



Welcome to

NECROMERICA

4702



BEGINNING THE ADVENTURE

Necromerica producer Sidney Blumenthal picks up the characters from their hotel in a courtesy bus. He is a short, dapper man with a shock of jet black hair. He wears entirely too much cologne. He greets all the characters warmly, as if he knows them, and asks them all to call him Sid. "Sid" is so excitable that he seems to hop from foot to foot, even when he is sitting down. At some point during the ride he gives the following monologue. (Throughout this adventure, italicized text indicates material that should be read to the players.)

"So, this is Creature Feature's first dungeon and she really wants everyone to help put on a great show. Heh. Of course, as you no doubt already know she an undergrounder – raised in the Zura'ah'zura by an Alfar foster-mother. So her sensibilities may seem a little...oh, what's the word? Foreign, I suppose. But just go along with it and everyone is going to have a good time, and go home safe and rich. Just watch yourselves – deep down she's Alfar and they aren't known for patience or mercy. But don't worry – you are going to do fine. Relax, do your best and have fun."



NECROMERICA, LEVEL 1

Area I—I Green Room

Once the team arrives at the impressive Ohio Sports Complex, Sidney gives his keys to a parking attendant and leads the characters to the Green Room, where they are sequestered until the competition begins. Read or paraphrase the following to the players:

The green room is a comfortable crowded space for you to warm up before the crawl begins. There are several large sofas and a craft service table with coffee, juice, bottled water, bagels, hot wings and a large deli tray. In attendance are two referees and several photographers and video cameramen. There is a huge AVS on the north wall, currently playing reruns of the popular sitcom Larry's Castle. There is a huge double door in the northeast corner – the entrance to Necromerica. A security guard in riot gear wearing a headset mike stands watch in front of it. There are two doors on the west wall, clearly marked as mens' and womens' rest rooms. There is also a row of lockers for you to put your personal gear in – each locker has one of your names stenciled on the front.

The characters are free to eat, warm up, get their gear together, or pray. The door guard will not answer any questions about the crawl, but will refer characters to the referees. The refs will answer questions about the rules of Xcrawl and the like, but will give no information about specific challenges in Necromerica. Characters that badger the refs with questions, attempt to start the crawl early by searching or attempting to bypass the door, or otherwise start trouble will be given a warning by a ref. Characters who persist can be disqualified before the dungeon even begins.

At 2:55, a referee assembles the characters in front of the massive AVS on the green room wall. Read the following to the players:

A producer with a headset mic enters the room and gives one of the refs a hand signal. The AVS before you springs to life – the camera sweeps

over a massive, well-appointed crowd in a dark amphitheater. Onstage you see dancers finishing a spectacular routine, jugglers whirling flaming batons and a striking woman who must be your DJ. She is handsome woman with severe cheekbones, jet-black hair piled in artful ringlets around her head, slanted eyes darkened with kohl, and a charming smile. She wears a slinky black dress, long black opera gloves and a dazzling array of silver and jade jewelry. She motions for silence from the crowd.

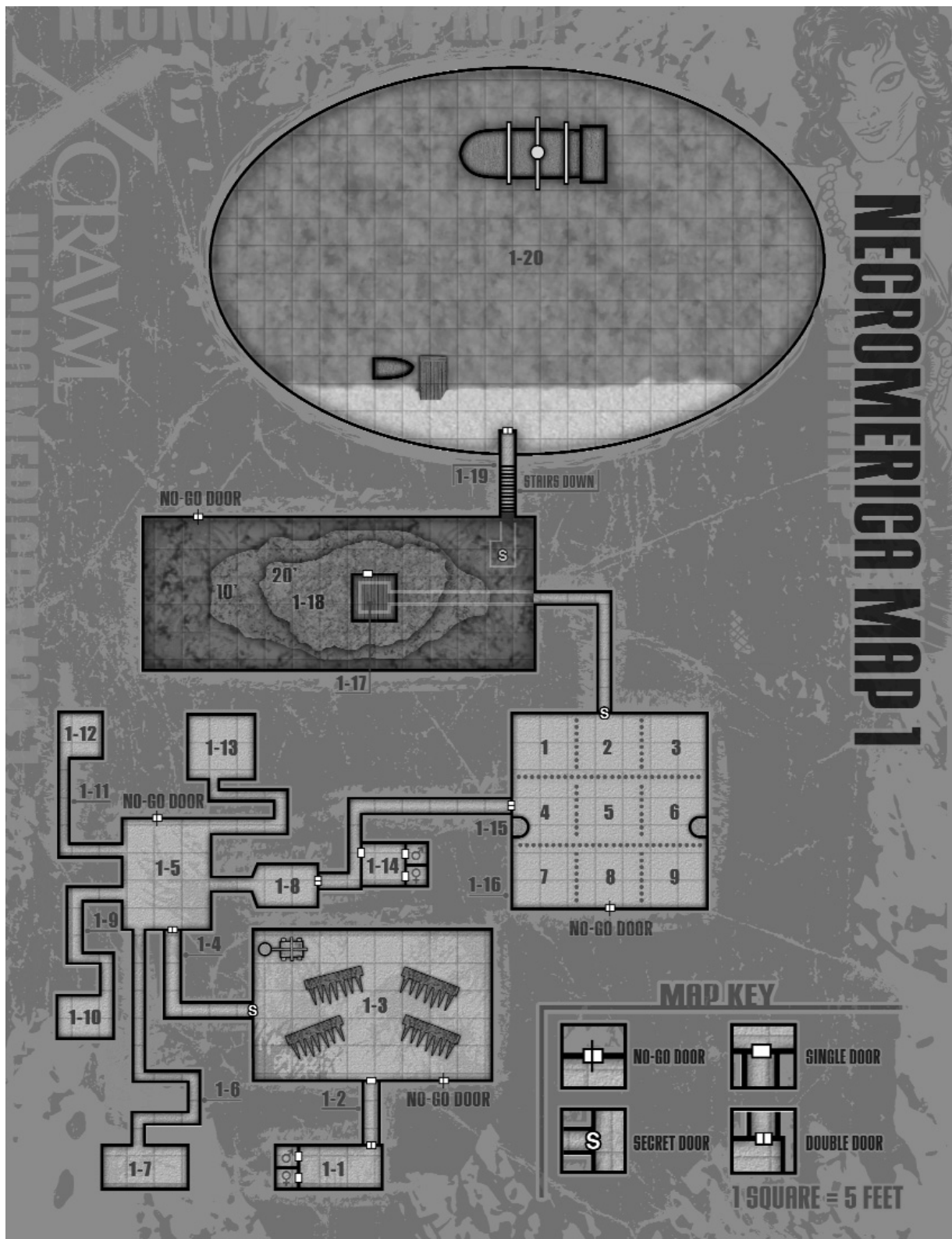
"Welcome, my dear adventurers, to my delightfully dark soiree. I am DJ Creature Feature (the crowd goes wild) – thank you, thank you all so very much – and it is my great pleasure to be your hostess today. It's an honor to have your charming little group visit Necromerica, the dungeon I have worked ever so hard on. I do hope you will find my hospitality challenging... and fun! Most importantly, I want us all to have fun."

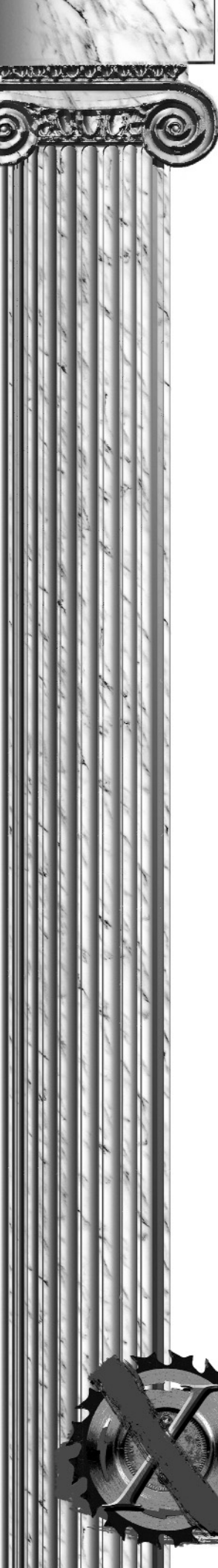
At this point, Creature Feature introduces to the crowd first the team, then all of the individual characters, asking for a big round of applause for each one. Unlike many DJs, she doesn't give preference to humans, and she actually speaks Orc and respectfully greets half-orcs in their native tongue. She asks a few general questions – how the characters feel about their chances, are they excited, that sort of thing – then continues her introduction.

"I have already given our audience at home and here in the arena a tour of all of today's challenges, so without further ado we shall begin.

"Your quest is simple – find your way through the maze to the exit and survive. What could be simpler? You must defeat every challenge in order to escape Necromerica and go on to level two. And as a special treat, each room has its own sponsor challenge – win the challenge and you will earn a temporary sponsorship. You can earn gold and equipment and special prizes. Now, doesn't that sound like fun?"

"It's time to begin. From this moment forward, your lives are forfeit in service of the Empire. We





give thanks to Emperor Ronald I, the Uniter, whom we honor with our sacrifices here today. We ask the blessings of the powers of Olympus on this auspicious day – may they watch over and keep you. But they didn't put you on this earth to live forever, and when you die... you die!"

At this point the ref points at the characters, the clock starts, and the NoGo doors open to reveal a short corridor in faux underground dungeon style.

Area I-2 Opening Hallway

This short hallway is only 4 feet wide and lit with tiny gas-burning torches. The walls are simulated grey chiseled stone, reminiscent of a Transylvanian castle, and fake cobwebs fill the corners. There is a door on the opposite wall from where you stand, and hovering over it is an AVS screen, currently showing a creepy animated version of the Necromerica I logo. Spiders and millipedes crawl all over the logo in a repeating pattern.

Once the characters move within 10 feet of the door, the scene on the AVS changes. Read or paraphrase the following:

The image on the AVS screen changes. DJ Creature Feature stands in a mad scientist jungle of smoking test tubes and bubbling beakers. She mixes two unlikely-looking chemicals, and suddenly in a poof of smoke she is holding a frosty bottle of Friki-Choo cola. She takes a grateful sip.

"My, but that hits the spot," she says. "Welcome to the Friki-Choo Cola room, my dearies. Your job: defeat your opponents, cut the rope and murder the competition. And don't forget – drink Friki-Choo, the No Limits cola."

She disappears. The AVS goes back to the familiar Necromerica logo.

The door is unlocked but trapped (DC 24/25). If it is opened or bashed down before the trap is disarmed, the door explodes into a cloud of microfragments. Anyone within 20 feet of the door must save or take 3d6 damage and be blinded for 1-3 rounds (Reflex DC 20 for half damage and no blindness effect).

Area I-3 Murder the Competition

Once the door is opened or blown to smithereens, read or paraphrase the following:

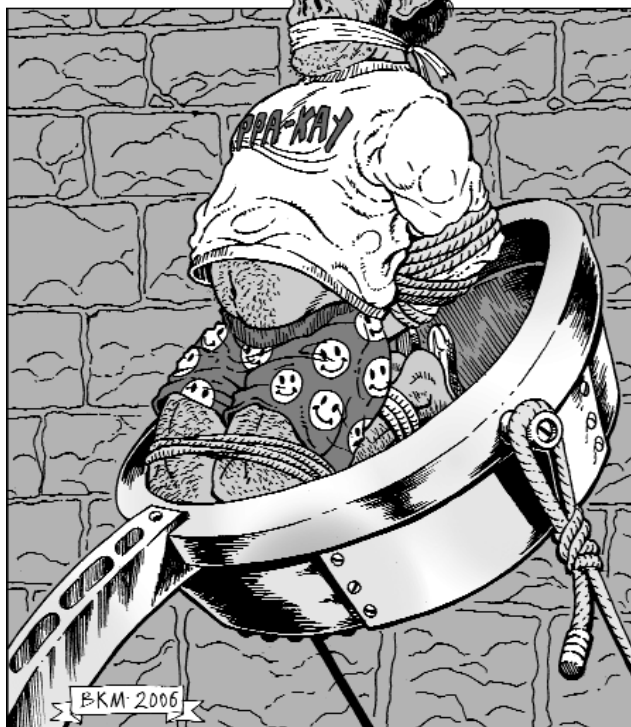
Hundreds of aristocrats get to their feet and applaud as you enter. You see four spiked barriers of corrugated steel facing you from the interior of the area. Behind them hunch some sort of humanoid warriors, bristling with weaponry and leveling crossbows at the party. In the far northwest corner of the room you see a catapult with a bound and gagged orc set as the projectile. A sturdy rope keeps the catapult cocked. Across the room from it you see an embankment of long cruel-looking spikes. A red and white bull's-eye has been spray-painted over the spikes. The hapless orc, eyes wide with terror, wears a sweat shirt with the Sappa-Kay Cola logo. There is an unlit neon sign over the spike wall with the Friki-Choo logo on it. An air horn sounds.

Sappa-Kay is, as everyone in the Empire knows, the leading rival of Friki-Choo cola. The orc warriors try to keep the adventurers from entering into the room and severing the rope. They are a well-trained group who have practiced as a team. They have a starting Mojo pool of 7, and will fight strategically and fiercely to protect their helpless orc brother.

The corrugated steel barriers are only five feet tall but extremely sturdy and welded to the floor. Anyone who slams into the spiked side of the barrier is hit with 2-4 spikes, doing 1d6 piercing damage each. Just behind the barriers are narrow pits, two feet wide and as long as the barrier. Characters may leap over the barrier (Jump DC 16) but when doing so must make a Reflex save (DC 18) to avoid falling in the pit. The pits are 10 feet deep and each one has a deadly, magically enhanced cobra at the bottom that strikes whatever falls in the pit without the least provocation. The orcs will attempt to bull rush characters into the pits if they have the opportunity.

The catapult rope can be hit automatically

with a bladed weapon swung by a character in an adjacent square, but against missile fire it has an AC of 27. Either way it has zero hardness and 5 hit points. Whoever severs the rope also rolls to see if the orc hits the gruesome target. The DC to hit the spike wall is 22 and the characters get a +13 modifier to the roll. They do not get to add their own combat bonuses to the roll, but teammates may add Mojo points if they wish. If the helpless orc strikes the spike wall he dies instantly, the sign lights up, the AVS flashes the Friki-Choo logo and plays a quick spot ad for it, and fireworks and streamers burst over the audience. Any surviving orcs concentrate all of their efforts on viciously slaying whomever severed the rope.



After the last orc is down, a fanfare of trumpets erupts from the immense speakers and a gothic-styled model comes out through the NoGo door on the south wall, presents the treasure, and poses with the team for the media.

The door to the east is fake and trapped (DC 24/24). If the characters attempt to open or bash the door before the trap is disarmed, a well-hidden trap door slides out from under the characters' feet, dropping them down 10 feet to a pit with 3 more cobras, with the same statistics as the one above. The door opens to reveal a brick wall.

The real exit is the secret door to the west (Search DC 24). It is neither locked nor trapped.

Treasure: The characters win two *potions of bear's endurance*, 20 *scrolls of Friki-Choo Cola Call*, and a 5,000 gp note. In addition, each character gets a Friki-Choo cola patch to wear, earning them their Standard Appearance Fee for the crawl (use their Fame at the end of the dungeon to determine their Standard Appearance Fee).

Orc War3 (16): Medium Humanoids; CR 5; HD 3d10+6; hp 26 each; Init +1; Spd 30 ft.;

AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +5; Atk/Full Atk heavy crossbow +4 ranged (1d10/19-20) or glaive +5 melee (1d10+2/x3) or short sword +5 melee (1d6+2/19-20); SA -; SQ Darkvision, light sensitivity; AL CE; SV Fort +5, Ref +1, Will -1; Cha 6, Str 16, Dex 14, Con 16, Int 8, Wis 7.

Skills and Feats: Listen +3, Climb +5; Power Attack, Rapid Reload.

Equipment: Glaive, short sword, 3 daggers, heavy crossbow, 12 bolts, composite sports gear, buckler.

Cobra (7): Small Animal; CR 1/2; HD 1d8; hp 5 each; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +0; Grp -6; Atk/Full Atk bite +4 (1d2 plus poison); SA Poison (Fort DC 11, initial 1d6 Con, secondary N/A); SQ Scent; AL N; SV Fort +2, Ref +5, Will +1; Cha 2, Str 6, Dex 17, Con 11, Int 1, Wis 12.

Skills and Feats: Balance +10, Climb +12, Hide +15, Listen +7, Weapon Finesse.