

X CRAW™

Welcome to  
**NECROMERICA**

4702





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Remember the good old days, when orcs were just orcs, dungeons were just dungeons, and bone-sucking pit slime did 1d6 damage, just like everything else in your campaign world? Well, those days are good and gone, sucker. Xcrawl is a world of sell-out superstar adventurers, corporate-sponsored action and live-on-pay-per-view mayhem. Enter at your own risk because if you die... YOU DIE!

**Welcome to Necromerica 4702** is a challenging adventure for a Division II team of 4-6 characters around 7th level. This adventure includes all rules and statistics necessary to play, including pregenerated characters, so you do not need any other Xcrawl books to play — although the adventure will be enhanced with the rules from the Xcrawl core rulebook and the **Sellout!** supplement.

*Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.*

**\$12.99**  
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# Welcome to NECROMERICA

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**Writer:** Brendan J. LaSalle

**Cover Artist:** Jeremy Mohler

**Interior Artist:** Brad McDevitt (except for the cow, by Peter Delgado)

**Editor and Graphic Designer:** Joseph Goodman

**Xcrawl created by** Brendan J. LaSalle

**Necromerica Survivors:** Allen Schneidewent, Brian Seims, Dustin Simone, Gerald Robinson, Greg DeMott, Jason Thompson, Jennifer McPherson, Jessica Connor, Layfe Lincoln, Lee Schneidewent, Marceille Stanley, Matt Grant, Mike Soloys, Morgan Rippke, Nick Robinson, Paty Craig, Paul Vandervort, Raphael Cary, Rex Timbs, Tim Hannon, Tim Ramsey, Tom Wisniewski. My apologies if I spelled your name wrong – I did the best I could with your handwriting.

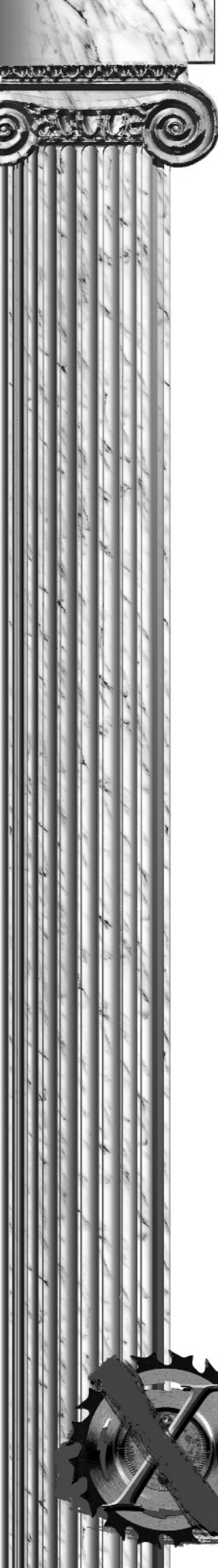
**Special Thanks:** Lori King, Brett and Allyson Brooks, Duane and Micky Waldrop, the whole crew at Fire and Flavor, David (never Dave), Bacchus, Vindaloo. And super-special thanks to Scott Knuchel – who promises to never, ever, NEVER do it again.

*Necromerica was first run as the Xcrawl tournament module of Gen Con Indy 2004.*



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**Welcome to Necromerica 4702** is a challenging adventure for a 4-6 character Division II team. Characters should average 7th level, and the team should be balanced with least one competent rogue and a cleric for the best chance of success. You can enjoy Necromerica as a part of an existing campaign or as a quick, high-impact dungeon-only experience.

## BACKGROUND STORY

**I**n many ways, the underground realm of Zura'ah'zura is Xcrawl's largest supporter. The NAE imports monsters, poison and weapons from the Alfar and now, finally, a DJ. DJ Creature Feature (real name Tina Nal'vrage) is a human who was raised in the Zura'ah'zura by an Alfar noblewoman who, as rumor has it, was indirectly or perhaps directly responsible for the demise of her family. Creature Feature shares the Alfar disdain for the surface world and humans, but only to a point. Her curiosity about the bright world of open spaces and human supremacy led her to seek out a position working with Xcrawl. For 11 years she has worked in nearly every indirect aspect of the games – monster exporter, wrangler, poison expert, creature talent agent – all the while lobbying to transcend the usual restrictions regarding national origin of DJs. Her diligence finally paid off, and in 4701 she received her first dungeon commission from the NAE.

Creature Feature is silly, exacting, callous and utterly detached from human suffering. She wants to stay in the NAE so she has done her studious best to make sure that Necromerica draws great TV revenue – it is the most heavily corporate-sponsored crawl

ever. However, she can't resist featuring extreme cruelty and gallows humor – it's the Alfar-like side of her personality and she is quite proud of it. Only time will tell if her twisted take on Xcrawl will compel or repel the pay-per-view public.

Necromerica begins at the Indianapolis Sports Complex on September 8, 4702. The characters' team has been invited to participate in the event by Creature Feature's Talent Liaison, Sidney Blumenthal. The characters are responsible for providing their own transportation to Indianapolis as well as hotel accommodations, but Blumenthal picks them up and drives them to the crawl personally.

## SCALING INFORMATION

**Xcrawl: Welcome To Necromerica 4702** is designed for 4-6 characters of 6th-8th levels, but it can be easily modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

**Weaker parties (average level 6 or lower, or less than five characters):** Change nothing, kill them all with extreme prejudice. Chuckle over it later on.

*Sigh.* Okay, that won't work – try this instead: take away magical protection/enhancement spells possessed by the monsters. Reduce the numbers and the strength of large rooms, specifically the zombies in area 1-18, the lizardfolk in area 1-20, the bulettes in area 2-10, the grimholds in area 3-17 and in any other room with multiple opponents that can be pared down for a more acceptable challenge. Replace a few of the encounters in the Bug Hunt section (areas 1-5 through 1-15) with lower CR challenges; do the same with the Slaying Game room (3-3). Reduce magical treasure to acceptable levels.

**Stronger parties (average level 8 or higher, or more than six characters):** Increase the level of magical protection given to all creatures – give out *mage armor*, *bull's strength*, *bear's endurance*, *magic fang* and similar spells liberally. Add levels to Black Mozuka,