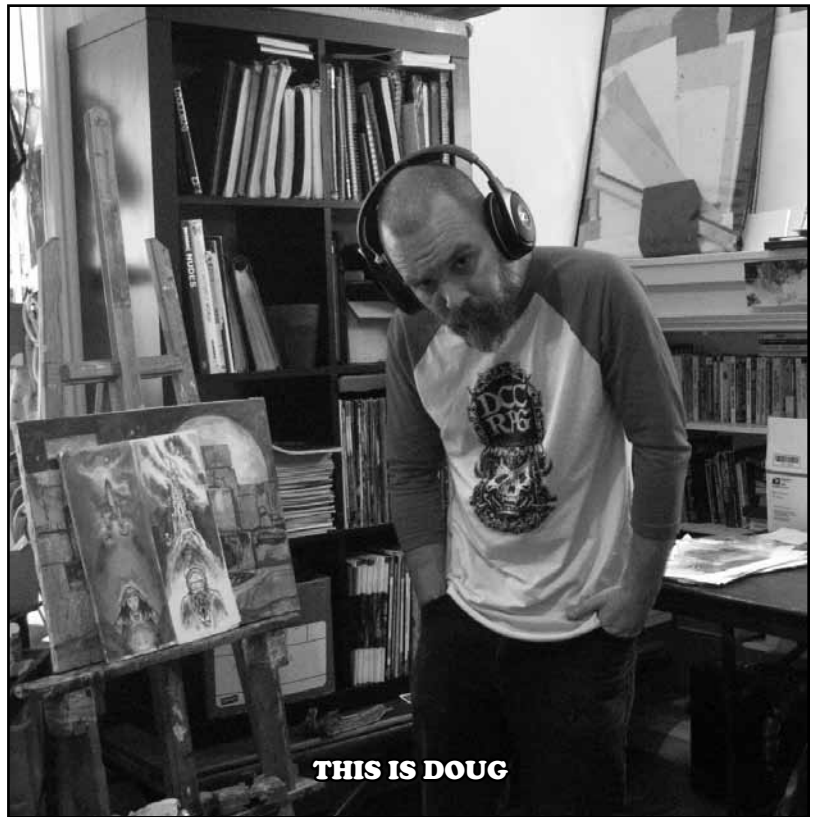
Favorite artist Hard to say... I like a lot. Three are: Picasso, Durer, and Patrick Woodroffe.

Favorite book *Gateway* by Frederick Pohl was pretty good.

Favorite comic G.I. Joe #21: Silent Interlude (*Publisher's note: Dude! I love that issue. I have my original copy in the garage.*)

Favorite band Many, many. Bad Religion and Jethro Tull rank very high.

Last game played DCC RPG *Frozen in Time* with Michael Curtis.



THIS IS DOUG



THE PUBLISHER'S FAVORITE
DOUG PICTURE

Favorite game store

Same as
Joe: Games
Plus in
Mount Prospect, IL, the one I grew up with.

Hobbies outside of gaming Sometimes I paint and draw.

Favorite drink Old Rasputin...at the moment.

Fun fact you'd never know Doug currently has no plans for surviving the upcoming apocalypse. (*Publisher's note: Trust me...Doug will survive. Plans or no plans.*)

Cool scars, broken bones, and alien traits Big scar on left forearm.

First con Gen Con 1988 or 89?

Most recent project DCC RPG cover art, maps and more.

Favorite monster Some kind of woman whose head is made of fruit, or vegetables....either that or Faeries.



BRENDAN LASALLE

Favorite TSR Module *Return to the Temple of Elemental Evil*

Favorite artist Raoul Dufy, Brad McDevitt, Doug Kovacs, and Jeremy Mohler, in no particular order

Favorite book *The Diamond Age*, Neil Stephenson

Favorite comic Top 10 – Alan Moore, Gene Ha, Zander Cannon

Favorite bands T Rex, David Bowie, Stevie Wonder, the Rolling Stones, Sleater-Kenny, Cracker

Last game played *Deadlands*, Pinnacle Entertainment Group

Favorite game store My long lost all-time favorite, *Legacy of Adventure*, Long Island, NY (either East Meadow or Hempstead). Ask me about the night I killed Solomon Grundy and the Riddler.

Hobbies outside of gaming Running, reading, movies, comics, debauchery

Favorite drink Jagermeister

Fun fact you'd never know I once had a twenty-five percent interest in a sixteen hand appaloosa named Joe Cool.



THE ONE AND ONLY
BRENDAN LASALLE



Cool scars, broken bones, and alien traits My Marge Simpson impression has been described as “weirdly good.”

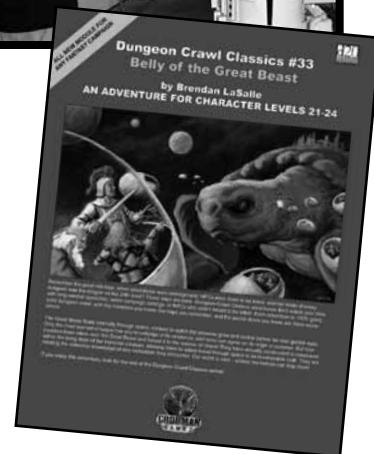
First con The LI Relaxicon, when I was about 12.

Most recent project *Xcrawl: Studio City Crawl*

Favorite Goodman Games credits *Age of Cthulhu: Dream of Japan*. First time I ever seriously questioned my own sanity. (*Publisher's note: I questioned his sanity much earlier. Probably*

around the time he pitched a DCC module centered around a flying giant space turtle. Oh, and it was epic level. That became DCC #33: Belly of the Great Beast. And it was a great adventure!)

Favorite monster The Shambling Mound, a beast underestimated even as it chokes your cleric out.



BRENDAN WROTE THIS

WHICH IS COMING BACK AS THIS



MICHAEL CURTIS

Favorite TSR Module I always have difficulty picking favorites in anything, as my tastes vary depending on my mood, the seasons, or simple whim. However, after 30+ years of gaming, I still love both *Castle Amber* and *Dwellers of the Forbidden City*.

Favorite artist Recently, Daniel Danger and whoever did the covers of men's adventure magazines like *Argosy*, *Man's Life*, et al. back in the 1950s & 1960s.

Favorite book I re-read Kerouac's *Desolation Angels* every two years or so.

Favorite comic *Hellblazer*

Favorite band A difficult choice (see above), but Blue Öyster Cult, Social Distortion, X, and Johnny Cash probably get the most play around my place.

Last game played *Castle Ravenloft*

Favorite game store *Men at Arms Hobbies* in Middle Island, NY fueled all my gaming needs in my youth and deserves recognition, but I've been haunting and running games at *Brothers Grim Games & Collectibles* in Selden, NY for the last few years.

Hobbies outside of gaming Hiking, reading, visiting old, eerie places, and collecting strange words like some people do stamps.

Favorite drink Iced tea in its many varieties.

Fun fact you'd never know I once came *this* close to being pulled over by the California Highway Patrol while driving a car carrying several unregistered firearms and *The Greatest American Hero*, William Katt. (Publisher's note: He also had a career in Hollywood as "the guy in the bear suit." Ask him about it.)

Cool scars, broken bones, and alien traits I have a ½" scar on my forehead. I tell people I got it in a knife-fight.

First con I-CON XII at Stony Brook, NY. Adam West told a story about the time the crew painted the Bat-Poles and nobody told him or Burt Ward before they slid down them.

Most recent project *The Chained Coffin* and an article on my historical horror series, "Wildwyck County."

Favorite Goodman Games credits *The Dungeon Alphabet* because it was my foot in the professional game design door, *DCC RPG* because I got in on the game on the ground floor, and *Frozen in Time*, because Joseph let me run amok.

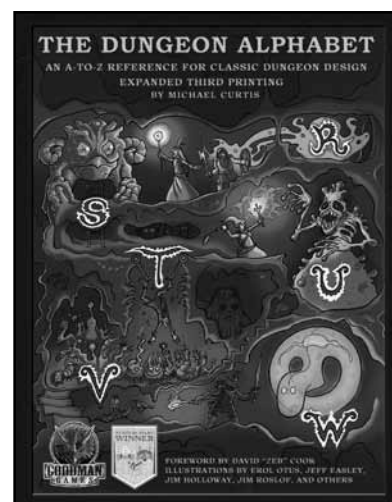
Favorite monster The alien from *Alien* terrifies me at a primal level, but I loved both Bigfoot and Mothman before they became trendy.



MIKE WON ONE OF THESE



FOR WRITING THIS



BRAD McDEVITT

Favorite TSR Module Not sure anymore...

Favorite artist Virgil Finlay, Lee Brown Coye, Albrecht Durer, Hannes Bok, Steve Fabian

Favorite book Anything by HP Lovecraft (re: *Age of Cthulhu*)

Favorite comic Watchmen, Swamp Thing

Favorite band The Grateful Dead

Last game played *Dragonstar* (Fantasy Flight)

Favorite game store The late, great *Mind Games* in Toledo, Ohio

Hobbies outside of gaming My adorable wife, Jessie, writing, surfing the net, reading

Favorite drink Iced tea by the gallon

Fun fact you'd never know I make a killer garlic bread with cheese (*Publisher's note: you are now signed up for Gen Con booth snacks!*)

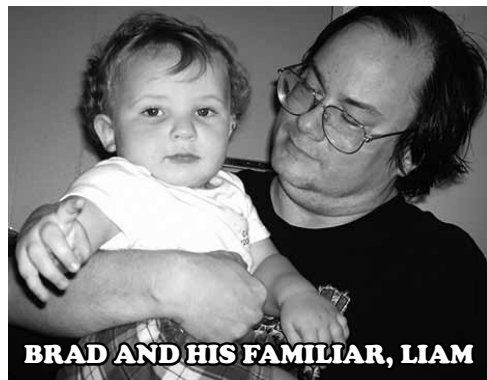
Cool scars, broken bones, and alien traits Only one scar on the back of my left hand, no broken bones but a bum left ankle... as for alien traits... I don't understand that concept, I just can't wrap either of my heads around the idea...

First con Bashcon 1985 in Toledo, Ohio

Most recent project Goodman Games: *Maximum X-Crawl*, Chaosium: *Ripples from Carcosa*, Popcorn Press: *Invasion of the Saucer People Expansion Pack*

Favorite Goodman Games credits *Age of Cthulhu 5: The Long Reach of Evil*, *DCC RPG*, *The Complete Guide to Drow* (revised edition), *X-Crawl* *IndyCrawl* (the Gummi Bear Golem!)

Favorite Monster Zombies! As if there were any doubt.



BRAD AND HIS FAMILIAR, LIAM



STEFAN POAG

Favorite TSR Module The Giants!

Favorite artist Crumb, Trampier, Otus, Kirby, Durer.

Favorite book Either *Slaughterhouse Five* by Vonnegut or *Heart of Darkness* by Conrad.

Favorite comic Kamandi by Kirby or Alley Oop by Hamlin... or maybe Flash Gordon by Raymond?

Favorite band Professor Longhair

Last game played *Dungeon Crawl Classics* by Goodman Games!

Favorite game store *Future Wars* in Rochester, MI

Hobbies outside of gaming Dogs, drinking beer, eating cheese, drawing and woolgathering, reading, laughing at my partner Annie's jokes.

Favorite drink Schlafly craft beer from St. Louis, Missouri!

Fun fact you'd never know I'm allergic to grass.

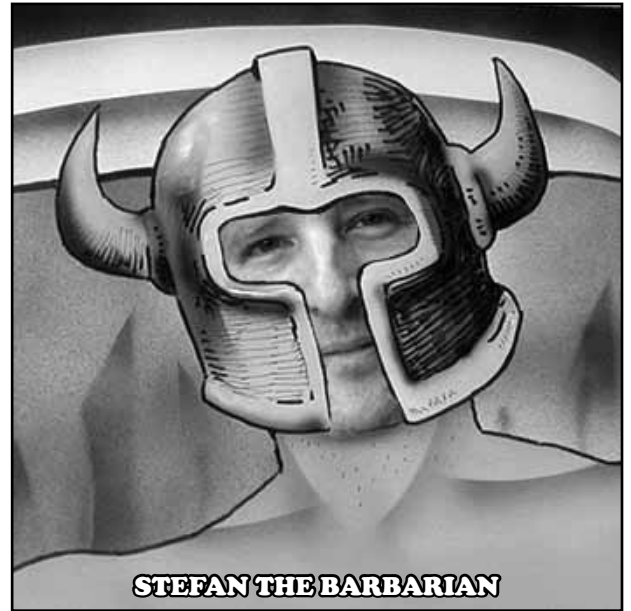
Cool scars, broken bones, and alien traits My super power is that I can sleep anywhere: in a crowded Mexican bus terminal, on an East German train that smelled like the diesel exhaust was vented through the passenger compartment, in my friend's house while he was using power tools in the next room, in a crowded nightclub — I have managed to fall asleep in all of these places. (*Publisher's note: But you always stayed awake in school...right?*)

First con Archon in St. Louis.

Most recent project *Dungeon Crawl Classics* adventure illustrations, some private commissions

Favorite Goodman Games credits The DCC RPG game book!

Favorite Monster The owlbear or ghouls... lots of ghouls!



PETER MULLEN

Favorite TSR Module *Steading of the Hill Giant Chief* and *Expedition to the Barrier Peaks*

Favorite artist This list could be pretty endless but I always come back to Winslow Homer. I often think how awesome it would have been if Homer and Frederick Remington painted sci-fi and fantasy art.

Favorite book Anything from Jack Vance, but especially “The Dying Earth,” “Demon Princes,” and “Planet of Adventure” series. *Book of the New Sun*, by Gene Wolfe, is another favorite.

Favorite comic I don’t really have a “favorite” as much as I have a top three that has stayed pretty much the same for a long time. *Cerebus*, by Dave Sim and Gerhard. *Nausicaa*, by Hayao Miyazaki, and *Akira*, by Katsuhiro Otomo.

Favorite band 70’s Scorpions, Rolling Stones, and Blue Oyster Cult.

Last game played Halfway through *Sailors on the Starless Sea*. Only a few casualties so far. (*Publisher’s note: There will be more...*)

Favorite game store *The Phantom of the Attic*, Pittsburgh, PA. When I was in college the only place that developed 2-hour slides for painting class was in Pittsburgh. So while waiting for them to develop the latest batch of slides for the next critique I went there to while away the hours and ended up finding all my AD&D modules. I still go there whenever I can.

Hobbies outside of gaming Drawing, painting, and reading. (Whenever I can squeeze in the time.)

Favorite drink Coffee

Fun fact you’d never know I was a ceramics minor in undergrad.

Cool scars, broken bones, and alien traits Luckily no broken bones, just a few minor scars and I’m full of alien traits or so my wife tells me.

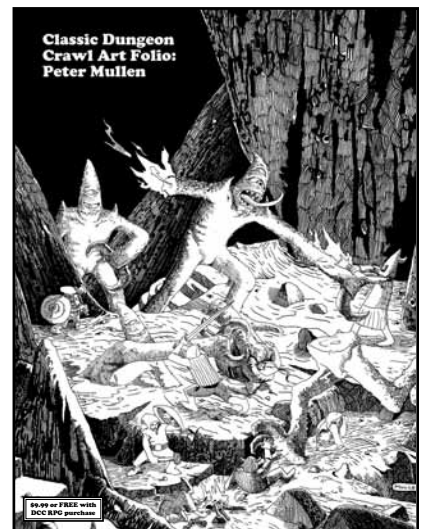
First con The first convention I ever went to was in Pittsburgh quite a few years ago and all I did was tour around and look at all the neat stuff.

Most recent project Dungeon Crawl Classics module - *Fate’s Fell Hand*

Favorite Goodman Games credits *Dungeon Alphabet*, DCC RPG, *The Emerald Enchanter*, and *The Dungeon Crawl Art Folio*.

Favorite Monster Space Wizards!

PETER MULLEN



DIETER ZIMMERMAN

Favorite TSR Module DL11 *Dragons of Glory*- it was a full-on wargame disguised as a D&D module!

Favorite artist Michael Zulli, Michael Whelan

Favorite book *The Terror* by Dan Simmons

Favorite comic *Transmetropolitan*, *Hellblazer*

Favorite band I can't even begin...find me on Spotify and check out my playlists if you really want to know.

Last game played DCC RPG. Unoriginal, I know.

Favorite game store The long-defunct *LEGENDS* in Coralville, IA.

Hobbies outside of gaming Singing drinking songs and sea chanteys as half of Drunk & Sailor (look us up on Facebook!).

Favorite drink Bluegrass Brewing Company's Bourbon Barrel Stout.

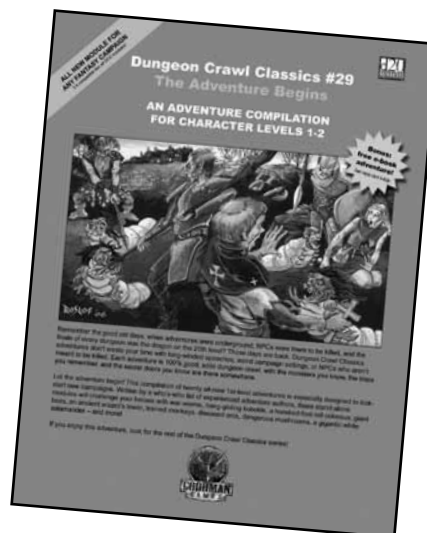
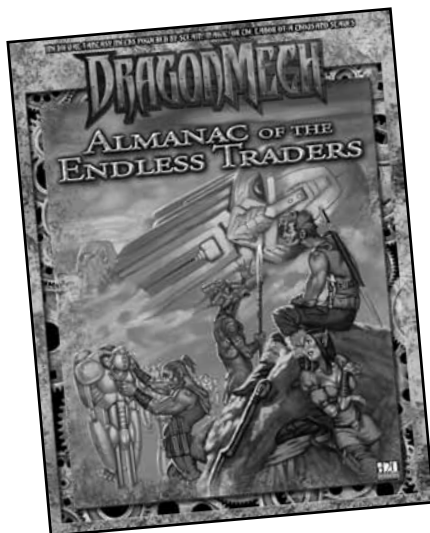
Fun fact you'd never know Icelandic accents make me swoon.

Cool scars, broken bones, and alien traits I have a scar on my head from a sword wound. Seriously.

First con Some con in the Quad Cities I don't even remember the name of.

Most recent project Running the DCC RPG Facebook page and GG Twitter feed.

Favorite Goodman Games credits DragonMech, DragonMech, DragonMech...is it time to bring back DragonMech yet? (*Publisher's note: Not yet. But soon...*)



KEITH LABAW

Favorite TSR Module *Lost Caverns of Tsojcanth*

Favorite artist Gaming art: Larry Elmore. Other stuff: Michael Parkes and Boris Vallejo

Favorite book Right Now? George R.R. Martin's Song of Ice and Fire series.

Favorite comic Not a huge comic guy, but *Walking Dead* is good stuff.

Favorite band Bad Religion

Last game played *Red Hand of Doom* (Pathfinder adaptation)

Favorite game store Now (sadly) closed, but *Things for Thinkers*, Tucson, AZ

Hobbies outside of gaming 4x4 truck rock crawling, Wasteland "pre-enactment" cosplay camping events, SCA

Favorite drink Beer (darker and thicker the better) or whiskey

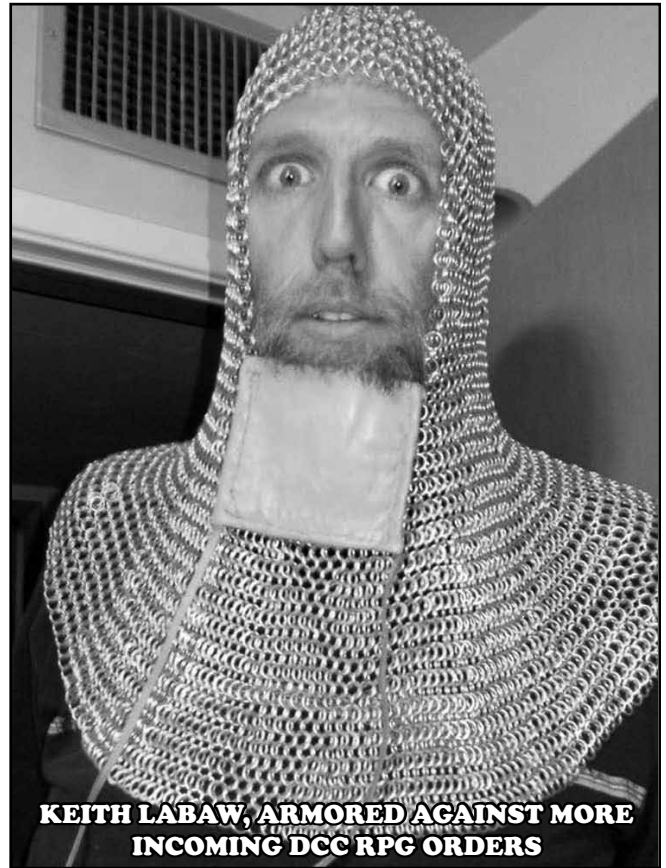
Fun fact you'd never know Due to a genetic disorder that finally got critical when I was 30, I now have two artificial heart valves.

Cool scars, broken bones, and alien traits Being 6'8" is weird enough.

First con Don't even remember the name of it... tiny con in Fresno, CA, circa 1989.

Most recent project Climbing out of the Portable Hole full of orders that have been pouring in for DCC RPG!

Favorite Goodman Games credits No credits for the shipping guy, but shout out for Castle Whiterock co-author Adrian Pommier! (*Publisher's note: What's up, Adrian?*)



**KEITH LABAW, ARMORED AGAINST MORE
INCOMING DCC RPG ORDERS**

JON HERSHBERGER

Favorite TSR Module WG4 - *Forgotten Temple of Tharizdun*

Favorite artist Roslof, for the work he did in *Deities & Demigods*

Favorite book *The Lord of the Rings*

Favorite band The Beatles

Last game played AD&D, natch!

Favorite game store Noble Knight Games

Hobbies outside of gaming Entertaining my family - my wife, my three daughters, and my mom - cycling, cooking, canoeing, fishing, camping

Favorite drink Margarita

Fun fact you'd never know My first car was a '67 Firebird; it's been downhill ever since.

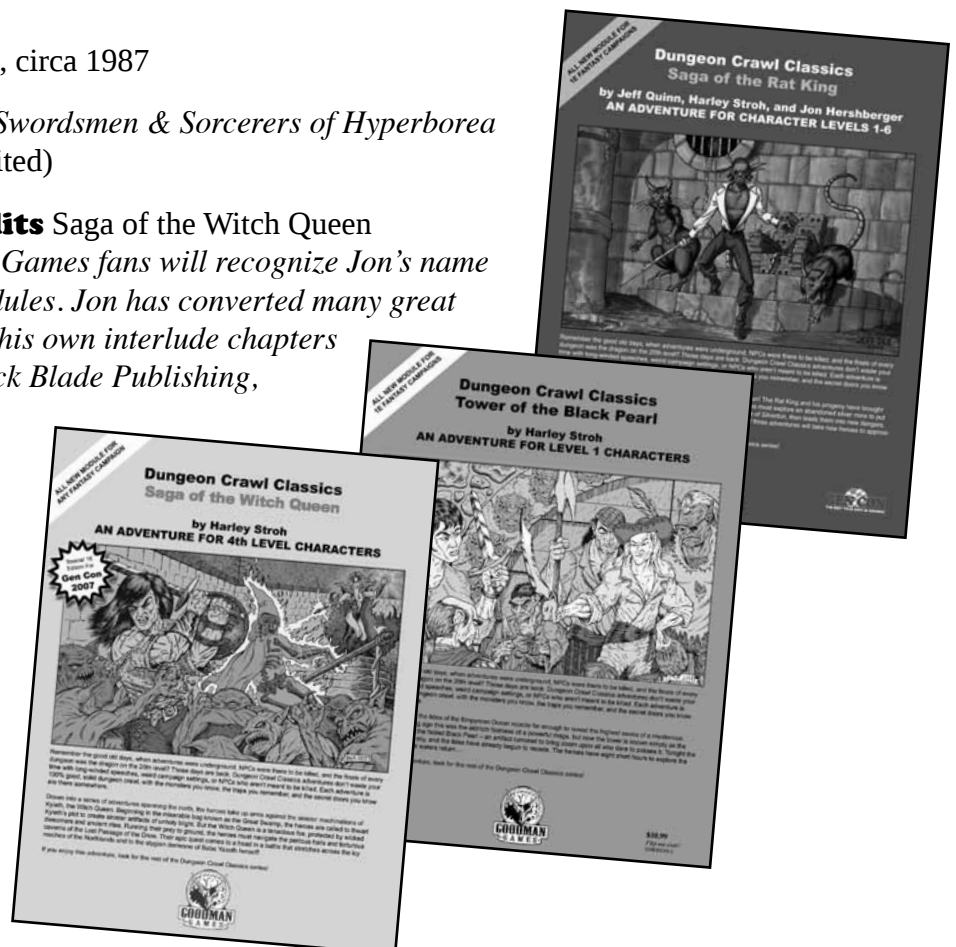
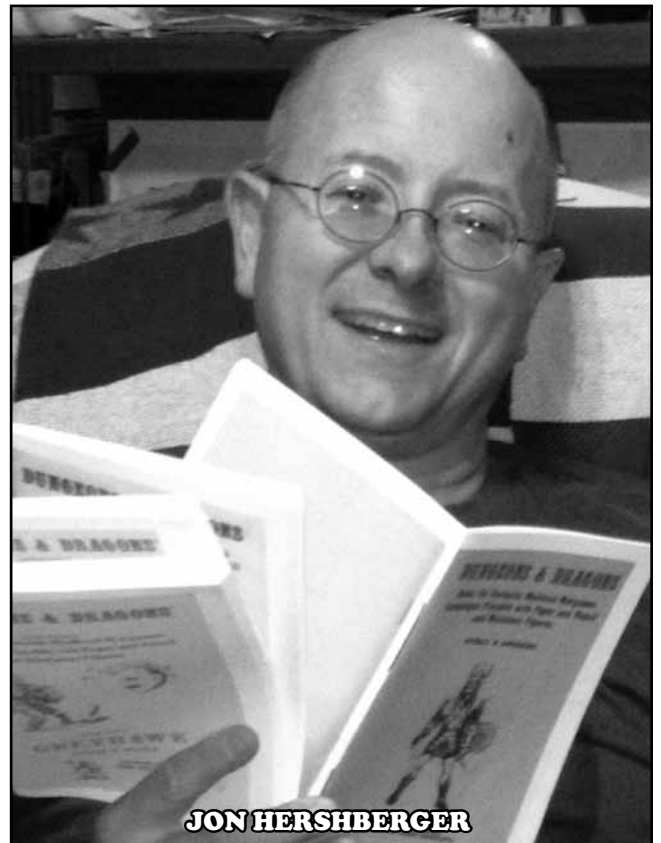
Cool scars, broken bones, and alien traits The long scar on my forehead was obtained at a young age when I fell off of a combine head-first to the shop floor at my family-owned farm.

First con Kul-Con in Lawrence, KS, circa 1987

Most recent project *Astonishing Swordsmen & Sorcerers of Hyperborea* (as contributing author, minor, uncredited)

Favorite Goodman Games credits *Saga of the Witch Queen* (Publisher's note: longtime Goodman Games fans will recognize Jon's name from our Gen Con limited-edition modules. Jon has converted many great DCC modules to 1E rules, and added his own interlude chapters as well. He is also the guy behind Black Blade Publishing, which converted DCC #7: *Secret of Smuggler's Cove* to 1E rules.)

Favorite Monster Rakshasa, because illusionists are so wicked



JOSEPH GOODMAN

Favorite TSR Module *Keep on the Borderlands*

Favorite artist They change monthly. Lately I'm obsessed with Margaret Brundage. Also Virgil Findlay, Al Williamson, Roy Krenkel, Mark Schultz, and Paul Frank. Plus, of course, Kovacs, McDevitt, Poag, and Mullen.

Favorite book *Earth Abides*, by George R. Stewart

Favorite comic Tough call. Currently: *Fatale*. All time: *Xenozoic Tales*. Or maybe the *Blueberry* series (by Moebius back when he was called Giraud.)

Favorite band Phish

Last game played *Lords of Waterdeep* (Wizards of the Coast)

Favorite game store The legendary and now-defunct *Sword of the Phoenix*, Atlanta, GA, a beacon of inspiration in my halcyon youth. Of current stores, *Games Plus* in Mount Prospect, IL.

Hobbies outside of gaming My son, Haven, and wife, April. Reading, writing, eating, and fighting.

Favorite drink Does salsa count? Corona, I guess.

Fun fact you'd never know One of my earliest gaming jobs was writing tabletop wargames for a Scottish game publisher. (I won't tell you who, but I'm sure the credits are on Google somewhere.) The second time I was scheduled to visit their facility in person, they screwed up the visa. I ended up being deported from Scotland. Rough start to my gaming career.

Cool scars, broken bones, and alien traits With concentration, I can multiply 3-digit numbers in my head. But a calculator is much easier.

First con The Fantasy Fair, an Atlanta tradition until it was absorbed by Dragon Con

Most recent project *Dungeon Crawl Classics Role Playing Game*

Favorite Goodman Games credits *DragonMech*, *DCC RPG*, *The Mysterious Tower*, *Broncosaurus Rex*. I put *DragonMech* first because it developed from a home campaign with a bunch of my old high school buddies. Good times.

Favorite monster Canadians



Autograph Page

How many Band signatures can you collect?

We're with the band.



The band of adventurers, that is. Join us in the pages of Dungeon Crawl Classics adventure modules. Stand-alone, world-neutral, all new, and inspired by Appendix N. Learn more at www.goodman-games.com.



DCC RPG

The eponymous Band first appears in the core book, and suffers the challenges of dangerous escapades in every adventure module...



DCC #67: R.I.P. Ratface "Doug" Slipshot, enter Shana Dahaka



DCC #69: Shana is corrupted. DCC #70: death of Chuck Plimpton; enter Filcher Took.



DCC #71: Gronan enters, as Shana disappears. Is she dead, or corrupted?



DCC #72: Filcher Took stabs the giant in the eye, but falls off the drawbridge. Enter Nihla.



DCC #73: Gronan falls. Shana returns - but from where?



DCC #74: Farrah wins Chuck back from death! But Nihla Darkleben falls.



DCC #75: Shana vanishes again. On a quest? Enter Ming the Barber. And the landscape has changed...



DCC #76: Ming is immolated. Did Chuck retire? No one saw him die. Alamanter of Violet and Bloody Alasiin are the new members.



DCC #77: Alamanter doesn't last long. A spell misfire banishes him to another plane. Lady Srolia joins up.



DCC #78: Lady Srolia has her last adventure. Grag the Gatherer joins.



DCC #79: Grag meets his misfortune. Enter Eahae the Incredulous.

The adventures of the Band will continue! Who dies next? What is the relationship between Farrah and Hugh? How do Hugh's severed head and Farrah's shrunk body end up in the wizard's laboratory on the cover of the DCC RPG limited edition "wizard cover"? Where did Shana go — and Chuck? Is it true that Hugh has a son? Will Doug get his wish for an all-girl band? The answers await in future adventures!

DUNGEON CRAWL CLASSICS

What's Next for DCC RPG?

An exclusive look behind the curtain at upcoming releases in various states of completion, along with Doug's cover sketches. Watch our web site for more details on these exciting adventures as they are finalized!

INTRIGUE AT THE COURT OF CHAOS



Level 1 adventure by Michael Curtis. At the mercy of Chaos! Abducted by the Court of Chaos, the adventurers face hard choices if they want to return home. The Host of Chaos desires a legendary artifact held by the Scions of Law and needs patsies to retrieve it. Faced with an eternity of servitude, the party must sneak into the Plane of Law and steal the Yokeless Egg from under its guardians' watch. But not all is what it appears when the Court of Chaos is concerned, and serving the Host may destroy the party from within. Can they survive the Intrigue At the Court of Chaos?

Yes, the four-armed courtier on the left is smoking a cigarette. They do that in the Court of Chaos.

THE ONE WHO WATCHES FROM BELOW

Level 1 adventure by Jobe Bittman. The rumors are true! The secret cave of the mystics holds a hoard of treasure vast enough to buy the kingdom seven times over. Gold coins piled as high as snow banks! Gleaming swords and jewel-encrusted wands crackling with arcane energy! Precious gems as large as your fist! The only thing standing between your present circumstances and a life of fabulous wealth is



a pesky, slumbering elder god with a penchant for consuming entire worlds, an endless army of vat-grown hybrid monstrosities, a veritable tidal wave of disembodied eyes with awesome powers, giant acid worms, and a curse with the power to rip the still-living eyes from your skull. Do you have the mettle to stare down a god or will your eyes forever adorn the vault of The One Who Watches From Below?



This is the adventure that won the 2012 Mystery Map Adventure Design Competition. Jobe's winning map sketch is shown here for the first time. Note the "face shield" design in lower left, for when cursed characters can only communicate with their disembodied eyes. Jobe's inventive encounters and exciting dungeon designs make this an adventure your players will talk about for a long, long time.

THE BLACK MANSE

Level 3 adventure by Harley Stroh. Centuries past, the Mad Prince traded his immortal soul for material power. Nearing the end of his life, and desperate to break his fiendish contract, the Prince buried himself alive, swaddled in the holy symbols of a dozen divergent faiths. The desperate ploy held the fiend at bay, but a devil can afford to wait a very long time.

After hundreds of years, the devil has come to collect his due. Tonight a storm crashes against the ancient manor house and forgotten spirits rise from the muck and mire. The fallen belfry tolls once more, announcing the hellish fete.

Mammon calls for his winsome bride. Who dares give an answer?

A horror-murder mystery, the events of Black Manse take place in a single evening, and are designed to be played out in a single 4-hour session. It is unlikely that that PCs will have the time to investigate all of the locations within the Manse during a single session – indeed, entire levels of the manse may be left undiscovered. Choices as to how and where the PCs spend their time will prove crucial to their survival.



THE CHAINED COFFIN

Level 5 adventure by Michael Curtis. A whispered voice calls from a coffin bound in chains, urging the heroes into the depths of the Shudder Mountains, a place rife with superstition and forlorn secrets. In the shadowy, pine-grown valleys of the Deep Hollows lurk mysteries of a bygone age and a new evil emerging from the ruins of the past. The adventurers must plumb the mountains' secluded reaches to root out this rising terror before its power comes to fruition. Standing in their path are cackling witches, subtle devils, lingering spirits, and a foul thing that moves in the night. Can the heroes appease that which lies within the Chained Coffin and thwart the dawn of a new and terrible age?

One of the great joys of writing DCC RPG adventures comes from the game's commitment to remaining true to the classic pulp-era fantasy and science-fiction stories that inspired fantasy roleplaying, the so-called "Appendix N" tales. And while "sword & sorcery" yarns comprise the lion's share of Appendix N, they are not the only types of stories found within it. The Chained Coffin derives its inspiration from American folklore, as perceived through the atmospheric works of Manly Wade Wellman. You'll find no kobolds and orcs in The Chained Coffin, but plenty of restless ghosts, shunned witches and conjure-men, and devils willing to make a deal at midnight, all set against a backdrop of superstition-filled mountains and secluded hollows where the still air smells of pine trees. Heady stuff, indeed, and a far cry from your traditional fantasy RPG fare.



The Chained Coffin stands as my favorite DCC RPG adventure to date. The opportunity to create and then dwell for a time within a region more at home in the eons-old Appalachian Mountains than the fantastical landscapes of Tolkien, Howard, Moorcock, and Leiber was a designer's dream. Hopefully, my personal enjoyment will be shared by you, the judge and player. So gather 'round the fire, friends, pass the jug this way, and bend an ear to the music of the mountains. There are both horrors and wonders waiting in the Deep Hollows and, if you listen close at midnight, you might just hear a tale or two played on a lonesome fiddle strung with silver strings...

—Michael Curtis, June 30, 2013

PERIL ON THE PURPLE PLANET



Level 3 adventure by Harley Stroh. On a planet at the end of time, barbarian tribes war beneath the violet light of a dying sun. Their immortal masters watch from atop their doomed thrones, marking the passage of eons. Cast into this accursed world, bereft of friend or patron, you must carve a bloody path to your own salvation. Armies of implacable foes, mad monarchs, and the purple planet all conspire to ensure that this adventure is your last.

Inspired by Robert E. Howard's Almuric and Worms of the Earth, Peril on the Purple Planet sends the adventurers to an alien world under a dying sun. The planet's tribes have reverted to beasts via REH's genetic barbarism, but are ruled by a lineage of sorcerer-kings that have maintained their original bloodlines, at the cost of their sanity. Each tribe's rulers have survived to the modern age in their own horrifying way: one has placed their heads in jars atop andriods; another projects images of their forms via ancestor worship; another sheds their skins like snakes. All are immortal, all are mad. Each holds one of the keys to returning the PCs to their home.

GLIPKERIO'S GAMBIT

Level 2 adventure by Jobe Bittman. Atop the highest spire of Mount Tyche, your patron's temple is under attack. A demonic miasma rolls down the frost-blasted peaks leaving a vile stench and foul magics in its wake. Winged black creatures roost along the crumbling solitary road to the temple. The blood-thirsty shrieks of snow apes and the moans of the tortured dead echo from the jagged rocks above. Your patron has saved your skin more times than you can count. Now is your turn.

Glipkerio's Gambit will be released as part of our Road Crew shared adventure program. Look for it in late 2013 as a free adventure module available to all players who sign up to run it in their local store or con!



AGE of CTHULHU

What's Next for Age of Cthulhu?

Here is an exclusive look behind the curtain at the next installment in our popular Age of Cthulhu line, along with Eddie Sharam's current in-progress rough cover sketch! Watch our web site for an official release date as it is finalized!

Starfall Over the Plateau of Leng

A new investigation by Jon Hook. An investigation into the whereabouts of a missing artist becomes a manhunt for her suspected murderer. The trail leads to the impossible, deep into the mystical realm of sleep, The Dreamlands. The investigators must journey to the very heart of the Plateau of Leng, to the fabled Pharos of Leng, if they are to find their quarry, but it may all be for naught, as a giant falling star threatens to destroy both The Waking World and The Dreamlands.

Set throughout the globe and torn from the pages of the hidden history of the world, Age of Cthulhu adventures bring new secrets and mind-bending horrors to your 1920's Call of Cthulhu game. Each adventure comes with copious player handouts, detailed maps, and pre-generated investigators ready to risk their lives and their sanity to confront the horrors of an uncaring universe.



➔ **But what about the Annual?** We knew you DCC RPG fans would ask. It's out there lurking, waiting for the right time to be announced. Think 2014 — along with some other exciting hardbacks and boxed sets...

What's Next for Systems-neutral Sourcebooks?

Ever since *The Dungeon Alphabet* was published — and then went into its second and third printings — we have had regular requests for “more of that!” Well, we’re happy to deliver! Here is an exclusive look behind the curtain at some works-in-progress in our systems-neutral line. Watch our web site for official release dates!

The Adventurers Almanac

By Michael Curtis. Set a date for adventure with *The Adventurer's Almanac*, the new fantasy roleplaying supplement from Goodman Games. An entire year's worth of adventure awaits you inside its pages, complete with magical items, interesting personalities, strange festivals, and dangerous sites to explore, all presented in a system-neutral format suitable for any fantasy campaign. *The Adventurer's Almanac* also includes a fantastical calendar to bring structure to your game seasons loaded with more than 300 adventure seeds and a complete astrological system that gives characters personality traits, interesting benefits, and troublesome disadvantages to contend with. Don't let time run out on your campaign. Get the *Adventurer's Almanac* today!

It can be argued that time is both our greatest gift and worst enemy. The passage of the seasons not only—hopefully—brings us wisdom, but reminds us that our span of days is finite. This is true for both ourselves as gamers and for our imaginary counterparts who dwell in the fantastic lands of the campaign world. Nevertheless, despite the importance of time, it is something often overlooked in roleplaying campaigns, aside from the calculations of how long a spell will last or the length of a journey from one adventuring locale to another. At their very worst, fantasy campaigns become static places where nothing outside the adventurers' scope ever seems to occur.

The Adventurers' Almanac attempts to correct this oversight by presenting the game master with not only a wondrous calendar useable in most fantasy games, but by also providing him or her with an entire year's worth of adventure seeds, new monsters, unique magic items, interesting NPCs, and momentous occasions. With this book as part of your gaming library, you have access to a simple, yet evocative, way to count the days and a go-to source for adventure ideas when your imagination needs a kick-start.

Written in the similar vein of The Dungeon Alphabet, The Adventurers' Almanac is not a hard and fast “this is how things should be done” gaming supplement, but a spring-board for your own creativity. With a little mental elbow grease, it's possible to turn the hundreds of adventure ideas waiting inside its pages into full-blown, epic campaigns that will keep your players entertained and waiting to see what happens next.

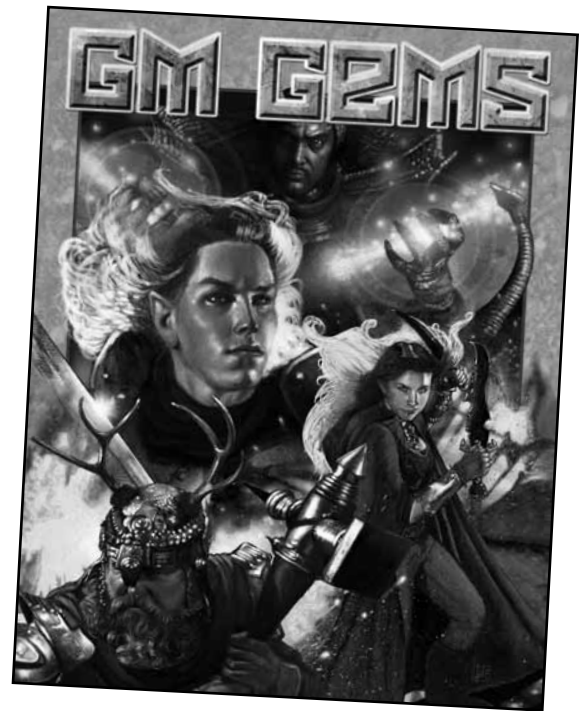
Suitable for any fantasy roleplaying game, The Adventurers' Almanac is the perfect resource for any game master lacking in that most precious of commodities—Time, itself. So make you sure your dues are paid to the “Order of Adventurers, Explorers, and Treasure-Seekers,” stop by your local chapterhouse for your copy of The Adventurers' Almanac, and get ready for a year of unforgettable adventure!

—Michael Curtis,
Day of the Raccoon,
30th day of Wealwind



GM Gems

Our popular book of gamemaster inspiration returns to print in hardcover format! Featuring an all-new cover by TSR icon Laura Lakey, *GM Gems* is filled with a wealth of information and ideas to empower every aspect of your game. Never run boring, vanilla games and never be caught flat-footed! It includes 64 pages of tables and ideas, covering such diverse topics as alchemical mishaps, empty rooms worth describing, extraordinary campsites, familiar creatures with unfamiliar faces, short encounters for short attention spans, unique taverns and inns, unusual holidays, 100 unique treasures, and more. The popular first printing sold out several years ago, and now we are happy to bring it back in a new format. In addition to Laura's outstanding cover art, this edition also features new endsheets by Peter Mullen.



The Monster Alphabet

By Jobe Bittman with Michael Curtis. What foul beasts slosh and gibber in the furthest reaches of your skull? Unleash your demons with the *Monster Alphabet*, a compilation of monster design elements keyed to letters of the alphabet: A is for Android, B is for Breath Weapon, C is for Crossbreed. Game masters of any rule system will find inspiration for creating strange, new abominations: random tables of traits, powers, and lore; awe-inspiring illustrations by your favorite fantasy artists old and new; and rolling handfuls of dice directly on monster generation diagrams. If you liked Michael Curtis's *Dungeon Alphabet*, you are going to love the *Monster Alphabet*.

X IS FOR XENOTRANSPLANT

Among all the specializations of magic, no discipline is as little understood as biomancy. There are no treatises or tomes of reference available to inform the neophyte. The knowledge is hard won through years of painstaking research and every scrap of information is guarded jealously. For in the hands of the biomancer rests a power normally restricted to the gods – the power to reshape life itself.

The most difficult effect to achieve is xenotransplantation, the transplanting of organs and body parts between different species. Grafting the tail of a giant scorpion onto a war horse, for example, requires intimate knowledge of anatomy, surgery, and spellcraft to manipulate the applicable skeletal, muscular, and vascular systems. Never mind the inherent difficulty of conjoining a vertebrate mammal and an arachnid exoskeleton.

Though less frequent, xenotransplantation can also occur as the result of a curse, deific fiat, spell taint, and prolonged exposure to otherworldly magic. No matter the cause, the effect is unsettling.

D20 TWENTY FEARSOME BODY PART TRANSPLANTS

1	Manticore tail	11	Bear claws
2	Crab claw	12	Gorgon hair
3	Rhino horn	13	Vampire fangs
4	Stirge proboscis	14	Sword arm
5	Eyestalks that fire magic rays	15	Roper tentacles
6	Ettercap spinners	16	Siren's larynx
7	Kraken beak	17	Pegasus wings
8	Double all appendages	18	Griffon talons
9	Jellyfish tendrils	19	Scorpion tail
10	Hook hands	20	Assassin vines

THE UNDULATING CORRUPTION

A Level 5 Adventure

By Michael Curtis

Playtesters: David Key, Kurt Knoll, Mark Kellenberger, Jack Simonson

The *Undulating Corruption* is a short adventure designed for four 5th-level characters. At least one party member should be a wizard suffering from corruption. The adventure is intended to be played in a single session. The adventure can be located in any hilly area off the beaten path but should be close to a major town or city.

BACKGROUND

Long ago, an eclectic cult called into the outer dark and drew a creature of Chaos down to earth. Although their intent in summoning this agent of misfortune was nefarious, the cultists discovered that the great beast, which they named the Night Worm, served another purpose: the cleansing of debilitating corruption that plagued many of their numbers. The creature they bound to their cause feasted on corruption, removing the malignant taint from the physical form.

The cult flourished for many years, free to delve into the blackest arts without fear of being consumed completely. Their success was ultimately their undoing. Alerted by the cult's threat, the forces of Law waged war upon the cult and ultimately tracked them to their secret shrine, the Crucible of the Worm, and eradicated the sect in bloody battle. When the fight ended, the forces of order found the Night Worm bound in sorcerous chains, an easy foe to conquer. But before they could slay the beast, wizards amongst them stayed the killing blow. This beast could be made to serve Law, they argued, by removing the same corruption that endangered even wizards of goodly intent. The argument raged for days, but the wizards of Law ultimately prevailed, and the shrine was left intact and under their control.

Although their intent was pure, the wizards, as they are wont to, decided to use the Night Worm to their own benefit, making its unique gift available only to those sorcerers willing to pay for that honor. The shrine's cabal grew greedy and fractious and ultimately corrupted by a moral force that even the Worm could not counter. Eventually, the Worm's wizardly guardians turned upon one another. As each sought to become sole master of the shrine, they destroyed all who knew its secrets and then battled one another. In the end, there were no survivors, and the shrine of the Worm was forgotten. With no one to feed it and still restrained by occult binding, the Night Worm grew hungry in the dark, waiting for the time it could sup once more on corruption and misery.

Despite the attempts to occlude the Crucible's existence, rumors persisted amongst the practitioners of magic and those who seek unguarded fortunes in forgotten delves. Recently, these tales, along with clues to the Crucible's whereabouts, reached two groups: a band of brash tomb raiders and the PCs. Both seek to find the shrine and the wonders purported to lie within.

GETTING STARTED

Through whatever channels the judge desires, the PCs discover the existence of the Crucible of the Worm. They might uncover a moldering scroll that promises that the site can remove even the foulest corruption from a wizard or hear an old song describing the same from the lips of a madman. Regardless of the manner in which the judge introduces the Crucible, it is important that the party knows the shrine can cure sorcerous corruption—especially to the group's wizard, who at this level of experience is likely to be suffering from at least one debilitating taint. How the Crucible achieves such a cleansing should remain a mystery, however. The PCs will discover that soon enough.

The exact location of the Crucible is up to the judge, but for reasons that will soon be apparent, it should be located within a day's travel from a major settlement that is not the party's current base of operation. A sample map of the territory around the Crucible is included with this adventure for the judge's convenience but can be customized to fit his campaign world. It is assumed the PCs embark on horseback, and distances provided on the map reflect mounted travel-times. If the PCs venture to the Crucible on foot, the judge should rescale the distances to accommodate the travel times mentioned in the adventure's text. The party should journey to the shrine from a direction other than that which the Night Worm travels once free. This will place them in a better position to pursue the creature when they reach the Crucible.

ENCOUNTER TABLE

Event	Type	Encounter
1-1	C	4 corruption sludges
1-2	C	2 corrupted giant catfish
1-4	C	The Night Worm & blood-spawn
1-5	C	Unlimited number of degenaphages



AREAS OF THE MAP

Area 1-1 – The Worm Unleashed: You've travelled through the rocky hills for several hours, guided by the scraps of lore you've uncovered regarding the Crucible of the Worm. The sky above has grown leaden and the air is still as if holding its breath in anticipation of the storm to come. The landscape before you is similarly grim: nothing but grey knolls and decrepit scrub grass for as far as the eye can see.

Suddenly, a thunderous explosion rings out, echoing in the craggy hills. Yet this is no thunderclap! It seems to originate from a distance ahead of you. Looking forward, you see a plume of smoke or dust rising from beyond a hilltop some miles away. A moment later, the air is split again by a titanic roar, as if the land itself was giving birth to something that should not be.

If the party attempts to discern what is happening ahead, the hills block their view, and they have no choice but to approach. Due to the uneven terrain, it takes an hour to reach the site of the Crucible regardless if the PCs are walking or on horseback. Halfway to their goal, the party smells an odor of filth and primordial foulness. As they crest the final hill, they see the following:

The bowl-shaped dell before you has been wrenched by unimaginable forces. The hollow is littered with massive stone blocks cast about like children's toys. A gaping crater emitting a mephitic stench mars the ground, and a haze of dust discolors the air. A wide trail of viscous black matter leads from the crater's edge into the nearby hills. Several amorphous globs of inky slime crawl about the dell, leaving similar

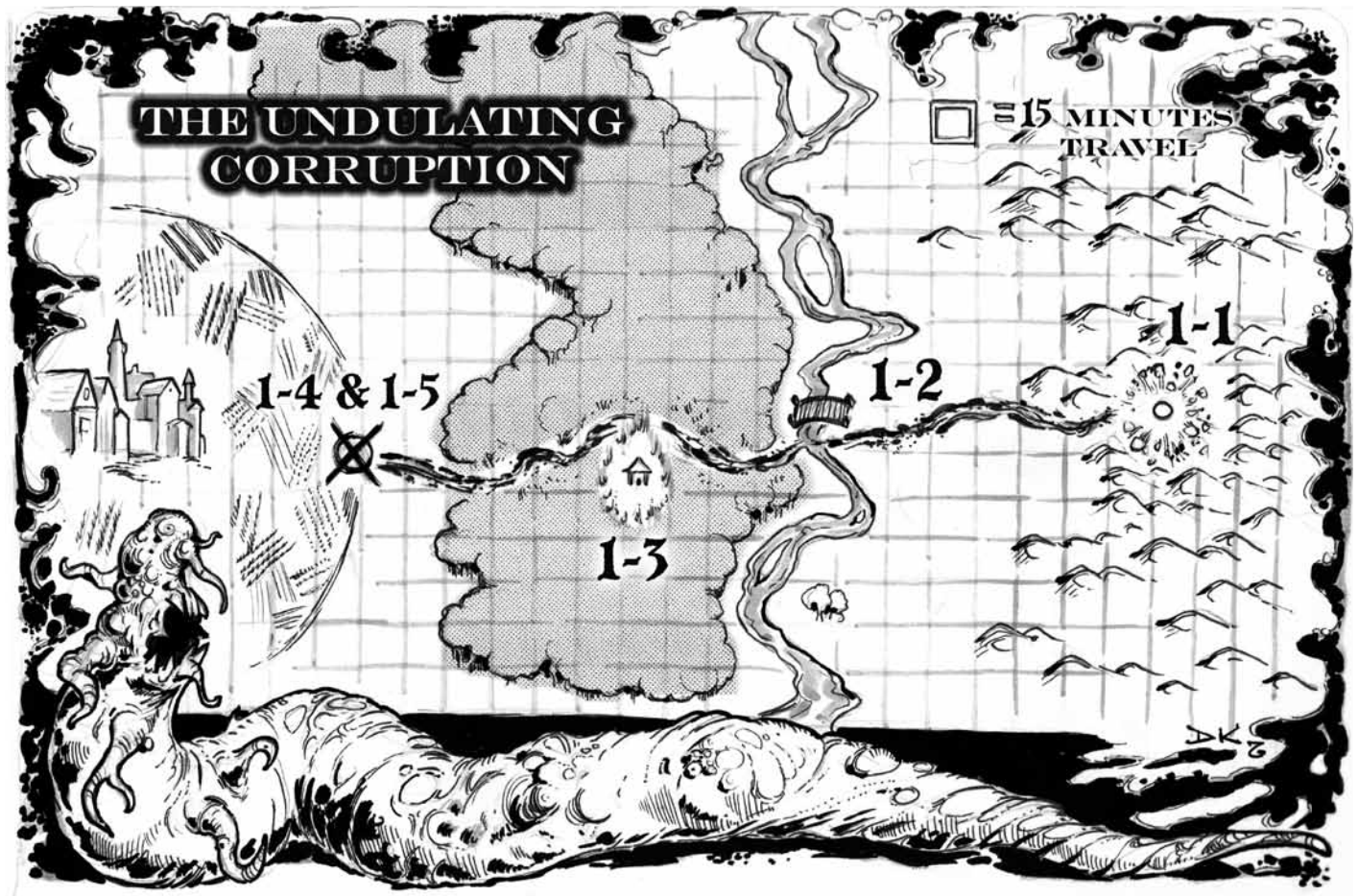
black trails in their wake. From behind a nearby stone extends a pair of flailing arms accompanied by a scream of utter pain and terror.

The black blobs are corruption sludges, semi-sentient excrement produced by the Night Worm. Three sludges turn their attentions to the party while the fourth, currently out of view behind the stone slab, continues to devour its victim.

Corruption Sludges (4): Init -8; Atk pseudopod +6 melee (1d5 plus 1d6 acid); AC 12; HD 4d8; hp 25, 21, 19, and 16; MV 10'; Act 1d20; SP half damage from slicing and piercing weapons, acidic touch does 1d6 damage, rapid reproduction (every 5 hit points of damage inflicted by the sludge increases its size by 5' x 5' and adds 5 new hit points); SV Fort +8, Ref -4, Will -6; ALC.

Zobol Gnark, the Sole Survivor: Any PC who looks behind the stone block sees the fourth sludge dissolving a bearded, swarthy-looking human male dressed in leather armor. Despite slashing at the creature with a broken short sword, the corruption sludge has eaten his legs away and is working its way up his torso. He is Zobol Gnark, the sole survivor of the expedition that unleashed the Night Worm. If rescued before he is completely dissolved, he gasps out his tale.

Zobol and four others heard of the Crucible and came seeking treasure. They knew nothing of the Night Worm and its purported powers. Entering the shrine, they found it empty until they reached the central chamber. There they discovered the Night Worm, a gargantuan, ebony creature resembling a hybrid of monstrous grub and flatworm. The beast seemed to be restrained by stone pylons carved with strange symbols.





One of Zobol's companions, thinking there might be treasure concealed beneath the pylons, upset a plinth and unwittingly freed the Night Worm. It broke loose and began tearing the shrine to pieces. Zobol's companions were devoured (and were in fact the sludges the party just battled), but the thief escaped from the shrine only to be knocked senseless when the Worm exploded from the Crucible. He awoke to find the corruption sludge devouring his legs.

Zobol begs for death; he feels himself changing within. He is beyond the help of restorative magics, and even if he is healed of all his wounds (including having his legs restored), he undergoes the transformation into a corruption sludge two turns later.

Searching the Area: Examining the dell reveals several details. First, the smoking crater is 20 feet deep and seems to be a collapsed tunnel. Unless preternatural means are employed, there is no way to excavate the tunnel and gain access to the now-ruined and empty Crucible beyond. Should the PCs manage this feat, the contents and layout of the Crucible are left to the judge to design.

Secondly, one of the large stone blocks bears inscriptions. There are several images that detail a gnarled, monstrous-looking humanoid dressed in wizard's robes standing before a massive creature that resembles Zobol's description of the Night Worm. In a series of images, the corrupted wizard is consumed by the beast and is shown within the monster, casting spells against odd leech-like things that crowd around him. In successive pictures, the wizard becomes less inhuman-seeming. In the final image, he is excreted from the Night Worm and stands naked but free of corruption's taint.

One final detail of the hollow is blatantly obvious. A 20-foot-wide, viscous black trail, like that of a slug, leads out of the

dell and off to the west (or whatever other direction is appropriate), heading towards the nearest large settlement. The PCs' horses shy away from the substance when approaching it and require a DC 5 Personality check to be forced to cross the vile stuff. Any living creature touching the black matter must make a DC 5 Fort save or contract a minor corruption taint 1d3 hours later. The judge should keep the consequences of a failed save secret until such time.

Next steps: It's clear that whatever lies in the path of the Worm is in grave danger, and the beast itself is the key to removing corruption's taint. If the party's wizard wishes to be cleansed, the PCs have no choice but to follow it. Doing so leads to area 1-2.

Note on magical pursuit: It is possible that the PCs have means to fly, allowing them to avoid most of the encounters between them and the Night Worm. If the judge wishes to run a truncated session, he should allow them to take to the air and head directly after the creature. They encounter the Night Worm much sooner, and the judge should choose an appropriate location to stage the final battle. Having the party reach the Worm around the time it arrives at Izdrel's hut (area 1-3) is one possible suggestion. Areas 1-4 and 1-5 then play out as detailed below, with their descriptions altered to fit the setting.

If the judge would rather the party play out the adventure as written, he can use the Worm's trail as a roadblock. Under this option, the Night Worm's corruptive aura lingers in its wake, a result of the slime left behind. Any spells cast to speed the party's pursuit work normally at first but rapidly begin to fail as the party continues their chase. Flying characters lose altitude and land, and *hasted* PCs feel their speed evaporate long before it should, thus forcing the party to continue the chase at more normal speeds.

Area 1-2 – A Fearful River Crossing: Pursuit of the great worm is an easy task. The creature has left a 20-foot-wide trail of evil-smelling slime in its wake. This substance is clearly dangerous. Most vegetation covered by the slime is dead and desiccated, but even worse are the few hardy plants that survive. Occasionally, you pass a patch of grass or a scrub bush that has no place in this world. Transformed by the slime, this plant life assumes an alien cast, sprouting uncanny flowers that ooze phosphorescent sap or bear weeping mouths that gibber in indecipherable tongues.

An hour after departing the site of the Crucible, the hills give way to flatter ground. Following the slug-like trail for another hour brings you in sight of the sole landmark in this otherwise barren plain. In the distance, you see a narrow river blocking your path. A wide stand of trees grows on the far shore and a narrow bridge crosses the water. Even from here, you can see the slime trail enter the river just south of the bridge and continue into the trees on the opposite side. A clear path of splintered trees marks the place where the Worm entered the woods.

The river is 80 feet wide and 15 feet deep at its center. The wooden bridge that spans it is wide enough for two PCs to cross at once on foot or one at a time on horseback.

When the Night Worm crossed the river, it devoured and excreted a number of large catfish as it went. Two specimens survived, albeit in a transformed state. Now, wracked by corruption, they lie in wait for the next meal to cross the bridge or to ford the river.

Corrupted Catfish (2): Init +2; Atk bite +6 melee (2d8+2) or barbels +4 melee (1d6 plus poison); AC 15; HD 8d8+5; hp 45, 40; MV 20' or swim 40'; Act 1d20; SP poison barbels (DC 15 Fort; 1d6 damage on successful save, 3d6 damage if failed), electrical burst (once every 3 rounds, 5d4 electrical damage to all within 15' radius; DC 15 Ref save for half damage); SV Fort +6, Ref +4, Will +2; AL C.

If the party crosses the bridge, one of the 10-foot-long catfish bursts from the river as the second PC or group of PCs reaches the middle of the span. It emerges from underneath the bridge, shattering the wooden boards and forcing all PCs within 10 feet of the bridge's center to make a DC 12 Ref save or be knocked into the water. As it does so, the second transmuted catfish rises out of the water on stubby, unnatural legs at the far end of the bridge to eat anyone trying to reach the opposite shore. The catfish are maddened by their transformation and fight until dead.

PCs falling into the river must make Strength checks to remain afloat or swim to shore: DC 5 for unarmored characters, DC 10 for lightly armored characters, and DC 15 for heavily armored characters. Characters choosing to battle the catfish while swimming must make a DC 10 Strength check to remain above water and attack. A failed result on either check means the PC sinks beneath the surface. A submerged PC without an air source can hold his breath for as many rounds as his Stamina score. If he engages in actions while submerged, this duration is halved. Once this time limit expires, the PC begins drowning and must make a DC 10 Fort save each round or take 1d4 points of damage. The save DC increases by 1 each round after the first. A drowning PC can take no action and must be rescued by another character. Characters in the water lose their Agility modifier to their AC.

Area 1-3 – The Protected Hermitage: *The noxious trail leads through a forest turned nightmare. Splintered trees drenched in the slimy residue litter the forest floor, and the air is filled with the pain-wracked cries of animals exposed to the ooze's strange mutagenic powers. Terrible, misshapen creatures lurk in the underbrush only to disappear as you draw near.*

After an hour of travel, a silvery light pierces the gloomy woods ahead. Edging closer, you see a small clearing before you. Within it stands a hut of stone and thatch, simple and unpretentious. Surrounding the structure is a ring of shining silver fire the height of a man. The slick, black trail skirts the clearing, creating a path of destruction, but leaving the hut untouched. In the doorway of the building is slumped a human male dressed in homespun robes. He looks exhausted. The man raises his weary face to you as he notices your arrival.

The man is Izdrel Norne, an anchorite cleric (3rd level) of Ulesh. Not long ago, the Night Worm came upon Izdrel's home and would have destroyed it had the cleric not called upon the divine aid of Ulesh to save him. The god erected a barrier of righteous fire around Izdrel's hut, protecting his charge but leaving the cleric spent. The barrier is fading as the PCs reach his home.

Izdrel tiredly welcomes the party and questions them anxiously regarding the Night Worm. He recounts his own encounter and praises his god for his salvation. He can accurately describe the monster and his near-brush with death, but he

knows nothing else about the Worm other than it is obviously a force of pure chaos and a threat to whatever stands in its path.

Provided the PCs assert their desire to destroy the Night Worm, Izdrel is willing to assist them. However, calling upon the divine assistance of Ulesh has left him spent, and he is suffering a disapproval range of 1-11 on further spell checks. He is therefore loath to cast spells unless the PCs are in truly dire straits. As a cleric of the god of peace, he is also unwilling to take up arms against the Night Worm unless the party can convince him with an impassioned plea and a successful DC 20 Personality check. If Izdrel accompanies the party, he has the stats of a Friar on p. 433 of the DCC RPG rule book.

Despite these limitations, Izdrel is willing to gift the party with three curative potions that restore health in a way similar to the cleric's **lay on hands** ability. Each potion provides the drinker with 4 dice of health or cures injuries removed by that same number of dice or less. He also has a small jar of oil that grants a +2 bonus to attack and damage rolls against unholy creatures (the Night Worm certainly qualifies) when smeared upon a single weapon. This power lasts for a single battle, and he warns the party of this limited duration. After providing them with these items, he wishes them luck and extends an offer to visit him again in more pleasant times.

After another hour's travel through the woods, the party reaches the western edge of the forest and their ultimate confrontation with the Night Worm.

Area 1-4 – The Night Worm: *The stench of decay and corruption grows stronger as you reach the edge of the woods. As you cross the threshold to the fields beyond, a flash of lightning sets the sky aflame and the crash of thunder splits the air. A moment later, the first drops of rain begin to fall, increasing in intensity with each passing minute.*

Looking to the west, you see a flat, broad plain dotted with farmers' crofts and fieldstone walls. Far off in the distance but growing dimmer as the rain strengthens, you catch a glimpse of tall rooftops and slender spires that mark a large settlement. You only have a moment to take in that view before your eyes are swiftly drawn to the immense monstrosity making its way across the farmlands.

Surging across the fields is a night-black horror. The size of a tower, the beast resembles a blasphemous mix of grub and worm. Tiny limbs dangle from its upper body as a long, flat tail propels it over the ground. The monstrous worm lacks a defined head; instead, a wide sucker-like mouth ringed by myriad eyes crowns its body. Slick slime flows from its flesh, and its entire body pulsates like a boil about to rupture.

This encounter can be scaled to accommodate exceptionally strong or extremely unlucky PCs. If the party is having too easy of a time (unlikely, but possible), feel free to ratchet up the tension by causing the storm to increase, causing penalties to ranged attacks or turning the ground into a morass of mud that slows movement and requires Agility checks or Ref saves to navigate. Likewise, if the party is in danger of being overwhelmed by corruption spawn or needs help battling the Night Worm, a squad of soldiers dispatched from the town or a band of terrified but resolute farmers can arrive to aid the heroes.



The Night Worm continues its inexorable drive towards the city unless the PCs intervene. Any wound doing 10 or more points of damage attracts its attention but also creates a blood-spawned corruption beast (see below). After the party draws its attention, the Night Worm fights them until either it or the party is slain. It automatically senses the presence of corruption amongst the party and targets a tainted wizard or elf first, seeking to devour them. If the corrupted spellcaster willingly accepts the attack or the Worm rolls an 18-20 on its attack roll, the PC is swallowed whole and proceeds to area 1-5 below. The Night Worm then turns its attacks on any non-corrupted PC.

The Night Worm: Init -1; Atk bite +10 melee (1d20) or tail slap +10 melee (1d20); AC 24; HD 15d8; hp 90; MV 60'; Act 2d20; SP blood spawns monsters, swallow whole on 18-20, corruption aura; SV Fort +15, Ref +15, Will +15; AL C.

The Night Worm swallows man-sized or smaller creatures alive on a roll of 18-20. Swallowed creatures take no damage from the attack but face other dangers as detailed in area 1-5. It attacks primarily with its bite and can bite twice using both its action dice if two PCs are within 20 feet of one another. The Worm uses its tail slap attack against party members seeking to flank it, but in doing so can only make a single bite attack that round.

Corruption aura: Due to its chaotic nature, an aura of energy 30 feet in diameter surrounds the Worm, visible only with a *detect magic* or *detect invisibility* spell. This field affects magic targeted against it, counteracting the effectiveness of Lawful idol magic and warping imperfectly cast wizard spells. Lawful clerics suffer a -4 penalty to any spells cast within the corruption aura. Any failed wizardly spell checks against the Night Worm cast within the aura automatically result in corruption

for the caster. Determine the effects of that corruption as normal for the spell.

Blood-spawned monsters: The Night Worm's blood has the power to create atrocious forms of corrupt life when spilled onto the earth. Spawned creatures burst from the ground one round after a sizable quantity of blood is shed. Each time a slashing weapon inflicts 10 or more points of damage in a single strike, a blood-spawned corruption beast is birthed. Piercing and bludgeoning weapons do not shed sufficient blood to produce such a creature. The unpredictable power of chaos grants each corruption beast a random power. The judge rolls to determine that ability when the corruption beast is created.

Blood-spawned Corruption Beast (up to 4): Init -1; Atk bite +6 melee (1d8) or claws +5 melee (1d6+2); AC 16; HD 3d8; hp 15 each; MV 20'; Act 1d20; SP corruption power; SV Fort +3, Ref +3, Will +3; AL C.

d6 Corruption Power

- 1 Spits caustic bile (DC 15 Ref save or suffer 2d6 acidic damage)
- 2 Eyes throw a *scorching ray* (+0 to spell check roll, ignoring misfire, corruption, or lost results)
- 3 Bite causes magical leprosy (DC 15 Fort save or lose 2 hit points per round until magically cured)
- 4 Essence drain (all damage inflicted is gained as hit points)
- 5 Digestive slime (physical contact with the creature requires a DC 15 Fort save or temporary loss of 1d4 Stamina as flesh dissolves)
- 6 Corruption taint (DC 15 Fort save or gain a random corruption taint from Table 5-3: Minor Corruption; this can be removed by the Night Worm as below)

This 5-foot-tall, loathsome beast is a blend of insect and mammal. Its head is that of a deformed mole with a pair of menacing mandibles jutting from its jaws. Patchy, matted fur erupts from gaps in a glossy black carapace. Four insectile limbs support the creature's ungainly body and a pair of rat-like arms tipped in serrated claws strike out at its foes.

The Night Worm fights until slain. However, killing the beast while fellow party members remain within it may doom them. See area 1-5 for details on what occurs if the Worm dies with allies inside its extradimensional stomach.

Area 1-5 – Inside the Worm: This event occurs after a PC is swallowed by the Night Worm.

The world goes black as the Night Worm's titanic mouth closes around you. With a sickening slurp, you find yourself tumbling down its odiferous gullet. You have only a moment to curse Fate for ending your life this way.

But your journey down the Worm's throat ends unexpectedly. You land abruptly on a spongy, expanse of grey-pink matter. Looking about, you see you stand in a seemingly endless space filled with pallid light and a swirling black mist that stinks of decay. A moment later, a howling din fills the air as numerous leech-like things with snapping mouths swarm through the air towards you.

A swallowed character has emerged in an extradimensional space that serves as the Night Worm's "stomach." The creatures approaching them are degenaphages, twisted things that serve as the Worm's digestive system and the means through which a wizard or elf can divest himself of corruption's taint.

To do so, the spellcaster must establish a supernatural channel with one or more of the degenaphages. This requires the wizard to cast a spell targeting one of the creatures. Any spell may be used. If the spell check is successful, rather than taking effect normally, the spell creates a glistening black umbilical cord connecting the caster and the degenaphage. More than one umbilicus can be formed at a time if the PC is capable of casting multiple spells in a round. A failed spell indicates the connection is not established, but the caster may try again. If the spell fails and results in the wizard gaining corruption, he is swarmed by 1d4 beasts drawn by this sudden influx of tainted energy. They physically assault the wizard, biting his flesh for 1d3 points of damage per creature for a single round. Any spell lost due to a spell check is temporarily removed from the caster's repertoire of spells as normal.

With the mystical umbilicus in place, the degenaphage begins siphoning away the caster's corruption, requiring the spellcaster to make a DC 15 Fort save. The caster adds a bonus to this roll equal to the level of the spell cast to make the connection (e.g., successfully casting *fireball* grants the wizard a +3 to his saving throw). If the save is successful, the beast "eats" one form of corruption affecting the wizard, and the player can erase it from his character sheet. The corruption consumed can be determined randomly, or, at the judge's discretion, be dependent on the power of the spell used to establish the umbilicus. If a 1st-level spell was used, the spellcaster loses a minor corruption taint, a major corruption taint with a 2nd-level spell, and a greater corruption if a 3rd-level spell was cast to create the umbilicus. The degenaphages eat only corruption; patron taint cannot be removed by this means.

Should the save fail, the PC suffers damage equal to 1d6 + the spell's level, as the beast takes some of the caster's life force in lieu of corruption. On a roll of a natural 1, the caster suffers damage and *also* permanently loses the ability to cast the spell used to make the connection, although it can be relearned the next time the wizard gains a new spell choice.

Character death: A spellcaster who dies while inside the Night Worm's "stomach" is lost forever barring divine intervention.

Non-spellcasters: It is possible that a PC without corruption is consumed by the Night Worm. That character is in danger of contracting corruption if attacked by the degenaphages. Although these creatures are attracted by corruption-bearing PCs, they swarm around any living creature inside the Worm. Each round while in the stomach, 1d3 degenaphages attack each non-spellcaster present.

Degenaphage (infinite; each round, 1d4 attack each spellcaster and 1d3 attack each other character): Init +3; Atk bite +5 melee (1d3 or corruption); AC 17; HD 1d10; hp 6 each; MV 30'; Act 1d20; SP bite corrupts non-spellcasters; SV Fort +1, Ref +2, Will -1; AL C.

Degenaphage corruption for non-spellcasters: A non-wizard/non-elf PC bitten by a degenaphage must make a DC 10 Fort save or gain a random form of corruption. Roll a d6: (1-3) minor

corruption (Table 5-3); (4-5) major corruption (Table 5-4); (6) greater corruption trait (Table 5-5). This save is modified by Luck, and the judge should re-roll results not applicable to a non-spellcasting character. After three successful Fort saves, which need not be consecutive, the degenaphages deem the PC an unsuitable meal. They create an exit within the extradimensional space, and the PC is excreted back into the world.

If a non-spellcasting PC gains corruption while inside the worm with a spellcaster, the wizard can attempt to create a connection between that character and one of the beasts, allowing that trait to be consumed and the afflicted PC cleansed. The process is the same as for a spellcaster, but the wizard suffers a -3 to his spell check due to the difficulty of creating an umbilicus between someone other than himself.

Escaping from the Night Worm: Once a spellcaster is free of corruption or he decides he no longer wants to continue the process, he must make a DC 13 Will save to impose his will upon the extradimensional space and force an egress to appear. If successful, a jagged tear appears in the air before him, and he and any other PCs present are expelled from the Night Worm back into the world. On a failed save, he takes 1d3 points of temporary ability damage (determine which ability is affected randomly), but he can try again. However, each time the save is failed, the DC increases by one. Should the DC ever rise so high as to make it impossible for the caster to successfully save, he is permanently lost in the Night Worm's gut.

Slaying the Night Worm: If the Night Worm is slain while a character remains inside the beast's gut, he has one chance to escape certain doom. He must make a DC 13 Will save as above, but if he fails, the extradimensional space collapses before he can escape, and he is lost between the planes forever (or until his allies discover a means to locate him, which can be an adventure on its own). If multiple PCs remain in the Night Worm when it dies, any one of them making a successful save will allow the entire group to escape.

ENDING THE ADVENTURE



When the Night Worm is slain, it topples to the ground with a mighty crash, knocking the PCs off their feet. Any remaining corruption beasts continue to fight until killed, but once the last is defeated, the PCs are victorious. With luck, one or more PCs have been cleansed of some or all of their corruption. Unfortunately, with the Night Worm vanquished, they cannot use this method to remove corruption's taint again. Other avenues must be found when the black touch of sorcery begins to erode their beings once again.

No monetary awards are provided in this scenario. If the judge wishes to award the party with some recompense for their troubles, he can have the leaders of the saved town or Izdrel reward them with coin and jewels for their heroics. Izdrel is also able to use restorative magics to heal injured party member after a day has passed and his disapproval range returns to normal.

If the judge wishes to elaborate on the events of this adventure, and the PCs are willing, further adventures may await them in the now-buried Crucible of the Worm. Or Izdrel may have need of their services tracking down and destroying creatures in the forest that were transformed by exposure to the Night Worm's corruption excretions.

THE JEWELER THAT DEALT IN STARDUST

A Level 3 Adventure

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"Tis no crime to steal from a thief."

—Unknown Punjaran Bravo



At its heart, this is a heist adventure. As such, it can be played by a party composed entirely of thieves. However, if things go awry—as they should, in any good heist—the respective skills of the wizard, warrior, and cleric will be in high demand. The adventure rewards intelligent, cautious, clever play—but the inverse is often just as much fun.

Students of Appendix N will surely notice references to key works. Judges are encouraged to read *Tower of the Elephant*, by Robert E. Howard, and Fritz Leiber's *Lean Times in Lankmar* prior to running the adventure.

BACKGROUND



The fences of Punjar are infamous for their cunning and greed, and Boss Ogo is no exception. Operating under the guise of a jeweler, Ogo does a brisk trade in stolen goods, enjoying the protection of a gang of bravos and thugs.

But even the wary eye of a gang boss is no promise of surety in Punjar's deadly environs. For the last month, no one has seen or heard from Ogo. The jeweler's door is barred, his shutters locked, and no smoke escapes the shop's chimney. Like ravens circling a stinking carcass, the bravos and pinch thieves of the Souk smell a fortune for the taking.

All that is required is a band of rogues audacious enough to cross Boss Ogo, skilled enough to survive his house of traps, and lucky enough to make it out alive.

BOSS OGO



Unbeknownst to his band, Boss Ogo yet lives—after a fashion. Nearly two months ago he fenced a gem stolen from a travelling sorcerer. Though appearing as a simple, rough amethyst, the crystal can serve as a portal and beacon to the beings of the outer dark.

In his amateur study of the crystal, Ogo has undergone a conversion, believing that his role in this life is to usher Ygiiz, the Spider-Mother, into this realm. For the last month, he has spent every waking hour studying the crystal, seeking to activate its powers.

And at last, Boss Ogo has succeeded. The fence and jeweler has opened a portal to the space between the stars, luring agents of Ygiiz with his own soul and the souls of his gang members.

In the Boss' inexplicable absence, his second in command—one Sarzuk the Devil—has taken over leadership of the gang. Sarzuk has posted guards to watch over the shop, and is ready to mobilize the surviving gang members at the first sign of rogues in the house.

ENCOUNTER TABLE

Area	Type	Encounter
Start	C	2 rogues
1-1	C	3 Spiders of Ygiiz
1-2	T	Poison needle trap Pit trap
1-3	T	Canary floor
2-2	C/P	1 or more shadows
2-3	C/P	Boss Ogo 4 or more Spiders of Ygiiz
3-2	P	False trap
	T	Triple blade trap
3-3	T	Spear trap
	T	Falling block trap
	T	Sleeping gas trap

A SURPLUS OF SPIDERS



In the course of the adventure, the PCs are likely to encounter both natural spiders and the Spiders of Ygiiz. The first are perfectly benign and pose no threat to the PCs. The Spiders of Ygiiz, however, are extraplanar creatures that hunger for the flesh of the living. To avoid confusion, instances of the Spiders of Ygiiz are always capitalized.

JUDGE'S NOTES



The adventure is nominally set in the decadent city of Punjar, where Cheap Street intersects Dowager Alley. For those not playing in the Known Realms, judges are encouraged to set the adventure in any major city of their choice.

Key to the adventure is impressing upon the players the furtive nature of their mission. A stray ray of candlelight, an unhooded lantern, an accidental crash, or the clash of blades can all easily draw unwanted attention.



Except where noted, there is no light within the shop, and the interior of the shop is as silent as the grave. For the most part, the only light will be the glimmer of the characters' candles reflecting off gewgaws, and the only sound will be the pad of their own footsteps. The read-aloud text presumes that the PCs carry torches or candles.

Finally, the second and third floors sport high ceilings (9' and 15', respectively) befitting Ogo's extraordinary success as a fence. Thieves will find ample room to both climb and hide amid the wooden beams, and warriors will always have a handy chandelier nearby for their dramatic Deeds of Arms.

PLAYER START

A band of torchbearers passes the shop of Ogo the Jeweler, where Cheap Street intersects Dowager Alley. Their brands sputter and spit in the darkness as the cold rain courses off the tile roof, pouring down into the street and draining into a nearby sewer. You flex your fingers to ward off the chill, silently thankful for a night without moon or stars.

As the last of the torchbearers pass out of sight, you nod to your companions. It is time.

Show the players Handout A, and allow them to form a plan on how best to assault Ogo's shop. A brief summary of the most common means and the PCs' likelihood of success follows.

The Great Door: The main entrance to the shop is a large wooden door covered in hammered copper that has tarnished to a green patina. The door is secured with stout iron hinges and is—as thieves quickly learn—barred from the inside. The door can be broken down with 10 minutes of hard work by anyone with an axe or with a DC 20 Str check. The door is easily unbarred and opened from the inside (area 1-2).

Windows: The shop's windows are shuttered and locked (pick lock, DC 10). To a rogue's dismay, however, the windows are all *also* bricked over from the inside, offering no means of entering the shop. To avoid confusion, these windows are not shown on the judge's map.

Only one widow affords a means of egress. The slim rose window, set high in the south-facing eave, has not been bricked over. The stained glass window depicts a single flaming eye, a testament to Ogo's mystic aspirations. The window can be reached with a DC 15 climb check or roped down to from above. The window is set in place and must be broken in or removed.

Sewers: A grate set in the center of the street offers access to the sewers beneath the shop. The grate is easily removed, leading to area B-A below.

Garden: Scaling the house wall is a simple affair for trained second-story men (climb, DC 10). See area 1-1 for the strange scene awaiting the PCs.

Chimney: Rogues ascending to the peak of the roof (climb, DC 15) discover that the chimney has been warded against intruders. The top of the chimney is channeled through three narrow clay pipes, each barred with iron.

However, once the PCs are *within* the shop, the fireplace chim-

ney offers an efficient (if sooty) means of passing between floors. The chimney is narrow, however. Humans in metal armor are unable to squeeze through the floors, as are all but the slimmest of dwarves.

Sarzuk's Rogues: Hidden to all but the most cautious of PCs, a pair of rogues lurks atop a nearby rooftop. Agents of Sarzuk the Devil, the pair have been tasked with ensuring that no one—especially not any thieves—disturbs Ogo's shop.

Brutish break-in techniques (as adjudicated by the judge) alert the rogues. The pair has a small, trained blackbird kept in a hooded cage. At the first sight of trouble, the pair releases the bird. Keep informal track of time once the bird is released. Once Sarzuk and his thugs arrive, he sends six of his men in to flush out the PCs, while waiting outside with the rest of his band. The rogues sent after the PCs conform to the stats below.

Sarzuk and his band of bravos arrive at the scene 1d20+20 minutes after the bird is released. See **Epilogue: Cheap Street Brawlers** below for details on this confrontation.

Rogues (2): Init +2; Atk short sword +2 melee (1d6) or dart +3 missile fire (1d4); AC 13; HD 1d8; hp 6 each, 5; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C.

Area B-A – Cheap Street Sewer: *The stench of sewage is nearly overwhelming, causing your companions to gag, even as it chokes your sputtering torches. Rats squeal at the invaders of their realm, watching with beady eyes. The clay sewers run in either direction, extending beyond the reach of your torchlight.*

A secret door is hidden beneath plaster in the east wall of the sewer. Dwarves immediately recognize the change of texture from the clay sewer pipe, but others must deduce the location of the secret door from its relation to the shop or by careful searching.

If the thin layer plaster is chipped away, the PCs discover thin wooden lath. Breaking through the lath permits entry to area B-B.

Area B-B – Anchor of Ygiiz: *The long, narrow basement is seemingly overrun with spiders. Webs hang on the low ceilings and walls. Tiny black spiders scurry about, crackling underfoot.*

In the flickering light you spy the forms of three men hanging from the ceiling. Each is wrapped in a shroud of webs, with only their mouths exposed. A constant stream of spiders courses in and out of the helpless, gaping mouths.

The spiders are natural and pose no danger to the PCs and are simply drawn by the power sources anchoring the Spiders of Ygiiz to the material plane.

A close inspection of the webbed forms reveals that, despite the constant swarm of spiders crawling in and out of the open mouths, the bodies are still alive. If the PCs cut the webs away, they discover that the bodies are wrapped in soiled cotton bandages inscribed with dozens of repeating runes. Wizards and clerics inspecting the runes immediately associate them with the worship of Ygiiz, a being from the outer darkness.

Thieves succeeding on a DC 13 read languages check (alternately, wizards or clerics succeeding on a DC 15 Int check) translate the runes to the following:

*one soul to entice and bind
to the mighty mother of all crawlers
I dedicate thee*

The runes are repeated for the length of the cotton bandages.

The bodies serve as anchors for the Spiders in area 1-1; slaying the hanging bodies (requiring only a single, deliberate strike) sends the Spiders of Ygiiz shrieking back to the outer dark.

The bodies were once rogues in the service of Ogo. PCs brazen enough to search the bodies discover that each of the bodies carries 1d24 cp, 1d14 sp, and 1d5 gp.

The third rogue has an enchanted mithril dagger hidden in his boot. The smith's mark on the pommel indicates that the blade was forged by the famed elven smith, Eluniver Eluchil. The dagger is perfectly balanced, granting bonuses to ranged attacks: a +1 to hit and critical threat range of 19-20 on all ranged strikes.

Area B-C – Iron Oubliette: *The narrow pen is composed of iron bars reaching to the ceiling. A vertical chute rises through the stone above.*

PCs falling through the pit trap in area 1-2 plummet into this caged pen. The pen is narrow and tall, like a standing coffin composed of iron bars. The gate is locked, requiring a DC 10 pick lock check to open, or a DC 20 Str check to burst. If more than one PC falls into the pit trap, the pen's confines are even tighter, limiting movement and penalizing any Pick Lock or Strength checks by -1 for each additional character trapped.

As soon as a PC falls into the pit, the spiders in area B-B swarm towards the cage. The spiders do their best to spin webs around the victim, binding him within the iron cage as an offering to Ygiiz. They pose no real threat, but the PCs need not know this.

Area 1-1 – The Garden Path: *The walled garden is thick with webs. The silvery tendrils float in the pale moonlight, hanging from the lone, skeletal tree and down upon the garden. Despite the rain, thousands of small black spiders swarm over the webs, black stars in a silken sky. A lone crow flaps weakly, trapped amid the webs.*

The swarms of spiders and their webs are utterly natural and pose no threat to the PCs. The spiders are attracted to the weird, otherworldly presence of the Spiders of Ygiiz. The Spiders of Ygiiz lurk beneath the eaves of the shop roof, all but invisible in the near-darkness.

Among the first beings drawn through Ogo's starry portal, the Spiders are not arachnids in the true sense. Spiders most resemble enormous six-legged ticks, the size of large hounds. The Spiders are perfectly black, so dark that they reflect no light whatsoever, appearing as only the absence of any color, as if reality itself had been cut away in the Spider's form.

The Spiders wait for the PCs to enter the darkened garden before attacking—springing through the air and bearing their victims to the ground. The touch of the Spiders is as cold as the void, searing targets with frostbite.

A successful attack by a Spider of Ygiiz indicates the PC is grappled, granting the Spider +4 to hit on subsequent attacks. A PC can escape a Spider's freezing mandibles with a DC 15 Str check or by dealing a Spider 5 or more points of damage in a single round.

On a successful second attack, a Spider tears freezing chunks out of its victim, permitting the natural spiders in the garden

to swarm into the wound, eager to please their extraplanar allies (no attack needed).

On the third round a PC is pinned, a Spider of Ygiiz makes a final attack attempt, crushing the spiders infesting the wound, releasing a flood of toxins (DC 13 Fort save or unconsciousness). The target cannot be roused by allies from the toxic coma and only awakens with a successful DC 15 Fort save. The target may make one attempt per round, but after three failed checks, the PC dies.

The door leading from the garden into the shop is locked but not trapped (pick lock, DC 15).

Spiders of Ygiiz (3): Init +1; Atk bite +6 melee (1d8+2); AC 13; HD 3d12; hp 18 each; MV 35' or leap 20'; Act 1d20; SV Fort +0, Ref +4, Will +2; AL C.

Area 1-2 – Ogo's House of the Tarnished Jewel: *A long, worn counter runs the length of the dusty shop. Behind the counter stands a row of safe box drawers, certainly the holding place for Ogo's inestimable fortune!*

Contrary to hopeful rumors, most of Ogo's legendary riches were sold weeks ago to fund his obsession with Ygiiz. The objects that remain are largely worthless, though this is difficult to determine in the darkness.

The wall behind the counter is lined with safe boxes. Some stand open and dusty, while others are locked and trapped. Astute PCs may avoid many of the traps and distractions by correctly deducing that the shop was ransacked weeks ago. Avaricious PCs determined to loot the safe boxes will have little to show for their efforts.

Safe Box A: The drawer stands ajar and empty, save for dust and cobwebs. A dusty blade extends from an open, once-hidden panel. The blade is encrusted with dried poison that now poses no danger.

Safe Box B: The safe box is locked (pick lock, DC 15) and trapped (find/disable trap, DC 10) with a poisoned needle. Any failed attempt to open the lock or disarm the trap triggers the needle (Atk +5, dmg 1d3 plus poison: DC 12 Fort save or -3 Agility). A velvet pouch rests inside the safe box, holding 10 gems. The perfectly faceted gems appear to be worth 100 gp each but are in fact made of paste.

Safe Box C: The drawer stands open. The safe box is empty.

Safe Box D: The drawer is unlocked but trapped (find/disable trap, DC 15). If the drawer is disturbed, a pit trap opens in the floor, dropping all within 5 feet of the drawer into area B-C in the basement below (DC 20 Ref save or 2d6 falling damage).

Safe Box E: The safe box is open and not trapped. Inside the drawer is a silver necklace set with rubies. The rubies are all paste, but the necklace appears to be worth some 500 gp until the false rubies are identified. The silver in the necklace can fetch 5 gp.

Safe Box F: The safe box is open and not trapped. A panel conceals a hidden compartment in the base of the drawer. The remnants of the fence's fortune lie inside atop a velvet pillow: 3 rubies (worth 50 gp each), 4 diamonds (worth 100 gp each), and a jewel-encrusted dagger forged in the shape of a serpent (worth 150 gp).

Area 1-3 – The Speaking Hall: The floor of this area is sprung so that any weight causes the floor to shriek horribly,



alerting the entire house. The floors can be avoided by scaling the walls (climb, DC 13).

While the PCs won't know this, there is nothing living within the shop to respond to the alarm. However, the judge can use the floors to alert the PCs if Sarzuk's bravos pursue the PCs into the shop.

Area 1-4 – Kitchen: *The filthy kitchen is overrun with dust and cobwebs. A large table stands in the center of the chamber, opposite a fireplace. An iron cauldron hangs in the fireplace above dead embers.*

The chimney set in the south wall of the kitchen rises through the second and third floor. With a DC 10 climb check a PC can ascend to the next floor.

Area 1-5 – Storeroom: *The small storeroom is stacked high with barrels, crates, and casks. A coat of thick dust hangs over all.*

A trapdoor rests in the northeast corner of the chamber, concealed beneath an empty crate. Lifted, the trap door reveals a ladder descending to area B-B.

Area 2-1 – Study: *Mounds of tomes, weird librams, and discarded scrolls litter the floor of this chamber. Loose sheaves, torn from their spines, are cast about as if by a madman. It seems as if not a single volume has survived the violence.*

Boss Ogo amassed a considerable library in his quest for esoteric wisdom. Sadly—as any wizard or cleric can attest—the library is entirely worthless superstition and self-affirming drivel.

However, true knowledge is easily mistaken for twaddle. If a wizard or elf searches through the library, there is a slim chance (Luck check, DC 15) that the caster discovers the material necessary to learn a spell of the judge's choice.

Area 2-2 – Shadow Play: *A lone crimson candle burns in the center of the barren room, resting atop the horned skull of some weird goat-demon circumscribed by a magic circle carved into the floor. The light seems unusually stark here, the shadows unusually sharp.*

Boss Ogo placed the candle as defense against mortal intruders. If anyone steps foot into the flickering light, the candle causes his shadow to animate. While the shadow remains attached to the PC's form, the shadow lashes out, attacking nearby PCs, or—failing that—the PC itself.

The shadow attacks as its PC, with identical weapons and damage. The PC has no control over the shadow once it is animated; even if a PC casts aside his weapons, the shadow can continue to attack with any weapons it was "born" with. The shadows cannot use magic and continue to attack until their masters are slain.

Once a shadow is animated, retreating back into darkness only releases the shadow to move about freely. The shadows can only be harmed by magical weapons, magic, or by the faith of clerics.

If the candle is extinguished, the shadows cease to exist. However, the magic circle encircling the skull repulses all living creatures and most non-magical weapons. To extinguish the candle, a PC must either make a ranged attack against AC 10 with a magical weapon, or AC 20 with a non-magical weapon, or deal the candle 5 or more points of damage from a focused spell.

Finally, if the PCs are somehow able to flood the entire chamber with uniform light (i.e., if no shadows can be cast, whatsoever) any animated shadows are temporarily banished, returning after 1d3 rounds.

If the PCs somehow recover the goat-demon skull, they hear



DOUGAR

WICK-MILK-VOM PINE 2



GenghisCon Denver, CO
OreCon Los Angeles, CA
DunDraCon San Ramon, CA
TotalCon Mansfield, MA
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Pacificon Santa Clara, CA
Tacticon Aurora, CO



a rattling within its cranium cavity. If the skull is smashed, the PCs discover a faceted piece of amber; trapped within the amber is a creature resembling a fly.

Wizards and clerics instantly recognize the gem as the phylactery of a minor demon. Possessing the *demonic amber* permits the PC to attempt a Personality check to command lesser demons (type I, DC 15; type II, DC 20), at the judge's discretion.

Shadow: Init as PC; Atk as PC; AC 15; HD 1d8; hp 6 each; MV as PC; Act as PC; SV Fort +0, Ref +4, Will +4; AL C.

Area 2-3 - Chamber of Stardust: *This chamber is cast in shadows so deep that even the light of your torches seems diminished. In the center of the chamber sits a large violet crystal glowing with an inner light. Above the crystal swirls a strange column of spiraling stars, nebulae, and galaxies cast in miniature.*

The door to this chamber is locked (pick locks, DC 15, or Str check, DC 20). A haphazard pile of discarded furniture stands in the southeast corner of the room. Finally, the walls, ceiling and floor are covered by hundreds of thousands of small black spiders—literally a shifting tapestry of arachnids.

Boss Ogo stands directly behind the crystal, one hand touching the stone, though the bulk of his frame is not immediately visible. Four Spiders of Ygiiz are feeding from his body. Ogo only becomes visible when the fuliginous extraplanar ticks detach from his body, revealing him bit by bit.

Boss Ogo is haggard and gaunt, shrouded in drifting veils of cobwebs as spiders course over his skeletal frame. But his eyes are aflame with the madness of divine knowledge. On his silent command, the fell Spiders of Ygiiz move immediately to attack the PCs.

For his part, Ogo does little more in combat than howl out at the PCs in madness. So long as he maintains contact with the crystal, Ogo is able to direct the natural spiders, causing them to swarm at his command. This is always accompanied by declarations of the PCs as heathens to be sacrificed to Ygiiz, the Spider-Mother. Ogo can target one PC a round, causing thousands of spiders to swarm over the PC (no attack needed).

A swarmed PC suffers a -4 penalty to any skill checks, including attacks and spell checks. Ogo must concentrate on the target to maintain the swarm. If he breaks concentration, the swarm dissipates after 1d3 rounds. The swarm dissipates immediately if the PC spends an action sweeping the spiders from his body.

Alternately, instead of directing the spiders, Ogo can attempt to summon an additional Spider through the crystal. On a successful DC 20 Will save, Ogo succeeds in drawing an additional Spider through the portal.

The Spiders are anchored to this plane by Boss Ogo's soul. Therefore, if Ogo is slain, the Spiders are cast back into the outer dark. However, so long as the crystal remains active,

Ogo cannot be slain—Ygiiz feeds life force back through the crystal, keeping the gang boss clinging to life.

In order to break the crystal's hold on Ogo, PCs must separate him from the crystal. This can be accomplished with a Mighty Deed of Arms (bearing the gang boss away or—more directly—severing his arm). Alternately, a daring (or foolhardy) character can attempt to wrest mastery of the crystal from Ogo. A PC can attempt to upset Ogo's control by touching the crystal and making a contested Will save against the gang boss. If the PC wins the save, Ogo's connection is broken. The PC may choose to close the portal, or far more foolishly, attempt to control the crystal (see below).

If the PC fails the save, he must attempt a second DC 18 Will save or be dominated by Ogo and forced to turn his blades and magic against his former allies. The PC can attempt to break the domination once per round (Will save, DC 18).

Finally, the crystal can also be destroyed. The first 25 points of damage cause cracks to spider-web through the crystal. Once the crystal has taken 25 or more points of damage, any subsequent attack risks destroying the crystal. Roll 1d20; a result of 15 or better (modified by the attacking PC's Luck) indicates the crystal has been destroyed, severing Ogo's connection to Ygiiz and banishing the Spiders back to the outer darkness.

In the wake of the shattered crystal, PCs can collect 1d5 handfuls of the stardust of Ygiiz (see area 3-4 for details on this new magic item).

The Crystal of the Outer Dark: The amethyst-like crystal acts as a focal point for a vast collection of galaxies and distant worlds, serving as both a beacon and portal to beings that exist in the frozen darkness between the stars.

Little good can come of the crystal's dark potential. Bending the crystal to one's will requires absolute mental and emotional mastery, anything less invites instant madness and domination. A character attempting to actively use the crystal (as opposed to simply unseating Ogo) must succeed on a DC 20 Will save; the judge should roll the check in secret.

On a failed save, the PC is dominated by a being of the judge's choosing. Henceforth, the PC is merely a shell, acting at the whim of an unknowable being. Should the PC be somehow freed from the crystal's icy embrace, he is forever shorn of his sanity.

Boss Ogo: Init -1; Atk none; AC 10; HD 1d8; hp 8 (infinite while connected to crystal); MV 30'; Act 1d20; SP immune to charm or domination, summon Spiders of Ygiiz, command spiders; SV Fort +3, Ref +0, Will +6; AL C.

Spiders of Ygiiz (4): Init +1; Atk bite +6 melee (1d8+2); AC 13; HD 3d12; hp 18 each; MV 35' or leap 20'; Act 1d20; SV Fort +0, Ref +4, Will +2; AL C.

Area 3-1 - Safehouse: *A number of simple cots rest against the sloping walls of the attic. A rough table sits near the back of a brick chimney beside a stout door reinforced with iron and a narrow set of stairs, descending into darkness.*

Before his conversion, Boss Ogo would hide rogues from authorities (and rival gangs) here, in the shop's attic. The safehouse hasn't seen use in months, and there is little here to interest the PCs.

If the rose window on the south wall is broken or otherwise removed, it allows access to and from the outside.

Area 3-2 – Office of the Fence: *A large, polished desk occupies the back of the chamber. The desk is home to several balance scales of increasing sizes and weights.*

The door to this chamber is locked (pick lock, DC 15). Any attempt to search for traps indicates that the stout door is trapped with a scything blade; this is, in fact, a false trap. A DC 15 find trap check reveals as much, though lesser thieves may be stymied by their failed attempts to disarm a trap that doesn't exist.

This office is where Boss Ogo would conduct his work as a fence. The scales' weights are all slightly off, as would behoove a thief of thieves. Accurate weights are concealed within the desk, along with a brace of six silvered throwing darts, a fighting dagger, and a key ring holding four keys (copper, silver, gold, and electrum, respectively). Characters thinking to inspect the keys note that the copper key is worn, whereas the other keys are unscratched.

A secret door is hidden in the north wall of the office, behind false wooden paneling. Removing the paneling reveals a keyhole. The secret door can be opened with the copper key, but if any other key is tried (or if the lock is unsuccessfully picked) a trio of blades stabs up from the floor: DC 15 Ref save or 1d6+3 damage. The blades withdraw after striking, so that the trap can be triggered multiple times. The trap is easily disarmed with a DC 13 disable trap check.

With suitable climb checks (DC 10), the chimney allows access to the lower floors.

Area 3-3 – Fool's Gold: *The hidden door opens to a long, narrow hall. Opposite you stand three doors, each reinforced with iron and covered in hammered bronze. A simple keyhole stands in the center of each door.*

Each of the three doors is false and trapped, intended to lure would-be-thieves to their doom. Any attempt to unlock the doors triggers the associated trap. Characters thinking to inspect the faces of the locks to look for scratches note that none of the keyholes bear any sign of wear.

Northwest Door: This door is protected by a trap firing spears from the western wall (DC 13 Ref save or 1d8 dmg). A total of four spears are fired; check for each PC in the hall until all the spears have found a target or each PC has made a save.

Center Door: This door is protected by a series of large stone blocks that fall from the ceiling, targeting anyone standing in the hall (DC 15 Ref save or 1d5 dmg).

Northeast Door: This door is protected by a fragile vial of *sleeping gas* hidden within the lock. The gas is sufficient to fill the entire hall (DC 12 Fort save or sleep for 1d5 rounds).

The true vault is hidden behind a secret door in the east wall. While the door itself is masterfully built and well hidden to sight or touch, its simple keyhole is plainly visible, though easily overlooked.

The secret door can either be picked (pick lock, DC 17) or opened with the copper key. If any other key is used, or if the attempt to pick the lock fails, all three of the hall's traps are triggered in quick succession (first spears, then *sleeping gas*, and finally the falling blocks).

Area 3-4 – Ogo's Vault: *The narrow vault is lined with shelves. Sadly, nearly every shelf stands barren, save for a thick coat of dust, a few spare stacks of coins, and a scattering of jewels.*

A quick inspection of the vault reveals the last of Ogo's once-legendary hoard:

- 1d100 gp arrayed in stacks of 10
- 2d4x25 sp in bags of 25
- 1d24 pp scattered about on the floor
- 1d5 opals worth 10 gp each
- 1d14 emeralds worth 25 gp each
- A single ruby worth 5d100 gp
- A black velvet pouch containing three handfuls of the stardust of Ygiiz

The bulk of the treasure is mundane, save for the handfuls of stardust. Adventurers opening the pouch discover small granular crystals resembling quartz that glow with a faint, sickly light. Unlike natural crystals, the stardust is malleable in the following ways, with the following effects:

First, the stardust crystals are easily—and curiously—absorbed by living flesh. Firm, deliberate pressure is all that is required to force a handful of crystals beneath the skin. The crystals' properties immediately take effect. First, the PC's skin takes on a paler hue, and violet flecks appear within the PC's cornea. Second the PC must attempt a DC 15 Fort save; on a successful check, the PC gains 1d3 points to his Luck stat. On a failed check, the PC suffers 1d5 points of damage per level. The bonus to one's Luck can only be earned once, but an adventurer must make a Fort save each time a handful of crystals are pressed beneath his skin. If less than a handful is used, the crystals are absorbed but have no effect. Regardless of whether the Fort save was successful or not, any PC imbued with stardust can be instantly and forever monitored by Ygiiz.

Secondly, multiple handfuls of smaller crystals can be forced together to form a single large crystal: a Crystal of the Outer Dark. Once joined, the crystal can only be reduced back to stardust by violent force (see area 2-3). The larger crystal can be used as a focus, permitting PCs to contact the being known as Ygiiz, the Spider-Mother.

EPILOGUE: THE CHEAP STREET BRAWLERS

As the PCs exit the shop, they are confronted by Sarzuk and the remainder of Ogo's gang. Sarzuk is a brute, all too happy to negotiate with the blade of a sword. He offers the PCs one opportunity to surrender all their loot.

If the PCs hesitate, Sarzuk gives a whistle. Bravos pour in from all sides.

Despite their formidable numbers and overpowering greed, Sarzuk and his bravos are not warriors. If Sarzuk or more than half the bravos fall in battle, the rest flee into the night, vowing revenge.

Sarzuk the Devil: Init +5; Atk longsword +6 melee (1d8+3) or javelin +7 missile fire (1d6); AC 17; HD 3d8; hp 16; MV 20'; Act 1d20; SV Fort +4, Ref +4, Will +2; AL C.

Bravos (2 for every surviving PC): Init +2; Atk short sword +2 melee (1d6) or dart +3 missile fire (1d4); AC 13; HD 1d8; hp 4 each; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C.

THE JEWELER THAT DEALT IN STARDUST

1 FOOT

B-C

B-B

B-A

BASEMENT

1-1

1-2

1-3

CHEAP STREET

DUNGER ALLEY

1-4

1-5

FIRST FLOOR

UP TO
2ND FLOOR

3-4

3-2

3-1

SECOND FLOOR

TO
1ST FLOOR

2-1

2-3

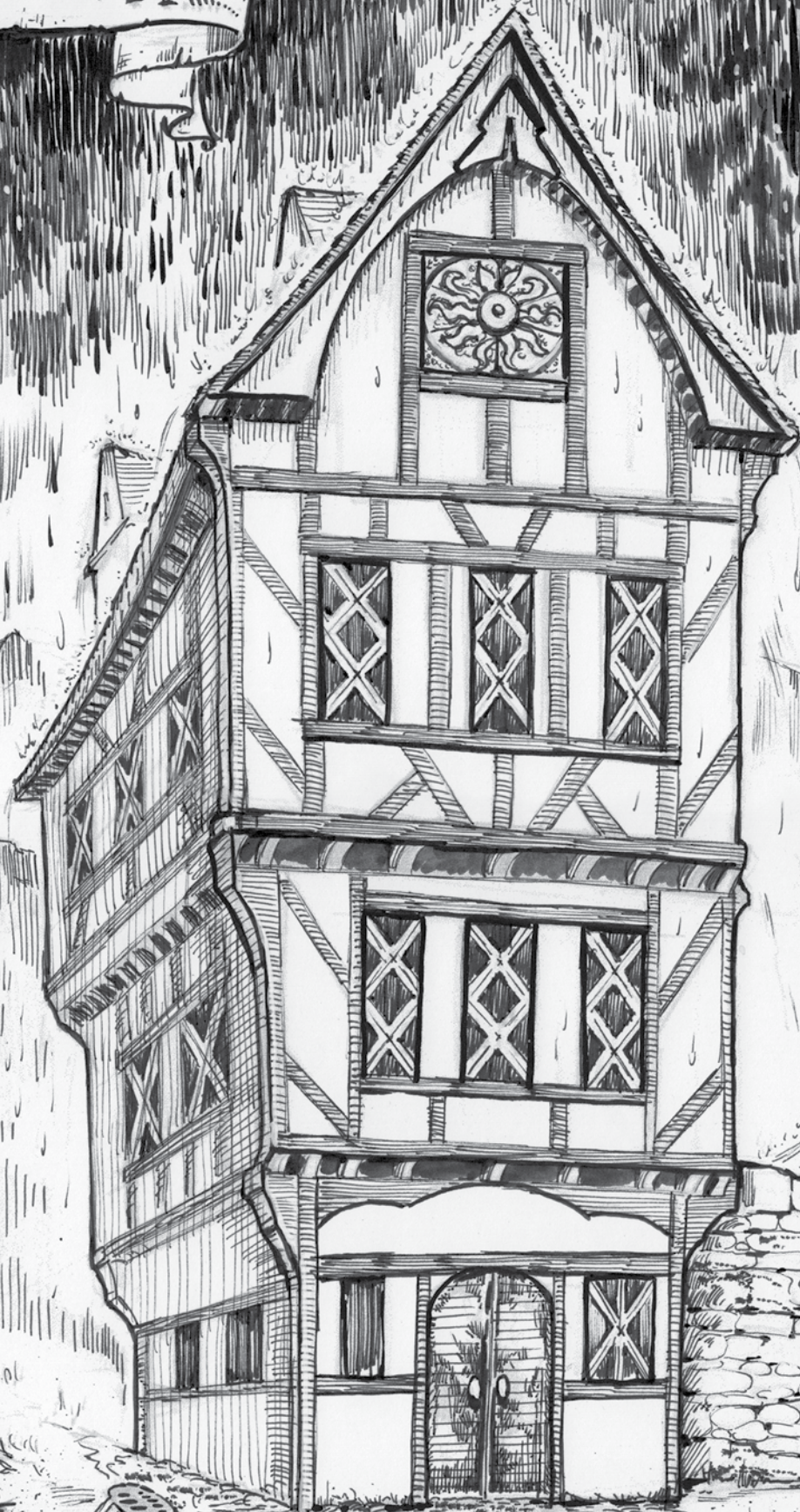
2-2

THIRD FLOOR

ROSE
MOUNTAIN



HAND OUT A



DOWNY
ALLEY

CAMP STREET

1801



What's Next for Xcrawl?

Xcrawl is coming back! The RPG of televised game-show extreme dungeon-crawling is entering a new edition, powered by Pathfinder. *Maximum Xcrawl* is in layout now, with a targeted release date of late 2013. This new edition includes character creation rules, races and classes, new equipment, feats, and all the special Xcrawl rules you remember, like rules for Fame, agents, and your own groupies!

For those of you who missed the Free RPG Day preview adventure, *Studio City Crawl 2013*, we're excited to present it here for you to check out, along with an official Xcrawl character sheet.

We've also got a preview of the upcoming core rules! This excerpt of the introduction and character races gives you a brief glimpse into what the product will look like.

Make sure to visit www.goodman-games.com and facebook.com/xcrawl regularly to stay up to date as Xcrawl gets closer!

Like what you see? Pre-order Maximum Xcrawl now at www.goodman-games.com/store.html

Early pre-orders will receive an added bonus. We're not sure exactly what it will be...but it will be cool. Details to be announced!



MOHLER
1013

THE WORLD OF XCRAWL

Ancient Rome meets Smash TV meets Gangster Rap? WTF?

—From an EN World Forum posting by member “jdrakeh” regarding *Xcrawl*

Xcrawl is a blend of unexpected genera elements combined to create a highly original, offbeat adventure game that combines strategic dungeon crawl action in a harsh dystopic setting of absolute authoritarianism and rigid class conflict with a quirky alternate modern history with a carnival mirror view of the strange world we live in; and 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!

In short, it's not your grandma's dungeon crawl.

KEY ELEMENTS OF THE XCRAWL WORLD

THE GAMES

Xcrawl is a live on pay-per-view death sport. The players take the roles of professional athlete adventurers: amazingly bad-assed Athletes, weapon-mastering Brawlers, spell-weaving Blasters, lethally sneaky Specialists, divinity-channeling Messengers, and house-rocking Jammers. 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.

FAME

Celebrities play a special role in the social hierarchy of the *Xcrawl* world. Adored by commoners and bored aristocrats alike, celebrities cross an otherwise impenetrable social barrier. Crawlers begin the campaign as relative unknowns, but if their careers go well they become more and more popular until they become media superstars. Fame is a stat all *Xcrawlers* have, and it represents both how recognizable they are and how “hot” their current career is in the public eye. Characters with a high Fame score get preferential treatment, bonuses to charisma-keyed skill rolls and earn more money for personal appearances. Characters earn Fame Feats that give them more gold or situational advantages during a Crawl or in their daily lives. Fame, even more than personal skill or victories, is the true measure of success in The Games.

EMPIRE

The characters all hail from the North American Empire (NAE), the nation that spawned *Xcrawl*. The Empire stretches from real-world Alaska all the way to the Panama Canal. It is the most powerful Empire in the world, with a massive military force, a thriving economy and a tightly controlled populace. Emperor Ronald I rules America with an iron fist, although it is rumored that his health is waning and only daily applications of magic keep him alive and lucid.

RELIGION

The Olympic pantheon, ruled by mighty Jupiter and all-seeing Juno, is the official religion of the NAE. All other religion is banned, with two exceptions: the ancestral deities of the various non-human races that enjoy American citizenship, and the nature deity revered by the barely-tolerated Druidic sects. The Native Americans also worship an outlawed pantheon of spirits and powers led by the great Wankan Tanka, but these so-called “barbarians” are non-citizens and the practice of their savage religion is largely ignored. Religion is a major part of the life of American citizens, who are expected to choose a patron deity at some point during their lives. Major cities are dotted with temples and shrines to the various Olympic powers. Collectively referred to as the Olympic Temples,



they wield great power and influence over the citizens of the Empire. Apollo is the official patron of Xcrawl and most Games begin with an invocation for his blessing.

HIERARCHY

Society in the North American Empire is extremely stratified. Most folks are commoners, with no title or lands of their own. Their freedom is limited. They may not travel out of the country without special permission. Commoners have no right to privacy and are subject to random search and seizures. What rights commoners do have exist at the whims of their betters. The highest tier of society is the aristocracy: the dukes, barons, lords and ladies who come from old and recognized families. The aristocracy is notoriously greedy and ruthless, and more than willing to victimize commoners and lower tiered nobility. Those few with sympathy for the lot of the commoner find their voices quelled by popular opinion.

CORRUPTION

The world of Xcrawl is largely governed by corruption, nepotism, cronyism, and graft. Bribery is such a key element of society that it is not even recognized as a social evil, much less a criminal offense. A big enough “donation”

to the right individual or organization or person can pardon nearly any offense, open any door and remove pesky obstacles such as fair play and justice. Indeed, the only incorruptible institution in the modern world is Xcrawl, which has become the last bastion of honor in a decadent world. Crawlers inevitably encounter situations that will require they grease a few palms to get what they need, but never within the Games themselves.

CITY STATES

The NAE is composed of large walled, self-sufficient cities nestled within seemingly endless expanses of unspoiled land. This arrangement is a necessity forced by the existence of dragons, who do not abide large settlements that crop up in their territories. While there is an interstate highway system linking cities and towns, the routes are dangerous, and Imperial citizens generally travel from city to city in huge caravans for protection. Outside the walled cities are Native American tribes who still live in harmony with nature as they have for thousands of years, paying no taxes and recognizing no Emperor. There are also monsters of every size and description, that tend to cluster around the territories of dragons in a state of mutual resistance against human encroachment.

PLAYING MAXIMUM XCRAWL

As fond as we are of our little fantasy death sport RPG, we would never assume that it is the first or only game you play. For sake of brevity we assume that Xcrawl players and GMs alike are familiar with role-playing games and the dungeon crawl tradition. If you plan to make Xcrawl your first RPG, we suggest you play a few "traditional" fantasy dungeon crawl adventure games first. This will help you develop an understanding of the genre that we take such extraordinary liberties with in this game.

CREATING XCRAWL CHARACTERS

1. DETERMINE ABILITY SCORES
2. CHOOSE A RACE AND CLASS
3. CHOOSE SKILLS
4. CHOOSE FEATS
5. SPELLCASTERS CHOOSE SPELLS
6. CHOOSE A PATRON DEITY
7. BUY EQUIPMENT
8. PICK WHAT ACTOR WILL PLAY YOUR CHARACTER IN THE MOVIE BASED ON YOUR ADVENTURE
9. GET TO THE DUNGEON AND GET PAID!

For standard campaign play, players should create characters that start at 3rd level of experience and begin the game with zero experience points using the medium advancement table in the Pathfinder Core Rulebook. They should accumulate experience points (XP) normally and

after reaching the minimum XP for 4th level they progress normally thereafter. This represents the characters as veterans of nonlethal Divisions and ready to begin lethal Xcrawl play in Division III, and will stretch out their lower level careers to allow them to get a feel for their characters before they advance on to higher levels.

DETERMINE ABILITY SCORES

POINT BUY OPTION

We recommend using the Point Buy system as per the Pathfinder core rulebook. For standard play you should consider an allotment of 20 points, maybe going to 22 for anyone who brings pizza on character creation night.

DICE OPTIONS

If you prefer a more unpredictable method of generating characters, you may wish to use, for a potentially lethal game like Xcrawl, choose one of the following rolling methods:

Roll 4d6 for each statistic, keeping the highest three die results, placing the scores in the order that they are rolled. Allow the players to roll seven times, using the highest six scores.

Roll 4d6 six times, keeping the highest three die results. Allow the players to place their statistics as they please.

CHOOSE A RACE AND CLASS

The following races commonly participate in Xcrawl. The GM may add other race and class options as they see fit.

XCRAWL RACES

DWARF
ELF
GNOME
HALF-ELF
HALF-ORC
HALFLING
HUMAN

XCRAWL CLASSES

ATHLETE
BLASTER
BRAWLER
JAMMER
MESSENGER
SPECIALIST

CAMPAIGN VARIANT

Allow the characters to begin at first level. You will have to be careful with the types of adventures you create: too difficult and the players will likely need to re-roll characters, to easy and they will become bored. You could even attempt to run the players through some Division IV (Non-Lethal) play. The GM will have to work hard to maintain a sense of adventure in a game where there is no chance of the characters being killed but it is possible, particularly if their off-field activities are explored, including the hazards of American Imperial life.

XCRAWL RACES

DWARVES

*"Don't you DARE ask me that! You left me no choice BUT Xcrawl! I had to be the one to humiliate my clan and participate in this farce to prove that our people aren't afraid of the scum of the underground! I had to be the one to do it so my useless cousin could retain ownership of his good-for-nothing dirt mine! I had to be the one to embarrass our clan for ten generations just so I could bring in gold for the two years that you all had nothing but hardtack and water! There! Are you satisfied now, you stone-hearted harpy? *Sigh.*"*

Sorry for yelling mother but you know I get wound up before a dungeon. Wish me luck. And put Dad on the phone, I want to say hello."

—Dwarf Brawler Darva "Stone Pony" Chislerock, checking in with her folks before the big match

When Emperor George Augustus invited the Dwarves of all the major clans to settle the amazing North American mountain ranges, many of these immigrants believed that the New World might be the Dwarf Home of prophecy, the mythical land where, as the legends claimed that all dwarves will come together and live as one race, indivisible and unconquerable. They were also impressed with an early gesture of friendship that the Emperor made: he awarded Lodar Findlespur, a charismatic young dwarven warrior chieftain, the position of Duke of Telluride, granting him and his family lands throughout the rocky Colorado region. But the Emperor shattered the dream of the Dwarf Home when he assigned Findlespur to collect taxes from all the dwarves in the region and dissolved their promised right to self-rule. Dwarves that exist in the NAE today tend to be resentful, mistrustful of the Emperor, and disdainful of the Empire. Rather than fight an outnumbered war when the nearest reinforcements were a dangerous ocean away, the transplanted dwarves finally submitted to human rule.

Dwarves are one of the Great Elder Races that predated mankind. Tough, stoic and famously set in their ways, Dwarves endure the struggle of keeping their culture and traditions alive in a world that seems to have left them behind. Colorado is still the major center of dwarvish population, but isolated groups can be found living and working in every city in the Empire. Old Findlespur's son, the unpopular regent Duke Edmond Findlespur, is the new Baron of Telluride and he strives to overcome the stigma of his heritage among the American elite while still fairly ruling the dwarves of Colorado. Thus far he has failed.

NOTE ON BONUS SKILLS

In Maximum Xcrawl, the characters' race grants bonus skills. A character's bonus skills represent the general skills and knowledge inherent in the character's non-Xcrawl background. A few notes on bonus skills:

- Ranks in Bonus Skills can be used to augment Class Skills but they do not allow a character to have more ranks in the skill than the character's level. Xcrawl characters lower than 3rd level will gain their three bonus ranks one at a time as they gain levels until they have reached their maximum.
- Bonus skills do not stack with one another. If characters have an opportunity to choose two knowledge skills as bonus skills, for example, they must choose two different knowledge skills.



The majority of American-born dwarves are police officers, craftsmen, technical tradesmen, miners, and engineers. Dwarf architects and mechanics are highly valued, and command huge fees for their work. There are very few American dwarf noblemen, all of them relations or intimates of the Findlespur line.

Dwarves have a reputation for stubbornness, pugnacious attitudes, contrariness, and a deep well of inner strength and courage. Dwarf friendship is rarely and carefully given, but those who count dwarves as friends enjoy unwavering loyalty. Even in our modern, media age, Dwarves maintain a deep racial hatred of their natural enemies: the orcs, goblins and giants that they have traditionally competed against them for underground supremacy. Dwarves tend to be accepted by all the other Elder Races as well as humans, but they prefer company of their own kind. Dwarves often develop deep bonds with their comrades in battle, and thus may even share friendship and loyalty with half-orcs from their own crawl teams.

American dwarf Messengers come from the line of Dumakrüm almost exclusively. Dumakrüm is a lesser power from the old Dwarvish pantheon that transplanted dwarfkind here as the chief deity of the dwarves of North America.

PHYSICAL DESCRIPTION

Dwarves average between four and four and a half feet tall and are extremely stocky, weighing between 150 and 230 pounds on average. They reach maturity at 40 years old and can live beyond 250 years. Males pride themselves on their beards, and often braid, bead, or otherwise style them as a sign of strength, individuality and a reverence for tradition.

ROLE IN XCRAWL

The majority of American dwarves publicly express disdain for Xcrawl and the media sensation it has spawned. However, there is a small minority of dwarves who are drawn to The Games for many reasons – gold, fame, and perhaps the chance to kill a giant chieftain amongst them.

ALIGNMENT

Dwarves tend to revere law over chaos and good over evil. Dwarf PCs can be any alignment.

DWARF RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Charisma: Dwarves aren't usually overburdened with people skills – the phrase “people skills” does not, in fact, exactly translate into the Dwarven language, the closest transliteration being “shouting with your inside voice.” They are proudly gruff, disdainful, and blunt spoken – traits which do not usually endear them to the other races. On the other hand dwarves make excellent crawl team members, being typically tough, hardy, deep-thinking, and perceptive.

Slow and Steady: Dwarves are medium sized and have a base speed of 20 feet, but their speed is never modified by armor or by encumbrance.

Darkvision: Dwarves can see in the dark up to 60 feet.

Defensive Training: Dwarves get a +4 dodge bonus to AC against monsters with the giant subtype.

Eye for Quality: Dwarves gain a +2 racial bonus on Appraise skill checks made to determine the pre-magical price of any goods that contain precious metals or gemstones. They can detect fake gold, silver, or gems with a DC 15 Appraise check.

Hatred: Dwarves receive a +1 racial bonus on attack rolls against orcs and goblinoids.

Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning: Dwarves receive a +2 bonus on Perception checks to notice unusual stonework, including secret doors, hidden trap doors, unusual materials, built-in flaws, and other such constructions. Man-made stone-based substances, such as concrete or cement, count as stone for the purposes of this racial ability. Xcrawl dungeons are generally constructed of modern materials so the GM should give careful consideration as to whether or not this ability applies to a given circumstance.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers. They treat any weapon with the word “Dwarven” in it as a martial weapon.

Bonus Skills: 3 ranks in Profession (miner, stonemason, construction, engineer – choose one), 3 ranks in Craft (any), 3 ranks in Knowledge (dwarf culture)

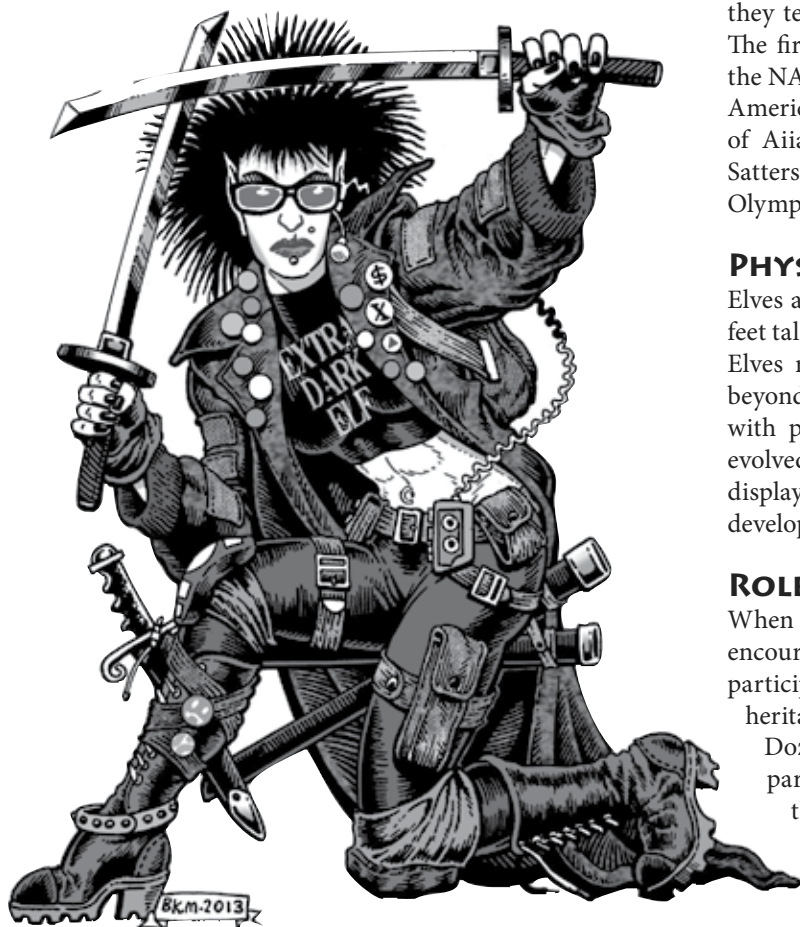
Languages: American born dwarves begin speaking English and Dwarven, and can choose any humanoid or human foreign language as bonus languages for high intelligence.

ELVES

"And I'll tell you something else about General Washington – oops, I mean Emperor George Augustus, forgive me, I met him before the Revolution. Anyway, he was a magnificent dancer. Truly. When we met at that party for Antonio Barzodi he swept my sister off her feet. They had the whole ballroom watching. He was an awe inspiring human, like Napoleon or DJ Outrageous Fortune – it's no wonder they made the nimble fellow Emperor."

— Uululo Sheehan, Elven Warrior and incorrigible historic namedropper

Elves came to the NAE with the very earliest settlers. Stories of this untamed land captured their collective imagination, and early elven pioneers set out to find a perfect place to create a North American elven province. After scouting nearly all the way to the Pacific Ocean, they were amazed to discover there were Native American elves who had been living here for centuries. There was no power struggle or rift between the elves of the old world and the new – they were extremely excited to discover their long lost kinsmen and learn and admire all of the songs, stories and crafts.



The chief American elven city is Sattersala, the fabled City in the Trees, set in the canopy of the giant redwood forest they call the Orick. American elves typically have no philosophical problem with living in the human-controlled North American Empire – after all, the Empire is only a few hundred years old. Who knows what the next thousand years might bring, and the ten thousand after that? American elves enjoy a social status on a par with their human Aristocratic brethren – indeed, many of the Ancient Ones have received noble titles and land from the Emperor, who constantly courts their favor. Human-elven intermarriage is almost always between noble houses and a bloodline peppered with Elder Race status can bring both honor and a reputation for strangeness to aristocratic families.

Elves can be found in all the major cities but they favor the New England and California districts. Their art, music, and literature is highly prized – it is the rare upper class home that does not proudly display at least a few elf-made objects d'art. Elves likewise appreciate many aspects of human culture, especially the art and architecture of the Renaissance, American jazz, and folk music.

Elves have a reputation for aloofness, curiosity, and arcane strangeness that they come by quite honestly. Their perspective on the flow of time is famously long term and they tend to plan in terms of decades rather than years. The first generation of European elven children born in the NAE are just maturing into adulthood. American elven Messengers tend to come from the line of Aiiia Gesilvala, the traditional deity of the elves of Sattersala, although they may choose the Gods of the Olympic Pantheon as well.

PHYSICAL DESCRIPTION

Elves average between four and a half and five and a half feet tall. They typically weigh between 90 and 120 pounds. Elves reach maturity at age 110 years and can live on beyond 450. They tend to be slender, poised and attractive, with perfect skin, hair, and attractive physiques. Elves evolved near every major human culture so they may display similar characteristics with nationalities that developed alongside them in any part of the world.

ROLE IN XCRAWL

When the Games were first introduced, elven elders encouraged their children and grandchildren to participate as a means of understanding their proud heritage of warrior culture and dungeon exploration. Dozens of elf Brawlers, Blasters and Specialists participated in several teams. An all-elf Xcrawl crew, the Grandfather Harlequins, began their career in the first ever Xtreme Dungeon Crawl event and still compete in an Unlimited Class dungeon every four years or so.

Elves often find themselves singled out in dungeon combat by the orcs and goblinoids. The undergrounders' hate for their ancient enemies is profound and unwavering. A common belief of the sub-men of the Zura'ah'zurah is that Xcrawl is entirely created, financed for and beholden to the elves of North America, who are attempting to segregate, subjugate, and humiliate their orcs and goblins. A humanoid participating in Xcrawl who manages to return to the locker room with a pair of elf ears is conceded highest honor by his foul brethren. Smart teams learn to use humanoid enmity to strategic advantage.

ALIGNMENT

Elven PCs can be of any alignment, but generally favor chaos over law and good over evil.

ELF RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Constitution: Elves are long lived but they tend to break easier than the other races. On the other hand, they are renowned for using speed to avoid blows and strike with precise attacks. Their hand-eye coordination is legendary. In addition, they are clever, quick-thinking, and cunning.

Medium Size, 30' Movement

Low-Light vision: Elves can see twice as far as humans in conditions of dim light.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Keen Senses: Elves receive a +2 racial bonus on Perception skill checks.

Weapon Familiarity: Elves are proficient with all bows, longswords, and rapiers, and treat any weapon with "Elven" in its name as a martial weapon.

Bonus Skills: 3 ranks Craft (bowyer/ fletcher), 3 ranks Knowledge (elf culture), 3 ranks Knowledge (home city)

Languages: American elves automatically speak English and Elven, and can choose any humanoid or human foreign language or Draconic as bonus languages for high intelligence.

GNOMES

"Of course we're happy – we get the joke."

— Gnomish proverb

Once Emperor George Augustus, the first ruler of the North American Empire, had betrayed and overthrown the Messianics who originally settled the NAE, he began making overtures to every major gnomish population in Europe and Asia, promising opportunities for profit and self-rule in the New World. This edict heralded the mass immigration of gnomes into America that took place in the years between 1781 and 1810 that is now known as the Hilltop Migration. In modern times there are more gnomes living in the NAE than in any other empire, kingdom or city-state in the whole world.

After untold generations of living together in mutual benefit in the Old World and the New, the gnomish and human cultures have dovetailed for so long that each accepts the other as near social equals. Every human city has a gnomish section with families that have usually lived on the American continent nearly as long as the descendants of the original human population. There is only one city that has a gnomish majority, Metairie. Metairie is the home of the famous Blueskins Jeans Co., making America's most famous denim TM since 1898. Gnomes tend to work in the technical trades – indeed, many American guilds choose to create restrictions on the maximum number of gnomes allowed in a given guild to preserve tech sector jobs for humans.

Gnomish entertainers are extremely popular. There are more gnomes on TV and in the movies than all of the other

NON-HUMAN DIVERSITY

Regional variety for the races is a given in the world of Xcrawl. Players should feel free to play any sort of race / nationality combination that pleases – African dwarves, Asian elves, even Micronesian halflings (which is just asking for jokes but hey, it's your character). This does not extend to demi-human races such as orcs, goblinoids or the alfar who all have different physical variations dependant on tribe and geographic origin. The elder races displaying uncommon regional traits normally do not suffer any extra social prejudice in the NAE – but they don't suffer any less, either.

elder races combined. Gnomish puppetry is a particular favorite with children, and such shows play for huge audiences throughout the empire. Gnomish bards tend toward either strict traditionalism, playing handcrafted instruments and singing centuries-old songs, or ultra modern jamming, adopting the styles of rock, pop and hip-hop.

Gnomes worship all their ancestral deities, but in America Jakeo Jeweyes rises to singular prominence.

PHYSICAL DESCRIPTION

Gnomes average between 3 and four feet, weighing between 35 and 50 pounds. They tend to have merry eyes, pronounced noses and thick eyebrows.

ROLE IN XCRAWL

There aren't too many gnomish crawlers, but the ones who survive the high attrition of the first year typically are on their way to superstardom. Gnome jammers are a staple of the Xcrawl circuit. There are dozens of the songslingers who work the circuit, often as an adjunct to a recording or touring musical career. Many wind up in the movies or in TV.

ALIGNMENT

Any. The most common gnomish alignments are any good, or lawful neutral, but they can be any alignment.

GNOME RACIAL TRAITS

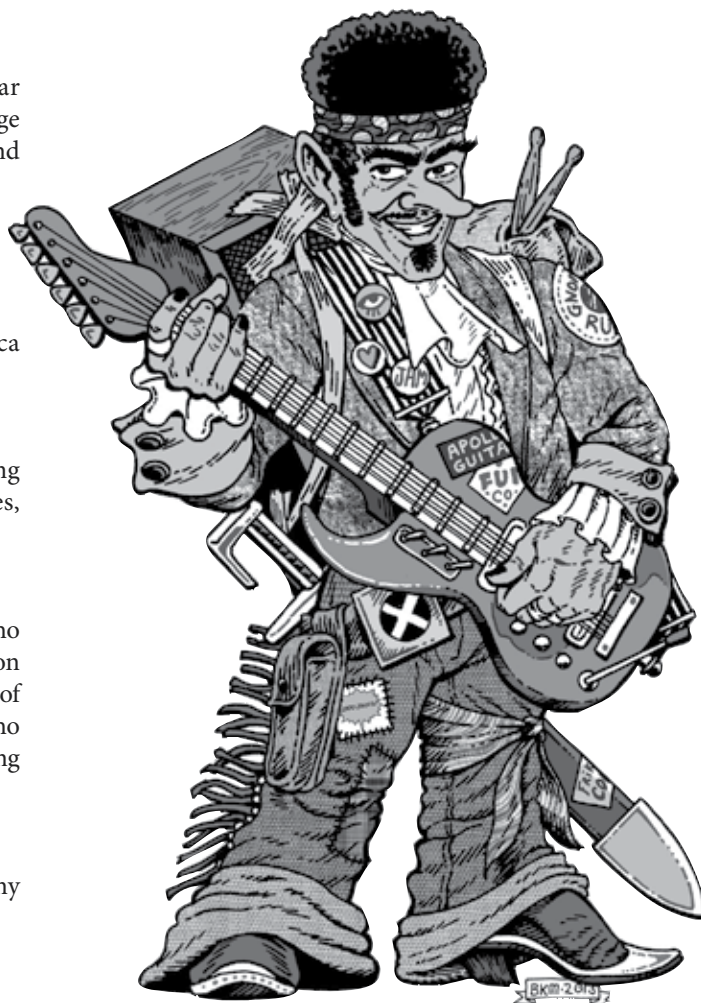
+2 Constitution, +2 Charisma, -2 Strength: Gnomes are tiny folk, and are particularly unsuited for feats of strength. However, small though they may be, they are astoundingly tough and extremely resistant to toxins and disease. And let's just face it – gnomes are just cute. They are funny and clever, and hard to stay mad at even after they dump a pail of whitewash over your head. Which they just might do.

Small, 20' Movement: Gnomes are small creatures and gain a +1 size bonus to their AC, a -1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth attacks. Gnomes have a base speed of 20 feet.

Low-Light Vision: Gnomes can see twice as far as humans in conditions of dim light.

Defensive Training: Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic: Gnomes add +1 to the DC of any saving throws against illusion spells they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1x/day – dancing lights, ghost sound, prestidigitation, speak with animals. The caster level for these effects is equal to the



gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

Hatred: Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoids subtypes.

Illusion Resistance: Gnomes get a +2 racial saving throws bonus against illusions and illusion-based spells and effects.

Keen Senses: Gnomes receive a +2 racial bonus on Perception skill checks.

Obsessive: Gnomes receive a +2 racial bonus on a single Craft or Profession skill of their choice.

Weapon Familiarity: Gnomes treat any weapon with the word "Gnome" in its name as a martial weapon.

Bonus Skills: 3 ranks Profession (any), 3 ranks Craft (any), 3 ranks Knowledge (gnome culture)

Languages: Gnomes begin play speaking Common and Gnome, and can choose any humanoid or human foreign language or Sylvan as bonus languages for high intelligence.

MAXIMUM XCRAWL: 2013 STUDIO CITY CRAWL

Division II, Full Lethal Exhibition, for Level 6-8 Characters

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X*crawl*, the game that got expelled from college for throwing a spring break anhkhegger, is back! Now powered by the mighty Pathfinder gaming engine, Xcrawl is more fun than ever! *Maximum Xcrawl: Studio City Crawl* is just a tiny taste of all the amazing adventures to come. Strap on your sword, call your agent, and get ready for victory and a lifetime of red carpet interviews and Scrooge McDuck money, or defeat and death, or worse: a one-way ticket back your old job at the mall.



BACKGROUND

The *Studio City Crawl* is the brainchild of Edmund Bender, a.k.a DJ Prime Time. Bender, a research wizard, discovered the power of Regard, the unconscious focus of a million TV viewers amplified through the magical AVS network. Using this previously untapped power, he created the esoteric arcane branch of study called Media Magic. His ideas, however, were quickly stolen by rivals in the Guild of Magi, who then tried to destroy him. After years on the run, Bender decided that it would be safer to make himself a public figure to prevent his enemies from quietly eliminating him. Using the awesome power of Media Magic, the clever wizard has reinvented himself as DJ Prime Time.

Edmund Bender is outwardly gregarious and disarmingly normal, yet secretly cunning and ruthlessly dedicated to stopping the secret cabal of Media Mages from achieving world domination. His crawl, the *First Annual Studio City Crawl*, is designed to make him rich and famous: rich in order to fund his covert battle against the cabal, and famous to make it difficult to assassinate him without consequences.

Two months before the crawl, Bender's producer contacts the team (via their agent if they have one), and invites them to come and join the crawl. Assuming the players agree, they receive contracts via courier within three days of the initial offer. Edmond Bender never meets with the players personally. The crawlers are expected to make their own way to Los Angeles to participate.

The secrets of Media Magic, along with its practitioners' plans for ruling the world, will be revealed in an upcoming *Maximum Xcrawl* Release. *Don't touch that dial!*

OVERVIEW OF THE CRAWL

This adventure is designed for Pathfinder characters of levels 6-8. In the *Studio City Crawl*, the players take on the roles of a group of seasoned Xcrawl adventurers challenging a dungeon as a newly minted team. While there are dozens of individual crawls across the Empire, this is the first time one has been held in Studio City, making this a historic event. If the team performs well in Studio City, then this could be their ticket to the big time!

The *Studio City Crawl* is a one level, fully-lethal exhibition event. Five teams are challenging the dungeon, one after another. All teams that complete the entire dungeon shall be brought to the stage after the competition, and the audience is asked to clap for their favorite. A massive "Clap-O-Meter" is brought out, and whichever team receives the loudest applause is the winner.

There are five teams competing for top prize: Emirikol's Emirikillers (San Jose), The New Frogmen (Reno), Smash and Grab (Portland), The Iowa City Chamber of Commerce Volunteer Brigade (Iowa City), and the player character team.

The event takes place in the new Ventura Memorial Sports Complex in the Los Angeles, California district. Unless otherwise stated, all doors are security doors (DC 20 to bash down), and ceilings are 12' high. The walls of all the corridors are lined with hovering AVS monitors, which generally project advertisements when they are not in use by the DJ or a referee.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

XCRAWL GLOSSARY

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJs can communicate with their players via the AVS. They also act as magical cameras, recording all the action.

BANNED EQUIPMENT: The following items are banned for use in Xcrawl: acid, explosive weapons other than standard alchemist's fire, firearms, lock pick guns, and poison. Note that magical spells that create these or similar effects are perfectly acceptable. There are limits on how many magic items and scrolls a character may take into the crawl, but all magic treasure gained in the crawl may be used within it. 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 cannot return to the dungeon. If the characters are unclear of their instructions or have other problems in-game 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 score 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 upcoming *Maximum Xcrawl* Core Book.

MOJO: The Mojo is the spirit of teamwork that lets crawl teams take their performance to the next level. The Mojo Pool is a bonus pool that allows players to assist their teammates through difficult situations.



NOGO: There are NoGo doors throughout the dungeon. Characters may run through one at any time to escape danger but if they do so they are automatically disqualified.

NONCOM BADGE: A NonCom badge has two functions. First, it tells characters that whoever is wearing one is not a target and may not be attacked (nor may they attack or hinder the team in any way, including aiding monsters). Second, anyone attacked in any way while wearing one is instantly *teleported* to a safe location, usually a local emergency room.

REFEREE: The ref's word is law. If a character breaks the rules they typically get one warning. Characters who continue their infraction are generally disqualified.

SURRENDER: Intelligent monsters may surrender, but it is up to the characters whether or not they accept their surrender. Most creatures try not to surrender, because if they fight to the finish and survive they earn bonus gold.

XCRAWL? DO I ROLL UP A SEXY, ANGST-RIDDEN HALF-VAMPIRE?

Not even close! In Xcrawl the players take on the roles of superstar athletes taking their chances in a live-on-pay-per-view death sport. Xcrawl is short for Xtreme Dungeon Crawl. The concept is simple enough: The Dungeon Judge (DJ) creates a dungeon, then stocks it with monsters, secret doors, traps, treasure, and prizes. The Crawlers must face or bypass every challenge – defeating monsters, avoiding obstacles, discovering secret rooms, and confronting whatever other challenges they find. There are often win conditions that the players must complete, such as finding certain objects or rescuing fair maidens and handsome celebrities (who, of course, aren't in any real danger... usually). DJs have a great deal of leeway in creating their dungeon and most run fair games – DJs who make their dungeons too difficult, or too easy, lose their cinchy, extraordinarily high-paying jobs.

Xcrawl is a sport and the challenges are manufactured, but the danger is nonetheless real. **Xcrawl is lethal.** There are no second chances. Citizens of the North American Empire tune in every week to watch their favorite players get mangled, *polymorphed*, electrocuted, and burned alive ...the nation's hunger for blood and mayhem grows with every contest.

If you play Pathfinder, you know how to play Xcrawl. The upcoming new core rulebook *Maximum Xcrawl*, introduces new character classes and systems, but you can play this adventure with just the Pathfinder Core Book and this module.

LET THE CRAWL BEGIN!

DAY OF CRAWL: The crawl takes place on July 14th, 2013. The team is required to be at the new Ventura Memorial Sports Complex at 2:30 PM. At two-thirty the players are escorted to the green room.

AREA 1-1 - GREEN ROOM: *This room is an opulent waiting area. You enter through a door in the north wall. To your left and right are banks of oversized athletic lockers. Running down the center of the room are two comfortable-looking padded benches. There is a white linen buffet service with silver candelabras and serving-ware along the east wall with a single attendant, a mature woman in a chef's outfit. Along the west wall is a six-foot by three-foot AVS, which is currently showing advertisements for the Los Angeles Temple of Commerce. Also on the west wall is a door guarded by a half-orc security guard in slick-looking modern black armor. A woman wearing a radio headset waves you in and introduces herself. "Hey gang, great, you're here, great. I'm Kenda LeBeau. So, I guess you know the drill? This is it, you can't leave until the crawl starts and you have to stay here in the green room. You have until three o'clock so relax as best you can, make yourselves at home. Get something to eat. Oh, and you can use any locker you want for your street gear, help yourselves. Any questions?"*

Kenda LeBeau is a production assistant for the Crawl, overworked and tragically underpaid. She is used to working with celebrities and is immune to Fame. She is ambitious and bright and might just one day be an executive producer, a very useful contact for an up-and-coming crawler. Kenda will answer general questions as best she can but will reveal no details about the upcoming competition, the DJ, or the competition.

The crawl begins at three-thirty. The players can warm up, discuss strategy, pray, eat, or kill time as they otherwise see fit, but they are not allowed to leave the room. Doing so results in disqualification.

At ten 'til two, Kenda arranges the team in front of the AVS on the west wall. One minute later the image changes and the players see the crawl intro.

The camera pans over a roaring crowd of well-dressed fans. A handsome announcer takes center stage and speaks in a heroic basso voice: "Welcome ladies and gentleman to the First Annual Studio City Crawl, with Master of Ceremonies DJ Prime Time. All rise for the Imperial Anthem."

The crowd rises and sings along with "America Super Potens Maximus," which plays over a montage of American scenes: brave soldiers planting a flag among dead enemies, beautiful mountain and river scenes, a hard-working farmer leading his plow mules, a track star making a beautiful pole vault.

When the song ends the curtains part to show what looks like an extremely messy geek's bedroom. There is a bed piled with clothes, a second pile of clothes on the floor, and a desk cov-

ered in gaming books and dice. The walls are hung with hand drawn dungeon maps and posters for various games and musicians like Weird Al and Doctor Demento. The pile of clothes on the floor stirs, and a rumpled man in pajamas clambers out, yawns, then notices the crowd. He gasps in shock, runs to the bed, tosses clothes everywhere until he finds a large, shiny silver remote control – quite the luxury item in the NAE. He points the remote at his reflection in the mirror – suddenly the reflection is dapper in a well-tailored tuxedo. The camera pans back and now Prime Time matches his reflection, dressed in a tux. He points the remote at various things in his room and they magically transform – his desk and books become a full live orchestra, his figures become Broadway-style dancers, his messy room becomes a beautiful sound stage. Then the DJ leads all of his people out of the AVS screen and onto the real stage, where they do a song and dance number. When Prime Time takes the podium he is flanked by two people in suits – or perhaps some kind of monster? Each one has the body of a gorilla and an art deco steel fishbowl-style helmet with twin antenna.

"Greetings and hello! I'm DJ Prime Time . . . and you're not. In the name of Ronald the First, the Protector of the West and the chosen of Olympus, I welcome you to the first Annual Studio City Crawl! Tonight we celebrate that most American of mediums, the true harbinger of our communal experience, Television. So get ready for a trip through the TV Dreams of Yesteryear!"

"Okay, let's get straight to it. Let's introduce our first team!"

DJ Prime Time introduces the team, then the individual members. He gives them each a few soft-ball questions ("So what got you into adventuring?" "What's your strategy to get through the dungeon?"), and keeps going as long as everyone is fairly respectful. If the crawlers start acting belligerent he points his remote at them and mutes them, then goes on to the next crawler.

This is a highly-watched event – award a temporary Fame Point to every crawler who gives a memorable interview, and deduct a point from anyone who is particularly bad.

Prime Time moves on after the interviews.

"Alright, let's go over the rules. You have to make your way through the dungeon, facing whatever challenges you might find. Somewhere in the dungeon is a trophy shelf. Also hidden throughout are three Empire Award Statues. Place all three in the trophy case to unlock the special final room. Every team that makes it through will be judged by YOU, OUR STUDIO AUDIENCE!"

There is a huge cheer from the crowd. The camera pans over hundreds of formally dressed noblemen and women, who take to their feet as one and give Prime Time a brief standing ovation.

"Thank you, thank you all very much. Now, I have some special instructions for our heroes. This is Xcrawl and you must prepare yourself for traps, obstacles, monsters, and mayhem. But that's not all. You also need to get ready for the Prime Time Dance Squad. Ladies?"

A second group of dancers arrives, beautiful women dressed in several different costumes. A few are in sexy bird costumes, some in sexy Halloween outfits, others dressed as sexy cave girls. The dancers surround the DJ, driving his two gorilla-bodied guards away.

"These are the wonderful and talented ladies of the Prime Time Dance Squad. Every lady is a champion. But they aren't just here to make me look good. Oh no. They are also your treasure. You see, if you tag one during combat this happens –"

Prime Time taps a dancer. She disappears and for three seconds a three-dimensional graphic that reads "500 gp!" revolves in the space where she was standing.

"That's your treasure! The more dancers you tag during combat, the more you win. Dancers turn into gold and prizes. Some of them will even give you something you can use right away." He tags another dancer, and when she disappears a potion appears in the air where she stood. Over it floats a graphic reading, "HEALING POTION!" Prime Time grabs it and teases the audience with it while his drummer plays a drum roll. He finally tosses it gently to a woman in the front row. There is a huge cheer from the crowd.

"But be careful – because in every room one of the dancers is a Whammy!"

He tags a dancer. For a moment the space where she stood is filled with static snow, like a broadcast TV turned to a dead station, in the form of that dancer's body. The next second one of the gorilla guards with the fishbowl helmets stands where the dancer was, and looks ready to fight.

"When a Whammy shows up, defeating it becomes a part of the challenge that you have to finish to count the room as a success. Also, once you get a Whammy all of the other dancers disappear and that, my friends, is going to hurt your treasure total.

"Now without further ado, in the name of Ronald the First, I declare this contest open. From this moment on, your lives are forfeit in the service of the Empire. We call on mighty Apollo, on Jupiter and Juno, on Ed Sullivan and Jack Parr, on Regis Philbin and Dick Clark – may tonight's contest be spectacular, may the participants be brave and strong, may the ratings go through the roof."

He points the remote at you through the AVS and the screen fades to black.

AREA 1-2 – FIRST DOOR: The first door isn't trapped but it does have a massive lock (Disable Device DC 30).

AREA 1-3 – FIRST CHALLENGE: At the end of this hallway is a door. The door has a glossy print of three cartoonishly large locks, all of which seem to be leaping in different directions. The style of the print is reminiscent of 70's TV.

This door is neither locked nor trapped.

AREA 1-4 – THREE LOCK BOX: You enter this room to a huge cheer from the audience. The walls are twenty feet high, with the crowd in arena-style seating above them. This room is set up to look like an oversized game show. A swinging jingle plays as you enter the room. In the center of the room is a tall pillar with several televisions mounted into it, alternating between playing the Crawl Logo, crowd scenes, and dancers dancing. There are also three comically oversized locks built

NO WHAMMIES!

Hell yes, Whammies! Like Prime Time says in his introduction, there are six dancers in each room. Tagging five of them will make them disappear while giving something beneficial to the party – treasure, magic items, etc. Tagging one of them summons the Whammy. When the dancer that summons the Whammy is tagged, the rest of the dancers disappear (meaning the crawlers can earn no more treasure in that room) and a special monster appears in their place. Each Whammy monster is a special unique creature created for this adventure. The identity of the Whammy is concealed from divination magic – all dancers detect as non-magical.

Dancers touched award treasure in the order they are listed at the end of the encounter, generally going from least to most valuable or useful.

When a Whammy creature appears, its initiative becomes the phase it shows up – so if a crawler goes on initiative seventeen and touches the dancer that summons the Whammy, the summoned creature's initiative is seventeen. Whammies attack immediately once they appear.

You can either decide which of the dancers is the Whammy at the start of the encounter, or roll randomly as dancers get tagged (1d6, with 1 being the Whammy). Either way, it should always be a surprise. The dancers all wear special NonCom badges, and if they are attacked or grabbed in any way they immediately teleport to a nearby hospital. Intentionally attacking a dancer, or any personnel with a NonCom badge, is an automatic disqualification.

The Whammy is an intelligent monster and its job is to create spectacle as much as it is to do damage. If the encounter is going well for the monsters it might take a round off from fighting to spend a round Grandstanding, or otherwise humiliating the players. It could grab a fallen item they need and run away with it, or break it, or give it to an enemy. Have fun with it and be creative!

in to the pillar. The walls have advertisements for various corporate sponsors. Hanging across the far wall is a huge flashing two-stage sign that reads **THREE LOCK BOX**.

Standing before you with his remote control is DJ Prime Time wearing a very obvious NonCom badge. He speaks into his remote like it's a microphone – somehow it works, amplifying his voice so he is heard through the entire arena.

“Ladies and gentleman, it's time to play Studio City's new favorite game show, Three Lock Box! The game is simple. You pick one member of your team to pick all three locks. You can't use spells or magic items to open the locks – this is a skill test, and any funny business is going to get you disqualified. Then the rest of you have to defend him while the bad guys – you didn't think there wouldn't be any bad guys, did you folks? – try to stop him. Sounds simple? Well be careful because there are hazards in the room you have to deal with as well. Any questions?”

Prime Time answers the team's questions but will not reveal any of the room's lethal surprises. Once he is done, he points his remote at the pillar. Continue reading:

All of the TVs turn into digital clocks counting down. An air horn sounds and the DJ disappears. At the same time six dancers appear in the center of the room, along with creatures that look like shaggy giants with massive tusks along the walls, which start to grind towards you! Each of the monsters wears a muscle shirt with the FrikaChoo Cola logo. They bellow at you as they prepare to charge.

The creatures are doom tuskers, bread in the Zurah'ah'zurah, the subterranean world below the North American Empire, as shock troops. They try with all their might to get past any defenders and attack whomever is attempting to open the locks.

They are only one part of the challenge: the walls closing in are the other part. Roll for initiative normally. Every round on initiative phase zero, the east and west walls each move toward the center of the room by five feet. Once all three locks are opened, the walls cease moving. The room is 100' wide, giving the players ten rounds to open all three locks, and each lock is trapped.

Lock	Lock DC	Trap DC	Trap Consequence
One	27	26	Flaming Walls
Two	29	28	Blades on Pillar
Three	30	30	Analgesic Gas

Flaming Walls: If the first lock is opened before the trap is disarmed, the walls ignite with magical fire. Any creature touching the walls takes 3d6 fire damage per round. Any creature within 5' of the walls takes 1d6 per round



of heat damage. Once all three locks are opened the flames fade out.

Blades on Pillar: If the second lock is opened before the second trap is disarmed, hidden blades spring out from all over the pillar, and pop out and in randomly. The pillar gets an automatic attack at anyone attempting to pick a lock or disarm a trap (+12 to hit, 2d6 damage, 19-20/x2)

Analgesic Gas: If the third lock is opened before the third trap is disarmed, a jet of analgesic gas blasts the rogue. The victim must make a Fortitude Save (DC 16) or suffer numbness and disorientation (1d6 Dex damage / zero secondary damage).

Even if all the doom tuskers and the Whammy are killed, the walls continue to close on the party until all three locks are unlocked. Once they are unlocked, an air horn sounds, signaling victory for the party, and the first Empire Award Statue rises out of the top of the pillar. The crowd cheers, some throwing confetti.

Touch	Treasure
1	1 Year Supply <i>Empire Classic Frozen Dinners</i>
2	5,000 gp
3	One <i>potion of cure light wounds</i> (1d8+5)
4	<i>Robe of useful items</i>
5	+2 <i>Omni weapon</i> (see appendix)

The *robe of useful items* has the following items: a *continual light* torch, a set of handcuffs for a medium-sized humanoid, a 24' stepladder, 250' silk rope with a masterwork grappling hook, an anvil, a 21-piece bucket of KFG chicken, and a bottle of expensive champagne.

DOOM TUSKERS

XP 1,200

NE Large Monstrous Humanoid

Init +0; **Senses** Scent, Low-light vision; Perception +12

DEFENSE

AC 19, touch 9, flat-footed 19 (-1 size +10 natural)

hp 87 (7d10+21);

Fort +9, **Ref** +5, **Will** +5

OFFENSE

Speed 20 ft.

Melee 2 Slams +13 (2d6 +5 +knockdown), Stomp +8 (2d4+5) Tusk vs. Grappled +8 (2d4+4) **Space** 10 ft.; **Reach** 10 ft.

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +7 **CMB** +13; **CMD** 22

Feats: Iron Will, Lightning Reflexes, Vitals attack (tusk), Weapon Focus (slam)

Skills: Climb +8, Perception +11, Stealth +4;

Languages Giant

ECOLOGY

Environment Zurah'ah'zurah

Organization solitary, gang (3-5), tribe (6-21)

Treasure Standard

SPECIAL ABILITIES

Knockdown The doom tusk's powerful slam attack can knock opponents down. The doom tusk gets a free trip attack against opponents struck with both slam attacks. If they are successful, their opponent is knocked prone and takes damage equal to the doom tusk's Strength modifier (in this case +5).

WHAMMY-GORILLA

XP 17,500

N Medium Magical Beast (technomagical)

Init +3; **Senses** Darkvision; Perception +9

DEFENSE

AC 23, touch 13, flat-footed 20 (+10 natural, +3 Dex)

hp 144 (12d10+66);

Fort +14, **Ref** +15, **Will** +4

Immune Sleep, Fear **Resist** Electric 5

Weaknesses: Vulnerability to Water

OFFENSE

Speed 30 ft., Climb 30 ft.

Melee 2 slam attacks +18 (1d8+5)

Special Attacks Electric Blast

STATISTICS

Str 20, **Dex** 17, **Con** 23, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +7; **CMB** +14; **CMD** 17 (+4 vs. Grapple)

Feats Combat Reflexes, Dodge, Improved Critical (slam), Improved Grapple, Improved Initiative, Weapon Focus (slam)

Skills Acrobatics +18, Climb +20, Grandstanding +12, Perception +9

Languages English

SPECIAL ABILITIES

Electric Blast (Su) The Whammy-Gorilla can unleash a blast of electricity from its face screen a number of times per day equal to 3 + the creature's Cha bonus (in this case 6). The blast is a 30' line, 10' wide, and does 6d6 electrical damage, Reflex save for half (DC 17)

AREA 1-5 - DRAGON DOOR: *This door is decorated with three embossed Halloween pumpkin heads. The doorknob is in the shape of a stylized dragon head.*

This door is trapped (Trap DC 30). If the door is opened or bashed down before the trap is disarmed, a 20' cone of flame fires from the doorknob. Everyone in the area takes 5d6 fire damage, Reflex Save DC 18 for half.

AREA 1-6 - AFTERLIFE PARTY: *The door opens on a strange scene. This room is decorated like a haunted castle in a campy comedy. It has 60' high cathedral ceilings, but no live audience. The room is lit by flickering arcane torches set in braces along the walls. It seems to be raining outside the "castle," and you see the occasional flash of lightning through the arched windows. The gothic arched ceiling is strewn with cobwebs, and the floor is two feet deep with fog, no doubt from a fog machine somewhere off stage. You see six beautiful members of the Studio City Dance Squad, dressed like '60s go-go girls. Each one is being menaced by a shambling undead horror with grey skin. The creatures claw at the air but do not seem to be able to make contact with the dancers. Then they all look your way as the door opens.*

The creatures are dungeon wights, specially created and equipped to be a difficult group for the crawlers to beat. There are six on the floor menacing the dancers, which they are magically prevented from attacking, and two more are hiding in the rafters. The crawlers have a chance



of noticing the two hidden dungeon wights if a player announces he is looking for a likely spot for a rear guard ambush (Tactics check DC 20), or if they announce they are taking a look around the room (Perception check DC 20).

Each wight has a longsword and three pumpkin bombs (statistics listed below). The wights first throw a volley of their pumpkin bombs before drawing swords and closing for hand-to-hand combat. Note that their energy drain touch works through their melee weapons.

Once combat begins, the two wights in the rafters can either use their bombs from above or they may lower themselves to the floor with special zip harnesses they are wearing. The harness rigs lower the undead horrors to the floor on nylon ropes. Once the creatures land they can only move ten feet in any direction (their landing spots are marked with X's on your map) unless they use a move action to unclasp their harnesses. If they keep the harnesses on, they can leap back into the rafters pulled by their counter-actioned wires as a full round action.

DUNGEON WIGHTS

XP 1,400

NE Medium Undead

Init +1; Senses Darkvision 60; Perception +13

DEFENSE

AC 21, touch 14, flat-footed 18 (+4 Mage Armor, +3 Dex, +4 Natural)

hp 44 (5d8+10);

Fort +5, Ref +4, Will +7

Immune: undead traits; Channel Resistance +4

OFFENSE

Speed 30 ft.,

Melee Longsword +8 (1d8+5 plus energy drain)

Ranged Pumpkin bomb +6 (1d6 fire+1d6 fire (secondary) + entangle)

Special Attacks energy drain (1 level, DC 14)

STATISTICS

Str 16, Dex 16, Con --, Int 15, Wis 17, Cha 19

Base Atk +3; CMB +6; CMD 19

Feats Blind Fight, Skill Focus (Perception), Dodge

Skills Intimidate +11, Knowledge (religion) +8, Perception +12, Stealth +17; Racial Modifiers +8 Stealth

SPECIAL ABILITY

Energy Drain

Pumpkin Bombs: These incendiary explosive devices look like florescent green jack-o-lanterns the size of a baseball. They can be hurled (10' range increment) as a ranged touch attack. If they strike an opponent they cause 1d6 fire damage, and the target takes a further 1d6 fire damage for two additional rounds unless the fire is put out. In addition, when they strike, the bombs shoot out sticky tendrils of viscous goo. Creatures struck must make a Reflex save (DC 15) or be *entangled* for three rounds. Entangled creatures are stuck fast to the floor, unable to move without breaking free. Entangled creatures can break free with a DC 17 Strength check, or they can cut themselves out by doing 15 points of slashing damage. The entangle effect fades with the burn damage.

WHAMMY-GORILLA

(see page 53)

CR 9

Touch Treasure

- | | |
|---|---|
| 1 | Harley-Strohverson Motors Fat Tail 650 Halloween Edition Motorcycle |
| 2 | 5,000 gp |
| 3 | A Bandalier with 3 pumpkin bombs |
| 4 | +2 <i>omni armor</i> |
| 5 | 6 potions of <i>cure serious wounds</i> (3d8+7) |

AREA 1-7 - BREAK ROOM: Players listening at the door will hear smooth jazz playing on the other side. The door is neither locked nor trapped.

This is obviously a break room. There is deep-pile carpeting, several couches, a buffet steam table set with hot food, an ice chest full of soda and bottled water, and two doors that appear to lead to rest rooms. As you enter, you see a medical examination table arranged near the south wall. A paramedic in green scrubs stands behind it: a woman in her 40s with glasses and a surgeon's cap.

Like all Xcrawl break rooms, this room is off-limits for monsters, traps, or hazards of any kind. Players are welcome to relax, eat, clean up, or spend time as they need before they continue the dungeon. If they stay longer than 45 minutes, a referee appears to let them know they can stay a maximum of one hour total during the dungeon before they are disqualified.

Paramedic Abby Lachman will treat the wounds of anyone who asks for help (total First Aid check +12).

AREA 1-8 - PUT A BIRD ON IT: This door has a rococo bird painted on it. Once one of the crawl team comes within ten feet the AVS just left of the door ceases playing its looping advertisement for *Desi and Dani's Ice Cream Parlor*.

*The image changes into a serious-looking gentleman in a safari suit and pith helmet. He speaks in a friendly announcer's voice. "Welcome to Mutual Life of America's World of Beasts. Today, we will be studying the parenting behaviors of the North American Terror Bird, the *Avis Asinorum Terribilis*. Our field experts, the <TEAM NAME> will be entering their habitat in order to collect some egg specimens. To complete this challenge, they will have to collect at least six of the thirteen eggs in the enclosure. Be careful, heroes, because these birds are not going to be at all pleased by you trying to steal their eggs. May Apollo give you courage."*

At that point the image goes back to the Ice Cream advert loop. The door is locked (DC 27) but not trapped.

AREA 1-9 - WELCOME TO THE TERROR BIRD DOME: As this door opens you see an amazing sight. Somehow, it seems as if you have passed into some vast wilderness preserve. You see blue skies and feel the sunlight on your face. You feel a warm breeze and hear the sounds of chirping birds

in the distance. The floor appears to be a plain of fine green grass. You see four structures, each composed of three five- by ten-foot offset platforms on top of an eight-foot high pillar, separated from each other by about a three-foot jump. They look a bit unstable. Set on various tiers of the towers are thirteen glowing eggs, each the size of a football. They shimmer in the bright daylight. On the ground are several birds, each as tall as a man. They are wearing weaponized armor that includes a helmet that ends in a dangerous looking axe blade and shoulder mounted repeating crossbow. Beyond these monsters are six dancers, all in extremely daring bird costumes, right now standing still. Hovering high in the sky over everything is a three-sided AVS scoreboard, slowly revolving to show all of your names and statistics. It describes the monster team as Team Terror Bird.

This room is covered in multiple illusion effects that make it look like the outdoors. If a crawler spends a move action staring at the horizon, he will see the hazy outline of a stadium crowd cheering silently. The crowd can see the action perfectly, but crawlers can only barely make them out, and cannot hear what is going on at all.

Once the players enter, a song begins to play (“Surfin’ Bird”) and the dancers start dancing.

The terror birds are no illusion. They are battle-trained guardian monsters, who instantly charge to the attack. Their crossbow launchers are being controlled by master archers off-stage using tiny AVS units built in the terror bird’s eye protection. They can launch in a 90 degree arc wherever the bird is facing. The birds charge in for an attack with their axe masks, and then use their talons up close to tear opponents apart. These birds are cunning and have knowledge of group tactics, and will try to gang up on opponents who are isolated on the battlefield whenever possible. These creatures all fight to the death.

The eggs are placed all over the platforms, nestled into holding niches on each of the three-tiered platforms. The 13 eggs’ positions are marked A through M on your map. On most platforms there is one egg, though on the second tier of the eastern structure there are 2 (E and F). The crawl team must tag the eggs individually by hand in order to collect them, and this will mean climbing up on to the tiers to get them, all the while dealing with the terror birds who might just chase them up structures or simply fire with their repeating crossbows. Climbing from the ground to the first tier is a DC 15 Climb check, and jumping from each tier to the other is a DC 14 Acrobatics check, made somewhat difficult by the wobbliness of the platforms.

There is another hazard that the crawlers have to attend to: offstage, hidden by an illusion, is an ultra modern fast reloading repeating trebuchet. The trebuchet is hidden in the southwest corner of the room, twenty feet from the exit door. This weapon is manned by a crew of twelve kobolds, and may fire every other round. The launcher has a range of 60’, strikes at a +7 to hit, and does 4d6 points of damage on a direct hit. However, the kobolds do not target the crawlers: rather, they start to launch their rocks at the levels of the towers in an attempt to knock them over, destroying the eggs and the crawler’s chance of

winning. If there are adventurers or terror birds on the platforms that get knocked down, the players fall off in a random direction, taking 1d6 damage per tier height and must make an Acrobatics Check (DC 25) to avoid becoming prone.

The platforms have an AC of 15 to the rocks (the towers and tiers have a thin profile, giving them a version of “cover”). Any tier that passes its threshold collapses to the ground, taking any higher tiers with it. When this happens every egg on that tier disappears and is out of play, so it is possible for the trebuchet team to “win” the room by knocking out enough eggs that there aren’t six left for the players to collect. If this happens, the room is declared over, the monsters are rounded up by handlers and no more treasure can be earned by tagging dancers. The players may finish the rest of the dungeon, but their chances of actually winning the competition just became very slim indeed.

The top tier of any tower topples over after taking 15 points of damage from the trebuchet, and each lower tier has five more than the one on top of it, so the bottom tier of a stack of four would have a total of 30 hit points of damage. If the top tier is knocked off, it takes 15 points to knock the new top tier off and so forth, making it easier to knock the top of a tower over, but tempting to go for the bottom tier, where they might topple the entire structure with two lucky shots and thereby destroy every egg in the structure.

Any player who spends a move action waiting for the trebuchet shot and trying to spot where it comes from has a chance to see the section of wall where the trebuchet is hidden (Perception or Tactics check DC 20). If the kobold launch team is threatened whatsoever – even by a crawler who begins to charge at them, or by someone who begins to prepare a spell against them, they are permitted to surrender immediately, taking themselves out of the game and ceasing assault on the platforms. The kobolds have an AC of 13 (+2 Dex, +1 Size), and are unarmed other than their trebuchet.

When a crawler touches an egg, it disappears and the scoreboard above adds one to the EGGS COLLECTED score. When six are touched the room ends. A blast from a special trainer’s horn causes the terror birds to stop fighting immediately. In addition, the sixth egg doesn’t disappear – it turns into an Empire Award statue. The room’s illusion drops and the players see they are in a big empty arena and the crowd, now visible and audible, gives the successful team a huge round of applause.

The players may still go and tag dancers if the Whammy has not been discovered yet – which, of course, may summon the Whammy and start a new fight.

The door on the south wall has a small trophy case next to it. The door may not be opened, examined, listened at or tampered with before all three Empire Award trophies are placed in it. A referee gives one warning about this, and then he is going to start disqualifying people.



ARMORED TERROR BIRD

CR 4

XP 1,200

N Large animal

Init +3; Senses low-light vision; Perception +11

DEFENSE

AC 14, touch 12, flat-footed 11 (+4 composite armor, +3 Dex, +2 natural, -1 size);

hp 37 (5d8+15)

Fort +7, Ref +7, Will +1

OFFENSE

Speed 40 ft.

Melee bite +7 (1d8+4/19-20), 2 talons +7 (1d4+4)

Ranged Crossbow +7 (1d10, x3)

Space 10 ft.; Reach 10 ft.

Special Attacks sudden charge

STATISTICS

Str 18, Dex 17, Con 16, Int 2, Wis 11, Cha 10

Base Atk +3; CMB +8; CMD 21

Feats Improved Critical (bite), Run, Skill Focus (Perception)

Skills Perception +11

SPECIAL ABILITY

Sudden Charge (Ex): When making a charge attack, an armored terror bird makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the armored terror bird cannot be tripped in return.

WHAMMY-GORILLA

(see page 53)

CR 9

Touch

1

Treasure

6 potions (*invisibility*, *endure elements*, *jump*, *protection from evil*, *aid*, *levitation*)

2

5,000 gp

3

Six weeks free hang-gliding lessons from Imperial Adventure Scouts

4

Ring of force shield

5

One egg – which adds to the players' total for the room

AREA 1-10 - "YOU UNLOCK THIS DOOR...": This door is painted gray, with a painting of another door on it.

This door is locked (DC 27) and trapped (DC 26). If the door is opened before the trap is disarmed, the door explodes into smithereens. The door splinters and only does minimal damage (2d4 damage to any within 10'), but the sound is so loud that anyone within 20' must make a Fortitude save (DC 17) or be deafened for 1d6 rounds. If the door is gone the room immediately begins.

AREA 1-11 - THE SQUID IN THE CAVE: This room seems to be a giant shadowy cave, with everything in shades of grey. Once you enter inside you see that all the color seems to be drained out of the world. You, your companions, and all of your equipment are now all in shades of black and white. This cavern has a towering ceiling and a depressed bowl of a floor. You see seven two-dimensional rectangles of pure blackness, each hovering two inches off the depressed floor, like an AVS turned to a dead station. The air is still and cold here, and the room is utterly silent. On the ridge around the depression of the ring are six dancers, each dancing with serpentine moves. Each dancer is identical, from her '60s swinger outfit to her blond coif to every feature of her face. You hear strange music from far away, echoing as if over a great distance.

Hovering in the shadows at the top of the cave's 60' high ceiling is a twilight squid, native to the Plane of Shadow, capable of hovering in the shadows near the ceiling silently and indefinitely. Characters with darkvision have a chance of spotting it as a movement in the shadows if they declare they are checking the ceiling (Perception DC 20). If it is spotted the creature attacks immediately – it is being controlled magically from off stage by a trained handler who has been practicing with the creature.

The black rectangles are magical permanent shadow doors. Anything passing through one of the portals instantly comes out through one of the other portals, determined randomly. Roll a d6, and count away clockwise from the original door to see which shadow portal is the exit point. Both sides of each shadow door have this property – if you are inside the ring of doors and pass something through, it comes through to the outside. If you are outside the ring of doors and pass something through,

it passes to the inside. Someone beside you might then put something into a square, and it might pass through another door entirely. An arrow or bolt fired through one will fly out of a different portal, and two shots will likely pass through two separate doors (possibly endangering friendly targets). If you poke an arm or a weapon through, you can see it passing through another door.

The squid flies down after carefully choosing a target. It attempts to snatch up arcane spellcasters to prevent them from using their spells, and attacks with all its limbs at the most logical targets. The handlers fully understand the properties of the shadow doors, and try to reach through the doors and attack opponents with surprise grabs.

Adventurers do not get attacks of opportunity against tentacles passing through the shadow doors in squares adjacent to them unless they have some feat or special ability that allows them to return attacks against creatures using reach against them.

Once combat begins, the squid speaks. It normally whispers nursery rhyme lullabies in its terrifying, *basso profundo* voice, while it crushes its victims to death.

If the squid dies, it gets sucked into the nearest shadow door and disappears. The Empire Award statue is now hidden in the door the creature gets sucked into, and anyone passing their hand into it automatically feels it and may draw it out from the darkness.

TWILIGHT SQUID

CR 9

LE Huge Magical Beast (extraplanar)

Init +7, Senses Darkvision 120', Perception +22

DEFENSE

AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, -2 size)

hp 155 (12d10+60);

Fort +14, **Ref** +13, **Will** +9

OFFENSE

Speed Fly 60' (Perfect +8),

Melee bite +14 (d26+7), 2 arms +14 (1d6+7), tentacles +12 (4d6+12 (3d6 plus grab))

Space 15' reach 15 (30' with arms and tentacles)

Special Attacks Constrict (4d6+10), Grab

STATISTICS

Str 25, **Dex** 17, **Con** 19, **Int** 14, **Wis** 12, **Cha** 20

Base Attack +9 **CMB** +18 (+22 with grapple) **CMD** 31

Feats: Combat Reflexes, Great Fortitude, Improved Critical (Tentacle), Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Stealth)

Skills: Fly +19, Intimidation +13, Perception +6, Stealth +20

SQ: Breathes Air

SPECIAL ABILITIES

Grab (Ex): If the twilight squid hits with its tentacle attack it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Constrict (Ex): When the twilight squid makes a successful grapple, it begins on its next turn do do automatic constriction damage on the target.

WHAMMY-GORILLA

(see page 53)

Touch Treasure

- | | |
|---|--|
| 1 | 2 weeks all expenses paid vacation in the Caribbean League |
| 2 | 5,000 gp |
| 3 | Apocalypse lenses (see Appendix) |
| 4 | Wand of magic missiles, 20 charges |
| 5 | Anti-shadow bomb |

The anti-shadow bomb is just that, a white glass sphere resembling a deep-sea pearl. Whoever receives it has a strong desire to throw it at the beast. It strikes as a ranged touch attack with a 10' increment. The bomb does 8d6 damage, exploding in a white, colorless light, when it hits the squid (or any other extraplanar creature native to the Shadow Plane), with no Save. If the bomb misses, it shatters on the wall or ground (use splash rules for a miss).

1-12 - VIDEO KILLED THE DUNGEON

CRAWL STAR: The players must have put the three Empire Award statues in the trophy case outside the door in order to pass into this area.

As the first player reaches the midpoint of the corridor the entire east wall turns into a huge AVS screen, like a magical 40' high definition television. DJ Prime Time appears on the wall. His head appears huge.

"Wait just a minute there, friends. You and I have to talk. First of all, I would like everyone in our studio audience give a big hand to the <TEAM NAME>." Now the entire wall becomes a much larger than life pan over of the crowd, who clap and cheer and call your names.

"I have to hand it to you folks. You did a great job against some pretty tough hombres. Of course, it cost you – I bet you folks are wondering what might be behind that last door. I mean, I must have saved something pretty exciting for the final room, right? That's what you are all thinking right now, if you are smart at all. And you are smart. And very brave. So I am going to give you a chance. You can leave right now – the dungeon ends, and you all go home. No more gold, no more treasure – but no more danger either. So you can leave right now...or, you can take whatever is behind that door. Hmm...rule of threes, rule of threes...okay, I give you one last choice. You can take that exit door –" a NoGo door appears on the opposite wall. "Or you can go for what's behind door number two –" he points at the door at the end of the corridor, and you see it now has a large roman numeral two on it. "Or – you can take whatever is in this box." Prime Time takes a box out of his pocket. He pulls it out and pokes it through the video screen and it lands, now as big as a treasure chest, right in front of you. "What's it going to be, Mouseketeers?" The crowd is screaming – most seem to want you to take door number two, but a vocal minority is screaming "The box! The box!"

The players have a choice. If they say they choose door number one, they leave, booed by the crowd. If you are using the Fame rules, every player on the team loses 3 temporary fame points, but the dungeon ends for them

and they get to keep all the treasure they earned.

If the players choose the box, it automatically opens before them. The box is full of hundreds of pounds of fish. Once the box is open, Prime Time shouts at the team from the AVS: *"Fish! You all get to share this huge box of fish. Carp, snapper, grouper, perch, big mouth bass – Fish! And you also have to go through door number two or leave the dungeon."*

If the crawlers choose door number two the crowd gives them a big hand. DJ Prime Time gives them a bow, and gestures to the door at the end of the hallway. That door is neither locked nor trapped.

AREA 1-13 – ACT III . . . ACTION! *This room is long and wide. The walls are obvious force walls, and all along their periphery you see noblemen standing around an area that looks like a studio backstage, with hanging ropes and exposed spotlights everywhere. In the center of this room is a creature. It is a 15' tall humanoid with a massive sword, wearing black armor and a huge full-horned helmet. There is a pile of spiked balls next to it. Behind it are six dancers dressed in high fashion. They dance to a pulsing, driving beat that seems to come up through the floor. The creature sees you, raises his sword and a fist to the sky, and roars a challenge.*

The creature is Koholorone the fire giant. Prime Time promised to release the creature back to its native Zura'ah'zurah if it defeats the players. The creature begins by throwing spiked balls at the party, which it infuses with his own heat. Once they get close he alternately strikes out at heroes and attempts to sunder their best weapons to weaken the front line. If a spellcaster is giving him a particular bit of trouble, he may risk attacks of opportunity to hurl a ball at him, hopefully taking him out with one big shot. Use the creature's Power Attack and Cleave abilities wisely.

Note that there are no Whammies in this room – if the players touch all six dancers, they get a bonus prize for their extreme courage.

If the creature is defeated, an air horn sounds and confetti falls from the ceiling on the players. They have finished the dungeon! Standing ovation from the crowd!

KOHOLORONE THE FIRE GIANT CR 10 XP 9,600

LE Large humanoid (fire, giant)

Init –1; Senses low-light vision; Perception +14

DEFENSE

AC 24, touch 8, flat-footed 24 (+8 armor, –1 Dex, +8 natural, –1 size)

hp 142 (15d8+75);

Fort +14, Ref +4, Will +9

Defensive Abilities rock catching; Immune fire Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatsword +21/+16/+11 (3d6+15) or 2 slams +20 (1d8+10)

Ranged spiked rock +10 (1d8+18 plus 1d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks heated rock, rock throwing (120 ft.)

STATISTICS

Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 10

Base Atk +11; CMB +22; CMD 31

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

Skills Climb +14, Craft (any one) +8, Intimidate +11, Perception +14

Languages English, Giant

Touch Treasure

1 5,000 gp

2 Pearl of power (3rd level)

3 Crawl picks up the team's hotel and bar tab

4 Each crawler wins a 5,000 gp free tattooing / piercing from City of Brass Body Art

5 Each crawler wins a Masaki 650 Luxury Town Car

6 Zowie jackpot! All gold treasure for the entire dungeon is doubled!

AFTER THE CRAWL

If the players make it all the way to the end and defeat the fire giant, they are brought up on stage with any other teams that survived. The crowd "votes," via the massive Applause-O-Meter, for their overall favorite squad.

You have choices here. The PC team should win, unless for whatever reason it serves your game better to have them lose. If the PC team wins there is a huge ceremony for them. They receive the traditional red capes and laurels, and each receives a bouquet of red roses.

That night the winning team is invited to DJ Prime Time's house for the traditional dinner. It's a massive affair, with dozens of high-ranking nobility, Xcrawl big wigs, celebrities, and assorted other hangers-on. The dinner at Edmond Bender's house is a good opportunity for the PC team to make any important connections you need them to make in order to advance your story. The dinner is an elegant affair, with the DJ raising many a glass to the victors, and offering prayers for the honored dead. And, all the while, Bender is sizing the party up: will they make good allies in his war against the Media Mage cabal?

APPENDIX 1: NEW WONDROUS ITEMS

APOCALYPSE LENSES

Aura faint divination and transmutation; **CL** 2nd

Slot eyes; Price 9,000; Weight -

Description

The *apocalypse lenses* are unbreakable goggles on a thick band of leather. They magically adjust to be a perfect fit for any humanoid, sizes Small to Large, who puts them on. The lenses give low-light vision and a +2 competence bonus on Perception checks to any sighted creature that puts them on. In addition, they can be used to *see invisible* for six rounds per day.

Construction Requirements Craft Wondrous Item, *see invisibility*, *keen senses* (*Advanced Player's Guide*); Cost 4,500 gp

OMNI ARMOR

Aura moderate transmutation; **CL** 5th

Slot – (armor); Price 1,000 gp; Weight -

Description

Omni armor 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 their desired suit of armor. The disc then forms itself into exactly what the shaper wished for, perfectly sized and fitted for its owner. *Omni armor* can become any kind of non-powered archaic armor (leather, chain, breastplate, full plate, etc.), shield (any size steel or wooden), or modern non-powered armor (MiniLynx, composite sports gear). It cannot become armor made from exotic materials such as dragon hide, plastic, or adamantite. The *omni armor* can only be formed once – after it takes armor form, its shape is permanent.

Construction Requirements Craft Wondrous Item, Craft Magic Arms and Armor, *major creation*; Cost 500 gp (masterwork), 1,500 gp (+1), 4,500 gp (+2), 9,500 gp (+3), 16,500 gp (+4), 25,500 gp (+5)

OMNI WEAPON

Aura moderate transmutation; **CL** 5th

Slot – (weapon); Price 1,000 gp; Weight -

Description

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 cross-bow 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.

Construction Requirements Craft Wondrous Item, Craft Magic Arms and Armor, *major creation*; Cost 500 gp (masterwork), 2,500 gp (+1), 8,500 gp (+2), 18,500 gp (+3), 32,500 gp (+4), 50,500 gp (+5)

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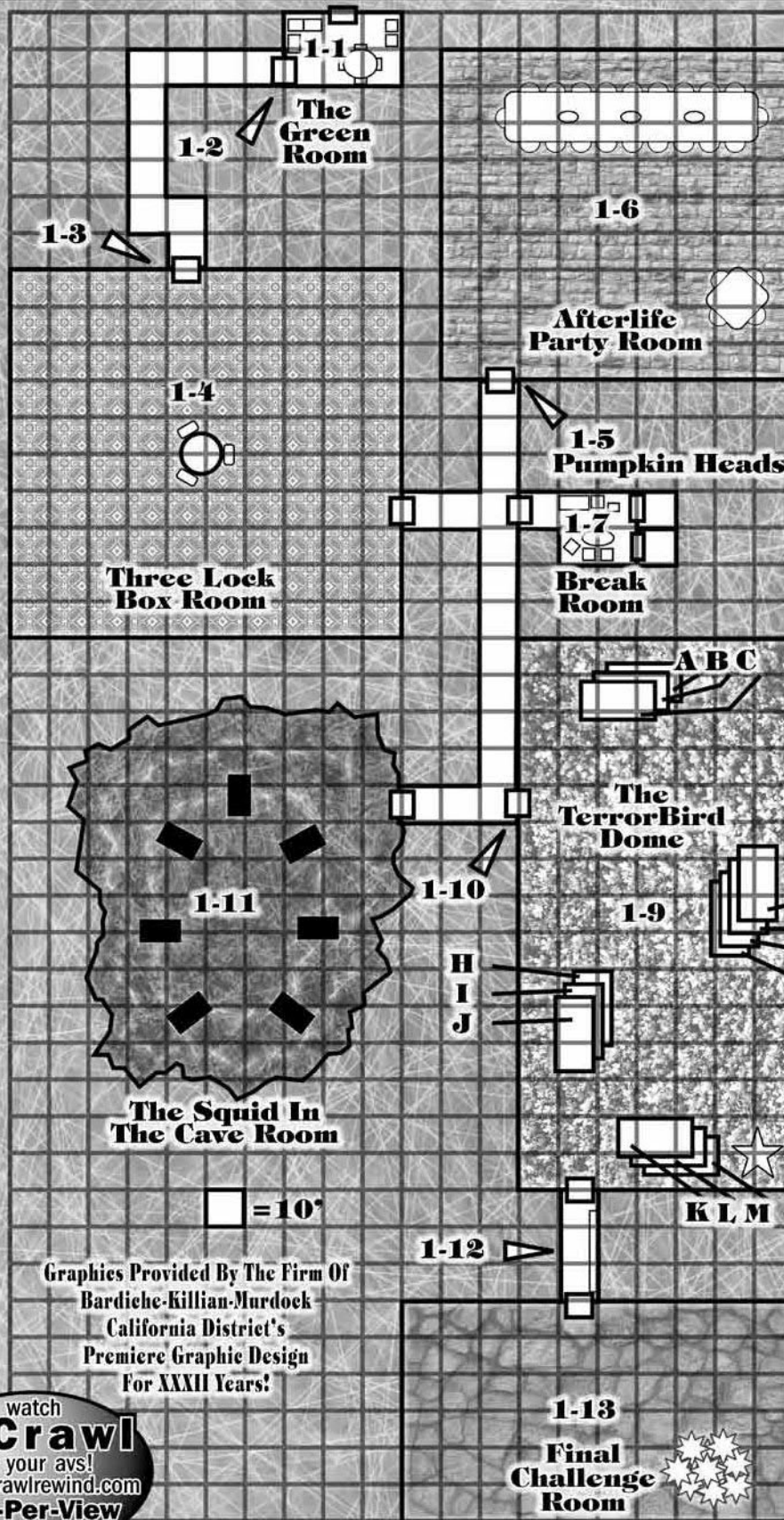
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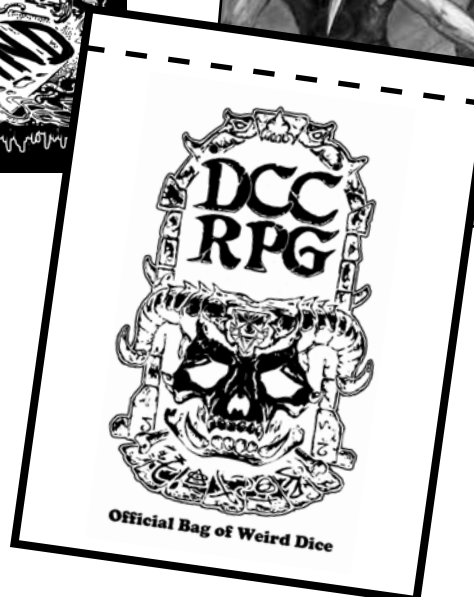
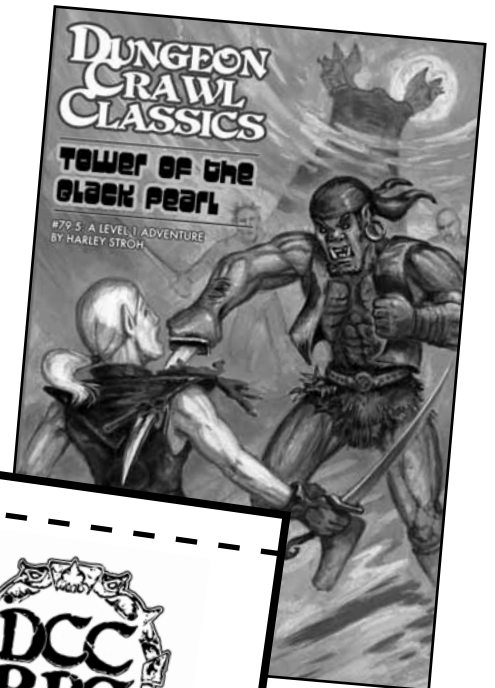
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Events

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GEN CON EVENT SCHEDULE

Event Name	Game ID	GM	Day	Start Time	Level
DCC: The Black Manse	RPG1344545	Harley Stroh	Thursday 8/15	12:00 PM	4th
DCC: The Croaking Fane	RPG1344549	Michael Curtis	Thursday 8/15	7:00 PM	3rd
Xcrawl: Circus Maximus	RPG1344554	Brendan LaSalle	Thursday 8/15	2:00 PM	Low
Xcrawl: Circus Maximus	RPG1344555	Brendan LaSalle	Thursday 8/15	8:00 PM	Low
DCC: Perils of the Purple Planet	RPG1344546	Harley Stroh	Friday 8/16	9:00 AM	3rd
DCC: The Black Manse	RPG1344547	Harley Stroh	Friday 8/16	3:00 PM	4th
DCC: Frozen in Time	RPG1344551	Michael Curtis	Friday 8/16	9:00 AM	0
DCC: The Croaking Fane	RPG1344550	Michael Curtis	Friday 8/16	7:00 PM	3rd
Xcrawl: Circus Maximus	RPG1344556	Brendan LaSalle	Friday 8/16	8:00 PM	Low
DCC: Perils of the Purple Planet	RPG1344548	Harley Stroh	Saturday 8/17	12:00 PM	4th
DCC: Frozen in Time	RPG1344552	Michael Curtis	Saturday 8/17	9:00 AM	1
DCC: A Night On the Town	RPG1344553	Michael Curtis	Saturday 8/17	7:00 PM	2nd
Xcrawl: Circus Maximus	RPG1344557	Brendan LaSalle	Saturday 8/17	2:00 PM	Low
Xcrawl: Circus Maximus	RPG1344558	Brendan LaSalle	Saturday 8/17	8:00 PM	Low
DCC: The Dragon-Wizard's Gambit	RPG1344955	Dieter Zimmerman	Saturday 8/17	7:00 PM	0
DCC: The Hangman's Garden	RPG1344964	Dieter Zimmerman	Sunday 8/18	10:00 AM	2

GEN CON EXCLUSIVES



DCC #78: Fate's Fell Hand (gold foil cover)
DCC #78.5: Tower of the Black Pearl
The DCC RPG Official Bag of Weird Dice
Gen Con 2013 T-shirt

...plus swag!
DCC RPG buttons
Xcrawl giant foam hands
...and more!

Scenes from the Tour



Connecticon 2013: Michael Curtis' playtest of *Intrigue at the Court of Chaos*



GenghisCon 2013: Harley's game continues outside after the fire alarm.



NukeCon 2012: Harley goes to Omaha!



North Texas RPG Con 2013: Doug explains the PCs' impending doom.



Free RPG Day 2013: Joseph signs autographs at Game Kastle (Santa Clara, CA).



Tacticon 2012: Yes, Harley always has an aura.



Pacificon 2012: Joseph runs a funnel for 14 players. Game on!

Join the DCC RPG Road Crew!

Our 2013 World Tour will hit many cons throughout the USA – but we need you, too! Join the Road Crew, run DCC RPG at your local store/con, and earn cool swag!

How to participate: It's easy. E-mail us at info@goodman-games.com with the date, time, and location of your event; an online link to the event; and your contact info. That's all!

Tell us at least 30 days before your event. That will give us time to ship out your cool swag.

The free swag applies only for running games in physical, brick-and-mortar locations within the USA. Any public event at a USA game store or game convention qualifies. We encourage you to run online games, but they don't qualify for the swag.

Run 1 game and get a promo pack! With buttons, pencils, bookmarks, badge ribbons, and other freebies for the players in your game. Free!

Run 3 games in 2013 and get a 2013 World Tour ringer tee after your third game. Free!

Run 5 games in 2013 and get an iron-on for the back of your shirt reading "I'm With The Band" after your fifth game. Free!

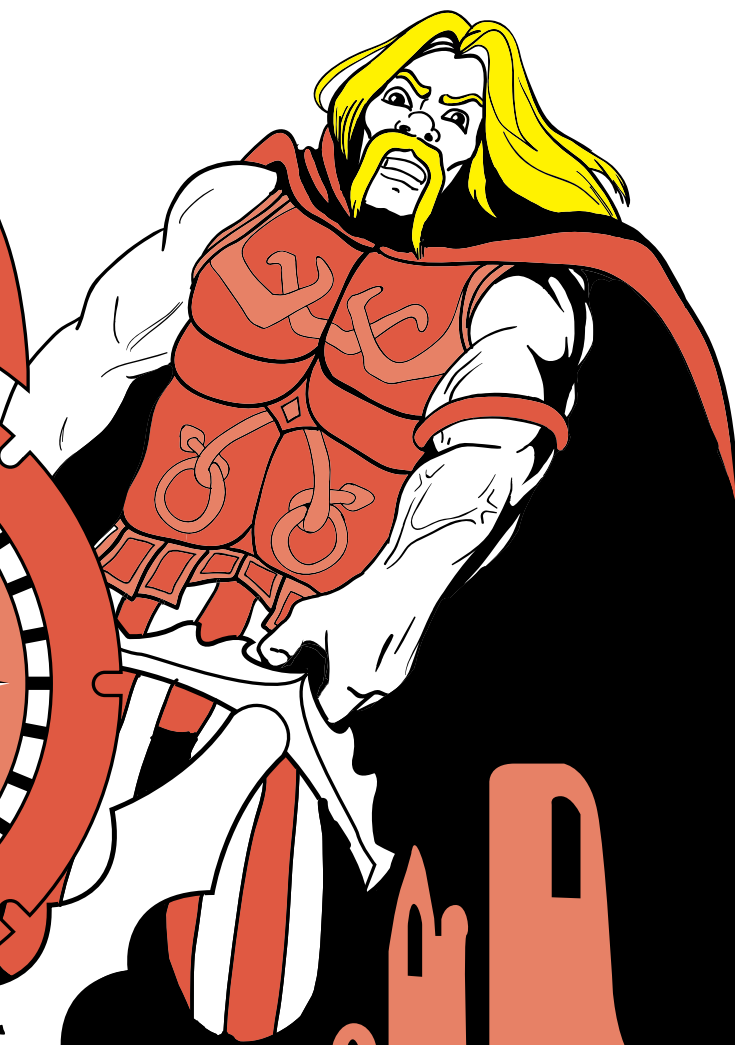
Run 7 games in 2013 and get a brass DCC RPG belt buckle after your seventh game. Free!

Run 9 games in 2013 for the super-special secret prize after your ninth game! Free!

Need more info? Visit us online at www.goodman-games.com/worldtour.html



GEN CON



Indiana Convention Center, Indianapolis, IN
August 15-18, 2013

**The Croaking Fane • The Black Manse
Perils of the Purple Planet • Frozen in
Time • Sailors on the Starless Sea
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