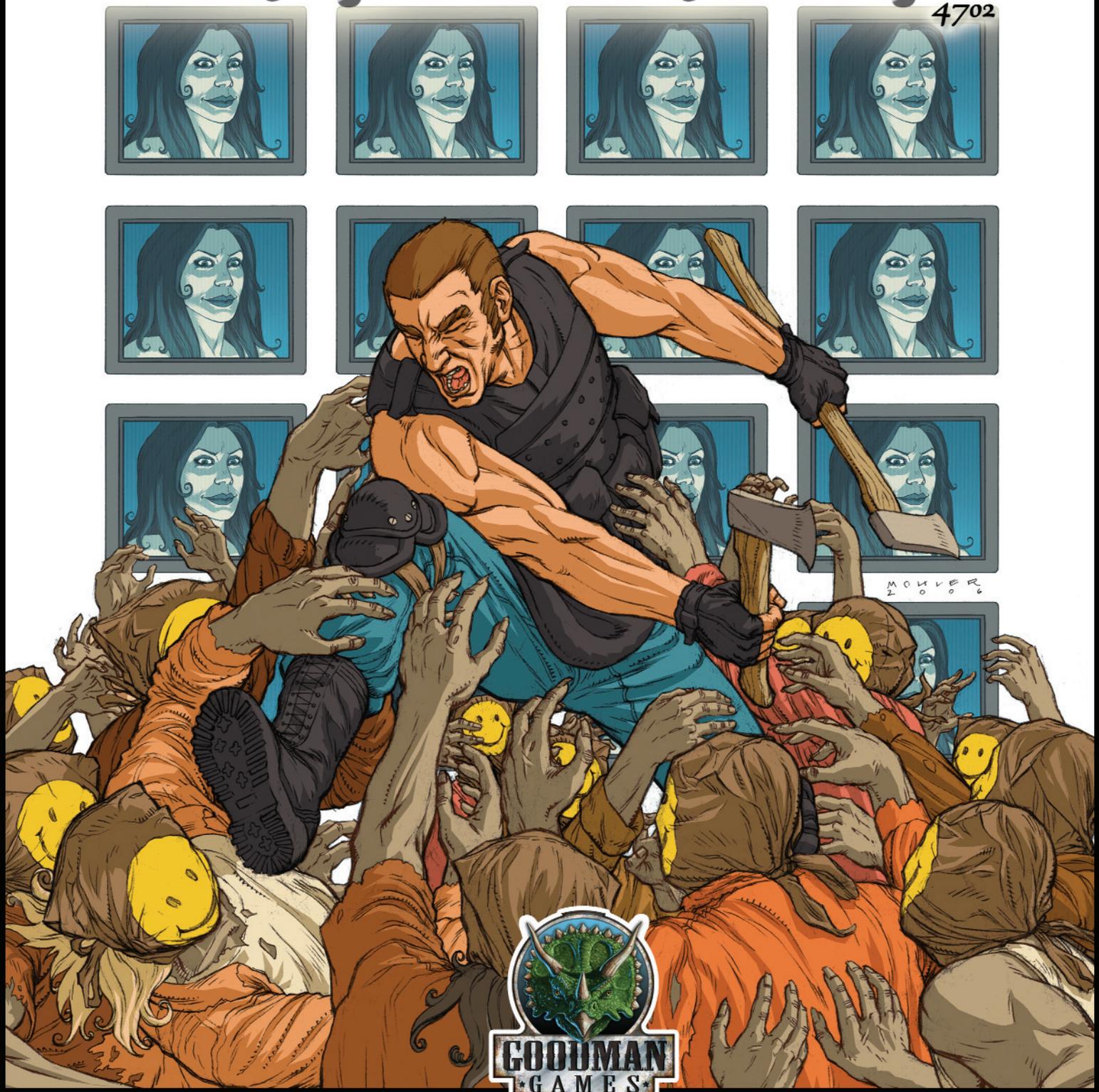


X CRAW

Welcome to

NECROMERICA

4702



If you like dungeon crawling, you'll love Xcrawl! This live-on-pay-per-view sport is a mix between the WWF and "Running Man," an entertaining mix of magic, mayhem, and celebrity culture.

This special PDF preview highlights one of the most entertaining encounters in all of Xcrawl: "Dance Party Necromerica." Start with area 1-15 then read on to area 1-16...

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

Skills and Feats: –

Area I–I4 Break Room

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

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

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

Area I–I5 Dance Party Intro

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

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

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

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

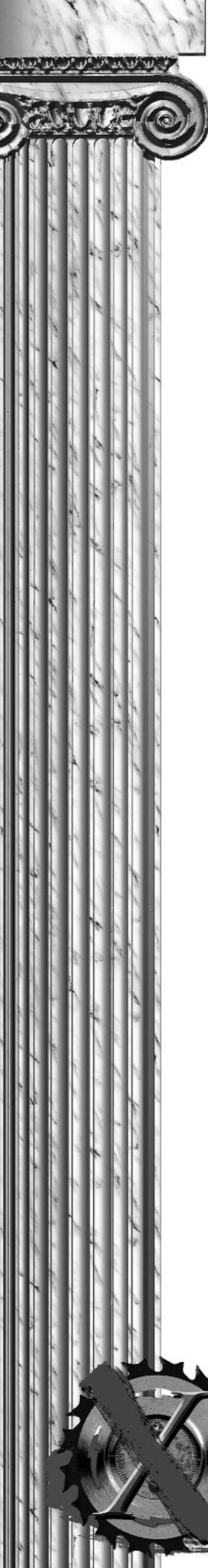
The ref hands the designated dancer a white athletic headband. Listening at the door (DC 20) reveals crowd noises and low music. The door is neither locked nor trapped.

Area I–I6 Dance Party Necromerica

Once the door is open, read the following:

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





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

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

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

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

DC for Dance Check

Round 1: DC 15

Round 2: DC 16

Round 3: DC 18

Round 4: DC 19

Round 5: DC 21

Round 6: DC 22

Round 7: DC 24

Round 8: DC 25

Round 9: DC 27

Round 10: DC 28

Round 11: DC 30

Round 12 and every round afterward: DC 30

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

Character Succeeds, Gra'Natch Succeeds = Nothing Happens

Character Fail, Gra'Natch Fails = Nothing Happens

Character Succeeds, Gra'Natch Fails = Nothing Happens

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

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

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

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

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

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

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

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

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

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

Skills and Feats: Concentration +6, Perform



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

Equipment: masterwork dagger.

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

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

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

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

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

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

Area I-17 Descent Platform

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

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

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

Area I-18 Creatures of Filth

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

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

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

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

DID YOU KNOW?

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