

Writing Crawls

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Pub Crawl!

Original Pub Crawl

By [Emmylou](#)

The Hound Arms

This Sherlock Holmes themed pub is very cozy but rather too full of drunken people shouting 'Elementary' for your tastes. Wanting to get on your way quickly, you start with a 5 Minute Word War.^[1]

The Highwayman Tavern

This city-based bar is full of bankers shouting into their phones. Several look like they've just stepped out of the eighties. Not wanting to stick around you do a 15 Minute Word War.^[2]

The Counselor

- This is far more your style. It's a gastro pub and you decide to stick around for some food. You take the time to do a 30 Minute Word War.^[3]

Ugly Castle Inn

The Ugly Castle Inn is not a castle, but it is very ugly and slightly sticky. Fortunately it's also cheap. You make the most of the cheap booze with another 30 Minute Word War.^[4]

The Headless Woman

You are told that twelve ghosts haunt this building by the gleeful owner. You personally feel that this is no excuse for a lack of WiFi. However a ghostly figure in the corner of your eye gives you a great idea and you set off on a 1k Sprint.^[5]

The Good Spectre

Oh no, this isn't very good. It's very noisy and - dear god - there's a kids' play area. You decide a short sharp burst of three digits is for the best.^[6]

Bitter Anchor Arms

This place is on the coast and in your seat by the window you can look out over the stormy sea. Plus they have the best ale EVER and an open fire. Loving the atmosphere you decide to stick around and do another 1k Sprint.^[7]

Gobbling Rat Tavern

This has an amazing band. It's wonderful what they can do with just three instruments and a kazoo! You stick around to listen for an hour by taking the Epic Music Writing Hour challenge.^[8]

Undead Midwife Tavern

Oooh this place is spooky. Either that or they've forgotten to take down their Halloween decorations. Not wanting anyone to think you're chicken you stick it out for a ten minute word war.^[9]

The Free Artisan Tavern

Oh this feels like home. They've got a massive bookcase, comfy chairs, and a roaring fire. On the walls are pictures of all your favourite authors and you hear a rumour of a first edition Harry Potter on the premises. Your journey is complete and you can relax here as long as you want. Starting with a 3k in one hour!^[10]

Return of the Pub Crawl

By [Emmylou](#)

The Hungry Crier: This is a foody sort of place (no pub grub here!) and in your novelling gear you feel rather underdressed. That waiter is even smirking at your 'Novelists Do it in 30 Days!' T-Shirt! You decide to get out of there quickly with a **quick sprint to the nearest thousand**.

The Straight Wheelwright: It's only when you notice the sparkling umbrella in your drink that you realise that this bar's name isn't particularly accurate. Still, who doesn't love an umbrella in their drink? Plus the music is bouncy and everyone lets you do your own thing. You stick around for a **scene war** (sprinting to the end of the scene you are on.)

The Lucky Deer: You have no idea why this deer was lucky. This city centre bar used to be a place meat was stored and had now been converted to an underground ice bar. The frost patterns are very pretty and the glasses (made of ice) are very awesome but the rules state you can only stay down here for a short time (possibly to prevent hypothermia, more likely because there's a queue of people wanting in). You use your remaining time to do a **15 min word war**.

The Comet: Oh this is heaven! A themed bar decorated with props from your favourite cult TV shows. The bartender is dressed as Giles, the DJ is playing a Star Trek theme mash-up, and – hurrah! – there's a TARDIS over by the toilets. This seems like a place to get comfy and do a **30 min word war**.

The Laughing Vicar: By now you really are pretty hungry and the Laughing Vicar doesn't mess around when it comes to food. No finger sandwiches here – they bring you a baguette groaning under eleven different fillings, a bowl of chips, and a complimentary mint chocolate. You had planned to move on quickly but you find yourself a bit too full to move and settle down for a **1k sprint** (or slow jog, you are rather full).

The Sleeping Mumy: Oh good lord, this is a student bar! It's noisy and they are listening to music from your teenage years... but ironically. You get out of there quick, with just a **10 min word war** under your belt.

The Dancing Gargoyle: You're concerned by the advertisement for the 'LIVE BAND', but once you get inside the music isn't too loud. Best of all it's a tribute band to your favourite musicians and there's a very familiar looking kazoo player. Feeling much better you manage an **Epic Music Writing Hour**. (As a tip, the channel has several other long playlists so if you want something new try one of those.)

The Woodcutter: This is an old school country pub, in fact it's so rural that it takes you over an hour to find it and by that time the snow is falling heavily. You hang your scarf and gloves to dry in front of a crackling fire, order a hot toddy, and do the **3 digits challenge**. Remember, the quicker you go the less chance you have of getting snowed in!

The Brass Angel: OK. You're tired. But the end is in sight. Only two more to go; and the Brass Angel is very inviting. The barman is very sympathetic and listens to you bemoan your novel, cry over your characters, and sheepishly confess your inability to spell the word 'disappeared.' Being a good barman indeed he keeps the drinks a-comin' but gently points out that drink won't make your problems go away. In a mad rush of drunken optimism you agree to another **1k sprint**.

The Victory Inn: Victory is within sight for your novel, and even more so for your pub crawl! Unfortunately its karaoke night here at the Victory Inn and you are a little tipsy. In time honoured tradition of pub crawls you put your name down for Something Stupid. Thankfully you aren't going to be crooning any Sinatra... the something stupid you signed up for was an **90 minute word war**. To victory!!

Shots, Shots, Shots Crawl

The pub crawl for when you haven't got hours to dedicate to your writing today and you're looking for something cheap, quick and easy! We always recommend pacing yourself and drinking responsibly, but that's not what you're here for, are you?

Based on previous Pub Crawls here and here, which are far more likely to get you some hefty word counts. We only guarantee that you'll regret this in the morning, if you can remember it at all.

The Gatecrasher: You've done it again haven't you? You've arrived late to the party, which is already in full swing. Alcohol is flowing freely, and it's no place to be stone cold sober. You have quite a bit of catching up to do if you want to get on this level of intoxication, better do some quick shots with three consecutive 5 minute word wars!

Awkward Small Talk: Those shots haven't really hit you yet, and worse still you run into someone whose name you don't quite remember. They seem to remember you pretty well though. Get out of there quickly with a sprint to 100 words.

Party Trick: You're starting to feel the buzz now, and people are chanting your name. You boasted that you could balance that bottle on your nose for a whole minute, now it's time to deliver! Impress the crowd with your party trick and double your count for the Party Crawl.

On The Dance Floor: That beat is irresistible, and impossible to ignore. No really, that sort of noise has to be breaking any number of noise regulations. Show off your moves and disregard for your eardrums as you sprint to the end of your current song.

Sucker Punch: Dancing like that has worked up quite a sweat. Take a breather and relax by the punch bowl. It's supposed to be spiked, but you can't taste anything worth drinking. Time to scull that drink and sprint to the nearest thousand.

Numbers Exchange: Your dancing has attracted an admirer. Chat them up and get their number. Do the 3 digit challenge.

Bottoms Up: Jelly shots are being passed around, and it's time to drink up. You should probably slow down, but that's only your common sense talking. Do a 15 minute word war, then look for something harder.

Blackout: You've given up on cups altogether and are taking swigs straight from the bottle at the encouragement of fellow party goers. You're not drunk, they're just blurry. Sprint to 1K.

The Morning After: You wake up on the floor on something unidentifiable and sticky. You aren't quite sure where you put your shoes, or whose pants they are. Your head is throbbing as you try to piece your night together and sprint (or limp) to the end of your scene.

Pub Crawl for the Time-Crunched

This is a crawl designed for those of us who have short periods of time throughout the day in which to write. If you type fewer than 30 words per minute, I would suggest halving the sprint numbers. If you're a fast typist and have significant periods of time to write, I would suggest doubling the sprints.

Goals of a pub crawl: Have fun, improve your word count, and take the pubs in order! It's always fun to see people's final counts in the original thread, if you'd like to post those here. Hope you enjoy!

Dragon's Breath Inn: This place lives up to its name; it smells, the owner is determined to take all of the gold from you he can, and it's at least 100 degrees F. *5 minute Word War.*

Captain's Daughter: This place is more reasonably priced. Stick around for a *10 minute Word War.*

A **bar brawl** breaks out and you leave before the constable arrives. *Sprint to the nearest thousand.*

Salty Frog Tavern: There might actually be a few frogs living in here, given the state of the roof and the rain pouring in through the gaping hole in the rafters. *5 minute Word War* to get out of there as fast as possible.

The Happy Leopard Pub: You can see why someone would want to stick around here! *15 minute Word War.*

The Young Fletcher: A little too buzzed after your last experience, you stumble into this Robin-Hood themed bar where you foolishly agree to see who can shoot an apple off your head. *Three digits* to escape unscathed.

The Broad Minotaur: Settle in here for a monster-sized meal. *10 minute word war.*

The Healthy Wizard Tavern: You have no idea who decided that it was a good idea to mix health food with a bar, but the bartender insists that you do a *thousand word sprint* to work off your gut before he'll serve you anything.

The Bloated Goat: This pub's name is the most accurate description of how you feel. Slog your way through a *5 minute word war*.

Fandom/Media

Extreme Harry Potter

By [my little bird](#)

Extreme Harry Potter Crawl: Year 1

Welcome to the Extreme Harry Potter Crawl: Year One! Depending on your writing speed, pick your blood status.

Muggleborn: Slower

Halfblood: Medium

Pureblood: Faster

Galleons can be used to purchase round skips. If you don't want to do a specific challenge, spend a Galleon in order to move on to the next one.

You receive your Hogwarts letter by owl and are completely ecstatic to head out for your first year at Hogwarts. **Sprint to 100** to let out your excitement and energy.

You arrive in Diagon Alley and your first stop is Gringotts, wizard bank. **Write for ten minutes.** The amount of words you write will determine how many Galleons are in your vault.

Muggleborns

Less than 100 words: 1 Galleon

100-200 words: 2 Galleons

More than 200 words: 3 Galleons

Halfbloods

Less than 150 words: 1 Galleon

150-250 words: 2 Galleons

More than 250 words: 3 Galleons

Purebloods

Less than 250 words: 1 Galleon

250-350 words: 2 Galleons

More than 350 words: 3 Galleons

You step into Ollivander's wand shop. **Roll a die and multiply your roll by 100. Sprint to that many words.**

Finally, you're done shopping! But before you leave, you decide that you want to purchase a pet. **Write for 15 minutes** as you search for the perfect animal for you. Pick one: owl, cat, toad.

After months of waiting, you've arrived on platform 9 $\frac{3}{4}$ and boarded the Hogwarts Express! **Write to the nearest thousand** as you settle into your seat and get ready for a long ride. If you need to write more than 500 words for this challenge and choose not to skip this round, take one Galleon.

Anything off the trolley, dear? Buy some sweets to help get you through the ride! Depending on your candy, find your challenge below!

Bertie Bott's Every Flavour Beans: Participate in a **Fifty Headed Hydra** as you frantically try to get the taste of vomit out of your mouth.

Chocolate Frog: **Write for five minutes** as you chase down the frog.

Licorice Wand: **Sprint to 150 words**

Pumpkin Pasties: **Roll a die and multiply by 50. Write that many words.**

If you take the lot and complete all the challenges, take one Galleon as well. *If you have a toad, you may skip this round for free.*

You arrive at the castle and wait in the hall with the rest of the first years. You notice a boy with messy black hair and glasses talking with a redheaded boy, a girl with bushy hair whispering to the people around her, and a boy with pale... well, everything. **Write for ten minutes** as you attempt to socialize with the people around you.

Professor McGonagall escorts you and your peers into the Great Hall for the Sorting. After the Sorting Hat sings its song and several students walk up timidly, your name is called, and you sit yourself down on the stool, timid and worried about what is about to happen. McGonagall places the hat on your head, and you are sorted into your House. Pick from the four Houses- Gryffindor, Hufflepuff, Ravenclaw, and Slytherin.

Gryffindor: Are you brave enough to **write ten times your typing speed in 10 minutes?**

Hufflepuff: Remain loyal to your word count and **write steadily for one hour with no breaks.**

Ravenclaw: Calculate how many words it will take for you to **write to the nearest 1000.**

Slytherin: You're an ambitious one, aren't you? **Write 1000 words in 30 minutes!**

The feast is delicious! **Do the Three Digit Challenge** as you eat at your House table and talk with those around you, as well as your House ghost. *If you have an owl, you may skip this round for free.*

You've settled into your dormitory quite quickly and nicely, and your first couple weeks of class go well. **Write for an hour** as you grow accustomed to your new classes and all of the magic you're learning.

Muggleborns: If you write 750 words within the hour, take 2 Galleons.

Halfbloods: If you write 1,000 words within the hour, take 2 Galleons.

Purebloods: If you write 1,250 words within the hour, take 2 Galleons.

On your way to Potions, the messy haired boy who you now know is Harry Potter stops and asks you if you know where Professor Binns' classroom is. **Write 200 words in 10 minutes** as you try to remember where his classroom is.

If you succeed: Harry hurries to Binns' classroom and gives you a Galleon as a thank you for your help.

If you fail: You spend so much time trying to help Harry that you are both late to your next class. Write another 200 words as you apologize to Snape and try not to lose any points for your House.

You get locked out of your common room and Mrs. Norris finds you! You run with Harry, Ron, and Hermione to the third door corridor, and you find a giant three-headed dog! After making it back to your dormitory safely, **roll a die, multiply your roll by 100**, and write that many words as you try to calm down. *If you have a cat, you can skip this round for free.*

Troll! In the dungeon! You go with Harry and Ron to find Hermione and end up fighting the troll with them. **Sprint to 500**, and try not to get yourself killed.

You go down to Hagrid's hut to have tea with him. When you try his treacle fudge, your teeth get stuck together! **Write for twenty minutes** as Hagrid tries to help and Madam Pomfrey magically loosens the cement-like effect the fudge had on your mouth.

Months pass, and it's Christmas morning! You receive 3 Galleons from your parents, as well as a challenge from the Weasley twins. **Write 1000 words in under an hour.**

If you succeed: they give you a Galleon.

If you fail: they hit you with snowballs until you're buried under heavy amounts of snow and make you write 250 more words.

During the Gryffindor vs Slytherin Quidditch game, you get incredibly excited. Roll a die. If even, you're cheering for Gryffindor; if odd, you're cheering for Slytherin. **Word war for fifteen minutes with someone cheering for the opposite team.** If you beat them, you win your bet, and you take 2 of their Galleons. But be careful- if you lose, you give them 2 of your Galleons. A bet's a bet.

Harry tells you that he suspects that Snape is going after the Philosopher's Stone and you decide to go with the trio to try to get to the Stone before Snape does. But before you can even go down the trapdoor, you need to make it past Fluffy. **Write for ten minutes** as you lull him to sleep sneak through the door.

Oh no- you and your friends are trapped in a patch of Devil's Snare! Hermione tells you that you need to **write 250 words in five minutes** in order to safely escape.

If you succeed: You make it out of the deadly plant without a scratch and even spot a Galleon on the ground. What luck!

If you fail: Hermione has to set the plant on fire to get you out alive. She thinks very poorly of your skills now, so write another 250 words to impress her.

Harry catches a flying key and opens a large wooden door. Inside the next room is a giant wizard chess set. You and your friends need to replace some of the pieces and play the game. Ron takes the place of a knight, Harry becomes a bishop, and Hermione takes over for a rook. Pick a chess piece and complete the challenge below!

Pawn: You know you won't be of much use to the game and think it would be wisest to be taken out early. **Complete a Fifty Headed Hydra** and take a fifteen minute writing break to recover from your injuries.

Rook: You take the place of the other rook and spend the game running across the board, strategically taking out important pieces of the other side's team. **Sprint to 200** and take a five minute writing break once the game is won.

Bishop: You take the place of the other bishop and sneakily take out pawns on the other team. **Write for 20 minutes** and take a five minute writing break once the game is won.

Knight: You take the place of the other knight and become the wild card of the match. **Write 300 words in 15 minutes** until you're taken out by one of the other team's rooks. Take a fifteen minute writing break to recover from your injuries.

Harry and Hermione move ahead into the next room when you stay with Ron. When Hermione comes back, **sprint to 300** as you run to find Dumbledore and explain the situation to him.

The word gets out that Professor Quirrell is the one who wanted the stone, not Snape! Rumors also spread of your bravery in helping Harry, Ron, and Hermione as you four went through the challenges the professors set to protect the stone. Dumbledore awards you fifty points for your courage. **Write for five minutes** as your peers congratulate and admire you.

Summer vacation is here! **Take an hour long writing break-** you deserve it! In the meantime, post your words written during your first year at Hogwarts as well as how many Galleons you have left in your vault, and stay tuned for the Extreme Harry Potter Crawl: Year Two!

Extreme Harry Potter Crawl: Year 2

You've been spending your summer with the Weasleys, and when you and Ron find out that Harry's in trouble, you go with him, Fred, and George to rescue him in the flying car. **Write for ten minutes as you fly home to the Burrow.**

Molly has some work for you to do to help around the house. For every challenge below that you complete, she gives you one Galleon.

De-gnome the garden: **Word war for fifteen minutes** with a friend. The loser has to write an additional 100 words!

Fix the clock: **Write 250 words.**

Help Molly cook dinner: **Write for twenty minutes.**

Errol arrives with everyone's book lists, and Gilderoy Lockhart's name is written all over it. **Write 3% of your current word count**, as you worry that it'll take 3% of everything you own to buy his books along with everything else you're going to need. *If you have an owl, you may skip this round for free.*

Floo powder power! Floo powder power! **Write 500 words in fifteen minutes** as you travel to Diagon Alley.

If you succeed: You spot a Galleon on the ground outside of the fireplace! What luck!

If you fail: You end up in Knockturn Alley with Harry. Write an additional 150 words as you find your way back to the Weasleys.

Your first stop is Gringotts to pick up some additional money for your schoolbooks. **Write for ten minutes.** The amount of words you write will determine how many Galleons you take out of your vault.

Muggleborns

Less than 150 words: 1 Galleon

150-250 words: 2 Galleons

More than 250 words: 3 Galleons

Halfbloods

Less than 200 words: 1 Galleon

200-300 words: 2 Galleons

More than 300 words: 3 Galleons

Purebloods

Less than 300 words: 1 Galleon

300-400 words: 2 Galleons

More than 350 words: 3 Galleons

You spend so much money in the book shop buying your books. **Write 500 words** as you try to balance your new books along with everything else.

On September 1st, you go with Harry and the Weasleys to Kings Cross Station, but you get stuck outside of Platform 9 ¾! You, Harry, and Ron decide to find another way to get to school this year... **Word war with a friend for an hour** during the long drive- er, flight in the Ford Anglia. The winner gets to take a Galleon from the other.

Upon your arrival at Hogwarts, you crash into a strange tree that starts to attack you! **Write 250 words** as you escape from the tree and take the walk of shame into the school.

It's a miracle that you've arrived back at school safely, and that you weren't expelled. Instead, your Head of House decides that you will be serving your detention with them.

Gryffindors: **Write for 30 minutes** as you search Professor McGonagall's classroom frantically for the needles that Peeves decided to hide from the first years.

Hufflepuffs: **Write 400 words in fifteen minutes** as you help Professor Sprout transport some Mandrakes into Greenhouse Three. *If you fail*, your earmuffs become loose and you faint from their shrieks. Write an additional 150 words.

Ravenclaws: **Write 500 words** as you gather feathers for Professor Flitwick to use with his students.

Slytherins: **Do the Three Digit Challenge** as you collect ingredients around Hagrid's hut for Snape's newest potions.

Gilderoy Lockhart turns out to be a babbling idiot and tells you to **roll a die, multiply your roll by 100**, and write that many words in order to catch all of the Cornish pixies he let loose in his classroom. *If you are a Ravenclaw, you know how to gather them all easily and may skip this round for free.*

Ron is puking slugs after standing up for Hermione! Take him to Hagrid's hut and **write for five minutes** as you help him to feel better.

You're invited to Nearly Headless Nick's deathday party on Halloween night. But the question is, will you go to the party or to the feast?

If you go to the feast: Complete a **Fifty Headed Hydra** as you stuff your face with delicious food. You *do* feel bad about not going to the party, though...

If you go to the party: **Write for twenty minutes** as you stand around the party, bored out of your mind and wishing you were eating food at the feast. When no one is around to notice, Harry slips a Galleon into your hand and thanks you for coming with him.

On your way back to the dormitory, you discover Mrs. Norris hanging from a torch racket, somehow Petrified... and somehow Filch seems to think that you did it! **Write for five minutes** as you try to explain to Dumbledore and Filch that you couldn't have done it because you're not the Heir of Slytherin. *If you have a cat, you may skip this round for free.*

You and your friends decide to join the Dueling Club, and you're excited to show off your skills!

Word war for fifteen minutes with a friend. The winner of the duel gets bragging rights; the loser has to write an additional 100 words.

Merry Christmas! Your plans for the day: sneak into the Slytherin common room using Polyjuice potion to interrogate Malfoy and ask if he's the Heir of Slytherin. **Write 250 words** as you impersonate a Slytherin student by taking the potion. *If you are a Slytherin, you already have access to the common room and may skip this round for free.*

Harry approaches you, Ron, and Hermione and tells you that Hagrid very possibly could have opened the Chamber of Secrets when he attended Hogwarts. You're not sure if you believe him, so **write for ten minutes** as Harry explains his logic to you.

As you're sitting in the stands waiting for the Gryffindor vs. Hufflepuff Quidditch match to start, Professor McGonagall announces that the match is canceled and that you need to head to your common room immediately. **Roll a die, multiply your roll by 100**, and write that many words. *If you have a toad, you may skip this round for free.*

The news gets out that Hermione and a Ravenclaw prefect were Petrified, and you, Harry, and Ron decide that it's time to talk to Hagrid about what happened in the Chamber of Secrets. You have to hide underneath the invisibility cloak when the Minister of Magic arrives and takes Hagrid away. **Write for five minutes** after he leaves while you wait to see if the coast is clear to head back to the castle.

During your Herbology class, you spot a trail of spiders heading out the door. That night, **write 3% of your current word count** as you follow the trail and nearly get eaten by Hagrid's giant spider, Aragog. *If you are a Hufflepuff, you need to talk to Professor Sprout after class and may skip this round for free.*

There's been another message left by the Heir of Slytherin, and this time, Ginny's been kidnapped. You go with Harry, Ron and Lockhart into the girl's bathroom, where you discover the entrance to the Chamber of Secrets. **Sprint to 250 words** with a friend as you go down into the chamber.

It's lucky that Ron broke his wand at the beginning of the year- when Lockhart tries to perform a Memory Charm on you, it backfires on him! He's the one who loses his memory, plus it causes a part of the ceiling to cave in, separating you and Harry from Ron and Lockhart. **Write for fifteen minutes** as you try to get past the rubble.

It's no use- you have to go with Harry further into the chamber. **Participate in a Fifty-Headed Hydra** as you search for the monster.

If you write 500 words: You spot Ginny lying on the floor and run to her side. **Complete the next two rounds.**

If you do not write 500 words: You hear something moving behind you and turn around, spotting the reflection of a giant basilisk in the water on the floor. You are Petrified! **Skip the next two rounds and take a thirty minute writing break** as time passes and you wait to be revived.

You spot a young man around sixteen who Harry seems to recognize. His name is Tom Riddle, and he reveals that he's nothing more than a memory of Lord Voldemort's younger self. When you declare your loyalty to Dumbledore, Tom sets the basilisk on you! **Write for thirty minutes** as you try to defend yourself and avoid the basilisk's gaze.

Fawkes flies down into the chamber with the Sorting Hat, and when Harry puts it on, a sword falls out of it, which he uses to kill the basilisk. You take one of the basilisk's fangs and stab the diary. **Write 100 words** as the memory of Tom Riddle disappears.

After you get out of the hospital wing from your injuries, the year quickly ends and summer vacation is here. **Write for fifteen minutes** at the end of year feast before boarding the Hogwarts Express home for the summer.

Extreme Harry Potter Crawl: Year 3

Summer vacation has been great, but it's time to go to Diagon Alley to pick up your school books! **Write for five minutes** as you travel to the shops and pick up all of your supplies.

You run into Harry, Ron, and Hermione, who ask you to tag along with them to the Magical Menagerie so Hermione can buy herself a pet. Much to Ron's dismay, she picks out a large orange cat named Crookshanks. **Write 200 words** when the cat jumps on your head as it pursues Scabbers. *If you have a pet cat, you may skip this challenge.*

You spend your last night of summer vacation in the Leaky Cauldron with the Weasleys. **Word war for ten minutes** with a friend as you and Ron play wizard chess. The winner receives 2 Galleons from the other!

On the Hogwarts Express, you share a compartment with Harry, Ron, Hermione, and a sleeping man Hermione identifies as Professor Lupin. Harry tells you all about Sirius Black and that he escaped Azkaban just so he could kill Harry. **Write 100 words** as your face pales and you worry about what might happen in the upcoming year.

The train stops and the lights go out as you feel a chill and a feeling of sadness come over you. A hooded figure enters the compartment as Professor Lupin wakes up and forces it away with a charm. He gives each of you a chocolate frog to help you feel better after the ordeal is over, but you can't eat yours until you **participate in a Fifty-Headed Hydra**. *If you have a pet toad, you may skip this round for free.*

Your first class of the term is Divination, where Professor Trelawny begins class by having you read tea leaves. **Roll a die, multiply your roll by 100**, and write that many words as you stare at the bottom of your friend's cup, trying to understand what it means.

Another new class you have this year is Care of Magical Creatures with Hagrid. He shows you a beautiful creature called a hippogriff, and as you get closer to it, he decides that he likes you enough to let you ride him. He lifts you up onto its back and the hippogriff takes off, flying all over the school grounds. **Write for fifteen minutes** as you hang on for dear life and enjoy the magnificent scenery.

Professor Lupin proves to be the best Defense Against the Dark Arts teacher you've ever had. He takes you to the staff room, where a boggart in the wardrobe will turn into whatever you fear the most. **Write 300 words in ten minutes** as you face your fears and cast *Riddikulus* to turn it into something funny instead.

If you succeed: Professor Lupin is very impressed with you, and you win a bet with Ron that you wouldn't be able to do it. He gives you a Galleon.

If you fail: Professor Lupin insists that you try again. Write for another five minutes as you perfect the spell, this time perfectly executing it on the Boggart.

Halloween arrives, and you're able to go to Hogsmeade with Ron and Hermione. **Write 3% of your current word count** as you load up on tricks from Zonko's and treats from Honeydukes. *If you are in Slytherin, Snape stops you and asks you to help him in his stock room. You may skip this round for free.*

The Halloween feast is delicious, and as you return to your dormitory, you hear the news that the Fat Lady was attacked by Sirius Black. Your Head of House escorts you to the Great Hall, where it appears that the entire school is having a sleepover.

Gryffindors: **Write 250 words** as you have to repeat yourself, explaining what happened.

Hufflepuffs: You get hungry in the middle of the night. **Write for ten minutes** as you sneak off to the kitchen and grab some food.

Ravenclaws: No one is going to stop you from studying for your Transfiguration exam tomorrow, not even Sirius Black. **Write for fifteen minutes** as you try to study over the noise of the students around you.

Slytherins: You decide that you want to find Sirius Black yourself. You sneak out of the Great Hall and try to find him, but Snape catches you. **Write 500 words** as he lectures you on your way back to bed.

At the Gryffindor vs Hufflepuff Quidditch match, you can't see the Dementors on the field but you can feel their presence. **Write for ten minutes** as the game ends abruptly and you hurry off of the field trying to get away from the Azkaban guards. *If you are in Hufflepuff, your cuddly personality keeps you safe from the Dementor's effects. You may skip this round for free.*

On another trip to Hogsmeade, Harry sneaks out of the castle to join you, Ron, and Hermione. You go to get a drink at the Three Broomsticks when you overhear McGonagall, Flitwick, Hagrid, and Cornelius Fudge talking about Sirius Black's relationship with the Potters. **Write 100 words** as you sit in your seat, terrified that they'll find you eavesdropping on them.

Christmas morning arrives, and your parents send you a card along with two Galleons. **Write for thirty minutes** as you spend the day with Harry, Ron, and Hermione, opening presents and eating at the feast.

Sirius Black breaks into Hogwarts again, this time attempting to attack Ron in his bed after finding a list of passwords to Gryffindor Tower. **Roll a die, multiply your roll by 50**, and write that many words as you spend another sleepless night in your common room. *If you are in Gryffindor, you have the comfort of being able to talk to Harry, Ron, and Hermione that night and may skip this round for free.*

The Quidditch final arrives: Gryffindor vs Slytherin. Roll a die; if your roll is even, you're cheering for Gryffindor, and if your roll is odd, you're cheering for Slytherin. **Word war for fifteen minutes** with someone cheering for the opposite team- the winner gets to take one of the other's Galleons!

Your Easter holidays are spent doing homework and nothing else. **Write 300 words** as you spend several all-nighters studying for your exams. *If you are in Ravenclaw, you're all set for your final exams and may skip this round for free.*

On the last day of exams, you and your friends decide to go visit Hagrid to give him some support before Buckbeak is executed. **Participate in a Fifty-Headed Hydra** as you're forced out of Hagrid's hut and watch the execution.

You and your friends spot Scabbers on your way back to the castle, and Ron is dragged under the Whomping Willow by a large black dog! **Write 250 words** as you, Harry, and Hermione struggle to get underneath the tree.

You follow the passage underneath the Whomping Willow and end up inside the Shrieking Shack. There, you're met by Sirius Black and Professor Lupin. **Write for five minutes** as they explain that Sirius was innocent, and that Peter Pettigrew was the one who betrayed Harry's parents and killed all those people.

Peter Pettigrew turns out to be an animagus, and Ron's pet rat. **Write 100 words** as Lupin forces Pettigrew to turn back into his human self.

On your way back to the castle, Lupin begins to transform into a werewolf! **Write 400 words in fifteen minutes** as you flee to the castle.

If you succeed: You make it to the castle and start to tell Cornelius Fudge and Snape what happened, but they insist that you've been Confounded and need to visit the hospital wing.

If you fail: You get caught up by Lupin and have to flee him as well as the Dementors who show up for Sirius. Write an additional 200 words.

You, Harry, and Hermione are the only ones conscious enough to stand up for Sirius to Dumbledore, and while he believes you, he instructs Hermione to use her Time-Turner to save Sirius. **Turn back time and complete three of the previous five challenges again!**(Beginning at the Fifty-Headed Hydra and ending at 400 words in fifteen minutes.)

You and your friends manage to save both Sirius and Buckbeak by using the Time-Turner. There is no celebration of your bravery this year at the end of year feast, but you still enjoy yourself nonetheless. **Write for five minutes** as you say your last goodbyes to your friends- until next year!

Extreme Harry Potter Crawl: Year 4

Earlier this summer, Ron invited you to come to the Quidditch World Cup with the Weasleys, Harry, and Hermione. Today is finally the day! You and your friends meet up with the Diggory family to use a nearby Portkey. **Write 200 words** as you travel by Portkey and get dizzy upon landing.

After setting up camp for the night, you meet Ludo Bagman, a former Beater and the commentator for the match. Fred and George make a bet with him, and you do as well when Ludo challenges you to **write 750 words in thirty minutes**.

If you succeed: Ludo doubles the amount of Galleons you have.

If you fail: Sorry, but Ludo takes half of your Galleons.

Time for the match- Ireland vs Bulgaria! Roll a die; if your roll is even, you're cheering for Ireland. If your roll is odd, you're cheering for Bulgaria. **Word war with someone cheering for the opposite team for ten minutes**.

If you win: Your friend gives you a Galleon.

If you lose: You give your friend a Galleon.

The Dark Mark appears over the large campsite after the game. **Write 3% of your current word count** as you flee the camp and into the woods. *If you have a pet owl, you may skip this round for free.*

Aboard the Hogwarts Express, Draco Malfoy gloats that he knows about an event happening at Hogwarts this year that no one else knows about. You and your friends decide to ignore him, and you **write 300 words** as you eat some treats off of the trolley and get excited about your classes for the term. *If you are in Slytherin, Draco has already told you what the event is and you may skip this round for free.*

At the start of term feast, Dumbledore announces that this year, Hogwarts will be hosting the Tri-Wizard Tournament, and that no one under the age of seventeen will be allowed to submit their names to be considered for the competition. **Write for fifteen minutes** as you scheme with the Weasley twins about how you'll get your name into the Goblet of Fire.

This year's new Defense Against the Dark Arts professor is Mad-Eye Moody, a retired Auror for the Ministry. He demonstrates the three Unforgivable Curses in front of the class, using the Imperius Curse on you to make you **write 500 words**.

The day before Halloween, the delegates from Beauxbatons and Durmstrang arrive at Hogwarts. **Write for five minutes** as you notice Viktor Krum among the Durmstrang students and eat at the Welcoming Feast. *If you own a pet toad, you may skip this round for free.*

Fred and George give you some of their Aging Potion, allowing all three of you across the Age Line protecting the Goblet of Fire from younger students. Unfortunately, the potion doesn't work, and all three of you are sent to the hospital wing. **Write to the nearest thousand** as you wait for your gray hair to turn back to normal. *If you are in Ravenclaw, you know better than to use an Aging Potion to get to the Goblet of Fire and may skip this round for free.*

On Halloween night, four champions are selected for the Tri-Wizard Tournament, and one of them is Harry! He asks you for your help to prepare him for the First Task. **Write 100 words** as you practice the Summoning Charm with him and Hermione.

The First Task is here, and Harry faces off with a Hungarian Horntail! **Participate in a Three-Headed Hydra** as you watch the event with bated breath, and celebrate in his success completing the Summoning Charm.

Hermione is worried about the well being of the house elves in the kitchens, and she takes you, Harry, and Ron down to the kitchens. **Write for ten minutes** as you talk to Dobby and Winky while the rest of the house elves feed you well. *If you are in Hufflepuff, you're already in the kitchens when the trio comes to visit the house elves and may skip this round for free.*

Your Head of House announces that there will be a Yule Ball on December 25th, and that you need to find a date for the evening. You have two ideas for who to ask, but you're unsure of who to pick: a quirky third-year Ravenclaw named Luna Lovegood, or your good friend Seamus Finnigan.

If you ask Luna: She seems excited about the fact that she'll be able to attend the ball, though you are a little put off by her strange personality. **Write 200 words** as you make plans with her for when to pick her up.

If you ask Seamus: He's a little surprised that you asked him but gladly accepts. **Write for five minutes** as you pray that he won't blow anything up in your face on your date.

Christmas Day arrives, and it's time for the Ball! After the formal slow dances, you and your date have fun dancing to the band that arrives to play. **Write for thirty minutes while listening to your favorite wizard rock music.** You can find a master list of wizard rock music by [clicking here](#). If you don't want to listen to wizard rock while you write, listen to the music of your choice, or none if you would prefer.

In preparation for the Second Task, you help Harry in the library to try to find a way to breathe underwater. **Write 250 words** as you learn little from your search. *If you own a pet cat, you may skip this round for free.*

The morning of the Second Task, you can't find Ron or Hermione to walk down with you to the lake, so you go alone and quickly realize that they're a part of the event. **Participate in the Three Digit Challenge** while you wait for your friends to come up to the surface of the lake.

Sirius, who's still on the run, wants to meet Harry and the rest of you outside of Hogsmeade. **Write for ten minutes** as you sneak away from the town and to the cave where you meet him. *If you are in Gryffindor, you easily slip away without worrying about the consequences and may skip this round for free.*

Your life becomes fairly uneventful as you wait for the Third Task to approach. For every class you study for, complete the challenge below. If you complete all of them, take a Galleon for your valiant efforts.

Transfiguration: **Write 150 words** as you practice turning a guinea fowl into a guinea pig.

Potions: **Write for fifteen minutes** as you perfect your Wit-Sharpening Potion.

Divination: **Write 100 words** as you study out of *The Dream Oracle*

Charms: **Write 200 words** as you learn how to perform the Banishing Charm.

Defense Against the Dark Arts: **Write for ten minutes** as you work on your counter-curses.

The Third Task is finally here, after you watched with much curiosity as the labyrinth grew on the Quidditch field. **Roll a die, multiply your roll by 150,** and write that many words as you patiently wait for the champions to leave the maze.

When Harry appears, he comes with Cedric Diggory's dead body. A quiet hush falls over everyone in attendance, and you can hear several people crying. **Write 100 words** as you stare at him in shock.

At the end of year feast, Dumbledore that Voldemort has returned and was responsible for Cedric's death. **Write for ten minutes** during Dumbledore's speech and as Harry, who sits next to you, explains more details of what happened.

Summer vacation is here once again, but this time it comes with a heavy burden on your chest. **Write 500 words** on the train home and as you start preparing for your fifth year at Hogwarts!

The Hunger Games

The Hunger Games Crawl

STAGE 1 - IN THE DISTRICT

- **Reaping Day:** It's that time of year again. Head over to the District Square and try not to think about your chances. Do a three minute sprint. The number of words you manage is the number of times your name is in the Reaping bowl.
- **Goodbye:** Well, it seems the odds weren't in your favor. You're now a tribute for your district. Do another three minute sprint to say goodbye to your friends and family -- you're probably not coming back.
- **Train Ride:** What district are you from, again? Go to a random number generator (like this one) and get a number from 1 to 12. Sprint that many hundred words to show some district pride! For example, district 1 sprints 100, district 2 sprints 200, etc.
- **Optional:** If you sprint a thousand times your district number, you have useful survival skills already, and will have a definite edge in the arena. You can do-over one challenge that you fail without losing.

STAGE 2 - PREP WEEK

- **Opening Ceremonies:** Your stylist has some...interesting ideas about your chariot costumes. You have a half hour to reach your district goal (district number x 100). If you succeed, everyone loves your costumes and can't stop talking about your style. Gain one do-over. If you fail, you look ridiculous, but you won't be penalized...yet.
- **Training Days:** You have three days to train your body and mind for the arena. Sprint to the nearest thousand to round out your skills.
- **Private Session:** Time to face the judges. You have 15 minutes to put down as many words as you can. Round down to the nearest hundred -- that's your training score. 1-3 will receive a penalty: you get no bonus from the interview section below. 4-6 receive nothing. 7-9 get one do-over. 10-12 get two do-overs.
- **Interview:** Wow, you look fantastic! Time to woo the crowd. Sprint to the end of the scene you're on. Take a free do-over as well. Caesar really brings out everyone's best side.

STAGE 3 - THE GAMES

- **Hovercraft:** You're flying blind -- the Capitol doesn't want anyone to see the arena yet. Type for ten minutes with your eyes shut.
- **Launch:** You're on your pedestal. Enjoy your last moments of relative safety. You have one minute to reach 50 words. If you fail, you twitch nervously, step off your plate too early, and get blown to smithereens. Game over.

- **Bloodbath:** Do you stay and fight for your supplies, or do you grab what you can and run? If you do the former, do a #1k30min (to put it in Twitter parlance). Succeed, and you get a do-over. If you do the latter, you have an hour. Fail either task and another tribute kills you. Game over.
- **Day 2:** You've survived one day, but it's only going to get harder from here on out. The Capitol decides you're being boring today and sends a Fifty-Headed Hydra your way. 500+ words in 5 minutes, the sponsors are impressed. You get a do-over. If not, you are badly wounded. Double your next word count goal, and try to do 250 in five minutes. If you succeed, you live with your penalty. If not, you succumb to the poison. Game over.
- **Day 3:** If you have a do-over to burn, skip this challenge. If not, you're running out of water and need to find some -- fast. Write 100 words and roll a six-sided die. If you get a one, you find water and succeed. If you don't, write 200 and roll again. Same odds. Repeat until you hit 1000. If you haven't gotten water by then, you die of dehydration. Game over.
- **Day 4:** You've been spotted by a vicious tribute. Get ready to run. Word War with someone for 10 minutes. If you win, you get away. If you lose, well. I'm sure you can figure out what happens. Game over.
- **Day 5:** It's slow today, for some reason. This can't be good. Nevertheless, enjoy a brief rest by writing for three hours without a goal.
- **Day 6:** It was quiet yesterday because the Capitol poured acid rain in a part of the arena that you weren't in. Good call. You stumble across the body of a fellow tribute who wasn't as lucky. Do a Three Digits challenge in half an hour. If you succeed, you find lots of supplies on her and gain a do-over. If you fail, all her items were eaten away by acid. Oh well, at least you aren't dead.
- **Day 7:** This is it. You've made it to the end of the games. Only one tribute stands between you and victory. Word War with someone for an hour, with this Epic Music in the background. Winner takes all.

If you win, congratulations! You survived, and probably have a substantial portion of your novel written. If not, don't feel bad. We salute you for taking on this monstrous challenge. And hey -- you can always try again. :)

May the odds be ever in your favor!

Catching Fire Crawl

INTRODUCTION

Congratulations! You made it past last year's Hunger Games. However, this year, you are supposed to be a mentor to the new Hunger Games Tributes- and even more terrifying- this year is a Quarter Quell, so the arena will be even more dangerous and the stakes will be even higher.

- To celebrate your victory in the 74th annual Hunger Games, write as many words as you can in 74 seconds to get started.
- To decide which district you are from, use a random number generator [like this one](#) or roll two six-sided die. To show your district pride, multiply this number by 100 and sprint to this many words (For example, District 6 would write 600 words).

TRAINING

Watching this year's Quarter Quell announcement, you discover that the terms for the 75th Hunger Games mandates that the tributes will be reaped from the existing pool of victors. This means, that as the only winner of your gender from your district, you will be going back in. Terrified, you begin training.

- To develop your survival skills, write to the nearest 1000 in your word count.
- Build your muscles by writing for 30 minutes.
- If you write 0-500 words, you break your leg during training and cannot complete any other training exercises while it heals. Continue straight to the Reaping.
- If you write 500-999 words, you train hard, but don't make much progress. There is no penalty but no reward, either.
- If you write 1000+ words, you will have an advantage in the games and earn one do-over.

- To help you escape danger, practice sprinting. Try to complete a 50-word one minute sprint, a 100-word 3-minute sprint, and a 250 word 5-minute sprint.
- If you fail at all three, you give up on training and move straight to the reaping.
- If you succeed on one, continue training with no penalty.
- If you succeed in at least two of the sprints, take a do-over.
- If you succeed in all three, take a do-over and add one point to your training score when you reach the capital.
- Finally, work on your ability to hide. Round your word count up to the nearest 100 and take a free do-over.

REAPING

You stand on the platform waiting to find out who your competition will be. You look over at the pool of victors. These are people you have known your entire life, and at most, only one of you can survive.

- The representative from the capital reads your name aloud. To calm your nerves, write until you've used every letter from your name. (No cheating and adding a title page or a self-named character!)
- The representative then calls the name of your partner. It seems like this takes forever. Sprint for 10 minutes while you wait for the results.
- If you write 0-500 words, they draw a name of your enemy who is much larger than you. Write another 200 words to gain confidence before you can move on.
- If you write 500-750 words, they draw the name of someone you recognize but don't know very well. There is no penalty.
- If you write more than 750 words, they draw someone who will be your ally. If needed, this ally will sacrifice themselves in the arena and give you a do-over.

THE CAPITAL

- You are rushed onto the train and don't get a chance to say goodbye. To console yourself, write for 30 minutes with no word goal while you ride on the train.
- Arriving in the capital, you are invited to the party at President Snow's house. Write for 5 minutes to see how the party goes.
- If you write 0-250 words, you eat until you vomit. Subtract two points from your upcoming training score.
- If you write 250-500 words, there is no penalty.
- If you write 500+ words, add two points to your training score.
- You meet your stylist, who is friendly but very brave. If you have a cover uploaded for your book before this challenge, you are fashion forward and win a do-over. If you do not have a cover but write 250 words and upload one now, you can still earn the do-over. If you choose not to have a cover, you arrive to the parade naked and have to hide in your chariot. No do-over for naked tributes.
- You work to impress the judges during training. Determine your training score by the following: Write for 15 minutes without stopping. Divide your word count by 100 and round down to the nearest whole number to determine your score. The highest possible score is a 12.
- If you score a 0-4, you suffer from low morale and must add 100 words to your next goal.
- If you score a 4-8, you are satisfied with your score and proceed as normal.

- If you earn a 9-12, your pride can get you out of a sticky situation and you win a do-over.

THE ARENA

The arena is a watery wheel surrounded by twelve evenly divided beach and jungle sections. You find yourself standing on a platform in the water halfway between the cornucopia and the beach.

- You have 60-seconds to devise your plan. Write for 60-seconds while you decide what to do.
- If you write 0-30 words, you nervously jump off the platform and explode before your time is up.
- If you write 31-59 words, you grab the two items closest to you and run for cover. If you can write an additional 400 words in the next ten minutes, you make a clean escape. If not, you are killed by another tribute with a trident.
- If you write 60+ words, you bravely run into the blood bath. If you can write an additional 250 words in the next five minutes, you survive. If not, you are shot by an arrow through the heart.
- Section One: You are camping safely in the jungle when you hear a large beast approaching. You need to run as fast as you can. If you can write 1,000 words in 30 minutes, you safely escape. If not, it eats you.
- Section Two: After a good night's rest, you are walking calmly through the jungle when you are surrounded by poisonous mist! Without looking at your word count (cover it if you have to!) write for ten minutes while you try to escape the mist. When finished, add the digits of your word count together. For example, if you wrote 649 words, you would have 19 points (6+4+9). If the mist has dissolved your point total to less than a 15, you die. If you score more than a 15, you live.
- Section Three: You have realized the arena is a clock! Look at the current time- it tells you how many words you need to write in the next 30 minutes. (For example, if it's 7:19, you need to write 719 words). If you succeed, you receive a parachute from your sponsor with a do-over inside. If you make at least half of your word count, there is no penalty. Less than half? You misread the clock, walk into the wrong section, and die.
- Section Four: The Jabberjays shout at you about how terrible your writing is (no worries, the Capital told them to lie.) Find the most difficult problem spot in your novel- the one that has been intimidating you or that you've been avoiding. Finish the scene in under 30 minutes and you make it out. Fail, and the Jabberjays win and take one of your do-overs.
- Section Five: The blood rain makes it impossible to see. Write for ten minutes without editing or rereading. The blood rain won't kill you, but it's not fun.
- Optional: If you complete this activity without looking at your screen at all, earn a do-over for your bravery.
- Section Six: You're fishing on the beach when a large wave approaches. Swim like your life depends on it for three minutes. If you write at least 250 words, you live! If not, you drown.
- Section Seven: Lightning strikes nearby! Write for five minutes without looking at your word count. If you write an even number, you aren't struck and live. If you write an odd number, you are electrocuted and die.
- Oh no! The cornucopia has spun and changed all of the sections!! Use a [random-number generator](#) to figure out which section (1-7) you end up in by accident and repeat only that section.

THE ESCAPE

- District 13 arrives to save everyone! You rush towards the hover craft. Write until your word count ends in a 13; if you manage it in less than a minute, you make it onto the hover craft and are saved! If not, they leave you behind and the capital captures you.
- You made it! Write for 13 minutes to celebrate your new District 13 friends.

A Series of Unfortunate Word Crawls: The Bad Beginning

Hey everyone! I was just looking and I didn't see any word crawls for Lemony Snicket's a Series of Unfortunate Events. So I thought I'd make one (or 13)

The objects you earn throughout the crawl can be used to skip rounds

You've picked up the Bad Beginning, a terrible idea really – **Write 50 words**

You're friends with one of the Baudelaire siblings **Pick one**

Violet – Tie your hair back in a ribbon and **write for 10 minutes** while you talk to her about her latest invention

Klaus – Push your glasses back up onto your nose and **Write 250 words** as you chat with him about what he read last

Sunny – Find something to bite about...I mean write about **Write 100 words**

Take the Rickety trolley to Briny Beach, the word rickety here means unsteady (or death-trap like), along the bumpy way **Sprint for 20 minutes** while you chat with the Baudelaires

You finally get to Briny Beach and you decide to skip rocks with Violet. Roll a six sided die – if you roll even, you are successful, if you roll odd, you fail

Even: You successfully skip a stone across the water – **Write 150 words** while you chat with Violet about the latest thing she wants to invent

Odd: You pick up what you think is a stone and toss it into the water...it turns out to be your glasses...what an unfortunate event, go get them and **Sprint for 30 minutes** while you dry off and wait for Violet to finish putting them back together for you

You leave Violet to her inventing and go see what Klaus is up to. He's examining the creatures in the tide pools

Ev, Gross: Go and sit with Sunny and end up chasing her (she's surprisingly fast) halfway across the beach, **Write for 40 minutes** as you try to catch her and stop her from biting a rock (she might hurt her teeth!)

Oh cool! Go talk to Klaus about the creatures he found in the tide pools and examine some yourself (Is that a Lachrymose Leech?) **Sprint 500 words** as you both get really into a scientific discussion on sea life

Klaus quizzes you about the difference between an Alligator and a Crocodile **Do a Fifty headed Hydra**

You are successful and pass the test: **Take a 20 minute writing break**

You are not successful and do not pass: **Take a 10 minute writing break**

You walk over to sit by Sunny and she goes "Gack!" You suppose this means "Look at that mysterious figure emerging from the fog!" –**Write 120 words** as the mysterious figure approaches

OR

Flee in terror from the mysterious figure and **write 300 words** about why this was a bad idea

Standing by Violet you pick up a stone and follow her example, preparing to hurl it at the approaching figure should the need arise **Brainstorm your next scene** while you wait for the figure to be in range

It's only Mr. Poe after all. As he approaches he starts to cough **Roll a 6 sided die and multiply that number by 150 write that number of words in 10 minutes**

If you succeed: You have a tissue to offer Mr. Poe he gives you a **peppermint** out of deference to the Baudelaire children you don't open it there. You pocket the **mint** and the **rock** that's still in your hand, they might come in handy later.

You learn that the Baudelaire parents perished in a terrible fire **pick one:**

You are immediately suspicious. The Baudelaire's were always careful, they're never leave things in such a way where a fire can just start...the whole thing reeks of suspicion. **Write for 15 minutes** and expound your theories on what actually happened (Expound here means "present and explain (a theory or idea) Systematically and in detail")

OR

You accept that they died in a fire, fires happen all the time. There can't be anything suspicious about it...right? **Write 250 words** while you attempt to comfort the Baudelaire orphans on the way to the Poe residence

Once there you mourn with the Baudelaire children. **Take an hour long writing break** as you struggle for something to say that would comfort them.

Mr. Poe takes you all to see the house, you leave from there not long after you'd arrived, headed for the shops. You look for a microscope for Violet, some new teething rings for Sunny and a new pen for Klaus. Attempt a **Fifty Headed Hydra**

Between **250-500 words**: You find replacements for Sunny's teething rings, Violet's Microscope and Klaus' favourite pen and you take them back to Mr. Poe's house. You are fortunate enough that the Baudelaire's are still there and you give them the gifts, they thank you profusely but leave them with you as they're not sure where they'll end up yet

Between **100-250 words**: You find replacements for Sunny's teething rings, Violet's microscope and Klaus' favourite pen and take them back to Mr. Poe's. You are unfortunate enough that you just miss them and Mrs. Poe can't seem to tell you where Mr. Poe took the Baudelaire orphans...so begins a long game of tracking them down...you hope you find them soon, you miss your friends.

You find out from Mr. Poe that he took the triplets to live with a Count Olaf. He's either their 3rd cousin 4 times removed, or their 4th cousin, 3 times removed. You think the whole thing is a bit shifty but no one listens. You knock on the door Multiply 4 by 3 and 3 by 4 and knock 24 times briskly, briskly here meaning quickly, as you would if you wanted to get someone to answer the door quickly. **Write 144 words while you knock.** No one answers.

You go next door with the intention of leaving a note or message for your friends. Justice Strauss answers. She invites you in **pick one**:

You go in and have tea with Justice Strauss and find out that your friends have, in fact, been there, they left not too long ago and went next door with Count Olaf, her next door neighbour. You tell Justice Strauss of your suspicions but, as usual, no one listens. You thank Justice Strauss for tea and try to get an answer from next door again. **Write for 20 minutes while you have tea with Justice Strauss**

OR

You tell her thank you for the offer but you can't stay, you leave a note and your best wishes for your friends and ask Justice Strauss to give them the letter. **Write a 300 word note for your friends the Baudelaires**

You leave Justice Strauss and resume trying to get in the house. You know and ring the doorbell profusely (profusely here mean an annoying number of times to attempt to gain access to the house.) **Roll a 6 sided die, multiply your roll by 3 and then by 4 that is how many times you ring the doorbell. Multiply this number by 15 and sprint to this many words** Count Olaf finally answers the door and as you begin to explain he tries to close the door on you but you stop the door with your foot. Think fast and **sprint for 350 words** as you try to get him to let you in.

You're in! As you enter his...I suppose it could be called a house...he asks you to wipe your feet. You ignore him as he is a patently ridiculous man (First impressions are often always wrong but you think this one just might be right.) **Pick one**:

Do you, examine the room with extreme scrutiny, starting with the ceiling? **Write a 600 word** report on your findings from the top down (There's dirt everywhere...and eyes...creepy, you are mostly certain that your first impressions were correct, You want to leave ASAP, but not without your friends, and is that an eye tattooed on his ankle?)

OR

Do you, look down and examine from the bottom up? (There are lots of things not to like about Count Olaf's house, the eyes, the dirt, the creepy decorations, you resolve to leave with the Baudelaires as soon as possible. (There's an EYE tattooed on his ankle, how weird))**Write 550 words** about your escape plan

Count Olaf take you to the room where he says you **will** be staying. You find the Baudelaires in there! Imagine your surprise. **Write for 10 minutes** as you catch up with your friends again.

When you get up the next morning Count Olaf had left a note, his theatre troupe was coming for dinner and he wanted you to make dinner for all ten of them ALL TEN! **Write 200 words** as you try and figure out what to make, with the help of Justice Strauss' cookbooks

You've decided on Pasta Puttanesca, Count Olaf didn't say what he wanted so it'll have to be good enough for him. But you don't really care. **Choose one**:

Write for an hour: Help clean the house as much as is possible in the limited amount of time you have

OR

Do a 3-digit challenge. As you help make the dinner for the troupe.

After a truly awful dinner with Count Olaf and his troupe you help the Baudelaires clean-up and then you go to find Count Olaf and give him a piece of your mind **Word War for 15 minutes** as you ream Olaf out before his performance

After that God awful confrontation you go to comfort your friends. The next morning dawns and you go to help them split logs for firewood. You're so furious about what happened yesterday your axe goes through the log with a vicious swing and lodges in the stump below. **Sprint for 30 minutes** as you help the Baudelaires finish the firewood so you can leave to find Mr. Poe

Take a 30 minute break as you help them search the financial district for Mr. Poe. Don't forget to stop for a drink at the fountain of Victorious finance! Walk around, stretch your legs, get a snack, whatever.

You find out, infuriatingly, that Count Olaf is acting "In Loco Parentis," for the Baudelaires ("In Loco Parentis" means in place of their parents) You and Violet are so angry it's like you can hear an angry music montage in the background **Change the tempo of your playlist**

The next morning finds you all still back at Count Olaf's, *unfortunately*. However, when you go downstairs you find oatmeal with *fresh raspberries*. You are, of course, understandably wary at first but after Count Olaf eats one and seems find you dive in. **Write for 5 minutes** as you remember fondly, the last time you had raspberries.

Count Olaf talks to you over breakfast and apologizes for his standoffish behaviour over the last few days. (Standoffish indeed!) But you listen anyway and Count Olaf offers you all rolls in his next play. **Brainstorm your next scene** as you contemplate his offer.

The Marvellous Marriage isn't marvellous but the way it's set up it certainly will be a marriage...and you think you know why... **Word war for 5 minutes** as you think, frantically, of *any way whatsoever* in which you can get out of this...and who is this Al Funcoot character anyway?

Write 525 words in 7 minutes as an *incentive* (Incentive here meaning a reward for doing something you might not want to) If you succeed Justice Strauss will give you **2 books**, which can each be used to skip a section

You succeed! Well done. Justice Strauss tells you that you can pick any **2 books** you want. You pick a big thick book that you'd been meaning to read (It might also come in handy for knocking people out.) You also pick out a smaller novel with a subject that interests you.

You do not succeed. How unfortunate. Justice Strauss tell you that you can, however, pick a book anyway so you pick a **book** with lots of pages and an extremely hard cover (It should be good for knocking someone (the use of the word someone here means, most likely count Olaf.) out, should the need arise)

You find out that Klaus (Smart, resourceful boy) smuggled a book which just might be helpful, out of Justice Strauss' library. You decide to help Klaus research and you're both up all night reading but you finally figure out Count Olaf's dastardly plot. **Brainstorm how to get out of this and write 125 words**

Confront Count Olaf about his dastardly plans to marry Violet and seize the Baudelaire fortune. **Write to the nearest thousand words**. If you have to write more than 500 words you find another **peppermint** in your pocket for some reason (this can be used to skip a round)

You find out what Count Olaf has done and is prepared to do to get this play to go through. You think it's more than dastardly and you want to do nothing more than get Sunny down and run with your friends but that's not possible until you find a way to get up there. **Brainstorm your next 2 scenes** while you try to think of a way out of this.

You stand stock still next to Violet as she stares at the tower, inventive mind whirring. She hands you a ribbon and you mimic her and tie your hair back with it. Thinking intently you and Violet come to the same conclusion, you can't get up the tower stairs, but you can maybe use something to climb the tower... **Write 200 words** as you each brainstorm a different invention

From this encounter you get a **ribbon** from Violet (this can be used to skip a round) and an idea. **Sprint for the length of the next song in your playlist** as you help Violet with her invention and plans.

Later that evening you go with Violet to case the joint 9th joint in this case being the tower) but the associate of Count Olaf's won't even let you in to leave Sunny's bedding. You both leave the tower and walk back to the house to begin work. You help violet break the curtain rod in half **write quietly for 3 minutes** and hope you aren't discovered hitting a curtain rod with a rock

Finally the grappling hook is finished and you very carefully tie linens to the base of it to get a nice long, yet sturdy, rope to get to the top of the 30 foot tower. As you tie the linens together you think about how different your life is now from how it was a few short days ago. You contemplate running back to your old life. **Word war for 7 minutes** as you contemplate this possibility.

You discard this possibility and go with Violet to try and sneak in to the tower with the grappling hook. In the very least you can as a lookout and at the most you can hold the bottom of the rope steady. **Write 500 words** as you attempt to rescue Sunny

Well...that went...swimmingly...now Violet *and* Sunny are trapped...you have to tell Klaus...but there's no time. You are captured by the Hook handed man and brought up to the tower with Violet and Sunny. Once up there you think fast and pull up the grappling hook **Take 20 minute break** as you all await your lamentably deplorable fate

Watching the play from backstage with Klaus you find it insipid and exceedingly boring **Write a 600 word review of the play** as you watch the dismal performance

Violet's left hand isn't the only one trembling as she signs her name **roll a 6 sided die and multiply that number by 30. Write this many words** as you watch downcast and...wait a minute...Violet's left hand?

Count Olaf's plan foiled, by none other than his "blushing bride" he's in a terrible temper. **Write 100 words** as you celebrate your brief victory and reunite with Sunny.

Unfortunately you cannot stay with Justice Strauss, and nor can your friends, because their parents' will states that they must be raised by a relative. **Write for 5 minutes** as you prepare to leave for Mr. Poe's house, yet again and from there, who knows where?

Give yourself a pat on the back and eat a peppermint! The crawl is over! You made it! But who knows what Count Olaf's planning next? Keep an eye (see what I did there? Because he has an eye tattooed on his ankle) out for the next one in the Series of Unfortunate Word crawls

Mean Girls Crawl

A Mean Girls word crawl to get you through the last week of NaNoWriMo. Because word crawls are so fetch. And I wanted an excuse to watch Mean Girls.

-

It's your first day in a public high school after living in Africa with your parents for the last 12 years and being homeschooled. **Write for 12 minutes** as you adjust to American culture.

Quick! You've got to find a good seat in your first class before they're all taken. **Write 300 words in 10 minutes.**

- *If you succeed:* Phew! You got the last good seat in the nick of time. Enjoy the fresh air.
- *If you fail:* During the search, you bump into your teacher, spilling coffee on her shirt. You've not only embarrassed her, you now have to sit behind the fartier. **Write 100 words** to distract you from the smell.

So the first day may not have gone so great, but the second day you make new friends, Janis and Damian. They convince you to ditch class and that's when you get your first sighting of the Plastics. Roll a die to get the deets on one of them:

-1 or 4: Karen Smith - she asked Damian how to spell 'orange' once. **Write to the next multiple of 1,000** but try not to strain yourself too hard with the spelling.

-2 or 5: Gretchen Wieners - her hair is so big because it's full of secrets. Probably thousands of them. **Write 1,000 words.**

-3 or 6: Regina George - she's the queen bee. People think it's cool when she punches them in the face. Try to punch out **1,000 words in 30 minutes.**

At lunch, the Plastics invite you to sit at their table. Can you follow all of their rules?

-If it's Wednesday, and you're not wearing pink: **Write 250 words.**

-If you've worn a tanktop two days in a row this week: **Write 200 words.**

-If your hair's been in a ponytail more than once this week: **Write 100 words for every day it's been in a ponytail the last 7 days.**

-If it's not a Friday and you're wearing jeans or sweatpants: **Write 300 words.**

-If you broke all of those rules, **write an extra 500 words** to be able to sit with them.

-If you didn't break any of those rules, **write for 30 minutes** as you enjoy lunch with the A-listers.

In 8th period calculus, you meet Aaron Samuels. He's so cute. You get distracted staring into his dreamy eyes and don't hear Ms. Norbury's question. **Sprint to 300 words** to act like you were paying attention.

Do the **Three Digit Challenge** to survive your first three-way phone call when Regina tells you that Gretchen's told her about your crush on her ex, Aaron.

After many titillating conversations about what day it is (Oct. 3rd) and the weather (yeah...it's raining), Aaron finally invites you to a Halloween party. What's your costume?

-“Ex” wife/zombie bride – that’s what Halloween is about: **Write for 15 minutes** for being yourself.

-A dress with animal ears: **Write 500 words** for following the slut rule.

What a slut. Regina takes Aaron back instead of putting in a good word for you. You plot with Janis and Damian to take her down:

Aaron Samuels (high stakes man candy)

Complete all of the challenges below to get Aaron to find out that Regina's cheating on him with Shane Oman.

-You post that swim practice has been moved to the projector room above the auditorium where Regina and Shane do their hanky panky. Aaron only finds Shane in his underwear. **Write 300 words** to get that image out of your head.

-Damian steals your purse in front of Aaron, who chases him to the auditorium room. **Sprint to 500 words!** You only find Trang Pak and Coach Carr making out. Awkward.

-Play dumb at math. Have Aaron tutor you. Spill the beans after you've stolen a kiss and he still won't break up with her. **Write 10 minutes** to recover from your unceremonious reveal.

“Hot” Body (technically good physique)

-You get the bright idea of giving Regina high-calorie Kalteen bars, which your mom gave to children in Africa to help them gain weight. **Write to the next 1,000 words** to revel in your genius.

Army of Skanks (ignorant band of loyal followers)

You gotta crack Gretchen Wieners to crack em all. Want me to say crack again? Crack. Complete all these challenges to crack Gretchen.

-Send everyone a candy gram (supposedly from Regina) except Gretchen to make her think Regina's made at her. **Write 100 words for every candy gram.** That's one for Cady, one for Karen, and four for Glen Coco. You go Glen Coco! **(600 words)**

-Switch places with Gretchen for the annual Jingle Bell Rock dance at the Winter Talent Show. Do a **song sprint** to Jingle Bell Rock to save the night. Skip this challenge if you know all the words to Jingle Bell Rock. You go...you!

-**Write 100 words** if you use the word 'fetch'. And stop trying to make 'fetch' happen.

Spring Fling nominations are here! **Write 450 words in 15 minutes.**

-*If you succeed:* Congratulations, you've been nominated for Spring Fling King or Queen!

-*If you fail:* Sorry, maybe next year. Drown your sorrows in **200 words.**

You're starting to fail calculus to impress a boy. Take out your frustrations on Ms. Norbury in the burn book by **writing for 20 minutes.**

It's the weekend! Roll a die to figure out your plans:

-1 or 4: You go to Madison with your parents to see Lady Smith Black Mumbazo. What a good child. **Write to the next 1,000 words** to feel proud of yourself.

-2 or 5: You support your friend Janis at her art show. What a good friend. **Write 400 words** because you're awesome.

-3 or 6: Lie to your parents and your friends and throw a party where you end up puking on Aaron. **Sprint to 500 words** to try to convince him to stay.

Regina is real angry when she finds out you've been giving her nutrition bars for weight gain AND didn't invite her to the party. She brings the book to the principal, Mr. Duvall, frames you and the Plastics, and spreads copies of it all over the school. The junior girls go wild. Do a **song sprint** to "It's a Jungle out there, the Monk theme song. I know, it's short. Listen to it a few times if you want. I mean, it's a pretty crazy jungle.

Confession time. Make one, make all four, make however many you want.

-If you've ever said anything bad about someone behind their back, **write for 10 minutes** to make amends.

-If someone's ever said anything bad about you behind your back, **write 300 words** to clear up those rumors.

-If you've ever felt personally victimized by Regina George, **write to the next 1,000 words** to recover from the emotional trauma. We've all been there.

-If you want to bake a cake made out of rainbows and smiles for everyone to eat and be happy, **write out your feelings for 30 minutes**. Do you even go here?? (I'm just kidding. You all go here, wrimos.)

If you made all of those confessions, you can skip the next round for being so honest!

Janis confesses her plot against Regina and reveals Cady's role in it. **Write 200 words in 5 minutes** to catch up with Regina as she storms out of the school.

-If you succeed: You save Regina from getting hit by a bus!

-If you fail: WHAM! Where was that bus driver looking? **Write 500 words** to make amends.

Your parents found out you're failing math. You're – what do they call it? – grounded. You're grounded. **Write 680 words** to make up for that last test grade.

You confess to the burn book so the cops will stop searching Ms. Norbury's place for drugs. To make it up to her, you commit social suicide and join the Mathletes for their competition. Roll a die to see if your answer to the question wins.

-Odd number: The limit is -1. Wrong. **Write for 10 minutes** to study up on limits.

-Even number: The limit does not exist. Right. You won! The limit on your word count does not exist either. **Write 1,000 words**. CHALLENGE: Write until you hit 50,000 words!!!

You hit up the Spring Fling afterwards and you win Spring Fling King/Queen! You make a wonderful speech to everyone apologizing for being a mean girl/boy and then break up the tiara/crown into about 10 pieces – a little for everyone. Spread the love to your word count and **write for 10 minutes**.

Congratulations, you survived your first year of public school!

Buffy the Vampire Slayer Crawl

STAGE 1 – Chosen One

The Watcher: Do a *5 minute sprint* while your watcher convinces you that you are chosen.

The Tools: Here's your stakes, and this is a crossbow, and just a reminder, aim for the heart. Do another *5 minute sprint* to get ready.

First Night: Kill your first vampire. *Sprint to 500 words*

Optional: Get ambushed and live:

By (2) vampires *add 1000 words* and get an [Elixir] or,

By (3) vampires *add 1500 words* and get [Elixir + Reflexes]

STAGE 2 – Prophecies Suck

Patrolling: You've just cleared out a vampire nest when another vampire, with a strange necklace, attacks you. If you run *sprint to 1000*, or if you fight do *1000 words in 45 minutes* (If you have reflexes do *500 in 30 mins*).

If you run you get [Extra Reading]

If you fight and win you get [Trinket]

If you fight and lose:

Use an [Elixir] to continue on or,

Become UNDEAD go to STAGE 4

Research the Vampire: You need to find out what the ugly necklace was that the vampire was wearing.

If you have [Trinket] find answers by doing *500 word sprint*

If you have [Extra Reading], do *1000 words in less than an hour* if you fail *add 500 words*.

Otherwise, do regular research, sprint to the nearest thousand.

Prophecy: You learn that you will die by taking on a great evil.

If you accept your destiny do you have *30 minutes* to say goodbye to your family. Get as many words as you can. Over 1000 get [Elixir]

If you refuse your destiny become ROGUE go to STAGE 5

Prepare for the apocalypse:

The end is coming what would you do.

If you would do research, find a way to make a book important in the next scene, get [Crafty]

If you would train, have someone die in the next scene, get [Brutal]

If you spend time with a loved one, write about someone your character cares about, get [Support]

If you go it alone *write 2000 words*, no one ever said it would be easier.

STAGE 3 – The Last Battle

Ready the weapons: Get the supplies together. Sprint to the nearest thousand.

Get inside: It's an abandoned building lots of places to hide.

Sneak in do 500 words in 1 hour or less. Get an [Elixir] if you do it in less than 30 minutes.

Go through the front door. Write 1000 words in 1 hour or less. Get [Elixir + Brutal] if you do it in less than 45 minutes.

If you fail either than replace 5 with 10 on Take out the minions.

If you have [Brutal X2] you may skip the minions and lose one brutal.

Take out the minions: There are a lot of them, but you are a slayer and they will fall.

If you have [Reflexes] fight of the minions, do 5 X (1 minute word wars) you have to beat your score or beat 30 words each time to survive.

Otherwise do 5 X (50 word sprints in 60 seconds)

If you fail either become UNDEAD go to STAGE 4

Human Sacrifices: They are holding captive people here! What are you going to do.

Rescue them, roll a pair of dice or use a random generator 2-12, whatever the amount is times it by 100 and write that many words. You may stop at any time without dying, but if you save them all gain [Elixir + Support]

Leave them behind. Write 500 words because of the guilt. Shame on you. Do it in 15 minutes or less and gain [Elixir]

Traps: If you have an [Elixir] you may skip this task unharmed.

If you have [Reflexes] you get though the traps unscathed but have to still have to do a 20 minute word war .

If you have [Crafty] you may get by unscathed but if you do you lose [Crafty]

Otherwise, do 20 minute word war at the end if your word count ends on an odd number you lose an [Elixir] or if you don't have one you become UNDEAD, if it lands on an even number do another 100 words and move on.

Lookouts: They're watching and they both look formidable. What are you going to do now.

Take them both on. Sprint to 1000 words.

Create a distraction and slip by, write 1000 words in less than an hour, get [Crafty]

Outnumbered: There's more of them than you if you have [Crafty X2] or [Support X2] you may skip this section and lose either one [Crafty] or one [Support]

The Villain: If you have one of each [Crafty +Support +Brutal +Reflex] Sprint to the nearest thousand and you save the world from the Apocalypse, kill the villain, but you still die if you die this way go to STAGE 6 and you keep all remaining [Elixirs].

If you have [Reflex] and one or more of the three boosts you sprint to 1000 and die, but the world is saved, and the villain dies. If you do the sprint in less than an hour go to go to STAGE 6 otherwise go to STAGE 4

If you have two or three of the boost then sprint to 1500 and die, the world is saved, the villain is dead. If you do the sprint in less than an hour go to go to STAGE 6 otherwise go to STAGE 4

If you have no boost then sprint to 2000 and die, the world is saved, the villain is dead. If you do the sprint in less than an hour go to go to STAGE 6 otherwise go to STAGE 4

If you've changed your mind and want to live, take your boost and elixirs and become ROUGE to STAGE 5

STAGE 4 - THE UNDEAD

Lose all benefits [Crafty +Support +Brutal +Reflex] and all Elixirs unless otherwise specified.

Rise from the Grave: Birth is always especially terrible. Sprint to 1000

First Taste: The hunger is insatiable kill your first victim. Do a 10 min. word war against someone until you win one. If you win the first time and get over 100 words then you get [Bloodthirsty] If you lose the first five, do an additional 500 words before moving on.

Minion: It's not the best job, but until you learn the ropes then you are stuck taking orders.

Meet your coworkers: Write 100 words for every person in your book that is working for the bad guy up to 1000 words. You bad guy a loner well than do 500 words.

Get hostages: Write 10 words for every page there is in your book. If you do more than 1000 words, get [Bloodthirsty].

Talk to the Boss: He's intimidating, but you're not a weakling, and you used to be a slayer. You don't have to be afraid.

Stand up for yourself - word war for 30 minutes against someone If you win get [Renown + Bloodthirsty] if you lose you may pay one [Bloodthirsty] and get [Renown]

Cower – lose one [Bloodthirsty]

Fight the new Slayer: She's tough, but then so were you and you died.

Write 250 words in 15 minutes or less twice.

If you win twice get [Renown + Bloodthirsty]

If you win only once pick one [Renown/ Bloodthirsty]

If you lose both then say goodbye before you turn to dust.

Heal and Regroup: You fought the slayer and lived, but so did she.

If you have if you have [Renown X2] and [Bloodthirsty X2] you can rest in peace. Your minions can do your bidding.

If not, then do however many words you did in Fight the new Slayer

Initiative: Who are these guys? Military, what do they know about Demons?

Kill them all write 1000 words in 30 minutes or pay one [Bloodthirsty]

Leave them be write 1500 words in less than one hour, or your dead.

Choices:

Write 2500 words, and give up one of each [Renown +Bloodthirsty]. Get [Soul].

Write 2500 words and give up one of each [Renown +Bloodthirsty]. Get [Immortal].

The Apocalypse: Whatever your choices the Apocalypse has come now it's time to decide what you will do.

[Soul] You join the slayer and fight the good fight, you stop the apocalypse, but you die anyway. Self sacrifice matters, have someone sacrifice themselves for your character. (They don't have to die, but have them do something.) or give up all remaining [Renown/ Bloodthirsty]

[Immortal] You begin the apocalypse and defeat the slayer, a main character dies in your story or give up all remaining [Renown/ Bloodthirsty]

STAGE 5 - THE ROGUE SLAYER

Keep all benefits [Crafty +Support +Brutal +Reflex] and all Elixirs that you had before becoming ROGUE. If you became ROGUE during Prophecy then gain [Survival].

Evade the Council: You want to live, sprint to 1000 in less than an hour. If you fail you become UNDEAD go to STAGE 4

Lose the Cops: Do a 10 minute word war with a friend. If you win, you get an [Elixir] if you fail you go to jail, start over at Evade the Council.

Hide: You finally got away, hunker down and stay away. Write for an hour. If you do more than 1000 words, you may choose a trait.[Crafty/ Support/ Brutal]

Leave town: If you have [Crafty] or [Survival] you may skip this and lose one.

o You need to leave town, better stay away from the roads. Sprint to the nearest thousand then add 500 or,

o Take a bus. Write 100 and gain lose [Survival].

Change Appearance:

Change the appearance of a main character in your book or,

Write 1000 words to change your appearance, or

Do both and gain [Crafty]

Get Money: Got to have money and you can't exactly have a normal job.

Lose a [Crafty] and skip this mission

Write for 30 minutes, when you get done, double the amount of words you just did. So if you get 500 do 500 more.

Go off the grid:

Lose a trait if you have one, and lose an elixir if you have one.

Write till the end of your chapter, and start your next chapter off with dialogue, just because your lonely doesn't mean you can't talk to yourself. Get [Support]

Write till the end of your chapter, and start your next chapter off with a bit description, get a good layout of the scene. Get [Crafty]

Write till the end of your chapter, and start your next chapter off with action, wet the walls with blood. Get [Brutal]

Hellmouth: Because you would pick a city with a Hellmouth on it. Well, at least you won't die, probably.

Fight unknown vampire, write to the next 1000 or the next 500 whichever is closer. Do it in 30 minutes or less and get [Brutal]or,

Spare vampire with a soul, write to the next 1000 or the next 500 whichever is closer. Do it and get [Support]

Darkness: The sun has been blotted out of the sky by strange clouds and vampires are roaming the streets. If you still have[Survival] you may use it now to skip this.

Kill them all. Write 500 words in 30 mins, if you fail become UNDEAD go to Stage 4

If you have [Support] gained from sparing the vampire with a soul, you have two chances to past 500 words in 30 mins.

Choice: The apocalypse has come, and only you can stop it. You could die, but you were already destined to die you, might as well go in style.

If you fight the apocalypse, write 2500 words in 1 hour and a half or,

If you still have [Survival] then sprint to the nearest thousand then go to The End in STAGE 6 read ROUGE

If you have [Crafty +Support +Brutal +Survival] skip right to The End in STAGE 6 read ROUGE

STAGE 6 - THE RESURRECTION

Lose all benefits [Crafty +Support +Brutal +Reflex] and all Elixirs unless otherwise specified.

Heaven: Things are simpler here. You are happy. Take a break and look at how far you've come. Get [Elixir] if you wrote 10,000 words by this point, get an extra [Elixir]

Rise from the Grave: You beat the big bad and get to live too, but you're still the slayer, and the life of a slayer is never easy.

Use an [Elixir] and skip or,

Fight off the vampire that came out of the grave next to you. 250 words in five minutes. If you fail, well at least you're already in the cemetery because you're dead, again.

Or are you? Become undead if you like and go to STAGE 4

Where do you go now?: You died, there was a funeral, how do you explain this one.

Become ROGUE and go to STAGE 5

Go home, they'll understand, but it's a long walk. Sprint to the nearest thousand.

Go to the council, your old life is gone now anyway. Sprint to the nearest thousand and get an Elixir.

Patrol: Things have more or less gotten back to the norm, but something is off.

Home: Get little sister. Where did she come from? Research time. If you have a sister do 200 words. If not, do 400 words.

Council: People are dying and going crazy time to do research. If you read an actual book today do 200 words if not do 400 words.

Training: Something's coming another apocalypse. How can it be.

- o Lose it and become ROGUE and go to STAGE 5
- o Home: Teach little sister, do two 5 minute sprints. If your second score is higher gain [Potential] if the first score is higher gain [Key]
- o Council: Get stronger, do two 5 minute sprints. If your second score is higher gain [Axe] if the first score is higher gain [Orb]

The Battle: The apocalypse is coming it's time to fight.

Home: The end is here it's time to fight.

[Potential] The world is counting on you, write a scene where someone is saved, if not then write 200 words for each character in this scene even if they don't have names. If you do go to The End read Home

[Key] The portal is opening there's nothing left you can do.

Let sister jump write 1000 words if you do go You become ROGUE go to STAGE 5

Jump yourself write and kill someone in your book right now. If you do this, you are resurrected and go to The End read Home

Council:

[Axe] The world is counting on you, write a scene with an epic weapon, if not then write 200 words for each for thing your character touches in this scene even if it's a person or something their wearing. If they touch nothing then write 200 words to prove your not the first evil. if you do go to The End read Council

[Orb] A God is trying to open the portal you can't allow this.

Spare the God, and kill the key, write 1000 words. You become ROUGE go to STAGE 5

Kill the God at all cost. Kill someone in your book right now and go to The End read Council

The End: It's over and you've survived.

Council

The council has learned that there is another slayer out there. She is rogue and dangerous.

Join her you become ROGUE go to STAGE 5

Kill her, write the rest of the novel and when you finish, proudly exclaim that you killed the rogue slayer. Great job, now train the next slayer and hope she turns out better. Go write the next book.

Home

You sister is in trouble, but isn't she always.

Let her die you become ROGUE go to STAGE 5

Save her, write the rest of your novel and when you finish, proudly exclaim that you saved your sister. Great job, now keep her out of trouble and teach her to fight. Go write the next book.

Rogue

You've been through a lot, but you survived.

If you left before fulfilling your destiny it's not too late, go to Prepare for the apocalypse and lose the option to become ROGUE. (Skip past these parts.)

If you're happy staying rogue then, write the rest of your novel, and when you finish, quietly pronounce that you are a rogue slayer. Then, write 1000 words on your next novel, because, you'll be running the rest of your life.

If you're ready to change, but don't want to face your destiny, finish your novel, and go into hiding, then when you're ready, start doing rewrites, and make the way you really wanted it to be. Gain [Redemption] and take a break you deserve it.

Undead

You've been through a lot, and you died, but you are back and you can choose your life.

[Soul] This may not be the destiny that was chosen for you, but it is one that you chose. If you have any remaining [Renown/ Bloodthirsty] you are resurrected and you're alive for real.

If you haven't completed your destiny go to Prepare for the apocalypse and do that now.

Or if you choose you become ROUGE if you haven't yet.

Or you can live out the rest of your human life knowing that you did something amazing, write the end of your book, and pat yourself on the back you deserve it.

[Immortal] This is everything you wanted, but it's kind of lonely being you. If you have any remaining [Renown/ Bloodthirsty] you can turn every girl that would have been a slayer into a vampire. There now, you aren't lonely.

It's too late to go back now. You are the master vamp, and whether you used to be a slayer, or a rogue, either way you decided not to let anything as simple as death stop you. Now, finish your book, then find a nice warm vein and watch the world go to hell, you've earned it.

Supernatural Pub Crawl

It's just a normal day. You spent most of it helping Sam with research, but Dean insists in getting everyone to loosen up, so he forces you to go to a bar with him. **Write 100 words in protest.**

As soon as you get to the bar, you're attacked by a werewolf. The werewolf knocks Sam out by bashing his head against the side of the building. Dean tries to assist you, but he werewolf rips his chest to shreds. **Sprint for five minutes** to defeat the werewolf and save your friends!

If you got less than a hundred words, you fail and the werewolf kills the other two hunters. **Write 250 words** to bring them back to life.

If you wrote 100-200 words, you get your butt kicked, but you survive and drag the other hunters to safety. **Write 100 words** while you heal.

If you write 201+ words, you're victorious! You defeat the werewolf without getting as much as a scratch.

Exhausted, everyone goes back to the motel. **Take your time to write 300 words** while you fall asleep.

Where're the other hunters? You wake up alone in the motel room and there're droplets of blood sprinkled across the floor. **Write 250 words in ten minutes** while you try to figure out what happened.

What's that? Something's under the bed. **Do three one-minute sprints** while you pull it out.

It's a note! There's only two scribbled words. Demon hoard. What does that mean? Puzzle it out with a **five minute sprint**.

There's been a lot of demon activity in Indiana. Why they're in the land of corn, you're not sure, but before he disappeared, Sam was talking about a hunt in the area. Could that be where the missing hunters are? You don't have a better idea, so you jump in the Impala and head for boring old Indiana

To ride in silence, **write 100 words**. All you can think of is the blood on the floor of the motel room. **Write another 150 words** to shake the thoughts away.

Write 250 words to listen to the best of mullet rock.

Do **five one-minute sprints** to listen to classical music.

If you want to listen to pop, **write 500 words**. Shame on you for listening to that namby-pamby stuff.

Finally, you arrive in Indiana. It's late and you're exhausted.

To find a motel room and retire for the night **sprint for ten minutes**.

To scour the local bar for anyone who might've heard of anything remotely demonic, **write 200 words in five minutes.**

To read up on recent events in the town, **sprint for five minutes.**

((The last two options deprive you of sleep. You have to pep yourself up with coffee before you continue. **Write 100 words.**))

You run into a scared teenager who seems to know something. **Sprint for ten minutes to talk to them.**

If you get less than 150 words, the teenager runs away from you. **Write 350 words** to find another witness.

If you get between 151-300 words, the teenager freezes and refuses to talk with you until you calm them down. **Write 150 words.**

If you get 301+ words, the teenager spills everything they know with barely any prompting. That was easy.

You now have a general idea of where the demons are hiding. From what you've heard, it's a pretty big hoard, and there's no guarantee that Sam and Dean are there. You're taking a big chance by going in alone.

To call in a favor and get one of your friends to join you **write 500 words.**

To go in alone, don't do anything. You might regret this later!

Sprint for fifteen minutes while you wait for nightfall. It's too risky to attack during the day.

Time to gather your weapons! What would you like to take?

To take a gun full of rock salt and a give 'em hell attitude, **write 100 words.**

To take a recorded exorcism and a salt-covered knife, **write 150 words in five minutes.**

Lucky you! Sam left behind his demon-killing knife! **Write 500 words** to claim it.

With your weapon in hand and the full moon shining above you, it's time to attack. You drive up a tiny dirt road and stop about a half a mile from where the demons are camped out in an abandoned house. *((From this point on, if you brought a friend, you get either five minutes added to each challenge, or you can knock fifty words off your intended target. Glad you called in that favor?))*

A few years out from the house, you run into your first demon. He's tall and lean, but you know you can beat him. **Sprint for five minutes** to take him out from behind.

If you get less than 100 words, he splits your lips before he goes down. **Write 100 words** to shake yourself out of a daze.

If you get 101+ words, you win. Keep going!

If you get 250+ words, you not only win, but you find a knife tucked in the back of his jeans. This could come in useful later.

Everything is eerily quite as you creep up to the back door of the house. Do **two one-minute** sprints to shimmy the lock open.

If you write less than 30 words, your clumsy attempt draws the attention of a demon. **Write 200 words** to take it out.

The house smells of blood and mold. To your left, there's a door that leads to the basement, to the right there's a staircase that leads to the second floor, straight ahead there's a hallway that leads to the front of the house. **Sprint for ten minutes** to decide which way to go.

If you write less than 150 words, you run straight ahead. Unluckily for you, that's where the biggest group of demons is conjugated. **Write 400 words** to fight your way out. *((Once you finish the penalty, go to the last option on this list.))*

If you write 151-300 words, you go upstairs. There are a few demons on lookout duty. **Write 200 words** to take them out. *((Once you finish the penalty, go to the last option on this list.))*

If you write 301+ words, you go to the basement. Sam, Dean, and Castiel are chained to chairs that face the wall. **Write 100 words** while you scour the room for a key. *((If you collected the knife from the first demon, you may skip this step. You use the knife to pick the locks on the chains.))*

With Sam, Dean, and Castiel free, you all go back upstairs to wipe out the remaining demons together. **Sprint to the nearest thousand.**

When the last demons lies dead at your feet, you all start the trek back to the Impala. The moonlight shines down on you, illuminating the path, and Sam and Dean joke about each other's cowardice like they didn't almost die. **Take your time to finish your current scene** while you all hop back into the Impala and drive back into town for a round of celebratory beers.

Congratulations! You saved the day! The hunters owe you their lives. **Reward yourself with a favorite food, drink, or episode of Supernatural. You deserve it, hero!**

Divergent Crawl

You just turned 16, and you are going to take the test to see which factions you have an aptitude for. Choose one of the options below:

Option 1- Take the Knife: You can choose Dauntless, Candor or Erudite later on. However, you must do a 5 minute word sprint in order to complete the test.

Option 2- Take the Food: You can choose Amity, Abnegation, or Candor later on. In order to complete the test, you must write 500 words at your own pace.

Option 3- Can't Decide: You can choose any faction later on, but you are in danger now. You must write 1,000 words without any distractions in order to continue.

Good job! You've completed the test, but you will soon face the biggest decision of your life. What faction will you decide?

Candor: You're honest with yourself and others. Type as fast as you can for ten minutes. Try your hardest, you will know if you didn't.

Abnegation: You're selfless. Instead of writing in your story, respond to a forum thread. You can encourage someone who is behind in their wordcount, or you could post a spare plot in the adopt a plot thread.

Erudite: You're intelligent. You know what you need to do to catch up. If you are over 10,000 words behind, write 1,000 words. If you are between 5,000 and 10,000 words behind, then write 700 words. If you are less than 5,000 words behind or ahead, then write 200 words.

Dauntless: You're brave, and up for any challenge. This could either be really easy or really hard. Add up the number of all of the following that APPLY to you, and write that many words. .

10: If you are typing on a LAPTOP.

20: If you still have Halloween candy.

50: If you have more than 5 tabs open that are not about your story.

80: If you had coffee today.

100: If you are more than 1,000 behind in your word count.

200: If you want to finish the 50 k today.

250: If you are listening to music while typing.

500: If you are adding this all up with your phone.

Amity: You're peaceful, and want to hear everyone's opinion. Find a place to post a paragraph of your writing and have people critique it.

-

You've made it, and have been accepted into the faction that you want. But the challenges aren't over yet. Find the faction that you've chosen, and complete the tasks.

Candor:

-Remember to always tell the truth! Write 100 words for every 1,000 words you are behind.

-You want to show your friends how fast you can type. Do a 5 minute word challenge.

-Your friend won the challenge! You told them you can beat them, so you better keep on doing 5 minute word challenges until you can beat your first time.

-Do you have chapter titles yet? Brainstorm 5 possibilities for one of your chapters.

Erudite:

-Knowledge is power. Spend your day in a quiet library and write 200 words.

-Your characters are just as smart as you are! Have one of your characters make a realization in this chapter.

-You know too much about your own story, but not enough about anyone else's! NaNoMail one of your buddies to see how their story is doing. If you don't have any buddies, find one in your age group.

Dauntless:

-Take a chance! Make a word count goal for the next hour.

-Find a random online number generator (1-20) and write that many words times 10)

-Bake a dauntless cake. For every bite of food you eat, type 20 words.

-Jump out of the train. If you don't make it to the nearest thousand in the next ten minutes, then write 2,000 words in the next hour.

Abnegation:

-Write a scene with someone's POV who you haven't talked a lot about. You want every character to feel loved, no matter how small.

-Go spend 10 minutes helping someone out. If they say "thank you," then write 200 words. If they don't say anything, then write 50 words. If they do something nice in return, then write 500 words.

-Write a happy scene in someone's day.

Amity:

-Make sure you know what is going on around you. Add up the number of how many of the following things APPLY to you, and write that many words.

10: If you have food or a snack next to you.

50: If you have a music playing device next to you.

100: If you are watching a movie while writing.

A page: If you are handwriting your story.

500: If you are typing your story on any type of TECHNOLOGY.

500: If you have been typing for more than an hour, and you want to give an extra boost to your wordcount.

-The amity government is run by the people! There is one leader, but they take everyone's opinion into account. Share a page of your story with a family member, and ask for critique.

Alice in Wonderland Pub Crawl

This is inspired by the original Disney animated film.

You are Alice, sitting on the riverbank, listening to your sister read from a book about William I, whose reign began in 1066 AD. You grow bored, so **write 1066 words as quickly as you can.**

You spot the White Rabbit, who is very late for an important date. His watch says 5 o'clock so **set your stopwatch for 5 minutes, and write as much as you can.**

You chase the White Rabbit, following him into a rabbit hole, where you fall down, down, down. **Write to the nearest thousand** as you fall down the rabbit hole.

When you get to the bottom, you see the White Rabbit race through a tiny door, which you can't fit through. The doorknob tells you to drink from a little bottle marked "DRINK ME." After you drink it, you turn so tiny that you can't reach the key to the door, which is on a normal sized table. **Write 400 words** to find a solution.

A cookie marked "EAT ME" appears. You eat it and grow so big that you fill the entire room. Time for a **big sprint of 30 minutes**.

After all that, you are crying so hard your tears fill the room – though the doorknob tells you to drink again from the bottle. You fall into the bottle and sail away in a river of your own tears through the doorknob's keyhole and into Wonderland. You see the Dodo, running the caucus race, where inhabitants of Wonderland race until they are dry. **Race to the nearest hundred words**.

Tweedledum and Tweedledee block your path to tell you the story of The Walrus and the Carpenter, The time has come, the Walrus said, to talk of many things – of shoes and ships and sealing wax, of cabbages and kiiiiings. **Pick one of those things**.

For shoes, sprint to the nearest thousand.

For ships, think of your favorite fandom ship, add up the number of letters in the characters' first names (for example Bella and Edward is 11, while Harry and Hermione is also 13) and multiply that number by 50. Write that many words.

For sealing wax, let the dice seal your fate -- roll a standard six-sided die. Multiply that number by 100, and write that many words.

For cabbages, write 250 words

For kings, try the Fifty Headed Hydra, elsewhere on the forum

You come to the White Rabbits house, where you eat another one of those "EAT ME" cookies, growing so big that you fill the rabbit's whole house. Time for another big **30 minute sprint** while they smoke the monster out.

You eat a carrot and shrink down to the size of an insect – do a tiny, **5 minute sprint**.

You meet a garden of enchanted flowers, who sing the song Golden Afternoon. **Sprint for ten minutes** while you convince the flowers that you aren't a weed.

"Wooo...R...U?" The hookah smoking caterpillar asks. He gives you a bit of mushroom, which returns you to your usual size. **Sprint to the nearest thousand words to return to an even number**.

You meet the Cheshire Cat, who directs you to the Mad Hatter, the March Hare, and the Dormouse at their Mad Tea Party. In honor of the price tag still affixed to the Mad Hatters chapeau (10/6) **sprint for 10 minutes, then sprint for 6**.

A Very Merry Unbirthday to YOU! **Take your birth month (1 for January, 2 for February, etc.) and multiply that by 100. Write that many words.**

You get lost in the Tulgey Wood. Don't step on the Mome Raths – **try to write 100 words without a typo**.

The Cheshire Cat appears again, directing you to the hedge maze where the Queen of Hearts wants you to play croquet with her. **500 words or off with your head!**

The Queen of Hearts puts you on trial – a **five minute sprint** while you think up a good case should do the trick.

You take a bite of the caterpillar's mushroom, growing to a giant size so you can yell at the Queen of Hearts. **Roll a six-sided die, multiply that number by 100 and write that many words**.

After you shrink back down to your usual size, the Queen of Hearts sentences you to death. You flee, pursued by many of the inhabitants of Wonderland, all the way back to the door knob. **Sprint for 10 minutes as you flee**.

The doorknob convinces you that it was all a dream, and you wake up again on the riverbank, with your sister. You and your sister happily walk home for tea. **Take a much deserved tea break from writing!**

The Labyrinth Word Crawl

This is a long crawl. It is over seven hours at a maximum. You can gain wishes which grant do overs or the ability to skip challenges. You can also earn the ability to change your direction. While it may seem like slower typers are being punished for not being fast enough, the reason for the extra work is to build numbers, which is the point of every crawl.

"Say your right words," the goblins said.

You've heard the story growing up about what happens to naughty children and of course you've never believed it, but you always felt as if it was a good threat.

After a day of babysitting your baby brother, you are totally tempted to send the brat to the Goblin King since he pretty much is a monster already, no one would notice. But then he up and did it. He kicked the computer cord from the wall after you had yelled at him for a dozen times over the last hour to stay out from behind the desk. And now you have just lost the last chapter of your Nano novel.

Frustrated, you stand up and up and say the words that have been on your mind all day. "I wish the goblins would come and take you away. Right now!"

The lights flicker and then go out and when they come back on, the boy is gone and the Goblin King stands before you in all his glory.

Visions of prison...and angry parents, flash in your mind as you realize that the stories were true and you just made the little snot disappear. "I didn't mean it. I have to have my brother back. Where is he?"

"You know very well where he is. He's there. In my castle." The office has disappeared and you are suddenly standing on a hill overlooking a vast labyrinth with a palace set in the middle.

"Is that the castle, beyond the goblin city?"

"Do you still want to look for him?"

"It doesn't look that far."

"It's further than you think, time is short. You have 13 hours in which to solve the labyrinth before your baby brother becomes one of us, forever. Such a pity."

You descend the hill to the labyrinth wall but an entry way is not immediately apparent. You notice a dwarf relieving himself in a fountain and wait for him to finish before asking his help.

1. Do a five minute sprint while you wait to set your speed.

50-200 words

201-400 words

400 words and above

The dwarf finishes his business and has gone back to spraying the fairies that have infiltrated his hedges. As a pretty little fairy drops to the ground you cry out in disgust. "You're horrible."

"No I'm not, I'm Hoggle."

2. You bend over and pick up the fairy as she looks up at you pleadingly. Do a ten minute word war or sprint.

Less than 400 words: You are bitten by the fairy and must continue typing until you reach 500 words.

More than 400 words: The fairy grants you a wish of a do over or skip for a later task.

Hoggle laughs as the fairy flitters off. "Shows what you know." You decide to ask him how to get into the labyrinth since no other help is evident.

"Do you know where the door is?"

"Maybe."

"Where is it?"

"What?"

"The door."

"What door?"

"It's impossible asking you anything."

"Not if you ask the right question."

3. You puzzle out what question to ask. **Do a one minute sprint.**

Less than 30 words: You ask the wrong question and must try again. (Maximum of three tries before you figure out the right question).

More than 30 words: "How do I get into the labyrinth?"

"Ah. You gets in there." He waves his arm and a door opens. You step into the door and are presented with two options.

"Now. Would you go left or right?"

"They both look the same."

"Well you're not going to get very far."

"Which way would you go?"

"Me, I wouldn't go either."

4. First major decision. **Do a thirty minute word war or sprint.** Remember which direction you go.

Less than 1000: Go right.

More than 1000: Go left.

You pick a direction and start moving, but after walking, then running for several minutes, you feel as if you are not getting anywhere. The passage just keeps going on straight. You sit down and take a breather and are brought out of your musings from a voice at your side. A little worm appears to be speaking to you and so you ask his advice.

"I have to solve this Labyrinth but there aren't any holes or openings, it just goes on and on."

"You're not looking right. It's full of openings. There's one just across from you."

"It's just a wall."

"You try walking through it, you'll see what I mean."

5. You take the worm's advice and discover that there is an opening, or rather two.

If you went Right: 15 minute sprint.

Less than 500 words: Go left.

More than 500 words: Go right.

If you went Left: Three headed hydra.

If you fail: Go left.

If you succeed: Go right.

The path leads you into what looks more like a labyrinth and you start moving, taking turns here and there pretty much at random, trying to keep the palace within view at all times. After coming to a dead end, you decide to look in your pocket to see if there is something inside that you can use to mark your path so that you are not going in circles.

6. **Do a sprint to this video <https://www.youtube.com/watch?v=ViftZTfRSt8> (Dance Magic Dance) as you search your pockets for something useful.**

Less than 100 words: All you come up with in lint.

Between 101 -200: You find something to mark your path with, giving you the ability to change a direction later.

More than 201: You find some fairy dust and get a wish. A do over to use later.

You continue on, taking random turns. Once more you find yourself at a dead end. When you turn around and try to back track, you find someone has been changing your marks. How unfair! A voice speaks up behind you. "That's right. It's not fair. But that's only half of it." When you turn you find two doors guarded by two odd creatures.

"This was a dead end a minute ago."

"No, that's the dead end behind you."

"It keeps changing, what am I supposed to do?"

"The only way is to try one of these doors. One of them leads towards the castle and the other one leads to certain death."

"How do I choose?"

"You can only ask one of us. But one of us always lies and one of us always tells the true?"

7. You stop to consider which one to ask and what exactly to ask him.

If you went left: Sprint to your next 1000. If it is...

Less than 500 words: Choose Red

More than 500 words: Choose Blue

If you went right: Hour of power.

Less than 1000 words: Choose Red

More than 1000 words: Choose Blue

You pick a door, confident that you asked the right question and figured out the riddle, until three steps later and the ground opens up beneath you. You are falling but your fall is stopped by hands which are coming out of the wall and holding onto you. This is a bit awkward to say the least. But then they start forming faces and talking.

"Which way? Up or down? Come on, come on, we haven't got all day."

"I guess since I'm pointed that way, I'll go down."

"She chose down?"

"Was that wrong?"

"Too late now."

8. You drop down into a deep dark oubliette. **Sprint for five minutes without looking at your screen.**

Less than 250 words: It is still dark. Sprint for two more minutes. Gain a direction change.

Between 250-400 words: The lights come up.

More than 401: There is a fairy flitting about when the lights up and she grants a wish of a do over.

The light comes up and Hoggle is there. "I knew you'd be trouble so I came to lend you a hand. I suppose you've notice, there ain't no door. It just so happens that I know a short cut, out of the whole labyrinth from here."

"I'm not giving up. I've come too far."

"It gets a lot worse from here on in."

"If you help me solve the Labyrinth, I'll give you this."

9. You reach into your pocket. **Do a one minute sprint to see what was in your pocket.**

Less than 30: You find a silver dollar and some fairy dust and get a wish of a do over or skip.

Between 30-60: You find a plastic bracelet. Gain a direction change

More than 61: You find a rubber chicken. (What large pockets you must have).

"I'll tell you what, you give me that, and I'll lead you out of the labyrinth."

"You were going to do that anyway."

"That's what will make it a particularly nice gesture on your part."

"No, you know what, if you can't take me to the center, than take me as far as you can."

Hoggle moves some stuff aside and opens a hidden door into creepy underground passageways. As you walk, stone statues begin to speak, warning you not to go on. "Pay no attention to them, they're just false alarms. You get a lot of them, especially when you are on the right track."

A glass ball suddenly rolls across the floor past you and as you follow it, you find yourself in the presence of what appears to be an old beggar but as he stands, he turns into the Goblin King. "How are you enjoying my labyrinth?"

"It's a piece of cake."

"Really? Well how about upping the stakes."

10. A clock appears on the wall counting down the time left. The Goblin King holds out his hand and the hand begin to advance. **Do a 20 minute sprint or word war to determine how much time advances.**

Less than 500: 5 hours advance.

Between 500-750: 4 hours advance.

More than 751: 3 hours advance.

11. You need to get these hours back. **Do a five minute sprint for every hour lost.**

The clock advances forward. "It's not fair."

"You say that so often. I wonder what your basis for comparison is. So you say the labyrinth is a piece of cake. Let's see how you deal with this little slice." The Goblin King takes a glass ball and throws it down the tunnel and it turns into a drill type machine.

"Oh no! The cleaner. The bog of stench. You sure got his attention."

The Goblin King has vanished and Hoggle turns to run away from the approaching machine and you run with him until there is a grate blocking the path. Hoggle turns to the nearest wall and starts pushing at it. Together, you knock the wall down just before the cleaner passes behind you. In front of you is a ladder. You leave the tunnels below and come out in the center of a hedge maze.

12. You find an old dwarf who appears to be wearing a living bird as a hat. Do you ask for his help in solving the labyrinth?

If you picked the Red Door: 3 digit challenge.

If you picked the Blue Door: Roll a dice and multiply by 200 and type that many words.

You ask the old man for his advice. "Sometimes it seems like you are not getting anyway, when in fact, you are."

"Well, I'm not getting anywhere at the moment."

"Heh, join the club." The hat says in return. The old dwarf has fallen asleep, leaving you with questions unanswered. "I think that's your luck. Please, little contribution in the little box."

You and Hoggle continue on through the hedge maze. Somewhere close by, there is the sound of galloping. A moment later you hear the growling of some great beast. Hoggle takes off. "Well, I'm not afraid. Things aren't always what they seem in this place."

You round a corner and find a giant beast hanging tied upside down while goblin soldiers are attacking him with strange looking staffs. If you had something to throw, you could distract the soldiers.

13. **Do a five minute sprint as you look around for something to throw.**

Less than 250: You find a stick shaped like an arrow. A direction change you can use later.

Between 251-400: You find a fairy. You get a wish of a do over or skip.

More than 401: You find a rock.

Your efforts succeed and the goblin soldiers run off and you approach the great growling and thrashing beast. "Stop that. Is that any way to treat someone who is trying to help you?"

"Ludo, down."

"Ludo. Is that your name? You certainly seem like such a nice beast. I certainly hope you are what you seem." You manage to get Ludo down without incident but he doesn't know the way through the Labyrinth either. Once more there is a dead end in every direction except one and you are left facing two wooden doors with large ugly door knockers. "What do you think, Ludo, which one of these ugly characters should we choose?"

"It's very rude to stare." The knocker with the ring going through his ears says.

"Sorry, I was just wondering what door to choose. "

"Huh?"

The other knocker with the ring in his mouth mumbles something in return. "Don't talk with your mouth full." The knocker mumbles again.

You remove the ring from his mouth and he sighs with relief. "Where do these doors lead?"

"Search me, we're just the knockers."

You push against the door. "How does it open?"

"Knock and the door will open." You put the ring back in the knocker's mouth and step back to decide which door to open.

14. Do an Hour of Power while you consider your options.

Less than 1000: Go left.

More than 1000: Go right.

The door swings open and you and Ludo walk into what appears to be a forest. "Ludo scared."

"Imagine a big thing like you being scared."

When you turn around, Ludo is gone and you are alone. There is some movement and sound and a moment later you are surrounded by a group of strange looking pink creatures. They invite you to dance with them but they are a little strange and you got other places to be.

15. Do a sprint to this video <https://www.youtube.com/watch?v=NsXtU0rZkAQ> to escape from the Fire Gang.

Less than 150: "Like your mom said, don't lose your head." You didn't make it. Sprint to 500.

Between 151-300: You start grabbing and tossing heads. Slipping away in the chaos.

More than 301: You dance with them, impressing them with your dance skills. Earn free direction change.

You thought you gave the Fire Gang the slip but they are running after you and you find yourself at a dead end. "An ear, take off an ear." "You don't need two ears." A rope drops down from above. When you look up, Hoggle is there. You grab the rope and start to climb.

16. Find a friend and complete a word war for 5-15 minutes.

If you win: You make it up the rope.

If you lose: You fall and must try again. (Max of two losses).

At the top of the cliff, you show your gratitude to Hoggle with a kiss, which causes a trap door to open and the both of you to fall. You slide through the trap door and manage to catch yourself before falling too far. You find yourself on a ledge over some sort of bog or swamp and the scent is just overpowering. "Oh my god, what is it?"

"It's the Bog of Eternal Stench."

"I've never smelt anything like it. It's like...Like..."

"It doesn't matter what it's like. It's the Bog of Eternal Stench. You step in it and you'll smell like that forever."

The two of you inch along the ledge, but it crumbles beneath your feet and you fall, landing on top of Ludo. Once everyone has been introduced, you look for a way out of the smelly place and spot a bridge. The three of you make your way in that direction and are about to cross when a dog dressed as a knight blocks your path. "We have to get across."

"Without my permission, none may cross."

17. Do you reason with him and ask permission or do you fight him?

If you went left: Sprint to your next 1000

If it is less than 500: You fight him. Sprint to 500 to fight your way past.

If it is more than 500: You ask permission and are granted passage.

If you went right: Three Headed Hydra

If you lose: You fight him. Sprint to 500 to fight your way past.

If you win: You ask permission and are granted passage.

The dog introduces himself as Sir Didymus and asks to join your quest. You start to cross the creaky bridge, moving carefully. "Have no fear. This bridge has lasted for a thousand years." Suddenly, the bridge starts to collapse beneath your weight. Thinking quickly, you reach up and grab a branch before you end up in the bog of stench. But now what?

18. Take the last two digits of your current word count, then add a zero to the end and sprint to that amount while awaiting help. Note, if your last two numbers are 01-09, sprint to 300.

Ludo begins to howl. Sir Didymus looks over to him. "Canst thou sit there and howl when yon friend needs help?" But Ludo's howls summons a large boulder, which rolls into the bog and comes to a rest beneath your swaying feet. You let go of the branch and drop to the rock as more rocks and boulders emerge from the bog to form a bridge. "Rocks friends."

Everyone crosses the bridge, Sir Didymus astride his steed, Ambrosius, and the group heads out of the bog and through a forest. You have been traveling for hours without any rest or food and your stomach is growling. "We can't stop now but maybe we can find some berries or something."

"Here." Hoggle offers you a peach and your stomach growls as you take it from his hand. You take a bite and the world starts to swim. You find yourself suddenly trapped inside of some kind of dream. You are at a masquerade and everyone is dancing. You are torn between wanting to dance and wanting to escape because there is some place you must be.

19. Do a sprint to <https://www.youtube.com/watch?v=VppuD1St8Ec>.

Less than 250: You have got caught up in the dance and must try again.

More than 250: You have shattered the dream and escaped.

You are falling through the air and land in a junk yard, alone and disoriented. You remember nothing. The peach is still in your hand and a worm crawls out of it. You toss it aside and start to get up. "Oh, my back." A form emerges from the pile of junk you leaned against to get up. "Why don't you look where you are going?"

"I was looking."

"And where you going?"

"I...don't remember."

"You can't look where you are going if you don't know where you are going."

"I was searching for something."

The woman holds your copy of No Plot? No Problem. "Is this what you were looking for?" You had been looking for that for months. The woman leads you to a pile of junk and holds back a curtain and there is your office, computer booted and running and your novel is there. You sit down in front of the computer and suddenly you figured out how to fill that gaping plot hole and you start to get lost in the story.

20. Do a thirty minute sprint as you get lost in filling in the plot hole.

Less than 1000: Your MMC dies in the process.

More than 1000: Your FMC dies in the process.

The hag enters just as you are in the thick of the story. You close the document and on your background you see the family photo from your last birthday and you suddenly remember why you are here. You have to save your little brother. You escape the garbage and find Ludo and Sir Didymus waiting and you are right outside the goblin city.

There is a guard standing outside the city gates but he seems to be asleep. While Sir Didymus does not want to go quietly, you manage to get into the city without waking the guard. However, as you approach the inner gate, the massive door starts to close and when the two sides come together, there is a giant armored knight. He steps out of the door and grabs a battle axe. You cannot retreat as large spikes pop up behind you, blocking any escape.

21. The axe swings back and forth and you dodge the wicked blade. Do a five minute sprint or word war while you avoid being cut in half.

Less than 250: No aid comes. Sprint 250 and hope someone comes to your aid.

More than 250: You manage to avoid the axe.

Hoggle appears on the wall and jumps on top of the knight, rips his helmet off and finds that it is really a giant robot. He removes the goblin driving it and takes over steering. He manages to get the axe stuck in the wall and shorts out the robot. All is forgiven and you and your troupe continue into the goblin city.

The city is quiet and sleepy as you approach the palace. You see no one, until you reach the steps. Then hundreds of goblins appear. It is all out war as you and your friends try to escape.

22. Battle rages on. Roll a dice. Then do 15 minute sprints or word wars for each number you roll.

Less than 1000: Escape into a house.

More than 1000: Duck down behind a fountain.

As you find a place to hide, Ludo calls the rocks once more. Boulders of all sizes pour into the goblin city and chaos ensues. In the disorder, you and your group get past the goblins and up the palace steps. You say goodbye to your friends. "I must face him alone."

"If that is the way it is done, then that is the way it must be done. But should you need us..."

"I'll call."

You walk up the steps and open the door to find yourself in an MC Escher painting. Stairways going every which way. And across the way, there is the boy. You start making your way over to him.

23. Do a sprint to <https://www.youtube.com/watch?v=gJ9BHGX58vQ> as you make your way over the crazy stairways.

Less than 250: You keep missing the boy as he moves away from you. Continue until you get 500 words.

More than 250: You successfully navigate the stairwells until you are just above your brother as time ticks down.

You are one level above the child as time ticks down towards the thirteenth hour. There is no time to continue chasing him about. You jump. Suddenly you are falling slowly as the world starts to fall apart. You are once more face to face with the Goblin King.

"Give me the child."

"Beware, I have been generous up until now, but I can be cruel."

"Generous, what have you done that was generous?"

"Everything. Everything that you have wanted, I have done. You asked that the child be taken, I took him. You cowered before me. I was frightening. I have altered time. I have turned my world upside down and I have done it all for you. I am exhausted living up to your expectations."

24. Time is ticking down. Do you believe his words? Now that you are here, how do you get your brother back? Do a ten minute word war or sprint.

Less than 500: You have come so far. Roll a dice and multiply that by your last two numbers and sprint to that number.

More than 500: You are almost there. Sprint to your next 1000.

"Through dangers untold and hardships unnumbered, I have fought my way to the palace, beyond the goblin city, to take back the child that you have stolen. For my will is as strong as yours, and my Kingdom is as great."

25. The clock is ticking down and suddenly you can't remember the last part of the story. The Goblin King sees you stutter and attempts to persuade you give up. Do a one minute sprint.

It comes to you as the clock begins to chime. "You have no power over me."

You are suddenly back home. Sitting at your computer, staring at your word document. The adventure over and another five thousand words added in a haze. You go upstairs and check your brother's room to find him asleep and safe. Was it all just a dream?

Legend of Korra Crawl

Welcome! This crawl is intermediate level of difficulty. It is possible to do it all in one go, but it may take a while. The rules are simple. Just follow the directions for each part and keep track of your word count! Let everyone know how you're doing throughout!

This is set in season one of Legend of Korra, but isn't really cannon compliant. I used elements of events that happened in season one.

Rules

1. You can re-do any challenge you like if you don't get the desired result. BUT!! You can only re-do once per challenge!

2. If you fail a challenge, you have one skip option.

Phase I – Welcome to Republic City!

Welcome to Republic City! All new arrivals must register with the city council before settling in. Please grab a number and take a seat; someone will be with you shortly.

Write 400 words while you wait for a representative of Republic City.

A bored looking middle age woman with graying hair calls out your number and you come forward. She's wearing neutral browns and greens with a small Earth Kingdom pin attached to her collar. "Welcome to Republic City," she drones in a monotone voice, looks at your identification card, scribbles down some information, and then hands you a clipboard with several sheets of paper. "Fill these out then go to the next waiting area."

You take the clipboard and begin filling out your name, date of birth, kingdom of origin, and what kind of bender (if any) you are.

Time to figure out what kind of bender you are! If you already know what you are/want to be, simply follow the challenge set for the bending style. If you don't know or want to be surprised, use random.org to get a number between 1 & 20.

1, 6, 11, 16 = Airbender

2, 7, 12, 17 = Waterbender

3, 8, 13, 18 = Earthbender

4, 9, 14, 19 = Firebender

5, 10, 15, 20 = Nonbender

Airbenders

Air Nomads were wanderers, but had four air temples, one at each corner of the globe, hidden away atop mountain ranges and islands. The Air Nomads detached themselves from worldly concerns and found peace and freedom. They are generally peaceful people until they are called upon to protect their loved ones or way of life. Take as much time as you need, meditate a little if you want, to reach 500 words.

Waterbenders

Waterbenders are also generally peaceful. They strive to live in harmony with nature and the other nations of the world. The people of the Water Tribe are capable of adapting to many things. They have a deep sense of community and love that holds them together through anything. Waterbenders live at the North Pole, South Pole, and in the Foggy Swamp! Race to get 300 words in 20 minutes!

Earthbenders

The Earth Kingdom is the largest and most populated sovereignty in the world. Residents of the Earth Kingdom adhere to a philosophy of peaceful coexistence and cooperation with the other nations of the world. Earthbenders use their abilities for defense and industry, and fiercely defend their cities against attacks. The people of the Earth Kingdom are diverse and strong. They are persistent and enduring. Write 400 words in 25 minutes to prove your strength!

Firebenders

The Fire Nation is the second-largest nation in terms of area. However its economy is the most powerful in the world. Its strong industrial sector and extensive technological developments not only enabled the Fire nation to create an extremely powerful military, but also initiated the worldwide modernization and globalization. The people of the Fire Nation have desire and will, and the energy and drive to achieve what they want. There is a great emphasis on respect and honor, especially toward the nobility and elders. Claim your honor by writing 250 words in 15 minutes.

Nonbenders

Non-benders are people who don't have any special elemental bending power, but that doesn't mean they can't kick ass! Nonbenders live all over the globe. Many make up for not having a bending talent by learning other arts. Some train their bodies to be strong. Some train with a blade and become master fighters. Some train at art, acting, engineering, technology, or music. The truth is there is no limit to what a non-bender can do! Prove how amazing you are, despite not having a bending talent, by writing 350 words in 25 minutes!

You finish all of the paperwork and hand it in at the next window. A balding man with a long Fu Manchu mustache and a perpetual smile welcomes you and gives you your new identity card that shows you are a citizen of Republic City.

All settled with the city council, you head out to find a place to live! There are so many options in Republic City just waiting for you! However you easily get lost in the sprawling city and it's getting dark. As you round a corner, you run into a young man with wavy black hair and a green outfit. A chirping fire ferret is perched on his head. "Whoa! Watch out! Are you okay?" he asks gripping your shoulders to steady you.

You tell him you're fine, but that you're a bit lost. "New in town, huh? Well my name is Bolin! Nice to meet you! Do you need help?"

You try to tell him that you're fine, but he laughs and insists on helping you out. You soon find yourself at the Pro-Bending Arena and led up to a flat at the very top. "Bolin, you need to stop bringing home strays," a voice complains as you enter.

"They needed help, Mako! And I don't *always* bring home strays!" Bolin protests.

Mako only grins and rolls his eyes. He's dressed in a white tank top that's seen better days and a pair of dark tan pants. He stands at a small stove making dinner. "Come on then. I've got enough for three." He gestures at a small table and Bolin excitedly sets three places. "So, what's your story?" Mako asks as he serves a dinner of sticky rice, vegetables, and steamed fish.

Write 400 words as you tell Mako and Bolin how you came to Republic City. You also learn about the brothers.

"Wow! Sounds like you've had quite a journey getting here!" Bolin comments as he finishes off his rice. "But you don't have anywhere to stay! Oh! Mako! Can they stay with us?! Please! We've got room!"

Mako seems to be making up his mind, but you don't want to run the risk of him saying no. You really need a place to stay for the night!

Sprint to the nearest thousand as you convince Mako to let you stay!

"Okay, I guess you can stay until you find a place," Mako relents. "But I'm warning you now, don't complain to me when you wake up from Bolin's snoring!"

"I do not snore!" Bolin retorts as the fire ferret (introduced as Pabu) chitters indignantly from his shoulder.

Phase II – Meet the Avatar

The next morning you wake up and eagerly make porridge for the brothers as a thank you for letting you stay with them. You are just about to head out into the city when a young woman wearing Water Tribe garb runs in and starts speaking excitedly. "GUYS! You'll never guess what just happened!" She goes on to tell about the Equalist rally she's found out about, and how she wants their help in infiltrating it. Afterwards, she pauses and seems to finally notice you. "Oh! Hi... um, who are you?"

Write 150 words as you introduce yourself.

"Oh! Nice to meet you! I'm Korra."

You hesitate at this. "Korra? As in *Avatar* Korra?"

Korra smiles widely, "Yeah. Hey! Wanna come with tonight?"

"Sure! I'd love to help!"

"Okay, but first I want to know what you can do!"

You need to show Avatar Korra that you're capable of helping out!

If you're an Airbender, write 200 words as you zoom around the room on a ball of air!

If you're a Waterbender, write 250 words as you skillfully manipulate the water from your glass into fancy shapes!

If you're an Earthbender, write 150 words as you make two of the rock training discs levitate then soar directly into the training net past Bolin's defenses!

If you're a Firebender, write 300 words as you perform the Dancing Dragon!

If you're a Nonbender, write 200 words as you show her your chi blocking moves!

"Wow! That's amazing!" Korra replies after you're done. "You'll be great to have along!"

Later that afternoon, you go with Bolin and Mako to meet Korra in an alley behind a warehouse. Another young woman with long dark curls and dressed in red is already there with her. She introduces herself as Asami. Together, the five of you sneak into the warehouse and blend in with the rest of the crowd. Soon a man in a white mask with a red circle on the forehead steps out onto the stage. He introduces himself as Amon and starts to speak.

Do a 15 minute word war as you listen to Amon.

"The era of bending is over! A new era of equality has begun!" Amon finishes his speech to cheers from the crowd. However your group is feeling distinctly uncomfortable now, even Asami who isn't a bender.

"I think we should get out of here," Mako whispers.

"Yeah, you're probably right. There's too many people who could get hurt if we do something," Korra reluctantly replies.

All five of you turn to leave, but at that moment, nonbenders dressed all in black and wearing masks step in front of you. "Ah! Avatar Korra! Leaving so soon?" Amon asks. The crowd turns to face your group. "I'd hate to think it was something I said," Amon says in a low threatening voice.

Korra starts to berate Amon for his Equalist campaign. Meanwhile, Asami leans close and whispers that as soon as she counts to three everyone should act as one to start fighting the guards in order to get out. "1.... 2.... 3!!" Asami shouts the last number and all of a sudden all five of you are in motion, wielding your own defenses to clear a path to the door!

Listen to this 60 minutes of Epic Music as you battle your way through the guards!

It takes a while, and everyone is bruised and battered, but eventually all five of you get away in one piece. You make it back to the Pro-Bending Arena out of breath and ready to keel over. "That didn't go as planned," Korra comments.

"You think?" Asami growls. "Just what did you expect to happen?"

"Hey! I just wanted to know what was going on!" Korra fires back.

"Well we barely escaped no thanks to you!"

"I pulled my weight! And we *did* escape if you'll notice!"

"Hey! Break it up!" Mako steps between the two women. "It's no one's fault! I have no idea how Amon found out we were there, but it is no one's fault!"

"We should just leave this to the police," Asami says as she crosses her arms over her chest.

"Yeah, like the police have done much good so far," Korra replies.

"Hey! Knock it off! Both of you!" Mako growls. "I think everyone should head home. We can re-group tomorrow and discuss what we should do."

Everyone grudgingly agrees and the flat clears out. "That was tense," Bolin comments. Pabu agrees with a small squeak from his shoulder.

All three of you agree that it's probably best if you get some sleep and rest up before tomorrow.

Do a 1k sprint as you try to settle down from the evenings' excitement.

Phase III – Trouble!

You wake up early the next morning determined to prove yourself. Maybe, if you can figure out Amon's plan you can prove your worth to the group! Quietly, you head out of the flat and down to the pre-dawn still streets of Republic City.

Do a 15 minute word war while you make your way back to the warehouse.

Once you reach the warehouse, you discover that it's deserted. The posters from last night are all gone, and there isn't even a stray leaflet on the ground. You are looking around the warehouse, remembering what happened last night, when you feel a tap on your shoulder. You whirl around in surprise ready to strike out, but stop when you see Bolin. "AHH! Don't shoot!!" he shouts as Pabu scurries behind him.

"What are you doing here?!" you ask still breathing hard.

"Following you!" he replies. "Wait! It's not what it sounds like.... Okay yeah it is." He shrugs. "I was worried when I saw you leave this morning."

"So you followed me? I might have just been going to find my own place? Or job hunting?"

Bolin pointed accusingly. "But you didn't!"

You sigh and roll your eyes. "Okay, fine. I came out looking for clues about what Amon is planning."

"By yourself?" Pabu chitters at you too as though asking the same question.

You look down at your feet as you answer. "I wanted to prove myself to you guys."

"What?!" Bolin's eyes grow wide. "You did that last night! We probably woulda never made out without you!"

"Thanks, Bolin," you smile at him. "Right, let's get down to business! Time to search for clues!"

Sprint to the nearest thousand while you search for clues.

Finally you find a homeless man near the warehouse who, for a few coins, remembers seeing Amon and his followers head west. You thank him and take to the streets again with Bolin. The only thing west of the warehouses are the docks, so Amon must be hiding there!

Sprint to 500 words while you race to the docks with Bolin and Pabu!

You finally reach the docks and find some dock workers talking about Amon. The three of you follow the dock workers to another warehouse marked with Earth Nation symbols. Quietly, you slip through the door and hide behind some crates. In the back of the warehouse is Amon surrounded by guards dressed all in black. They seem to be talking about an event that will be happening later today. "No one will suspect anything other than Fire Nation Nationalists," one of the guards assures Amon.

"Good, we wouldn't want this to come back on my followers."

Bolin nudges you and points toward the door, indicating that he wants to get out of there. You shake your head and hold up a finger for just one more minute. Pabu is already by the door.

"So nice of you to join us," Amon says a little louder. "I hope you've found some interesting information." He turns to look directly at where you and Bolin are hiding.

You move to run, but there are guards behind you. Both you and Bolin strike out at the guards, but they use chi blocking moves against you and you both fall limp. "Unfortunately," Amon is suddenly closer, standing over you now. "You won't be able to go back and tell your friend, the Avatar."

"What?! Us? Know the Avatar?" Bolin tries to play dumb.

Amon crouches down near you. "I'm not stupid. I remember you from the Equalist rally last night." He stands up and makes a motion for his guards to gather you and Bolin up. "I'm sure the Avatar would never leave her friends in the hands of the Equalists. She will come for you, and she will fail."

The guards tie your hands and feet together before throwing you and Bolin on the floor in the middle of the warehouse. A few other guards carefully set down a crate nearby. There's a faint ticking coming from inside. They leave quickly afterwards. As he is leaving, Amon turns back towards you. "I hope for your sake Avatar Korra arrives before the *Fire Nation Nationalists* destroy this warehouse," he uses air quotes as he says Fire Nation Nationalists.

Try to complete the Fifty Headed Hydra challenge while you think of an escape plan! If you fail, write another 200 words.

"Pabu!" Bolin shouts as the fire ferret comes bounding over to you. Mako, Asami, and Korra come rushing in after the small red animal. They quickly set to work untying you and Bolin.

"Mako! We have to get out of here!" Bolin shouts as the last of the rope slides from his ankles. "There's a bomb!"

Mako, Asami, and Korra all glance at the ticking crate, suddenly realizing what it was. Pabu is in the lead as everyone scrambles to get out. "COME ON!" Bolin grabs his brother's scarf forcing him to follow while you push at Asami and Korra.

You barely make it fifty feet before the warehouse goes up in flames with a loud explosion. The force of the explosion push all of you to the ground leaving you breathless as flaming debris lands around you. Bruised and scratched, you rise and look back at the demolished warehouse. Dock workers come rushing over to put out the fire, and in a few short minutes the Republic City Police are there.

Do the Three Digit Challenge while you explain to Police Chief Lin Beifong what happened.

Once all is said and done, you gather with Mako, Bolin, Asami, and Korra on the dock out of the way. "Amon got away," Korra grumbled.

"Yeah, but at least we're all alive," you say.

"Yeah, we'll get him next time!" Bolin chimes in.

"And at least his plan to blame the Fire Nation for the explosion didn't work," Asami points out.

Korra's frown lessens and she nods. "At least everyone is okay," she says quietly. Her face lightens considerably then and she smiles at all of you. "Come on, Pema is making noodle bowls tonight."

"YES! NOODLES!" Bolin fist-pumps and Pabu chitters happily.

You follow your friends as Korra leads you back towards Air Temple Island.

FIN

The Walking Dead Crawl

I have based Part 1 very loosely on Season One, while Part 2 follows portions of Season Two a little more closely. Depending on the response, I may make crawls for the later seasons in the future. :)

I think this crawl would be perfect for a couple days of heavy writing, but feel free to do it at your own pace. I like to take my time with crawls, spreading the tasks out over several days. ;D

Also, for the theme song, I used the longer remixed version to allow more sprint time. Plus, it kind of has an epic feel that seems to be more conducive to writing.

Okay, on to the crawl!

CHOOSE YOUR CHARACTER via *5-sided die roll* (<http://www.roll-dice-online.com/>)

- Rolled a 1?: You are Rick Grimes
- Rolled a 2?: You are Daryl Dixon
- Rolled a 3?: You are Carl Grimes
- Rolled a 4?: You are Carol Peletier
- Rolled a 5?: You are Glenn Rhee

~~~PART 1~~~

- THE APOCALYPSE BEGINS

The highways are packed with immobile vehicles. The big city has been destroyed by napalm. Survivors are left stranded on the streets with loved ones. Everyone is on the run, in search of supplies and safety. The "walker" apocalypse has begun.

You need to warm up for the heart-racing adventure ahead. SPRINT TO THE END OF SONG.

Complete the following task depending on which character you rolled above.

RICK GRIMES: You wake up in the hospital, injured and alone. You have no weapons, no supplies and no idea about the horrors that await you. Currently at a major disadvantage, **WRITE 500 WORDS** to keep yourself alive.

DARYL DIXON: You traipse the woods with your brother, numb to the world that has grown cold around you. Armed with a bow & arrow and vast hunting skills, you're not worried about your chances of survival. **WRITE 200 WORDS** because things are a breeze for you at the moment.

CARL GRIMES: Your dad's supposedly gone and you have been dragged to the middle of nowhere by your mom in order to get away from the "dead people" now roaming the earth. You are brave but frightened about what's to come. **WRITE 400 WORDS.**

CAROL PELETIER: You follow your husband's lead out of the city, dutifully obeying his every command. Your daughter is terrified of the dead as she clings to your side. You are no less afraid. **WRITE 500 WORDS** as your fear of the walkers – and your own husband – overwhelms you.

GLENN RHEE: You've spent your young days delivering pizzas and enjoying life. The world was flipped on its head but that won't stop you from carrying on with a passion. You are cunning and fast, two traits that will come in handy for you. To show off your speed, **WRITE 300 WORDS** as quickly as you can.

- BANDING TOGETHER

After days of running and hiding, fighting hunger and exhaustion and walkers, you have finally stumbled upon a group. Everyone is tired and scared (whether or not they admit it), but the newfound camaraderie has surprisingly lifted your spirits in spite of the circumstances. Things are looking up. **WRITE HALF OF YOUR PREVIOUS TASK'S WORD COUNT** (i.e. if you are Carl, your previous task was 400 words; write 200 now).

Complete the next section depending on your character.

RICK: Your natural ability to take charge and become a leader bodes well for you. **WRITE 200 WORDS.**

DARYL: You debate the pros and cons of working in a group. You decide it is probably more beneficial to be with other people, but you prefer to work alone. You have difficulty acclimating to a group setting. **WRITE 500 WORDS.**

CARL: Feeling better protected with more people around, your nerves begin to settle. You find other kids to spend your time with and things suddenly don't feel as scary. **WRITE 300 WORDS.**

CAROL: Fear of walkers and your own husband have dissipated somewhat. You feel more comfortable in a group and your nurturing instincts have already started to kick in. You find that you can be very helpful around the campsite. **WRITE 300 WORDS.**

GLENN: You have no problem getting accustomed to the new group setting. You thrive on the energy of others and now have something worthy of your continuing desire to fight. Showing your versatility in handling various tasks, you become a valuable member of the group. **WRITE 200 WORDS.**

- **SUPPLY RUN**

With your growing group, supplies have quickly dwindled. It's time to go on a run and stock up. You hustle up to the building, stealthily creeping around the corners and peering into windows. You get in and gather supplies with relative ease. But how many supplies are there? Roll 9-sided die:

- Rolled 1-3? Very Few Supplies => **WRITE 500 WORDS** (or skip below to re-roll)
- Rolled 4-6? Moderate Amount of Supplies => **WRITE 300 WORDS** (or skip below to re-roll)
- Rolled 7-9? Abundance of Supplies => **WRITE 100 WORDS** (or skip below to re-roll)

You can write your designated word count above and move on, OR you can make the choice to roll the 9-sided die again. If you choose to roll again:

- Rolled 1-3? Skip this task & *a future task of your choosing.*
- Rolled 4-6? Write designated amount above for this task.
- Rolled 7-9? Write double the words you were meant to write above & *add 30 words to all future tasks in Part 1.*

- **WALKER ATTACK**

Just when you thought the supply run would go off without a hitch, walkers appear! Roll 10-sided die and multiply that number by 2. **DO A SPRINT FOR THAT MANY MINUTES** while you run to safety.

You've escaped most of the walkers but as you round a corner, a few more appear ahead of you. Roll 10-sided die. That's how many walkers there are in front of you now.

And in a strange coincidence, you and your group have all tripped and dropped your weapons. All weapons are on the ground in front of you. Roll 5-sided die to determine the weapon you will use to battle the walkers:

- Rolled a 1? **Rick's Revolver:** It has 5 bullets loaded. If there are 5 or fewer walkers (as determined by your 10-sided die roll), you have safely completed the supply run and may move on. If there are more than 5 walkers, **WRITE 350 WORDS IN A 10-MINUTE SPRINT.** If you reach the target, you are safe and may move on. If you don't reach the target, you have been bitten and must have an appendage amputated. Life just became much more difficult for you! *Add 40 extra words to all future tasks!*
- Rolled a 2? **Daryl's Crossbow:** There is a single arrow loaded and the rest are missing at the moment. You must decide: **WRITE 500 WORDS IN A 10-MINUTE SPRINT** to collect all arrows and kill all walkers (if you fail, you are bitten)

and will *add 40 words to all future tasks*); OR stick to the back of the pack & roll 10-sided die one more time to determine how many walkers make it through the group to come after you.

- Rolled 1-3? You collect more arrows and have time to re-load and kill them all. You may move on.
- Rolled 4-6? You run like a coward and your group loses trust in you. *Add 60 words to all future tasks.*
- Rolled 7-10? Complete the original task (**500 WORDS IN 10 MINUTES**), *adding 40 words to all future tasks* if you fail.
- Rolled a 3? Carl's Semi-auto Handgun: The clip is full! All walkers are dead now, lucky you. Move on!
- Rolled a 4? Carol's Knife: You have just enough time to kill 4 walkers. If you rolled 4 or fewer walkers, you may move on. If there are more than 4 walkers, you must decide: **WRITE 500 WORDS** to outrun them with your group; OR roll 2-sided die.
- Rolled a 1? You are safe and may move on.
- Rolled a 2? **WRITE 750 WORDS.**
- Rolled a 5? Glenn's Baseball Bat: You have to be quick to take all of these walkers down before they attack you. **WRITE 400 WORDS IN 10 MINUTES.** If you make the goal, move on. If you don't make it, try again. If you miss the second time, you have been bitten and have had that limb amputated. What were you thinking choosing a baseball bat over a gun or crossbow? Seriously. *Add 30 extra words to all future tasks!*

The walkers in front of you are dead, whether you killed them yourself or someone in your group finished them off after you were bitten. But the large horde you ran from earlier is approaching. Now it's time to run to safety. **SPRINT FOR 10 MINUTES.** (If you've had extra words added, don't forget to write those at the end of the sprint.)

- IN-FIGHTING

Some people in the group are not happy with the decisions being made. Disapproval turns to arguments which turn to near-physical confrontation. You should probably do something to defuse the situation.

Complete the following task depending on your character.

RICK: This is your strong suit. You have to make a choice about how to proceed.

- Option A: Stay calm and try to resolve things peacefully. If you choose this option, roll 2-sided die.
- Rolled a 1? **WRITE FOR 5 MINUTES.**
- Rolled a 2? **WRITE 150 WORDS.**
- Option B: Take charge and put your foot down. All of this in-fighting is ridiculous and you're not going to stand for it. If you choose this option, roll 2-sided die.
- Rolled a 1? **SKIP THIS TASK.**
- Rolled a 2? **WAR WITH SOMEONE FOR 10 MINUTES.** If you win, *skip a future task of your choosing.* If you lose, **WRITE 350 WORDS.**

DARYL: In these early days, it's possible that you are part of the confrontation. You have let your temper get the best of you. **WRITE 500 WORDS**, OR roll a 3-sided die.

- 1: **WRITE 100 WORDS**
- 2: **WRITE 400 WORDS**
- 3: **WRITE 600 WORDS** (*plus 30 additional words for all future tasks*)

CARL, CAROL & GLENN: You three try to avoid confrontation whenever possible. Roll a 3-sided die.

- 1: You've successfully avoided the argument. Move on to the next task.

- 2: All the arguing has made you uncomfortable. **WRITE 250 WORDS** to calm your nerves.
- 3: You need to get away from all the overwhelming bickering and escape to the woods by yourself. **WRITE 400 WORDS IN 10 MINUTES**. If you succeed, move on. If you fail, you see a walker! Roll 2-sided die:
- Rolled a 1? You narrowly escape without the walker seeing. Move on to the next task.
- Rolled a 2? You are attacked, bitten, and must have an amputation. *Add 50 words to all future tasks.* (Did you already have an amputation? These 50 words are on top of your previously determined additional words!)

- MOVING ON

The walker encountered in the woods has been taken down. But now there are many more. Suddenly, a horde appears through the trees and attacks! It's time to move on and find a new location, but first you must fight your way out.

WRITE 750 WORDS to automatically survive and begin Part 2, OR try your luck with a 6-sided die roll:

- 1: Skip this task and *skip a future task of your choosing!* The die was kind to you, my survivor friend.
- 2: Skip this task and move straight on to Part 2.
- 3: **WRITE 500 WORDS**
- 4: **DO 3 15-MINUTE WARS OR SPRINTS WITHIN A 2-HOUR PERIOD**
- 5: **WRITE 750 WORDS, PLUS DO 3 10-MINUTE WARS/SPRINTS** (with no more than 10 minutes between them) and **DOUBLE THE WORDS FOR YOUR NEXT 2 TASKS**.
- 6: You have been ripped apart by walkers. You will be mourned. Luckily, this is only the Nanopocalypse and you have been re-spawned. Start the entire adventure over from the beginning (feel free to roll for a new character)!

~~~PART 2~~~

- SCAVENGING

As your caravan slowly moves along the desolate streets of Georgia, one of the vehicles breaks down. You must all exit and begin searching the abandoned cars and trucks along the road for replacement parts and other useful supplies. SPRINT TO THE SONG while you decide what to look for.

- Under 150 words: You decide to try to gather as many supplies as possible. **WRITE 350 WORDS IN 10 MINUTES** while you search. If you fail, **repeat 1 more time** before moving on.
- 150 or more words: You explore the broken down vehicles in search of the part needed to get your caravan back on the road. You find the piece in record time! **WRITE FOR 5 MINUTES** and feel free to *skip 1 future task of your choosing*.

The problem part has been removed and the new one secured in its place. The group is about ready to head out when a herd of walkers is spotted approaching. There is not enough time to pile into the vehicles and speed away. You must find a place to hide! **WRITE FOR 15 MINUTES** while you choose a spot.

- Under 300 words: You stumble around on the streets, unsure of where to go. In a panic, you dive behind a car and cut yourself. In pain and bleeding, you begin to feel woozy. The walkers have caught your scent and come to investigate the smell. **WRITE 400 WORDS IN 10 MINUTES** while you search for something on the street to fend off the walkers.
- If you succeed, you find a screwdriver and stab it through the first walker's head. This buys you enough time to run to safety.

- If you fail, you are bitten before anyone can come to your rescue, and you must have an amputation. *Add 50 words to all future tasks!*
- 300-599 words: You climb into a vehicle and take cover on the floorboards. A walker sees you through the window and begins pounding and clawing at the glass. **WRITE 350 WORDS IN 10 MINUTES** while you search for a weapon inside the vehicle.
- If you succeed, you find a crowbar and beat the walker to its second death and then successfully hide until the horde has passed.
- If you fail, roll a 2-sided die:
- Rolled a 1? You fend the walker off long enough to be rescued by another member of your group. Move on.
- Rolled a 2? You are bitten, receive an amputation and must *add 30 words to all future tasks!*
- 600 words and up: You drop to the asphalt and slide under a vehicle. No way the walkers will find you down here!

- THE SEARCH

The herd seems to have passed. What a relief! But you want to wait a bit longer, just to be sure. Some members of the group are not so patient. Against your bidding, one crawls out to find a straggler walker lagging behind. The walker chases her off the road and into the woods. **SPRINT FOR 10 MINUTES** while you decide what to do.

- Under 400 words: You choose to stay behind on the street with the rest of the group. What kind of coward lets a little girl fend for herself? **WRITE 400 WORDS!**
- 400 words and up: You run after the terrified girl, hoping to get to her before the walker does. You manage to find the walker and kill it, but the girl has gone missing. Quickly **WRITE 100 WORDS** and *receive a Leather Gauntlet* for your valiant effort. This can be used during ONE future task to avoid a walker bite, even if you fail a task that would normally result in a bite and amputation.

- THE FARM

The little girl is nowhere to be found. Your group decides to stick around to search for her. In the meantime, you stumble upon a farm inhabited by another group of survivors. Challenge someone to a **10-MINUTE WAR** while you wait to hear whether or not you get to stay on the farm.

- If you win the war: You are invited to stay with the farmer and his family. You want to do something nice for your new hosts. **WRITE 150 WORDS** while you cook a tasty dinner for the entire group.
- If you lose the war: You beg and plead and mostly make yourself look like a fool as you try to convince the farmer that your group is worthy. This will take some convincing. **DO A 5-MINUTE SPRINT**, then **WRITE ANOTHER 200 WORDS** and then roll a 3-sided die. Whatever number you roll, multiply it by 100 and **WRITE THAT NUMBER OF WORDS** (i.e. You roll a 3; multiply 3 x 100 = write 300 words).

Now that you have convinced the farmer to let your group stay, you begin to contribute in order to earn your keep. Wake up bright and early and roll a 5-sided die.

- 1: **Do a 5-minute sprint**
- 2: **Write 200 words**
- 3: **Challenge someone to a 10-minute war**
- 4: **Write 400 words**
- 5: **Do a 15-minute sprint**

You are warmed up and ready to take on the day. You get a group together and devise an organized plan to comb the woods for the missing girl. You want to take weapons, but they are a controversial topic on the farm. **DO A 10-MINUTE SPRINT** to determine whether or not you take your weapons.

- 300 or more words: You take your weapons. Good thing, too. Those woods are probably chock-full of walkers. Going in there without protection is a horrible idea.
- Under 300 words: No weapons for you! Good luck scouring those woods completely and utterly defenseless!

You split up into groups of two. You traipse the woods, fallen leaves and sticks crunching noisily underfoot. *If that doesn't attract the dead, what will?* No sooner than the thought crosses your mind, a small group of walkers appears up ahead. Weapons would be helpful at this point.

- If you brought weapons, **WRITE 250 WORDS** while you easily take down each and every walker. You don't find the girl, but at least you didn't die a horribly painful death because you entered the woods defenseless. Head back to the farm to re-group.
- If you didn't bring weapons, **WRITE 250 WORDS** while you run away helplessly. You trip over a branch and your partner abandons you to your fate (sucks being paired up with Shane, doesn't it?). **CHALLENGE SOMEONE TO A 10-MINUTE WAR** while you clamber to your unsteady feet.
- If you win, keep running! You make it safely back to the farm.
- If you lose, the walkers close in around you. **WRITE FOR 5 MINUTES** to clear your head and keep from panicking. Then roll 3-sided die:
- Rolled a 1? You muster the strength to get to your feet and run. Just in time too! You arrive at the farm safely.
- Rolled a 2? A walker grabs you and you must fend him off. **WRITE 350 WORDS IN 10 MINUTES**. If you succeed, run back to the farm for safety. If you fail, the walker bites you and you will receive an amputation; *add 30 words to all future tasks* (unless you have the Leather Gauntlet)!
- Rolled a 3? Two walkers grab you and you must fend both off. **WRITE 550 WORDS IN 15 MINUTES**. If you succeed, run back to the farm for safety. If you fail, the walker bites you and you will receive an amputation; *add 50 words to all future tasks* (unless you have the Leather Gauntlet)!

- THE BARN

After weeks of searching, your group has had no luck in locating the missing girl. You refuse to abandon hope, despite the fact that some in your group are suggesting it's time to move on. The debate continues until a discovery is made: there are walkers in the barn! **DO A 10-MINUTE WAR** with someone while you debate whether to destroy the walkers or leave them alone out of respect for your host.

- If you win the war: You decide to leave the barn alone and, in the process, gain the respect and appreciation of your host. *You may skip ONE future task of your choosing.*
- If you lose the war: You demand the barn be opened so you and your group can destroy the dead once and for all. You lose the respect of the farmers who are angry and have begun to look at you differently. **WRITE 400 WORDS** to keep them from kicking you off the farm.

Tired of waiting for a decision, a member of your group busts the chain free and throws the barn doors open. The walkers amble into the light of the sun, snarling and growling as they hungrily approach your group. The first shot is fired and then everyone else joins in. Shots ring out and the emaciated bodies of the dead drop to the dirt. The last of the walkers has been put down and the gunshots cease.

The intense scene has left everyone emotionally spent as you all stand around in silence, unsure of what to say or do next. But then a quiet growling sound comes from the barn. You all look to the shadowed doorway to see the missing girl emerge from the darkness. While others are too shocked to move, something has to be done. You approach the dead girl with gun in hand. **DO A 15-MINUTE SPRINT** as you pull the trigger.

- FARMAGEDDON

Things on the farm calmed down since the barn incident weeks earlier. That is until a wayward gunshot or two attracted a massive group of walkers. Now it is a race against time as the whole group attempts to take down as many walkers as possible while keeping everyone together and safe. Roll a 2-sided die.

- 1: **SPRINT FOR 10 MINUTES**
- 2: **WRITE 300 WORDS**

*Complete the following task based on your character.*

**RICK:** You and Carl are out in the field when the walkers appear. **WAR FOR 15 MINUTES** as the two of you run to the barn. You take shelter inside and then set it ablaze before climbing out the window. You run to the house, hoping to find the rest of your group and get off the farm. **WRITE 350 WORDS IN 10 MINUTES** as you fight your way through the walkers.

- 350 or more words: You find Hershel, and the three of you pile into the truck and speed away from the farm. **WRITE 100 WORDS** as you drive your way through the walkers to safety.
- Under 350 words: The two of you make it to the house to find Hershel still pumping his seemingly never-ending shotgun. **WRITE 100 WORDS** as you re-load. You only have a few bullets left and you must convince Hershel to let his farm go and come with you. **WRITE 400 WORDS IN 10 MINUTES.**
- 400 or more words: You convince Hershel to give up the fight. The three of you pile into the truck and leave the farm.
- Under 400 words: You resolve to leave no man behind. As your pleas to leave fall on deaf ears, the walkers grow closer and closer. Now the walkers surround you and you have run out of time to flee. You are attacked from behind first and bitten as you fall to the ground. *If you have the Leather Gauntlet, you fight the walker off, grab Carl and Hershel and drag them both to the truck where you ride to safety.* If you don't have the Leather Gauntlet, the pain is unbearable. You are overrun by walkers and as your body is torn asunder; the screams of your loved ones mix with your own as you are all slaughtered in grotesque harmony.

**DARYL:** You ride up and down the fence row on your motorcycle. **WAR FOR 10 MINUTES** as you load your crossbow. Then **WRITE FOR 15 MINUTES** as you shoot arrows into the walkers' skulls.

- 500 or more words: You take down several walkers until you are no longer comfortable with how close they have gotten. You see others leaving the farm and ride down the dirt road. You stop a safe distance away; **WRITE 100 WORDS** as you stop to watch the barn burn. As the leaping flames are contrasted against the night sky, you hear a distant scream. You kick-start your bike and ride to help. You find an exhausted Carol on foot; she hops on the back of the bike and the two of you ride to safety.
- Under 500 words: You shoot several arrows, eventually running out. The walkers are closing in; **WRITE 100 WORDS** as you sling your crossbow onto your back. But the walkers are too close and take you down. You are trapped under your bike. **WRITE 400 WORDS IN 10 MINUTES** as you try to crawl out from under the fallen motorcycle.
- 400 or more words: You scramble free and prop up the bike. You kick the nearest walker in his frail knee and he crumbles to the ground. You hop on your motorcycle, kick-starting it in one fluid motion, and then you ride off to safety.
- Under 400 words: The bike has pinned your leg and you are unable to free yourself in time. A walker sinks to the ground and bites you. *If you have the Leather Gauntlet, you fend him off long enough to free yourself and get to safety.* If you don't, he rips your throat out with his teeth. Unable to scream, you watch the reflection of the barn fire in his opaque eyes as you wait to die.

**CARL:** You and your dad are out in the field when the walkers appear. **WRITE FOR 15 MINUTES** as the two of you run to the barn. You take shelter inside and then set it ablaze before climbing out the window. You run to the house, hoping to find the rest of your group and get off the farm. **WAR FOR 10 MINUTES** as you fight your way through the walkers.

- 350 or more words: You and your dad find Hershel, and then the three of you pile into the truck and speed away from the farm. **WRITE 100 WORDS** as you ride through the walkers to safety.

- Under 350 words: The two of you make it to the house to find Hershel still pumping his seemingly never-ending shotgun. **WRITE 100 WORDS** as you re-load. You only have a few bullets left and your dad must convince Hershel to let his farm go and come with you two. **WRITE 400 WORDS IN 10 MINUTES.**
- 400 or more words: Hershel is convinced to give up the fight. The three of you pile into the truck and leave the farm.
- Under 400 words: You stay on the farm and continue to shoot at walkers. You join your dad in trying to convince Hershel to leave, but your pleas fall on deaf ears as the walkers grow closer and closer. Now the walkers surround you, and you have run out of time to flee. You are attacked from behind first and bitten as you fall to the ground. *If you have the Leather Gauntlet*, you fight the walker off, and then run with your dad and Hershel to the truck where you ride to safety. If you don't have the Leather Gauntlet, the pain is unbearable. You are overrun by walkers and as your body is torn asunder; the screams of your loved ones mix with your own as you are all slaughtered in grotesque harmony.

CAROL: You stayed in the house for most of the fight, trying to get everyone ready to leave. It's time to go now. **WRITE FOR 10 MINUTES** as you leave the house with a small group and run to a waiting vehicle. Walkers appear from every angle and you are about to be trapped. **WAR FOR 15 MINUTES** as you try to make it through.

- If you won the war: The vehicle you were running for left without you. Exhausted, **WRITE 100 WORDS** as you run down the dirt road, screaming, the walkers hot on your trail. You hear a distant rumbling that grows louder and a few moments later, Daryl appears on his motorcycle. You hop on the back and ride to safety!
- If you lost the war: **WRITE 100 WORDS** as you fight your way through the pack of walkers. You are weaponless as you run. Your feet ache and you don't see anyone else from your group. You hear a rumbling noise that sounds like a motorcycle but it grows distant. You are about to holler for help when a walker approaches you from behind. **WRITE 400 WORDS IN 10 MINUTES** as you fight for your life.
- 400 or more words: You sidestep the walker just as he is about to tackle you to the ground. He falls and you stomp on his weakened skull. Then you scream at the top of your lungs until Daryl comes back for you. You hop on the bike behind him and ride to safety.
- Under 400 words: As you are knocked to the ground, it takes your breath away. Before you can catch your breath to scream, the walker has bitten you. *If you have an unused Leather Gauntlet*, the walker bit that instead of you, buying you enough time to scramble to your feet and get away. You scream, Daryl comes for you, and you ride to safety. If you don't have a Leather Gauntlet, you are truly bitten and then moments later, more walkers appear and you are ripped apart. It seems poetic that you and your daughter have fallen to the same fate on this farm.

GLENN: You and your girl drive back and forth along the fences, shooting walker after walker in an attempt to lessen the growing threat. To keep the walkers at bay, **WAR WITH SOMEONE FOR 15 MINUTES**. You keep shooting one round after another, but you don't seem to be making a dent in the enormous group of the dead. Now you must make a decision. **WRITE FOR 10 MINUTES.**

- 350 or more words: You decide to get off the farm. **WRITE 100 WORDS** to drive your way through the wall of walkers. You reach the road and speed away from the farm to safety. Now all you have to do is find the rest of your group. Did they all survive?
- Under 350 words: You decide to stay and continue to fight. **WRITE 100 WORDS** as you re-load your gun. You blast more walkers as you zip back and forth across the farm. Suddenly, your gun clicks – you are out of ammo! You see other members of your group pile into vehicles and peel out. Just as you are about to do the same, your car rolls to a stop in the middle of the field. You are out of gas! Now you must run to safety. **WRITE 400 WORDS IN 10 MINUTES** as you and your girlfriend clamber out of the car and try to outrun the walkers.
- 400 or more words: The two of you are running solely on adrenaline as you sprint through the horde of walkers. You elbow your way forward, narrowly avoiding the gnashing teeth of the dead. You make it to the dirt road and continue running. Exhausted but terrified, you refuse to stop or even look back. You focus on nothing else but keeping your eyes forward and your feet moving. Eventually, you make it to the road, away from the herd. You are finally safe! Now to locate your group and find out who else survived.
- Under 400 words: You should have left when you had the chance. Regretting your decision to stay, you fight your way through the horde of walkers. But there are just too many. Your girlfriend gets taken down first. You hear her blood-curdling screams just as a walker sinks its teeth into you. *If you have a Leather Gauntlet* you haven't used, now

would be the time! It will give you just enough time to break free and run to safety. If not, you are overrun by walkers. Soon, you will be one of them, fated to roam the abandoned farm for the rest of your mindless existence.

Congratulations to those who have survived to fight another day!

## Percy Jackson Themed Crawl

*Since I haven't seen a Percy Jackson Crawl done for this year, I would thought I would make one for myself! Based on the Lightning Thief*

You have been kicked out of every school you have gone too. (And you swear it's always been an accident) **For every year of school you have done, multiply it by 50 and write that many words. (11 years of school x 50 =550 words)**

You're on the last field trip of the year at your fancy boarding school for troubled (rich) kids, even though you protest that you are neither. On the bus, the school bully is throwing peanut butter sandwich at your best friend's head, and none of the teachers are watching, and you are getting really upset with the bully. **Quick! Write a 5 minute word sprint to control your anger!**

You manage not to punch the bully in the face, and manage to make it to the historical museum. Your awesome Latin teacher shows you around! **OPTIONAL! Write 400 words so you can remember things for your exam!** Did you do it? Great! Have a can of bottled mist so you can skip a round!

During lunch, the bully comes to torture you and your best friend when WHAM! They are on the ground wailing, and the meanest, strictest teacher comes over with a mean look on her face. **Write a 100 words in a minute to think of an excuse!**

She doesn't buy it, and drags you to an empty room to "talk", when suddenly, she starts talking about a stolen item, and turns into one of the Furies! Out of nowhere, your Latin teacher comes and passes you a gold sword, and disappears just like that! **Do a five minute word sprint to beat her!**

You beat her, but you are no longer holding a sword, it is a pen, and everyone remembers a completely different teacher, your Latin teacher doesn't even remember the fight! You only know something is up because your best friend is a terrible liar. Towards the end of June, you get more rash, confused and pick some fights, failing most of your exams and getting the notice that you will not be asked to return next year. You leave on a bus for home, your best friend next to you. **Write for 15 minutes on the trip back.**

When you get home, your parent is just happy to see you, and says excitedly that you two are going to (insert meaningful cheap destination here). **Write 200 words as you pack!**

You hop in the car and head out for the place. When you get there, it's ominous and stormy, and just as you get settled in, your best friend appears, telling your parent that they are being followed and that you have to leave for the camp. You are confused, but your parent says to get in the car and you all get in the car, with a shape chasing you. **Write to the nearest thousand so the cars goes faster!**

Oh no! The shape turns out to be a minotaur and it caught up with you and flipped the car! Your friend is unconscious, and the minotaur picks up your parent and they disappear in a shower of gold! In a rage, you attack. **10 minute word war! Go!**

You did it, you beat the minotaur and ripped off its horn! Tired, you drag yourself and your friend past the border and fall unconscious. **Break TIME! You are unconscious, so you can't really do anything, so go take a break for 10 minutes.**

You wake up a few days later, and you see that your best friend is alright! but they are a stayr who was supposed to protect you! But they say your parent is probably dead, leaving you numb with grief. Now you have to go talk to the camp director and Director of activities, who turn out to be Dionysius and your Latin teacher, who is actually Chiron! **Write for an hour, at any pace you want. If you write more than 1,200 words, have a can of bottled mist so you can skip a round!**

Chiron sends a girl named Annabeth to take you to where you'll be staying and show you around the camp. During that, Clarisse, daughter of Ares, gets into a fight with you! **Write 700 words in 10 minutes! If you don't get 700 words, you loose and either a) The next print you do is extended by the amount of words you needed to get too 700 or b) the next amount of words you have to write gets increased by the amount you needed to get to 700.**

The next day you do some sword training, and end up against Luke for a demonstration! **Go find a prompt, and the first one you see is the one you use! Come back in 5 minutes!**

The next few days is spent trying to figure out who your godly is, and suddenly it is Friday and it is capture the flag! **5 minute word sprint !**

You are surrounded by Ares kids, and have to fend them all off! **Write 300 words!**

Somehow, you manage to beat them, and Luke comes by with the other teams flag! Turns out Annabeth was watching you the whole time with her invisibility cap. But it doesn't matter, your team won! Then suddenly a hellhound comes out of the darkness, prowling towards you! With a surge of power you beat it, and a sign flashes above your head, your godly parent has claimed you!

**Using a random number generator (Random.org is a good one) put in numbers from 1 to 11. The number you get is your godly parent. Depending on your parent, do the following.**

- 1. Zeus** *Your dad is the lord of the sky! Your dad's number 1, so you have to prove you are too!* **Challenge someone to a word war and make sure you win!**
- 2. Poseidon** *Your father is king of the seas! When it comes to water, no one beats you!* **Write a scene that includes water!**
- 3. Hades** *Your father is the lord of the underworld! Death and skeletons were your childhood!* **Write a few hundred words about how your main character(s) would react if someone close to them died.**
- 4. Demeter** *As a child of the goddess of agriculture, make sure people don't dare underestimate you!* **Write a scene where your characters are eating something (preferably cereal)**
- 5. Athena** *Arguably the smartest goddess around!* **Calculate what 5% of your word count is, and then write that number.**
- 6. Aphrodite** *Your mom is the goddess of love and beauty! People will flock to you for your love advice!* **Write about how you think your character would try and flirt!**
- 7. Apollo** *The god of archery, the sun and way too many other things. Congrats!* **Go onto your device, hit shuffle and the first song that comes up is how long you have to write 300 words.**
- 8. Ares** *War! Fighting and violence is what your dad is all about!* **Write an epic fight scene in 10 minutes or less!**
- 9. Hermes** *God of merchants and travels, great if you are going on a road trip at some point!* **Travel the forums and find a quick challenge or prompt to do.**
- 10. Dionysus** *Not only is he the god of parties and wine, he is the camp director! Lucky you!* **Write a scene including alcohol and /or a party!**
- 11. Hephaestus** *God of craftsmanship and fire!* **Count the amount of technology in the room with you, and multiply that number by 100. Write that many words.**

You've settled in, but now Chiron is saying that Zeus thinks **You** stole the lightning bolt! But evidence points to Hades, so you have to head down to LA's Angelos, the nearest door to the underworld You have to leave tomorrow, so today you need to pack, practice and then rest. **Write 500 words as fast as you can to train!**

You ask your best friend to come, and Annabeth volunteers to come with you. Before you leave, Luke gives you a pair of flying shoes, but they don't fit, so you give them to your best friend. Together you set off! The three of you are on a bus heading down, when out of nowhere all 3 furies come after you! **Complete the 3 digit challenge!**

You escape them, but end up lost in a forest. In this area, you come across Aunt M's Garden Emporium. You and Annabeth almost fall for it, but your statur friend suddenly realized that you were in /medusa's lair! **Type for 5 minutes with your eyes closed! Write more than 600 words? Have a can of a bottle of mist!**

Oh no, you ran into a HYDRA! **Quick! Do the 50 headed Hydra Challenge!**

Ares asks for your help in retrieving his and Aphrodite's stuff from the tunnel of love ride. **15 minute word sprint!** In thanks, he gives you all a backpack filled with supplies.

You hitchhike in an animal transportation van, and end up in Las Vegas's Lotus Casino! The place hypnotizes you guys into wanting to stay there and forget everything! **In order to escape you have to write 1000 words in 1 hour!**

Leaving the lotus casino, you make it to Los Angeles and head down to the underworld to speak to Hades. Wearing the shoes Luke meant for you, your best friend gets pulled into the pit where Kronos is!! **Write 200 words to save them.**

It turns out that he doesn't have the bolt, and thinks you have his helmet of Fear/Invisibility. It seems he also has your parent, and says if you give his helme and the boltt back then he will return your parent safely. Then, it turns out Ares planted the bolt on you, but you can't let Hades have it. **Write 500 words to escape**

It turns out Ares is waiting for you! You confront him, challenging him for a fight. **Write 1500 words in an hour. If you don't succeed, do the last 3 challenges again.**

You beat him, the furies collect the helm, and you three go up to Olympus and present the bolt to Zeus. Everything seems fine, and you head back to camp for the summer, knowing your parent is safe. On the second last day, Luke wants to talk to you in private, and the two of you take a walk. Luke reveals his true motives, and leaves you with a poisonous scorpion

crawling up your leg! He leaves, leaving you for dead! **5 minute word sprint to get back to the camp so they can heal you before you die!**

You make it to camp, where they give you ambrosia just in time before you die! The next day is the end of summer, and you leave Camp Half-Blood to return to your parent and start your next school year/life.

*CONGRATULATIONS! You defeated my PJO crawl! Now your word count is better and you went on an awesome adventure! Let me know if I should make a Sea of Monsters one!*

## Quests

## RPG Crawl

*Rules:*



1. Potions can be used to skip either travel time or an objective.

2. The dice used is a standard 6 sided one, though any dice will do if you wish to go higher.

3. Travel time: Roll a dice (or use a number generator like Random.org) then multiply the number by 100. Write that many words.

### **Begin:**

- You wake up in an empty room as naked as the day you were born. Terrified someone will walk in and find you in this state you sprint for 100 words as you frantically get dressed.
- You decide to search the room for anything else you may have missed. Write for 10 minutes while you look for hidden items.
- If you write <500 words: you find nothing.
- If you write >500 words: you find a potion under the bed.
- You open the bedroom door to find yourself in a small, abandoned cottage. A table in the middle of the room holds several items; you move forward to investigate. Write to the nearest 1000 words while you check the items out.
- The items are a letter, a map and a small chest. Roll a dice, you have 10 minutes to write 100x that many words.
- If you complete: the chest contains a potion.
- If you fail: the chest is booby trapped with poison and you must write another 200 words while the effects wear off.
- The letter tells you an evil Sorcerer has stolen the King's six children and hidden them in the villages marked on the map. You have until the end of the day to rescue the children or they will be taken and turned into evil minions. You must face a guardian at each village. You notice your weapon is waiting beside the door as you go to leave. Choose one:
  - 
  - Sword
  - Bow
  - Magic Staff

### **The Villages**

The villages can be visited in any order but they must all be visited before moving on to the next section. Before completing the objective for each village you must roll a dice for travel time and complete the resulting number of words.

1. Outside this village a Fifty-Headed-Hydra is lying in wait. You need to kill it before you get to the child.

- If using a sword: write an extra 200 words while you get close enough to fight it. Roll a dice:
- If even: you get knocked out by one of the many heads. You wake up and they have already taken the child.
- If odd: you manage to dodge the heads, stab the monster and rescue the child. A bona fide hero!
- If using bow or magic staff: you kill the beast from long range and rescue the child unscathed.

2. An ordinary looking man is waiting for you outside of this village. You approach and he tells you a riddle involving Three Digits. You must then add up each digit, if the resulting number is:

- Even: you understand the riddle and save the child.
- Odd: you fail the riddle and the man disappears in front of your eyes taking the child with him.

3. A Shadow Knight, complete with his magic resistant armour, guards this village. He challenges you to single combat. Write for 15 minutes while you fight him.

- If using a magic staff: your weapon is useless while he wears that armour. Roll a dice:
- If even: You trick him into taking his helmet off then batter him around the head with your staff. The child escapes with you.
- If odd: You take a blow to the stomach and lay on the ground winded while the Knight takes the child.
- If using a sword or bow: you beat him in combat and find the child waiting on the village green.

4. The most beautiful creature you have ever seen stands before this village. Your hormones kick into overdrive and you approach immediately, desire at the forefront of your mind. You are given the option to retire to the bedroom together. Roll a dice:

- If even: you accept, almost ripping your clothes off in anticipation. You wake up afterwards to find both lover and child gone. Write to the nearest 1000 words while you are...occupied.
- If odd: you keep control of your lust and politely decline. The creature stands aside and presents you with the child. Do a quick 100 word sprint while you eat a meal.

5. You get halfway through the seemingly empty village when a horde of goblins tumble out of the buildings, all eager to chop you into bite-sized chunks.

- If using a sword or magic staff: You hack slash and blast your way through the horde to reach the child. Do a Three Digit challenge while you clean all the goblin blood off you.
- If using a bow: you suddenly find yourself wildly outnumbered with a weapon meant for anything but close quarter combat. Your only option is to barricade yourself into a building and wait for them to lose interest. You also lose the child. Write 500 words while you wait.

6. A necromancer awaits outside of this village, staff at the ready. Upon seeing you he summons a group of skeletons to steal the child. You have a choice:

- Attack the undead, grab the child and flee before the necromancer has time to summon any more boney minions. Write for 5 minutes while you make your getaway.
- Attempt to kill the necromancer, effectively banishing the skeletons at the same time, and possibly finding a potion in his pack. Roll the dice:
- If even: You get in a quick blow and take him out before he can even scream. A potion is in his cloak pocket.
- If odd: He manages to hold you off while the skele's leg it with the child.

### **The Castle**

- You've rescued as many children as you could manage and are now taking them back to the king's castle. You take a shortcut through a hedge and come face to face with an enemy scouting party. Roll the dice to find out how many there are then write 100 words for each.
- Some time later you come across a merchant on the road, the wheel of his cart lying in splinters. You can either:
- Leave the merchant: carry on towards the castle with the children, you're too tired to help anyone else. Write 200 words while you take a longer route to avoid him.
- Help the merchant: Write 200 words while you talk to him. Roll the dice:
  - If even: He is incredibly thankful to you for stopping and offers you his horse to help take the children back.
  - If odd: He's actually a spy for the enemy and signals an ambush. Write an extra 200 words while you fight your way through.
- The castle is in sight, but just as you begin to approach a roar sounds behind you. You turn to see an ogre charging straight for you. You grab the children and sprint towards the gate. Roll the dice and write 100x the number shown as you run for safety. Halve this if you have the merchants horse.
- At last you and the children are safe. The king is throwing a feast in your honor. Use the following formula to find out how many word you need to write to convince the kingdom of your bravery:
- $(10 - \text{No. of children saved}) \times 100$

Congratulations! You are the savior of the kingdom!

## **Fantasy Crawl**

*(Transcribed by Ellalah – I tried to fix all of the spelling errors and such, but probably made a few typos in the process. Sorry!)*

Designed for the lovers of fantasy out there, this crawl will take you on a journey that will up your word count and possibly inspire you. As guiding lights through this mystical world, there will be creatures to help you – and hinder you – throughout your adventure.

**WARNING:** This is a very long crawl and designed as a pretty in-depth rpg type story. It will take time to get through it!

## RULES

- At any point where you fail, you are permitted to restart that task.
- You will find – or be give – runes that allow you passage through your current task, should you fail an not be able to overcome.
- You are not permitted to use them prior to attempting the exercise to move on.
- You are permitted to repeat the task before moving on to get your desired outcome.
- You are not permitted to switch classes or weapons at any time through your adventure
- If you wish to change class/weapon, you must restart your journey from the beginning.
- You may do the word wars by either timing yourself or participating against another. Any form of being able to do a word count in a specified time is acceptable.
- You are advised to split this up over several days, as it is very long, but you may do it all in one sitting.
- Have fun!

## The Beginning

The World is spinning. A kaleidoscope of colors whirl past you as you fall. You are falling down – but to where?

With no warning, the spinning stops. You are lying on possibly the greenest grass you've ever seen in your life. In the distance, you can see a shimmering lake, mountains jutting far into the clouds just behind it. A cool brush of wind moves through the area, rustling the crash and bringing you to awareness.

You're definitely not in Kansas anymore.

Slowly, tentatively, you push off the ground and glance about. There isn't anyone around. Were you kidnapped? Dropped off? Drugged? More importantly – how are you going to get home?

A strange creature appears, the head of an owl with it's body cloaked in a rich blue garment. It's black eyes peer at you, head tilting, before it speaks.

"Who?" it calls, voice trilling. "Who are you?"

- **CHALLENGE!** Do a **five-minute word war**. Your class is decided by the amount of words you produce. Take your word count and divide it by five before choosing your result:
- Warrior: 0-35 WPM
- Sorcerer: 36-59 WPM
- Minstrel: 60+ WPM

"A warrior is strong," says the owl. "Plowing through foes. A sorcerer is thoughtful and knows that word can amass much. A minstrel lives deep in lyric and song, knowledgeable as one who spends much time with letters and thoughts."

The wind picks up once more and thousands of cherry blossoms appear. They cloak your vision for the briefest of moments before a young girl stands before you, her blue eyes wide as the last vestiges of wind lift her brown hair. Attached to her, you see a long sword that brushes the ground, a staff, and what appears to be a golden harp.

"Gifts to be earned," she says, her lips curving in a smile.

- **CHALLENGE!** Do a **ten minute word war**. Your weapon is decided by the amount of words you produce. Take your word count and divide it by ten before choosing your result:
- Broad Sword: 0-35 WPM
- Rowan Wood Staff: 36-59 WPM
- Harp Bow: 60+ WPM

"The sword is of strength," the young girl says. "Able to slay time and create sentences. The staff is of might, capable of great paragraphs. The bow is of practice, as much time is devoted, the result is seen."

Once more, the cherry blossoms swarm and you are left behind, your weapon lying on the grass next to a leather satchel. Hesitant, you reach down and lift the items. The weapon feels warm in your hands – familiar. There is a comfort in holding it.

Light springs forth from your weapon and you let out a cry, blinded.

As the light clears, you discover you are at the edge of a cave. Glowing near the entrance is a pale blue stone. Gripping your weapon, you glance around before drawing closer.

A strange symbol is inscribed atop it, letting off the glow.

“It is a rune,” a voice calls out. “It will allow you passage, should you fail.”

You glance down to the sight of a small mouse, cowering near the cave’s entrance. It twitches its nose before poking its head toward the stone. Your hand closes around it and the creature flees. Stuffing the rune in your bag, you move carefully into the cave. The light behind you disappears slowly before you are in total darkness. A shuffle is heard and you hear a cry. You rush to the screams, finding your way with the sound, and a plunged back into the light.

A woman is being attacked by a giant bat, swinging her weapon viciously.

- **CHALLENGE! Do a ten minute word war.** Your result is determined by your word count.
- 300 words or less: the giant bat tosses you into a wall, knocking you unconscious, before killing the woman. You lose.
- 500 words or less: the giant bat kills the woman, but you use your weapon, managing to vanquish it. You win.
- More than 500 words: you distract the giant bat, giving the woman time to flee, before you use your weapon to vanquish the beast. You win.
  - (If the woman lives, she joins your party as either class other than yourself, with any weapon other than your own. Her name is Maruka. She will come in handy later on.)

The creature defeated, you manage to get out of the cave through an opening behind the bat’s nest. Before you spills a roadway, a city off in the distance. You are already tired from the battle, but you must get to the city.

They may know something about what is going on.

- **CHALLENGE! Sprint to the nearest thousand** to get quickly to the city. If you take less than ten minutes, you find a rune at the gate to the city.

Inside the city, you find that there are others like you – lacking memories. From what you overheard, you decided to go to the best place possible to gather information. The tavern.

The place reeks of alcohol and there are several men quarrying. The bartender looks distressed as you take your seat at the bar. According to him, the men have been threatening to fight for over an hour. He asks if you would be willing to speak to them to make them leave.

- **CHALLENGE!** The bartender is too weak to do anything about the thugs across the room.
- If you are a brutish warrior, you quarrel with them. Do a **thirty-minute word war** to kick them out by force.
- If you are a compelling sorcerer, you manage to talk them down with some effort. Do a **fifteen minute word war** to coerce the into leaving.
- If you are a minstrel, your words are crafty and quick enough to avoid violence. Do a **five-minute word war** to get them out.

The bartender thanks you and, in return, gives you a rune along with some information. There is a snow monster toward the northern mountains that, if defeated, will grant anyone the knowledge they seek. You thank him and head out.

## Trials

- **CHALLENGE!** The mountain is a two day journey from the city. **Sprint for twenty minutes** to get there as quickly as possible. If you hit over one thousand words, you find a rune at the base of the mountain.

The climb is steep and covered in snow. Scaling it seems dangerous and you’re not quite sure where the monster is supposed to be. Without any other clues, you begin scaling the mountain.

- **CHALLENGE!** The mountain is very steep! It requires a lot of to make it to the top.
- If you are a warrior, the climb is easy. Write at your own pace for **five minutes**.
- If you are a sorcerer, the climb is a bit hard, but manageable. Write at your own pace for **fifteen minutes**.

- If you are a minstrel, climbing isn't your strong suit and it takes you quite some time. Write at your own pace for **thirty minutes**.

You reach the top of the mountain at last. Despite your hands being numb and your muscles aching, you stand victorious. Across the way, you spot yellow eyes that watch you cautiously. As the wind blows the snow, the eyes vanish before a voice calls out.

"Why have you come, human?"

Startled, you reach for your weapon. A growl emanates and you drop your hand, careful as you draw closer, explaining yourself to the strange voice.

As the snow clears, you see the eyes belong to what appears to be a white wolf. One of a much greater size than any you ever recall seeing. It leaves paw prints in the snow as it approaches.

"You have come here to save our world," the wolf says, eyes trained on you. "You must be tested if you are the one. Many have come here, sought after to save us. All have failed to this point. Will you?"

Before you are given time to answer, the wolf lunges.

- **CHALLENGE!** The wolf has challenged you!
- If you wield a sword, the battle is intense, but you manage. Do a **ten minute word war** to defeat the wolf.
- If you use a staff, the battle is almost too much. Give it your all in a **twenty minute word war** to defeat the wolf.
- If you wield a bow, luck is on your side with ranged attacks. Breeze through the battle with little effort in a **five minute word war**.
- Exception: If Maruka is on your team, and her weapon has a lower count time than yours, divide the difference. If you wield a sword, but she wields a bow, you only need to write for two minutes.

(Defeated, the image of the wolf vanishes and you discover that it is a trick. A man appears from the mist of the former wolf with the creature's ears and tail on his body. He is one of the two classes that is not your own, wielding either weapon that is not your own. Exception: If Maruka is on your team, he is of the final remaining slots.)

The creature is known as Dariel. He is from an eastern tribe of elves, capable of shifting their forms. At a young age, a transformation went wrong. The accident made him incapable of turning into anything but a wolf, marking him with his counterpart's ears and tail.

According to Dariel, he was sent to the mountains to search for the one prophesied to save their world. Due to his immense strength from only being able to shift to one form for so long, he was the ideal choice to test those who approached him.

He joins you on your quest, guiding your party to the woodlands with ease.

## World in Peril

Dariel leads you to the woodlands. According to him, they are the heart of where the danger is taking place. The part of their world that is becoming ruined. The place where the destruction is coming from.

With no warning, your party is attacked by pixies!

- **CHALLENGE!** Your party is attacked! Do a **thirty minute word war** to fight off the fiendish little monster. If you have over seven hundred words, one of them drops a rune.

"They were not always such harsh creatures," Dariel says, frowning. "But the changes in our world have affected a great many of us. Those who were once peacekeepers have become vicious killers."

You look at the slain foes, frowning. A world of light and warmth. You miss it. There is a memory there that you yearn to recall, but can't quite reach. Deciding it is for the best, you focus on the task at hand.

"Deep within the castle in the capital city, sits a ruler," Dariel goes on. "A false king who has imprisoned the royal family. No one knows what has happened to the King and Queen within, or their child. Some speculate they are all dead. Others say the child escaped to a far off land to seek aid."

You shift your bag, frowning your brow.

"There is nothing we can do," he sighs. "It grows late. There is no sense in travelling at this hour. We should set up camp."

- **CHALLENGE!** The night goes smoothly. Relax with your reward. You've earned it.

## • Into the Castle

Your party gathers outside the gates of the city. Gypsies dance about in bright clothes through the streets while merchants buzz as they try to sell their goods. The streets are packed with the shops and customers. Something strange grabs at your waist before your satchel slips off.

A man breaks through the crowd, your satchel in hand. You run after him, your party crying out your name in confusion.

- **CHALLENGE!** You've been robbed!
- If you're a warrior, running isn't your strong suit. You manage to catch up and tackle the man after you do a **twenty minute word war**.
- If you are a sorcerer, this is a breeze! Stop the man after a **five minute word war**.
- If you're a minstrel, you've got some stamina, but you run out pretty quickly. After a **fifteen minute word war**, you manage to catch him.

The man drops your bag, screaming that you're crazy, and runs off. Your party comes up behind you, huffing a bit from the run, and looking confused. After a short explanation, they understand and you continue through the city.

As the sun sets, you and your party have set up camp outside the castle. You've decided to attack the false kind tonight, after doing some reconnaissance throughout town.

Dariel says that, according to the guards, the King and Queen are alive, but their heir has fled. No one is sure where the child is, but they have search parties out for them.

Clinking is heard not too far from your camp. You know if the guards catch you, you'll be in trouble. You try gathering your things, but they spot you!

- **CHALLENGE!** Oh no! The guards have caught you.
- If you wield a sword, you've got the strength but lack the speed. Do a **twenty minute word war** to overpower them.
- If you wield a staff, you've got the advantage! Do a **five minute word war** to whack them upside the head, effectively knocking them out.
- If you wield a bow, their armor is too thick! Thankfully, you're good at spotting their weak spots, so do a **fifteen minute word war** to get them out of commission!

More Guards are heard nearby. You and your party grab your things and run into the castle – headed for the throne room. The building is littered with guards, protecting the false king. Getting to the top isn't easy!

- **CHALLENGE!** Fight your way to the throne room, where the false king awaits.
- Do a **forty-five minute word war** to fight off the guards.
- Exception: If Maruka is in your party, do a **twenty-five minute word war**.

You make it to the throne room, where the false kind awaits. The room is empty, save you and the king. Your party has vanished.

"They've been sent to the dungeons," he says, a ball of light in his hand. "And you, dear child, will soon join your parents there as well!"

- **CHALLENGE!** Duel with the false kind! Do a **one hour word war** to defeat him. If you have over eight hundred words, you win! If not, the false kind overpowers you and you are locked in the dungeon. Escape and fight again!

You slay the king and run through the castle, finding your companions and the King and Queen in the dungeons below. You free them – along with several other captives – and the Queen rushes you.

Her arms wrap tightly around you as she sobs, whispering "My dear, sweet child," over and over again. Confused, you lean in, patting her back as you look at your party. They return the same expression, not understanding either, and the King pulls you and the Queen into his embrace.

You voice your confusion, and the Queen smiles sadly, tears slipping down her cheeks.

"Of course," she says, blotting her face with the edge of her sleeve. "We erased your memory so you would forget. We knew if we sent you off, you would just come straight back."

You look between the King and Queen, not quite understanding.

“We erased your memory and had a dear friend take you far away,” the King says, picking up from the Queen’s words. That way you would wander about and find help before coming. “When we prepared you, we knew that if you remembered everything, you would think yourself brave enough and strong enough to do it on your own.” “You weren’t strong enough then,” the Queen sniffs. “I worried so much. But you’re here. And it’s time you remembered.”

- **CHALLENGE!** Your mother gives you an elixir. Your memories are returning! Do a **ten minute word war** to remember everything clearly and realize you are the heir to a kingdom!

Your parents embrace you.

That evening, a feast is held for the return of the heir and the freedom of the King and Queen. Later in the evening, Dariel asks what you intend to do. After some deliberation, you decide to take your party and head out into the world.

A few weeks after the feast, your party is gathered, prepared to leave.

“Where will you go?” your mother asks, teary-eyed at seeing her only child leaving home.

“Wherever the journey takes us.”

The end.

## The Pirate Adventure Crawl

It’s the return of the pirate adventure crawl! It was useful to some folks last year so I’m bringing it back, with a few little tweaks. It’s a long one, and can be done in several sessions if necessary. Enjoy!

\* \* \*

Avast ye scurvy scalawag! Are ye hankerin’ for adventure on the high seas? Do ye dream of buried treasure and golden doubloons? Are ye in desperate need of a word count boost? Well, ye’ve made port at the right place, matey!

### Rules

- 1.) You can use a piece of eight to buy your way out of a challenge. You’ll find these along the way, along with other items that may or may not come in handy later on.
- 2.) Dice used is a standard six sided one. If you don’t have any actual dice, you can use this digital one. <http://www.random.org/dice/>
- 3.) You can redo any challenge if you’re not happy with the results.
- 4.) Have fun!
- 5.) If you like, share your progress in the comments!

### Part 1 - Casting Off

You find yourself sitting in an old, ramshackle tavern. The air is thick with the smoky stench of tobacco and the slightly sour smell of old rum. Music and drunken shanties mingle with the sounds of clinking dishes and rough voices. You feel something folded in your pocket and you remember- you have a treasure map! This map shows the way to untold riches... more gold and jewels than any pirate could want. Where you got it and the events that brought you here are a bit fuzzy in your

memory, but what matters now is that you're sitting at a table with three different pirate captains. All three of them have invited you to join their crew and lend your map to their pursuit of treasure. You need a ship and a crew if you're going to get any of that gold at all. You know you must make a choice.

**CHALLENGE:**

The three captains are all trying to convince you why you should join them. Do a **5 minute word war** while you listen to their words.

To your left is a wizened old coat with a gray beard and an eye patch. He grins a near toothless grin. He is Captain Christopher "Cuttlefish" Anderson. He stinks to high heaven and looks as though he hasn't bathed in a year. His ship is called The Black Shark. He'll pay you three pieces of eight to join him.

Across from you is a burly Jamaican fellow with a charming smile and intelligent eyes. He's called simply Captain Tack. He's dressed in bright colors and has a parrot on his shoulder that constantly repeats what he says. His ship is called The Blood Seeker. He'll pay you two pieces of eight to join him.

To the right is the only woman in the bunch, Captain Annabelle MacFanning. She looks serious and cold, a true deadly beauty with her golden hair and the flintlock pistol in her hand pointed casually in your direction. There's a curious gleam in her blue eyes that you can't quite identify. She'll pay you only one piece of eight to join her.

**CHALLENGE:** Do a **10 minute word war**. Your word count determines your result.

More than 500 words: You join the pirate of your own choice. Pick a captain and accept their payment!

500 or less: The pirates get into a fight over you. You are kidnapped by one of them while the other two are busy brawling. Roll the dice to determine who takes you. (you get only one piece of eight with any result).

1 or 2 - Christopher. 3 or 4 - Tack. 5 or 6 - Annabelle.

Your new captain hurries out of the tavern with you, hauling you into the crowded streets of the bustling port town before you can be stopped by the others. You're pulled along, dodging carts and crowds, until you reach the docks. The sight of the many impressive ships rocking gently in the harbor fills you with a sense of excitement. Ah, the sea! You're setting out on a true adventure!

"Alright, move your feet," your captain commands. "Onboard, sailor!"

"Aye!" you say, and hurry up the gangplank. You hear the sound of the sails rustling in the wind and the creak of the wooden planks beneath your feet. As you step onto the ship the captain commands you to stay on deck and heads to the cabin. The busy pirate crew stops their work and looks at you curiously. Since you've been left on your own with no explanation, it's clear that it's up to you to



make nice with this group of bloodthirsty scalawags. After all, you're going to be sailing with them on this adventure!

**CHALLENGE:**

**Write 200 words** to charm the pirates with your sea shanties and your excellent jiggling skills!

The quarter master, who was very impressed, walks up to you. "Welcome to the crew," he says, "You seem like you've got a good head on your shoulders, but where's your weapon? You'll need somethin' to fight with on this ship, popinjay. I've got a few spare things I can loan you, but you've gotta prove you can use 'em!"

**CHALLENGE:** Do a **10 minute word war** to show the quartermaster your fighting skills. Your word count determines your weapon!

300 words or less: You get a dagger. Small but sharp.

500 words or less: You get a pistol. Powerful but slow to reload.

More than 500 words: You get a sword - sharp and deadly

You put your new weapon in your belt and the crew cheers, welcoming you on board. You notice one man giving you a strange glare, but he slinks away without saying anything. The captain appears and gives the order to make sail, then calls you to come to the captain's cabin. You do as you're told. Once behind the closed door, the captain sits down and invites you to do so as well. You look around at the many riches and odd things decorating the cabin. Even a human skull is nailed to the wall. You gulp nervously. A glass of rum (the really expensive kind) is poured and pushed across the table to you by a bejeweled hand.

"Now," says the captain, "Let's have a look at that map, shall we, matey?"

You reach into your pocket and produce said map. Carefully you unfold the aged parchment and spread it out over the table. You're nervous about sharing it, but the ship is already leaving the harbor. You don't want to do anything to displease the captain and earn a keelhauling. The captain observes the tattered map closely, smiling a greedy smile as he/she traces a finger over it.

"Aye, this be a special map indeed. How did you find it?"

"Oh, you know captain," you say, "I heard a rumor from the cousin of a friend who knows a man who romanced a woman who may or may not have had dealings with some sort of mystical sea witch. The usual sort of thing."

The captain laughs and slaps you on the back. "Good! Now, drink! A toast! To treasure and adventure!"

**CHALLENGE:**

You raise your glass. The rum is rich and heady and it burns in your belly. The captain pours you another, and another, too excited about the treasure to be greedy with the costly spirits. Roll the dice to determine how many shots of rum you get. Multiply the number x 100 and write that many words.

This drink is extremely strong and you find yourself growing drowsy right away... and then the world fades away. As the ship rolls over the waves, you roll into darkness.

## **PART 2- Part of the Crew**

**CHALLENGE:** Had a little more than you could handle, aye? Do a twenty minute word war while you sleep off that exotic old spice!

If you're sailing with Christopher, you wake up cold in the brig, in only your skivvies, without your weapon or your map. Punishment for drunkenness on duty, the captain claims. You must use all your pieces of eight to convince him to let you free. Sprint for 15 more minutes to get yourself back on deck, deal with the teasing of the crew and your horrible headache while you try to find your clothes and weapon.

If you're sailing with Tack, you wake up right where you fell asleep- in a puddle of your own drool on the captain's table. He's nowhere to be seen. Be grateful Cap'n Tack found it funny and let you keep your map and your dignity. Sprint for 10 minutes to clean up and leave.

If you're sailing with Annabelle, you wake up warm and cozy in a gently-swinging hammock in the crew's quarters. You're fully dressed with your map and money. She must be a bit nicer than she looked. Sprint for 5 minutes to climb up to the deck and see what's happening.

When you get to the main deck you find utter chaos! An enemy ship is drawing near, and the cannons are firing! You jump out of the way just in time; a cannonball rips through a stack of barrels, shattering them with a loud bang. As splinters fall over you and the crew scurries around in action, you know you must do something helpful. You see a pirate thrown back by a blast. The cannon he was firing is now unmanned. Take charge of it and fire!

**CHALLENGE:** Roll the dice to find out how many cannon balls you fire at the enemy ship! Multiply your result x 100 and write that many words to hit your mark! Go! Go! Go!

Despite your valiant efforts, the enemy ship draws up to your ship's port side! Enemy pirates are swinging over onto the deck and into the rigging above your head! They brandish blades and guns and ugly scowls. You're going to have to fight!

**CHALLENGE:** Time to do battle!

If you have a dagger you have a difficult time. **Sprint for 20 minutes** to take down a few rogue pirates but get several wounds in the process and lose a piece of eight.

If you have a pistol you're able to hide behind some crates and take out several enemies from afar without getting hurt! However, you have a limited number of shots and it takes time to reload. Sprint for 10 minutes!

If you have a sword you jump into battle and hack and slash like a mad creature! You're covered in blood (mostly theirs) by the time you've finished defending your fellow crew! Sprint for 5 minutes and find a piece of eight!

The battle is over! Some of your crew mates fell in the fight, but you managed to help defeat the enemy pirates. Congratulations! You climb over with your mates to the defeated ship to see what you can plunder. Roll the dice to determine what you find!

1,2 - You find five pieces of eight!

3,4 - You find ten pieces of eight, plus a bottle of rum!

5,6 - You find five pieces of eight and a strange looking bauble.

When you return to your own ship, a young man wearing a faded scarf shakes your hand. "You've proven yourself, mate!" he says, "You saved my life! You're a part of the crew now!"

You're not sure how you feel about this, but there's no time to ponder on it. The ship needs to be cleaned and repaired so you can continue your treasure hunt. The captain gives everyone a specific task.

**CHALLENGE:** Roll the dice. Multiply the result x 100 and write that many words to get the vessel in ship shape.

The ship is cleaned and repaired for the rest of the journey. The dead are honored and sunken into the sea in a sailor's burial. By this time night has fallen everyone on the ship is exhausted from the trying events of the day. The captain allows the crew to break out some rum and take some time to relax and rest. A few of the pirates have instruments and they begin to play music to lighten the mood. The young man from before smiles at you. "D'you know any shanties, mate?" he asks, "Sing us a song!"

**CHALLENGE:** Roll the dice. Your result determines the song you sing (linked below). Open the song in another tab or window, let it play, and sprint for the duration of the song to show off your singing voice to your mates!

1,2 - Mermaids from the POTC On Stranger Tides soundtrack <http://youtu.be/yCvj0Or4Fw4>

3,4 - No Quarter, by Alestorm <http://youtu.be/V-UdrNes2bA>

5,6 - Epic Pirate Music Mix: <http://youtu.be/cDvH8rfuKyY>

The crew loves your performance and rum is passed around. The mood is lightened, thanks to you! If you wrote 300 words your mates give you three pieces of eight and you head to your hammock to sleep.

If you write 500 or more words one of your mates gives you a shiny jewel as thanks for the song.

If you wrote less than 300 words, you get no pieces of eight and you have to keep the late night watch in the crow's nest. Write another 100 words to keep from falling asleep while on duty.

### **PART 3 - Adventure on the Island**

For several days the ship sails on without much happening. There is good weather, fine wind, and the pirates are treating you like a member of the piratical family! .

**CHALLENGE: Sprint for 30 minutes** to get through this long journey at sea (if you have a bottle of rum, only 15 minutes).

The man up in the crow's nest suddenly shouts out. "Land ho!" Everyone runs to the railing to look. An island looms dead ahead, like a large turtle shell rising out of the sea. Although it looks like any other island from where you are, you can't help the feeling of foreboding that descends on you. There is something strange about this island... something unnatural and dangerous. Suddenly you feel as though the treasure may not be worth the risk. Dread wraps around your heart, but there's nothing you can do now. If you don't do your part in the treasure hunt then you won't be getting any of the treasure. It's your map- you're going for it!

#### **CHALLENGE:**

**Write 250 words** as the ship is anchored to try and relieve your nervousness. The captain and a few select crewmen climb into the longboat. You join them. As you're rowed to shore you grasp your weapon tightly in your hand and wonder what strange things await you on this island. **Write another 100 words** to get to shore.

As you step out of the boat onto the white sandy beach, you look around. The beach rolls on in either direction out of sight and leads up to what looks like thick, impassable jungle. There are two visible paths leading off through the rich flora.

"Which way do we go, navigator?" the Captain asks you, waiting impatiently. You produce the map and look closely at the aged parchment. Which path do you choose?

**CHALLENGE: Do a 20 minute word war.** Your word count determines your result!

Less than 600 words - You take the path on the left.

600 words or more - You take the path on the right.

"This way," you say, and the small party heads in that direction. As you step into the jungle you instantly feel like many eyes are watching you. A shiver runs down your spine despite the hot, humid air, but you press on. You walk for a good long while, stepping over roots and cutting through thick vegetation. Insects buzz around your ears and every once in a while you imagine you feel something grabbing at you out of the green shadows. The deeper into the jungle you go, the hotter and harder to breathe the air becomes. Suddenly the thick flora opens into a clearing. In the middle of it is a large pool of clear, blue water, fed by a sparkling waterfall. You see something swimming in the water.

The air is lighter and you realize, with some alarm, that the path on the map leads straight into the pool.

**CHALLENGE:**

**Write 100 words** as you carefully approach the edge of the water. When you get there, a beautiful mermaid appears. She smiles at you and rests her elbows on the ground at your feet.

“Do you have something for me?” she asks. “I can help you if you do.”

If you have a strange bauble or a jewel, you give it to her. **Write 250 words** as she tells you the direction to take to reach the treasure.

If you have nothing to give her, **write 500 words** as you try and convince her to help you. In the end she refuses and tells you to leave before she kills you and the others.

You leave behind the refreshing clearing and head back into the jungle. You press on for what seems like hours through the unchanging, stifling, itchy scenery. You look for landmarks along the way. You pass a crumbling statue shaped like a monkey. You see two trees that grew together in a strange shape. All the while you think you hear footsteps behind your party, but you never see anything behind you. The feeling of being watched never ceases.

Finally, as the sun is setting, you reach your destination. The map has lead you to another clearing. It looks like there was once a village here. The foundations of ruined hut-like buildings are everywhere, overgrown with briars and weeds. In the center of the overgrown clearing there is what looks like a building made completely of human bones! You shudder at this sight, but you know that is where the treasure is hidden.

“Who’s gonna look inside, Cap’n?” someone asks. The captain smirks and looks at you silently. It’s clear that you are the one who has to look in the strange bone building. As you approach it, you and the others are suddenly accosted by dozens of strange enemies! You draw your weapon and swallow your fear- you must fight your way through if you’re going to come out of this adventure alive!

**CHALLENGE:**

If you took the left path, you’re fighting living, cursed pirate skeletons! Although they are terrifying, they’re relatively easy to defeat. As soon as you give them a good whack, they’re done for. **Sprint for 30 minutes** to defeat the skeletons!

If you took the right path, you are fighting crazed zombie monkeys! They’re small, they’re undead, they’re fast, and they’re mean! No matter how fast you are, they seem to always get the better of you. The fiendish little beasts are almost impossible to beat. **Sprint for 40 minutes** to kill the wicked furry buggers!

Finally you defeat all your undead enemies! You’re exhausted as you stagger to the bone building and grab the door handle (which is fashioned from a skeleton hand). Your wounds are stinging and your chest is heaving. You yank open the door; it rattles and shakes and for a moment the whole building seems like it’s about to collapse. You tense, but when it stops shaking you step inside. It’s dark and the air smells musty and old. You’re sure that no one has been inside this place for many, many years.

“What d’you see?” one of your mates calls out. You look around and slowly your vision adjusts. The sun is setting outside and so it is quite dark. You soon see that there are three large chests. Your old feeling of excitement and adventure returns. You have found the treasure! What gold and jewels await you? What pearls and diamonds, what items of unknown riches? Of course, you know it can’t be that easy. You take a step further inside. A skull sitting in the middle of the earthen floor suddenly starts glowing! You jump back in fright as a voice startles you, booming from within the illuminated skull.

“You have come to take my ancient treasure! You made it this far, so I will grant you a chance. One of these chests holds my treasure. The other two are cursed! Choose wisely, pirate!”

### **CHALLENGE**

This is it! This is what everything boils down to! Which treasure do you choose? Roll the dice twice. Add your results together, then multiply x 100. Write the final result!

If you succeed in under 30 minutes, choose chest 1, 2 or 3.

If it takes you longer, roll the dice to choose your chest.

1,2- Chest One. 3,4 - Chest Two. 5,6 - Chest Three.

You’ve chosen your treasure. You carefully step over the talking skull and grab the chest. It takes all of your remaining strength to drag the heavy thing out of the bone hut and into the moonlight. You collapse on top of it, completely exhausted, your brown drenched in sweat and your clothing torn and stained with blood. The adventure is over... or is it? The pirates walk up silently, excited but nervous. You tiredly raise your head and look up at the captain, who is standing over you expectantly.

“Well,” the captain says, “Open it, and let’s see what we’ve found.”

“Aye aye,” you say, and you sit back. To your surprise, there is no lock on the chest. Slowly, with hands that shake from weariness- or is it fear? - you grasp the edges of the lid. You take a deep breath, knowing that this may be the best or worst thing to ever happen to you.

You open the chest.

### **CHALLENGE/ENDING**

If you chose Chest One- Congratulations! You chose the correct chest! You behold hundreds of shiny gold doubloons, countless jewels of every color, and exotic and strange items you know are worth a fortune. There are more treasure maps wedged in amongst the treasure, and right on top is a bound leather book. That is the first thing you grab. As the crew dances and sings you flip through it. There are stories, poems, songs, knowledge that is ancient and wonderful. With this you will be able to find a hundred treasures, and write a thousand novels. A thrill of accomplishment courses through you, revitalizing your tired body. You’ve done it- you’ve gone on a pirate adventure and found the treasure! You, captain and crew return to the ship, victorious. The celebration goes on long into the night and when it’s done you’ve decided to become a permanent member of the crew. You’re a pirate, and there is more adventure ahead for you! **Write 100 words** to end your epic pirate tale!

If you chose Chest Two- you chose a cursed chest. When you open it you are greeted by naught but a black smoke. It swirls and seems to grow, until it surrounds you in a dark mist. You can barely see or hear. Your heart pounds, your thoughts race, your blood runs cold. All of your mates run away in fright, leaving you to your fate. A ghostly face appears in the mist.

“You dared to disturb my ancient treasure...This is a curse of Time... You must return to your arrival to this island and relive your treasure hunt over again!”

Oh no! Will you go through it all again? If you any have pieces of eight you may use them to beg the greedy spirit for mercy... and then write a last 15 minute word war as you trudge back through the jungle to the ship, empty handed.

If you chose Chest Three - you chose a cursed chest. When you open it, an invisible force reaches out and wraps around your throat. You feel a horrible coldness spreading throughout your being, grasping your very soul. You try to scream but no sound passes your lips. Your mates look on in horror, but when they come near to try and help they are forced back. You hear your captain telling them to retreat, and commanding them to leave you to die. Despair fills you as you succumb to the cold and darkness.

When you wake up you find yourself lying there in the clearing. You look down. Your wounds are healed and your clothing is mended. Strangely enough, you feel stronger than you ever have before. As you get to your feet you look up to see a ghostly figure standing before you. You realize this is the crewmember who looked at you strangely on the ship.

“Ye be now cursed as I am,” the ghostly pirate says, “Never dying. Because you fought so hard, ye be stronger now than before.” The figure’s mouth curves into a dark and evil smile. “The ship and the captain who abandoned you are still on the shore. If we hurry, we can catch them.”

You smile a wicked grin. You may be cursed, but you will have revenge on the captain who left you to die. Do a 10 minute word war as you fly back to the ship in your new ghostly form, and take over as the new, undead captain of the ship. A joyful future of pillaging, plundering, and terrifying other ships lies ahead for you.

THE END

## Escape the Solar System!

It’s time, my friends, to traverse the Solar System! This is the first crawl I’ve written, so I hope it’s somewhat decent.

You have stolen some sort of ~magical~ spacecraft with the ability to travel through space at a speed faster than any previous vessel. Now the people who built it are after you, and mad. Your mission is to traverse the Solar System, achieve escape velocity, and escape into interstellar space.

- To achieve escape velocity from the Solar System, you must first achieve escape velocity from Earth. Escape velocity for Earth is about 25,000 miles per hour. The highly superior technology of this spacecraft allows you to drop a couple of zeroes, so **write 250 words** in order to achieve the speeds needed.
- You’ve made it to the Moon! To fuel up for the trip ahead, you decided to descend to the Moon’s surface and collect some helium-3. But you’d better do it quickly, or you’ll be caught! **Write 175 words in 10 minutes or less.** If you fail, just “reset” reality and try again.
- All fueled up and ready to go, you head inward. You do a flyby of Venus. **Sprint 100 words** to avoid having your course altered by its gravity.

- You fly by Mercury. But what's this? The Messenger probe has been taken over by the people chasing you! **Sprint 200 words** to escape!
- That was a close call. You're nearing the Sun now. **Sprint for 15 minutes** to do "barrel rolls" and evenly distribute the Sun's heat across your spacecraft.
- You've swung around the Sun, and now have a nice gravity assist helping you out! **Write 100 words** to take a breather from all that excitement.
- You're flying by Earth! **Sprint for 10 minutes** to avoid being detected.
- Next up is Mars! **Write three hundred words** in representation of the rocks Barnacle Bill, Scooby Doo, and Yogi.
- You are now entering the asteroid belt. But what's this? A cloud of tiny asteroid chunks is headed toward your ship! **Use Random.org to pick a random number between 1 and 10.** If the number is more than 5, your ship was severely damaged. **You must write 600 words in order to fix it.** If the number is less than 5, you have survived. **Write that many hundred words in celebration.**
- You feel it before you see it; or rather, your ship does. Its instruments pick up a large gravity field nearby: Jupiter. **Write four hundred words** as a tribute to Europa, Ganymede, Callisto, and Io, Jupiter's 4 largest moons.
- Saturn, the ringed planet, is next. But, uh-oh! Your ship has gotten too close to Saturn's rings, and is now being bombarded by high-speed rocks and ice particles. **Sprint 350 words** to escape.
- Next is Uranus. Stop snickering! As penance for your immature jokes, **sprint 500 words.**
- Now, Neptune comes along. You're so close; you can feel it! Your excitement gets the best of you; you decide to **sprint 100 words.**
- But Neptune was not the final part of the Solar System. Next up is the Kuiper Belt! You fly by Pluto. **Choose a random moon of Pluto (Charon, Nix, Hydra, Styx, or Kerberos). However many letters are in its name, write that many hundred words.**
- You're so close you can smell it. You streak past the Kuiper belt, and past Eris. **You do a ten-minute word war** to pass the time until the Oort Cloud.
- Your ship seems to have come equipped with a "Screw Reality" feature, you realize. You reach the Oort Cloud sooner than expected, but are on a collision course with a comet! **Do a ten-minute sprint.** If you write between 100 and 200 words, you narrowly avoid hitting the comet. Thankful to be alive, you **write 400 words.** If you write 300+ words, you miss the comet entirely. If you write 200-300 words, you avoid the comet, but your course is altered. You decide to **write 200 words** for some reason. If you write less than 100 words, you fail miserably and crash into the comet.
- Finally! You've reached full escape velocity, long since passed the heliosheath, and are now, finally, exiting the Oort Cloud. You **do a song war for the duration of this** in celebration. Congratulations, you have successfully escaped the Solar System!
- **BONUS:** Do a quick song war to this.

## Dungeon Crawl

You find yourself near a pit. It has a sign near it. "Word war 10 minutes. If you get more than 400, you win. If you get less, you lose."

Win: The sign morphs into some stairs! A new sign pops up saying "Welcome to the next level. Soon, you will meet small monsters. But first, choose your weapon!" You can choose from a staff: (30-49wpm) a Sword (50-74 wpm) and Axe (75+ wpm)

Lose: The sign turned red. The post turned into a little snake. The remains of the sign say "Your first monster! A easy one at that, as well. Word war five minutes! Less than 150 words and you lose!" If you lose, you die. If you win, look above.

Five minute word war to 'get used to your weapon'

You slowly walk down the stairs, instantly encountering a zombie. Five minute word war!

Staff= 150+ win

Sword=250+ win

Axe= 375+ winv



Another sign appears! "Good job, let's continue!" It morphs into stairs that you start to walk down. After reaching the bottom, the floors are made of scrap metals and unpolished jewels. You hear chains dragging along the floor, and you are soon charged by a forsaken prisoner! It takes a while to fight off, so fifteen minute word war!

Axe= 1100+ win

Sword= 750+ win

Staff=450+ win

The chains turn into a sign! "Well done! Come, come to the next level." A opening into the ground swallows you up. Here, you cannot see! But you continue on, using the five minutes of light every five minutes wisely. (Do as many five minute word war five minute breaks as you need to get to a thousand!)

The lights turn on, and you find yourself face to face with a medium sized monster! Twenty minute word war! The monster falls no matter how many words you write, however, because a arrow strikes it's back and it dies. You see a woman behind you. She looks at you said says "Come, the boss is near. We will fight together."

She leads you to a cavern, and a monster lies there. It has many tentacles, its body is grotesque, and it is very, very large.

"Here we are. FIGHT!" She says, and you write at least (choose weaapon) words in thirty minutes. If you fail, you die.

Sword: 1800

Staff: 1200

Axe: 2400

Victory! The girl, who had gotten poisoned whispers her goodbyes. The monster turns into a diamond bigger than any seen before, and the girl's bow automatically straps itself onto your back. It was made of ivory, and was plated with precious jewels and felt like magic. You return to the uplands, with more words written, and a diamond on your hands.

## The Egyptian Tomb Crawl

You are an archaeologist, Dr. I. M. Klevver, working on a dig site in the Valley of the Kings. Suddenly some of the local workers come running toward you.

- **Roll a die** to see how many of them are in the group.
- Odd number -- write 100 words in order to hear their news.
- Even number -- write 200 words in order to hear their news.

They believe they have found the entrance to a new tomb never excavated before.

- Do a **20-minute word war** while you walk with them to the location of the new site.

Hey, who do you think you are, Indiana Jones? This is the 21st century. Nowadays, you can't just start digging whenever you want. You have to wait until the representative from the Supreme Council of Antiquities arrives to approve the new excavation.

- **Roll one die** to see how many hours it will take for him to get to your dig site. Multiply that number x 100, and write that many words while you're waiting for official approval.
- Oh, no! You've developed a case of 'Mummy Tummy'... we *told* you not to drink the local water! **Write as fast as you can for 5 minutes** while you, er, make a run for the privy.

You have been approved to start excavating! How many workers do you have available to clear the tomb entrance? Check the **Three Digits Thread** to find out. Write that many words while they clear away the sand, rubble and debris.

Check with the workers. Can you get to the entrance yet? **Roll one die**.

- If the number is even, you're good to go.
- If the result is odd, they're not quite done yet... Do a **five-minute sprint** while they finish hauling away the last baskets of rubble from the entrance.

You are now able to be lowered down with a rope to the actual door of the tomb. Suspense: whose tomb is it? You can see the original seal placed on the tomb by the priests of the Theban necropolis. Roll one die to see the result.

If your roll is:

- 1, 2, or 3: The tomb belongs to a known pharaoh whose tomb has been lost since the 1890's! Celebrate! **Write 200 words.**
- 4 or 5: The tomb belongs to someone completely unknown to Egyptology. This is one of the most historic finds of the century! **Write 450 words.**
- 6: The tomb belongs to Ankh-es-en-amun, the widow of Tut-ankh-amun whose burial has never been found until now. **Write 600 words** while the SCA representative recovers from a dead faint.

At last, you are able to enter the tomb. How many chambers does the tomb contain?

- **Roll two dice** and add the values to find out the total number of chambers, and **write 100 words** while you explore each chamber in the tomb to see what is there.
- Are there wonderful tomb paintings in the burial chamber? **Sprint to the nearest 1000 words** while you marvel at the beautiful art that hasn't been seen since the tomb was sealed 3500 years ago.
- How many gold artifacts did you find inside the tomb? Use the Random Number Generator at Random.org, and generate a **3-digit number** between 100 and 999. Write that many words.
- Is there a mummy still in his/her sarcophagus? **Do a ten-minute word war** to find out.
- If your total is < 500, the mummy and the sarcophagus are gone. Only the canopic chest with the internal organs remains there.
- If your total is > 500, congratulations! You have found an intact royal burial — the first since Tutankhamun! Write as many words as you can while listening to [this song](#).

Hope you enjoyed your expedition to the Valley of the Kings! Post below and tell how much you got written!

## Can You Solve a Murder?

Thought I'd re-post my crawls from the last couple of years :)

WARNING: Clichés ahead!

### Rules:

1. *Coffee can be used to choose an extra Clue, Evidence or Suspect at any point.*
2. *The dice used is a standard 6 sided one, though any dice will do if you wish to go higher. An online one can be found here:[Random.org](http://Random.org)*
3. *As there are no spoiler tags in the nano forums I have had to link to my DeviantArt Stash with the clues in. Anything with a \* afterwards is a choice. Click your choice to get the text. No cheating!*
4. ***You can only choose ONE of either Clue, Evidence or Suspect per section unless you have an unused coffee.***

### Begin:

1. There's been a murder! You've just had a wake-up call from the boss; someone's snuffed it. Time to get your best suit on and head over to the crime scene. At least there won't be any traffic at 3am...

Roll a dice to see how quickly you get there: -

- 1, 2 or 3: You whiz through the streets like a pro making it to the victim's mansion in record time. Your boss is so pleased he gives you a free cup of coffee to help wake up. **Write 100 words while he compliments you on your suit.**
  - 4, 5 or 6: The car refuses to start and then you need to hunt around for a fuel station that is open at this ungodly hour. Your boss is not pleased when you turn up late. **Write 500 words while you make your excuses.**
2. The first job is to check out the body. You head on up to the study to find the late Lord Locksley slumped over his desk with an ornate fountain pen stabbed into his neck. The room is straight out of a period drama complete with a wall of leather-bound books and a roaring fire. You get the task of searching the room for any clues.

You find a scrap of paper with a **Fifty-Headed-Hydra** on it: -

- < 500: You pick it up without latex gloves in your enthusiasm. One of the forensic techs spots you and begins foaming at the mouth with rage. **Write another 100 words while you listen to a lecture on evidence contamination.**
- > 500: You swept that room faster than a TV detective. You get sent on a coffee break as a reward. Have a free cup of coffee.

3. The hydra is part of the cover for Lord Locksley's new book. Apparently he is a famous author who writes mystery novels with himself as the detective. Everyone thinks they can be a detective. You decide modern TV is to blame and head down to speak to the suspects.

They each give a brief statement about who they are. You choose TWO suspects to question further: -

**Young Wife\*** –The incredibly attractive wife of the late Lord Locksley. She's a third of his age without a penny to her own name. Apparently they were madly in love.

**Disgruntled Son\*** – The sole heir to the family fortune, or at least he was until the Young Wife came along.

**Scowling Housekeeper\*** – Employed on the estate for 40 years she claims this is more of a home for her than for that "strumpet" he married.

**Loyal Friend\*** – The long-time fellow scholar of Lord Locksley. He has lived on the estate since his late wife stole his money and ran away with the gardener.

**Write for 15 minutes while you relay your findings to your boss.**

4. The next morning the forensic techs hand you an important letter they found when they searched the bedroom. Apparently the Young Wife had it hidden in one of her draws despite it being addressed to Locksley. It's from Locksley's publisher.

It reads:

*I loved the new manuscript; the shocking twist is going to make this an instant best-seller. I've attached a cheque for £1'000'000 as a bonus for the huge royalties this will bring in. I'll be on holiday for the next week so you won't be able to contact me. I'm going to take the manuscript to read again as it was so good.*

**Clue\***

**Evidence\***

**Suspect\***

**Sprint to the nearest 1000 words while you interrogate her.**

5. The lab results are back and fingerprints on a glass shows that the Loyal Friend was in the study the night of the murder.

**Clue\***

**Evidence\***

**Suspect\***

6. The officers sent to question the Disgruntled Son's party friends have returned. They tell you the friends claim that Disgruntled Son left early saying he needed to "get an honest answer" from someone at home. Apparently he was rather upset when he left.

**Clue\***

**Evidence\***

**Suspect\***

7. Forensics have uncovered a hidden passageway between the Lord's study and the Scowling Housekeepers rooms. Original plans of the building claim this passage was for the Lord to keep his business private through the use of his butler's rooms.

**Clue\***

**Evidence\***

### Suspect\*

8. A final piece of evidence comes to light. A note is found in the drawer of Lord Locksley's desk. It reads:

"How could you do this to me?"

**Write to the nearest 1000 words while you try to figure out who could have written this.**

9. All the evidence has been collected and the boss is beginning to grow impatient. Choose your killer from the four suspects below and then highlight the text beneath to find out who dun' it!

- The Young Wife
- The Disgruntled Son
- The Loyal Friend
- The Scowling Housekeeper

### \*\*\*The Big Reveal\*\*\*

**Congratulations if you caught the killer!**

**If not roll a dice and write 100x that many words while you write up your report for the boss.**

## The Casual Campaign Dungeon Crawl

It's back!

Heavily influenced by my parents' first-edition D&D notes and my favorite console RPGs, I give you: The Casual Campaign Dungeon Crawl. It can be done in one day, and requires no sub-challenges (e.g. Word Wars, Three Digits), no dice, and no player's notes. The ambient sounds are optional, but fun. For the casual crawler with a short attention span (i.e. me). Mind the giant spiders and other dungeon monsters.

The entrance to the dungeon is blocked by a heavy stone door, and you slot the puzzle pieces of the key into place with a minimum of swearing. The door rolls shut behind you, too heavy to move, even if the inside surface weren't suspiciously smooth and polished. No way out but through, now. Take a good look around the antechamber, try to get a feel for the place. Traps? Undead? Bandits? Unspeakable deep horrors? Forewarned is forearmed and we'll take any foreshadowing we can get. **You have 10 minutes to find suitably creepy settings for these dungeon sounds and write at least 200 words** while preparing to investigate the rest of the dungeon. Spent too long on the settings, and didn't quite make it to 200 words? Write for another 10 minute round while you search for the way forward.

A narrow corridor is the only way out of the antechamber. The far end is patrolled by a skeletal creature that creaks ominously as it paces back and forth. You think you hear it muttering to itself, but that might just be the sound of it swishing those war axes around. Feeling stealthy? **Sprint for 5 minutes** to avoid those flying axes. Ready for a fight? **Write 200 words** to send the creature back to hell.

As soon as you hit the next room, you are beset by giant spiders! The cavern walls and ceiling are covered with webs. Do your best not to be distracted by the livestock-sized cocoons scattered around. **Write for 15 minutes** as you fight off the spiders and stickily hack your way out.

There's a long, snakelike path through the next room, skirting an empty fountain, the gaping statue of... something... with horns and claws... arcing out of the basin, sightless and dry. The way is covered with elaborately carved tiles. Whoa! Those aren't tiles, they're pressure plates! Jets of fire shoot up at every incautious tread! Step lightly for **250 words**. Take a breather on the edge of the fountain before hitting the next **250 words as fast as you can**.

As you tumble through the doorway, slightly singed, an iron portcullis crashes down over each of the exits. A well-armed duo of lizard warriors leap out at you, hissing and hooting with unholy glee. Ah, the sub-boss level, where the baddies could be anywhere from suspiciously easy to tougher than the dungeon boss. Check out your total wordcount so far and **sprint to the next multiple of 1,000**.

The iron bars mysteriously open as soon as the lizard people are vanquished. Beyond lies an echoing chamber, the floor flooded with water, the walls slick with moss. A throne is set in the center of the chamber, complete with dessicated skeletal occupant, and glowing with a sickly pale light. As you approach, the lich rises from the throne, ancient skin drawn

tight over its leering skull. Draw your trusty weapon and **sprint for 15 minutes** as you dodge magical attacks and destroy the undead creature.

You did it! Time for loot! Do a little dance, back away from the keyboard, and treat yourself to all the gold and jewels you can carry before you become over-encumbered. Or ice cream. You deserve it!

## Halloween Word Crawl

**CARVING TIME:** Time to carve your pumpkin. Have fun pulling out those slimy pumpkin guts. **Sprint to 250 words while you scoop.**

**DRESS UP:** You are ready to put on your costume. There were so many choices but you finally made a decision. If you chose...

A Superhero: **complete a 5 minute word war.**

A costume of the opposite sex: **write 300 words in 10 minutes.**

A Disney character: **Sprint to the nearest 1000.**

**FIRST STOP:** You are brave and head to a haunted house. While you wait in line and try and not look terrified **roll a die and multiply it by 100. Write that many words.**

**STEP INSIDE:** It's very dark inside and you feel someone or something touch your shoulder. Before you can turn around to look you hear a shrieking scream. If it's you that's screaming **do a 15 minute word war.** If it's not you screaming **write at your own pace for 10 minutes.**

**RECOVERY:** You survive and make it out alive. While you take a break and wait for your heartrate to return to normal **take the last 3 numbers from the number of people on the site right now shown at the bottom and write that many words.**

**TRICK OR TREAT:** Now you are ready for some candy. You grab your flashlight and head to the first house. Ring the doorbell and while you wait for some goodies **write for 20 minutes.** If you write 1000 or more words you receive your favorite candy. If you write 600-999 words you get a stick of gum. If you write 1-599 words you watch 5 pennies fall into your bag.

**PARTY TIME:** Time to party. You head to a friends for a costume party and some frightful food. You notice across the room that someone has the exact same costume on that you do. **Write 500 words at your own pace** while you figure out what would have been a better costume.

**MOVIE TIME:** You wind down the evening with your favorite scary movie. If you watch...

Halloween-**do a 10 minute word war.**

Paranormal Activity-**roll a die and multiply the number by 50. Write that many words.**

Saw-**write to the nearest 1000.**

**LIGHTS OUT:** You finish watching the movie credits. Then just as you turn off the tv and shut off the lights you hear a scratching at the front door. You wonder if it's last minute trick-or-treats, or something worse. Too afraid to check you run to your bed and hide under the covers to wait for daylight. While you wait **take one last look at the number of people online and write the same number of words as the last three digits of that number.** Sleep tight!

## Road Trip Crawl

You have two weeks off from work and have decided to go on a road trip. Good for you! The first thing you have to do is pick the speed at which you'll be traveling:

**LEISURELY PACE:** You have no real destination in mind, so you'll just be slowly wandering around the countryside. (<50 wpm)

**MODERATE PACE:** You have a rough schedule but are willing to make a few stops along the way. (50-85 wpm)

**FAST PACE:** You have a busy schedule to keep and don't have any time for detours (85+ wpm)

It's the morning of your trip, and you're almost ready to leave. Just a few last minute prep things to do. **Do a 10 minute sprint** while you print directions and send your significant other off to pack the car.

If you meet the goal below, everything goes according to plan, and your trip begins! If you don't meet the goal below, your printer jams and your partner can't seem to fit everything in the car. *Do another 10 minute sprint* to sort everything out.

Leisure: 400 words

Moderate: 700 words

Fast: 1000 words

What would a road trip be without snacks? You pull into the nearest gas station and load up on your favorites.

If you prefer salty snacks like chips or pretzels, **write 500 words**.

If you prefer sweet snacks like cookies and candy, **write 700 words**.

If you prefer healthy snacks like fruits and veggies, **write 900 words**.

If you love all food and want to go ahead and load up on everything, go ahead and **write 2100 words** and earn the right to skip one of the stops below.

You have the map and the food. Now all you need is the tunes. **Pick your favorite song (preferably 3-5 min.) and write until it ends**. If you hit the goal below, everyone loves your music, and you move happily along. If you don't, *write through three more songs* as you all argue over what music to listen to.

Leisure: 100 words

Moderate: 275 words

Fast: 400 words

Now it's time to drive to your first destination.

Leisure: Do a leisurely **10 minutes** as you take in the views around you.

Moderate: Write **1k in 20 minutes** or less. If you make it, that stop to look at the mountains didn't cost you. If you don't, *do another 10 minutes* to remind yourself not to mess up the schedule too much.

Fast: Do **2500 in 30 minutes**. You don't have time to play around. If you fail, *try again until you get it or have added at least 7k to your word count*.

Uh oh - what's that noise? **Write for 15 minutes** while the mechanic diagnoses your problem. If you hit the goal below, it's a small problem that can easily be fixed. If you fail, it's a huge problem that might set you back days. Write for *another 15 minutes* while you cry into your empty wallet.

Leisure: 450 words

Moderate: 1000 words

Fast: 1400 words

You finally get your car up and running again, but something must be wrong with the odometer now because a cop is pulling you over, and there's no way you could be speeding. You try to tell the officer that you weren't speeding, or at least that you didn't realize you were, but you don't know if he believes you or not. You give him your license and registration. **Do a 10 minute sprint** while you wait for him to do whatever it is they do with your information. If you hit the goal below, he decides to let you go with a warning. If you don't, you have to *do a 20 minute sprint* while you bemoan the unfairness of it all.

Leisure: 350 words

Moderate: 700 words

Fast: 1000 words

You're out of snacks again. *If you bought all the snacks last time, you can skip this stop* if you'd like. If not, you have to **write for 20 minutes** while you buy more snacks.

You're ready to stop for the night, but the front desk clerk at the hotel's lost your reservation. Write for **15 minutes** while they try to find you rooms. If you hit the goal below, they find them and apologize. If you don't, they can't find you a room. *Write for 20 more minutes* while you find another hotel.

Leisure: 600 words

Moderate: 1100 words

Fast: 1400 words

You finally get a good night's sleep and wake up in time for the continental breakfast. Write for **30 minutes** while you eat breakfast. Then get ready to hit the road again.

You have a lot more driving to do today, and you want to get a good chunk of it out of the way. **Write for an hour.** If you hit the goal below, you arrive a bit tired but happy, and you can enjoy the rest of your day. If don't, something happened to your car on the way, and you were stuck in traffic. *Keep writing until you hit the goal below.*

Leisure: 1000 words

Moderate: 3000 words

Fast: 5000 words

You stop for lunch at a cute little diner. **Write for 10 minutes** while you wait for your food.

You pile back into the car and keep on driving. **Write 3 percent of your current word count** while you drive to your next destination.

You've had a fun couple of days, but now it's time to go home. **Write until you hit the next milestone below.**

Leisure: the next 2,000 word milestone

Moderate: the next 5,000 word milestone

Fast: the next 10,000 word milestone

You finally arrive back at home. **Write for 20 minutes** while you unpack the car. If you hit the goal below, you get to crawl into bed and sleep. If you don't, *keep going until you do*.

Leisure: 600 words

Moderate: 1500 words

Fast: 2000 words

## Spooky Crawl

**In this game, your task is to safely lead Julie out of the strange world she's found herself.**

**There are two endings to this story and your word count will determine whether Julie makes it back home safely or ends up worse than dead.**

**Make sure to keep track of everything you write, including the penalties for failed challenges. You will need the total word count you completed for this game at the end.**

Julie opened her eyes and immediately shielded them from the harsh glare of the white walls around her. Wait, white walls? Her bedroom walls were green and they certainly didn't have a glare. She blinked a few times and sat up.

Her bedroom had vanished. In its place was a blank white room, with walls that almost glowed, like moonlight had burrowed its ways into them and spread out. She couldn't see any doors, or windows, or any indication of how she got in... or how to get out.

**-Write 15 minutes as Julie slowly wanders around, trying to knock the sleep from her brain and possibly find a way out.**

As she walked, Julie found that she never quite reached the walls, although she could clearly see them. It was as if time itself was folded into this little room, and no matter many steps she took, Julie never reached anywhere.

She noticed something out of the corner of her eye, a tiny little shadow that was definitely out of place in a room with such a glare. It bobbed and danced on the floor, almost like a frisky little mouse. Julie turned to face it and saw a small circle of black, as if the light itself had vanished from that very part of the room.

The darkness rose up, blocking all light where it touched and killing the glare on the walls. It started to slide forward, slow at first, then fast, right to Julie.

**-1 Write as fast as you can for 5 minutes as Julie runs from the shadow.**

The darkness followed close at her heels, growling and clicking like there were creatures writhing inside, waiting for her to be trapped within. It was as if it could smell her and quickly changed pace and direction, as she ran across the endless floor.

Eventually the shadow engulfed her, falling down like a curtain. She could feel it press down and slither over her body, like it was a living thing. The noises came closer and this time when she tried to run, the darkness wrapped around her limbs and help her in place.

**-2 Perform a Fifty Headed Hydra to help Julie struggle against the darkness. If you fail, then write another 300 words to give Julie the strength to carry on.**

Julie pulled against the arms that held her and managed to pull free. She stumbled forward into the darkness, unable to tell in the dark what direction to go, if there was any direction at all. The darkness grabbed at her as she raced through and the growls and clicks stayed close behind, almost at her back.

**-3 Try to write as much or more during step 1 in 3 minutes. If you fail, write 30 percent of your total words written for the this crawl so far to create a buffer between Julie and the horror behind her.**



**-4Count what you've written so far. If you have at least 1,500 words, go to ending 1. If you have less than 1,500 words, go to ending 2.**

### Ending 1

Julie saw a light ahead, a small spot of color that wasn't harsh white, but soft and inviting. She raced for it and saw it grow bigger, like the end of a long dark tunnel. The sounds behind her grew louder, almost angry and Julie could feel strange things brush up against her back as she ran.

Almost there. The light grew brighter, but it wasn't a the harsh glare of before. This light was soft and inviting and seemed to spur Julie on, to give her a last extra burst to strength to push forward and across the threshold, out of the dark.

She stumbled forward and fell, onto something soft and springing. Julie sat up and found herself in her own room, staring at green walls and a bedside table, with its small alarm announcing to her slightly unfocussed eyes that it was seven A.M.

Julie looked behind her and saw a small patch of darkness on the wall and the faint sound of growls and clicks. The patch shrunk down to a pinhole, then vanished completely, leaving Julie to sit on the bed and stare at the wall and the soft light of early morning cast on it by the window behind her.

**-You helped Julie escape the darkness! Write for 20 minutes at whatever pace you want, since the danger is past, at least for now.**

### Ending 2

The darkness pushed at Julie and she found herself tumbling to the ground, though she never found the ground and continued to fall, until the darkness once again wrapped around her limbs and lifted her high into itself.

She struggled and fought as tiny tittle forms pushed against her. A few starting biting her arms, each bite removing a part of herself, not like flesh being rent from bones, but as if each piece of her simply ceased to exist.

Julie screamed, the first sound she had made since this whole thing happened. She felt the creatures slide past her teeth and force their way down her throat, turning her to nothingness from the inside out. Some of them climbed up, crowding her head as they ate away the very awareness from her mind.

The last thing Julie thought was her name, floating around in an empty bit of what once was. Then the creatures devoured that too, leaving nothing, not even a hint of a memory of what had once been. They growled and snarled and retreated back across the blank room, to wait for another meal.

**-Poor Julie. Write an additional 500 words in Julie's memory, or lack thereof.**

## The High School Crawl

**This crawl was made to challenge those who have an easy time with the crawls that are already existing. If you wish to do this crawl but you aren't such a good typist, feel free to set your own goals. But don't forget to make it challenging!**

MORNING: Oh no! You wake up late and missed your bus. **Sprint 1,000 words** as you scramble to get ready and run to school.

THE BELL: You walk into school just as the tardy bell rings! **Roll a dice and sprint 1000x that number** while you try to explain why you were late.

» -If you do it in **under an hour**, then congrats, she lets you off with a warning and you don't have detention!

» -If it takes you **an hour or longer**, you have detention. (See end of crawl)

FIRST PERIOD; ENGLISH: Embarrassed with being late, you slide into your seat and try to be good for the rest of the period. The entire class groans as your teacher announces that you have to do an essay on two famous poets. **Sprint to the nearest 10,000** while you do research and start your essay for the last part of the period.

SECOND PERIOD; SPANISH: You have a test today and in your rush to get ready this morning, you left your notes sitting on the coffee table at home! **Sprint 2,500 words** while you quickly try to convince your friend to let you copy your notes.

THIRD PERIOD; MATH: Today you're learning how to multiply polynomials using the FOIL method. It's a long and tiring process, but at least it's something that you understand. **Write to the nearest thousand at your own pace.**

FOURTH PERIOD; SOCIAL STUDIES: Today you're learning about Ancient Rome. You're supposed to watch a video and take down notes. **Do five song wars** while you try to keep up with what the video is saying.

LUNCH: Ah, dang it! You forgot your lunch at home, too! **Do 15 100 word sprints** while you manage to convince your friends to give you some food.

FIFTH PERIOD; CHEMISTRY: Today you guys are working in the lab. **Participate in an hour long word war.**

-If you get **5,000 words or above**, congrats, you managed not to blow stuff up!

-If you get **below 5,000 words**, then you messed around and something exploded. As a punishment, **sprint 2,500 words**, and you have gained detention.

SIXTH PERIOD; PE: You guys are running a mile on the track today. The average time for running a mile is **12 minutes**, so you **have that long to sprint to 1,000 words**. If you fail, **repeat this challenge until you succeed.**

SEVENTH PERIOD; ART: Alas, the last period of the day. You are able to wind down by painting whatever you like. Just because I'm finally going to be nice, **write 500 words at a leisurely pace.**

Detention: If you got detention in this crawl, you must do this round. **If you got it more than once, do this challenge however many times you received it.**

You slowly head to the detention room. **Sprint to the nearest 5,000** (Eg 15,000, 55,000, 20,000 etc) while you wait for the time to be up.

Homework: Finally! The school day is over and you are back home. Unfortunately, you have loads of homework waiting to be done! **Write for three hours as you do your best to finish all of it.** If you write **over ten thousand words**, you finish it all on time without stressing. If you write **less than that**, hurry to write another **1,000** to get it all done before bed!

## Adventure Through the Genres Crawl

You're walking down an empty hallway lined with mysterious doors. One of the doors leads out. The rest... who knows? Only one thing to do.

You open the door labelled **non-fiction**. Your father is waiting inside. And he's disappointed in you.

- If you want to earn back his respect, write 200 words in five minutes, using the word "discipline" at least once.
- If you don't care what he thinks, write 200 words at your own pace. You can write about whatever you want, but you're out of the will now.

With a promise to visit next Christmas, you escape back into the hallway. Next, you open the door marked **fantasy**.

A glorious dragon awaits you inside. Her scales glitter and her eyes burn. She takes a deep breath, ready to engulf you in fire.

- If you fight, do a 20 minute word sprint.
- If you write more than 500 words, you win, the dragon is vanquished, and you make a necklace out of one claw to wear proudly around your neck. People now know you as "The Dragonslayer".
- If you write fewer than 500 words, you are now missing an arm.

- If you try to talk it out, write 20 lines of dialogue. The dragon eventually agrees to let you leave unscathed. You have no idea whether that's because she likes you or because you've bored her.

The next door is marked **horror**, and it fills you with a sense of foreboding. Against your better judgment, you enter.

You are now in a graveyard. It's eerily silent and still. Your eyes are drawn to a nearby grave adorned with sad stone angels. You read the name. It's yours.

- If you try to run from your fate, do a five minute sprint.
- If you try to dig up the grave, you're insane. Do a fifty-headed hyra challenge.
- If you fail, you find your body, remember your death, and come to grips with the fact that you're a ghost now. You can now pass through solid objects
- If you somehow succeed, you find the grave empty and sigh in relief.

Still shivering from the frights you witnessed in the last room, you opt for the door marked **picture books** next. It can't be too bad in there, right?

You enter a two-dimensional world. You are now a cartoon version of yourself, with stylized hair and a costume reflecting your personality.

- If you yell "cool!" and prance off to explore the vivid landscape, write a descriptive scene.
- If you hate being so simplified and focus on trying to get your third dimension back, then add an unexpected layer to one of your characters.

You leave the room still whistling the cheery tune you heard playing on repeat inside. The next room is marked **historical**.

As you pass into the room, your clothing transforms into the regal armor of a Spartan. Your incredibly muscular general approaches you. "Are you ready to fight!?" he screams into your face.

- "Yes!" Write 1,000 words.
- "No!" Write 500 words. Your general is infuriated.
- "I'm actually missing an arm from earlier..." Delete 200 words somewhere in your novel and re-write them.

You march back into the hall, relieved to see electrical lighting again. The next door is marked **romance**. Before you enter, you blush a little and fix your hair.

Inside, two gorgeous people in the gender(s) of your choice await. They are both alluring, but you are drawn to one more than the other.

- If the person you pick is the tall one with the dark, brooding aura and the disheveled black hair falling over piercing eyes, add a little mystery to your novel. Give a side character a secret.
- If the person you pick is the sweet, bubbly blonde with the open smile, write about something good happening to your MC.

You're not one to kiss and tell, so what happened in that room is your little secret. You do seem to have a little more swagger in your step, though.

You step with confidence into the next room without reading the door. But oh dear. You really should have read the door. It said **tragedy**.

Everyone is crying here, and you feel tears prick your eyes as well. As the crowd parts, you see with horror that your true love from the room before is now lying in a coffin. Was this somehow your fault? Could it have been prevented? Will you ever recover?

- If you are still alive yourself, you have trouble moving on. Write 300 words, but don't let the plot advance. Dwell on the scene you're in.
- If you're a ghost, great news! You and your love can be together forever. Plan the next plot point and write 300 words advancing the plot towards it.

You step back into the hallway, strongly affected by what you've just experienced. Write 50 words to work through the emotion.

The next door reads **mystery**. You wonder what could be inside.

On a rain-soaked street, a passerby bumps into you and presses a note into your hand. It reads, "The victim was not as innocent as he seemed." What victim? What does this mean? What are you supposed to do?

- Chase down the note-giver for more information! Do a 10 minute sprint.
- If you write more than 300 words, you catch him and find that he was the murderer all along. Write another 200 words in which something, however small, is revealed.
- If you write fewer than 300 words, you are winded and out of breath and the note-giver gets away. The mysterious victim's family will never know peace. Write a second set of 300 words, but this time in white font to symbolize your blindness.
- If you write exactly 300 words, you figure it out on your own while you are running and call the cops. They're now on the trail and you can do something else.
- File the information away for later. Put a little foreshadowing into your novel.

When you step back into the hallway, you realize you are nearing the end of it. In fact, there is only one door left. It's marked **Exit**.

...why didn't you try that one first?

## Dinosaur Apocalypse Crawl

It's all over the news: dinosaurs of all shapes and sizes have been mysteriously appearing all over the world. Pterosaurs have been spotted as well, and there are rumors of other ancient reptiles. You know what this means: this is the apocalypse. As the distant screeching of raptors becomes louder and louder, you hunker down and get ready to survive.

-First of all, you have supplies, right? Go around your house. **Write 100 words for every can of canned food you have; if you have over 7, however, write 50 for each one, and if you have over 14, write 25 for each one.** If you don't have any, that's bad, and you should **write 500 words to compensate.**

-Okay, now you need to fortify your house. **Sprint for ten minutes** as you rush around, boarding up the windows and barricading the doors.

-You stand in your living room, unsure of what to do next. Then you remember that you have a dinosaur encyclopedia which was written as though it were meant for travelers to the past; the Hitchhiker's Guide to the Mesozoic. **Sprint for five minutes** as you look for it.

-You open the book and flip through the pages. It's got plenty of info: how dinosaurs fought, how they hunted, what their behavior was like. At least, what scientists think it was like; nobody really knows. **Write 200 words** to reassure yourself that it's fine; the encyclopedia know what it's talking about. Right?

-You've heard nothing but silence from outside all day, but your nerves are still in edge. **Write 250 words** to help yourself drift off to sleep that night.

-You are awoken in the middle of the night by a loud noise from downstairs. You grab your gun and rush down, ready to fight. You come face-to-face with a looter, who was hoping to steal your supplies but wasn't stealthy enough. However, he has a gun too! **Do a five-minute word war with someone** as you challenge him. If you lose, he gets brave enough to shoot you. Your adventure is over. If you win, he eyes you warily and backs up against the wall.

-As you confront the thief, there is a sudden splintering sound from the back of the house. You turn and see that your barricaded and boarded-up back door is breaking, and a raptor's claw is poking through! Your quarrel forgotten, you and the thief rush around, trying to find things to add to the barricade. **Find a friend and write 200 words in 5 minutes with them.** If you fail, the raptor breaks through, and both you and the thief forget about your guns. The raptor kills you both; your adventure is over. If you don't have anybody to write with, **write 450 words in 10 minutes** instead.

-You and the thief stand shoulder-to-shoulder, guns aimed at the door, as the raptor continues working at it. Suddenly, a shattering sound comes from upstairs. Before you can react, a raptor drops down right in front of you, then another, then another. They've broken through the skylight! You manage to leap behind a curtain, but the thief is not so lucky; he screams as they devour him alive. **Write 500 words in ten minutes** as you run around the house, evading the raptors and picking them off one by one. If you fail, one of them catches you from behind. Your adventure is over.

-You shoot the last raptor in the head, and then turn to the back door and shoot the one which was trying to get in that way; he'd almost got through by now. Exhausted, you **write 100 words** to rebuild the barricade as much as you can; you'll fix it more thoroughly in the morning. Then you **write 250 words** to clear away the bodies of the four raptors and the thief. Finally, you **write a quick 150 words more** to do a perimeter check and make sure that there are no more raptors.

-Despite your fear that more raptors will attack, you fall quickly to sleep. You wake up at noon, your stomach rumbling. You head downstairs and find a group of ten Compsognathus (Compsognathuses? Compsognathi?) nesting on your kitchen counter. They must've gotten in through the broken door. You grab a kitchen knife, sigh, and set to work. **Write 250 words** as you kill the compys, 25 for each. (Nothing like some compy-murder in the morning, is there?)

-You eat some breakfast of canned food, and realize that you don't have very much. You weren't exactly prepared for this. You'll have to go foraging. **Sprint for 2 minutes** to get to the grocery store, which is rather close to your house.

-Once you reach the grocery store, you realize that you've made a mistake. There hasn't been enough time for all the other people to die off yet. You are greeted by a gang of dark-clad men; they've taken over the grocery store and all its supplies, and they don't intend to share. **Sprint for two more minutes** to escape them.

-You've ended up in a nearby park. As you plan your route back home, you hear a screeching sound behind you. You turn to see a group of small, feathered dinosaurs, barely the height of your waist, charging up a hillock toward you. With a shock, you realize that they are Velociraptors; the dinosaurs which attacked your house must've been Utahraptors or a similar type of dromaeosaur. They must've claimed the park as their territory. You foolishly left your gun at home, so **sprint for five minutes** to escape the little raptors.

-Whew! You're back home. Almost, at least; a Triceratops has settled down on your front lawn, and she has babies. She looks at you warily; you're sure that she'll charge you if you try to make it to your front door. **Write 111 words** as you try to decide what to do next.

-As you ponder your next move, you hear footsteps- heavy ones. You turn and see a pair of Carnotaurus standing at the end of the street. You can see their ribs- they're obviously hungry. They advance on the Triceratops. She makes a growling noise and stands up. As the dinosaurs face off, you make a run for your house. When you get inside, however, you see that your living room is filled to the brim with compys- they're obviously mad about the death of their friends. **Sprint 200 words** to run up the stairs, slam the door, and barricade it as they rush toward you in a frenzy.

-You can't stay here. That much is obvious. As the ground shakes with the terrible battle outside, and the compys claw at your door, **write 350 words** to gather up the supplies that you have in your room and climb out the window, and then **write 100 words** to climb down the rain gutter.

-One of the Carnotaurus (or Carnotauri or whatever) is injured, blood gushing from a wound in its side. It looks like it's still in fighting condition, though. The Triceratops has claw marks on her shoulder, and she's standing over her babies, bellowing in defiance as the two carnivores circle her. While they're distracted, you climb into your car, which is parked in the street, and start it up. But the carnos spot it as it rolls away, and, deciding that it's probably an easier target than the Triceratops, begin to chase it. Put the pedal to the metal and **write 460 words in ten minutes** to escape them. If you fail, the uninjured

caro catches up to the car and rams it, knocking it on its side. Before you can escape, the other one catches up, and they play a deadly game of cat-and-mouse with you before tearing you apart.

-Assuming you escaped, you drive to the nearest gas station. You check the station store for dinosaurs or people; you find none, but you do find some extra canisters of gas. **Write 200 words** to load them into your car and fill up the gas tank.

-You know that there's a large greenhouse nearby which grows fruits and vegetables. If you can get to it, you'll have a good while before your food supply runs out. **Sprint for three minutes** to drive to the greenhouse.

-You roll up to the greenhouse, but you are horrified to see a Tyrannosaurus rex standing just outside it, feasting on the corpse of a Stegosaurus. As you watch, it turns and looks straight at you, and then walks over to the car and looks in through the front windshield. You remember that in Jurassic Park, the tyrannosaur couldn't see the characters when they didn't move. Maybe it'll work in real life. **Write 250 words** to calm yourself and keep still.

-It hasn't worked. The tyrannosaur roars and rams its head against the side of the car, flipping it over. Terrified, you unbuckle your seatbelt. You reach for your gun, and then realize that there's no point in having it; shooting it will only make it mad. You grab it anyway, and then fall, banging your head against the door handle as the entire car shakes. The massive dinosaur has picked it up in its jaws, and it's crunching down. As you struggle to sit up, your head throbbing, the tyrannosaur flings the car, and it flies into a telephone pole. **Write 300 words** to crawl out the shattered window and keep from falling unconscious.

-This is it. You're out in the open, gripping your gun, pointing it at the colossal and ancient monster looming before you. The tyrannosaur cocks its head, and then begins to advance on you, the ground shaking with every step. Suddenly, you see a small pack of hadrosaurs off in the distance, fleeing in terror at the sight of the rex. A desperate plan forms in your mind; this will be your biggest challenge yet, but you have no other choice. **Do a Fifty-Headed Hydra** (500 words in five minutes) as you run away from the Tyrannosaurus, dodging and weaving around buildings in an attempt to slow it down, leading it straight to the hadrosaurs. This is it. Good luck, and don't get eaten.

-You've done it! The tyrannosaur spots the hadrosaurs, and as you roll under a car, it lumbers off in pursuit of them. Although you feel a bit bad for the hadrosaurs, you're glad you've survived. As you limp back off toward the greenhouse, **write 200 words** to commemorate your success.

Congratulations! You've survived the dinosaur apocalypse- for now, at least. You'll have to keep facing challenges, of course, and eventually the greenhouse's supply of food will run out, and you'll have to relocate, but at least for now, you're alive.

## Your Lucky Day Word Crawl

This word crawl is all about the luck of the draw. How lucky are you? (Hint: more luck = more words!) This is the first crawl I've made, so please let me know how you like it, or if you have any questions. *Good luck!*

**Wake Up!:** You wake up and look over at the clock. That can't be right. **Write as many words as the time you woke up today.**

◆ Use a 24-hour clock such that 7:30am = 730 words and 1:15pm=1,315 words.

◆ Is it the wee hours of the morning and you haven't gone to bed yet? Beginner's luck: Write as many words as the current time right now instead.

**Take a Shower:** Once you stretch and rub the goop out of your eyes, you head to the bathroom to get ready. How long did you spend in the shower this morning? Or were you soaking in a bubble bath last night instead? **Either way, write for that many minutes** (an estimate is fine).

◆ Can't remember the last time you bathed? I guess we're just lucky we can't smell you from here! Write for 20 minutes (and then go take a shower, please!)

**Morning Drink:** You sit down at your computer with your favorite morning beverage. How many caffeinated drinks (coffee, tea, red bulls, cokes, etc.) have you had in the last 24 hours? **Multiply by 100, and write that many words.**

◆ Do you abstain from caffeine or can't keep track? Well, aren't you lucky: Write 750 words.

**Any New Posts?:** Head to the forums to check your watched threads and see if you have any new messages in your NaNo mailbox. **Flip a coin.**

◆ If it's heads, write the number of posts you have

- Under 25? Write 250 words.
- Over 1000? Divide by 10 first.

◆ If it's tails, write the last three digits of the number of people on the forums right now (scroll to the bottom of this page and look under 'Who's online').

**Get the Mail:** You go outside and fish around in your actual mailbox, but there's nothing there. **Write the first three digits of your street number.**

◆ If you're an apartment dweller, you luck out: Add your apartment number to this amount, ignoring any letters.

**Water the Plants:** Some of your potted plants are starting to look a little neglected as the month progresses. **Write for 5 minutes for each plant in your house.**

- ◆ If you're a plant aficionado, just count all of the plants in the room/area of your choice.
- ◆ Black thumb? Lucky you: Write for 15 minutes.

**Check the Weather:** Before you head out the door, you look at today's forecast to see whether or not you need to grab a coat. **What's the outside temperature where you are? Multiply by 10 and write that many words.**

◆ 0 degrees or below? Chilly, but still lucky: Bundle up and write 650 words.

**The Commute:** You get in the car so you can beat the traffic. **Check your odometer and write the last three numbers shown.**

◆ Has it rolled over past 100k? What luck! Write another 500 words.

◆ Don't drive? No car? Use the first three digits of the per unit price of gas where you live instead (\$2.49/gallon = 249 words).

**Go to Work:** It's time to put your nose to the grindstone. **How many hours are you scheduled to work this week? Write for that many minutes.**

◆ Are you a student? Write for 5 minutes for every period in your school day or each class you are enrolled in, on top of the time you already picked up for any job you might have.

◆ No job or school? You lucky rascal, you! With all of that "free time," you can surely spare 1 full hour to write.

**Get Groceries:** After a long day, you swing by the store to grab a few essentials and decide to get a treat for yourself. Pick something delicious out of your pantry. **Now write as many words as there are calories in one serving.**

◆ Are you writing where there's no food at hand or on a diet this month? A stroke of luck: Write 350 words.

**Checkout:** As your groceries are being scanned, you choose a lottery ticket and have the cashier pick your numbers for you. **Have someone pick a number between 5-50 without telling them why, then write for that many minutes.**

◆ If no one's around, in-person or otherwise, you're one lucky writer: Write for 30 minutes.

**Nightcap:** You sit down with a big glass or mug of the relaxing beverage of your choice. As your favorite show starts, you decide to play a drinking game for fun. **Write 60 words for every TV episode or movie you've watched today.**

◆ Have you been too busy writing to watch anything? That's what I call lucky: Write 600 words.

**Big Winner:** As you're watching TV, the lottery numbers come up on the screen and they look familiar. You pull your crumpled ticket from your pocket and see that you've won! You can't believe your luck. **Write to the next palindrome.** (A list of the first 2,000 is [here](#), for reference.)

**Celebration!:** You go to collect your winnings and find out there's been a mistake. They accidentally added an extra zero to your check, and you get to keep it. Talk about lucky! **Write 1% of your total word count.** (So if your total word count for the month is 30,000, write 300 words.)

## Greek Mythology Collection

### The Labours of Heracles Challenge

Completing any three of these challenges is enough to make you a true hero, so pick wisely and play to your strengths. However, if you're looking for a Herculean challenge, try to finish all twelve!

- To defeat the **Nemean Lion**, which cannot be injured by any weapon, you'll need stamina. Write for 20 minutes without stopping.
- To slay the **Hydra**, you'll have to complete a 50-headed hydra challenge.
- To capture the **Golden Deer** sacred to Artemis, you'll have to be fast. Write 600 words in 15 minutes. (600 words)



- To capture the **Erymanthian Boar**, you need to build a sturdy trap. Writing 750 words ought to do it.
- To clean the **Augean stables** in a single day, flood them by writing 500 words as quickly as you can!
- Scare away the **Stymphalian Birds** by writing a scene in which someone or something makes a loud noise.
- Wrestle the **Cretan Bull** to the ground by writing 400 words in 10 minutes or less.
- Steal away the **Mares of Diomedes** with a 30 minute sprint.
- To impress **Hippolyta**, Queen of the Amazons, into giving you her girdle, write a scene which develops one of your female characters.
- To defeat the three-headed giant **Geryon**, write 333 words in 10 minutes or less.
- Try to convince Atlas to help you steal the apples of the **Hesperides** by completing a 15 minute sprint. If you manage more than 500 words, you succeed.
- Descend to the Underworld to capture the three-headed dog **Cerberus** by writing for 15 minutes with your eyes closed.

## The Iliad Challenge

- Eris causes trouble with a golden apple. Write 100 words while everyone gossips about who "For The Fairest" means.
- Paris is trying to choose which goddess most deserves the Golden Apple. Convince him by writing for 10 minutes. If you don't manage at least 300 words, you'll have to bribe him with another 150.
- Paris meets Helen, and they run away together to Troy. Sprint for 10 minutes while you flee Menelaus!
- Menelaus gathers an army – convince them to fight on your side by writing 250 words as fast as you can.
- The Greeks lay siege for 10 long years, so sprint for 10 minutes while the war drags on.
- Inside the wall, Cassandra warns Troy of imminent danger. Write 100 words while everyone ignores her prophecies.
- Paris shoots Achilles in the heel, and he dies. Take a break while Trojans celebrate and Greeks mourn.
- Finally, the Greeks claim victory with their wooden horse. Write 500 words as quickly as possible to sneak inside the city and win the war!

## The Odyssey Challenge

- It's stormy sailing as Odysseus tries to return home. Wrestle with the weather for 200 words as you get blown further and further off course.
- You arrive at the island of the Cyclops. In order to talk your way out of trouble, write 300 words in 10 minutes or less. If you fail, fight your way out with another 200 words.
- You land yourself in trouble on the island of the cannibal Laestrygonians. Sprint for 150 words back to your ship.
- Hold your nerve as you sail between the monster Scylla and the whirlpool Charybdis. Write for 10 minutes without stopping as you carefully make your way between the two.
- You reach the Isle of the Lotus Eaters. Take a break, but don't stay too long – you might not want to leave!

- You order your men to stuff their ears as you sail past the seductive sirens. Write for 10 minutes with your eyes closed, and resist the temptation to peek!
- The sorceress Circe captures your men and turns them into pigs! Fight her off with a 200 word sprint.
- Calypso keeps you captive on her island for seven years. Sprint for seven minutes as you wait for her to let you return home.
- You arrive home to find your wife Penelope beset by unwanted suitors. Prove to them that you're the fabled Odysseus by showing them how fast you can sprint 250 words.

## Hades and Persephone Challenge

- Frolic in the meadows with Persephone and the nymphs by writing a relaxed 150 words without timing yourself.
- Hades snatches Persephone and descends with her into the Underworld. Race after them by writing for a 15 minute sprint.
- Demeter gives Zeus the sharp edge of her tongue! Write 300 words. If you manage it in 10 minutes or less, you've convinced Zeus to talk to Hades on your behalf. If you take more than 10 minutes, you'll have to persuade him further by writing another 200 words.
- Hades and Persephone get to know each other in the Underworld. See how fast you can write 250 words while they fall in love.
- Meanwhile, Demeter has cast the whole world into a dark and dismal winter! Write for 10 minutes with your eyes closed as the crops fail and the land is covered in snow.
- Persephone swallows six pomegranate seeds and had to spend six months of the year in the Underground – so you'd better sprint for 6 minutes!
- To celebrate Persephone's crowning as Queen of the Underworld, show off how fast you can sprint 200 words.

## Other

### Library Crawl

This is supposed to be a short crawl that can be done in one day, or even one session. I can't promise it contains anything new or fancy, but hopefully it will help you on your way to 50k.

Any feedback would be much appreciated!

**Good Morning:** Wait, they don't allow coffee in the library, do they? *Sprint to 100 words* while you gulp down the contents of your cup.

**Exposé:** There are shelves and shelves full of books. So many to choose from! Do a *10-minute Word War* while you're browsing through them.

**Cover Art:** This one looks intriguing. You leaf through to the last page to see how long it is. *Take a random number between 350 and 800 and write as many words at your own pace.*

**Sideplots:** Somehow your thoughts keep straying today. Focus by giving yourself a *modified Three-Digit-Challenge*: Look at the bottom of this page to find out how many people are online right now. Take the last three digits of that number and write as many words.

**No Talking:** The guy over there just can't stop blabbing, which is somewhat irritating. Interrupt your reading for a *5-minute Word War* while you tell him to be quiet.

**Plot Twist:** You stare at the pages in disbelief. This revelation is impossible and somewhat upsetting. Convert your sudden burst of emotions into a furious *sprint to 1000 words*.

**Denouement:** This was intense. All that's left is to follow the story to its conclusion. There are only 25 pages left. *Write as many sentences.*

**The End:** You slowly close the book and return it to the shelves, but the story still sticks with you for a while. You *write for 20 minutes* while you sort your thoughts, then it's time to go home because the library will close any minute.

Hope you enjoyed this!

## Bookshelf Crawl

So we know that to be a good writer you have to be a reader right? Which means that all of us have bookshelves filled to the brim with books and books and books... or is that just me?

We'll start out slow, how many bookshelves do you have? **Multiply that by 100 and write that many words up to 1000**

Now, pick a bookshelf and count how many different series you have. **Multiply the amount by 50 and write that many words up to 1000**

How many books are in your favorite series?

- Trilogy: **Write 300 words in 10 minutes**
- 4 – 6 books: **Fifty Headed hydra**
- 7 or more: **Write 1000 words in 30 minutes**

Now pick your favorite book in the series. Whatever number in the series it is, **Multiply by 100 and write that many words**

Now open the book up to the last page, **count the number of pages and write that many words**

Lets dig a little deeper into that favorite book of yours. What genre is it?

- YA: **5 minute sprint**
- Mainstream/Realistic: **Write for 30 minutes with 5 minute breaks**
- Fantasy: **Defeat another Fifty Headed Hydra**
- Sci-fi: Shoot for the stars and **write 1000 words as fast as you can**
- Romance: **10 minute word war**
- Other: **Do a three-digit challenge**

What about your favorite character?

- Guy: **Write for 30 minutes without stopping**
- Girl: **Write 1000 words without stopping**
- Can't decide: **Do both**

OK, so since this was your favorite book, you obviously liked it, but... as writers we tend to wish we could make a few changes to even our favorite books... or is that just me again?

So, how many changes would you make to your favorite book, if you could?

- None, it was perfect and you wouldn't change a thing: **Sprint 500 words**
- A few changes, it is your favorite book after all: **Sprint to the next thousand**
- A lot, but it was still a pretty good book: **Write for an hour to fix the changes**
- Everything except maybe the basic premise: **Finish your word count goal for the day**

## Outfit Crawl

This is a word crawl to start your NaNo-ing for the day, based on what you're wearing! Tally all up, and go.

"X words" means a flat rate. "X words/per" means X words per clothing item.

### Hair/Head:

BASE of 50 words – that includes our bald friends too.

- If your hair is dyed: +25 words
- For each hair tie/ponytail/braid: +20 words/per
- Too many braids to count?: +100 words
- If you've used styling product: +50 words
- If you're wearing headgear or headscarf/covering: +30 words
- If you have eyewear on your person (contacts, spectacles, sunglasses even if they're on your forehead): +30 words
- If you're wearing makeup: +50 words
- If your nails are painted: +30 words
- If you have NOT combed your hair yet today: +150 words
- If you have NOT brushed your teeth yet today: +150 words

### Outfits:

Skip the entire **Clothing** and **Footwear** section below if you're in one of these outfits!

500 words if you're wearing...

- Pyjamas - waking up or going to bed doesn't matter,
- Swimwear, hospital scrubs, ski suit, costume/cosplay, onesie...
- Or any specialized or non-typical uniform.

...and sprint it before changing your clothes.

### Clothing:

BASE of 50 words.

- For every layer of clothing you're wearing: +20 words/per layer
- For each colour in your shirt/blouse/top: +10 words/per
- 10+ colours or too many to count?: +100 words
- If you have a logo/print on your top: +25 words
- If you're wearing a dress, overalls, caftan, sarong, sari, or similar combined top/bottom clothing: +50 words
- If you're wearing denim: +30 words/per item of denim

#### Footwear:

BASE of 30 words.

- If toes are exposed in any way (barefoot, sandals/flip flops, peep-toe shoes...): +15 words
- Socks: +20 words
- Toe socks?: +10 more words
- If you have more than 3 colours in your socks: +30 more words
- Stockings/tights: +20 words
- Boots: +20 words
- Higher than ankle: +20 more words

#### Accessories:

- For every piercing: +10 words/per
- For rings: +10 words/per
- For all other kinds of jewellery: +30 words
- If you're wearing something around your neck (scarf, tie, includes necklace): +30 words
- For a wristwatch: +25 words
- For gloves: +25 words
- For tattoos: +20 words/per, or 100 words total (if your tattoo is large and continuous)

Hope you enjoy it! Feedback and further ideas are appreciated. I'm hoping everyone will get between 200-1000 words out of it. The plan is for this to be a good warmup for starting your NaNo-ing for the day.

## Your Quota For the Day Mini Crawl

I tend to like doing medium word sprints to get me through things, so this is just something I wrote to get me through my final 1,667 words! I couldn't think of a way to theme it though, sorry.

Let's start this off nice and easy! Try to **write at least 200 words in 10 minutes**.

That was simple, right? Okay, time to give yourself a real challenge. **Sprint 500 words as fast as you can**.

You're getting the hang of this. Cool down with a short **250 word sprint**.

Don't let yourself get lenient now. Take a deep breath and **do a Fifty Headed Hydra**. If you fail, **do the remainder of the word count in 10 minutes**. Failing that, **do a 200 word forfeit**.

Sprint to the finish line. **Write to the nearest 1000 words**. If it is less than 500 words, **do the Three Digit Challenge**. If that's still not enough, **do a 10 minute word war**.

I hope you guys like it, any suggestions are much appreciated since this is my first time writing a word crawl. Most of all I hope it helps some people out!

## The Slacker Crawl

Note: This crawl is designed for the people like me who are far behind and want to catch up, but are also motivationally challenged. The goals start small to ease you into writing, but the overall crawl is long, to help boost your word count.

You wake up. **Write 5 words** as you open your eyes.

Next, you have to get out of bed. **Write 10 words per pillow you have on your bed, and 15 words for each blanket.**

Congratulations! You have successfully gotten out of bed, which is no easy task when the pillow is so soft and the world so hard and cruel. **Write 50 words** as you have a short existential crisis.

After you fight your way through a small existential crisis, you need to get dressed.

**Write 5 words** for each sock you are wearing, **10 words each** if your socks are fuzzy or mismatched. If you are barefoot, **write 15 words** as you try to warm up your cold feet. If you're wearing shoes, **sprint for 1 minute** as a random dog tries to steal one off of your foot. If you are wearing socks with sandals, **sprint for 5 minutes.**

For each additional item of clothing you are wearing, **write 20 words.** If you are wearing a jacket or coat of any kind, **write an extra 50 words** as you overheat.

If you are wearing any jewelry, **write for 5 minutes at your own pace** as you contemplate how shiny it is. If your jewelry isn't shiny, **write an extra 100 words.**

Now that you've finished getting dressed, you stumble into the hallway, still not completely awake. **Write 75 words** as you knock over something important and **write another 50 words** as you desperately try to hide the evidence.

You make your way into the bathroom. **Sprint for 2 minutes** as you brush your teeth. If you get less than 50 words, **write another 30 words** as you floss. If you refuse to floss, **write an extra 100 words** as you realize your dentist will probably reprimand you for it in the future.

You glance in the mirror and notice your hair. (If you're bald, you can skip this section because you don't have to take the time to fight against your hair, or **write 150 words** as you mourn the loss of your hair.)

**Write 75 words** as you attempt to tame your hair. If your hair is curly, **write an extra 100 words** as you try in vain to get your hair to behave. If you style your hair, **write an extra 150 words.**

There, your hair is at least somewhat acceptable. Now it is time for breakfast. **Take a 5 minute break** as you decide what you want. When you come back, pick from the foods listed below. If you chose to skip breakfast, **write an additional 50 words for each challenge you do until you eat another meal (in reality not the crawl)** as your stomach growls angrily at you.

Bacon- Pick how many pieces of bacon you want to eat (between 1 and 12) **Write 15 words** for each piece of bacon you want.

Eggs- If you want scrambled eggs, **write 30 words.** If you want an omelet, **write 100 words.** If you want any other kind of egg, **write 150 words.**

Toast- If you want plain toast **write 20 words.** If you want butter on your toast **write 30 words.** If you want jam on your toast, **write 50 words,** and then **sprint for 2 minutes** as the jam makes your hands sticky.

Coffee- The coffee makes you hyper **Sprint for 10 minutes** or **write to the nearest thousand.**

Fruit- Fruit is healthy, so it gives you the energy to **sprint for 5 minutes.**

Oatmeal- **Write for your own pace for 10 minutes** as the oatmeal cooks.

Cereal- **Write 50 words** as you get the box of cereal out, and then get some milk (below).

Milk- Flip a coin. If you get heads, **write 10 words.** If you get tails, you spilled the milk and immediately began to cry. **Write for the length of your favorite song** as you try to comfort yourself.

Juice- Flip a coin. If you get heads, **write 15 words.** If you get tails, it turns out the juice is expired. **Write 50 words and pick another beverage.**

Protein shake- **Sprint for 2 minutes**

Tea- Flip a coin. If you get heads, **write 50 words** as your tea cools. If you get tails, you drank your tea too soon and scalded your mouth. **Sprint for 5 minutes.**

Breakfast is over. Time to do the dishes. **Sprint for 15 minutes** as you race to get them done.

You finished. Time to **take a 5 minute break.**

You suddenly realize how near the end of November is. **Write 500 words** or **sprint for 15 minutes.**

Now it's time for either school or work. You trip on your way out of the door. **Sprint for 5 minutes.** If you get over 200 words, you recover your balance. If you get less than 200 words, **write another 700 words** as you realize you hurt your leg and must go to the doctor's. You call off work/school and skip the next section. At the doctor's, you realize the injury isn't that serious, but you still have a bill to pay. **Write 250 words** as you view the bill and cry.

If you go to school **write 150 words** for each class you have in an average school day.

If you go to work **sprint for 20 minutes.**

Lunch break. **Rest for 15 minutes.**

Lunch is over, time to go back to work/school. Choose one of the challenges you already completed during this crawl, double the goal, and repeat it.

You get home and find a dragon in your house. **Sprint for 5 minutes** as you dodge its fires. If you get under 200 words, you are too slow. Just as the flames engulf you, you wake up and realize the entire day was all a dream. **Return to the top of this crawl and start from the beginning again** or **Sprint for 1 hour** or **Write 1207 words.** If you got 200 words or over, the dragon apologizes for his intrusion and leaves. **Write 700 words** as you repair the damage the dragon did to your house.

You chill for the rest of the day to recuperate from the day's events. **Take a 30 minute break.** If you're still behind on your word count, **find another crawl to do.** If you are not, congratulations. **Write an extra 100 words** just to be safe.

## Git 'Er Done Crawl

I didn't write this crawl, but it helped me so much last year that I saved it from the wipe and now I'm reposting so it can help someone else. I like this crawl the best because it has lots of breaks where you get off your butt and do small chores you've been procrastinating on around the house. By the end, you've been productive on and off the computer!

This crawl was originally posted by [RainsWings](#).

**Kickoff part 1:** Yeah, I see all that blank space that needs to be filled too. I also see that clock and how it seems to be ticking too quickly for you to have time to write. You're wrong, by the way. There's totally time to write, I'll show you. Five minutes, that's all I'm asking for. 5 minute sprint to warm up. See, this won't be hard!

**Kickoff part 2:** Remember how I said we're getting things done that you're procrastinating on? No? Well, that sucks. I'm gonna take a wild guess here and say you've been sitting, laying, or floating a foot or three above the ground while chanting in a dead language for a little while, so get up, ya' lazy butt. Move around for a few minutes (Time varies by what you're doing). Walk the dog, water the plants, throw rocks at those crazy kids to get them off your lawn. Do what you want, what you want with your body, but do it for a little while. Movement is good for your brain, and it helps keep writer's block at bay. I think there's studies on that somewhere.

**Clean Up Yer' Act part 1:** Already you could use a little shine up. Maybe moving wasn't actually the best idea. Polish up that word count so it's pretty, at least. Get to the nearest multiple of 500. Like sprints to the thousands, but half that. See, I'm nice!

**Clean up Yer' Act part 2:** Okay, okay, I see where you're living, and you know what? That could use a little elbow grease too. Clean something small around your living area. Put your clothes away. Wash the dishes if there's "only like seven" there. Make your bed if you haven't. No, I'm not your mom, and I can't force you to. Yes, you should anyways.

**Water Break part 1:** Thirsty for more words after forced optional work? So am I. For every cup, bowl, bottle, or other thing that can hold stuff to drink in the room you're in, write 100 words. Okay, if you're writing in the kitchen, you're weird, but I'll give you a break if you only write 300 or whatever. And if you don't have anything that can hold drinking water, that's bad and you need to write 200 words for this bad habit. Keep yourselves hydrated, folks!

**Water Break part 2:** Speaking of keeping hydrated, get yourself some of your preferred writing liquid. Coffee, tea, water, rum, molten lava, whatever, just get up and grab some. It's healthy and helps your brain continue to do the brain thing (though molten lava may not be the best choice if you plan to stay alive very long, as a human).

**Half Time part 1:** Woo-oah! We're half way there! Yeah, you're welcome for getting that song stuck in your head. Did you know that in a half time show, marching band members are working our butts off for your enjoyment? There's a lot of effort expended in marching, and it's a killer sport. If you watch the half time performance, good on you, write 250 words for giving us the time of day and seeing all the work we're doing. If you don't watch the half time performance, I'm not saying shame on you, but shame on you. That's a lot of work we're doing for your happiness. Write 500 words and maybe watch us once or twice. We're usually pretty good. If you don't watch football, decide whether you'd watch awesome people marching and playing or not and then write those words. (Sorry this one is so biased but I'm in band, and am quite biased towards music. Really, I'm sorry.

**Half Time part 2:** Yo, marching is seriously work, but it's a team effort too. I demand you have some short social interaction with another human being. If it's two in the morning and you don't know anyone to interact with, then... Go on Omegle? Find some way to involve a living thing other than yourself in your life for a few minutes.

**Fight Song part 1:** Time to get back in the game! And dude, the band is awesome. In fact, you should do a quick song sprint, writing for the duration of any chosen song. I recommend something with a driving beat to help you move forward.

**Fight Song part 2:** That song was good, but I bet you can do one better. Pick a song and dance or move around for the duration of the song. A complete song and dance routine isn't out of the question, and I won't blame you if you do. Dance like nobody's watching!

**Run Out the Clock part 1:** It's the final countdown (Yeah, and you just got Living on a Prayer out of your head. I could be worse. I could be making you think of Barbie Girl). I know you're beginning to get tired. It's okay. You see that clock? Write until the minute ends in zero (:X0) (:00, :10, :20, etc) from where you are right now. Don't worry, that's only up to a ten minute sprint.

**Run Out the Clock part 2:** Hey, you just wrote to a zero, how about you ditz around until the next :X0. Whatever you want. Lay down. Talk to the wall. Tweet how much you lovehate your novel. Treat yo'self.

**After-Party part 1:** Not much writing left now! Look at that word count. Now, add all the digits together, plopp a 0 at the end, and write that many words. (Ex. Suzy has 3,702 words in her novel.  $3+7+0+2$  is 12, so she writes 120 words. Sam, on the other hand, has 9,999 words. They've got to write 360 words.) You can do it!

**After-Party part 2:** Look at you, written so many words and done good stuff! Dance around! Eat a doughnut! Squeeze that stress ball! Enjoy yourself for a while, you're done!

## Witch's Brew Crawl

It is a wonderfully dreadful morning. The sky is gray, the wind bitter cold. Your house is its traditional mess. Yes, it's a perfect day for a witch's brew!

First, you must get your visage assembled. After all, warts don't grow themselves! **Sprint for 5 minutes to get dressed.**

If you wrote less than 100 words, your witch is more Glinda than Wicked Witch of the West. That will never do. **Write 100 words to fix your outfit.**

If you wrote less than 200 words, your nose is on crooked. **Write 50 words to put it back on right.**

Once your properly dressed, you must get the fire started and put on the kettle with water. Usually a handful of magic words does the trick. **Write 100 words.**

Excellent! now your cauldron is bubbling, and it's time for some classic ingredients! What sort of potion do you want to make today?

For a Love Potion, Add Peppermint, Pure Hope, and A Pinch of Attitude

For a Curse, Add A Pinch of Attitude, A Tail of Newt and a Dead Man's Toe

For a Health Tonic, Add Peppermint, A Tail of Newt and Fresh Blood

For a Tasty Stew, Add Frog's Legs, Salt, and Peppermint.

For a Wicked Good Time, Add Salt, A Pinch of Attitude and Fresh Blood.

Or Create a New Brew by combining Any Three Ingredients.

Peppermint: is an item with many magical properties. Fortunately, it is easy to harvest. **Sprint for 5 minutes.**

### Pure Hope

is much harder to come by. It is quite the elusive substance, but it can be collected by **Writing a scene where something good happens.**

### A Pinch of Attitude



sounds simple enough, but is often a little tough to get the right amount. **Write your character doing something bold or sassy.**

#### A Tail of Newt

Those buggers are fast! To catch one, **Sprint for 10 minutes.** and if you wind up with Less than 300 words, **Sprint for another 5!**

#### A Dead Man's Toe

Is much more about the end result than the means. **Write until you have 200 words.**

#### Fresh Blood

Is quite delicious, especially when it comes from not you. If you want to use your own blood, **Write through to the end of your current scene.**

If you're more a Blood of the Innocent kind of witch, **Write until something terrible happens to a likable character.**

#### Frog's Legs

can be bought at the local witch-mart, thankfully. **Write 50 words, including a word you wouldn't normally use.**

#### Salt

Can be purchased at a slightly higher price- it's in high demand among magical types. **Write 100 words**

Or it can be sweated out. **Sprint for 15 minutes. If you end up with less than 300 words, write another 100.**

Next, you need to say the magic words. **Sprint for a song, any length.**

Now it is time to savor your result!

If you made a Love Potion, be inspired to **Write a scene with romantic and/or sexual tones.**

If a Curse was more your style, **Write a tragedy striking a character.**

For a Health Tonic, **Write a scene wherein a problem is solved.**

Eating a Tasty Stew lets you relax a bit. **Write a scene where there is some down time, or time away from the central plot.**

If you're having a Wicked Good Time,

**Write a scene where someone enjoys something that they probably shouldn't, or shouldn't indulge in.**

For Your Own Brew, **Write a scene based off of one of the ingredients you used.** Feeling hopeful? Things must be going well. Dead men's toes bode less well.

## The "I'm too far behind" Crawl

**Warning: I curse some.** For all us current-losers with way too low wordcounts who can't manage normal crawls because they can't keep themselves in gear long enough for anything longer than 15 minutes, and numbers like 1,000 make us cry Tears for Fears. (Yes, I did.) Here's a challenge for us wimps. Also, this one has plenty of looking stuff up and being silly with basic math, so you don't focus too much on writing, because you're too much of a scaredy-cat to think of how much you have left to write.

This is gonna be a little mean, so prepare yourself. I know a lot of people need a gentle push to get into gear, but others need a loving shove. From, like, an all-star quarterback or something. This is for the people who less need hugs and blankets for getting going and more for us who find a slap to the face and being laughed at most invigorating. So read at your own risk, as this is for those who need a bit more manhandling.

Good luck.

**The Call to Snacks:** Hey nerd, we're going to the park and playing some. What, You thought I was going to help you write some more? You're hopeless, aren't you, to come crawling (see what I did there) to me. Pack up some snacks and head down, we're going to have a fun time, your novel be damned. **Pick 3 foods you'd bring to a picnic and write 10 words for each letter.** Stuff like bananas, pickles, hamburgers, cheese, strawberries, whatever you'd want. Don't worry, you're not the only one bringing food, so bring what you like.

**How Far is it Again?:** Now look up the nearest park to you. **For every mile away the nearest park is, write 100 words.** Sorry if you don't use miles, you weirdo foreigner with your logical measuring system. What do you mean, base ten makes more sense than 12, 3, um... I don't know. America so gud. In any case, look at the number. .3? that means 30 words, nerd. 1.4? 140. so on. I also chose miles because they're longer, so less writing. Stuck in a city without many parks? Be punished for someone else's poor planning! Bonus: **Is this Even Legal???** Going to the park is technically illegal between sunset and sunrise (though not too many people really care). Is it currently night? you get a penalty of **100 words** because you're breaking the law, you inglorious law-breaking bastard. I like you.

**Say Hey:** You're just in time for the party, good job! There's a few people you know, and some you don't. Say hello to all the others with a **5 minute word war.** We're all nice(ish) here, don't worry.

**Mandatory Enjoyment:** We're gonna have fun, dammit! Play on **at least 3 structures** (yes, you can do doubles. But do at least two different things. I took time on this, so screw your disinterest!)

- **Slide: 100 words** whilst you get 5 seconds of enjoyment for too long of climbing back up. Flip a coin every time you do the slide. If tails, **write an extra 50 words** because you got shocked.
- **Merry go Round:** So much fun, so much damn running! And naturally you've gotta be here for a while. a **10 minute word war** is in order here, and if you gget below 400 words, write 100 more as penance for not running fast enough when it was your turn to spin.
- **Monkey Bars:** Ah, a childhood favorite of mine. And now we're probably a little too tall for them, so you have a few different ways of playing here. If you pull up your legs and play fair, **write 123 words**, you nerd. If you're that guy and climb on top, a **5 minute word war** is in order whilst you show off your vague semblance of balance. if you get below 200, though, you fell off and have to **write 55 words** whilst you pick the bark bits off of you and ignore the laughter. If you're the asshole who just walks but holds onto the bars, **write until you fit the word cheat, cheater, cheating, or any other word that holds this connotation.** Cheater.
- **Swing:** My kinda person. **Write 250 words** while you get yourself moving up high. Add another **75 words** if you choose to jump off, and don't break anything!
- **Rock Wall:** Yeah, be it big or small these are still super fun. **Write 150 words** while you noodle around, ya nerd.
- **Jungle Gym:** dude, who even made this godlike thing? Play around for a **5 minute word war**, and add a bit of silly, whimsical, or imaginative to it.
- **I'm Pretty Sure you're Not Supposed to Do THAT:** If you're playing at a park normally looks like you shouldn't be doing it (climbing on top of the everything, precarious perches, etc.) then **write 300 words.** Please be safe, I like you.

**Rub a Dub Dub, Thanks for the Grub:** Now that we've worked up an appetite, it's time to eat! **Write for 15 minutes**, but don't worry about speed. It isn't an eating contest, jeez. Please stop stuffing your mouth, weirdo. Also, in real life, **have a drink of liquid and eat something**, even something small. Take care of yourself out there, my nerds.

**Okay, Now it's Personal:** Someone dared you into an eating contest. Okay, I dared you into an eating contest. Whatever. Do a **10 Minute Word War.** If you get under 450, you lost and your penance is an extra **300 words.** The stakes were high, what can I say?

**Let's Blow this Popsicle Stand:** It's time to jet, though it's been fun. If you're the kind to join us for some small adventure, **write 500 words** whilst you cancel any plans and make sure you have whatever the night may need. Gonna call it quits and go home to be a lazybones? I think a **5 minute word war** whilst we all say goodbye is appropriate.

Yes, nerd is an affectionate term with me. Also, if you'd like another little adventure like this with all challenges 15 minutes/500 words and below, let me know! Though I may up the words to 750 if I do this again. Still, pretty easy. Good luck, nerd!

## The "Oh God I'm So Far Behind And NaNoWriMo Ends Soon" Crawl

(Note: if I insult your writing, I don't actually mean it! In fact, this is probably pointed more at myself than anyone else. This crawl is for those that are kind of far behind and need a overly-harsh reality check to get back into writing again.)

You joined NaNoWriMo because you wanted to write 50,000 words in a month. It seemed easy in the beginning. Then, somewhere during the middle, you realized life happens: you lose motivation, school is piling on the homework, and somewhere in the distance, your work ethic is slipping away.

Yet, you realize, your pride is too high to lose. Not now, not when everyone around you is crossing the finish line. It's time you prove to the world that you're not just another quitter, that you're way better than everyone else because you wrote a novel in 30 days and they didn't.

#### WARM UP

1. No one wants to start writing 10k words right away. Crack your knuckles, let out a breath, and sit down at your desk. **Jog a gentle 100 words** as you get back into the groove of where your story is (let's face it, you haven't done this in a while), and end your sprint mid-sentence.
2. Once you're done with that, go for a few stretches. **Write the next two paragraphs.**
3. Final warm-up: **select one song from your favorite writing playlist and write for its entire duration** as if you were going on a casual run on the street and were pushing yourself not to stop until, say, you reach the next intersection.

#### ON YOUR MARKS. GET SET. GO.

1. You never want to go all out on your first lap (as you can see, this world crawl is paralleling a race. You're running. As if that wasn't a big enough of a hint: this is going to be brutal) so take it easy. This doesn't mean slack off. Position yourself in the middle of all the other races and **sprint for 7 minutes and 2 seconds**. If you get less than 403 words, **pick up the pace and write nonstop until you reach the next a thousand and a half.**
2. Mama didn't raise no dehydrated raisin just waiting to drop out of the race in the blazing sun, so take a brief swig of water. By brief, I mean keep drinking for five minutes. Once that's done, get ready to pick up the pace again: **you have 20 minutes to get 1,000 words**. You're slowly falling behind and I'm not going to take it easy on you.
3. That was fun! Except, all that momentum and speed caused your shoelace to untie. You fall and collapse and scrape your knee and babies are crying and you're screaming and someone from the stands is wailing and in the distance you hear explosions, and yes, like you feared, there I am: I am standing in the crowd, yelling at you to **get up as fast as you can and do 500 words in 5 minutes**. There is terror in your eyes, but you're not weak, are you?
4. If you completely just bombed that, walk it out for **50 words** while you think about what you can do to better your form, then **sprint 250 words** to make up for it. If you were right on task, keep a slow pace and try a **thirty minute sprint**. Go as slow as you want, but don't stop. Don't overwork yourself either. As soon as the other racers catch up, we'll be going at it again.
5. To close out the first third of the race, **do a fifty headed hydra**. As in, picture something gruesome with fifty heads is chasing you.

#### THE MIDDLE IS THE HARDEST PART

1. Take **an hour and push through with as many words as you can**, again without stopping. Your legs are burning up by now, and each step feels weak. You're lacking quality, and you know it, but guess what--you didn't have to be in this position, and yet you are, because you are the one that signed up for NaNoWriMo. Don't tell me that there's no point to it, because there *is*. Instead of complaining, you need to use that valuable time to keep going. At this point, you're writing just to get ahead. Quantity over quality hurts, but it's better to be caught up than have nothing at all to edit in a few months.
2. Stop. Reflect on what you've done so far. We all know the rule: never ever reread. Well, guess what? Time to reread. Complain all you want, but I want you to read all those cringe-worthy lines of garbage that you just wrote. Does that hurt? Does that make you want to quit? Are you tempted to close out of the document right now? Don't. Instead, learn your lesson to never do this again.
3. Shake off your inner disappointment in yourself, wipe away those tears, grind your teeth, and get ready to write some more crap as you try to catch up to those running in the front yet again. **Aim for 3.5k in 45 minutes**. 45 minutes is up and you're still not there? No excuse not to finish that 3.5k. In fact, punish yourself with an **extra 100 words**.

### CROSSING THE FINISH LINE

1. Face it, you don't even want to win anymore. You want to drop out. But *I* want you to win. Take a final **sprint of at least 500 words**. You've been doing this crawl all day, I know it. Suck it up, punk, and deal with it. You owe me. *Most of all, you owe yourself*. Don't let all that time spent be for nothing and finish off strong.

### COOL DOWN

1. If you've reached this point, congratulations. **Write a final celebratory paragraph** as the crowd at the finish line cheers your name.
2. You see me approaching you just as you were soaking all of this in. Your heart rate increases--is that even possible at this point??--but then you realize I'm not here to make you write anymore. I pull you in and give you a tight hug, crying as I pat your back the way a dad pats his son's back when the son, the quarterback of his high school football team, scores the winning touchdown. I'm so proud of you, kid.
3. In the midst of this hug, however, you realize it's too good to be true. I'm letting you off way too easy. This can't possibly be the end. Haha. You're right. **I hope to see you run this same race tomorrow, nerd.**