



THE INAUGURAL
CELEBRITY
PRO/AM CRAWL





XCRAWL: THE INAUGURAL CELEBRITY PRO/AM CRAWL ADVENTURE MODULE

WRITTEN BY: BRENDAN LASALLE

Edited by Brett Brooks; Additional Editing by Christina Stile; Pathfinder Conversion by Christina Stiles; Design by Allyson Brooks; Illustrations by Marcio Fiorito and Ed Ball; Map by Geb Buxton; Dinner delivered by Scott Knuchel; GM Screen illustration by Chris Appel; Published by Goodman Games; Graphic Design by Jamie Wallis

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So, have fun, but DON'T keep it real; keep it fantasy.

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THE INAUGURAL CELEBRITY PRO/AM CRAWL

BACKGROUND

The Celebrity Pro/Am Crawl is a charity Xcrawl event to raise money for the Jose Villalobos Institute for Widows and Children of Foreign Wars. The Institute is a noble and charitable organization, providing shelter and aid for thousands of underprivileged children nationwide. Newly elected Villalobos House Chairwoman Ridel Walker organized the event, hoping to turn it into an annual occurrence, generating desperately needed funds to keep the Institute afloat. In a major bid for advertising revenue, every team will have a celebrity guest actually participating in every aspect of the adventure. Chairwoman Walker believes that this will draw fans of both Xcrawl and celebrities, and hopefully generate a huge burst of income.

However, the inaugural Crawl may very well become a disaster: the Crawl has inadvertently hired a dangerous lunatic to be the Celebrity Pro/Am DJ. Carley Danger was a television actress in her twenties when she met the infamous Bradley Epstein on the set of the espionage thriller, *Blue Scorpion*. Epstein was a ruthless ladies man, and the beautiful and young Carley was just his type. They began a stormy eight-month affair that left Carley emotionally devastated. Their famous, explosive breakup was extremely well documented in the national tabloid media, and Carley became an easy target for comedians and commentators. After months of self-destructive drinking, Danger was arrested for breaking into Epstein's California ranch, reportedly to kidnap their once-shared cat, Pie. She submitted to rehab and quit drinking, but has been on the edge of a nervous breakdown for years. She continues to be extremely famous—in a sad, has-been sort of way—making guest appearances on late-night television shows, doing charity events, and making the occasional tabloid headline for her erratic behavior.

When Carley heard that Bradley was going to be a player in an Xcrawl celebrity event, her mind snapped. Instantly, she found a clear, maniacal purpose: she decided to kill Bradley Epstein, his beautiful new girlfriend, his cat, and anyone who attempts to stop her. She pulled every string and called in every favor she had to get herself an interview with organizer Ridel Walker. Carley used the Reinvention fame feat to re-create herself as a top-notch Xcrawl DJ—she dazzled Ridel with her technical knowledge of monster handling, ambush techniques, and poisons. Ridel quickly decided that Carley would make a great DJ, even though she was far from the most famous interested party. Once Carley was chosen to be DJ, she raised funds, amassed a startling

array of monsters in a very short period of time, and started formulating her plans for revenge.

Carley hates Epstein profoundly, and wants to see him suffer. She knows all of his psychological and physical weaknesses,

and is prepared to exploit all of them on national television. She has made what she

believes to be a harmless arrangement with a hobgoblin clique who are using this as an opportunity to escape—this arrangement will lead to the deaths of several handlers and technicians.

When the dungeon begins, she is set to slaughter Brad and anyone who helps him—in this case the player characters. Only the skills and resourcefulness of the players will keep him alive.



CARLEY DANGER**CR 7****XP** 3,200

Female human expert (actress) 9

CN Medium humanoid (human)

Init +0; **Senses** Perception +0**DEFENSE****AC** 13, touch 13, flat-footed 13 (+3 deflection)**hp** 40 (9d8)**Fort** +3, **Ref** +3, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** replica short sword +8 (1d3+2/19–20)**Ranged** .35 pistol +6 (1d10+1/19–20)**TACTICS**

During Combat Carley throws her alchemist's fire on the first round, trying to keep her enemies distracted with her Bluff skill before throwing it. She then uses her pistol to defend herself.

Morale Although Carley is not rational, she has a strong sense of self-preservation, and she will plead for her life if reduced to 5 or fewer hit points.

STATISTICS**Str** 15, **Dex** 11, **Con** 11, **Int** 16, **Wis** 8, **Cha** 19**Base Atk** +6; **CMB** +8; **CMD** 21**Feats** Deceitful, Persuasive, Point-blank Shot, Quick Draw,**Skill Focus** (Bluff), **Skill Focus** (Perform [act])**Fame Feats:** Celebrity, Enduring Celebrity, Hottie, Reinvention**Fame** 13 Permanent, 41 Temporary

Skills Acrobatics +5, Appraise +9, Bluff +21, Craft (jewelry) +6, Diplomacy +18, Disguise +6, Grandstanding +16, Intimidate +18, Knowledge (local) +15, Knowledge (pop culture) +6, Knowledge (Xcrawl) +14, Linguistics +7, Perception +0, Perform (act) +19, Profession (actor) +11, Profession (commentator) +2, Sense Motive +8, Stealth +6

Languages English, Giant, Goblin, Spanish**SQ** camouflaged step, chameleon skin, rogue talents (fast stealth), trapfinding +1

Combat Gear alchemist's fire (2); Other Gear +3 ring of protection, badge of greater teleport, loaded .35 pistol, 30 bullets loose in her handbag, flattering outfit, two unsharpened replica swords (1d3 damage), classic casual black handbag, keys to her luxury midsize, wallet, 875 GP in notes and coin, crumpled picture of her and Brad holding hands in front of her mother's house

SETTING

The Celebrity Pro/Am Crawl is a Division III event running on November 8th, 2007 (or whenever best suits your campaign), in downtown San Francisco, at the recently completed Kimball Civic Center. Duke Karl Schmidt controls the city, owning a quarter of the real estate, and a stake in most of the major cor-

porations operating in the city by the bay. He answers only to the Emperor. The Duke attends the Crawl, along with his chief advisor Bruce Mayfield, his family, and their bodyguards. Celebrities, noblemen, and a few Xcrawl superstars comprise the rest of the audience. Archmage Jose Villalobos himself is in attendance, but leaves right after the opening ceremonies.

INVOLVING THE PLAYERS

Despite the fact that it's a new event, The Celebrity Pro/Am Crawl has immense potential—especially for fame-hungry crawlers. All of the savvy Xcrawl agents are scrambling to get the clients involved. However, your player characters have it easy—they have a personal invitation from Bradley Epstein to be his team. Bradley is a lifelong Xcrawl fan and martial arts buff who desperately wants to win this event. He believes that the players' team is the right one to support him in the dungeon. If the players' team is willing to transform into "Bradley's Bruisers" for this one event, Brad will owe them a huge debt. The extremely charming and persuasive Bradley is used to getting what he wants, and he wants the players' team badly. Roleplay Bradley calling the players; if they don't immediately accept his offer over the phone, he flies them to LA, wines-and-dines them on his seventy-foot yacht, takes them to prestigious horse races and top-card boxing, and tries to dazzle them with Hollywood glitz and promises of lifelong friendship. If they still refuse to become Bruisers for just this one Crawl, he brings in the big guns, and sets up dates for them with their favorite celebrities.

BRADLEY "BRAD" EPSTEIN**CR 4****XP** 1,200

Male human expert (actor) 4/fighter 2

LN Medium humanoid (human)

Init +1; **Senses** Perception +0**DEFENSE****AC** 23, touch 10, flat-footed 23 (+10 armor, +3 shield)**hp** 29 (2d10+4d8)**Fort** +4, **Ref** +2, **Will** +4 (+1 vs. fear)**Defensive Abilities** bravery +1**OFFENSE****Speed** 20 ft.**Melee** +2 spiked gauntlet +8 (1d4+5)**Ranged** +2 strong composite shortbow +8 (1d6+4/x3)**TACTICS**

During Combat Brad tries to disarm opponents, when possible, believing that disarming them adds more drama for television drama when his enemies are at his mercy.

Morale Bradley does not wish to die, so he surrenders if reduced to fewer than 10 hit points.

STATISTICS

Str 16, **Dex** 13, **Con** 11, **Int** 13, **Wis** 10, **Cha** 20

Base Atk +5; **CMB** +8 (+10 disarm, +10 trip); **CMD** 19 (21 vs. disarm, 21 vs. trip)

Feats Combat Expertise, Improved Disarm, Improved Trip, Improved Unarmed Strike, Skill Focus (Diplomacy), Skill Focus (Perform [act])

Fame Feats Hottie, Sex Symbol

Fame 22 Permanent, 68 Temporary

Skills Bluff +9, Climb +6, Craft (films) +4, Diplomacy +12, Intimidate +9, Knowledge (athletics) +8, Knowledge (local) +4, Knowledge (pop culture) +4, Perform (act) +17, Perform (comedy) +12, Perform (dance) +13, Perform (keyboard instruments) +12, Perform (sing) +10, Profession (actor) +9,

Profession (director) +4, Sense Motive +1

Languages English, French

Combat Gear alchemist's fire (5), mwk arrows (50), potion of cure light wounds (5); **Other Gear** +2 half-plate, +2 buckler, +2 composite shortbow, +2 spiked gauntlet,

THE EVENT

The Celebrity Pro/Am Crawl is a non-season charity exhibition event falling outside the normal division rankings—essentially, this is an exhibition rather than a part of the season. Various sponsors have donated all of the prizes. For every gold piece the players win, the sponsors have pledged to donate an equal amount to the Villalobos House Institute; in reality, however, Carley Danger has squandered all available funds on her plans to destroy Brad Epstein.

Three celebrities have been chosen to create teams and challenge the dungeon. The three levels each have their own separate design and layout, with the teams going through one at a time (though only one level is seen in the adventure). Bradley's Bruisers are going first by virtue of a rigged coin toss.

RECALL BADGES

All celebrity participants (not pro Xcrawlers) receive a recall badge. Holding it and saying the password ("xylophone") should instantly teleports the individual to a safe room off-stage, where a cleric and paramedics wait. However, Carley has made sure Bradley's Bruisers were issued spent, nonfunctioning badges.

TECHNICAL NOTES

Unless otherwise stated, all doors are security doors (DC 20 Disable Device). Standard rules for equipment prevail. Spellcasters may each take 10 levels of scrolls into the dungeon. Clerics may possess a maximum of one healing wand. Bardic instruments must be acoustic, but are remotely miked for the benefit of the viewing audience. No explosives are allowed other than alchemist's fire; poisons, acid, and electric devices are also banned. All equipment is scrutinized by the referees before the dungeon, and they disallow any equipment considered illegal from the Crawl.

WIN CONDITIONS

The players must complete all rooms and rescue the three celebrity Maidens Fair to finish the dungeon. A panel of three celebrity judges scores each team. That's the win conditions on paper: the reality is that this game will quickly become all about survival.

CROWD DC

Throughout most of the Crawl, the players must make a DC 15 Grandstanding check to affect the crowd; the audience is very excited to be watching this one-of-a-kind, first-ever celebrity event. The crowd will be only a very small factor in this game: when it becomes apparent that the entire dungeon is a murderous vendetta between the DJ and Bradley Epstein, most of them flee the arena.

THE COMPETITION

Two teams are competing against Bradley's Bruisers for the top prize.

MacFurhman's Heroes, led by celebrity druid Shelly MacFurhman. Shelly is a 66-year-old author and socialite who is famous for championing the unpopular cause of conservationism. Shelly is a very robust senior citizen who is fearlessly unconventional in an overwhelmingly conservative society. Shelly has asked the members of the GreenWorld Ocean Warriors to be her backup team. The Ocean Warriors are a fairly competent bunch who have finished a few major Xcrawl events, and the odds in Vegas are on them.

Tony's Titans, led by rocker Tony Yang. Tony sang and played guitar in the influential bands Mary in the Morning and Squeezer before embarking on an extremely successful solo career. Now an aging icon hoping for one last chance at the spotlight, Tony has hired the Vader Nines, a tough biker gang from Tasmania, to be his backup team. The Vader Nines are a rough bunch of brawlers, but aren't real Xcrawlers.

THE ALL-CELEBRITY OPTION

In this option, teams are composed entirely of celebrities, rather than having one celebrity and a team of Xcrawl pros. Appendix A (page @@) provides a group of pre-generated characters designed for use with this adventure. They are a mixed group of luminaries who only have fame in common. Each member has just enough Xcrawl experience to be dangerous. They join the competition with the understanding that they are in no real danger. Heh.

The pre-fab celebs have one edge in the games—top-notch equipment. Every one of them had a blast blowing thousands of dollars on fun Xcrawl toys. They have borrowed top-level magical equipment from all of their celebrity friends, and they are loaded for bear. All things considered, they may have a chance—though not a very good one.

OUTTA HER DAMN MIND

At some point, the players will realize that something foul is afoot. The players may question the DJ for blatant disregard of rules, tradition, and sportsmanship (and there is plenty of unfairness: the players receive inappropriate, and in some cases ridiculous, magic items, all the NoGo doors are welded shut, etc.). Once the players start questioning Carley Danger, she denies everything: she claims that it's all in the spirit of fun and charity, and she chides the players for being whiners. She might go so far as to apologize for overstepping the bounds of good taste. Of course, the players can make a Sense Motive check versus her Perform (act) or Bluff skills to discern that she is not truly apologetic. Once she can no longer feasibly continue this ruse, the Crawl gets really interesting.

When Carley is unable to maintain her business-as-usual façade, she reveals the final ace in her hand: she has Bradley's girlfriend, young starlet Mandy Stride, held hostage in her private control booth. Carley rolls Mandy in front of the AVS so the players can see her. Mandy is duct-taped to a swiveling office chair and is gagged; she looks extremely distressed. Carley raves about paying Bradley back, about making him feel some of the pain she felt. She swears that if anyone tries to get into the booth, or if the players quit, she will kill Mandy. She orders the referees, handlers, and audience to leave the stadium; and she demands the players finish the dungeon. She forces the TV crew to maintain their positions, so the entire Crawl is still being broadcast.

At this point, this is no longer an Xcrawl event: this is a dungeon full of monsters. There are no referees now, the scoreboards do not work properly, and the creatures may begin to escape. It's up to you as GM to determine and describe the extent of the occurring chaos.

NAE Special Forces are summoned to rescue Mandy, but it takes them at least 90 minutes to mobilize and position themselves to storm the DJ booth, which is magically protected against scrying and teleportation. The players must complete the Crawl if they want to save Brad's new girlfriend.



THE DUNGEON

ROOM 1—GREEN ROOM

The players are required to be in the green room by noon on the day of the Crawl. Once they have all arrived, read them the following:

The green room is much busier than normal for an Xcrawl event. Dozens of reporters, photographers, and Xcrawl Commentators hover about, paying no attention to you—everyone is focused on Bradley Epstein. Bradley works the room like a true professional, posing for photos, answering questions, and shaking hands. Occasionally, the ring of reporters around him bursts into laughter as the famous movie star jokes with them about the upcoming event.

Double doors on the west wall lead to locker and bathing facilities. There is a craft-services table with coffee, juice, soft drinks, bagels, and fruit against the far north wall. There is also a large AVS dominating the south wall that is currently playing a classic black-and-white movie. At the east end of the room is the door to the dungeon; it is flanked by two very stern-looking referees.

The players can warm up, get their equipment together, discuss strategy, or merely sit and do nothing. A few reporters ask them about what it's like to work with Bradley Epstein and other questions of that ilk. Other than that, the players are mostly ignored. This is not the case if the All-Celebrity Crawl is in effect. If the entire group is celebrities, the attention is divided a bit more evenly.

At some point, Bradley takes the entire team into the locker room (which is off limits to everyone but Crawl participants) to talk. He tells them that they don't have anything to worry about—DJ Carley Danger is a "personal friend of his from way, way back" and that they had a two-hour telephone conversation the night before. Bradley says that Carley is going to pretend to be personally angry at him in front of the cameras, as if Carley still held a grudge about the old days.

Brad believes that the dramatics will ensure the Bruisers will get more camera time than the other teams, and that the publicity will be fabulous for everyone involved. If the players are suspicious about the DJ's motives, Bradley reassures them that he and Carley even discussed going on a romantic vacation together after the Crawl ends—not that he would ever actually date such a has-been, he tells them.

Bradley also has a head full of false information—Carley Danger lied to him about what monsters and traps the teams would be facing. Bradley thinks he has the entire dungeon memorized, including the locations of secret doors and how to bypass certain obstacles. If the players ask Brad what's in store for them, make up something that sounds very easy.

The crawl begins at 3:00 P.M. At 2:45 P.M., the Ref instructs the players to assemble before of the AVS for the pre-game interview.

The image on the AVS changes, and the players are face-to-screen with DJ Carley Danger. She is a deeply-tanned, mature blonde woman of exceptional proportions. She wears a black tank top showing off her muscular arms and new tattoo, a three-eyed toad tribal symbol. She wears a pair of crossed swords on her back. Bradley is stunned by her appearance, claiming that she never looked better.

DJ Carley Danger sits upon a black throne with an imperiously arched back. She looks you over. "Well, well, well. Bradley's mighty Bruisers. Ladies and Gentlemen, a big hand for Bradley Epstein and his team." (massive applause) "You're looking good, Brad. As some of you here in our studio audience or at home might remember, Bradley and I dated a few years ago." She looks directly at Brad, and says with a sneer and a wink, "I'll try not to hold it against you today, Brad." (the audience laughs) "It won't be easy, though, as I still have a score to settle with you—perhaps we'll settle it today."

The DJ then briefly interviews the players. If there are any women on the team, she asks about their relationship with Brad. Her questions are uncomfortably personal, yet still safe for television—she asks if he has been hitting on them, if he bought them gifts, if he offered to take them to a little place in Aspen nobody else knows about, etc. Both Brad and Carley play it off like friendly ribbing, but the perceptive (DC 12 Perception check) might see Brad begin to get nervous.

SUBTLETY!

Time to sharpen your GM skills. If you play this right, you can lull the players into believing that they are simply in possession of some illegal information about the Crawl. Play DJ Carley Danger carefully—she is crazy but extremely cunning. She has worked too hard to lose Brad with him right where she wants him. But her careful mannerisms might slip once or twice, revealing glimpses of her true madness. Try briefly narrowing your eyes just a bit any time anybody says Brad during the interview.

Once the interviews are over, Carley Danger addresses the entire group.

Put your eyes back in your pandering head, Brad." (laughs from the audience) "Well, let's begin. My Dungeon Troopers are going to hide the Maidens Fair deep in the dungeon. Rescue all three to complete Level One. Remember, the judges are awarding points for heroism, good sportsmanship, and opponents defeated. In the name of Apollo, I wish thee luck. Also, I call upon the Morae to favor our contest. I wish you all well, but this is Xcrawl, and if you die—well, then you die. Good luck, all. Have fun, Brad. Kiss, kiss."

The AVS screen then shows the three celebrity Maidens Fair:

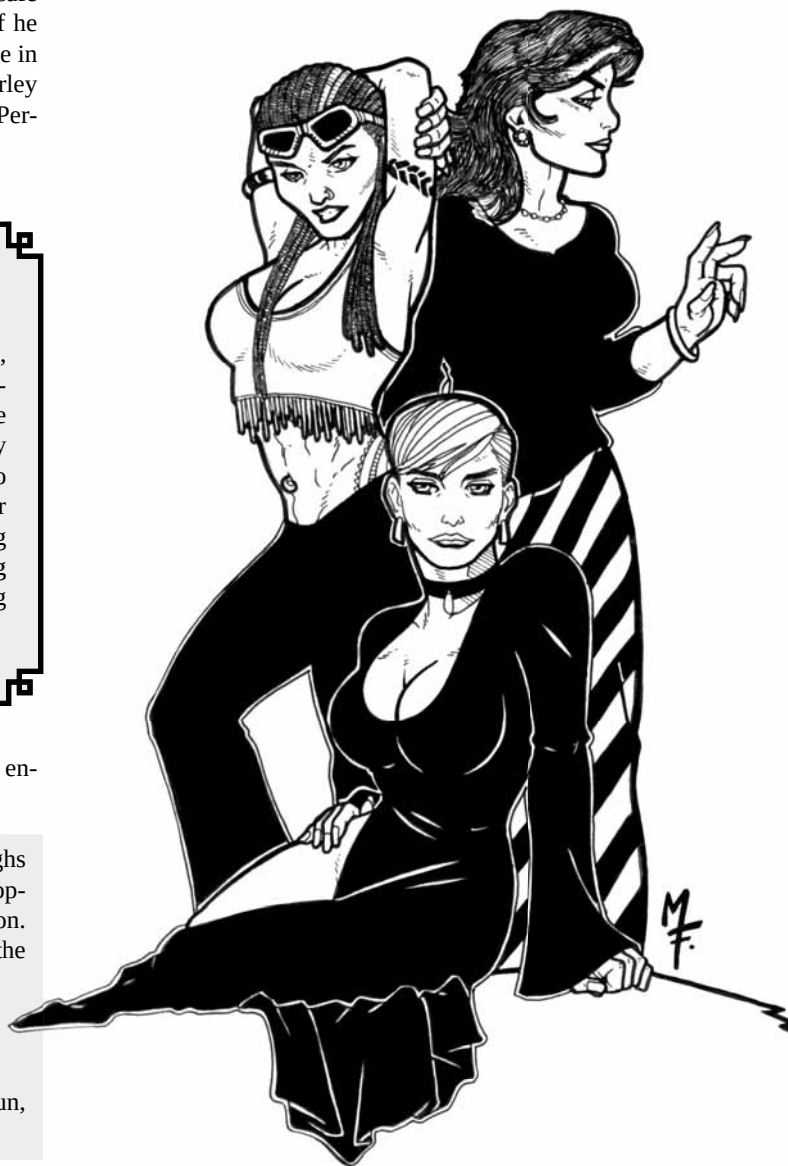
Maid Geena—Geena Kristen, hot young daytime star of award-winning Soap, Ardor and Veils.

Maid Doreen—Doreen Berganon, beautiful folk singer with the current #1 hit, "Summon My Heart."

Maid Alice—Lady Alice Malloy, local noble debutante.

A DC 13 Knowledge (religion) check lets a character know that invoking the Morae before a contest is highly irregular of a DJ. The Morae are associated with fate—the superstitious would consider it bad luck to mention them before a life-or-death event.

The referees step away from the door, and then give the players the "Go" sign. The first door is not locked nor trapped; it leads to an elevator with a red and blue button on the south wall; there is a second door on the east wall. Brad says there are no traps on the elevator, and in this instance, he is correct. He also quietly relates that there should be three ogres in the next room.



ROOM 2—OGRE EASY CR 6

The east elevator door opens on a small arena room, with a ring of banners advertising everything from cough drops to tennis shoes. The room erupts with applause and cheering as you enter. At first the room seems empty, but after a moment several explosions erupt, leaving a cloud of smoke in the room. Seconds later, the cloud dissipates and three ogres wielding huge iron-shod clubs stand before you in the room.

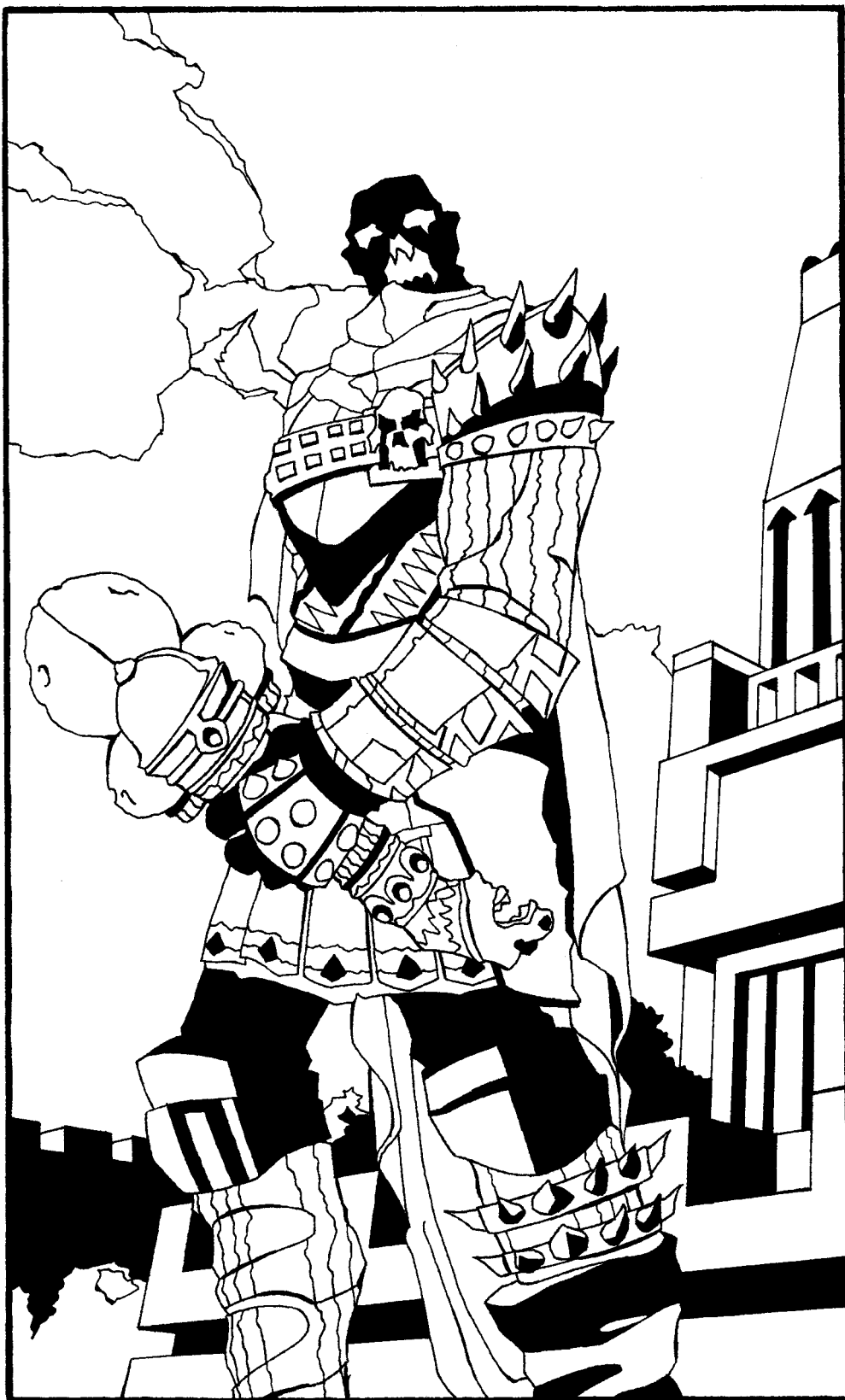
Creatures: The three ogres are dressed in oversized scale mail armor, and they wear fearsome death's-head masks.

OGRES (3) CR 3

XP 800 each

hp 30 (Pathfinder® Roleplaying Game Bestiary™)

Treasure: Once the ogres are defeated, an AVS appears. Carley Danger congratulates the players on their victory, and a hidden panel arches open, revealing a red-velvet-lined case with the treasure. A 500-gp note, a scroll of remove disease, and the +3 dwarven urgosh known as "Mattok's Pride."



ROOM 3—TYGER TYGER CR 9

The door to this room is trapped (Perception DC 23/Disable Device 20), see Traps below. This room is completely dark. Once the players have a light source, read the following:

This triangular room has large black tiles on the walls, ceiling, and floor. A faint musky smell hangs in the air. There are two doors on the north wall. The left one sits in the center of a floor-to-ceiling mural depicting an ancient battle between men and orcs. The right door is similarly set in the center of a dark mural which depicts the aftermath of the battle—women weep while wounded men limp about.

Creature: Hiding on a ledge high above the room is a saber-tooth tiger. It springs down and attacks once the players spend a round or two in the room. The tiger's eyes are wild with madness, and it attacks with no concern for its safety. If the players kill the animal, it polymorphs back to its original state, a normal housecat.

DIRE TIGER (SABER-TOOTHED TIGER, POLYMORPHED HOUSE CAT) CR 8

XP 4,800

hp 105 (Pathfinder® Roleplaying Game Bestiary™)

AC 21, **touch** 15, **flat-footed** 19 (+4 deflection, +2 Dex, +6 natural, -1 size)

Gear: +4 collar of armor

Traps: If the door to this room is opened or bashed down without first disarming the trap, the door explodes into a million tiny fragments (the door is marbled with a relatively unstable variant of plastique). Additionally, the left door is a false door. It is locked (Disable Device DC 20) and trapped (Perception DC 22/ Disable Device 18). If the left door is opened before the trap is disarmed, jets pump poison gas into the room.



EXPLODING DOOR TRAP CR 2

XP 600

Type mechanical; Perception DC 23; Disable Device DC 20

EFFECTS

Trigger touch; Reset manual

Effect Atk +10 ranged touch, 3d4; DC 18 Reflex for half; multiple targets (all targets in a 20-ft.-square area)

POISON-GAS DOOR TRAP CR 3

XP 800

Type mechanical; Perception DC 22; Disable Device DC 18

EFFECTS

Trigger touch; Reset manual

Effect poison gas (burnt oil fumes); never miss; onset delay (1 round); multiple targets (persists for 1 round)

Development: Bradley Epstein is shocked when the tiger transforms into a housecat, one that looks identical to his own cat, Pie, whom he left on his houseboat in Montauk. His girlfriend Mandy is supposed to be watching it. He is sure Pie is safe, but the resemblance is uncanny. Yes, it is his cat.

ROOM 4—BREAK ROOM

The secret door to this break room is extremely difficult to detect (Perception DC 27).

This is a typical Xcrawl break room. There are six comfortable chairs, an AVS monitor, a cushioned medical table, and a cooler filled with drinks. Two doors seem to lead to male and female bathrooms. A third door has a star on it and the name “Brad Epstein.”

There is a paramedic here, Matt Pittman (First Aid +11 [modern healers kit included], currently +9 due to extreme fatigue). Matt looks exhausted, and if asked, he relates that he kept waking throughout the night to car alarms going off in the parking lot.

Brad’s private dressing room has a large mirror, a long makeup counter, fresh flowers, bottles of expensive water, and a private bathroom. If Brad makes it to this room, he comes out quickly in disgust—he is extremely allergic to Tennessee White Geraniums, and there are two bouquets of them in his room. He can’t even abide to be in the room with the flowers.

ROOM 5—THE CRYPT CR 6

This room has been designed to look like an underground crypt. The walls are faux cavern, including stalactites hanging from the ceiling. There are a dozen prop coffins here, each with its own fake tombstone. In the southwest corner is a tall and fearsome idol to a strange power.

A successful DC 12 Knowledge (religion) check tells the players that this idol represents Set, Egyptian god of the night. It is not a prop; it is an actual marble statue. Brad is surprised to see all of this, as he expected to find a solitary lizardman in this room.

This entire area is under the effect of a desecrate spell.

Creatures: Once all of the players have been in the room for a round or two, the coffins open and out amble 12 zombies, each wearing a latex mask of an older woman. Brad starts raving: the masks are a perfect likeness of his mother, who died in a mysterious car accident a few weeks ago.

ZOMBIES (12) CR 1/2

XP 200 each

hp 12 (Pathfinder® Roleplaying Game Bestiary™)

Treasure: Once the zombies are defeated, a panel in the wall slides open and reveals a treasure case. Inside are a 1000-gp note, +2 short-handled shovel, a potion of zone of truth, and a certificate for a free massage at Chago’s, a local spa.

+2 short-handled shovel: +2 to hit, 1d6+2 dam (includes magic), 20, small weapon. Gives a +2 bonus on skill rolls that involve digging.

ROOM 6—HOBGOBLIN ACID TEST CR 5

Creatures: Eight hobgoblins await in this passageway (Mojo Pool 1d6+2). This clique has made a pact with Carley Danger that allows them to escape once the Crawl falls into chaos in return for maiming Brad.

HOBGOBLINS (8) CR 1/2

XP 200 each

hp 17 (Pathfinder® Roleplaying Game Bestiary™)

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

Fort +5, **Ref** +6, **Will** +1

Melee: mwk short sword +4 (1d6 +2/19-20)

Ranged: mwk strong longbow (+2)

Before Combat: If the hobgoblins know the players are coming their way, they consume a potion of bull’s strength and a potion of cat’s grace (these are not included in their stats).

During Combat: In the first round, they throw thunderstones to hamper spellcasting, and then fire arrows from behind the cover of the corners of the corridor, falling back if necessary. When they feel the time is right, the hobgoblins charge Brad, hurling vials of acid at him, as their job is to leave a horrid scar on Brad—somewhere visible. Two await at the first corner, two await at the second, and the last four lurk in the room, waiting for players to enter.

Morale: Once one or two of the hobgoblins successfully hit Brad with acid, they surrender. If, by this point, there are no referees coming to lead them away, the players have to take matters into their own hands. One of the hobgoblins speaks broken English, and negotiates for the safety of his men. If allowed to leave, the hobgoblins raid the break room, kill the paramedic, steal his car keys, and any medical supplies they can get their hands on, and try to escape.

Combat Gear: alchemist fire (2), thunderstones (2), vial of acid (5); Other Gear: mwk banded armor, mwk short sword, mwk strong longbow +4, potion of cat's grace, potion of bull's strength, mwk thieves' tools.

If the PCs take a wound from the acid, they must receive magical healing within three rounds or receive a permanent scar that can only be removed with a regenerate or wish spell. Players entering the otherwise featureless room will note that there was a door here that has been lifted off its hinges. The door leans against the wall in the southwest corner of the room. In the northwest corner of the room are fake prop manacles, where Maid Geena was held—one of the hobgoblins slapped her to activate her NonCom badge. By this point, the party should be very suspicious, if not thoroughly convinced that things are going wrong.

Treasure: 100-gp note, a defective wand of summon monster I (50 charges), a potion of zone of truth, and a certificate for individual Mernece Ice Cream Makers (250 GP value each). Due to a magical accident, the wand can only summon a celestial dove or an infernal lop-eared bunny, both of which are useless for combat purposes (50-50 chance for either). This property of the wand will not be known until a caster uses it for the first time.

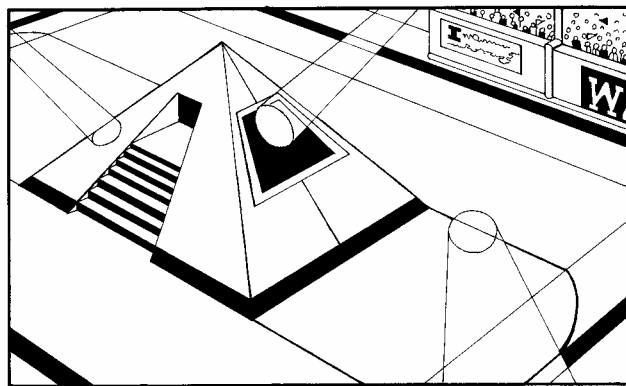
ROOM 7—PYRAMID POWER CR 7

7 This arena room is surrounded on four sides by audience members, who sit cheering and waving small flags. There is a large scoreboard hanging from the center of the arena; it is dark except for the staring visage of DJ Carley Danger looking down at you.

In the center of the room is a fifty-foot-high pyramid that is painted to look as if made of gold. Sparking red and green spotlights sweep the room.

The people in this room have been kept clueless throughout the Crawl—they've actually been watching fake highlights of another team running a separate Crawl. The audience is protected by invisible walls. There are two NoGo doors, but anyone trying to exit finds the doors have been welded shut and barricaded from the other side.

The players have one chance (DC 20 Perception check) to notice a strange occurrence in the audience: an older woman waves desperately to get their attention. She holds up a make-shift sign that reads: "GET OUT SHE CRAZEE." Two hooded guards pull her away a round after she is spotted.



Creatures: Once the players are assembled in the room, a door opens in the side of the pyramid facing the players. Smoke pours out of the open door, and the arena lights dim. A criospinx bursts forth, flanked by four hobgoblins with halberds. Before they attack, the criospinx (who wears a hidden mic) calls out: "A riddle for you all: Why does Brad Epstein think it's okay to sleep with his girlfriend's friends?" The creature's voice can be heard throughout the arena. The monsters attack without waiting for the answer.

CRIOSPINX

CR 7

XP 3,200

hp 85 (Pathfinder® Roleplaying Game Bestiary 3™)

Morale: The sphinx surrenders if in immediate danger of death. It speaks English, and is actually rather amiable for one of its kind. If the subject comes up, he doesn't mind letting the players know that he washired special by the DJ. Carley, who also wrote the riddle—which the sphinx feels is a very poor riddle, at best.

HOBGOBLINS (4)

CR 1/2

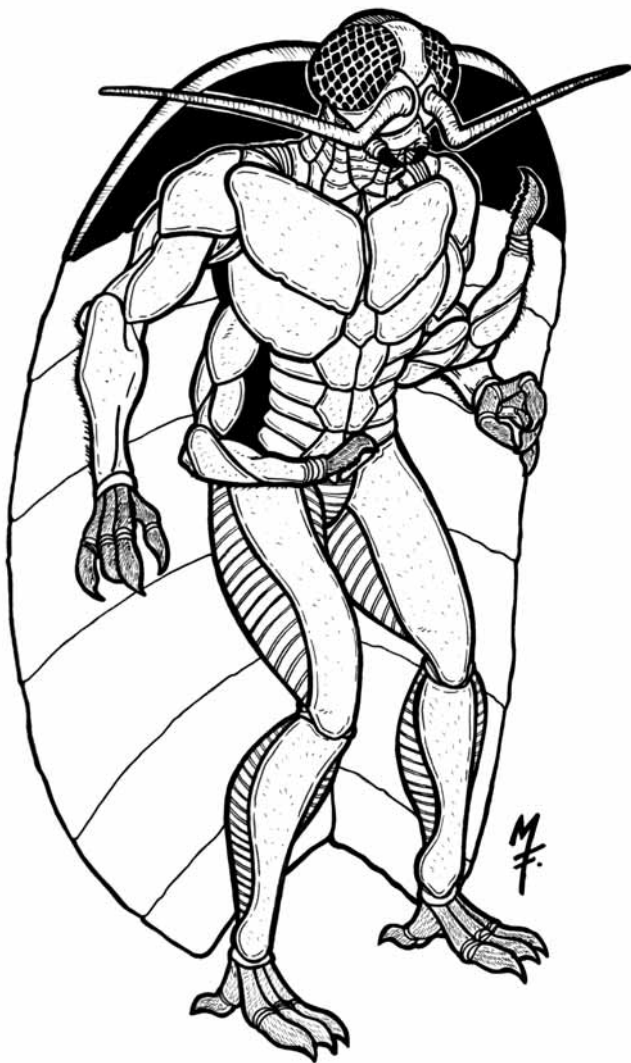
XP 200 each

hp 17 (Pathfinder® Roleplaying Game Bestiary™)

Treasure: Once the creatures are defeated or surrender, a panel on the north wall opens to reveal the treasure case. Ten +2 shurikens, a potion of zone of truth, and a box of mixed medium-quality jewelry (total value 2000 gp). If he completes the room, Brad notes that the jewelry are all gifts he gave Carley while they were dating.

ROOM 8—HEAP OF FILTH CR 6

A sickening smell pervades this room, like rotting garbage on a hot day. Piles of garbage lie everywhere, against every corner and all over the floor. In the center of the room is a conveyer belt that runs from the south wall and deposits trash into an open-mouthed furnace in the north end of the room. You can feel the intense heat of the furnace from the doorway. There are three ragged humans here, two women and one man, who are picking up trash and depositing it on the conveyer belt.



Creatures: The three humans are all wercockroaches. Once the players come near them, they transform and attack. They are fearless and do not surrender. Brad must make a DC 15 Will save or run away once they transform—he has suffered a phobia of roaches since he was a small child. If he does run, at least one wercockroach chases him.

Players who are in this room for more than three rounds must make a DC 15 Fortitude save or become nauseated for one round. They must make a new save each round. Players can leave the room for a full round to recover from the nausea.

WERECKROACHES (HYBRID FORM) (4)

CR 2

XP 600 each

hp 40 (See Appendix B, page @@)

Trap: The door to this room is trapped (Perception DC 23/Disable Device DC 20). If the door is opened or bashed down before it is disarmed, a 90-decibel siren goes off near the door-knob. The alarm also alerts the creatures that the enemy is on its way, giving them a chance to prepare.

ALARMED-DOOR TRAP

CR 3

XP 800

Type magical; Perception DC 23; Disable Device DC 20

EFFECTS

Trigger touch; Reset none

Effect spell effect (sound burst, 1d8 sonic damage plus stunned for 1 round, DC 13 Fortitude save negates stun); multiple targets (all targets in a 10-ft. spread)

Treasure: Once all of the creatures are defeated, a hidden treasure panel opens up. An IOU for a 2000-gp note, a wand of erase, a gift certificate each for ten free Tango lessons from local dance studio Le Canticle, and a pair of red slippers of dancing, giving the wearer a +5 competency bonus on Perform (dance) checks made while wearing them.

ROOM 9-ADULT SWIM CR 6

This room has the humid air of a spa. The floors are marble tile, the ceiling is vaulted and arched, and there are six Doric columns supporting the ceiling. In the center of the room is a fish pond with a dozen fish darting about the water.



The ceiling is 15 feet high at the apex of its arch, and 12 foot 3 inches along its edges.

Carley considers this room to be payback for the death of her goldfish. She named it Brad after her true love, and she flushed it down the toilet when the couple broke up. If Brad has made it to this room, the symbology is lost on him, as he is unaware that the fish died.

Creatures: There is a water elemental hidden in the pool, waiting for the characters to assemble along its edge. The fish are dangerous piranha-like swamp devil swarms, and there are two of them. Once the players are in the room, the elemental climbs out with the swamp devil swarms contained within its watery form. It attempts to grapple opponents, and if it does, the swarms bite the grappled player while he is held. If the elemental is destroyed, the fish fall to the ground and suffocate in five rounds.

LARGE WATER ELEMENTAL CR 5

XP 1,200

hp 68 (Pathfinder® Roleplaying Game Bestiary™)

SWAMP DEVILS SWARMS (2) CR 2

XP 400 each

hp 13 (see Appendix B, page @@)

- **Treasure:** Once the creatures are defeated, the treasure panel opens on the far side of the pool. It contains a 10-gp note, a portion of stone to flesh, and half a certificate for a 1000-gp shopping spree at the local record store, Dimmak Music.

ROOM 10—AERIE OF DOOM CR 7

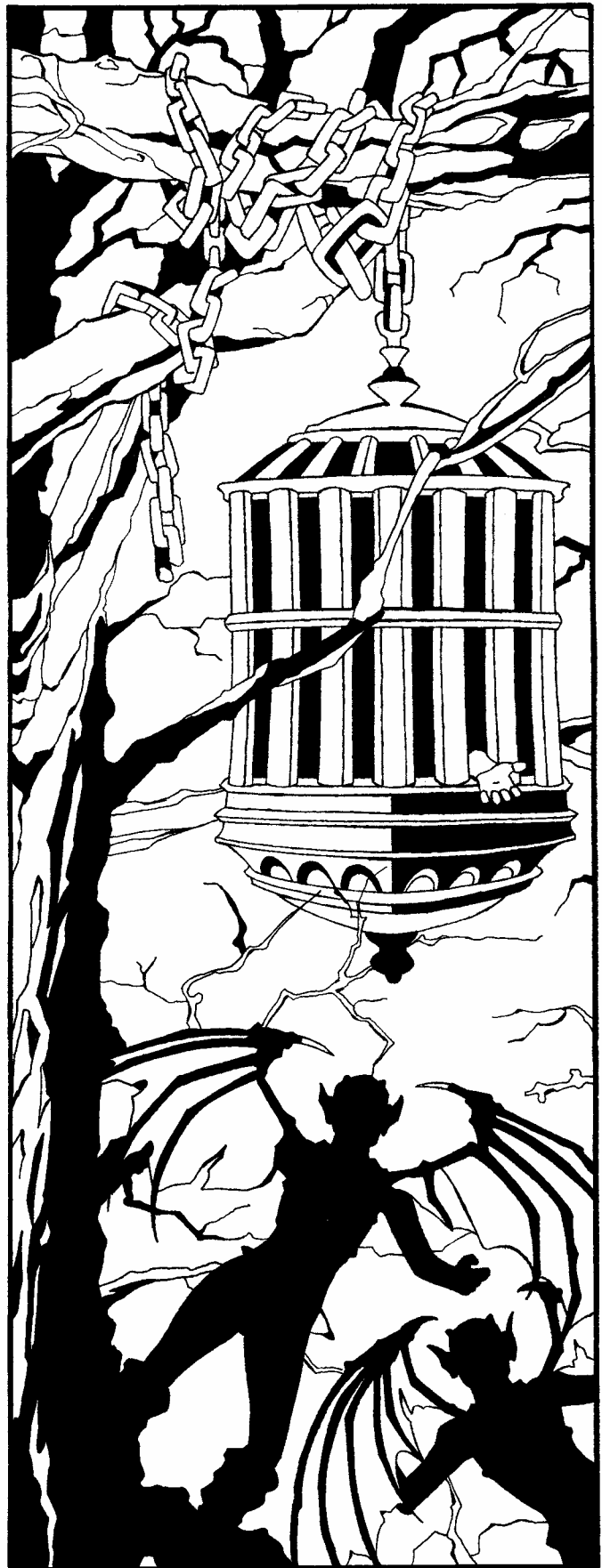
An empty audience gallery encircles the ominous feeling of this arena-sized room. What appears to be a towering, petrified tree stands in the center of the room, with three ugly creatures—a cross between a bat and a red-skinned woman—sit in the barren limbs, laughing. The three creatures are captivated by a giant AVS screen that takes up the entire west wall. The AVS repeats a short clip of an adult film, over and over. The hideous female beasts laugh and laugh. Watching for a moment, you see the face of the male actor. You recognize him as an extremely young Brad Epstein.

A large gilded cage hangs from the largest limb of the tree.

A woman in a business suit sits inside the cage, slumped against the wall, unconscious.

The empty gallery is protected with invisible walls. There is a NoGo door on the south wall of this room, but it is welded shut and barricaded from the outside.

Creatures: The three creatures in the trees are harpies. If Brad is with the party, the hateful harpies single him out for ridicule and attack, choosing him over more logical targets.



HARPIES (3)

CR 4

XP 1,200 each

hp 38 (Pathfinder® Roleplaying Game Bestiary™)

The woman in the cage is the same woman who tried to warn the party with the homemade sign—Diane Brown, Carley’s therapist. Carley got her free gallery tickets for the show. Diane understood early on that Carley was experiencing a breakdown, and thought she could save the day by warning the Xcrawlers. She was captured in the audience, and was put here in place of the last Maiden Fair. She is in shock from the horrible attentions of the harpies, and needs healing (she has 4 hit points remaining out of 17, and is under the spell of their singing).

If Brad is still with the party, he reacts extremely negatively to this old film of him being shown—such films are illegal in the NAE, and this is likely the end of Brad’s career.

At this point, Brad’s mind may begin to slip (GM’s discretion).

Treasure: Once all the harpies are slain, a hidden treasure compartment opens in the wall next to the south door. The treasure case is filled from top to bottom with cans of Turkish Delight.

ROOM 11—BREAK ROOM?

Clutter and chaos lie everywhere. Littering the floor are broken bottles, shattered furniture, and shreds of food. Someone or something has destroyed what appears to be a second break room for this level. A lone male figure lies face down in the middle of the room.

This room has been ransacked and emptied. The medical supplies, food, and towels are all gone. A paramedic, Milton Shattuck, lies on the ground, beaten within an inch of his life. He needs medical attention quickly (he has 0 hit points out of 22, but he is stable). If he is revived, he tells the party he was waylaid by a bunch of tough hobgoblins, one of whom stole his car keys and wallet.

If the players search the dressing room, they find a broken vase with Tennessee White Geraniums dashed on the floor.

ROOM 12—THE ESCAPE CR 5

This was to be the last room of the first level.

This is a small arena style room, with the floor painted to look like an enormous flag of the NAE. There is a small plush gallery along the south wall, perhaps large enough for fifty patrons. The galleries are empty now, and the scoreboard is dim. There are two cars in here, a Chromalon Buffalo XL—a huge shiny red brand new SUV—and an older station wagon that has seen better days. Red roses are scattered across the floor. On the east wall is an open NoGo door—you can plainly see backstage from where you stand. There are a group of hobgoblins, loading the trucks with their plunder. A hobgoblin sits behind the wheel of the SUV, engine running, ready to drive off. Just beyond the two cars is an exit; you can see daylight pouring in through the open door.

Creatures: There are a total of 10 hobgoblins. They have managed to steal both the grand prize and Milton Shattuck’s personal vehicle, and they are currently loading it with everything they were able to grab on their way out. Artuk-Artuk, their leader, who is sitting in the SUV, has a .35 revolver he took from a murdered security guard.

ARTUK-ARTUK

CR 1

XP 400

Male hobgoblin warrior 3 (Pathfinder® Roleplaying Game Bestiary™)

CE Medium humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 25 (3d10+12)

Fort +6, Ref +3, Will +2

OFFENSE

Speed 20 ft.

Melee mwk shortsword +7 (1d6+2/19-20)

Ranged .35 revolver + 5 (1d10+1/19-20/x2)

TACTICS

During Combat: Artuk-artuk uses his revolver during combat.

Morale: Artuk-artuk fights to the death.

STATISTICS

Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8

Base Atk +3; CMB +5; CMD 17

Feats Toughness, Weapon Focus (shortsword)

Skills Climb +1, Intimidate +4, Perception +4, Stealth +5, Swim +2; Racial Modifiers +4 Stealth

Languages English, Goblin

Combat Gear: alchemist fire (2), thunderstones (2); Other

Gear: mwk banded armor, mwk short sword, .35 revolver, mwk thieves’ tools.



HOBGOBLIN WARRIORS (9) CR 1/2

XP 200 each

Male hobgoblin warrior 2 (Pathfinder® Roleplaying Game Bestiary™)

CE Medium humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +3

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 18 (2d10+9)

Fort +6, Ref +2, Will +1

OFFENSE

Speed 20 ft.

Melee mwk shortsword +5 (1d6+2/19-20)

Ranged +2 strong composite shortbow +8 (1d6+4/×3)

TACTICS

During Combat: In the first round, the hobgoblins throw thunderstones to hamper spellcasting. Then, they jump into melee with their shortswords.

Morale: The hobgoblins fight to the death.

STATISTICS

Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8

Base Atk +2; CMB +4; CMD 16

Feats Toughness

Skills Climb +1, Intimidate +3, Perception +3, Stealth +5, Swim +1; Racial Modifiers +4 Stealth

Languages English, Goblin

Combat Gear: alchemist fire (2), thunderstones (2); Other

Gear: mwk banded armor, mwk short sword, mwk strong longbow +4, mwk thieves' tools.

Treasure: The hobgoblins have a filing cabinet, three masterwork office chairs, dozens of expensive coats stolen from the coat room, boxes of canned food, a case of longbow arrows (144 ct.), and 1228 GP in mixed notes and coin.

AFTER THE CRAWL—MUMMY DEAREST CR 6

As soon as the players' escape seems imminent, Carley Danger appears on every AVS in the dungeon. Her true madness now apparent in her wild eyes. She declares her undying hate for the heroes who dared to aid Brad Epstein, and pledges to destroy

them one day. Provide a couple of minutes of banter to build the animosity between the players and the rogue DJ. Before she leaves, read the following:

"In the meantime, I leave you something to remember me by. Kiss, kiss. Let's not make it too long this time, okay? Have fun, Brad. I'll remember you always...."

Carley Danger then says the code word to activate her non-com badge—which has been altered to greater teleport her to her sister's place in Montana. She leaves her hostage behind, unharmed but terrified.

At this point, the players are attacked by Danger's last creature—a mummy. The mummy is instantly recognizable by both the party and Brad: it's the reanimated body of Brad's dead mother.

Carley had Brad's mother killed, and then used connections to bring the body back in this hideously deformed state. The mummy is programmed to attack Brad directly, but defends itself from others, if needed. As soon as it appears, the mummy begins to repeat Brad's name over and over.

ADVANCED MUMMY (BRAD'S MOMMY)

CR 6

XP 1,600

hp 76 (Pathfinder® Roleplaying Game Bestiary™)

AC 24 (+2 deflection, +12 natural)

Melee slam +16 (1d8+12 plus mummy rot)

Gear +2 ring of protection

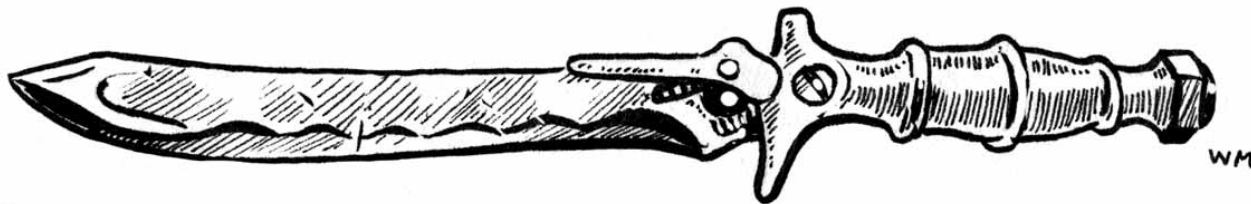
Surviving players are taken to local Police Headquarters, where they are questioned and debriefed.

Each survivor earns a bonus of 4 temporary fame points for defeating the rogue DJ. Their faces are all over the news, and they are certainly asked to do many interviews and appearances to discuss this tragedy.

Brad may or may not recover from the psychological damage he has received today. Either way, his career is ruined, and he might even face arrest for performing in an adult video.

Organizer Ridel Walker personally apologizes for the unfortunate event and the players' distress. The future of the Celebrity

Pro/Am Crawl looks very uncertain.



APPENDIX A: PRE-GENERATED CELEBRITY XCRAWLERS

EDMOND "DUSTY" PICCORILLO

CR 5

XP 1,600

Male human athlete 6

NG Medium humanoid (human)

Init +3; Senses Perception +0

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge)

hp 74 (6d12+30)

Fort +11, Ref +9, Will +4

OFFENSE

Speed 45 ft.

Melee +2 club +8 +9/+4 (1d6+5) or unarmed +7 (1d6+3)

Ranged +2 light crossbow of speed +10/+10 (1d8+2/19-20)

Special Attacks +3d6 grappling damage

STATISTICS

Str 16, Dex 18, Con 18, Int 13, Wis 10, Cha 16

Base Atk +4; CMB +7; CMD 21

Feats Dodge, Endurance, Great Fortitude, Improved Grapple, Iron Will, Run

Fame Feats Crowd Favorite, Demanding Coach, Steal Thunder

Fame 4 Permanent, 19 Temporary

Skills Acrobatics +12, Climb +12, Craft (leather) +4, Grandstanding +12, Knowledge (athletics) +10, Knowledge (pop culture) +4, Knowledge (Xcrawl) +7, Perception +0, Profession (athlete) +9, Profession (tennis teacher) +3, Tactics +6

Languages English, Spanish

SQ basic boxing, choke hold, cross training, The Zone, training +3

Combat Gear potion of cure light wounds (3); Other Gear + 3 chain shirt, +2 club, +2 light crossbow of speed, mwk bolts (20), quiver, three bottles of PowerDrinkz Green, mwk adventurers outfit, combat boots, boot knife

Edmond Piccorillo was the leading tennis champion of the NAE league eight years in a row. He has taken top honors at tournaments all over the world. He was a college Xcrawl player, but has never participated in anything other than Division Four events. Currently, he is anticipating the opening of his own private tennis school, where he plans to command huge fees teaching rich nobles how not to look stupid on the court. The Celebrity Pro/Am Crawl is part of his publicity tour. Edmond has a nearly pathological hatred of referees, and never misses a chance to browbeat one.

Strategy: Stick and move. Get in quick, do the damage, get out. Getting into the DJ's head, learning to anticipate what

she'll do next. Play deep. At the first sign of real danger, use the recall badge to escape. After the crawl, dinner at Banno's and a show.

Quote: "What are ya, blind? That arrow was in!"

FABRIZIO

CR 3

XP 800

Male human cleric of cupid 2/ expert (model) 3

GG Medium humanoid (human)

Init +0; Senses Perception +4

DEFENSE

AC 21, touch 10, flat-footed 21 (+8 armor, +3 shield)

hp 32 (5d8+10)

Fort +6, Ref +1, Will +8

OFFENSE

Speed 20 ft.

Melee +3 longsword +4 (1d8+5/19-20)

Special Attacks channel positive energy 7/day (DC 15, 1d6)

Domain Spell-Like Abilities (CL 2nd; concentration +4)

5/day dazing touch, touch of chaos

Cleric Spells Prepared (CL 2nd; concentration +4)

1st—*bless*, *charm person* (DC 13), *divine favor*, *magic stone*

0 (at will)—*detect magic*, *light*, *stabilize*, *stabilize*

D Domain spell; Domains Chaos, Charm

STATISTICS

Str 15, Dex 11, Con 14, Int 10, Wis 15, Cha 19

Base Atk +3; CMB +5; CMD 15

Feats Extra Channel, Selective Channeling, Skill Focus (Diplomacy), Turn Undead

Fame Feats Hottie, Legendary Allure, Sex Symbol

Fame: 34 Permanent, 71 Temporary

Skills Bluff +9, Diplomacy +12, Craft (photography), First Aid +9, Intimidate +5, Knowledge (aristocracy) +6, Knowledge (modeling) +4, Knowledge (pop culture) +3, Perception +4, Perform (act) +9, Perform (dance) +9, Perform (oratory) +9, Perform (sing) +9, Profession (model) +5, Spellcraft +6

Languages English

SQ spontaneous casting

Combat Gear potion of cure light wounds (3), wand of cure light wounds (15 Charges); Other Gear +2 breastplate, +2 light steel shield, +3 longsword, wallet, mwk super-low-necked entertainer's outfit, stack of pre-autographed head shots, roll of 12 condoms, 450 GP in notes

Fabrizio is an internationally well-known supermodel. His famous cheekbones have graced the cover of hundreds of magazines, paperbacks, and advertisements. Designers beg

him to wear their clothes, and women throw themselves at him in public. Surprisingly, it hasn't gone to his head. Fabrizio is a very nice guy, down to earth and genuine. He feels extremely lucky for all his fortune and fame, and he tries to give back as much as he can to the community. He is extremely supportive of the Jose Villalobo's House, and he jumped at the chance to do his part. However, he is the only player on Bradley's Bruisers who has no Xcrawl experience. The famous model has no idea what he's getting himself into—he actually considered not bringing his healing wand because he didn't think he would need it. He believes that all he has to do is throw bless spells and look good.

Strategy: Hang out in the back, throw Bless spells, look good. Use the Recall Badge at the first possible moment of danger or serious inconvenience. After the crawl, have a workout, massage, protein shake and a shot of wheatgrass juice.

Quote: "I healed your wound twice already. I can't believe it's not better."

JUNA "THE MAGIC BOOK LADY" SPRIG

CR 4

XP 1,200

Female human bard 2/wizard 3

NG Medium humanoid (human)

Init +2; Senses Perception +9

DEFENSE

AC 20, touch 20, flat-footed 17 (+7 deflection, +2 Dex, +1 dodge)

hp 32 (5 HD; 3d6+2d8+10)

Fort +2, Ref +6, Will +8; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +3 dagger +4 (1d4+2/19-20)

Ranged +2 frost light crossbow +6 (1d8+2/19-20 plus 1d6 cold)

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate [DC 15], inspire courage +1)

Bard Spells Known (CL 2nd; concentration +6)

1st (3/day)—*comprehend languages*, *cure light wounds*, *flare burst*APG (DC 15)

0 (at will)—*daze* (DC 14), *flare* (DC 14), *ghost sound* (DC 14), *mage hand*, *prestidigitation*

Wizard Spells Prepared (CL 3rd; concentration +6)

2nd—*spider climb*, *summon monster II*

1st—*grease*, *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 13), *light*, *mage hand*, *read magic*

STATISTICS

Str 8, Dex 14, Con 13, Int 16, Wis 14, Cha 18

Base Atk +2; CMB +1; CMD 17

Feats Alertness, Combat Casting, Dodge, Scribe Scroll, Toughness

Fame Feats Crowd Favorite, Fan Club, Rally

Fame 17 Permanent, 38 Temporary

Skills Appraise +7, Bluff +10, Craft (writing) +6, Diplomacy +9, First Aid +4, Knowledge (arcana) +10, Knowledge (aristocracy) +6, Knowledge (astronomy) +11, Knowledge (Xcrawl) +9, Perception +9, Perform (act) +10, Perform (dance) +10, Perform (oratory) +10, Perform (percussion instruments) +10, Perform (sing) +10, Perform (wind instruments) +9, Profession (radio show host) +5, Sense Motive +10, Spellcraft +10, Stealth +1

Languages Draconic, English, German, Latin

SQ arcane bond (owl familiar, Douglas McArthur), bardic knowledge +1, versatile performance (sing)

Combat Gear wand of burning hands (20 charges); Other Gear +2 frost light crossbow, +3 dagger, ring of protection +3, mwk guitar, mwk piccolo, 20 mwk bolts, quiver, mwk blue stars-and-moons wizard's robe, mwk matching pointy hat, fake wand with magic aura, keys to hotel room, coin purse with 20 silver pieces, her charge card, weekly pill reminder case (full)

"Good evening, girls and boys. Is everyone ready for magic?" Every Sunday night across the nation, millions of children tune in to Empire Radio One to hear The Magic Book Lady read them a bedtime story. Juna Sprig has been reading on the radio every Sunday for the past 19 years, enchanting adults and children alike with her famously soothing voice. But her fans don't know her secret: Juna has secretly participated in two unsanctioned Brazilian Xcrawl events. She has a streak of murderous bloodlust in her, but she avoids the normal Xcrawl season to protect her child-safe image. When she heard about the Pro/Am Crawl, she jumped at the chance to participate—she believes that she can get away with playing here in San Francisco since it's a charity event. Her fans believe that she wants to help the unfortunate, and she does—but she really, really wants to kill something on National Television. Juna dyes her hair white and wears huge round glasses to make herself look older—this helps her grandmotherly image. She is actually a slight woman in her early forties, with curious blue eyes and a broad, disarming smile.

Strategy: Destroy anything in her way. She has borrowed a magical crossbow and is chomping at the bit to hear the sweet thwack of bolt piercing flesh. She wants to blast, burn, and nail down as many monsters as possible. She holds off as long as possible before using the Recall Badge or a NoGo door to escape—if she is going to risk her carefully crafted wholesome image by liquidating a bunch of subhuman scum, then by Minerva, she intends to get her money's worth. She has a good working knowledge of Xcrawl, and she intends on being the team's battle leader. And if Brad Epstein thinks otherwise, things could get ugly. After the Crawl, she intends to try tequila for the first time at the local seedy Xcrawl tavern, the Iron Ration.

Quote: "Now, how do you think that made the monster feel?"

DEAN "DRIVER" DOWN

CR 4

XP 1,200

Male human expert 3/rogue 3

NG Medium humanoid (human)

Init +4; Senses Perception +9

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 armor, +2 deflection, +4 Dex)

hp 32 (6d8+24)

Fort +7, **Ref** +12, **Will** +6

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 35 ft.

Melee +1 speed shortsword +7/+7 (1d6+3/19-20)

Ranged dart +8 (1d4+2)

Special Attacks sneak attack +2d6

STATISTICS

Str 15, **Dex** 19, **Con** 16, **Int** 14, **Wis** 11, **Cha** 13

Base Atk +4; **CMB** +6; **CMD** 22

Feats Fleet, Lightning Reflexes, Skill Focus (Acrobatics), Toughness

Fame Feats Excellent Agent, Regular Guy

Fame 5 Permanent, 18 Temporary

Skills Acrobatics +16, Climb +11, Craft (stunt gear) +5, Craft (traps) +7, Diplomacy +5, Disable Device +12, Disguise +7, Drive +13, Escape Artist +13, Intimidate +5, Knowledge (Xcrawl) +5, Perception +9, Perform (act) +2, Perform (choreographed fighting) +6, Perform (driving stunts) +7, Perform (falling stunts) +7, Perform (fire gags) +7, Profession

(drug dealer) +3, Profession (stuntman) +6, Sense Motive +6, Sleight of Hand +9, Stealth +13

Languages English, Goblin, Spanish

SQ rogue talent (fast stealth), trapfinding +1

Combat Gear potion of blur (2), potion of cure light wounds (3), potion of invisibility (2); **Other Gear** +2 leather armor, +1 speed shortsword, dart (6), keyring of resistance +2, ring of protection +2, artisan's tools, climber's kit, mwk thieves' tools, mwk wrist rocket

Dean Down was a bad man. He was a small-time crook and drug fiend who didn't care about anyone or anything, not even himself. After a bungled robbery took his partner's life, he saw the light. Dean got help with his substance problem, cleaned up his life, and started going to Temple again. He moved out to California and started finding stunt work in Hollywood productions. He is currently riding the crest of a recent surge in his popularity; he gave a critically acclaimed performance as a killer who has to pull off one more job before he can give up "the life" in the recent movie hit "Eight Guns to Kill You," which led to his participating in this event.

Strategy: To not get hurt. Dean believes that Jupiter has given him a second chance at life, and while he is glad to help the charity out, he has no intention of dying for it. Dean intends to stab from behind and fade into the darkness. He will do his best to stay mobile and avoid becoming pinned down. He is relying heavily on his magic equipment to keep him alive, and if things get too hot, he fully intends to use his Recall badge to escape. After the Crawl, he intends to have dinner at SubChieftan Sandwiches and attend an AA meeting.

Quote: "Yaaaaaaaaa!" while running around on fire.

APPENDIX B: NEW MONSTERS

FISH, SWAMP DEVIL SWARM

SWAMP DEVIL SWARM CR 2

XP 600

N Tiny animal (aquatic, swarm)

Init +6; Senses low-light vision, scent; Perception +3

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2size)

hp 13 (3d8)

Fort +3, **Ref** +7, **Will** +0

Defensive Abilities swarm traits; Immune weapon damage

OFFENSE

Speed swim 30 ft.

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 1, **Wis** 12, **Cha** 3

Base Atk +2; CMB –; CMD –

Feats Improved Initiative, Lightning Reflexes

Skills Perception +3, swim +9

SQ swarm traits

ECOLOGY

Environment freshwater (North America)

Organization solitary, pair, school (3–6 swarms), or colony (11–20 swarms) (2–8), nest (10–40)

Treasure none

The swamp devil is an ornery fish local to the district of south Georgia. A pack of swamp devils can skeletonize a dog in less than a minute with their relentless biting. Fishermen hate them, as they can chew through nets with ease. Their hunger is insatiable—they can eat four times their weight every day in flesh.

LYCANTHROPE, WERECOCKROACH

WERECOCKROACH (HUMAN FORM) CR 2

XP 600

Human natural wercockroach fighter 3

NE Medium natural humanoid (human, shapchanger)

Init +5; Senses low-light vision; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1

dodge)

hp 34 (3d10+18)

Fort +10, **Ref** +2, **Will** +0; +1 vs fear

Defensive Ability bravery +1

OFFENSE

Speed 40 ft.

Melee longsword +5 (1d8+4/19–20)

Ranged light crossbow +4 (1d8/19–20)

STATISTICS

Str 15, **Dex** 13, **Con** 20, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +3; CMB +5 CMD 16

Feats Blind-Fight, Dodge, FleetB (2), Great Fortitude, Improved Initiative, Toughness

Skills Climb +8, Perception +5, Stealth +7

Languages English

SQ armor training 1, change shape (human, hybrid, and dire cockroach; polymorph), lycanthropic empathy (cockroaches and dire cockroaches)

ECOLOGY

Environment Any

Organization solitary, clutch (2–8), nest (10–40)

Treasure NPC Gear (chain shirt, longsword, light crossbow with 20 bolts)

WERECOCKROACH (HYBRID FORM) CR 2

NE Medium natural humanoid (human, shapchanger)

Init +5; Senses low-light vision; Perception +5

DEFENSE

AC 24, touch 12, flat-footed 22 (+4 armor, +1 Dex, +1 dodge, +8 natural)

hp 40 (3d10+24)

Fort +16, **Ref** +7, **Will** +4; +1 vs fear

Defensive Ability bravery +1

OFFENSE

Speed 40 ft.

Melee longsword +5 (1d8+4/19–20), bite –1 (1d6+1 plus curse of metamorphosis)

Ranged light crossbow +5 (1d8/19–20)

STATISTICS

Str 15, **Dex** 15, **Con** 24, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +3; CMB +5 CMD 17

Feats Blind-Fight, Dodge, FleetB (2), Great Fortitude, Improved Initiative, Toughness

Skills Climb +8, Perception +5, Stealth +7

Languages English

SQ armor training 1, change shape (human and hybrid;

polymorph), lycanthropic empathy (cockroaches and dire cockroaches), clinging limbs, prehistoric toughness

Werecockroaches are hideous shapeshifters who have lived amongst mankind since ancient times. Werecockroaches have two forms: man and hybrid. In their hybrid form, they walk upright, but have the hideous aspect and chitinous exoskeleton of a man-sized roach. They cannot become tiny or dire cockroaches. They are cautious creatures; many have often live in a civilized community for generations without being detected. When they are compelled to change on the nights of the full moon, they roam dark, back alleys and sewers looking for victims to kill and devour.

Curse of Metamorphosis: Victims bitten by the werecockroaches do not become werecockroaches themselves—for

APPENDIX C: SOUNDTRACK

For background music, we recommend you put the following five CDs on your changer and hit random:

Alanis Morissette, “Jagged Little Pill”

Ruby, “Salt Peter”

these shapeshifters, their curse is passed through the blood rather than through their bite. Instead, victims bitten must make a DC 13 Fort save or psychosomatically transform into roaches on the night of the full moon—victims retain their human forms, but skitter about their neighborhood and try to bite and eat any who cross their paths, as if they were giant cockroaches. Only a remove curse or Wish can cure afflicted individuals.

Clinging Limbs: Werecockroaches grow tiny sticking organs on their limbs when they transform. They can easily walk along walls and ceilings with no loss of speed.

Prehistoric Toughness: Werecockroaches receive a natural +4 to all saving throws. They are additionally immune to disease and the effects of long-term exposure to radiation.

EPMD, “Strictly Business”

Joy Division, “Unknown Pleasures”

Squirrel Bait, “Skag Heaven”

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