

A Brief History of Xcrawl as Set to the Melody of Tetris

The year is 4702. Your 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.

Four Divisions of Xcrawl -

Division IV -

Boffer League. Crawlers in this division are amateurs, weekend warriors, and college athletes using padded weapons and armor and are allowed non-lethal spells such as *sleep*. Monsters are actors in costumes. Think Niven's Dream Park series of novels. **You are here!**

Division III -

Full Lethal. Live steel and damaging spells are allowed. Crawlers face real monsters and proper traps in this division. A good team can make a full-time job out of crawling, and may earn much more from successful endorsements.

Division II and I -

Much like Division III, only more so. Many crawlers only play a year or two in Division I before retiring in luxury or deciding to coach fresh teams.

Glossary of Moderately Useful Terms and Information

NonCom Badge - NPCs in the dungeon will be wearing a NonCom badge. They are enchanted with a contingent teleport spell, if the wearer takes damage, they will be teleported to the medical facility. Intentionally attacking an NPC will result in immediate disqualification.

NoGo Door - Certain doors are labeled as 'NoGo' doors - If you have a pressing need to exit the dungeon because, say, you're missing an arm, you may use one of these doors. This may save your life, but you will not be admitted back into the dungeon.

Break Room - Every dungeon will have one or more Break Rooms; safe spots with food, water, showers, and a paramedic.

The Crowd - There is a live, potentially bloodthirsty audience watching your every move. They can be a crawler's best friend, or worst enemy. Grandstanding can be an effective tactic!

Dungeonbattle Brooklyn

Faced with declining ratings for the Division IV finals, Xcrawl Commissioner Leibrock was presented with a grand idea. Why not run the final dungeon at a Full Lethal rating? *Everybody would tune in just to watch a bunch of no-talent newbies get their heads torn off!* Sure, a number of teams did drop out when the news was announced, but that just provided room for a few up-and-coming teams to step in. You belong to one of those.

Character Notes and Requirements

- **You will need a team name! Decide one amongst yourselves.**
- **A healer and someone that can deal with traps / doors is recommended**
- Six pregen characters will be available - Fighter / Barbarian / Wizard / Sorc / Cleric / Rogue
- Or, create your own character with a 17 / 15 / 15 / 13 / 12 / 11 stat array. Racial bonuses cannot raise a score above 17. All Paizo material is allowed, except guns. Be a Bolt-Ace if you wanna' 'sling.
- Perform (Grandstanding) is a class skill for Barbarian, Bard, Fighter, Sorcerer, Gunslinger, Magus, Brawler, Skald, Swashbuckler, Kineticist and Bloodrager.
- You *may* make a Grandstanding check as a Standard action at any time, or a swift action after doing something suitably interesting. Check the Performance Combat section (<http://www.d20pfsrd.com/gamemastering/other-rules/performance-combat/>) for possible triggers.

Richard "Mayday" Hayden - Human Male Wizard

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

Shalea "Sunburn" Steelwagon - Female Dwarf Cleric

Shalea just may be the most ostracized dwarf of our time - both a worshiper of a non-dwarven deity and a crawler. Her parents banished her the day she became an adult. Undaunted, Shalea went on to join the Olympian temple and became the first dwarven Olympic

cleric of Apollo in the NAE. Xcrawl is her way of demonstrating the glory of the Golden Archer to all of the world.

Ruskle, “The Carnivore” - Male Half-Orc Barbarian

Ruskle is a conscript from Orc City 2. He was supposed to appear in this dungeon alongside his fellow clansmen, but a savvy handler recognized him as a half-orc, pulled him from his group, gave him a nickname and some equipment, and arranged for him to be on the team. Fighting alongside humans (or even elves!) is the ultimate egress for someone of his clan. His only choice is to survive and win - he would be summarily executed if he ever showed his face in the Zura’ah’zura again

Hank “Ajax” Tybalt - Male Human Fighter

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

Tina “Supernova” Gosling - Female Half-Elf Sorcerer

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

Zasterial “Forester” Stillstar - Male Elf Rogue

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