

WHAT IS XCRAWL, ANYWAY?

Total mayhem, that's what. The players are superstar athletes taking their chances in a live-on-pay-per-view death sport called Xcrawl. Xcrawl is short for Extreme Dungeon Crawl. The game is simple: the Dungeon Judge, or DJ, creates an artificial dungeon under controlled, but still potentially lethal, conditions. He designs the maze, stocks it with traps, secret doors, monsters, treasure and prizes. The players must go through the dungeon and fulfill whatever conditions the DJ puts forth in order to win. These conditions usually include defeating all the monsters, finding keys or other hidden items, bypassing obstacles, rescuing "captives," and the like. DJs have a great deal of leeway in creating their dungeon but most play fairly – DJs who make their dungeons too difficult, or too easy, do not get invited back.

Xcrawl is a sport and the challenges are created, but the danger is none the less real. **If you die, you die.** There are no second chances. Citizens of the North American Empire tune in every week to watch their favorite players get eaten, paralyzed, turned to stone, ripped apart...the nation's hunger for blood and mayhem grows with every contest.

If you know the basic d20 rules, you know how to play Xcrawl. The core rulebook, **Xcrawl: Adventures in the Xtreme Dungeoncrawl League**, offers a full explanation of the game, but you can play much of it using only the basic d20 rulebooks and this module.

TERMS TO KNOW

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJs can communicate with their players via the AVS. All AVSs are networked, and while there are some live cameramen, most of the recording comes through these technomagical marvels. Few things can hurt them and characters are not allowed to attack them.

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

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

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

Fame: A character's Fame score determines how popular they are at any given moment. Crawlers with a high Fame are celebrities who receive VIP treatment and high appearance fees. See the Fame sidebar on page 53 for complete Fame rules.

Mojo: The Mojo is the spirit of teamwork that lets crawlers on cohesive teams take their performance to the next level. The Mojo Pool is a bonus pool that allows players to help their teammates through difficult situations. For the function and uses of the Mojo Pool see **Xcrawl: Adventures in the Xtreme Dungeoncrawl League**.

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

Non-Com Badge: A non-com badge has two functions. First, it tells characters that whomever wears one is not a target and may not be attacked (nor may they attack or hinder in any way, including aiding monsters). Characters who attack anything wearing a non-com badge are disqualified.

Referee: There are referees around throughout the crawl. Their word is law. If a character breaks the rules they typically get one warning. Characters who disobey the ref are disqualified.

Signature Move: Signature moves are signature attack combinations that characters develop. They are usually crowd-pleasing, flashy moves that stir up the audience. For full details on the signature move see **Xcrawl: Adventures in the Xtreme Dungeon Crawl League**.

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

Surrender: Intelligent monsters may surrender, but it is up to the characters whether or not they accept their surrender. Handlers remove surrendered monsters from the dungeon.

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

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

TOURNAMENT STYLE PLAY IN XCRAWL

In tournament events, the following "house rules" are observed:

- In combat, 20 is an AUTOMATIC critical – there is no confirmation roll.
- In combat, 1 is a POSSIBLE fumble. Fumblers must roll a DC 10 Dex check – failure means they lose their next action.
- The Performance skill works the way it did in d20 v3.0, not v3.5, and this is reflected in the pregenerated characters. Call us irresponsible!
- If you intend to use established Xcrawl characters in Necromerica and are using the optional Fame rules, the characters should begin with their normal Fame scores. If you are creating new characters for Necromerica, they should all begin with a starting Fame of 20 + their Cha modifier. This represents the fact that Creature Feature only invites established characters to her dungeon.
- The Crowd DC, unless otherwise specified, is 18. Use this DC for all Grandstanding checks during the crawl.

THE STEAK BEHIND THE SIZZLE

DJ Sizzle, the mind and the money behind the *PhoenixCrawl Open*, is all about the eye candy. He likes his pyrotechnics, and he likes them hot, loud, and flashy. And for good reason. DJ Sizzle is a powerful efreeti who gets to vent his love of fire and all things loud, nasty, and explosive on the Xcrawlers.

DJ Sizzle, known as Eshara Ventru in his native Plane of Fire, is a successful businessman who has made a fortune manufacturing fire safety equipment. His innate knowledge and love of fire has allowed him to develop materials that withstand even his own withering flames – a unique marketplace position that has made him a billionaire. His business savvy is matched only by his vanity and penchant for evil.

Eshara Ventru contacted league officials anonymously with a request to host an Xcrawl event in Phoenix, Arizona, with his company underwriting a significant portion of the expenses. Eshara Ventru's boldness, coupled with the visual spectacle and expected lethality of his proposed event, piqued the interest of Bradley Leibrock and the ever-expanding Xcrawl league.

DJ Sizzle's vast wealth has afforded him the luxury of building contraptions and hiring monsters that would normally be unavailable to an Xcrawl event of this level. And his willingness to contribute generously out of his own pockets made it easy for network executives and Xcrawl officials to look past his diabolic nature and see the big picture – epic television ratings and enormous profit potential from sponsors and merchandising.

IF YOU DIE, YOU DIE!...MOSTLY

The sponsors of the PhoenixCrawl Open have invested heavily in commercial and marketing tie-ins for DJ Sizzle's dungeon. During the initial testing, however, the dungeon proved so dangerous that sponsors were fearful the viewers might lose interest, as the Xcrawlers might never explore some areas – they'd all be dead before they could complete the entire dungeon!

In an unprecedented move, fully supported by (and secretly subsidized by) DJ Sizzle, the Temple of Apollo has provided each team entering the PhoenixCrawl Open with an incredibly rare gift – a *phoenix feather*. The *phoenix feather* is a powerful item that an Xcrawl participant can use to cast true resurrection on a slain teammate. The feather is consumed in the process, but unlike the spell *true resurrection*, the resurrection effect takes only one minute and can be activated by any character.

If the winning team manages to survive the entire Xcrawl without any team members dying, the team will receive a special bonus prize. However, the *phoenix feather* is a powerful and greatly sought-after treasure – teams that do not use the *phoenix feather* during the tournament must return it to tournament officials afterward.

