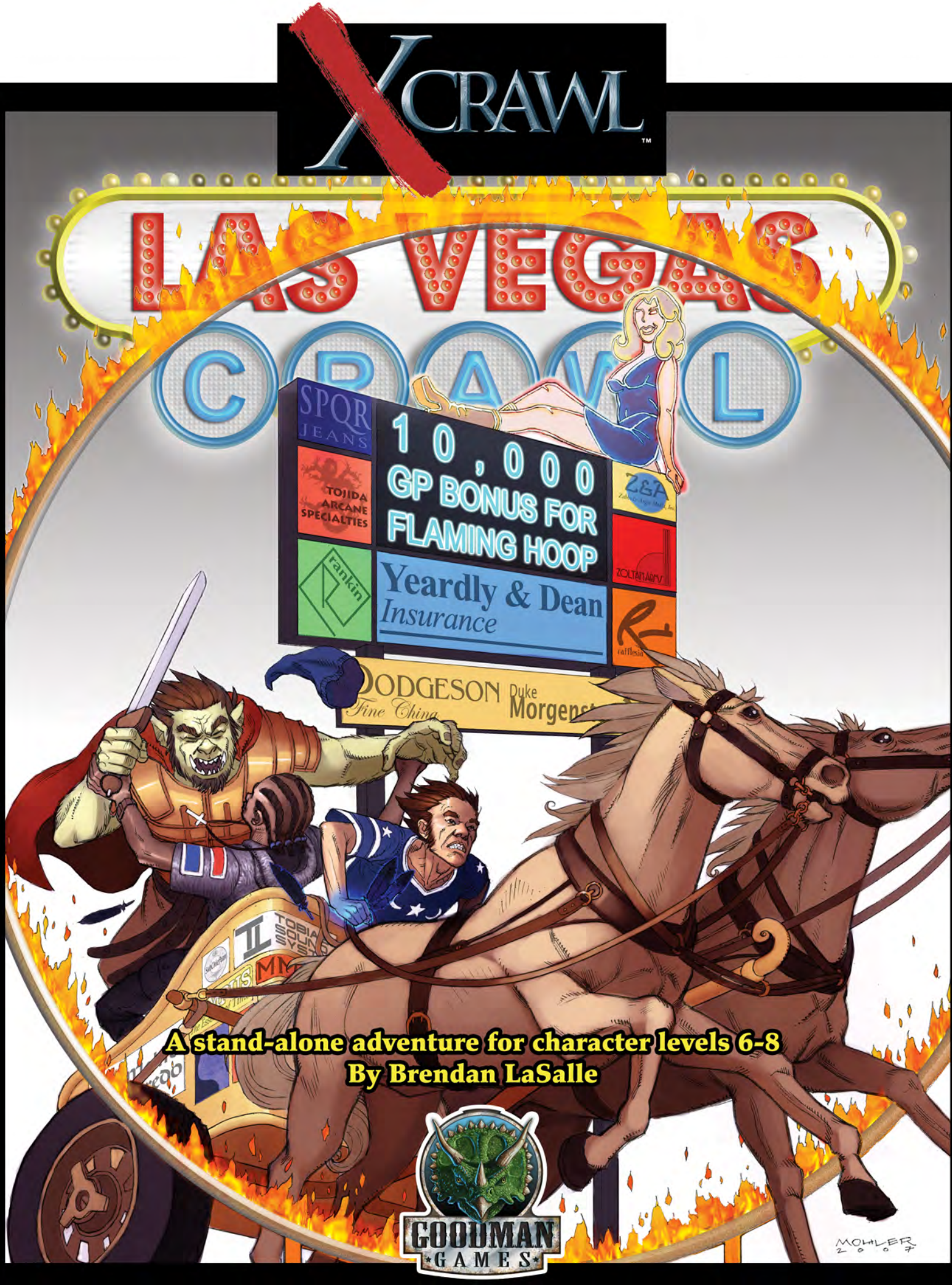
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A stand-alone adventure for character levels 6-8
By Brendan LaSalle
GOODMAN GAMES
MOHLER 2007

LAS VEGAS CRAWL

An adventure for character levels 6-8

This is a stand-alone adventure that can be played with only the core d20 books! Pregenerated characters are included.

In Xcrawl, the players are superstar athletes taking their chances in a live-on-pay-per-view death sport. It's a modern-day world with a fantasy twist, and the game is simple. The Dungeon Judge, or DJ, creates an artificial dungeon under controlled – but lethal – conditions. The players go through the dungeon and try to fulfill whatever conditions the DJ puts forth in order to win. Xcrawl is a sport and the challenges are created, but the danger is no less real. If you die, you die!

Las Vegas and Xcrawl have a long history. It's the city that loves to gamble, and Xcrawl offers plenty of angles to bet on! In this deadly crawl, DJ Outrageous Fortune gives the heroes the chance to test their mettle in a fun-loving adventure filled with Vegas spirit. Giant roulette wheels and deadly dice games are in the cards, along with a Trojan horse, an addictive T-rex in withdrawal, and a giant gorilla throwing flaming barrels. Visit the city of lights – and see if you come home alive!

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.

$14.99
GMGP1009

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LAS VEGAS CRAWL

Assault on Las Vegas, 4703

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Omni Armor was totally Sean Nokes' idea! The Roulette Room was totally Duane Waldrop's idea! Bow down before them!

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Visit www.goodman-games.com and www.pandahead.com for more great Xcrawl material!

Once again it's time for the game that made PETA protest against cruelty to owlbears – *Xcrawl! Las Vegas Crawl XII, 4703* is a light-hearted yet challenging adventure for 5-7 characters of levels 6-8.

Las Vegas and Xcrawl have had a long history. The Emperor, in a vain attempt to curb the illegal gambling that pervades aristocratic culture, decreed that Las Vegas would be the only city in the Empire that would permit legalized gambling. This made Duke Sanchez of Las Vegas an extremely rich man in a very short period of time. The nobility love to play with their money, and Xcrawl gives them a perfect opportunity – there are many angles to bet and lots of interesting outcome possibilities. So soon after gambling was legalized in the City, the first Las Vegas Crawl was commissioned, and its DJ was Outrageous Fortune.

DJ Outrageous Fortune is a rarity amongst Xcrawl DJs – he is a fair competitor who focuses on creating a spectacular show and an interesting contest rather than killing adventurers. Behind the scene rumors have it that killing characters throws him into terrible fits of depression, so he avoids it whenever possible.

Outrageous Fortune is fun loving, gregarious, easygoing, ribald, and a genuinely nice guy. He loves creature comforts, enjoys fame and fortune, and appreciates courage and heroism. Where many Xcrawl DJs are borderline personalities, Outrageous Fortune is a relatively well-adjusted adult whose stage personality isn't so far from his real one. Dame Linda Leibrock offered him DJ status during his run as the host of the extraordinarily popular TV game show, *Diamonds or Bust*. Honored by the recognition, Outrageous Fortune accepted the noblewoman's offer before he had any idea what an Xcrawl DJ actually did. After a few tentative failures, Las VegasCrawl IV was a huge ratings success that captured the imagination of fans and crawlers alike. Fortune, now a spry 53, kept his dungeon commission longer than any DJ other than Herobane himself, a record that is not likely to change in the foreseeable future.

Xcrawl?
Does that mean I make up a steam mech?

You wish! In Xcrawl characters take the roles of superstar athletes taking their chances in a live on pay-per-view death sport, 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, and treasure and prizes. The characters 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 that make their dungeons too difficult, or too easy, do not get invited back.

Xcrawl is a sport and the challenges are manufactured, but the danger is nonetheless 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 characters get gored, trampled, dismembered, and disemboweled. And the nations hunger for blood and mayhem grows with every contest.