

FREE PREVIEW

CRAWL SPACE

A Narrative Hall Campaign Codex

LITRPG DUNGEON · WORKPLACE COMEDY · FOUND FAMILY ·
SYSTEM-AGNOSTIC

A few opening pages of the campaign. The full campaign, with every scene, NPC, map note, and handout, is the complete download on narrativehall.com.

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HOW TO USE THIS CODEX

This is not a rulebook. It contains no statistics, no encounter math, and no system mechanics. It is a **story bible**, a complete, internally consistent world with a central conflict, a full cast, mapped locations, and a session-by-session shape you can run with any fantasy tabletop system you already own.

Read it the way you would read a good campaign setting: not to memorize, but to absorb. You only need to hold three things in your head before the first session.

1. **The premise.** A government dungeon inspector arrives to condemn a deadly dungeon. The dungeon is secretly a sanctuary, and the order to demolish it was signed before she ever walked in.
2. **The tone.** This is a workplace comedy with a warm center. The joke is institutional, rules colliding with absurdity, a soup-kitchen permit treated like a boss fight and a boss fight treated like a soup-kitchen permit. The stakes are real, but failure is usually funny before it is fatal.
3. **The question underneath.** What part of yourself do you have to stop apologizing for before the world will let you keep it?

Everything else in this codex exists to support those three things at the table.

A note on the System. This is a LitRPG world, levels, classes, skills, and chiming blue notifications are literal facts of life here. In this codex the System is **flavor, not mechanics**. The notification boxes scattered through these pages are color you can read aloud or paraphrase; they never tell you how to resolve anything. Wherever a moment invites a System reading, you'll find a short **Light GM Hook** sidebar suggesting how to stage it as a scene or a challenge in whatever rules you run. Use those or ignore them. The story holds either way.

A note on the central relationship. The bond between the inspector and the dungeon's Boss is written here as a fierce, found-family partnership, table-safe and broadly playable. The text marks where a slow-burn romance could be layered in if your table wants one, and where it can stay a friendship if it doesn't. Run it whichever way fits your group. The vindication, the comedy, and the found family carry the campaign on their own.

CAMPAIGN BACKGROUND

The kingdom runs on dungeons the way other kingdoms run on grain.

Every dungeon in the realm pours out a thin, invisible resource the powerful have learned to harvest, and the doctrine that keeps the harvest flowing is simple and total: a dungeon must be lethal to be legitimate. A dungeon that kills is producing. A dungeon that does not kill is a malfunction, a waste of good ground, a line item waiting to be closed. Nobody at the top says the quiet part. They don't have to. The forms say it for them.

Into this arrangement, generations ago, the kingdom built a bureaucracy to manage the danger it depends on: the **Bureau of Dungeon Regulation**, an agency with the unglamorous job of licensing, inspecting, and, when the paperwork says so, demolishing the very dungeons the realm cannot live without. The Bureau is understaffed, overcautious, and entirely convinced of its own neutrality. Its officers do not carry swords. They carry license grades and closure orders, and in this kingdom a signature outweighs a blade.

One of those officers is a Dungeon Safety Inspector named **Tabitha Okonkwo-Ash**. She holds a class the Adventurer's Guild laughed out of the testing hall when she was eighteen: she can read the true structural integrity of a thing rather than destroy it. The kingdom values destruction and has no idea what to do with assessment, so she became the only thing assessment can become in a world like this. She became the rule itself. Precise. Deadpan. Impossible to fault and, she hopes, eventually impossible to cut.

This campaign begins on the day she is handed an assignment nobody survives writing a report on: a Level Five "kill-dungeon" called **7-Greywater**. She arrives with a clipboard and seventeen pre-written code violations, fully expecting the worst dungeon of her career.

She is half right. It is the strangest dungeon of her career. It is just not the kind of strange she was trained for.

Because 7-Greywater does not want to kill anyone. Its Boss has spent decades engineering his own traps to fail safely, hiding a colony of "disposable" monsters who do not want to be monsters, running an unlicensed soup kitchen in a side corridor, and performing a booming pantomime of menace every time a crawler enters so that nobody ever looks too closely. He is a softie running a haunted house and praying nobody asks to see the boiler room. And the moment a real inspector walks in, he does the most dangerous thing he could possibly do.

He tries to *pass*.

The players arrive in the middle of this, as crawlers caught inside when the inspection begins, as Bureau staff with reasons to care how it ends, as residents of the dungeon itself, or as outside parties who smell something wrong in the closure order. However they come to it, they will discover what Tabitha discovers: the order to demolish 7-Greywater was signed and dated **before** the inspection was ever assigned. The audit was always theater. The land is already sold. And the only document in the kingdom that can stop the wrecking crew is one that only the dismissed, laughed-at, undraftable class is legally allowed to file.

The campaign is the race to file it.

ADVENTURE HOOKS

Five ways to pull a party into 7-Greywater. Mix them, the best tables use two or three at once, one per player.

The Locked-In Crawlers. The party enters 7-Greywater as an ordinary delve, a Level Five dungeon, good loot, a name that scares off the competition. The System logs them in, the entry arch seals behind them, and a cheerful notification informs them that egress is suspended pending an active Bureau inspection. They are now stuck inside a dungeon that keeps apologizing to them, alongside an inspector who is very much not supposed to have company. *Best for parties who like to be dropped in the deep end.*

The Bureau Contract. One or more players are Bureau-adjacent, a junior inspector, a records clerk, a hired structural consultant, a Guild observer assigned to “assist.” They have been sent to support the Greywater inspection, or to keep an eye on the inspector, or to retrieve a file. Their loyalty is assumed and their curiosity is not yet a problem. It will become one. *Best for parties who enjoy working a system from the inside.*

The Residents’ Last Stand. The players *are* the dungeon, its monsters, its staff, its found family. They have heard the word “inspection” and they know what it has always meant. This is the day they have braced for their whole lives. Now there is a stranger with a clipboard standing in their home, and the only question is whether to hide, run, fight, or do the one thing none of them has ever tried: tell the truth and hope it counts. *Best for parties who want the stakes to be personal from minute one.*

The Smell of a Bad File. The players are outsiders, investigators, a freed crawler with a grudge, a rival developer, a journalist of sorts, who have gotten hold of a closure order that does not add up. The dates are wrong. The land is already changing hands. Somebody is condemning a dungeon to clear ground, and the paperwork is too clean. Following the thread leads them to 7-Greywater and to the inspector who is about to become the linchpin of the whole fraud. *Best for parties who like a mystery and a paper trail.*

The Reassignment Nobody Asked For. For a slower burn: the party works *with* Tabitha as colleagues, and the campaign opens before Greywater, on a dull, compliant, by-the-book inspection that goes perfectly. Then the sealed envelope lands on the clipboard. The reassignment is to a Level Five. The party watches a careful person decide, in real time, to walk into something that kills people like her. *Best for tables who want to earn the dungeon before they enter it.*

Want the rest?

This is just the opening. **Crawl Space: Campaign Codex + GM Kit** is ready to run: a complete, system-agnostic kit you can drop into any tabletop game.

Get the full download at

NARRATIVEHALL.COM