

X-Crawl: Extreme Dungeoneering

Ryan Davis
iconoclasmandheresy@gmail.com

July 21, 2014

Contents

Introduction	ii
I Appendix	1

Introduction

The croud was pumped up. The last fight had gone well, and those with a lot of mooks were the best place to show off, dozens of corpses lined the floor of the passageway they'd been guarding. The problem was that mooks were there to deplete resources, make you waste your bag of tricks, be down when the *real* fight started.

We all turn as the door at the end of the passageway flies off its hinges, charring itself to ash. I heard Randy say 'Fuck! Dragon!' before the sensation of heat rippled over my skin. . .

Part I

Appendix