

X CRAWL

LAS VEGAS
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TOJIDA ARCADE SPECIALTIES

10,000 GP BONUS FOR FLAMING HOOP

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Fine China Morgenst

A stand-alone adventure for character levels 6-8
By Brendan LaSalle



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2006 7



LAS VEGAS CRAWL

Assault on Las Vegas, 4703

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crew, B and V, the Fat Dragon Crew, Sean Nokes,
Ruth Lampi, Jessica Van Oort, Deuce and Shadow
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*Omni Armor was totally Sean Nokes' idea!
The Roulette Room was totally Duane Waldrop's
idea! Bow down before them!*



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

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

DJ Outrageous Fortune is a rarity amongst Xcrawl DJs – he is a fair competitor who focuses on creating a spectacular show and an interesting contest rather than killing adventurers. Behind the scene rumors have it that

killing characters throws him into terrible fits of depression, so he avoids it whenever possible.

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

XCRAWL?

DOES THAT MEAN I MAKE UP A STEAM MECH?

You wish! In Xcrawl characters take the roles of superstar athletes taking their chances in a live on pay-per-view death sport, Xcrawl. Xcrawl is short for Extreme Dungeon Crawl. The game is simple: the Dungeon Judge, or DJ, creates an artificial dungeon under controlled, but still potentially lethal, conditions. He designs the maze, stocks it with traps, secret doors, monsters, and treasure and prizes. The characters must go through the dungeon and fulfill whatever conditions the DJ puts forth in order to win. These conditions usually include defeating all the monsters, finding keys or other hidden items, bypassing obstacles, rescuing "captives," and the like. DJs have a great deal of leeway in creating their dungeon. but most play fairly – DJs that make their dungeons too difficult, or too easy, do not get invited back.

Xcrawl is a sport and the challenges are manufactured, but the danger is nonetheless real. If you die, you die. There are no second chances. Citizens of the North American Empire tune in every week to watch their favorite characters get gored, trampled, dismembered, and disemboweled. And the nations hunger for blood and mayhem grows with every contest.

TERMS TO KNOW:

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJs can communicate with the characters via the AVS. All AVS are networked, and while there are some live cameramen, most of the recording comes through these handy dandy technomagical timesavers. Few things can hurt them, and characters are not allowed to attack them.

Banned Equipment: The following items are banned for use in Xcrawl: guns, acid, poison, lock-pick guns, and mundane explosives other than standard alchemist's fire. There are limits on how many magic items and scrolls a character may take into the crawl, but all magical equipment found in the dungeon can be used. All the pre-generated characters presented in the Las Vegas Crawl are in compliance. For a complete list of banned equipment, along with the complete rules, see **Xcrawl: Sellout!**

Break Room: Crawlers are safe in any break room. DJs may not put any hazards in a break room.

Disqualified: Disqualified characters cannot return to the dungeon – not even on later levels. If the characters are unclear on any instructions, or have other problems, they can call for a ref at any time.

Fame: A character's Fame score determines how popular they are at any given moment. Crawlers with a high Fame are celebrities who receive VIP treatment and high appearance fees. See Appendix 1: Fame for complete Fame rules.

Mojo: The Mojo is the spirit of teamwork that lets crawlers on cohesive teams take their performance to the next level. The Mojo Pool is a bonus pool that allows characters to help their teammates through difficult situations. For the function and uses of the Mojo Pool see **Xcrawl: Adventure's in the Xtreme Dungeoncrawl League**.

NoGo: There are NoGo doors throughout the dungeon. Characters may run through them to escape danger but if they do so they are disqualified.

NonCom Badge: A noncom badge has two functions. First, it tells characters that the wearer is not a target and may not be attacked. This works both ways, and the wearer of a noncom badge may not attack or hinder the characters in any way, which includes aiding monsters. Characters who attack anything in a noncom badge are disqualified. Creatures struck while wearing a NonCom badge are instantly teleported to a nearby hospital or in-house emergency facility.

Perform: Here at El Casa Del Xcrawl, we consider ourselves of the old school. In the spirit of this Xcrawl uses the d20 3.0 rules for the Perform skill.

Referee: There are referees around throughout the crawl. Their word is law. If a character breaks the rules, he typically gets one warning. Characters who repeatedly disobey the ref are disqualified.

Signature Move: Signature moves are signature attack combinations that characters develop. They are usually crowd-pleasing, flashy moves that stir the audience up. For full details on the signature move see **Xcrawl: Adventures in the Xtreme Dungeon Crawl League**.

Standard Appearance Fee: A character's Standard Appearance Fee equals his current Fame score multiplied by 250 GP. Note that this counts as monies earned outside the crawl.

Surrender: Intelligent monsters may surrender, but it is up to the characters whether or not they accept. Handlers remove surrendered monsters from the dungeon.

Treasure: A character owns any prizes – magical, monetary, goods/ services – that he earns during the crawl. This is the **ONLY MONEY** that the characters can use to buy new equipment and/or magic items for use in Xcrawl. The Adventurers' Guild keeps careful records on characters' earnings, and characters that attempt to circumnavigate this ban risk losing their status as professional adventurers if they are caught.

Win Conditions: Typically, the characters must complete the dungeon and survive to win.

ENCOUNTER TABLE

To help the DM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: **Loc** – the location number keyed to the map for the encounter, listed by area number. **Pg** – The module page number on which the encounter can be found. **Type** – this indicates if the encounter is a trap (T) or combat (C). **Encounter** – the key monsters or traps that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.

Loc	Pg.	Type	Encounter	EL
1-3	9	C	6 hobgoblin fighters	9
1-3	9	T	Dinosaur door trap	1
1-3	9	C	Advanced deinonychus	5
1-5	10	C	4 merfolk fighters	8
1-6	10	C	3 Large monstrous spiders	4
1-7	11	T	Blade hazard	2
1-9	11	C	2 ogres	5
1-12	12	C	6 hobgoblin charioteers	9
1-13	14	T	Electric eye trap	1
1-13	14	C	12 dire weasels	9
1-14	14	T	Explosive trap	6
1-15	14	C	Dire ape	6
1-15	14	C	Small fire elementals	1 each
1-16	16	C	<i>Switchfoot</i> , orc Rgr6	6
1-17	17	C	4 ettercap warriors	9
1-18	18	T	Pit trap	7
1-19	19	C	Tendriculos	7
1-20	20	C	Gas trap	5
1-21	20	C	12 animated objects	10
1-24	22	C	Wraith	5
1-24	22	C	Gargoyle	4
1-24	22	C	Shambling mound	6
1-24	22	C	Armored ettin	6
1-24	22	C	Large monstrous scorpion	3
2-2	25	T	Flaming barrier trap	5
2-3	25	C	6 wererat rogues	9

Loc	Pg.	Type	Encounter	EL
2-5	28	C	6 mummies	11
2-6	30	T	Disappearing door trap	1
2-7	30	C	6 aangervarks	9
2-7	30	C	6 aangervarks	9
2-8	31	T	Alarm trap	2
2-9	32	C	<i>Seth Nural</i> , human Clr8	8
2-9	32	C	5 shadow wolves	8
2-11	33	C	<i>The Taurian</i> , human Ftr10	10
2-12	34	C	Grey ooze	6
2-13	35	T	Stone fist trap	7
2-14	35	C	Destrachan	8
2-17	36	C	12 goblin warriors	10
2-17	36	C	8 bugbear barbarians	10
2-17	36	C	Trojan Horse	11
2-18	39	T	Electric trap	5
2-18	39	T	Sonic trap	6
2-19	39	C	Gargantuan monstrous centipede	8
3-2	42	C	3 hobgoblin archers	9
3-4	43	C	7 advanced wights	12
3-5	45	T	The clamper	7
3-6	45	C	<i>Horgo</i> , kobold Sor7	7
3-6	45	C	Ogre fighter	7
3-6	45	C	9 hobgoblin fighters	10
3-8	46	T	Neurotoxin trap	5
3-9	46	C	3 sea cats	8
3-11	47	C	3 trolls	8
3-13	48	C	Stone giant	8
3-14	49	T	Rolling stone trap	8
3-16	49	C	Tyrannosaurus rex	8
3-19	51	C	6 elite ogres	9
3-19	51	T	Avalanche trap	4
3-19	51	C	5 arrowhawks	10
3-19	51	C	<i>Negetha</i> , lizardfolk Sor10	10
3-19	51	C	24 orc warriors	13
3-19	51	C	<i>Raskor</i> , half-orc Bbn4/Ftr4	8
3-19	51	C	Yrthak	9

SCALING INFORMATION

Xcrawl: Assault on Las Vegas, 4703 is designed for 5-7 characters of levels 6 through 8. You can adapt the scenario to different level parties with a few modifications.

Weaker parties (less than 5 characters, characters lower than 6th level): Reduce the number of creatures encountered in the following areas: 1-3, 1-5, 1-12, 1-13, 2-3, 2-5, 2-7, 2-17, 3-4, 3-10 and especially 3-19. Reduce the number of character levels on all of the main NPC villains (listed in the above encounter chart in *italics*). Change Area 1-24 so that it still has five diverse creatures, but use weaker creatures. Leave the Yrthak out of the Area 3-19 entirely, and consider making Raskor a simple warrior (rather than a barbarian/fighter). Lower the DC for traps and skill checks as appropriate. Reduce magic treasure and GP value of all treasure as appropriate.

Stronger parties (more than 7 characters, characters higher than 8th level): Increase the number of creatures found in the crawl, specifically in the Areas listed above as well as Areas 3-13. Increase the difficulties of all of the challenge rooms – for example, use more powerful undead for area 3-4 and a higher-level fighter for Area 1-16. Consider giving every sentient monster a brace of *cure* potions to even the odds a bit. Add character levels to all the main NPC villains and increase magical protections to all – if the party is that tough you should give away *mage armor* and the buff spells like they were month old Halloween candy. Increase the DC for traps and skill checks as appropriate. Increase the value and potency of treasure to a level commensurate with the PC team.

MVP

After the game, we encourage you to let the characters choose their Most Valuable Player (MVP) of the game. Let them choose by secret ballot and announce the winner to the group. You may then download the Xcrawl MVP form from the Goodman Games website (which you'll find at www.goodman-games.com) and present it to the lucky winner. Champagne and roses are, as always, optional.

NOTES ON THE PHYSICAL FACILITIES

Unless otherwise noted: the design theme of the physical dungeon is game show chic – bright engaging colors and plenty of advertisements juxtapose with the mayhem of the game itself. All rooms are brightly lit and sponsor adverts are strategically placed throughout. Referees wear traditional black and white striped jerseys and carry whistles, NonCom badges, and a .45 revolver in a shoulder holster.

Unless otherwise listed, all doors are reinforced and require a DC 20 Strength check to bash down. The floors are all polished hardwood tiles over granite.

Many (but not all) of the rooms in this crawl contain NoGo doors. These doors are always clearly marked and, as per the official Xcrawl rules laid out by Emperor Ronald I, are never locked or trapped. They lead backstage – anyone going through one is considered out of play and disqualified for the rest of the dungeon. There are armed security guards and referees behind these doors to prevent monsters from escaping or continuing to attack fleeing characters. A character can use a NoGo door to escape with his life, but if he does, he is disqualified for the rest of the dungeon, without exception.

Trap notation is given in the following format – (Search DC/ Disable Device DC). For example, a trap listed as (DC 20/24) would denote a trap requiring a DC 20 Search check to find and a DC 24 Disable Device check to disarm.

Unless otherwise stated, every room has one or more AVS scoreboards that can show points, statistics, graphics, highlights, and appearances from Outrageous Fortune. If it is not in the room description, it is *invisible* until activated from backstage.

IMPORTANT NOTE ON TREASURE

When treasure is distributed, the characters only receive magic items or specialized dungeon equipment; all gold and other prizes such as sake warmers, patio furniture, or gift certificates are physically distributed after the dungeon.

TOURNAMENT STYLE PLAY IN XCRAWL

In tournament events, the following “house rules” are observed:

- In combat, a natural 20 is an AUTOMATIC critical – there is no critical roll.
- In combat, a natural 1 is a POSSIBLE fumble. Fumblers must roll a Dex check DC 10 – failure means they lose their next turn.
- The Performance skill works the way it did in D&D v3.0, and this is reflected in the pregenerated characters. You got a problem with that?
- If you are creating new characters for this contest they should all begin with a starting Fame of 10 + their Cha modifier.
- The Crowd DC, unless otherwise specified, is 15 – Outrageous Fortune has a small army of servants who keep the wine flowing all night long, and the crowd is in a great mood. Use this DC for all Grandstanding checks during the crawl.

ENCOUNTER AREA 1: DUNGEON LEVEL ONE

Area I-I Green Room

The green room is a comfortable, spacious area with several large couches, rest rooms, and a craft service table with a massive buffet (seafood, cheese, pastries, wine, soft drinks, wine and coffee). An oversized AVS hovers an inch from the east wall, currently playing classic clips from Vegas dungeons going back to the very beginning of Xcrawl. The rest of the walls are covered in small, framed black and white signed portraits of crawlers and teams that participated in previous years. There are two referees, several security guards, a few attendants, and a dwarf with a headset that can only be famous Xcrawl producer Brekter “Monty” Mountainview. On the north wall is a pair of double doors emblazoned with the VegasCrawl logo and flanked by a pair of security guards.

The characters are free to warm up, check their equipment, pray, or do whatever else it takes to get themselves ready for the contest, but they are not permitted to leave, start trouble, question the guards or referees as to the contents of the dungeon, or examine the doors to area 1-2. Characters who attempt to do so are warned by a ref. Characters who persist despite the warning risk disqualification.

At 2:45 a ref arranges all the characters in front of the AVS.

The scene changes; you see a massive stage with dozens of dancers in togas, along with jugglers, fire eaters, and a beautiful announcer in a gold sequined evening gown. The crowd applauds. “Thank you, thank you one and all. And now, it is my great honor to introduce the man of the hour, The King of the Vegas underground . . . DJ OUTRAGEOUS FORTUNE!”

Fortune is carried out on a divan chair by six female bodybuilders in togas and leather sandals. Two exquisitely beautiful women follow, fanning him with huge palms, while a third attendant carries a silver tray with wine and black olives. The DJ is a jolly fat man in a pure white toga with a crown of laurels on his head. He laughs and waves at the audience, soaking in a two-minute standing ovation.

“Please, please – thank you so much. Please –” his calls for calm are finally heeded. “Thank you, thank you one and all! What a crowd! What a crowd! I love you!” the crowd goes wild again. “Welcome, friends, to the 7th Annual Las VegasCrawl! I am, of course, DJ Outrageous Fortune, and it is once again my honor to be your host for this demonstration of the courage and glory of the

American Empire! Please, will everyone join me in our National Anthem?"

The crowd respectfully stands as the stadium grows dark. A single spotlight falls on a microphone stand at the far end of the stage and world famous crawler Lady Ice steps to the mic. She leads the audience in the Imperial Anthem, "Americas Super Potens Maximus," in perfect Latin. Her voice gives you chills. While she sings, the AVS displays patriotic images – beautiful mountains, Emperor Ronald I in close up, battle ships, and columns of solders in dress uniform. Lady Ice finishes with an amazing crescendo, and you find yourself in rapture along with the rest of the crowd. She takes a bow, the lights go up, and the DJ, now sitting on a marble throne flanked by his adoring entourage, addresses you directly.

Well, ladies and gentlemen, it is time to meet our first hearty team of crawlers. It is my great honor to introduce to you the <TEAM NAME>. The audience cheers.

DJ Outrageous Fortune introduces each member of the team. He is complimentary and gregarious, wishing characters well and offering the blessings of Olympus (he is an official Templar of Dionysus). Once he has introduced the team, he asks for a big round of applause for them, then continues:

"Well, ladies and gentlemen, it is time to open this contest. The rules are simple – once Marlee gives the signal, you enter the dungeon. You will meet a referee there – follow his instructions and then the dungeon begins. You must defeat all the challenges put before you if you wish to go on to level two – only the very best teams advance. Our panel of judges will take careful note of your heroism, courage, resourcefulness, and honor.

Now, it is time to begin. I dedicate this contest to mighty Apollo, may he watch over us all and reward the courageous and the strong. Crawlers, from this moment forward your lives are forfeit in the service of the Empire. In the name of Emperor Ronald I, the Uniter, the Graced of Olympus, I declare this contest open. Teams, I wish you all the best luck, but this is Las Vegas, and the odds are always stacked in favor of the house. This is



Xcrawl and if you die ...YOU DIE!"The audience thunders along with these last two words.

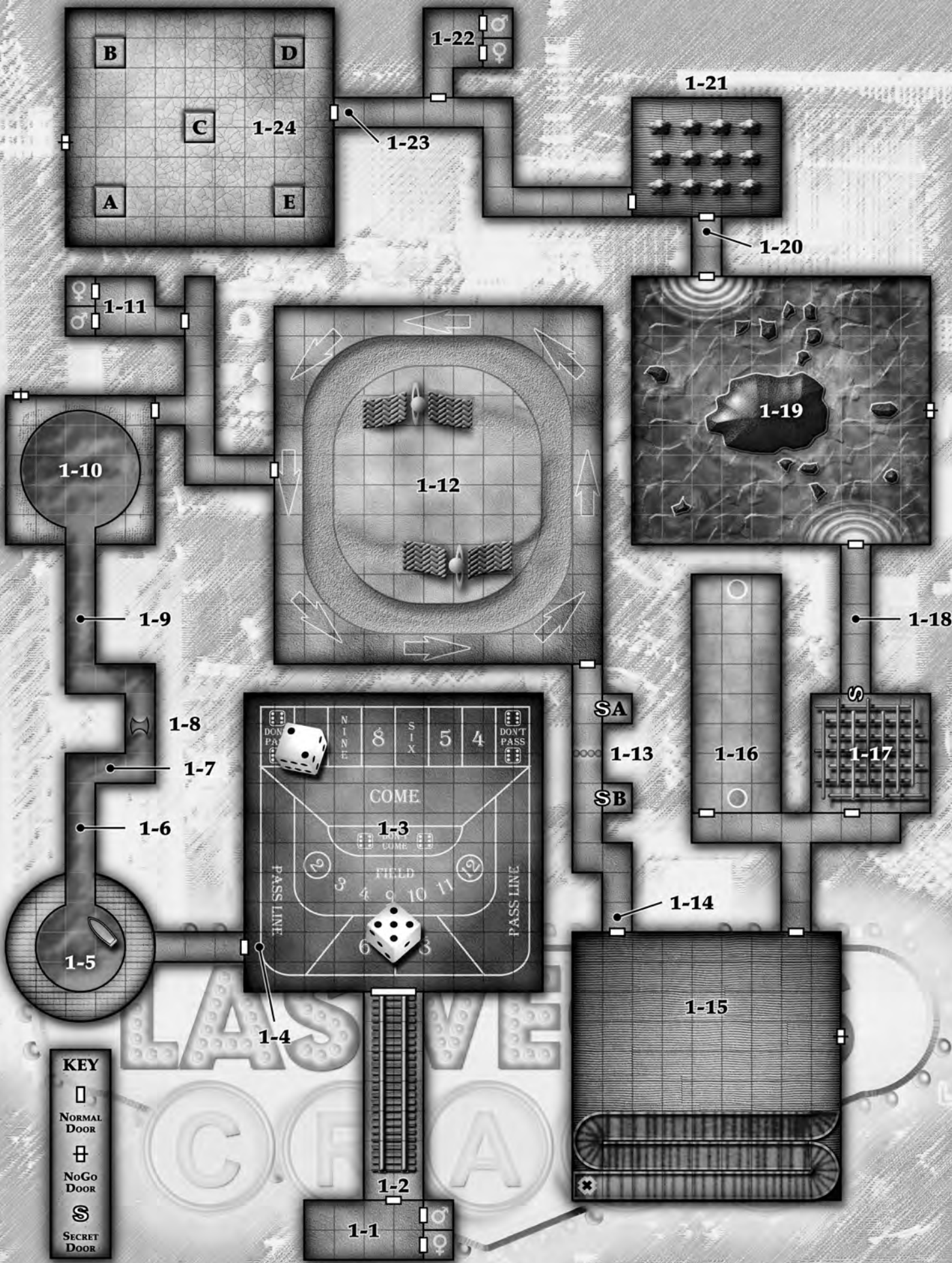
At this, the camera focuses on the announcer in the sequined dress. She ritualistically draws a white handkerchief from somewhere, and gently drops it to the stage. The Ref gives the characters the thumbs up and the double doors swing wide.

Area I-2 Seven the Hard Way

You see what appears to be the back of some kind of carnival-style ride. Two referees flank a huge white cube – it has two doors that are open to you, and inside there are two booth style benches with safety bars that appear to lock down over you. The entire thing sits on a track. The referee gestures for you to go inside.

Once the characters are inside, the safety bar comes down over them, effectively pinning them to their seats. Then an attendant comes by with a silver tray – there is an athletic





KEY

- NORMAL DOOR
- NOGO DOOR
- SECRET DOOR

mouthpiece – the kind that football characters wear – for each of them. The attendant offers the mouthpieces to the characters, and they may choose whether or not to take one. The attendant then leaves and the characters hear the DJ through a speaker outside of the contraption.

“Ladies and Gentlemen, this contest begins now! Let the dice fall where they may!”

After the announcement, the car the characters are sitting in begins to roll north, picking up speed. At the end of the hallway the car tumbles down thirty feet to the playing floor in Area 1-3. The impact is tremendous, even in the padded interior - characters must make a Fort save (DC 15) or be stunned for one round. Characters using a mouthpiece receive a +2 on their save.

Area 1-3 Game Room

Your car accelerates, speeding along quicker and quicker and then, suddenly, you are in freefall. You fall for what feels like two stories, then your car strikes the ground and bounces fifteen feet before coming to a stop. You are all knocked prone, uncomfortably lying on top of one another. The doors open – they are now above you – and the safety bar pinning you to your seat pops off. You hear the roar of a huge crowd outside.

The characters must climb out (Climb check DC 13 – a character in the die or on top may opt to help the others clamber through the doors as a standard action, giving them a +2 on their Climb check). Once they are outside read or paraphrase the following:

You are in a large arena-style room. Seated around three sides of the room – south, east, and west - is a huge audience, safely behind force walls. The floor of this room is Astroturf with white painted lines, making it a giant Vegas style dice table. As you crawl out of your die, you see a second one has landed on the opposite end of the arena. Six humanoids in chain mail pile out of it – it looks like they fared about as well as you did in your ride. Those that can draw weapons do so, and prepare to charge. A huge AVS scoreboard floats over the room, displaying your name and stats on four sides.

The six humanoids are hobgoblin fighters - roll a save for each one of them to see if any are *stunned* for a round (the hobgoblins receive a +2 bonus on this roll – they all used their mouthpieces!). They must also make Climb checks (DC 13) to escape the die. The door opened on the far side of the hobgoblin's die, giving them a bit of cover. They have been drilling for this attack for weeks, and will respond appropriately to whatever the characters do – charging or waiting for the characters to charge depending on circumstance. If the character team concentrates on missile fire, the hobgoblins take cover behind their die until they are forced to charge.

Once the hobgoblins are defeated, local radio personality Dusty Trail comes out and presents the treasure to the characters before they can go on.

Treasure: 2,000 GP note, 6 +2 arrows, 6 +2 bolts, 3 potions: *invisibility* (CL 3rd), *cure light wounds* (CL 3rd), *neutralize poison* (CL 7th). In addition, each character wins a 2,000 GP gambling credit at the Dragon's Hoard Casino, a small hotel at the end of the strip.

Hobgoblin Fighters, hobgoblin Ftr4 (6): CR 4; Medium humanoid (goblinoid); HD 4d10+12; hp 45, 42, 39, 36; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Attack +4; Grp +7; Atk/Full Atk longsword +8 melee (1d8+5/19-20); SA –; SQ Darkvision 60 ft; AL LE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +6, Jump +4, Listen +4, Move Silently +4, Spot +2; Alertness, Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword, masterwork chain-mail, masterwork buckler, 2 daggers, hand axe, flask of alchemist fire, X4 smoke bomb.

Area 1-4 Door Trap

This door is locked (Open Lock DC 26) and trapped (Trap DC 25/27). If the door is unlocked or forced open before the trap is disarmed, another gigantic die, identical to the two already on the field, falls from an entryway hidden under a huge Friki-Choo Cola poster stuck to the wall right above the door.

When the trap springs, an air horn sounds and the scoreboard starts to flash “REROLL!” Once the die appears, the characters have exactly one round to react before it falls, crushing them.

Once the die falls, its doors open (into Area 1-3) and a huge deinonychus pops out, hungry and aggressive. Characters who run into the hallway are trapped in area 1-5, while any that remain in area 1-3 must fight the dinosaur. The door is set to open on the arena side. If characters do not get out of the way (and they should, they have plenty of time), they suffer 6d6 points of crushing damage (allow such hapless characters a DC 15 Reflex save for half damage).

After the hobgoblins and deinonychus are defeated, workers come with a forklift and move the two-ton die aside, allowing the characters to move on.

Advanced Elite Deinonychus: CR 5; Large animal; HD 8d8+40; hp 75; Init +4; Spd 60 ft.; AC 22, touch 13, flat-footed 18; Base Attack +6; Grp +17; Atk talons +13 melee (2d6+7); Full Atk talons +13 melee (2d6+7) and 2 foreclaws +7 melee (1d3+3) and bite +7 melee (2d4+3); SA Pounce; SQ Low-light vision, scent; AL N; SV Fort +11, Ref +10, Will +4; Str 24, Dex 19, Con 21, Int 2, Wis 14, Cha 8.

Skills and Feats: Hide +14, Jump +29, Listen +12, Spot +12, Survival +13; Run, Track, Weapon Focus (talons).

SA – Pounce (Ex): If a deinonychus charges, it can make a full attack.

Active Spell Effect: Mage armor.

Area I-5 Xtreme Ablution

You find yourself in a round tiled chamber with a round pool in its center. The pool looks to be about eight feet deep, and it has a ten-foot wide waterway that flows north into a round passageway. The floor, walls, and ceilings are tiled like a classical Roman bath, and the room is lit at intervals by magical flames on the walls. There is a small boat with four paddles docked at the edge of the pool. The boat is just large enough to hold your entire party.

On the west wall is an AVS – it activates when you enter, and you see Outrageous Fortune, sitting in a huge hot tub flanked by attractive, bikini-clad models. One fills his wine goblet while he talks. “Take the boat to the end of the line, O champions, and collect your treasure!” The AVS fades to the VegasCrawl logo.

The boat is safe and the paddles are standard. The characters can get into the boat and go north along the waterway, or they can swim, snorkel, etc. The boat can make up to a 90° turn, and it moves 5 feet per round per active rower (one rower = a 5-foot movement rate, two rowers = a 10-foot movement rate, etc) up to a maximum of 20 feet per round. Once the characters pass through the north wall, the waterway deepens to 12 feet. There are no ledges along the waterway.

It is 6 feet from the surface of the water to the ceiling of the tiled waterway.

Area I-6

Up From The Depths

There are four merfolk warriors here, hiding beneath the surface. Observant characters might detect them from as far as 10 feet away (Spot check opposed by the merfolks’ Hide check result). The mercenary mer-people attack the characters with their tridents and, if possible, drag them into the water. They have instructions not to capsize the boat, if at all possible. If two or three of the merfolk are slain, the remainder might surrender.

Merfolk Warriors, merfolk Ftr4 (4): CR 4; Medium humanoid (aquatic); HD 4d10+12; hp 44, 39, 32, 32; Init +2; Spd 5 ft., swim 50 ft.; AC 14, touch 11, flat-footed 12; Base Attack +4; Grp +7; Atk/Full Atk masterwork trident +9 melee (1d8+6); SA –; SQ Amphibious, low-light vision; AL N; SV Fort +7, Ref +3, Will +2; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +6, Listen +5, Move Silently +4, Spot +5, Swim +13; Alertness, Power Attack, Stealthy, Weapon Focus (trident), Weapon Specialization (trident).

Possessions: Masterwork trident, leather armor.

Area I-7 Ceiling Fangs

As you round the corner, you see three spiders clinging to the ceiling. They start making their way toward your position. Off in the distance, you hear a repeating mechanical swooshing sound.

The spiders will attack the characters from the ceiling, attempting to bite and poison as many as possible. They are mindless creatures and do not understand the concept of surrender, but if they are somehow knocked into the water, they will spook and try to escape.

Large Monstrous Spiders (3): CR 2; Large vermin; HD 4d8+4; hp 22 each; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 12, flat-footed 11; Base Attack +3; Grp +9; Atk/Full Atk bite +4 melee (1d8+3 plus poison); SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +3 (+11 in webs), Jump +2, Move Silently +3 (+11 in webs), Spot +4.

SA – Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 1d6 Str.

Web (Ex): Monstrous spiders can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to size Huge. An entangled creature can escape with a successful Escape Artist check (DC 13) or burst it with a Strength check (DC 17).

Area I-8 Cutty and Water

A wide blade scythes back and forth, three feet above the surface of the water. It swings from one wall to the other in a regular pattern.

This blade is only a hazard and there are many ways the characters can get past it. One of them is NOT ducking down in the boat – the blade slices just along the top of the boat, striking everyone who attempts to duck for 6d6 points of slashing damage (Reflex save DC 16 for half damage). Characters can wait until the boat gets close to the scyth-

ing blade and jump over it from within the boat (Jump check DC 18, failure means characters are hit, no save), jump into the water and swim underneath, or turn the boat over and pass underneath kayak-style. Jamming the blade takes a Disable Device check DC 28 – failure means someone might just get his or her hand cut off (6d6 points slashing damage, no save).

Area I-9 Sea Chantey

As you round the corner, you see two ogres standing waist deep in the water. Each carries a longspear and wears leather armor. When they see you, they roar a terrible war cry and set their spears for your approach.

The two ogres attack with their longspears, attempting to hold the characters at bay as long as they can. If the characters charge, the ogres may attempt to grapple and drown a character, or they may drop their spears and attack with their huge fists. If one is slain, the other may surrender.

Remember, the ogres are wading waist-deep in the water, and therefore can only move at ¼ their normal speed (10 feet per round). However, the water provides the ogres with cover relative to the characters (+4 to AC).

Ogres (2): CR 3; Large giant; HD 4d8+12; hp 39, 37; Init -1; Spd 40 ft.; AC 15, touch 8, flat-footed 15; Base Attack +3; Grp +12; Atk/Full Atk longspear +8 melee (2d6+8/x3) or slam +7 melee (1d4+7); Space/Reach 10 ft./10 ft. (15 ft. with longspear); SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 16, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +8, Listen +2, Spot +2, Swim +13; Power Attack, Weapon Focus (longspear).

Possessions: Longspear, leather armor.

Area I-10 End of the Ride

The waterway spills out into a large room with a shallow basin – the water is no deeper than two feet. Standing at the far end of the basin are a cameraman, a microphone operator, and a model

– all wearing noncom badges. The model, lovely in a shimmering pants suit, reaches out to take your line and haul you in.

Once the characters are out of the boat, the model poses with them and awards them their treasure.

The door out is locked (Open Lock DC 30) but not trapped.

The room contains a NoGo door in the northwest corner.

Treasure: The characters receive a 2,000 GP note, a +2 breastplate and a wand of bless (12 charges, CL 3rd). In addition, each character wins an Aegean Tropical 247 hot tub, complete with complimentary delivery and installation.

Area I-II Break Room

The door to this area is neither locked nor trapped. Characters who listen at the door may hear quiet music playing inside (Listen check DC 19).

This is an extremely comfortable looking break room. You see two couches, a craft service table full of food and soft drinks, and doors to a men's and women's rest room. There is a paramedic with an examination couch ready to look after any wounds your party may have. Smooth jazz plays from recessed speakers in the ceiling.

The break room is completely safe. Paramedic Donald Rexroth (total Heal skill +17, includes modern healers kit) offers to treat any wounds characters may have. The characters may eat, rest, use the showers, or whatever else they need to do before going on to the rest of the dungeon.

Area I-I2 Chariots and Fire

If the characters attempt to listen at the door, it is obvious that there is a roaring crowd on the other side (Listen check DC 8).

You open the door and the roar of the crowd hits you like a wall. This is another large arena room, with the audience sitting behind force walls to the north, south, and east of the room. The floor is

Astroturf, and there is an oval dirt track around the center of the floor. On the opposite side of the room are two chariots with blades affixed to their axles, each with a three-man team – a driver and two archers in studded leather armor. Two magnificent stallions, armored in chain barding, pull each chariot. On your side of the track is a third chariot with similarly armored horses. A referee holds the reigns for you, keeping the impatient horses in check. In the center of the track are four ramps set in two pairs, one facing east and one facing west. Each one would lead a jumper through a large flaming hoop. Above the arena you see a four-sided AVS scoreboard with your names and what appear to be the names of the warriors you face. A message flashes next to the names – “LEAP THROUGH RINGS FOR BONUS GOLD!” On the far side, the charioteers prepare to charge their mounts around the ring at you.

The chariots are not archaic relics – these are fiberglass and steel death machines created specifically for Xcrawl events. They have the following statistics: each chariot can hold a maximum of four Medium-sized individuals, providing a +4 cover bonus to AC from all sides save the rear; with two horses they can move at a maximum rate of 40 feet, and can make up to a 45° turn. Targeting the wheels of the chariot is difficult while they are in motion – they are AC 28 with a hardness of 8 and 20 hit points. Destroying the fiberglass bodies of the chariots is difficult – hardness 10, 90 hit points. The yoke that attaches the horse harness to the chariot has an AC of 25 while the chariot is in motion, a hardness of 10, and 5 hit points – it is ceramic and built tough.

The wheels on each chariot have tri-bladed axle spikes, which spin as the vehicle moves. If a driver can maneuver a chariot into a square adjacent to a target during any round where he is making at least a Full Move, he gets a free axle blade attack at that target at an attack bonus equal to his ranks in Drive (in this case +7). Each successful attack deals 1d4+6 points of slashing damage. Axle spike attacks count as an attack of opportunity for the driver. The driver is not limited to the dirt track, but the DC for any maneuver he performs on the turf is raised by two.

The enemy charioteers are all expert drivers – they will attempt to turn this into a race, harassing the characters with crossbow fire and hoping the PCs simply wreck and kill themselves. If several of the enemy charioteers are mortally wounded, the rest might surrender, but if they do so, they give up a very large amount of gold. The prospect of losing out on such a fortune means the enemy charioteers will fight on as long as there is even the slightest chance of victory.

The chariot horses are all extremely well trained – slight movements of the reins sets them off in any given direction. Performing maneuvers with them requires that the characters make Drive rolls, the difficulty of which is left to the GM. Here are some examples actions and the DC a GM might require to perform them:

Come to a full stop (taking two rounds):	DC 20
Cut another chariot off:	DC 23
Go up on one wheel for a round:	DC 30

Jumping through a hoop is difficult to say the least. The characters will have to drive the chariot up the ramp and the horses will need to make a Jump check – one horse makes the Jump check, while the other uses the aid another action. The DC is 20, but the chariot takes a -2 circumstance penalty for each character in the chariot at the time of the jump. Failure is catastrophic and has the following consequences:

- ❑ Each horse must make a DC 20 Fortitude save or die. Success means the horse survives with 1d4 hit points, but has a 75% chance of a disabling injury.
- ❑ The chariot is destroyed.
- ❑ Each character in the chariot is flung 2d6 feet away in a random direction, suffering 4d6 points of bludgeoning damage in the process. A DC 15 Tumble check halves this damage.

Characters who successfully leap through a hoop receive 5 points of temporary Fame and a standing ovation from the crowd, in addition to the bonus gold.

Once all charioteers are defeated or surrender, DJ Outrageous Fortune appears on the AVS, congratulating the characters and thanking all the participants. He also points out that there is an *invisible* treasure chest in the southeast corner by the door.

If the crawlers search the northwest corner of the room, they may find the chest on their own (Search DC 25). The chest becomes visible once it is touched. It is locked (Open Lock DC 25) and trapped (Trap DC 24/25). If the chest is opened before the trap is disarmed, a blast of dust sprays out from tubes on the inside lid, coating everyone within 10 feet. Characters exposed to the dust must make a DC 17 Fortitude save or be stricken with a terrible rotting disease. Affected characters take one point of Con damage immediately, and one per day until the disease is cured. Only magic healing, such as a *remove disease* spell, can cure this terrible affliction.

The door in the southeast corner is locked (Open Lock DC 24) but not trapped.

Treasure: The characters receive 2,000 GP and a +2 *omni superstar weapon*. In addition, each character wins a Morision Bushi 361 Touring Motorcycle (a 15K GP value). Characters who successfully leap through the hoops earn a bonus of 5,000 GP for their team per hoop.

Hobgoblin Charioteers, hobgoblin Ftr4 (6): CR 4; Medium humanoid (goblinoid); HD 4d10+12; hp 41 each; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Attack +4; Grp +7; Atk/Full Atk longsword +8 melee (1d8+3/19-20) or light repeating crossbow +6 ranged (1d8/19-20); SA –; SQ Darkvision 60 ft; AL LE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +8, Drive +6, Jump +7, Listen +4, Move Silently +6, Spot +4; Alertness, Cleave, Exotic Weapon Proficiency (light repeating crossbow), Power Attack, Weapon Focus (longsword).

Possessions: Longsword, light repeating crossbow, 20 bolts, masterwork studded leather, masterwork buckler, 2 daggers, hand axe, flask of alchemist fire, X4 smoke bomb.

Heavy Warhorses (6): CR 2; Large animal; HD 4d8+12; hp 30 each; Init +1; Spd 40 ft. in chainmail barding (50 ft. base speed); AC 19, touch 10, flat-footed 18; Base Attack +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach 10 ft./5 ft. SA –; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +13, Listen +3, Spot +3; Run, Skill Focus (Jump)

Possessions: Chainmail barding.

Area I-I3 Electric Eye Trap

There is a high tech tripwire placed 30 feet into the corridor from the door in Area 1-12 (Trap DC 21/ 31). Specialists successfully searching for traps in this area discover twin rows of tiny moving electric eyes that blanket a one-inch wide cross section of hallway. The lights sweep up and down, covering the corners very well but leaving a gap in the center that grows 3 feet in diameter for a 3 second interval every 12 seconds. If players walk through the path of the beams, or if any object passes through the beams, the two secret doors in this corridor both open and a pack of furious giant weasels charge out - six from alcove A, and six from alcove B. There is a lever in alcove A that shuts down the electric eyes entirely.

Give specialists who discover this trap a Disable Device check (DC 18) to know that this particular type of trap is extremely difficult to disarm without some specialized equipment.

If the players somehow fill the corridor with smoke, they can see the paths of the lasers, time the widening of the gap, and leap through without triggering the trap (Jump check DC 25, Small characters get a +4 circumstance bonus on this roll). Additionally,

characters that can, for any reason, see in the ultraviolet spectrum can see the lasers.

There is no penalty if the players find the secret door leading to alcove A and disarm the trap.

Dire Weasels (12): CR 2; Medium animal; HD 3d8; hp 13 each; Init +4; Spd 40 ft.; AC 20, touch 14, flat-footed 16; Base Attack +2; Grp +4; Atk/Full Atk bite +6 melee (1d6+3); SA Attach, blood drain; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +7, Will +4; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +8, Listen +3, Move Silently +8, Spot +5, Survival +13; Alertness, Stealthy, Weapon Finesse.

SA – Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Active Spell Effect: Mage armor.

Area I-I4 Ka-Blau!

This door is locked (Open Lock DC 24) and trapped (Trap DC 24/26). If the door is unlocked or forced opened before the trap is disarmed, the door, which has been packed with lines of plastic explosives, explodes, dealing 5d6 points of fire damage (Reflex 16 for half damage) to everyone within 20 feet. If the door blows up, the crowd starts to scream and the encounter in Area 1-15 begins, and the dire ape starts rolling barrels down.

Area I-I5 Flaming Monkeys Forever

There is an enormous cheer as the door (opens/ explodes into flame). You see a large crowd in

arena seating all round this room, doubtlessly behind force walls. They seem particularly rowdy. The south wall of this room is a three-tiered ramp. The ramps go east to west with a 5-foot barrier in front of the first ramp. Each tier goes up 20 feet, so that the top tier is 60 feet from the level of the ground. At the extreme end of the top tier is a huge gorilla with a mouth full of sharp teeth. It stands next to a large stack of barrels. As you enter the room the ape hefts one over its head and makes ready to chuck it down at you. The beast's roar is particularly fearsome. There is an AVS scoreboard over the gorilla's head that reads, "Throw the Lever to Trap the Monkey", and as the AVS indicates, there is a huge lever right next to said monkey.

The crowd DC for this room is 13 because it happens to be extremely close to the Wine Pavilion; the fans are tipsy and the mood is jubilant.

A handler is telepathically controlling the dire ape from offstage. It will throw as many barrels down at characters as it possibly can (it has a 24 barrels stacked in a neat pyramid). The barrels are special props – they strike for 1d6+6 points of damage, smashing apart as they hit. In addition, wherever a barrel strikes, a special fire elemental appears -- the elemental takes the form of a small monkey and attacks the closest player. These special fire elementals can attack the round after they appear.

The dire ape can also roll barrels down the ramp – they move at a speed of 60 feet per round. Characters can make a DC 15 Reflex save to avoid rolling barrels, with a failure resulting in 1d6 points of damage and the release of a fire elemental. The ramp has specially curved corners to allow the barrels to bank and continue to roll down until they hit the floor. Once a barrel hits the floor, it breaks open and a fire elemental appears. The malicious, simian-shaped elemental will charge the closest target.

The lever is not easy to move, taking more than a 150 pounds of pull pressure (DC 17



Strength check) to budge. When the lever is pulled down, an air horn sounds and the dire ape surrenders, comically throwing its hands up. The ape's surrender signals the end of the encounter, causing a panel in the wall behind it to open and reveal the characters' treasure inside. The monster can also be destroyed normally, after which the treasure panel opens automatically.

Characters that have had enough can exit the dungeon via a NoGo door in the east wall.

Treasure: The team receives a 2,000 GP note, a ring of force shield and three potions of lesser restoration (CL 3rd). In addition, each member of the team receives a lifetime supply of Desi and Dani's Banana Jungle Crunch Ice Cream.

Advanced Dire Ape: CR 5; Large animal; HD 12d8+27; hp 89; Init +7; Spd 30 ft., climb 15 ft.; AC 20, touch 12, flat-footed 17; Base Attack +9; Grp +19; Atk claw +14 melee (1d6+6) or barrel +11 ranged (1d6+6 plus special);

Full Atk 2 claws +14 melee (1d6+6) and bite +9 melee (1d8+3) or barrel +11 ranged (1d6+6 plus special); Space/Reach 10 ft./ 10 ft.; SA Rend 2d6+9; SQ Low-light vision, scent; AL N; SV Fort +10, Ref +11, Will +5; Str 22, Dex 16, Con 15, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +17, Listen +7, Move Silently +7, Spot +7; Alertness, Exotic Weapon Proficiency (barrel), Improved Initiative, Point Blank Shot, Toughness.

SA – Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.

Active Spell Effect: Mage armor

Small Fire Elemental: CR 1; Small elemental (fire, extraplanar); HD 2d8; hp 9 each; Init +5; Spd 50 ft.; AC 15, touch 12, flat-footed 14; Base Attack +1; Grp -3; Atk/Full Atk slam +3 melee (1d4 plus 1d4 fire); SA Burn; SQ Dark-vision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +0, Ref +4, Will +0; Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +2, Spot +3; Dodge, Improved Initiative, Weapon Finesse.

SA – Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 11 Reflex save or catch on fire. The flame burns for 1d4 rounds.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Area I–I6 Ulysses Challenge

Note that it is not necessary for the PC team to make it to this room to finish the dungeon.

You open the door and see a referee with a Non-Com badge standing immediately before the door. Beyond him you see a brightly lit room contain-

ing a massive AVS scoreboard. In addition to the referee, there is a single figure in a dark-green, hooded cloak standing off towards the north end of the chamber. The figure holds an unstrung longbow.

The referee turns to you and says, "this is an archery challenge – your best archer faces our champion in a contest of skill and nerves. Win and you earn gold and glory. Lose or forfeit this contest and you shall be allowed to complete the rest of the dungeon. Decide whether or not to accept this challenge and choose your champion before you enter."

If the players decide to forfeit, the Referee shuts the door and the contest is over. Every member of the team loses 3 points of Fame from the trashing they take in the media. The ref allows any kind of archer to participate, including someone with a sling, but excluding thrown weapons, spells, or spell effects.

The referee takes the teams chosen player to a painted 3-foot wide circle on the far south wall. The hooded humanoid stands in an identical circle on the far north wall. Read the following once the crawler is in his blue circle.

"Challengers, listen closely. A magical barrier with a small fixed breach is about to be erected between you two. The barrier shall be invisible. The two of you will then commence firing at each other, one arrow at a time. Archers may dodge and evade shots but may not use a shield nor leave the circle. Magical healing constitutes forfeiture. You also may not hide behind illusions – no invisibility, displacement or the like. The contest continues until surrender or death. Team-mates and observers may not interfere. I shall now flip a gold piece – our Champion shall call it in the air. Switchfoot, call the toss." The humanoid flips back its hood – the audience gasps to see a female orc with a spiky camouflage green mohawk and a face full of piercings. She chews gum with an evil sneer. "Tails," she says in twangy English.

Flip a coin – heads the PC team goes first, tails Switchfoot the Orc fires first. The contestants fire single shots at each other, taking turns, until one dies or surrenders. The Ref announces each shot: "Now Switchfoot will fire her shot." The referee wheels each archer

up a cart full of mundane ammunition. Contestants can use the supplied ammunition or their own ammunition. If the PC archer dies or surrenders, the players win nothing at all. Switchfoot will go all out to win this contest but will surrender, if she still can, once she gets below eight hit points.

The two circles are set exactly 60 feet apart. The *force wall* barrier has a star shaped hole that measure 3 feet wide from side to side, which initially provides a +7 cover bonus to AC against missile fire from the opposing archer. Since the archers have no time pressure to return fire, they can easily gauge the parameters of the breach in the *force wall* after a few successful shots - the more successful shots the archer fires, the lower his opponent's cover bonus.

	Opponent's Cover Bonus Reduced from...
1 st successful shot	+7 to +5
2 nd Successful shot	—
3 rd Successful Shot	+5 to +3
4 th Successful Shot	—
5 th and successive successful shots	+3 to +1

If the referee notices the PC team trying to surreptitiously aid their archer, he first delivers a warning, then disqualifies the team for the room (not for the crawl – cheaters still have to go fight the ettin!)

There is a small group of VIPs in NonCom badges that stand just north of the median line between the two players. They cheer the PC team archer and give a polite golf clap after Switchfoot fires. They are all protected with both a *protection from arrows* charm and a NonCom badge. If you need to introduce the players to an agent, a celebrity, an aristocrat, or the like, as a part of some later event or adventure, feel free to place them here.

If Switchfoot surrenders, the referee announces that the PC archer is the winner. The VIPs all come over to congratulate the players and there is a bit of fanfare. DJ Outrageous Fortune, by this time rather intoxicated, appears on the AVS scoreboard and

drinks to the players' success. Supermodel Carol Ponser presents the players with their treasure.

Treasure: The players earn a 2,000 GP note and a *nowhere quiver*. In addition, the archer wins a special prize – a solid gold arrow (or bolt, depending on what he used in the room) mounted on an engraved wall plaque (worth 5,000 gp).

Switchfoot, female orc Rgr6: CR 6; Fame 0, Medium humanoid (orc); HD 6d8+18; hp 54; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16; Base Attack +6; Grp +8; Atk masterwork dagger +9 melee (1d4+2/19-20); or +2 *composite shortbow* [+2 Str] +13 ranged (1d6+2/x3); or +2 *composite shortbow* [+2 Str] +9 ranged (2d6+4/x3); Full Atk masterwork dagger +9/+4 melee (1d4+2/19-20); or +2 *composite shortbow* [+2 Str] +13/+8 ranged (1d6+2/x3); or +2 *composite shortbow* [+2 Str] +11/+11/+6 ranged (1d6+2/x3); or +2 *composite shortbow* [+2 Str] +9 ranged (2d6+4/x3); SA Favored enemy humans +4, favored enemy elves +2; SQ Combat style (archery), darkvision 60 ft., improved combat style (archery), orc traits, wild empathy +7; AL NE; SV Fort +8, Ref +9, Will +4; Str 15, Dex 18, Con 16, Int 8, Wis 14, Cha 9.

Skills and Feats: Handle Animal +8, Hide +12, Knowledge (nature) +8, Move Silently +12, Ride +6, Survival +11 (+13 in aboveground natural environments); Endurance, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite shortbow).

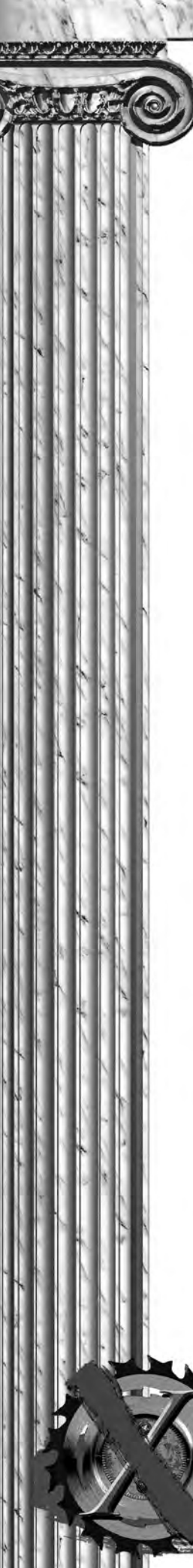
Spell Prepared (2; save DC 12 + spell level): 1st – *longstrider*, *resist energy*. Caster level 3rd.

Possessions: +2 *composite shortbow* [+2 Str], 20 arrows, +1 *chain shirt*, *ring of protection* +1, 2 masterwork daggers, map of Nevada concealed in boot.

Area I-I7

Welcome to the Jungle Gym

The door to this area is locked (DC 22) but not trapped. Once the door is open, read or paraphrase the following:



Deep red globes hanging from chains on the ceiling give this shadowy area a lurid feel. This entire room is filled with a wall-to-wall-to-ceiling jungle gym that make a three dimensional interlocking web in this room. The jungle gym's junctures are evenly spaced 4 feet apart, and there is a grid of supports bolted into the ground (also 4 feet apart in a perfect grid). The ceiling is 40 feet high and covered in a massive AVS. You see DJ Outrageous Fortune looking down at you, as if from the edge of a building. He gives you a toodeloo wave and then seems to tip his glass down to pour on you. The AVS goes red and in the surging light you see four figures hanging on the jungle gym above you.

The figures are all ettercap warriors from the Zura'ah'zura. They attempt to use cover to their best advantage, keeping as much distance as possible between themselves and archers on the ground and isolating climbing targets as best they can. They do not understand that surrender is an option, so they fight to the death.

It is fairly easy to climb up and around in this area – the Climb check DC is 15 and characters may take 10 in any round that they are not directly in melee combat. If a character does fall, he takes an additional 1d6 falling damage per round from striking iron poles as he drops (for a total of 2d6 for each 10 feet fallen). In addition, the bars give a certain amount of cover to everything in the room. The bars give a +1 cover bonus to AC for every 5 feet away the creature is from his attacker. For example, if an archer on the ground shoots at an ettercap 30 feet away, the ettercap has a +6 cover bonus to AC against attacks from that archer. Note that this also provides characters with cover against the ettercap's web attacks.

Once all the ettercaps are defeated, a buzzer sounds and a panel on the north wall opens up, displaying the players' treasure.

The secret door (Search DC 20) in this room is a round porthole with a sliding door set 30 feet from the ground. It is neither locked nor trapped.

Treasure: The team receives a 2,000 GP note, three *potions of neutralize poison* (CL 7th), and a pair of *sneakers of spider climbing*. In addition,

the players all receive a pair of tickets to the Imperial Circus of Wonders (a 100 GP value).

Ettercap Warriors, ettercap War2 (4): CR 5; Medium aberration; HD 5d8+5 plus 2d8+2; hp 54, 50, 47, 38; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16; Base Attack +5; Grp +8; Atk bite +9 melee (1d8+3 plus poison); Full Atk bite +9 melee (1d8+3 plus poison) and 2 claws +6 melee (1d3+1); SA Poison, web; SQ Low-light vision; AL NE; SV Fort +7, Ref +5, Will +5; Str 17, Dex 18, Con 13, Int 6, Wis 13, Cha 8.

Skills and Feats: Climb +13, Craft +4 (trap-making), Hide +10, Listen +3, Spot +7; Great Fortitude, Multiattack, Weapon Focus (bite)

SA – Poison (Ex): Injury, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex.

Web (Ex): An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 14 Escape Artist check or burst the web with a DC 18 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Area I-18 Got a Bad Feeling About This?

There is a concealed pit with a centered pressure point in this corridor (Trap DC 24/22). If this section of floor is crossed without the trap being detected and disarmed, roll 1d6 for each player. On a 5 or a 6 the trap is sprung and everyone in that 10-foot x 10-foot section of corridor falls 20 feet to a floor strewn with rusty car parts (4d6 damage).

Characters making a successful DC 20 Reflex save manage to jump forward or backward to safety (50% chance of either) and avoid the

trap. The trap door above doesn't close, but the hazard of the pit continues: the round the players fall through they must roll initiative against the pit trap (the trap gets an automatic 11). On the first round, the north and south walls of the pit grow foot long spikes, lined up with a bunch of small holes on either side of the pit like gears. On the following round, the north and south walls of the 10-footx10-foot pit start closing in. They completely close in 5 rounds – anyone still in the pit at that time takes 3d6 points of piercing damage and is impaled on the spikes and caught fast (treat as pinned against a Strength of 20), taking damage every round until they die, or are somehow freed. Crawlers can make a desperate Strength check to halt the closing of the walls, but it is extremely difficult (A DC 24 Str check checks the closing of the walls for one round). Characters may prop something up to hold the walls back, but the walls do an automatic 3d6 structural damage per round to the item until it is destroyed, at which time the walls resume closing in. Nimble characters may try climbing up the spikes themselves (Climb DC 18, DC 21 for climbing the regular walls).

The door leading to Area 1-19 is locked (Open Lock DC 25) but not trapped. If the team has animals with it, for whatever reason, they begin to act nervous when they draw close to the door. Characters capable of communicating with animals may ask what the problem is, and the animals all say the area smells unnatural and extremely unpleasant.

Area I-19 Island Hop

The door opens on a large and particularly foul-smelling indoor swamp. Just beyond the door are steep rounded steps that descend into the murky water. The water looks to be about 4 feet deep and muddy. The air is filled with buzzing mosquitoes, and the water is choked with plant debris. The yellow inset lights are swarmed with moths battering themselves against the lenses and throwing odd fluttering shadows all round the room. There are several rocks, which form a possible leaping path from your location at the door to what appears to be a mossy island in the center of

the room. Beyond the island is another possible leaping path of rocks that zigs and zags, eventually making its way to a rounded stair leading to a door in the northwest corner.

You hear the voice of DJ Outrageous Fortune over hidden speakers. "Hiding somewhere in this murk is your challenge and your treasure. Find both to complete this room."

The murky, cold water is uniformly 4 feet deep and foul smelling. Leaping from rock to rock requires a DC 14 Jump check. Players can leap all the way to the "island" using the rocks, although this might have unfortunate consequences because the island is actually a tendriculos lying on its side in wait for the players. As soon as any character makes physical contact with the plant monster, or strikes it with any object, including ropes and 10-foot poles, the creature rises up and attacks. It attempts to swallow a few characters whole, grappling the rest and holding them underwater until they drown.

Once the beast is brought down to zero hit points, the Referee calls the monster out, and it is *teleported* off stage. The characters are then free to find the submerged treasure chest hidden (Search DC 27) under some plant debris in the southeast corner of the room. The chest is locked (Open Lock DC 21) and airtight, but it is not trapped. The players' treasure is inside (except for the wine glasses, which are just announced over the PA system.

Characters with no desire to become lunch for a gigantic, carnivorous plant can opt to take the NoGo door located in the center of the east wall.

Treasure: The players receive 2,000 GP and an arcane scroll in a masterwork ivory case with the following spells (CL 7th): *detect secret doors*, *find traps*, *clairaudience/clairvoyance*. In addition, the players all receive a complete set of elegant wineglasses from Empire Classic (200 GP value).

Tendriculos: CR 6; Huge plant; HD 9d8+54; hp 94; Init -1; Spd 20 ft.; AC 20, touch 7, flat-footed 20; Base Attack +6; Grp +23; Atk bite +13 melee (2d8+9); Full Atk bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4);

Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy.

SA – Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendrill attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos' digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos' interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out.

A Huge tendriculos' interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

SQ – Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body

mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Active Spell Effects: Mage armor.

Area I-20 Gambling is a Gas!

This door is locked (Open Lock DC 24) and trapped (Trap DC 25/ 23). If the door is breached or unlocked before the trap is disarmed, hidden gas jets in the doorframe fill a 30-foot radius centered on the door with a special neurotoxin developed specially for this contest (Terminus Alchemy 441: Pitt Boss).

Creatures must save each round they are in the cloud (Fort Save DC 22). Players who fail take 2d6 points of nonlethal damage, but this is only a side effect of the poison's true effect. Players who fail their saving throws will develop a serious gambling compulsion that will last until the poison is negated or 28 days, whichever comes first. If an affected player encounters a gambling situation (such as walking through any casino, including the one in the lobby of their hotel) or is offered a bet of some sort, he must make a Will save at DC 20 to avoid compulsively making a bet.

After the first round, characters that state they are holding their breath get a +4 on additional saves against the poison.

Once the door is open, the wooden Vikings from area 1-21 charge to the attack.

Area I-21 Hardwood Warpath

Spread out throughout this room is what appear to be a dozen wooden Viking statues. Each one stands 5 feet tall—five and a half including the huge protruding horns—and has what appears to be a repeating hand crossbow in one hand and a battleaxe in the other. They stand completely immobile and ... no, wait. As one, they all point their weapons at you. The entire east north wall is a huge AVS advertisement for international furniture manufacturer Norwegian Teak, an-

GAMBLING IN XCRAWL

First and foremost:

IT IS ILLEGAL FOR XCRAWLERS TO GAMBLE ON CONTESTS
THAT THEY ARE PERSONALLY COMPETING IN.

That being said, it happens all the time. A crawler who wants to wager on the Las Vegas crawl can certainly find action. He just better not get caught.

Xcrawl participants who get caught gambling on events risk losing their Adventurer's Guild status. However, many of the officials of the Guild believe in leniency and second chances – if their bribe is big enough. Suffice to say, crawlers who want to keep adventuring will at the very least be handing over anything they win gambling on themselves, and most likely a great deal more.

You can use this simplified method for gambling in the Las Vegas of Xworld, or you can invent your own.

There are two basic kinds of illegal bets: through an illegal sports book, or a person-to-person wager.

The person-to-person wager is the easiest to manage. The player must simply find an individual willing to give him "action," and the details of the bet are arranged. For example, Brawler Tony Rock gives 1,000 GP to an intermediary, who has an individual lined up willing to bet that Tony gets killed on level two. This is a straight bet – either Tony lives or dies. He makes it to level three and wins, earning 750 GP. The other 250 becomes a finder's fee for his go-between.

The potential for cheating here is tremendous, and will have to be worked out through role-play. Using the above example, the famously sociopathic Tony makes a second bet through his intermediary with the same poor sap. This time it's 10,000 GP if Tony gets the first kill in every room on every level. Tony promises to cut everyone on the team in and they pull their punches until the Brawler whacks the first creature in every room. Tony wins the bet. He divides his 7,500 GP up amongst the survivors and buys a walk-in humidifier for his living room (4,500 GP installed).

Of course, cheaters rarely prosper. Consider the flip side of the above example. Tony's intermediary comes home with his cut of the gold only to find two goons hired by the understandably sore loser, demanding to know how he fixed the bet. The intermediary sings like a canary on its birthday, and now Tony and his whole crew are targets for the Vegas mob.

Going through an illegal sports book is easier and more structured. For simplicity's sake, allow the players to bet on their success on each individual level. The odds change per each level.

Level One: 6/1 Level Two: 4/1 Level Three: 2/1

The odds payout works as follows: at 6/1, a bet of 60 GP wins 10 GP, paying a total of 70 GP. Odds at 4/1 mean a bet of 40 GP wins 10 GP for a total of 50 GP, and so on. The odds can change dramatically depending on the action of the crawl. If the players are winning easily, the illegal sports book may "lock up" and refuse to take any bets at all.

All of the illegal sports bookmakers in Las Vegas are tied in with organized crime, and crossing them is an extremely dangerous business. Cheat the mob and your entire campaign could take on a new direction – the entire team on the run for their lives!

nouncing their new line of classically styled home furnishings called the Heart of Teak Collection. The advertisement stresses unparalleled durability: "It takes the Empire's Finest to nick or scratch our fine finish."

The wooden Vikings are animated objects programmed to attack. Their two weapons are built in and cannot be disarmed, although they may be sundered (each weapon has a hardness of 5, the crossbow has 5 hit points and the axe has 12). They can fire their built-in +3 bane repeating hand crossbows up to one time per round, and each Viking has a store of 5 bolts. Each of the built-in bows is a special bane weapon:

Vikings 1-3	<i>Orc bane</i>
Vikings 4-9	<i>Human bane</i>
Viking 10	<i>Elf bane</i>
Viking 11	<i>Dwarf bane</i>
Viking 12	<i>Gnome bane</i>

The animated Vikings will try to focus their attacks on opponent's appropriate for their particular bane weapon, but choose logical targets if no targets apply (the party has no gnomes, for instance). The animated objects fight to the death.

Treasure: The players earn a 5,000 GP note, three *potions of cure serious wounds* (CL 10th) and the +1/+1 *double-bladed sword* known as the Sinister Minister. In addition, each player wins a Heart of Teak dining room set from Norwegian Teak (a 3,500 GP value).

Viking Animated Statues (12): CR 3; Medium construct; HD 3d10+20; hp 37 each; Init +2; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Attack +2; Grp +5; Atk/Full Atk battleaxe +5 melee (1d8+3/x3) or +3 bane repeating hand crossbow +5 ranged (1d4+3 plus 2d6 bane/19-20); SA –; SQ Construct traits, dark-vision 60 ft, hardness 5, low-light vision; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con –, Int –, Wis 1, Cha 1.

Skills and Feats: None

Area I-22 Break Room

The door to this area is not locked or trapped. A successful Listen check (DC 13) lets the crawlers hear smooth jazz being played inside.

This is obviously a break room. There are comfortable couches, two AVS monitors replaying highlights of your adventures so far, a craft service table filled with sandwiches, fruit and coffee, and rest rooms. A paramedic waves you over to his examining table. Smooth jazz plays from inset wall speakers.

The break room is hazard free, as mandated by law. The PC team can rest, eat, heal, and discuss strategy, as they need. Paramedic Kara Ridge assists any players who have treatable injuries (total Heal check +18, includes modern healers kit). The bathrooms have full facilities, including showers.

Area I-23 Locked Door

This door is locked (Open Lock DC 28) but not trapped. Listening at the door avails nothing – there are a pair of white noise generators flanking the door that make hearing anything impossible. Any Listen check lets the would-be eavesdropper hear a noise like far-off waves crashing.

Area I-24 Arena Finale

This door opens on a huge room. The eastern wall is a gallery, which seems to have all the absolute elite in special, comfortable seating. As you enter they applaud and wave, safe behind their force walls.

There is a massive AVS on the north end of the arena – it shows DJ Outrageous Fortune, smiling. He raises his goblet to you. "Heroes, I salute you! Your efforts prove once more that the North American Empire is the strongest and bravest on this earth. In the name of great Apollo, may your names be listed among the heroes of Olympus forever! Now, one final challenge and this level shall be complete. Will your courage hold? Will your might prevail? Let us now see. Behold the final challenges – prepare yourselves for battle!"

At this, five trap doors in the floor open and out run five very different creatures.

The five trap doors (A-E) let loose the following monsters:

- A** A wraith
- B** A huge gargoyle armed with rocks
- C** A Large monstrous scorpion
- D** An ettin in full armor, carrying two spiked morningstars
- E** A shambling mound

All of these creatures are controlled from offstage except the ettin, who is a hired mercenary. The creature's handlers have been practicing together for weeks and have developed a decent strategic rapport. **The group has a starting Mojo Pool of 8**, and will work together to bring down their opponents.

The gargoyle harasses spellcasters, flying overhead and hurling rocks. The ettin charges the main force of characters, hoping to hold the front line fighters off his team until the rest of his pack can bring their abilities into play. The giant scorpion uses its abilities to appear behind the party, hoping to attack and kill a rogue or spellcaster. The shambler attempts to grapple one dangerous character, holding him fast until someone else from its group can come to its aid and destroy the grappled PC. The wraith will almost certainly be turned in the first round – its job is to keep any PC clerics busy for a round.

A NoGo door in the west wall of the room offers characters a chance to escape the deadly, monstrous menagerie.

The pits close the round after the creatures charge up their ramps, and can only be opened from offstage.

Once the characters defeat all the creatures in the room the scoreboard flashes WIN! WIN! WIN! Fireworks explode overhead, and a band starts playing the Imperial Anthem. DJ Outrageous Fortune himself comes down to congratulate the characters and to give them their treasure.

Two days later the PC team hears the official announcement: they made it to level two! They have just one day to prepare themselves for the next level.

Treasure: The team receives a 2,000 GP note, a *ring of protection +2*, a *robe of useful items* (with the following items: 2/each: masterwork daggers, flaming torches, waterskins; 1/each: a bottle of expensive Champaign, a picnic lunch for eight in a huge basket, a rowboat with oars (four man capacity), a flashlight, a bow saw, a pair of bolt cutters, and a huge battering ram with handholds for 6 characters).

Armored Ettin: CR 6; Large giant; HD 10d8+20; hp 84; Init +3; Spd 30 ft.; AC 20, touch 8, flat-footed 20; Base Attack +7; Grp +17; Atk masterwork morningstar +13 melee (2d6+6); Full Atk masterwork morningstar +13/+8 melee (2d6+6) and masterwork morningstar +13/+8 melee (2d6+6); SA –; SQ Low-light vision, superior two-weapon fighting; AL CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills and Feats: Listen +10, Search +1, Spot +10; Alertness, Improved Initiative, Iron Will, Power Attack.

SQ – Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Possessions: 2 masterwork morningstars, chainmail.

Shambling Mound: CR 6; Large plant; HD 8d8+24; hp 80; Init +0; Spd 20 ft., swim 20 ft.; AC 20, touch 9, flat-footed 20; Base Attack +6; Grp +15; Atk slam +11 melee (2d6+5); Full Atk 2 slams +11 melee (2d6+5); SA Improved grab, constrict 2d6+7; SQ Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, resistance to fire 10; AL N; SV Fort +9, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills and Feats: Hide +3 (+11 in swampy or forested areas), Listen +8, Move Silently +8; Iron Will, Power Attack, Weapon Focus (slam).

SA – Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a shambler must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

SQ – Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

Large Monstrous Scorpion: CR 3; Large vermin; HD 5d8+10; hp 40; Init +0; Spd 50 ft.; AC 16, touch 9, flat-footed 16; Base Attack +3; Grp +11; Atk claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison); SA Constrict 1d6+4, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

SA – Constrict (Ex): A Large monstrous scorpion deals 1d6+4 points of damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a Large monstrous scorpion must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d4 Con, secondary damage 1d4 Con.

Gargoyle: CR 4; Medium monstrous humanoid (earth); HD 4d8+19; hp 45; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16, touch 12, flat-footed 14; Base Attack +4; Grp +6; Atk claw +6 melee (1d4+2) or rock +6 ranged (1d8+2); Full Atk 2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1) or rock +6 ranged (1d8+2); SA –; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +5, Ref +6, Will +4; Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7 (+15 against a background of stone), Listen +4, Spot +4; Multiattack, Toughness.

SQ – Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Possessions: 6 throwing rocks.

Wraith: CR 5; Medium undead (incorporeal); HD 5d12; hp 44 hp; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +2; Grp –; Atk/Full Atk incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

SA – Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

SQ – Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

ENCOUNTER AREA 2: DUNGEON LEVEL TWO

Area 2-1 Green Room

This green room is an entirely different scene than the one at the beginning of level one. Security is heightened and the personnel is much more restricted. There are two referees, a craft service attendant, a security guard, and producer Brekter "Monty" Mountainview. There is a long steam table with hot pasta and bread, as well as coffee, soft drinks, and wine. The entire east wall is a huge AVS, currently playing highlights of the first level of the dungeon. You cringe as you see several members of the competing teams burned by traps, savaged by monsters, crushed by falling debris, and in one particularly gruesome incident, de-boned.

The characters are free to warm up, check their gear, eat, or pray, as they see fit. As per usual, the referees do not answer any questions about what challenges may lay ahead.

At 2:45, Monty arranges the crawlers in front of the AVS.

You see DJ Outrageous Fortune, sitting in a steamy Jacuzzi, surrounded by giggling women who pour him wine while he laughs and flirts. Glancing your way, he seems to notice the camera for the first time. He hesitates but a moment, then leaps out of the tub with a huge splash, drapes himself toga-like with a huge towel and addresses you.

"Ah, is it that time already? You know my doctor recommends that I take a hot spritz for my health at least once a day. Well, well, well... Well! Lets get to the matter at hand, shall we?" He is handed a golden goblet from stage right. "I pour wine to the gods to honor you and all the competitors who spilled blood in this contest. May Bacchus and Apollo, Hera and Aphrodite, swift-footed Hermes and the storm rider, All-father Jupiter himself, find our sacrifices worthy." He exalts the goblet, and then pours its contents out. "Now then, lets us have a big hand for our worthy Heroes, who have successfully negotiated the challenges of level one and move on to the second level! Hail our first team, the <Character Team Name>!" The camera pans the studio audiences,

who rise to their feet and applaud. "Yes, yes. You have done very well, but now you face even greater challenges – and the possibility of even greater rewards!"

"I declare the second round of this contest open. From this moment forward, your lives are forfeit in the service of the Empire. In the name of Ronald I, the Uniter, the Bold Hand of Justice, I beseech you to display your quality this day. Heroes all, let's see what you're made of! The door is ready – go forth and prove yourself Heroes!"

After a final round of applause the screen fades to the Las Vegas Crawl logo. The Referee minding the door gives the characters the thumbs up – they are free to go forward.

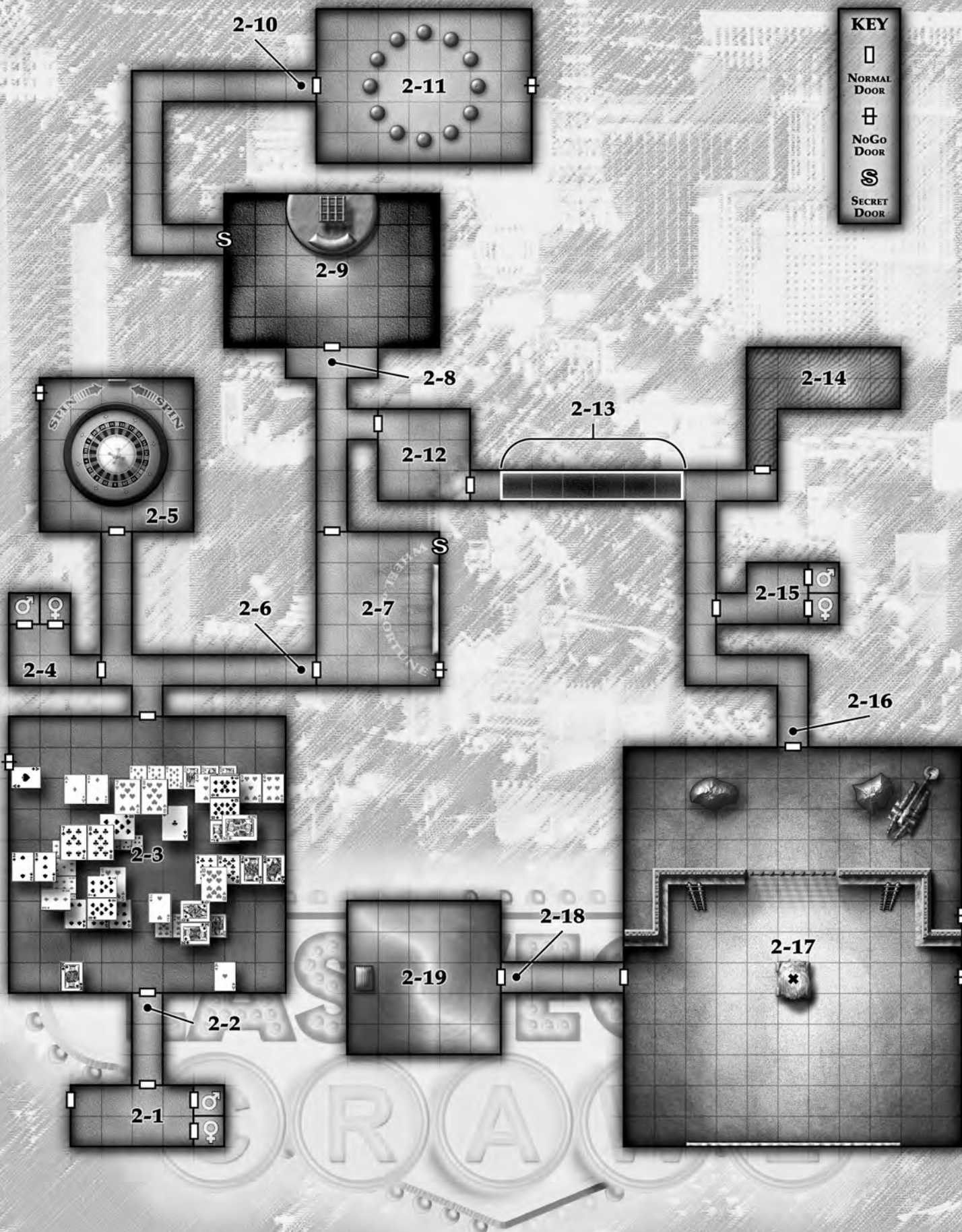
Area 2-2 He Wouldn't Trap The First Door, Would He?

You hear the roar of the crowd from the other side of this door.

This door is locked (Open Lock DC 29) and trapped (Trap DC 29/29). If the door is opened or bashed down before the trap is disarmed, a wall of fire effect causes the door to become a flaming barrier. Characters opening/bashing the door takes 2d4 points of fire damage, as do all within 10 feet. Characters that are 10 feet away from the door but still within 20 feet take 1d4 points of fire damage. Any character that actually passes through the door suffers the trap's full effect, taking 2d6+7 points of fire damage

Area 2-3 House of Cards

This is an arena style room – three sides are stadium seating, and as you enter the crowd gets to its feet and cheers. The room is large, with huge vaulted ceilings almost 90 feet high. The most striking feature of this room is a huge house of cards – the cards are as tall as a man and assembled into a three-tiered structure with wide gaps throughout. On the north wall is a massive AVS



scoreboard, but it does not currently list any of the monsters you will be facing.

The cards are 6 feet high by 3½ feet wide and made of corrugated steel (hardness 15, hit points 28). Hiding within the cards are 8 wererats, a gang that was captured in the Kingdom of Ireland and imported to the NAE for this game. Each wererat has a *potion of invisibility* and a *potion of cure light wounds* that they can use whenever it is most opportune. They will use the cover afforded by the cards as much as possible, hiding and using sneak attack as best they can.

Crawlers frustrated by looking for the wererats may try to topple the corrugated steel cards (Strength Check DC 23 to pry one out of its masonry anchor bolts). Toppling the card onto a wererat (or crawler!) is a full round action that can provoke an attack of opportunity. Being struck with a toppled card does 2d6 points of bludgeoning damage. A toppled card can also be hefted and used as a weapon (minimum Strength 16 to effectively use as a weapon, -4 non-proficiency penalty to hit, damage 2d6 + strength bonus).

Once all the wererats are defeated or have surrendered, a model comes out from the NoGo door on the east wall and presents the characters with the treasure.

Treasure: The characters are awarded 6 springs of wolfsbane (belladonna), a 2,000 GP note, a *helm of underwater action*, three *potions of cure moderate wounds* (CL 6th). In addition, each character receives a free day pass to the Athenian Spa in downtown Las Vegas.

Wererat Rog4 (hybrid form) (6): CR 4; Medium humanoid (human, shapechanger); HD 4d6+8 plus 1d8+3; hp 34, 32, 29, 27, 24, 19; Init +2; Spd 30 ft.; AC 22, touch 16, flat-footed 22; Base Attack +3; Grp +4; Atk masterwork dagger +11 melee (1d4+1/19-20) or dagger +10 ranged (1d4+1/19-20); Full Atk masterwork dagger +9 melee (1d4+1/19-20) and masterwork dagger +9 melee (1d4/19-20) and bite +6 melee (1d6 plus disease); or dagger +10 ranged (1d4+1/19-20); SA Curse of lycanthropy, disease, sneak attack +2d6; SQ Alternate form, damage reduction 10/silver, evasion, low-light vision, rat empathy, trapfinding, trap sense +1, scent, uncanny dodge; AL LE; SV Fort +6, Ref +12, Will +4; Str 13, Dex 22, Con 16, Int 12, Wis 12, Cha 8.

Skills and Feats: Balance +8, Climb +9, Diplomacy +1, Disable Device +8, Gather Information +6, Hide +15, Jump +10, Listen +8, Move Silently +15, Search +8, Sense Motive +8, Spot +8, Survival +1 (+3 following tracks), Swim +9, Tumble +15; Iron Will, Stealthy, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger).

SA – Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

SQ – Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

WOLFSBANE

A character afflicted with lycanthropy can consume a sprig of fresh wolfsbane for a second saving throw against the effect (DC 20 Fortitude, success shakes off the affliction). If a healer administers the herb, use the character's save bonus or the healer's Heal modifier, whichever is higher. Wolfsbane is toxic and can weaken characters (DC 13 fortitude save or 1d6 Str damage, secondary save one minute later Fort DC 13 or an additional 2d6 points Str damage).

Possessions: 2 masterwork daggers, 6 daggers, 1 concealed dagger, masterwork custom easy-off studded leather, urban camouflage adventurer's outfit, potion of cure light wounds (CL 5th), potion of invisibility (CL 3rd).

Area 2-4 Break Room

The door to Area 2-4 is neither locked nor trapped. A successful Listen check (DC 13) lets the listener hear smooth jazz playing inside.

This is a standard break room, with several comfortable looking couches, rest rooms, and a long table set with pasta, salad, cold drinks and coffee. A paramedic is napping on the examination table, snoring loudly with his mouth open.

The break room is a safe area where the PC team can rest and recuperate. Paramedic Eric Flansburgh (total Heal check +17, includes modern healers kit) is happy to help anyone with injuries, just as soon as somebody wakes him up.

Area 2-5 Roulette Room

The door to this area is locked (Open Lock DC 25) but not trapped. Once inside read or paraphrase the following:

The dominating feature of this room is the huge roulette wheel, some 30 feet in diameter. Other than its huge size it looks like any roulette wheel – 36 spaces, seventeen black, seventeen red, and a zero and double zero spot, which are both green. You see one noticeable difference, however. Located on the center upright axle of the roulette wheel are three red steel carabiner hooks attached to the axle with what appears to be steel chains on retractable self-winders. There are a dozen steel hatches set into the 30-foot high ceilings, which appear to open into the room like cabinets. A huge AVS Scoreboard dominates the north wall, and the rest of the walls are covered in advertisements for several local hotel-casinos. The only other remarkable feature is a panel on the north wall, featuring a huge red button with an unlit neon sign reading "SPIN!" You see no monsters or other hazards.

A referee standing just inside the door waves you over. "We are going to play a modified version of

roulette. When I blow my whistle we are going to release monsters into the room. You can choose to simply fight and defeat the monsters but if you do so, the room is worth no treasure. Alternately, one of you can go and hit the spin button. Whoever hits the spin button needs to audibly call out red or black when they do so. A correct result means you win 2,000 gold pieces. An incorrect result means that 2,000 gold pieces are removed from a later encounter. In addition, a green result adds more monsters to the room.

"There is one more special rule to this room – those hooks on the wheel are retractable. When your opponents arrive you will notice red steel loops set into them. If you can manage to hook an opponent, and then spin the wheel, that opponent will be automatically destroyed and you will earn bonus gold. Be careful walking on the roulette wheel. This contest starts in ten seconds by my watch"

The Ref looks down at his wristwatch and lifts the whistle in his other hand.

Once the room begins, four specially created mummies are dropped into the four corners of the room on bungee cords. The mummies can attack in the same round they are deployed, and will do so in the most logical manner. The mummies do indeed have red hooks set into their bodies, apparently holding down strategic parts of their extremely clean wrappings. The hooks on the axles of the roulette wheel are attached to retractable 50-foot lengths of chain with a great deal of pulling power. If a player can hook a mummy's red loop, and then hit the red spin button (marked on the map with an arrow), the unfortunate undead is dragged back to the wheel axle, spun around, and unraveled. This destroys the mummy, leaving nothing but a single long loose bandage and a puffy cloud of dust smelling of cardamom and frankincense. Hooking a mummy is a standard action that requires a hit roll against AC 13. Attempting to hook a mummy provokes an attack of opportunity. **The hook has to be attached before the button is hit to destroy a mummy.**

Walking on the spinning wheel requires a Balance check to keep from falling (check gets easier for each round it spins – DC 23

for the first round, DC 18 for the second, DC 12 for the third. Standing upright and attacking also requires a Balance check – DC 18 the first round, DC 13 the second round, DC 8 the third round. Mummies on the wheel have to make these checks too, and avoid walking on the wheel whenever possible.

Regardless of whether or not a mummy is hooked, hitting the red button causes a steel ball the size of a basketball to drop from the ceiling and roll in the opposite direction that the wheel spins. It rolls around for three rounds (the amount of time it takes the wheel to spin) before settling into a target spot. Each target spot has a special trap door in it, so once a steel ball falls into place, it is gone from the board and out of play.

When the steel ball falls it has a chance to hit all targets in any square adjacent to the axle. On the two following rounds after it enters play, it has a chance to hit any target in a square adjacent to the hub. Players interfering with the ball so it cannot fall normally, automatically lose 2,000 gold pieces (being struck with the ball does not count as interference, but levitating it off the wheel or using gust of wind to affect its progress, does). The ball strikes with +8 bonus to hit and deals 2d6 bludgeoning damage per strike.

For every spin, the spinner must call out Black or Red – it's basically their bet. For each roll of the wheel, roll 5d8 and subtract 4 for the final result. The possible results are as follows:

Roll	Result	Special Result
1–17	Red	—
18	Green (0)	Add 1 mummy
19	Green (00)	Add 2 mummies
20–36	Black	—

If the spinner calls the result that falls (i.e. calls red and gets a red result), he wins the



2,000 gold pieces – the scoreboard keeps a running tally. If the spinner calls the wrong result, the team loses 2,000 gold pieces from an upcoming encounter. If a player manages to hook and unravel a mummy, he earns a bonus 2,000 gold pieces (or offsets his previous debt). If a player spins the wheel and refuses or forgets to call red or black, he automatically loses 2,000 gold pieces from an upcoming encounter but may still destroy a hooked mummy and earn that bonus.

The PC team can keep rolling until all the mummies on the floor are *turned*, destroyed, or otherwise disabled. Each player who spins the wheel gains a bonus point of Fame and two points if the roll results in spinning a mummy to death. If no one in the party dares make a roll, the crowd boos a bit to show their disappointment – assign a -2 Fame penalty to everyone on the team.

The scoreboard flashes the players' winnings or losses. Winnings are dispensed by the Ref on the way out; losses are deducted from the players' succeeding treasures, until the

house is paid off. Characters with no interest in mummy roulette can escape this room via the NoGo door in the west wall.

Mummies (4): CR 5; Medium undead; HD 8d12+3; hp 55 each; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Attack +4; Grp +11; Atk/Full Atk slam +11 melee (1d6+10 plus mummy rot); SA Despair, mummy rot; SQ Damage reduction 5/—, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness.

SA – Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Mummy Rot (Su): Supernatural disease – slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha.

Area 2–6

Disappearing Door

This door is locked (Open Lock DC 26) and trapped (Trap DC 25/28). Any attempt to unlock the door before the trap is disarmed, springs the trap – a slot opens under the door, and then tiny shaped explosive charges blow the hinges off. The door falls into the slot in the floor and is gone, leaving the would-be lock-picker out front and right in the path of the room's denizens.

Area 2–7 Spin the Wheel

Once the door is opened or disappears the PC team sees the following:

You see four creatures here, two-legged monsters with blunt, frilled heads, powerful legs, no arms, eyes set on the sides of their heads, and a wide maw full of sharp teeth. Behind them is a wall-sized AVS with the flashing logo: WHEEL OF FORTUNE.

The creatures are aangervarks, a monster specially bred for Xcrawl. They will fight to the death; although it is likely that one of them will try to play dead and lure a character close enough for a surprise kick.

Once the creatures are slain, a section of the east wall opens and out rolls a huge Wheel of Fortune game. Instead of numbers, it has symbols all along its outer rim. Leaning over it is a dapper man in a checkered sports jacket with a NonCom badge.

“Hey, this is Milford Bloom, and I’m here to tell you – your treasure is on the line! It’s time for the Wheel of Fortune. Okay, here’s how we play. You can either take the normal treasure we were going to award you for your stunning victory over the aangervarks or ... OR ... you can spin the wheel and leave it in the hands of Fortuna on high. Now don’t make a mistake here – because some of these outcomes are, well ... not so good, and you could lose your treasure altogether. But ... BUT ... if Fortuna smiles upon you, then you will walk out of this room with riches beyond anything you have received in this crawl so far. So talk amongst yourselves, make a decision – will you walk away, satisfied with your treasure ... or ... OR ... do you spin the Wheel of Fortune?”

The characters can decline to spin and just take the standard treasure. If they do decide to spin, allow them to choose a party member to spin the wheel (in this case, rolling a d20). Merciful GM’s may give characters the option to add Mojo Pool points to this roll (GM’s option).

Result Reward

1	Double Whammy! Six more aangervarks
2	Whammy! Four more aangervarks
3-5	The characters receive nothing.
6-11	The characters receive ½ of the gold they would normally get
12-14	The characters receive their normal treasure
15	The characters receive an extra 5K GP

- 16 The characters receive an extra 10K GP
- 17 The characters receive an extra magic item
- 18 The characters receive an extra 5K GP and the extra magic item
- 19 The characters receive an extra 10K GP and the extra magic item
- 20 Jackpot! An extra 50K GP and the extra magic item.

Once the wheel is spun, Bloom congratulates or consoles the characters and then heads back through his panel. If the result is a one or two, the aangervarks rush in through the secret door and attack. Bloom activates his NonCom badge and teleports back stage until the fight is over; in this case the characters still get their normal treasure. These new aangervarks have the same statistics as the first four. After the battle, Bloom returns, making an effort to compose himself, and awards the treasure.

When the room is over, Milford Bloom takes up his mic again and announces, "Ladies and gentlemen, aangervarks are sterile and can only be bred by magic... unlike your beloved pets. Please, for the sake of the empire, remember to have your pets spayed or neutered."

The secret door and the panel that hides the Wheel of Fortune can be detected normally by a party if they search, but the doors can not be opened from the inside of area 2-5.

This room contains a NoGo door on the east wall.

Treasure: The characters receive a 2,000 GP note, two pairs of *gauntlets of Dexterity* +2 and a *potion of displacement* (CL 5th). In addition, all characters receive a Vesuvius 351 Outdoor Gas Grill.

Extra Magic Item: A pair of *boots of speed*

Aangervarks (6): CR 4; Medium magical beast; HD 5d10+20; hp 54 each; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 23; Base Attack +5; Grp +9; Atk/Full Atk Bite +10 melee (1d10+4) or kick +9 melee (1d6+4); SA Prone

attack, sneak attack +1d6; SQ Darkvision 60 ft., imperfect life form, low-light vision, play dead, scent; AL NE; SV Fort +8, Ref +7, Will +2; Str 18, Dex 17, Con 18, Int 7, Wis 13, Cha 8.

Skills and Feats: Bluff +6 (+10 when playing dead), Jump +16, Listen +3, Spot +3; Endurance, Improved Trip, Weapon Focus (bite).

SA – Prone Attack (Ex): Aangervarks can attack while prone without penalty and gain a +2 bonus to hit and damage when using a kick from this position.

Sneak Attack (Ex): An aangervark can make a sneak attack like a rogue, dealing an extra 1d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the aangervark is flanking.

SQ – Play Dead (Ex): Aangervarks have an atypical defense mechanism – they play possum during a fight to draw foes into a vulnerable position. So effective is this tactic that an aangervark can take 10 on its Bluff check when playing dead (typical result is 20). Aangervarks have an uncanny instinct for using this ability effectively, and will often pretend to die after being struck a few times in melee or when caught in an area effect spell.

Imperfect Life Form (Ex): Aangervarks are asexual and sterile, unable to breed without magical assistance. Their immune systems are abysmal, and they are prone to chronic illness (-4 on all saves versus disease and disease effects). Their typical lifespan is six years.

Area 2-8 Claxon Crawlers

This door to the hallway is locked (Open Lock DC 30), although it opens automatically from the Area 2-9 side of the door. The door is also warded with a magical trigger trap. (Trap DC 29/29). If the lock is unlocked or the door is forced open before the trap is disarmed, a siren goes off, alerting the denizen of the room that intruders are coming. Thusly alerted, Nural sends the shadow wolves through the wall to attack, charging in behind them.

Area 2-9 Save the Maiden

The door opens and you hear the eerie sound of a discordant pipe organ. This room is dimly lit by several coal braziers attached to the 40-foot high ceiling by swinging chains. In the center of the room is what appears to be an armored pulpit, raised some 8 feet off the ground. Standing behind it is a humanoid in black plate mail, a huge mace in his hand. Behind the pulpit there is a large round cage dangling from the ceiling on barbed chains – inside is a voluptuous young woman in a skimpy slave outfit. She overacts at being frightened, melodramatically beseeching you to rescue her. Around the floor you see five wolves – or are they wolves at all? When they move they are more like flickering shadows than creatures of flesh and blood. The cleric must be remote miked because as he speaks, his voice booms from out of nowhere: “Bow before me and repent your faith to the powers of Olympus, and I shall deign to let you live. Disobey and you become a sacrifice – along with this pretty here...”

The evil cleric is Seth Nural, a disciple of dark forces who has volunteered to participate in the Vegas Crawl gratis. He has come to believe that it is his destiny to die here in Vegas, whereupon he shall be granted power and prestige in the afterlife by the dark forces he worships. Whether or not this is true, he plans to die during tonight's competition, taking as many characters as with him as possible. His insulting of the Olympic pantheon should be enough to enrage piety-minded crawlers.

The pulpit grants the cleric cover (+4 to AC, +2 to Reflex saves) while he remains there. Seth commands his wolves to attack, then casts *obscuring mist*, followed by either a *summon monster* or *spiritual weapon*.

Once Seth and his undead wolves are destroyed, the supermodel in the cage is lowered from the ceiling and released. She is an up-and-coming model who took an overabundance of muscle-relaxers before today's contest began. As a result, the characters might find her a bit out of it.

There is a hidden door on the west wall. It can be located with a DC 26 Search check.

Treasure: The team receives a 2,000 GP note, a cloak of elvenkind, and four potions of cure disease (CL 7th). In addition, a 10,000 GP donation to the Las Vegas temple of Jupiter is given in the characters' names.

The Sinister Seth Nural, male human

Clr8: CR 8; Fame 18; Medium humanoid (human); HD 8d8+16; hp 67; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Attack +6; Grp +9; Atk +2 *heavy mace* +12 melee (1d8+5); Full Atk +2 *heavy mace* +12/+7 melee (1d8+5); SA Command undead 6/day (+5, 2d6+11), death touch 1/day (8d6), spontaneous casting (*inflict spells*); SQ –; AL LE; SV Fort +8, Ref +4, Will +12; Str 17, Dex 10, Con 15, Int 13, Wis 18, Cha 17.

Skills and Feats: Concentration +13, Knowledge (religion) +12, Knowledge (the planes) +12, Spellcraft +12, Survival +4 (+6 on other planes); Combat Casting, Iron Will, Lightning Reflexes, Weapon Focus (*heavy mace*).

Spells Prepared (6/5+1/4+1/4+1/3+1; save DC 14 + spell level; Domains: Death, Evil): 0 – *cure minor wounds, detect magic, light, read magic, resistance, virtue*; 1st – *divine favor, doom, endure elements, magic weapon, obscuring mist, protection from good**; 2nd – *aid, darkness, death knell*, shatter, spiritual weapon*; 3rd – *animate dead*, blindness/deafness, contagion, summon monster III, wind wall*; 4th – *giant vermin, poison, summon monster IV*.

*Indicates domain spell.

Possessions: +2 *heavy mace*, masterwork full plate, masterwork heavy steel shield, silver holy symbol.

Shadow Wolves (5): CR 3; Medium undead (incorporeal); HD 4d12; hp 37 each; Init +6; Spd fly 50 ft. (good); AC 13, touch 13, flat-footed 11; Base Attack +2; Grp –; Atk/Full Atk incorporeal bite +4 melee (1d6 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +5; Str –, Dex 15, Con –, Int 4, Wis 12, Cha 13.

Skills and Feats: Hide +6*, Listen +6, Search +2, Spot +6; Alertness, Improved Initiative.

* A shadow wolf gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

SA – Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow wolf becomes a shadow under the control of its killer within 1d4 rounds.

Strength Damage (Su): The touch of a shadow wolf deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow wolf dies. This is a negative energy effect.

Area 2-I0

Nothing Below the Belt

A female referee stands outside the door. She speaks as you approach. "Congratulations for discovering the hidden door. This room shall be the place of the Aristeia, a one-on-one combat between your best fighter and our champion. Decide who is going to fight – once your decision has been made you cannot change it. Within this room are a ring and a single warrior. Only your chosen fighter can enter the ring. You can help your fighter prepare now by mundane or arcane means, as you see fit, but once you are inside, no one can help your fighter. If we catch you surreptitiously helping your champion, this match is forfeit. The fight continues until one warrior surrenders or can no longer carry on. Leaving the ring constitutes surrender. DJ Outrageous Fortune wants you to know that this room is optional. Make your decisions now, and tell me what you choose."

The PC team must decide whether or not to send in a champion, and if so, who. Once the players decide, they can aid and buff their fighter, but if the Ref catches anyone trying to aid once the door is open, he warns the character. If a character persists in trying to gain entry, he will be disqualified.

Area 2-II The Aristeia

You open the door and a great cheer goes up. You see a small crowd in stadium seating all around the room. The room is decorated like a miniature coliseum straight out of antiquity. The floor has

the appearance of dusty stone, and there is a floating 3-sided AVS scoreboard slowly revolving around the room. It displays all of your chosen champion's recent statistics. In the center of the rooms is a ring of red stones. Standing inside is a very tall humanoid in brilliant, highly polished bronze armor. When the spotlights strike the bronze-clad warrior, it's like looking into the sun. In silhouette you see that he carries a sword and spear and wears a towering boar bristle helmet. The announcer calls, "Champion, to the ring."

The Crowd DC of this room is 13. The Level 2 Wine and Cheese Pavilion is situated just outside the doors to this arena, and the small crowd of elite aristocrats are pumped to be here, full of wine and screaming for blood.

Outrageous Fortune's champion is Walter Rhodes, AKA the Taurian, an Xcrawl veteran who has taken up prize fighting to keep up his classic underground record collection. A Knowledge (Xcrawl) roll lets the players know who he is, or they can roll against his 29 Fame. He surrenders if he is brought below 10 hit points. In addition, if Rhodes is in danger of dying or suspects that his opponent won't honor surrender, he has a special Panic Badge. To use this device all he has to do is strike it or say the word *Panic!* and he is instantly *teleported* to the back stage emergency room.

ADJUST THIS ENCOUNTER!

This battle should be difficult – not impossible yet not a cakewalk. If you feel that your fighter is going to get shellacked, remove some of the Taurian's hit points, trade a few combat feats for other, less relevant, feats, or reduce his magical protection. In short, make him a fair opponent. Likewise, if he is too weak and in danger of offering a one-sided combat, enhance his level, abilities, or equipment, as you see fit.

The fight doesn't begin until both parties step into the ring. The Taurian may use his Intimidate skill against his opponent, hoping to taunt him into being overly fearful, or even trick him into surrendering.

If the PC champion wins, he receives 3 points of temporary Fame, and he and his teammates share in the prize. If he loses or is killed, the Taurian takes the prize home and the PC champion loses 3 points of Fame.

This room has a NoGo door on the east wall.

Treasure: The party receives a 2,000 GP note. In addition, the PC champion gets a special prize: the +2 *keen spear* known as The Cretan Terror, the same weapon used by the Taurian himself.

The Taurian, male human Ftr10: CR 10; Fame 29; Medium humanoid (human); HD 10d10+30; hp 94; Init +7; Spd 20 ft.; AC 20, touch 13, flat-footed 20; Base Attack +10; Grp +15; Atk +2 *keen spear* +18 melee (1d8+11/19-20 x3) or +1 *wounding short sword* +16 melee (1d6+6 plus wounding/19-20); Full Atk +2 *keen spear* +18/+13 melee (1d8+11/19-20 x3) or +1 *wounding short sword* +16/+11 melee (1d6+6 plus wounding/19-20); SA –; SQ –; AL NG; SV Fort +10, Ref +8, Will +6; Str 20, Dex 16, Con 16, Int 13, Wis 12, Cha 14.

Skills and Feats: Climb +12, Drive +13, Intimidate +14, Jump +12, Swim +9; Cleave, Combat Expertise, Improved Critical (spear), Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (spear), Weapon Specialization (spear).

Possessions: The Cretan Terror (+2 *keen spear*), Broadway Max (+1 *wounding short sword*), 2 masterwork daggers, +2 bronze breastplate, 2 potions of cure serious wounds (CL 9th).

Area 2-I2 Slime to Die

This small chamber is empty except for wall-sized advertisements for Axis Alchemical cleaning supplies on the north and south walls. There is a door leading out on the east wall.

Pooled on the floor in front of the east door is an extra large gray ooze (Spot check DC 23

to notice it). The ooze has been treated with a non-toxic chemical akin to food coloring, which makes it even harder to spot against the simulated stone floor than usual.

The door on the east wall is locked (Open Lock DC 27) but not trapped. There is no treasure awarded for this room.

Advanced Gray Ooze: CR 6; Large ooze; HD 9d10+63; hp 113; Init -5; Spd 10 ft.; AC 4, touch 4, flat-footed 4; Base Attack +6; Grp +15; Atk/Full Atk slam +10 melee (1d8+5 plus 1d8 acid); Space/Reach 10 ft./10 ft.; SA Acid, constrict 1d8+5 plus 1d8 acid, improved grab; SQ Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent; AL N; SV Fort +10, Ref -2, Will -2; Str 20, Dex 1, Con 25, Int –, Wis 1, Cha 1.

Skills and Feats: None.

SA – Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 21 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

SQ – Transparent (Ex): This gray ooze has been treated with chemicals and dyes that make it harder to spot. It takes a DC 23 Spot check to notice this particular gray ooze. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Area 2-I3

Wall To Wall Bruises

There is a nearly transparent tripwire in the middle of this hallway. If the PC team is not actively looking for traps, they will never see it (Trap DC 24/ 20). If the crawlers walk through this section of wall before they discover the trap, they trigger a unique magical elemental effect. Once the trap is triggered, the stone wall sections marked on the map as "Trap Effect Area" grow pseudopod-like arms of stone, which flail out and try to strike any target in their square. Every round that a player is in the trap area shown on the map he or she is attacked by 1d3-1 stone fists. The fists strike with a +9 to hit and deal 1d4+5 points of bludgeoning damage per strike. The fists get one surprise round against any team members in their area, and then must roll initiative against the PC team (Init +0). The players can strike at the arms if they wish, but the wall simply absorbs any arm struck and regrows new ones. A successful Tumble check (DC 21) allows a nimble character to travel 10 feet through the trapped area without being subject to any stone fist attacks.

The door to area 2-14 is locked (Open Lock DC 27) but not trapped. Players who listen hear loud heavy metal music playing from the other side.

Area 2-I4 Feel the Noise

Your ears are assaulted by painfully loud death metal as you open this door. You see a short passageway that turns right into a chamber.

The noise is a distraction from the destrachan, which waits around the corner. The vile creature has adjusted its complex, three-section ears so that it can perfectly hear the opening of the door and the approach of the characters. Once players round the corner, they can see that the source of the noise is three big receiver/speaker units. Destroying them quiets the room instantly (hardness 3, 12 points of damage to disable). The music is so loud that everyone here is rendered partially deaf. Spellcasters have a 10% chance of spell failure while the music plays. Bardic

music is essentially impossible until the music is stopped.

As soon as the team rounds the corner, the destrachan uses its stunning screech against the players, then charges to the attack. If it can maneuver past the characters without taking too many attacks of opportunity, the destrachan will try to run into the hall and bottleneck the PC team into a narrow corridor. It will then use its destructive harmonics to batter them into submission. The destrachan is a thoroughly evil beast who would much rather escape and find some quiet neighborhood to terrorize than fight specialist adventurers on TV. If it has the opportunity, it might bolt past the characters into the dungeon, leading the PC team on a merry chase as it tries to find a NoGo door and get backstage. Outrageous Fortune's chief monster wrangler suspects something like this from the treacherous creature, so he has specially outfitted guards to take the destrachan down if it attempts to escape. If the creature escapes, the room is considered forfeit and no treasure is awarded.

Once the beast is slain, a panel in the east wall opens, revealing the treasure.

Treasure: The players win a 2,000 GP note, three *potions of cure serious wounds* (CL 11th) and a suit of +2 *omni armor*. In addition, each character wins six tickets to the upcoming Titans of Rock 3-day outdoor rock festival. The tickets include back stage passes (package value 4,000 GP).

Destrachan: CR 8; Large aberration; HD 8d8+24; hp 80; Init +5; Spd 30 ft.; AC 18, touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk claw +9 melee (1d6+4); Full Atk 2 claws +9 melee (1d6+4); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes.

SA – Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any

creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets.

- ▣ *Flesh*: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).
- ▣ *Nerves*: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).
- ▣ *Material*: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

SQ – Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Area 2-I5 Break Room

The door to this room is unlocked. Players listening to the door hear smooth jazz playing.

This is another comfortable break room. The room contains a paramedic standing by an examining table, an attendant working a hot food bar, and comfortable couches and rest rooms.

This is the final break room for this level. The players are free to spend their time as they see fit.

Area 2-I6 Intro to the Outro

You see a huge pair of double doors. The closer you get to them the louder the roar of the crowd gets. You guess you are outside the main arena for this level. A referee stands outside, and as you approach, he motions for you to wait. Once you stop, a previously invisible AVS appears on the east wall of the corridor. You see Outrageous Fortune in front of a live arena crowd. As he speaks on the monitor you also hear his words reverberating from speakers in the next room. "Ladies and gentlemen – fellow Americans – let us show our gratitude to the Gods of Olympus for granting us such a display of heroism this day!" The crowd responds with a huge cheer. "Let us show our gratitude to the Emperor for making all of this possible!" Another huge cheer shakes the walls. "And now let us show our gratitude for the <Player Team Name> for their courage and efforts!" The final cheer is huge and sustained. "Now do we look back into the hallowed past to find inspiration for tonight's contest. Tonight we commemorate the battle for mighty Troy, where the rage of Achilles grew and took flower in the blood-soaked soil of the plains of Ilium. Ladies and gentlemen, I give you . . . the Achaeans!" You now see an image of yourselves, standing in the hallway. The DJ continues. "Once they pass through the door, the contest begins. Achaeans, there is neither trap nor lock on the doors before you. Come forward, take the town, and then defend it against what may come. In the name of mighty Apollo – BEGIN!"

These doors are not locked or trapped.

Area 2-I7 The Ill in Ilium

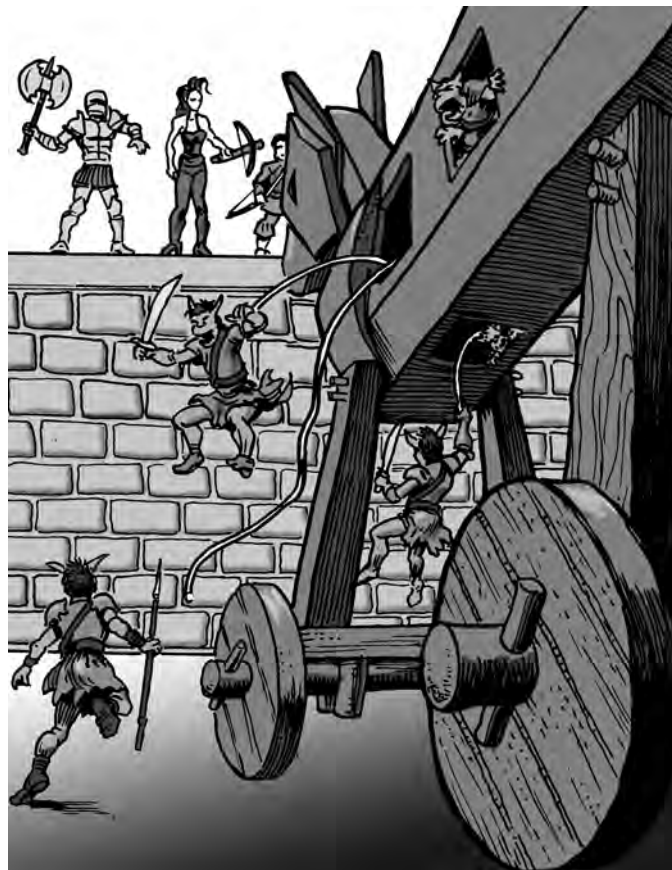
There is a massive roar from the crowd as the doors open into the arena. Perhaps ten thousand people stand as one and cheer as you enter. Even through the force walls you can hear their cries clearly. You stand in front of a small, walled keep set on a plain of AstroTurf. The walls of the fortress are 20 feet high and include a massive gate and portcullis. Several humanoids wearing the bronze breastplate of the Classical Era stand behind crenellations in the walls – they bellow and brandish long spears. To the right and left of

your position you see a number of 12-foot high boulders – they would make good cover against anyone launching missiles from the wall. In the far corner, to your right, you see what appears to be a set trebuchet, held cocked by a length of straining rope. There is no missile in its basket, nor any other projectiles in sight.

The humanoid manning the 20-foot high walls are goblin warriors. They are trained warriors, but are no match for the PC team by design. They will throw their spears until their ammunition is exhausted. The walls give the goblins a +4 cover bonus to AC as long as they man them. Each one stands on the battlement ledge (only 5-foot wide with no railing to protect the goblins from falling inside the keep) and defends it as long as possible. There are dozens of spears leaning on the insides of the walls, and each defender has 12 spears within reach.

The rough simulated stone wall is fairly easy to scale (Climb DC 18), but is more difficult to breach (hardness 8, 60 hp damage to create a 3-foot by 3-foot breach in the wall). The trebuchet is bolted down and set to hit a pre-determined spot behind the walls. If a PC climbs into the basket and another cuts the rope (Hardness 0, 2 HP), then the player-turned-missile sails over the wall and lands in the spot marked X on the map – where an *invisible* hay wagon has been conveniently placed to break his fall. The bold player that takes the trebuchet ride must make a Jump check (DC 18) to avoid damage; failure means he suffers 3d6 points of falling damage. Either way he lands prone. The trebuchet cannot be aimed anywhere else.

The trebuchet can throw up to 325 pounds and hit the target; so multiple crawlers could theoretically be flung at the same time. However, if two or more crawler's combined weight exceeds the 325-pound limit, they barely make it over the wall and land in the dirt of the courtyard (6d6 damage). If an insane weight is put in the basket (600+



pounds), all objects hurled hit the wall for 7d6 damage and slide off to the jeers of the crowd (-3 Fame to all who hit the wall).

The gate is locked with an oversized pad lock (Open Lock DC 21), which is not trapped. The chain holding the gate can be broken with a mighty feat of strength (DC 23 Strength check to break the chain holding the gate). There are two NoGo doors in this room, both on the east wall (one outside the fortress, one inside).

The wall defenders surrender as soon as the compound is breached. Then the real contest begins. Read the following to your players when the initial combat ends:

You hear the blat of an air horn. A huge cheer from the crowd goes up as the scoreboard changes, displaying your pictures and the flashing words "Siege Victorious!" Then it changes again, reading, "Defend the Keep!"

The back wall of the arena is one huge gate, and it recedes into the floor as you look on. In the darkness beyond the gate, you see a huge horse

made of wood, perhaps 25 feet high, with huge steel-rimmed wheels set on a wide platform. It rolls towards you, and from its interior you hear the battle cry of many warriors.

Any remaining goblins are led off through one of the NoGo doors (located on the east wall, one outside the keep, and one inside the keep). Outrageous Fortune wanted to give his audience a great deal of destruction, so the horse has been programmed to smash a lot of stuff before it starts going after players. The Trojan Horse rolls out into the middle of the keep, deploys half the bugbears it carries down ropes, then rolls off to destroy the wall. It smashes the wall until the stone gives way, then makes a U-turn, crushes the trebuchet (hardness 8, 24 hit points to disable, 48 hit points to destroy utterly), turns again, and then attempts to breach the wall from the front. If all the bugbears on the ground are killed, the Trojan Horse backs up through the gate, unloads any remaining bugbears, and attacks the players.

It takes the bugbears one round to leave the Trojan Horse by rope – they can reach the ground as a move action and use the rest of their action in whatever way best suits the combat. They charge to the attack as their feet touch the ground.

Once all the bugbears are dead, the contest is over and the AVS flashes, “VICTORY! VICTORY! VICTORY!” The force walls are dropped, and the crowd showers the victors with roses and silver coins (a symbol of good luck).

Once the battle is over, DJ Outrageous Fortune appears on the huge overhead AVS:

“Congratulations on your brilliant victory! Now then, see that door on the West wall? It leads to my vault, your treasure, and the end of this level! Good luck!”

The door leading to area 2-18 is locked (Open Lock DC 24) but not trapped.

Goblin Warriors, goblin War3 (12): CR 1; Small humanoid (goblinoid); HD 3d8+6; hp 20 each; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Attack +3; Grp -1; Atk/Full Atk spear +4 melee (1d6/x3) or spear +5 ranged (1d6/x3); SA –; SQ Darkvi-

sion 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Climb +4, Hide +3, Jump +4, Move Silently +3, Ride +5; Point Blank Shot, Toughness.

Possessions: Spear (up to 12), 2 daggers, chain shirt.

Bugbear Barbarians, bugbear Bbn2 (8): CR 4; Medium humanoid (goblinoid); HD 3d8+6 plus 2d12+4; hp 37 each; Init +3; Spd 30 ft.; AC 22, touch 13, flat-footed 22; Base Attack +4; Grp +9; Atk/Full Atk masterwork longsword +11 melee (1d8+5/19-20) or masterwork dagger +8 ranged (1d4+5/19-20); SA Rage 1/day; SQ Darkvision 60 ft., fast movement, illiteracy, scent, uncanny dodge; AL NE; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +4, Listen +5, Move Silently +4, Spot +3, Survival +5; Iron Will, Weapon Focus (longsword).

SA – Rage (Ex): Once per day, a bugbear barbarian can enter a state of fierce rage that last for 7 rounds. The following changes are in effect as long as he rage: AC 21 (touch 11, flat-footed 21); hp 47; Atk /Full Atk masterwork longsword +13 melee (1d8+7/19-20) or masterwork dagger +8 ranged (1d4+7/19-20); SV Fort +8, Will +6; Str 24, Con 19; Climb +8. At the end of his rage, the bugbear barbarian is fatigued for the duration of the encounter.

Possessions: Masterwork longsword, 2 masterwork daggers, masterwork breastplate, masterwork light steel shield.

Trojan Horse: CR 11; Gargantuan construct; HD 15d10+60; hp 143; Init +2; Spd 20 ft. (can’t run); AC 20, touch 8, flat-footed 20; Base Attack +11; Grp +34; Atk Slam +18 melee (3d6+11/19-20) or bite +18 melee (2d6+11); Full Atk Slam +18 melee (3d6+11/19-20) and bite +16 melee (2d6+5); Space/Reach 20 ft./15 ft.; SA Ram, trample 3d6+16; SQ Awkward, climber trap, construct traits, damage reduction 10/adamantine, darkvision 60 ft., low-light vision, magic immunity, stability; AL N; SV Fort +5, Ref +7, Will +4; Str 32, Dex 14, Con –, Int 5, Wis 16, Cha 10.

Skills and Feats: Search +15, Spot +15; Alertness, Improved Bull Rush, Power Attack, Improved Critical (slam), Iron Will, Multiattack.

SA – Ram (Ex): The Trojan Horse is designed to smash stationary targets. It ignores half the hardness rating on objects when using its slam attack in conjunction with a charge.

Trample (Ex): Reflex DC 28 half. The save DC is Strength-based.

SQ – Awkward: The Trojan Horse is a tough opponent in its element, but its size and restricted movement keep it from operating effectively in all terrains. Its limited flexibility prohibits it from entering a passageway of less than 35 feet in height and 20 feet wide, and it may not make a turn greater than 45°. Its lack of flexibility also prohibits it from ever receiving an attack of opportunity, no matter what the circumstances.

Climber Trap (Ex): The Trojan Horse has a built-in trap to discourage opponents from climbing its exterior. Its “crown” (the very peak of its narrow head) has a false spring-loaded top. Medium or smaller size creatures can climb or stand on its head, but as a move action, the Trojan Horse can activate a spring-loaded platform that launches an intruder off in a random direction. A creature flung in this manner travels 1d6x10 feet away and takes 1d6 points of falling damage for each 10 feet traveled. The Trojan Horse can reset this trap as a free action.

Spell Immunity (Su): A Trojan Horse is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Any spell dealing fire damage to a Trojan Horse causes it to burst into flames. These magical flames do no damage to the construct, but give all of its attacks the *flaming* special quality, inflicting an additional 2d6 points of fire damage on a successful hit. The flames persist for 1 round per level of the spell.

A *mending* spell heals 1d4 points per caster level to a damaged Trojan Horse. A knock spell forces one of its three hatches to open and remain open for 1d3 rounds.

A *quench* spell cast upon it while it is covered in magical fire automatically puts the flames out.

Repel wood and *sympathetic vibration* affect it normally.

Stability (Ex): Trojan Horses are built to be exceptionally stable and receive a +8 bonus on opposed rolls made to resist being bull rushed or tripped.

Area 2-I8 Vault Door

The door at the end of this hallway is a massive, round vault door. It has triple locks and opens with a spin bar mechanism

There are three locks on this door, the first and third of which are trapped:

Lock 1: Open Lock DC 29. Trap DC 30/30. If the lock is manipulated before the trap is disarmed, the would-be lock-picker receives a terrific electrical shock (4d6 electric damage, Reflex DC 15 for half damage) and must make a successful Fort save (DC 15) or take 1d6 points of temporary Dex damage.

Lock 2: Open Lock DC 28, no trap

Lock 3: Open Lock DC 27, Trap DC 26/26. If the lock is opened or manipulated before the trap is disarmed, a massive sonic blast strikes everyone within 20 feet of the door, inflicting 4d6 points of nonlethal damage; victims must also make a DC 16 Fortitude save or be deafened for 2d6 rounds. In addition, the trap automatically swings the vault door wide, prompting the centipede to charge and attack.

Area 2-I9 The Vault

This is a huge, metal square room, 30 feet to a side. Empty shelves are built into the south, east, and west walls. Undulating around the center of the room is a massive centipede, which charges to attack. You catch a glimpse of an oversized treasure chest behind it.

Outrageous Fortune’s handlers have starved this beast for several days – it charges to attack and devour the first edible thing it sees.

The chest is locked (Open Lock DC 24) and trapped (Trap DC 26). The chest can be unlocked and opened without setting off the trap, but if it is moved from its location before the trap is disarmed, it explodes. The explosion deals 4d6 points of fire damage (Reflex DC 16 for half damage) to everyone within 20 feet and scattering the contents of the chest everywhere.

Inside the chest is 5,000 GP in gold coin – likely more actual gold than the characters have ever seen in one place in their lives. In addition, there is a +2 *superstar dagger* and three *potions of lesser restoration* (CL 3rd) in a gift box. Once the chest is open, DJ Outrageous Fortune appears on a previously *invisible AVS* on the wall over the door.

You see DJ Outrageous Fortune sitting on a chair that seems to be entirely made of gold coins. "Enjoy your gold, heroes. You have won the day! Ladies and gentlemen, a big hand for our heroes!" The AVS fades to the Las VegasCrawl logo. You hear the stadium crowd from the previous room cheering.

The characters are led out by a group of referees. A huge crowd waits outside, cheering and snapping photos and asking for autographs.

Later that night, the players get some welcome news — the judges have decided that they won level two! The PC Team is going on to the finals. They each earn 4 points of temporary Fame for their achievement. They have three days to relax and recuperate before the start of level three.

Advanced Gargantuan Monstrous Centipede: CR 8; Gargantuan vermin; HD 20d8+20; hp 120; Init +2; Spd 40 ft., climb 40 ft.; AC 18, touch 8, flat-footed 16; Base Attack +15; Grp +33; Atk/Full Atk bite +17 melee (2d8+9 plus poison); SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 23, Dex 15, Con 12, Int –, Wis 10, Cha 2.

Skills and Feats: Climb 14, Hide -2, Spot +4.

SA – Poison (Ex): Injury, Fortitude DC 21, initial damage 1d8 Dex, secondary damage 1d8 Dex.

ENCOUNTER AREA 3: DUNGEON LEVEL THREE

The characters are given three days to rest and recuperate between dungeon levels. During this time, they may reequip, memorize spells, do talk show interviews, sell deodorant, or spend their time however else they might wish. The night before the crawl, the producer's assistant calls and takes everyone's lunch orders for the next day (unreasonable requests, such as the barbarian who demands a medium-well rust monster over angel hair pasta, will be denied).

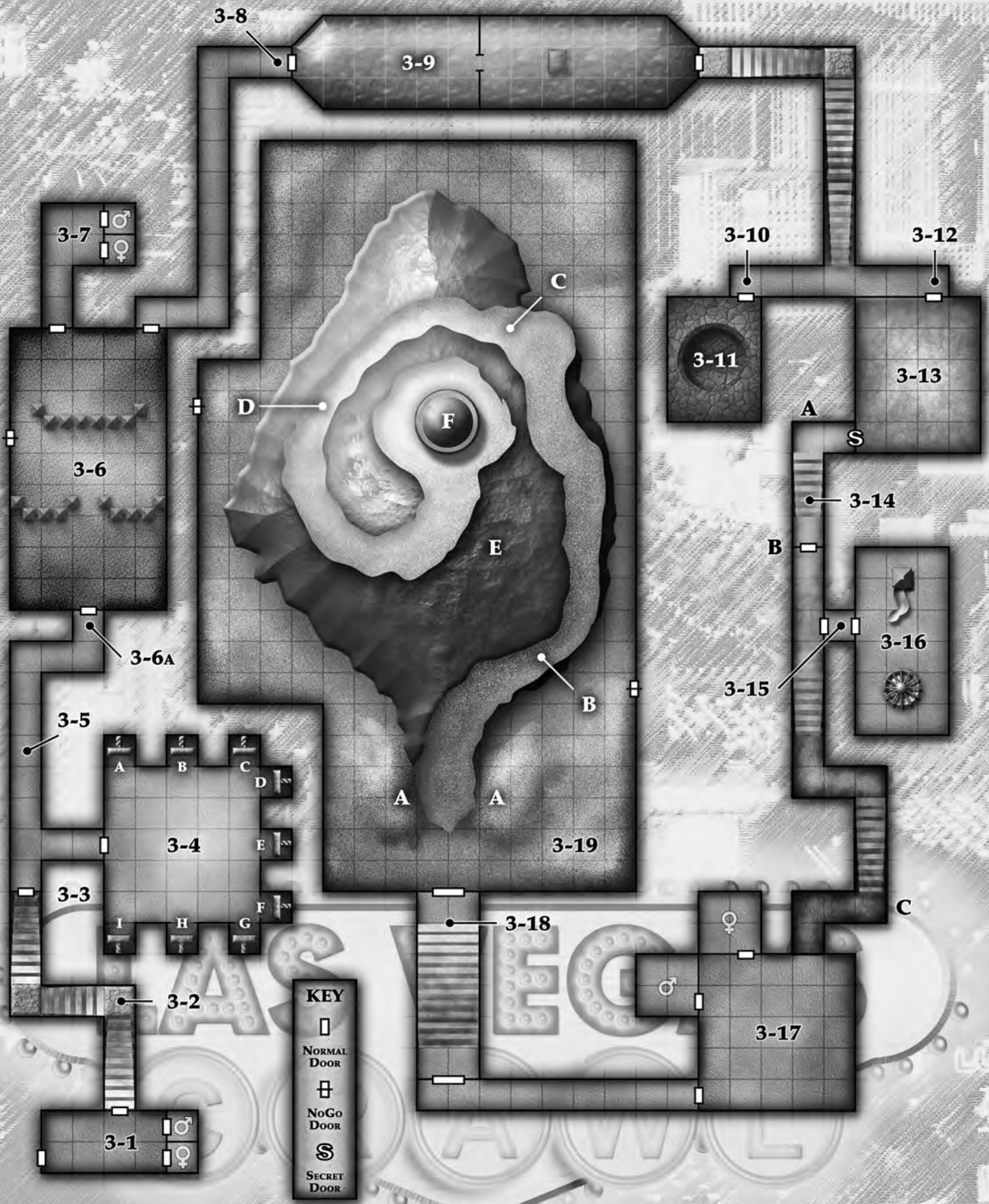
The characters have a difficult time actually leaving their hotel on the morning of the crawl. The bus that is to take them to the arena is mobbed with adoring fans – characters get delayed for an hour while security attempts to get the situation under control. Characters are badgered for autographs, interviews, and in once case, help in subduing

a distressed woman's husband, whom she is sure has turned into some kind of monster.

Security finally herds the fans off and loads the crawlers onto the bus. They arrive at 2:30, only 15 minutes before the start of Level Three.

Area 3-I Green Room

The green room is all but empty today, probably because of recent security concerns. There is one referee standing guard before a huge double door leading north, and another security guard and producer Brekter "Monty" Mountainview verbally throttling some unlucky lighting tech over his headset mic. There is an unattended craft service table with the lunches you ordered set under silver tureen. The East wall has a huge AVS, currently showing highlights of the action in the first two levels.



At 2:45 the Ref and the producer arrange the characters in front of the AVS.

The screen comes to life with the sound of a somber march playing in the background. You see DJ Outrageous Fortune standing before a cheering crowd. Solemnly, he approaches the microphone, raises his hands for quiet, and asks for a moment of silence for all the heroes who have ever fallen in The Games. The crowd quickly grows still. The DJ holds a silver-rimmed wine glass up to the light.

"Now we remember all those who have fallen in the name of the Glory of the American Empire. May their courage inspire generations of Americans, all raised to love and honor Jupiter and his immortal family." The DJ empties the entire contents of the glass then salutes the audience. "Thank you all, and let us never forget the sacrifices of our heroes. The first two levels of the dungeon were grueling, but this is level three, and the challenges you shall face will test your skills, your courage, and your will.

Now, let's meet the champions of this competition. With no fear of being called a braggart, I say that this year, above all others, I created a challenging contest. And here are those remarkable and resourceful individuals who met and overcame those challenges. Ladies and gentlemen, I give you the finalists of the 12th annual Las Vegas Crawl, the <PC TEAM NAME>.

The camera pans over the capacity crowd as they give the team a standing ovation. Once the crowd has settled, Outrageous Fortune addresses the team directly, congratulating them on their success and wishing them luck. He asks each individual member a few questions about how they feel going into the contest, to what do they attribute their success, etc. Once the traditional pleasantries are over with, he addresses the crowd.

"Now it is time to begin our contest. The rules of this contest are simple. You must face and defeat each monster, trap, and obstacle. Eventually, you will come to the great hall where you must first raise the banner of Olympus over the Temple Mountain, then defend the temple from those who would desecrate it. Prepare yourselves – death waits around every corner.

"Crawlers, it is time to begin your quest. From this moment on, your lives are forfeit in the service of the state. We dedicate this contest to mighty Apollo and all his immortal brethren. We thank Emperor Ronald I for this opportunity to once again demonstrate the greatness of our beloved Empire. This contest begins now, and I pray to Jupiter and Bacchus that you survive. But fate is written by the gods, and if they choose this day for your evil hour, then this evening shall see your soul in the underworld. In other words if you die..."

"You die!" screams the audience. At that point, the Ref gives you the thumbs up – the dungeon has begun.

The door leading to area 3-2 is locked (Open Lock DC 27) and trap-free.

Area 3-2 Stair Into Darkness

You see a dimly lit stairwell descending into darkness. On the first landing is an archer in dungeon camouflage pointing a bow at you.

There are three hobgoblin archers in the stairwell: one on the first landing, one on the second, and the third just before the door leading north at the bottom of the stairs. They fire and retreat as they are overwhelmed, retreating until all three are at the bottom of the stairs. The three are canny Xcrawl veterans who know enough to pick on spellcasters whenever possible. They take cover behind a corner whenever possible, gaining a +4 cover bonus to AC and a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the corner. Once they are obviously no longer able to hold their own against the party, they surrender.

The door at the bottom of the stairs is locked (Open Lock DC 29) but not trapped.

Hobgoblin Archers, hobgoblin Ftr6 (3): CR 6; Medium humanoid (goblinoid); HD 6d10+12; hp 55, 52, 47; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Attack +6; Grp +8; Atk +1 composite shortbow [Str+2] +12 ranged (1d6+5/x3); or +1 composite shortbow [Str+2] +8 ranged (2d6+10/19-20); or short

sword +8 melee (1d6+2/19-20); Full +1 composite shortbow [Str+2] +12/+7 ranged (1d6+5/x3); or +1 composite shortbow [Str+2] +10/+10/+5 ranged (1d6+5/x3); or +1 composite shortbow [Str+2] +8 ranged (2d6+10/19-20); or short sword +8/+3 melee (1d6+2/19-20); SA -; SQ Darkvision 60 ft; AL LE; SV Fort +7, Ref +6, Will +4; Str 14, Dex 18, Con 15, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Jump +7, Move Silently +10; Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid shot, Weapon Focus (short bow), Weapon Specialization (short bow).

Possessions: +1 composite shortbow [Str+2], 20 masterwork arrows, short sword, masterwork titanium breastplate.

Area 3-3 Lock Heed

The door going north has a Poseidon Security 17 UltraTite lock (Open Lock DC 28) but no trap.

Area 3-4 Spin To Win

The door is not trapped or locked.

The door opens up into a 50-foot square room. On the north, south, and east walls you see nine alcoves, three on each wall. Ten feet in front of you stands a referee twirling a whistle in one hand and holding a clipboard in the other. He sees you, gives his whistle a quick blast, and says, "Huddle up Crawlers! Ok, this is a challenge room. The object is to win DJ Outrageous Fortune's slot machine jackpot." The ref jabs a thumb over his shoulder. Looking past the ref, you see a giant, video slot screen titled in fancy, red letters: DJ Outrageous Fortune's Spin To Win

The Ref continues, "This challenge is designed for the cleric plus one other chosen by the cleric. The rest of you will have to sit this one out in the penalty box." The Ref motions with his clipboard to your right and, sure enough, you see a penalty box complete with bench seating and transparent, plastic walls. With an impatient tone the Ref looks to the cleric and says, "Cleric, choose your champion."

Once the cleric decides which teammate will assist him, the Ref continues:

"There will be one undead creature released into the room every six seconds via trapdoors randomly placed throughout the room. A maximum of seven undead can be released. The challenge requires the cleric to strategically repel the undead into an alcove in order to trigger the pressure plates and set a symbol. Triggering the pressure plates in any way other than the cleric's turning ability will result in the loss of the room and forfeit of all treasure."

"There are three different symbols, which create three possible winning combinations. You must match three like symbols to win. You can only win one prize. Three chariots wins a brand new 4707 Telluride Motor Forge Heavy Duty Pick-up. Three moneybags earns your team five thousand gold pieces. Three lightning bolts win a 10,000 GP donation to your temple.

"The alcoves you see are all fitted with pressure plates that will spin the slot machine. As you can see there are three alcoves per wall. The north wall alcoves will trigger the first reel, the east will trigger the second reel, and the south will trigger the third reel. Once an undead has been turned, that undead and the alcove it cowers into are declared out of play. However, if you desire a different symbol on that reel you can repel another undead into a different alcove on the same wall to change the reel outcome. Once three symbols are matched, or you run out of undead to turn, the challenge is over. Be aware that this will be the only room on level three with undead creatures. Any questions?"

The Ref will try to answer any questions the crawlers have about the challenge. Once the crawlers are ready:

The Ref blows his whistle signifying the start of the room.

One wight is released into the room per round whether or not the cleric is able to turn them. The wights will attack until turned or destroyed. Assume successfully turned wights flee in a straight line directly away from the cleric. Destroying the wights yields no treasure for the room, although the players may have to do so to survive.



Each reel on the video slot corresponds to one of the three walls. Once a wight runs into an alcove, the door slams shut behind it, trapping it and removing it from play. The north wall contains alcoves A, B and C, the east wall contains alcoves D, E, and F, and the south wall contains alcoves G, H, and I. One of each symbol is on every wall. The placement is as follows:

North Wall Alcoves	East Wall Alcoves	South Wall Alcoves
A chariot	D chariot	G lightning bolt
B moneybag	E lightning bolt	H moneybag
C lightning bolt	F moneybag	I chariot

Triggered pressure plate cannot be activated again. The last plate activated on a wall will be the result of the corresponding reel. In the event of there being multiple wights turned simultaneously, roll their initiatives to see

which wight will flee first; if two wights flee to the same wall but into different alcoves, then the wight with the lowest initiative will arrive last and determine the outcome of the corresponding reel. If a wight is turned but does not flee into an alcove, it is still considered to be out of play. The helping teammate is not allowed to force the wights into an alcove or destroy a turned undead; otherwise, he is free to act in any way to assist the cleric. There are several ways that the PC champions or their teammates may attempt to cheat – if the Ref discerns such an attempt he blows his whistle, and all remaining wights are released at once. No treasure is given out in this case.

Treasure: No matching symbols = no treasure; 3 lightning bolts = 10,000 GP note donated to the cleric's church; 3 moneybags = 5,000 GP note; 3 chariots = 4707 Telluride Motor Forge Heavy Duty Pick-up. No other combination gives the player any award.

Advanced Elite Wights (7): CR 5; Medium undead; HD 8d12; hp 61 each; Init +4; Spd 30 ft.; AC 22, touch 14, flat-footed 18; Base Attack +4; Grp +7; Atk/Full Atk slam +8 melee (1d6+4 plus energy drain); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +6, Will +8; Str 16, Dex 18, Con –, Int 10, Wis 15, Cha 16.

Skills and Feats: Hide +15, Listen +13, Move Silently +23, Spot +13; Ability Focus (energy drain), Improved Natural Attack (slam), Weapon Focus (slam).

SQ – Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 19 for the Fortitude save to remove a negative level. For each such negative level

bestowed, the wight gains 5 temporary hit points.

Active Spell Effects: Mage armor.

Area 3-5 The Clamper

This section of floor has a pressure plate trap (Trap DC 23/25). When the crawlers are within 10 feet of the pressure plate, they may notice a 4-inch gap between two ceiling tiles (Spot or Search DC 27). If the PC team walks across this space without disarming the trap, two 9-foot concrete ceiling slabs, hinged directly over the plate, swing down and slam into the players (6d6 points of crushing damage, Reflex DC 20 for half). The trap resets and disarms itself after it slams the party.

Area 3-6a Get Pumped

The door to this room is unlocked. Once players are within 20 feet they hear the roar of the crowd on the other side.

Area 3-6 To Kill a Herokiller

There is a crowd of nearly two thousand fans in stands beyond the west wall of the arena – they stand and cheer at your entrance. The arena itself must be sponsored by Friki-Choo cola, because you see before you an array of humanoids behind three sets of Dragon's Teeth-style anti-tank barriers. They bristle with weapons and equipment.

Hovering 10 feet off the ground behind the central barrier is a tiny humanoid in a blue robe, his face hidden by a cowl. Levitating high above is a massive three-sided revolving AVS scoreboard – it lists the sorcerer's name as Horgo, and at a glance his stats look pretty good. Standing beneath him and a few feet to the right is a huge ogre in the nicest set of breast plate armor you have ever seen on a giant – silver with a crimson cape and a head like that of a giant brass bull with eyes of flame. He wields a studded club the size of a street sign. Suddenly an air horn sounds and the crowd leaps to their feat, crowding the force wall barrier.

Horgo is a kobold sorcerer who survived a few Division III contests. This is his biggest

event, and he loves to win. He holds nothing back from the players. Horgo has drilled with this squad and just recently got them to agree to go by the name of Horgo's Herokillers (Starting Mojo Pool of 9).

Horgo has a decent understanding of battle-field tactics. When combat begins he will attempt to *cause fear* on the PC rogue, then use *ray of enfeeblement* against fighters. Once he has weakened key members of the group, he will use his *fireball* and *lightning bolt* to attack groups of players. The ogre will back him up, trying to keep as much of the melee pressure off the sorcerer as possible. The hobgoblins will stay behind barriers and pepper the players with missile fire, attempting to flank if they have the opportunity. Horgo loves to win, but he loves to live more, and he will certainly surrender if all seems lost. If the spellcaster surrenders, the rest of Horgo's Herokillers follow suit.

There is a NoGo door in this room located on the west wall.

Once all the creatures are defeated or surrender, an air horn goes off. The crowd gives the players a big hand and supermodel Tulane Wise comes out to present the players with their treasure.

Treasure: The party gets a 2,000 GP note, the +1 *disruption quarterstaff* known as the Ghostduster, and a torch with a *permanent Melsen-schlap's 1-D light* cast upon it. In addition, any players who make positive mention of any of Friki-Choo Cola product close enough to a camera to be noticed earn their Standard Appearance Fee, awarded two weeks after the crawl

Horgo, kobold Sor7: CR 7; Fame 10; Small humanoid (reptilian); HD 7d4+21; hp 39; Init +2; Spd 30 ft.; AC 18, touch 14, flat-footed 16; Base Attack +3; Grp –3; Atk/Full Atk masterwork dagger +3 melee (1d4-2/19-20) or ray +7 melee touch (spell effect); SA –; SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +5, Ref +4, Will +6; Str 6, Dex 14, Con 16, Int 14, Wis 13, Cha 18.

Skills and Feats: Concentration +11, Craft (trapmaking) +4, Hide +6, Knowledge (arcana) +9, Knowledge (Xcrawl) +9, Listen +7,

Search +4, Spellcraft +10, Spot +7; Combat Casting, Spell Focus (Evocation), Weapon Focus (ray).

Spells Known (6/7/7/5; save DC 14 + spell level; DC 15 + spell level for evocation spells): 0 – acid splash, daze, detect magic, mage hand, prestidigitation, ray of frost, read magic; 1st – cause fear, mage armor, magic missile, ray of enfeeblement, shield; 2nd – eagle's splendor, mirror image, web; 3rd – fireball lightning bolt.

Possessions: Masterwork dagger, bracers of armor +2, ring of protection +1, amulet of natural armor +1, boots of levitation, scroll of magic missile (CL 7th) (2), scroll of web (CL 7th), scroll of mirror image (CL 5th).

Ogre Ftr4: CR 7; Large giant; HD 4d8+16 plus 4d10+16; hp 72; Init +0; Spd 30 ft; AC 19, touch 9, flat-footed 19; Base Attack +7; Grp +18; Atk masterwork greatclub +15 (2d8+12); Full Atk masterwork greatclub +15/+10 (2d8+12); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +12, Ref +2, Will +2; Str 25, Dex 10, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +9, Listen +2, Spot +2; Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: Masterwork greatclub, masterwork breastplate.

Hobgoblin Warriors, hobgoblin Ftr4 (9): CR 4; Medium humanoid (goblinoid); HD 4d10+12; hp 41 each; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Attack +4; Grp +7; Atk/Full Atk masterwork halberd +9 melee (1d10+6/x3) or masterwork handaxe +8 melee (1d6+3/x3) or light crossbow +6 ranged (1d8/19-20); SA –; SQ Darkvision 60 ft; AL LE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 15, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Drive +6, Jump +6, Listen +4, Move Silently +5, Spot +4; Alertness, Cleave, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd).

Possessions: Masterwork halberd, light crossbow, 20 bolts, masterwork hand axe, 3 daggers, chain shirt, masterwork buckler.

Area 3–7 Break Room

The door to this room is neither locked nor trapped. Players listening at the door hear smooth jazz playing.

The break room is clean and bright. There are several plush couches, an obese paramedic standing by an examination table, a table with coffee, soft drinks and fruit, rest rooms, and a large AVS running adverts for some of the shows playing in the nearby casinos.

The players can rest and recoup, have injuries treated, eat, pray, or otherwise spend their downtime as they see fit. Paramedic Fredric Broonzy (total Heal check +15, includes modern healers kit) tends to any wounds the characters want him to look at.

Area 3–8 Wet Willies

This door is locked (Open Lock DC 23) with an Ever Sealer Series 700 lock and trapped (DC 25/25). If a specialist attempts to pick the lock before disarming the trap, he is struck by the needle and must make a DC 20 Fortitude save or succumb to a neural toxin, which causes extreme hydrophobia. The poisoned crawler will not notice any immediate effects, feeling just a bit edgy. If the crawler is offered a drink of water, or if they see a large body of water, the crawler becomes *panicked*. The poisoned crawler will go to great lengths to avoid any contact with water and may even become hostile to his teammates. The effects will dissipate in three hours or the toxin can be nullified with a *neutralize poison* spell.

Area 3–9

Nor Any Drop Did Drink

The door opens on a huge pool with transparent walls. A rounded stairway leads down into the water. The pool looks to be uniformly 12 feet deep. About half way across the room is an opaque-tiled wall with a 5-foot wide circular passageway that leads to the other side of the pool. Through the passageway, you can see a submerged treasure chest. The entire transparent pool must be above the backstage food court – you see hun-

dreds of patrons below you, watching the contest or standing in line for drinks and snacks.

If the players think to check, they note that the pool is clean saltwater.

A pride of *invisible* sea cats patrols the eastern half of the room; instinctively guarding the area they have claimed as their territory. They can be lured through the passage to the western half of the pool, but it would take extraordinary measures – fresh blood in the water brings them through in 2d4 rounds, but simply swimming or splashing around does not. Once an intruder is perceived passing through the underwater gap and into the eastern half of the room, the three attack as one. Someone watching the water may notice a trail of bubbles with no body attached swimming about (Spot DC 20).

The treasure chest is bolted to the floor, locked (Open Lock DC 18), and trapped (Trap DC 25/27), mandating that the PC specialist find a way to work with it while it is underwater. If the chest is opened or somehow forced to the surface before the trap is disarmed, it gives out a massive sonic shock, the effects of which are magnified by the water. Underwater crawlers within 20 feet of the chest take 5d6 points of nonlethal damage and must make a DC 16 Fortitude or be *paralyzed* for 1d6 rounds, during which they begin to drown without assistance. Any adventurers in the water beyond 20 feet from the chest take 3d6 points of nonlethal damage.

The door on the eastern wall is neither locked nor trapped.

Treasure: The players get a 2,000 GP note and a +2 *great axe*. In addition, each player wins a pool and deck set up, including installation, from Elysium Back Yard and Patio (an 8K GP value).

Enhanced Sea Cats (3): CR 5; Large magical beast; HD 6d10+18; hp 11 each; Init +1; Spd 10 ft., swim 40 ft.; AC 22, touch 10, flat-footed 21; Base Attack +6; Grp +14; Atk claw +12 melee (1d6+7); Full Atk 2 claws +12 melee (1d6+7) and bite +4 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA Rend 2d6+9; SQ Darkvision 60 ft., hold breath, low-light vi-

sion, scent; AL LE; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

SA – Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+9 points of damage.

SQ – Hold Breath (Ex): A sea cat can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Active Spell Effects: *Greater magic fang* +3 (claws), *invisibility*, *mage armor*.

Area 3–IO Locked Door

This door has a Poseidon CrimeStoppa 620 lock (Open Lock DC 25) but no trap. Players checking the door notice that it is especially thick and obviously soundproofed.

Area 3–II Pitt Boss

This door opens to utter blackness.

This room is covered in a *deeper darkness* effect. Ten feet inside the door is an 8-foot deep pit containing 3 trolls. The trolls are Xcrawl veterans who have been promised their freedom if they can survive a certain number of battles. The trolls have a magical trigger word they can say in order to cancel the *deeper darkness* effect. They wait for an adventurer to wander into the pit, or put himself at a combat disadvantage in some other way, before they strike. If an adventurer does fall into the pit (taking 1d6 falling damage), the trolls cancel the *darkness* and attack. If they can use the edge of the pit as cover, the trolls get a +4 AC bonus and a +2 circumstance bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the pit.

The trolls are fierce and are strongly motivated to win, but will surrender as a group once two of them are defeated, or as individuals once they get below 10 hit points each. Once all the trolls are defeated or have surrendered, supermodel LaShay Harris comes in with a live camera crew to present the treasure.

Treasure: The PC team wins a 2,000 GP note, a wand of magic missiles (5th level, 50 charges), and two potions of bull's strength (CL 3rd).

Trolls (3): CR 5; Large giant; HD 6d8+36; hp 63 each; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Attack +4; Grp +14; Atk claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3); SA Rend 2d6+9; Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

SA – Rend (Ex): A troll that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+9 points of damage.

SQ – Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Area 3-I2 No Solicitors

This looks like a standard door with a knob and a seemingly huge lock – its all a sham. The door is made from the thinnest plywood, and the knob and lock are false (hardness 1, 3 hit points). Inside the room is a furious stone giant, watching the PC team on his remote AVS monitor and poised to smash through the door. Once he sees someone outside the door checking for traps or examining the lock, he swings through the door at them. His first shot likely catches any opponents flat-footed, but he has a -4 penalty to hit and damage due to the necessity of targeting over the AVS and the tiny bit of protection the plywood door gives his target. Once the door is smashed, the room is on in full force.

Area 3-I3 Super Size Me!

If the players somehow manage to get through the door without alerting the giant, read or paraphrase the following:

There is a massive shadow hovering in front of the door. It is a huge, bald giant in a garment of bear pelts. He prepares to bring his terrible club smashing down upon you.

Chances are the giant simply bursts through the door. The foolish brute is untrained and has no concept of Xcrawl, but he is perfectly willing to smash intruders to death. The giant fights to the end, not realizing that surrender is an option.

Once the giant is defeated, a hidden panel on the east wall (parallel to the secret door) opens, revealing the players treasure.

The secret door is hinged stone built into the concrete walls (Search DC 23). It is neither locked nor trapped.

Treasure: The team wins a 2,000 GP note and a *cloak of Charisma* +2. In addition, each member of the team wins three-day spa treatment and makeover, courtesy of April-wind Cosmetics.

Stone Giant: CR 8; Large giant (earth); HD 14d8+56; hp 119; Init +2; Spd 30 ft.; AC 25, touch 11, flat-footed 23; Base Attack +10; Grp +22; Atk greatclub +17 (2d8+12) or slam +17 melee (1d4+8) or rock +11 ranged (2d8+12); Full Atk greatclub +17/+12 (2d8+12) or 2 slams +17 melee (1d4+8) or rock +11 ranged (2d8+12); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Darkvision 60 ft., low-light vision, rock catching; AL N; SV Fort +13, Ref +6, Will +7; Str 25, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +11, Hide +6 (+14 in rocky terrain), Jump +11, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

SA – Rock Throwing (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

SQ – Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Possessions: Greatclub, 4 rocks, hide armor.

Area 3-I4 Gathering No Moss

At the bottom of the first stairwell in this hallway is a concealed pattern of pressure plates (Trap DC 24/26). If the section of floor is traversed before the trap is located and disarmed, a huge rounded boulder falls out of the wall in the northern most section of the hall (marked A on your map). The stone ball is a sphere, 7 feet in diameter, and it rolls down the hallway at a speed of 45 feet per round. It crashes right through the intentionally flimsy wall and door (marked B on your map), twists down the hallway, and bounces down the stairs. It continues until it gets to the landing at the bottom of the final stairway, where a trick hinged floor opens up (area C on your map) and drops the boulder into a padded oubliette beneath this section of the arena.

The rolling rock gets an automatic 10 on initiative. Getting smashed by it does 8d6 to any PC it rolls into, smashing them into the wall or crushing them into the floor. It automatically hits every target in any square it fully occupies. Players can attempt to dive over the huge rock (Reflex save DC 20) or tumble into the corner and make themselves small so that it passes by them (Tumble DC 24, +4 circumstance bonus to Small characters) to avoid getting hit. Failure means that the player is hit for 8d6 points of bludgeoning damage.

Area 3-I5 Brick Trick

This is a set trick door that synchs with the trap in area 3-14. If the trap in area 3-14 is not disarmed, the *illusion* is set; once the ball falls out of play the *illusion* is canceled. If the *illusion* is set once the door is opened, the players see only a brick wall behind the door. Once the *illusion* is gone, they see a referee standing in a small alcove before a second door.

The referee blows his whistle. "Okay heroes, listen up for the rules of the contest. There are several simulated schoolchildren in the following room. Something is trying to eat them. Your job is to get the kids out before the creature eats them

up. Your treasure is based on how many simulated children you can get out of the room before the monster is defeated. You have your instructions. The door behind me is neither trapped nor locked. Begin at will."

The Ref clarifies the instructions if the PC team asks him to before he leaves, but he will not give any additional details about the room.

Area 3-I6 Big Lizard In My Backyard

There is a puff of warm air when this door opens, and you are hit with the tangy smell of what must be an army of barbeque cooks all making hickory smoked chicken at once. You step into an extremely creepy scene. This room is brightly lit and decorated to look like a children's playground. There are five "children" in here – actually vaguely child-shaped clear plastic bags filled with some deep red viscous substance. The bags wear children's dungarees, sweaters, and tiny baseball caps. Some "children" sit on swings, others share a teeter-totter, or just squat near the fake sandbox. The east wall has several advertising posters, but the largest by far is for BBQ Outpost – "It's the biggest hunger a man can carry!" Then the air shimmers for a moment and suddenly, a 20-foot tall tyrannosaurus rex stands in the center of the room. It bellows once, and then eyes the "children" hungrily.

This poor tyrannosaurus rex has been ill-used. On behalf of the sponsors from BBQ Outpost, this creature has been addicted to a methadone-like chemical, which was delivered in the form of laced barbeque chicken. The creature has been kept away from both food and its meds for almost 24 hours. It is ravenous and craving the chemical it needs to stop feeling psychotic. As a result, it ignores the players and attacks the "children", who are, of course, huge bags of hot and fresh, drug laced BBQ Outpost Texas Mesquite Chicken.

It takes 3 uninterrupted rounds for the T-Rex to eat the contents of a single bag, and as soon as it finishes one, it wants another. The dinosaur could swallow the bags whole in a single round, but doesn't like to. It wants to

savor the taste of that BBQ Outpost Texas Mesquite Chicken as long as it possibly can.

The T-rex ignores the characters until someone does more than 15 points of damage to it in a single attack. After such an attack, it spends one round going after the attacker, and then returns to hunting “children” to eat. Once its hit points are reduced below half its maximum, the tyrannosaurus flies into a berserk *rage* and focuses all attacks on the PC team. The creature’s fury and drug lust is such that it gets a +6 circumstance bonus to saving throws against enchantment, compulsion, or mind-affecting effects.

Perceptive players (Spot check DC 23) may notice the rolling eyes and foaming mouth of the T-Rex. They may then deduce that it is on drugs and therefore at a combat disadvantage.

The children’s positions are represented by Xs on the map. The dinosaur goes after them in whatever order will keep it the farthest away from intruders.

Treasure: The players get 1,000 GP for every child they get out of the room before the tyrannosaurus is defeated – half a child doesn’t earn anything! They also receive three *potions of cure serious wounds* (CL 10th). In addition, every player gets a BBQ Outpost Gift Credit Card with a 3,000 GP limit.

Tyrannosaurus Rex: CR 8; Huge animal; HD 18d8+99; hp 180; Init +1; Spd 40 ft; AC 14, touch 9, flat-footed 13; Base Attack +13; Grp +30; Atk/Full Atk bite +20 melee (3d6+13); Space/Reach 15 ft./10 ft.; SA Improved grab, swallow whole; SQ Low-light vision, scent; AL N; SV Fort +16, Ref +12, Will +8; Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10.

Skills and Feats: Hide -2, Listen +14, Spot +14; Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track.

SA – Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus’s gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus’s gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Area 3–I7

... To End All Break Rooms

The door to this area is not locked. Players who listen at the door hear smooth jazz playing.

This is the largest, most opulent break room you have ever seen. Inside, a huge party is going on – the partygoers all give you a cheer as you enter. The room is like a marble bathhouse in the classic Roman style. There are dozens of people here, all wearing NonCom badges. Two lovely attendants walk as you enter and offer to take your equipment. A beautiful Latina masseuse stands by a plush massage table. There is an entire manned station that looks to be dedicated to cleaning armor and sharpening weapons. In the corner is a raised dais where a nine-piece band, all dressed in snappy tuxedos, plays – the sign on the drummer’s huge bass drum announces them as Sam Scarborough’s Smooth Jazz All-Stars. Sam himself conducts the band from a small podium – as you enter he looks over his shoulder at you and wags his eyebrows rakishly. There are several couches, serving girls in togas and roman sandals, and a massive Jacuzzi. Holding court in the Jacuzzi is DJ Outrageous Fortune himself, arm around a lovely woman with jet-black hair. He holds his wine goblet up to you in salute.

This is Outrageous Fortune’s favorite part of the crawl – he always throws an un-televised party in the last break room. He provides the whole PC team with bathing suits and asks

them to meet with him in the hot tub while their armor and gear gets cleaned (it is likely covered in barbecue sauce, among other things).

Players can have all of their equipment and gear mended and cleaned, can order whatever food they like from the next door hotel's five star kitchen, drink wine, get massages, and generally relax as much as they like before the crawl continues – this is essentially an extended time out. There are three attendant clerics, and they magically *cure* the party of all wounds, curses, ability damage and the like, allowing the players to fully enjoy the party. DJ Outrageous Fortune tells the PCs to relax, asks that they not take the dungeon personally, and join him in a mutual soak as friends. He offers them wine but recommends that they do not drink too much, as the upcoming challenges will require their full attention.

The party is attended by a dozen VIP's, industry insiders, and assorted hangers-on. This is an ideal opportunity for you to introduce your players to any contacts you want them to have, including agents, celebrity crawlers, groupies, or whomever else can further your campaign. If the party is rude to Outrageous Fortune, he eventually leaves and all the key guests leave with him. If the party is especially respectful and keep a sense of humor about the situation, Fortune showers them with praise, and when they get their equipment from the cleaners, they each find a powerful potion hidden among their possessions (*cure serious wounds*, CL 10th).

If the party goes longer than three hours, producer Monty Mountainview comes complaining, and Outrageous Fortune is forced to kick everyone out. The players have to get back to the crawl.

Area 3-I8 Final Oracle

This stairway leads to a massive double door. Standing in front of it is a referee. You hear the roar of a huge crowd, possibly the largest one you have ever played in front of. The referee waves you over. "This is the final room on this level – succeed here and be declared the victors of this

contest. You must fight your way to the temple, defeat the intruders, and defend it against attack. Prepare yourselves for the greatest challenge of the dungeon. It begins as soon as you open the door behind me, which is neither locked nor trapped."

The Referee will clarify any points about the room that the characters may ask, but he refuses to give any more detail about the room.

Area 3-I9 Assault on the Mountain Temple

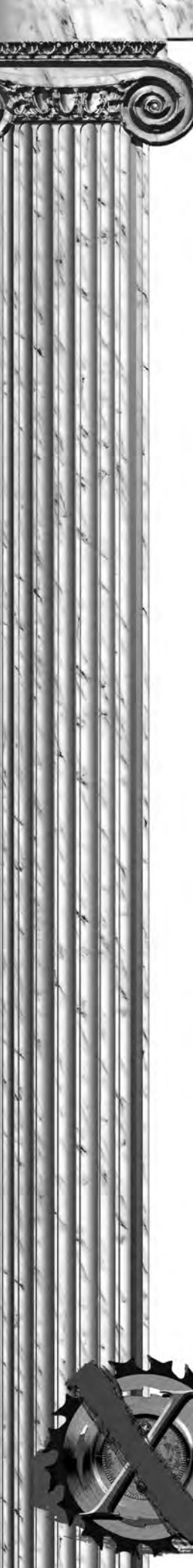
Two things hit you as these double doors swing wide – the massive roar of the crowd and a blast of arctic air and snow. A blizzard is somehow taking place in this massive arena, cutting the visibility way down. But even in the swirling drifts of snow you can see what looks like a small mountain on the far end of the arena. An icy path seems to go around the mountain and up to a small Roman temple that stands on top of it. The temple glows like a beacon from within. A three-sided AVS scoreboard rotates in the air high above the entire room. You see ceiling mounted machinery that must be creating the weather effects here. You do not see any obvious enemies or hazards other than the icy path to the top.

The wind and snow make fighting in this room more difficult – reliable visibility is reduced to 40 feet and mundane missile fire takes a -4 penalty due to the high winds.

The players are free to develop whatever strategy for attaining the temple that they wish. Climbing the ice path is hazardous but manageable as long as the players tread carefully – a single move up the path is automatic, but any faster than that and the players must make a DC 13 Climb check in order to stay upright. Players who fall slide 6-15 feet down the icy steps before they are able to right themselves, taking 1d4 points of damage doing so. Free climbing the mountain and avoiding the path altogether is possible, but treacherous. The base DC for climbing the mountain is 20, which can of course be modified by special equipment, magic, etc.

There are several hazards on the way up, listed here as marked on your map:



- 
- A** Six tough ogres are hidden under the snow. They wear snow camouflage outfits and have been literally packed into the snow. At a radio signal from their handlers, they leap out and fight the players. Players who get within 10 feet of the twin snowdrifts that hide the ogres can make a Spot check (DC 21) to notice that every so often the drifts shift against the wind. The ogres are tough but unwise, and do not surrender until it is absolutely obvious that there is zero chance of victory.
- B** There is a tripwire at this point in the path, which an observant character might notice on the way up (make a secret Spot check DC 24 for every character that passes within 10 feet). A PC specialist looking for traps in this area can find it normally (Trap DC 20/ 21), and it is easy enough to disarm or simply avoid. If the trap is not disarmed or avoided, tripping it triggers a small avalanche, which sweeps down the side of the mountain, hitting everything within 15 feet of the trigger point. Crawlers caught in the area of effect must make a DC 18 Reflex save to keep their footing, failure means they are swept down the side of the mountain, taking 2d6 points of falling damage, and of course, they must start again at the bottom of the path.
- C** A magic mouth calls out to the PC team once they get within 10 feet of the trigger point from any direction. First a piercing scream erupts, and then a woman's cruel voice calls out, "Surrender now and leave with your lives, if not your honor." Horrible laughter then fills the room for a full minute (the laughter is actually several overlapping magic mouth effects that seems to follow the characters all the way up the mountain).
- D** When the PC team reaches this point, five arrowhawks are released from a hatch in the ceiling. They swoop down and use their lightning rays on the party, then swoop back into the rafters where they are hidden by the scoreboard and snow machines. They are summoned creatures controlled by handlers from off stage, so they fight to the death.

E When any character gets to this point, a hooded figure materializes in the air 10 feet ahead of them, teleported in from back stage. This is Negetha, a lizard man sorcerer making his Xcrawl debut. He floats above the combat, using his winged boots to keep himself safe from melee attacks. He opens combat by casting a *mirror image*, and then uses his repertoire of evocation spells to blow the PC team to bits. If he is sorely pressed, he flies away and summons as much help as he can. He then uses his creatures as cannon fodder while he hangs back, casts protective spells, and tries to pick off the crawlers who have been giving him the most trouble. Negetha possesses a special Panic badge – it works like a standard NonCom badge, but he can strike it and immediately appear in the monster triage tent. He will use it to escape once the situation seems hopeless for him.

F The temple itself is a circle of marble floor ringed in beautifully wrought Doric columns, which support a classically styled roof 15 feet high. In the center of the temple is a small Doric platform holding a small statue of a brass eagle, a symbol of Olympian authority. Once the players are in the temple and safely out of combat, an AVS mounted on the interior of the ceiling activates. The AVS is set at just the right angle so the players can see and hear Outrageous Fortune giving them instructions, but the audience cannot. He tells them put their hands on the eagle, and that they must defend the eagle against all foes to win the dungeon. The relatively delicate eagle statue has a hardness of 8 and 10 hit points, and has full immunity to sonics.

Once the PC team all put their hands on the statue, a massive fanfare of trumpets sounds, and the temple glows pure white for a moment. The light is blinding to both the PC team and the audience. The light is a side effect of a special Olympic temple blessing – every member of the team gets a +2 bonus to their primary statistic, half of which lasts for one hour, and half of which is *permanent* (i.e. all survivors get a permanent +1 to their primary statistic).

Players with multiclass characters and other special circumstances can choose between their primary statistics. Once the blessing is bestowed, the next wave of creatures appear:

The snow and wind stop and the audience members seem to hold their breath – for a long moment the stadium is eerily silent. Suddenly, there is a roar from the ground, and you see the NoGo door on the east wall open and disgorge a group of humanoids in blue steel armor, carrying shields and axes. They begin to charge up the path.

If the crawlers managed to bypass the ogres, they burst from the snow now and join the raid.

The humanoids are orc warriors, a dangerous dungeon clique known as Gutstikahz who have been training for this event for weeks. Their mission is to smash the statue of the eagle. If they do, a buzzer sounds, and the orcs have won the room. Each orc has special combat crampons attached to their boots, allowing them to charge up the mountain path at double speed with no chance of falling. They also have ropes, grapples, and a bit of training, so if they reach barriers on the path, they can circumnavigate them. Their leader is Raskor, a veteran half-orc crawler and monster trainer. Raskor will sacrifice every one of his men to win this match, but if his own life is threatened, he will order them all to surrender. They should be fairly easy to defeat for all their equipment and training – they have a long way to charge, and the PC team can hide behind cover

Once the orcs are all defeated or surrender you, the GM, have to make a choice. Have the players had enough? Offstage Outrageous Fortune is watching the match with an eye towards a big dramatic conclusion. If the players had a hard time with this room, have unconscious or disabled members, or are likewise unlikely to survive a final encounter, the DJ decides that the dungeon is over. Another fanfare of trumpets sound, and the AVS scoreboard starts to flash WIN! WIN! WIN! The PC team has won!



If the fight against the orcs was fairly easy or the PC team has plenty of leftover resources, a terrible yrthak is released into the room from the ceiling. It circles the temple, using its sonic lance to target the players, while hopefully staying out of range. The creature fights to the death. Once it is destroyed, another fanfare of trumpets sound, and the AVS scoreboard starts to flash WIN! WIN! WIN! The PC team has won!

Try to make the big finale fun but not fatal. Of course, its Xcrawl, and anything can happen...

Either way the match is over. The crawlers all get the traditional red capes and laurels, and are showered with roses wherever they go for the rest of the day. A small procession comes through the west NoGo door, and DJ Outrageous Fortune comes out to personally congratulate the players and present them with their treasure. After a brief ceremony where a 3-foot tall silver trophy engraved with the team's name and roster is presented, and the players are paraded while the crowd cheers

them on and crowds to touch them and ask for autographs. The PC Team has arrived! Next stop... Superstardom!

Treasure: In addition to the permanent point of the permanent stat point, the PC team receives a 10,000 GP note. In addition, each victorious crawler wins the grand prize – a Morson Motorcycles 361 Fat Tail Street Bike (a 12,000 GP value).

Elite Ogres (6): CR 4; Large giant; HD 4d8+16; hp 42, 41, 40, 40, 37, 31; Init +0; Spd 30 ft; AC 17, touch 9, flat-footed 17; Base Attack +3; Grp +14; Atk/Full Atk greataxe +10 melee (3d6+10/x3); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +8, Ref +1, Will +1; Str 25, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +7, Hide +1, Listen +2, Spot +2; Power Attack, Weapon Focus (greataxe).

Possessions: Greataxe, camouflage hide armor (+8 Hide check in snowy environments).

Adult Arrowhawks (5): CR 5; Medium outsider (air, extraplanar); HD 7d8+7; hp 41 each; Init +5; Spd fly 60 ft. (perfect); AC 21, touch 15, flat-footed 16; Base Attack +7; Grp +9; Atk/Full Atk electric ray +12 ranged touch (2d8) or bite +12 melee (1d8+3); SA Electric ray; SQ Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10; AL N; SV Fort +6, Ref +10, Will +6; Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13.

Skills and Feats: Diplomacy +3, Escape Artist +15, Knowledge (the planes) +10, Listen +11, Move Silently +15, Search +10, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks, +13 Plane of Air), Use Rope +5 (+7 with bindings); Dodge, Flyby Attack, Weapon Finesse.

SA – Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

Negetha, male lizardfolk Sor10: CR 10; Medium humanoid (reptilian); HD 2d8+6 plus 10d4+30; hp 72; Init +4; Spd 30 ft.; AC 23, touch 14, flat-footed 19; Base Attack +6; Grp +9; Atk +1 dagger +10 melee (1d4+4/19-20) or claw +9 melee (1d4+3); Full Atk +1 dagger

+10/+5 melee (1d4+4/19-20) and bite +4 melee (1d4+1); or 2 claws +9 melee (1d4+3) and bite +4 melee (1d4+1); SA –; SQ Hold breath; AL NE; SV Fort +9, Ref +13, Will +12; Str 16, Dex 18, Con 16, Int 10, Wis 14, Cha 18.

Skills and Feats: Balance +11, Concentration +13, Jump +11, Spellcraft +10, Swim +10; Augment Summoning, Iron Will, Lightning Reflexes, Silent Spell, Spell Focus (evocation).

SQ – Hold Breath (Ex): Negetha can hold his breath for 80 rounds.

Spells Known (6/7/7/7/6/3; save DC 14 + spell level; DC 15 + spell level for evocation spells): 0 – arcane mark, daze, detect magic, mage hand, mending, prestidigitation, ray of frost, resistance, touch of fatigue; 1st – grease, mage armor, magic missile, mirror image, ray of enfeeblement; 2nd – eagle's splendor, invisibility, summon monster II, summon swarm; 3rd – fireball, lightning bolt, summon monster III; 4th – ice storm, wall of fire; 5th – cone of cold.

Possessions: +1 dagger, bracers of armor +4, winged boots, brooch of resistance +3.

Orc Warriors, orc War 3 (24): CR 2; Medium humanoid (orc); HD 3d8+12; hp 26 each; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Attack +3; Grp +6; Atk/Full Atk halberd +6 melee (1d10+4/x3) or short sword +6 melee (1d6+3/19-20) or heavy crossbow +5 ranged (1d10/19-20); SA –; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +3, Will -1; Str 16, Dex 14, Con 16, Int 8, Wis 7, Cha 6.

Skills and Feats: Climb +3, Jump +3; Alertness, Cleave, Power Attack, Rapid Reload.

Possessions: Halberd, short sword, 3 daggers, heavy crossbow, 12 bolts, 50-foot rope plus grapple, dungeon boots with composite sports gear, buckler.

Raskor, male orc Bbn 4/Ftr 4: CR 8; Medium humanoid (orc); HD 4d8+12 plus 4d10+12; hp 88; Init +2; Spd 40 ft.; AC 20, touch 12, flat-footed 20; Base Attack +8; Grp +12; Atk +2 scimitar +15 melee (1d6+8/18-20) or masterwork heavy crossbow +11 ranged (1d10/19-20); Full Atk +2 scimitar +15/+10 melee (1d6+8/18-20) or masterwork heavy crossbow +11 ranged (1d10/19-20); SA Rage

2/day; SQ Darkvision 60 ft., fast movement, trap sense +1, uncanny dodge; AL CE; SV Fort +11, Ref +6, Will +5; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +12, Jump +16, Intimidate +5, Listen +6, Survival +9; Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar).

SA – Rage (Ex): Twice per day, Raskor can enter a state of fierce rage that last for 8 rounds. The following changes are in effect as long as he rage: AC 18 (touch 10, flat-footed 18); hp 104; Atk +2 *scimitar* +17 melee (1d6+10/18-20); Full Atk +2 *scimitar* +17/+12 melee (1d6+10/18-20); SV Fort +13, Will +7; Str 22, Con 20; Climb +14, Jump +18. At the end of his rage, Raskor is fatigued for the duration of the encounter.

Possessions: +2 *scimitar*, +2 *studded leather*, +1 *light steel shield*, masterwork heavy crossbow, 12 bolts.

Yrthak: CR 9; Huge Magical Beast; HD 12d10+36; hp 102; Init +6; Spd 20 ft., fly 60 ft. (average); AC 18, touch 10, flat-footed 16; Base Attack +12; Grp +25; Atk/Full Atk bite +15 melee (2d8+5) or sonic lance +12 ranged touch (6d6); Space/Reach 15 ft./10 ft.; SA Explosion, sonic lance; SQ Blindsight 120 ft., immunities, vulnerability to sonic; AL N; SV

Fort +11, Ref +10, Will +5; Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11.

Skills and Feats: Listen +12, Move Silently +10; Endurance, Flyby Attack, Improved Initiative, Multiattack, Snatch.

SA – Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds, and never on the round following a sonic lance attack.

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

SQ – Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Immunities: Yrthaks have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

AFTER THE CRAWL

That evening, the players attend the traditional after the crawl dinner at DJ Outrageous Fortune's massive Las Vegas penthouse. Three hundred guests are allowed in, and another 500 meander around in the hallways, parking lot, and in the hotel's bar and casino. DJ Outrageous Fortune proudly introduces the players to everyone as "his Champions," and introduces them to dozens of VIPs including: Duke Sanchez of Las Vegas, local marrying age aristocrat Lady Maureen Waits, award winning director Shell Bolan, and dozens of local crawlers and celebrities. Fortune himself gets so drunk he has to be helped about by attendants all night, all the while refusing to stop drinking.

The winning PCs all earn 10 points of temporary Fame and are the Heroes of the Hour. If your campaign uses the **Xcrawl: SellOut!** sourcebook, the players should each receive two rolls on the Random Offer table (p 57) in the days following the crawl. If they have sufficiently advanced, they might be able to move up to Division One.

If you are using this adventure as part of a larger Xcrawl adventure path, you may consider using **Xcrawl: Coney Island Crawl 4703** as your next step. The characters should have enough experience and powerful equipment to give that difficult dungeon a run for its money!

APPENDIX I: PRE-GENERATED CHARACTERS

Use 'em, keep 'em, trade 'em with your friends.

Tony Rock, male human Ftr7: CR 7; Fame 20; Medium humanoid (human); HD 7d10+21; hp 88; Init +2; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Attack +7; Grp +10; Atk +2 *greataxe* +13 melee (1d12+8/x3) or masterwork throwing axe +9 ranged (1d6+3/x3); Full Atk +2 *greataxe* +13/+8 melee (1d12+8/x3) or masterwork throwing axe +9 ranged (1d6+3/x3); SA –; SQ –; AL CG; SV Fort +10, Ref +5, Will +5; Str 16, Dex 12, Con 16, Int 10, Wis 9, Cha 10.

Skills and Feats: Climb +9, Jump +9, Swim +6; Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Weapon Focus (*greataxe*), Weapon Specialization (*greataxe*).

Possessions: +2 *great axe*, 3 masterwork throwing axes, dagger, concealed dagger, +2 *titanium full plate*, *cloak of resistance* +2, 3 vials alchemist fire, water bottle, 100' modern rope plus grappling hook, 3 *potions of cure light wounds* (CL 5th).

Tony Rock won his spot on the team through the popular reality show “The Empire’s Next Top Slayer.” His image coordinator tries to market him as “a misunderstood hero with a heart of gold,” but high functioning sociopath is much closer to the truth. Tony loves his team mates, loves to win, hates monsters, hates to lose, hates rivals who are more successful than he, hates backstabbers, busybodies, and ironically, hates haters most of all.

Current sponsorship: SubChieftain sandwiches, the Empires Best Submarine Sandwiches (Pays 250 GP per Appearance)

Kaylee “Magic Wanda” Elreihakor, female elf Sor7: CR 7; Fame 26; Medium humanoid (elf); HD 7d4+7; hp 28; Init +3; Spd 30 ft.; AC 17, touch 15, flat-footed 15; Base Attack +3; Grp +3; Atk/Full Atk masterwork dagger +4 melee (1d4/19-20) or +1 *light crossbow* +7 ranged (1d8+1/19-20); SA –; SQ Cat familiar, elf traits, empathic link, low-light vision, share spells; AL NG; SV Fort +3, Ref +5, Will +4; Str 10, Dex 16, Con 12, Int 10, Wis 9, Cha 16.

Skills and Feats: Concentration +7, Knowledge (arcana) +4, Knowledge (Xcrawl) +4, Listen +3, Move Silently +6, Search +2, Spellcraft +6, Spot +3; Alertness (when Grace is within 5 feet), Combat Casting, Extend Spell, Silent Spell.

Spells Known (6/7/7/5; save DC 13 + spell level): 0 – *acid splash*, *detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*; 1st – *feather fall*, *magic missile*, *shocking grasp*, *sleep*, *true strike*; 2nd – *flaming sphere*, *invisibility*, *web*; 3rd – *fireball*, *lightning bolt*.

Possessions: +1 *light crossbow*, 48 masterwork bolts in Zero Gee Quiver, 4 Phang brand masterwork daggers, *ring of protection* +2, *bracers of armor* +2, *wand of magic missiles* (25 charges, CL 7th), 3 *potions cure light wounds* (CL 5th), *scroll of cat’s grace* (CL 3rd) (2), *scroll of eagle’s splendor* (CL 3rd) (2), *scroll of invisibility* (CL 3rd), *scroll of magic missile* (CL 5th) (8), waterproof messenger bag, pen and ink.

Grace, cat familiar: CR NA; Tiny magical beast; HD 7d4; hp 14; Init +2; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Attack +3; Grp -9; Atk claw +7 melee (1d2-4); Full Atk 2 claws +7 melee (1d2-4) and bite +2 melee (1d3-4); SA –; SQ Deliver touch spells, improved evasion, low-light vision, speak with master, speak with other felines; AL NG; SV Fort +2, Ref +4, Will +6; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +6, Hide +14 (+18 in heavy undergrowth), Jump +10, Knowledge (arcana) +3, Knowledge (Xcrawl) +3, Listen +3, Move Silently +6, Spellcraft +5, Spot +3; Weapon Finesse.

Publicly, Magic Wanda claims to be an adrenalin junkie who participates in The Games just for the thrill of it. Secretly, she uses Xcrawl to hone her skills and collect arcane items to help with a personal quest. She plans to one day return to her ancestral home in the Black Forrest and find and destroy the legendary dragon that slew her grandfather. Her carefree, devil-may-care attitude hides a rage of unknowable depths.

Current Sponsorship: Phang Blade and Shield (Earns 100 GP per encounter she hits an opponent with one of her Phang brand daggers).

Doris “Bulwark” Yow, female human Clr7 (Minerva): CR 7; Fame 20; Medium humanoid (human); HD 7d8+14; hp 64; Init +3; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Attack +5;

Grp +7; Atk/Full Atk +2 *longsword* +10 melee (1d8+4/19-20); SA Turn undead 4/day (+2, 2d6+7); SQ Spontaneous casting (*cure* spells); AL LN; SV Fort +7, Ref +1, Will +8; Str 14, Dex 9, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +9, Heal +8, Knowledge (religion) +8, Knowledge (Xcrawl) +5, Perform +5 (oratory, dancing, singing, chant, guitar), Spellcraft +8; Extra Turning, Improved Initiative, Martial Weapon Proficiency (*longsword*), Two-Fisted Healing, Scribe Scroll, Weapon Focus (*longsword*).

Spells Prepared (6/5+1/4+1/3+1/1+1; save DC 13 + spell level; Domains: Healing, War): 0 – *detect magic, guidance* (3), *light, resistance*; 1st – *bane, endure elements, magic weapon**, *obscuring mist, protection from evil, remove fear*; 2nd – *aid, align weapon, lesser restoration, shatter, spiritual weapon**; 3rd – *magic vestment**, *prayer, remove curse, searing light*; 4th – *divine power**, *restoration*.

*Indicates domain spell.

Possessions: +2 *long sword*, +2 *breastplate*, +1 *heavy steel shield*, *cloak of resistance* +1, *ring of protection* +1, *scroll of cure moderate wounds* (CL 7th) (5), *scroll of bull's strength* (CL 3rd) (2), *scroll of divine favor* (CL 3rd) (2), *combat soaker, combat soaker backpack*, 3 *vials holy water, silver holy symbol, adventurer's outfit*.

Doris Yow was too angry to teach or work at the children's temple, too unpredictable to be an army templar, and too devout to take a passive role in her fate. There was nothing else for her but to demonstrate the power of Minerva to millions of Xcrawl fans as she led her team to victory against the forces of evil and dishonor.

Current Sponsorship: Olympic Gear, specialty maker of action-orientated outfits with an Olympic temple design (Pays 350 GP per dungeon level, all donated to the Jose Villalobos house for war widows and orphans).

Philip "Griffon" Neerly, male human Wiz7: CR 7; Fame 23; Medium humanoid (human); HD 7d4+14; hp 35; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Attack +3; Grp +4; Atk/Full Atk +1 *dagger* +5 melee (1d4+2/19-20); SA –; SQ Empathic link, low-light vision, share spells, weasel familiar; AL NG; SV Fort +4, Ref +8, Will +8; Str 12, Dex 14, Con 14, Int 18, Wis 10, Cha 12.

Skills and Feats: Balance +4, Concentration +12, Jump +3, Knowledge (arcana) +8, Knowledge (astronomy) +8, Knowledge (Xcrawl) +8, Listen +5, Spellcraft +12, Spot +5, Tumble +7; Combat Casting, Empower Spell, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (evocation).

Spells Prepared (4/5/4/3/2; save DC 14 + spell level; DC 15 + spell level for evocation spells): 0 – *detect magic, light, mage hand, prestidigitation*; 1st – *enlarge person, grease, jump, ray of enfeeblement, ventriloquism*; 2nd – *invisibility* (2), *scorching ray, web*; 3rd – *fireball, lightning bolt, vampiric touch*; 4th – *ice storm, stoneskin*.

*Indicates domain spell.

Possessions: +1 *dagger*, concealed masterwork *dagger*, *bracers of armor* +3, *headband of intellect* +2, *wand of burning hands* (20 charges, CL 3rd), waterproof scroll case, backpack, digital watch, compass, sports water bottle, 3 *potions cure light wounds* (CL 3rd), *scroll of bull's strength* (CL 3rd) (3), *scroll of cat's grace* (CL 3rd), *scroll of mage armor* (CL 3rd), *scroll of mirror image* (CL 3rd), *scroll of remove curse* (CL 5th), *scroll of shield* (CL 5th), *scroll of wall of fire* (CL 7th).

Urfel J. Offengoof, weasel familiar: CR NA; Tiny magical beast; HD 7d4; hp 17; Init +2; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Attack +3; Grp -9; Atk bite +7 melee (1d3-4); SA Attach; SQ Deliver touch spells, improved evasion, low-light vision, scent, speak with master, speak with other weasels; AL NG; SV Fort +2, Ref +4, Will +6; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +10, Hide +11, Jump +10, Knowledge (arcana) +3, Knowledge (Xcrawl) +3, Listen +6, Spellcraft +9, Spot +6, Tumble +7; Weapon Finesse.

SA – *Attach (Ex)*: If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

The Griffon is an old school tabletop player who put his application in to the Long Island Wizards Academy on the day of the very first

televised Xcrawl match. He is back to Xcrawl after a short stint as an Arcane Consultant for local TV crime drama, *Spell Law*!

Current sponsorship: None

Nestor "Trench" Essel, male human Clr7 (Mars): CR 7; Fame 10; Medium humanoid (human); HD 7d8+14; hp 65; Init +3; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Attack +5; Grp +7; Atk/Full Atk +1 *flaming greatsword* +10 melee (2d6+4 plus 1d6 fire/19-20); SA Feat of strength 1/day, (+7 to Str for 1 round), turn undead 3/day (+2, 2d6+7); SQ Spontaneous casting (cure spells); AL NG; SV Fort +7, Ref +1, Will +9; Str 14, Dex 9, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +9, Heal +9, Knowledge (religion) +8, Knowledge (Xcrawl) +5, Perform +5 (preaching, singing, dancing, oratory, chant), Spellcraft +8; Combat Casting, Improved Initiative, Martial Weapon Proficiency (greatsword), Power Attack, Scribe Scroll, Weapon Focus (greatsword).

Spells Prepared (6/5+1/4+1/3+1/2+1; save DC 14 + spell level; Domains: Strength, War): 0 – *guidance* (3), *resistance* (3); 1st – *bane*, *divine favor*, *magic weapon**, *obscuring mist*, *protection from evil*, *remove fear*; 2nd – *aid*, *align weapon*, *bull's strength*, *shatter*, *spiritual weapon**; 3rd – *magic vestment**, *prayer*, *searing light* (2); 4th – *divine power**, *restoration*, *summon monster IV*.

*Indicates domain spell.

Possessions: +1 *flaming great sword*, masterwork great club, +2 *full plate*, *periapt of Wisdom* +2, silver holy symbol, holy t-shirt with iron-on relevant spiritual message, 3 vials holy water, 3 *potions of cure light wounds* (CL 3rd), *scroll of bull's strength* (CL 3rd) (2), *scroll of cure moderate wounds* (CL 5th) (3).

Nestor Essel earned the nickname Trench in the Empire Marine Corps because of his fondness for going in with the first wave of troops. A man of unimpeachable courage and reliability, he is the glue that holds any team together.

Current Sponsorship: The Jose Villalobos House for War Widows and Orphans (non-profit, all earnings donated to charity).

Bernardo "Jack of Hearts" Cornsilk, male halfling Rog7: CR 7; Fame 16; Small humanoid (halfling); HD 7d6+14; hp 47; Init +9; Spd 20 ft.; AC 21, touch 16, flat-footed 21; Base

Attack +5; Grp +0; Atk/Full Atk +2 *shortbow* +13 melee (1d4+2/x3) or masterwork short sword +12 melee (1d4-1/19-20); SA Sneak attack +4d6; SQ Evasion, halfling traits, trapfinding, trap sense +2, uncanny dodge; AL CG; SV Fort +6, Ref +12, Will +4; Str 8, Dex 21, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Disable Device +13, Escape Artist +15, Hide +19, Jump +5, Knowledge (Xcrawl) +6, Listen +12, Move Silently +17, Open Lock +17, Perform +3 (dance, grandstanding, mugging), Search +11, Survival +0 (+2 following tracks), Use Rope +5 (+7 with bindings); Improved Initiative, Nimble Fingers, Weapon Finesse.

Possessions: +2 *short bow*, 50 masterwork arrows, 3 skyfire arrows, 1 linemaster arrow, ZeroGee Quiver, masterwork short sword, +2 *studded leather*, *cloak of resistance* +1, *boots of elvenkind*, masterwork thieves tools, multipurpose knife, 50 feet of silk rope plus grapple, 3 *potions of cure light wounds* (CL 3rd), *potion of invisibility*.

The Jack of Hearts is a well loved and oft discussed Xcrawl star – amongst his own kind. He is desperate to break into the big time so he can start earning some side money. He will endorse anything a man with a check will lay down in front of him.

APPENDIX II: BASIC FAME

Fame is rated on a score of 1-100, with higher numbers possible for extremely long term characters. New characters begin with a Fame of Zero and must gain Fame points through completing dungeons and performing memorable actions.

Standard Fame Point Adds:

- 1 point for successfully completing a Dungeon Level
- 1 point for five successful consecutive grandstanding or mugging checks
- 1 point for successfully completing an entire crawl.
- 2 points for successfully completing a Signature Move

Standard Fame Penalties:

- 2 points for being disqualified from a dungeon
- 1 point for fighting with a teammate

GM's can assign a bonus (usually 1-3 points) for especially memorable moves or actions at his discretion. Example: Disarming a trap isn't worth a Fame point. Disarming a trap in a difficult combat situation might be worth a Fame point. And disarming a trap while on fire should definitely be worth a point!

Remember: **it doesn't earn you Fame if nobody knows about it!** Action that somehow takes place off-camera doesn't earn Fame.

APPENDIX III: NEW MONSTERS

AANGERVARK

Medium Magical Beast

Hit Dice: 5d10+20 (48 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

AC: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +5/+9

Attack: Bite +10 melee (1d10+4) or kick +9 melee (1d6+4)

Full Attack: Bite +10 melee (1d10+4) or kick +9 melee (1d6+4)

Space/Reach: 5 ft./5ft.

Special Attacks: Prone attack, sneak attack +1d6

Special Qualities: Darkvision 60 ft., imperfect life form, low-light vision, play dead, scent

Saves: Fort +8, Ref +7, Will +2

Abilities: Str 18, Dex 17, Con 18, Int 7, Wis 13, Cha 8

Skills: Bluff +6, Jump +16, Listen +3, Spot +3

Feats: Endurance, Improved TripB, Weapon Focus (bite)

Environment: Bred in Captivity

Organization: Single, Value Pack (4 for the price of 3), Ultimate Package (12 for the price of 8)

Challenge Rating: 4

Treasure: None

Standard Crawl Fee: 7000 GP+ 10,000 GP for overnight shipping (bulk discounts; see Organization)

Alignment: Neutral Evil

Advancement: 6-10 HD (Medium); 11-15 HD (Large)

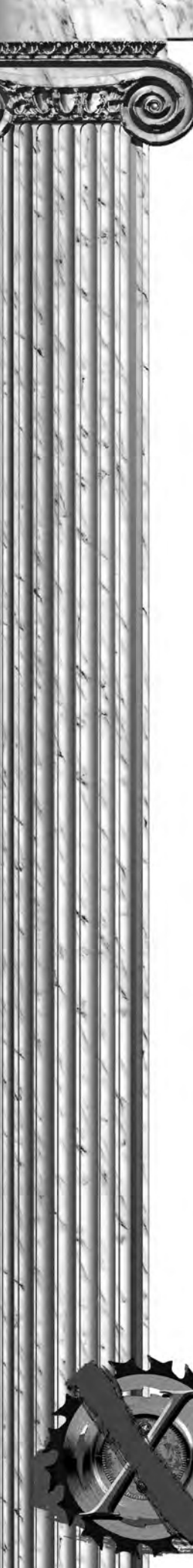
This bizarre creature seems to combine elements of a frog and an ostrich, an unwholesome blend to be sure. It stands on two powerful bird-like legs, its only limbs, and possesses a bulbous head with two wide staring eyes and an oversized maw filled with jagged teeth.

Aangervarks are the first viable creation of Janxalot Ranch, a "monster workshop" that has been working on an arcane breeding program for new monsters since 4697. The workshop's first successful rollout is the aangervark, a composite creature magically bred with one purpose – to give crawlers a really bad time.

Aangervarks are seven-foot tall armless, man-like frogs. An aangervark stands on two muscular, ostrich-like legs ending in three-toed feet. Their blunt heads feature two wide eyes set on either side of their skulls and a hideous maw filled with jagged teeth. Aangervarks have a distinctive frilled ridge, which runs down the center of their heads, making them appear even taller.

Aangervarks are magically bred and cannot reproduce in the wild – they are asexual and sterile eating machines, bred with a super predator's instinct and an evil disposition. Fearless pack hunters who enjoy running down prey and eating creatures alive, these bizarre composite creatures come complete with a sustaining anger that makes them diehard opponents. In battle they fight to the finish every time, although they may play dead in order to take opponents unaware. They have two forms of communication: an evil hiss or a strange seal-like bark, but do not speak any known language. A qualified trainer using simple punishment and reward motivation can teach aangervarks to respond to up to three commands, typically attack, guard, and stay.

Aangervarks were developed in late 4700 for The Games, and while they are not the most practical creatures, many producers favor them. Their evil appearance and dramatic leap-



ing ability makes for an interesting visual fight. Although the aangervark is a composite creature and made from several base types, the aardvark, surprisingly, is not one of them. The aangervark's name is designed to put it on the first page of any DJs alphabetical monster directory. Janxalot Ranch has a rock solid marketing plan for the aangervark – they offer bulk discounts and overnight shipping, and this may just propel this heretofore-unknown monster into the Xcrawl spotlight.

COMBAT

Aangervarks are pack hunters that work together to bring down prey. The simple beasts instinctively follow the toughest member of the pack and work together, attempting to trip and bring down dangerous foes.

Prone Attack (Ex): Aangervarks can attack while prone without penalty and gain a +2 bonus to hit and damage when using a kick from this position.

Sneak Attack (Ex): An aangervark can make a sneak attack like a rogue, dealing an extra 1d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the aangervark is flanking.

Play Dead (Ex): Aangervarks have an atypical defense mechanism – they play possum during a fight to draw foes into a vulnerable position. So effective is this tactic that an aangervark can take 10 on its Bluff check when playing dead (typical result is 20).

Aangervarks have an uncanny instinct for using this ability effectively, and will often pretend to die after being struck twice in melee or when caught in an area effect spell.

Imperfect Life Form (Ex): Aangervarks are asexual and sterile, unable to breed without magical assistance. Their immune systems are abysmal, and they are prone to chronic illness (-4 on all saves versus disease and disease effects). Their typical lifespan is six years.

Skills: Aangervarks receive a +4 bonus on Bluff checks. When playing dead, the Bluff bonus increases to +8. An aangervark's powerful legs give it a +12 racial bonus on Jump checks.

TROJAN HORSE

Gargantuan Construct

Hit Dice: 15d10+60 (143 hp)

Initiative: +2

Speed: 20 ft. (4 squares) (can't run)

Armor Class: 20 (-4 size, +2 Dex, +12 natural), touch 8, flat-footed 18

Base Attack/Grapple: +11/+34

Attack: Slam +18 melee (3d6+11/19-20) or bite +18 melee (2d6+11)

Full Attack: Slam +18 melee (3d6+11/19-20) and bite +16 melee (2d6+5)

Space/Reach: 20 ft./15 ft.

Special Attacks: Ram, trample 3d6+16

Special Qualities: Awkward, climber trap, construct traits, damage reduction 10/adamantine, darkvision 60 ft., low-light vision, magic immunity, stability

Saves: Fort +5, Ref +7, Will +10

Abilities: Str 32, Dex 14, Con –, Int 5, Wis 16, Cha 10

Skills: Search +15, Spot +15

Feats: Alertness, Improved Bull Rush, Power Attack, Improved Critical (slam), Iron Will, Multiattack

Environment: Any

Organization: Usually solitary (plus team)

Challenge Rating: 11

Treasure: None

Crawl Fee: 200,000K leased + 3,000K per crawl surcharge

Alignment: Always Neutral

Advancement: 15-30 HD (Gargantuan); 31-45 HD (Colossal)

Level Advancement: -

This mammoth construct is crafted in the likeness of a gigantic, wooden horse.

A Trojan Horse is a special wooden construct designed specially for this year's Las Vegas crawl by ConStart South. It is both a magic vehicle and a dangerous animate construct in its on right. Its design can be tailored to an individual DJs needs – this year's look is a version of the classic Trojan Horse, but ConStart can tailor the construct's appearance to any need, as long as it has roughly the same dimensions. DJs have already ordered similar constructs

shaped like farmhouses, wooden boardwalks, and killer gazebos for upcoming events.

This year's Las Vegas Crawl Trojan Horse looks like ... well, the Trojan horse. The mammoth construct stands 32 feet high, is 20 feet wide at its base, and weighs a staggering 20 tons. The Trojan Horse's body is entirely made out of sturdy oak planks held together with hand made pegs of petrified ash. It has four wooden plank wheels studded with bronze, a long flowing black tail made from the braided hair of Arabian stallions, and eyes of deepest blue agate. Its head is fully animated, and can turn and move much like a horse's head.

The body of the Trojan Horse has three 4-foot by 8-foot shuttered hatches built into its left flank, right flank, and bottom. The hatches all open out, and each can be opened or closed as a free action by the construct. In addition, it has eight 3-inch by 15-inch arrow slits built into its body (bottom fore, bottom aft, right flank fore, right flank aft, left flank fore, left flank aft, top fore, top aft). The Trojan Horse can open and shut these slits as a free action. When all of the hatches and slits are closed the creature's interior is air and watertight.

The Trojan Horse's job is to act very, very natural until its prey gets close, then to strike when least expected. It can hold still indefinitely, and if it isn't moving, it looks like a simple movable structure. The creature obeys the simple commands of its creator (or one whom the creator designates). The creature understands the primary language of its creator but cannot speak. It can roar, a massive sound that reminds one of the squeal of a furious horse combined with the voice of an air raid siren.

The Trojan horse is made to hold groups of smaller creatures. The horse can hold up to 2 Large, 8 Medium, 32 Small or 128 Tiny, 512 Diminutive or smaller passengers. Since the Trojan Horse controls its shutters, it may attempt to hold someone in against his will. Trying to muscle through the shutters to escape the body of the construct requires a Strength check (DC 23) to hold a shutter open for one round. A successful check allows a creature to either escape or another to pass through. Leaping from a Trojan Horse's interior to the ground causes 2d6 points of falling damage. There is typically a ladder of rope and wood at every shutter that will allow humanoids to easily climb into or down from the Horse. The con-

struct may release or retract these ladders at will as a free action (it can not retract them while there is more than 20 pounds of weight on the ladder – it can not “whip” friends or foes into or out of its interior). Creatures inside may attack with missile weapons or spells through the arrow slits and have a +12 cover bonus to AC against opponents outside the construct.

COMBAT

The Trojan Horse typically rolls within range of its opponents and allows its crew to fire missiles through its arrow slits. It attacks every round in the most suitable fashion, choosing structural stationary targets whenever it can. Its neck is not extremely flexible, and it may not use its bite against creatures of Small size or smaller, although it will likely attempt to trample such diminutive opponents.

Ram (Ex): The Trojan Horse is designed to smash stationary targets. It ignores half the hardness rating on objects when using its slam attack in conjunction with a charge.

Trample (Ex): Reflex DC 28 half. The save DC is Strength-based.

Awkward: The Trojan Horse is a tough opponent in its element, but its size and restricted movement keep it from operating effectively in all terrains. Its limited flexibility prohibits it from entering a passageway of less than 35 feet in height and 20 feet wide, and it may not make a turn greater than 45°. Its lack of flexibility also prohibits it from ever receiving an attack of opportunity, no matter what the circumstances.

Climber Trap (Ex): The Trojan Horse has a built-in trap to discourage opponents from climbing its exterior. Its “crown” (the very peak of its narrow head) has a false spring-loaded top. Medium or smaller size creatures can climb or stand on its head, but as a move action, the Trojan Horse can activate a spring-loaded platform that launches an intruder off in a random direction. A creature flung in this manner travels 1d6x10 feet away and takes 1d6 points of falling damage for each 10 feet traveled. The Trojan Horse can reset this trap as a free action.

Spell Immunity (Su): A Trojan Horse is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Any spell dealing fire damage to a Trojan Horse causes it to burst into flames. These magical flames do no damage to the construct, but give all of its attacks the *flaming* special quality, inflicting an additional 2d6 points of fire damage on a successful hit. The flames persist for 1 round per level of the spell

A *mending* spell heals 1d4 points per caster level to a damaged Trojan Horse. A *knock* spell forces one of its three hatches to open and remain open for 1d3 rounds.

A *quench* spell cast upon it while it is covered in magical fire automatically puts the flames out.

Repel wood and *sympathetic vibration* affect it normally.

Stability (Ex): Trojan Horses are built to be exceptionally stable and receive a +8 bonus on opposed rolls made to resist being bull rushed or tripped.

APPENDIX IV: NEW FROM XCRAWL

NEW FEATS

TWO-FISTED HEALING

Prerequisite: Extra Turning

A cleric with this feat may divide the benefits of any *cure* spell between two recipients. The cleric must have both hands free and must be able to touch both injured parties. The cleric rolls normally for the amount of damage healed, and the total is split evenly between both parties, with the any odd point going to the cleric's choice.

NEW EQUIPMENT

Equipment	Cost	Weight
Linemaster Arrow	30	1
Combat Soaker	120	5
Knife, Multipurpose	20	-
Skyfire Arrow	40	1
Combat Soaker Backpack	250	45 (full)
ZeroGee® Quiver	200	3
Wand Bayonet	50	1

Combat Soaker: A combat soaker is a special heavy-duty, pump-action water gun made from aluminum, rubber, and polycarbonate plastics. It is a simple ranged weapon that can fire a stream of water as a ranged touch attack with a 5-foot range increment, with a maximum of 5 increments. Firing a combat soaker does not provoke an attack of opportunity. Firing water by itself will just annoy the average opponent, but blasting undead and their ilk with holy water will give them something to scream about. A soaker attack with holy water does 3d4 points of damage per "charge" to undead or evil outsiders, and the water is considered blessed. Holy water fired on incorporeal undead effects them normally. Each "charge" of holy water costs 50 GP at any Olympic temple, and a soaker can hold up to six "charges" A combat soaker is a fairly delicate weapon that can only be repaired by an expert (hardness 3, hit points 8).

Also Available: The Combat Soaker Backpack. This is a heavy water reservoir with a flexible tube that attaches to a combat soaker. The backpack can hold up to an additional 50 charges for a combat soaker. It costs 250 GP to fill at any Olympic temple, although it could take a temple up to two weeks to make such a large amount of holy water.

Linemaster Arrow: A linemaster arrow allows the character to fire an arrow with a special silk rope attached. The arrow itself is heavy, with special masonry barbs, allowing it to bite and catch in wood, stone, or concrete. A line master arrow sticks in its target if the damage roll is 4 or better. An embedded arrow can take 200 pounds of pull pressure before it dislodges (400 pounds if the attack roll was a natural 20). Linemaster arrows are tricky to use, and firing one is a full round action that provokes an attack of opportunity. They are also heavy and weighted down by the rope they trail, and have ½ the range increment for an arrow of their kind. The maximum range of the linemaster arrow is the length of its line or five range increments, whichever is less.

Multipurpose Knife: This is a handy, versatile knife with several snap-out blades and tools. Typical designs have a tiny all-purpose blade, a flathead screwdriver, scissors, saw, bottle opener, can opener, awl, toothpick, and tweezers. If a rogue lacks thieves' tools, he can use a multipurpose knife to lower his Open Lock penalty from -2 to -1.

Skyfire Arrows: This is a stocky arrow with a self-contained charge of standard alchemist's fire. Firing a skyfire arrow is a full round action that provokes an attack of opportunity. On a successful hit a skyfire arrow does 1-2 points of piercing damage and 1d6 fire damage. In addition, the fire burns for one additional round for an additional 1d6 points of fire damage. These arrows have half the range of their standard counterparts and are extremely fragile. Crawlers carrying Skyfire arrows during a fall or massive impact need to make an item saving throw (Reflex DC 19) or the arrows ignite prematurely, doing 1d6 points of damage for two rounds and destroying all the other arrows in the quiver.

Wand Bayonet: This is a slender blade of sharpened teak, designed to fit over the end of any wand. Wizards will often mount a bayonet over their primary offensive wand, allowing a desperate close quarters attack when a melee weapon is not at hand. Fighting with a wand bayonet is risky; on any attack roll of one, the wand must save (Fortitude DC 20) or it snaps in two, utterly destroyed. Wand bayonets cannot be made of metal of any sort, as it may hamper spell casting.

ZeroGee® Quiver: This specialized quiver has a foam bottom that your arrows or quarrels stick into. This prevents ammo from falling out, even if you are upside-down, flying, hurled aside, or diving for cover. There is a ZeroGee® quiver for every type of arrow or bolt used in The Games.

ARMOR ADDITIONS

Easy-Off Armor: Sometimes survival depends on freeing yourself from your armor – fast. Easy-off armor is designed for quick removal, even when its wearer is being grappled or is submerged. Specific easy-off features depend on the armor type, and include: zippers, clever safety catches, and even Velcro. These designs, and many more, are used by armor makers to give their gear quick removal action. The actual length of time it takes a skilled wearer to remove easy-off armor depends on its class: Light armor – two rounds. Medium armor – four rounds. Heavy armor – seven rounds.

NEW MAGIC ITEMS

Omni Weapon: An *omni* weapon looks like a silver ball, small enough to hold in the palm of the hand. The player who takes it must hold it in his hand and concentrate on the perfect weapon – the weapon of his dreams. The ball then forms itself into a perfect example of the weapon the individual wished for. The new weapon will be perfectly gripped, balanced, and weighted for individualist owner. It may become any archaic melee or ranged weapon, but not ammunition (such as an arrow, bullet or crossbow bolt), or any type of firearm, bomb, or other such devices. The weapon has whatever magic bonus was assigned to it, and grants an additional +1 circumstance bonus to hit when wielded by the individual who shaped it. *Omni* weapons can be imbued with any special weapon quality, such as *keen*, *flaming*, etc. The *omni* weapon can only be formed once – after it takes weapon form, its shape is permanent.

Moderate to strong transmutation; CL16th; Craft Magic Arms and Armor, Craft Wondrous Item, *wish*; 3,000 gp (+1), 10,000 gp (+2), 22,000 gp (+3), 40,000 gp (+4), 66,000 gp (+5).

Omni Armor: *Omni armor* becomes whatever armor the player desires. Typically only awarded as an Xcrawl prize, *omni armor* looks like a silver disc. The player who takes it holds it against his forehead and concentrates on the perfect armor – the armor of his dreams. The disc then forms itself into an example of the armor the character wished for, perfectly sized and fitted for its owner. *Omni armor* can become any kind of non-powered archaic armor (leather, chain, breastplate, full plate, etc.), shield (any size steel or wood), specialized armor (elven chain, dwarvish masterwork), or modern non-powered armor (MiniLynx, composite sports gear). It cannot become armor made out of exotic material such as dragon hide, plastic, or adamantite, although it can become titanium.

Omni armor can also have any mundane armor extras its owner chooses, such as armor spikes or exterior tread. *Omni armor* has its innate armor bonus plus any magic bonuses assigned to it. In addition, any associated armor check penalty for the *omni armor* is reduced by –2 when worn by the one it was created for. Unlike other magical armor, *omni armor* never changes size to accommodate new users. *Omni*

armor can only be formed once – after it takes form, its shape is permanent.

Moderate to strong transmutation; CL16th; Craft Magic Arms and Armor, Craft Wondrous Item, wish; 2,000 gp (+1), 6,000 gp (+2), 15,000 gp (+3), 24,000 gp (+4), 41,000 gp (+5).

Sneakers of Spider Climb: Who wears slippers to a dungeon, anyway? This is a practical, stylish version of the traditional *slippers of spider climbing*.

Faint transmutation; CL 4th; Craft Wondrous Item, spider climb; Price 4,800 gp; Weight ½ lb.

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