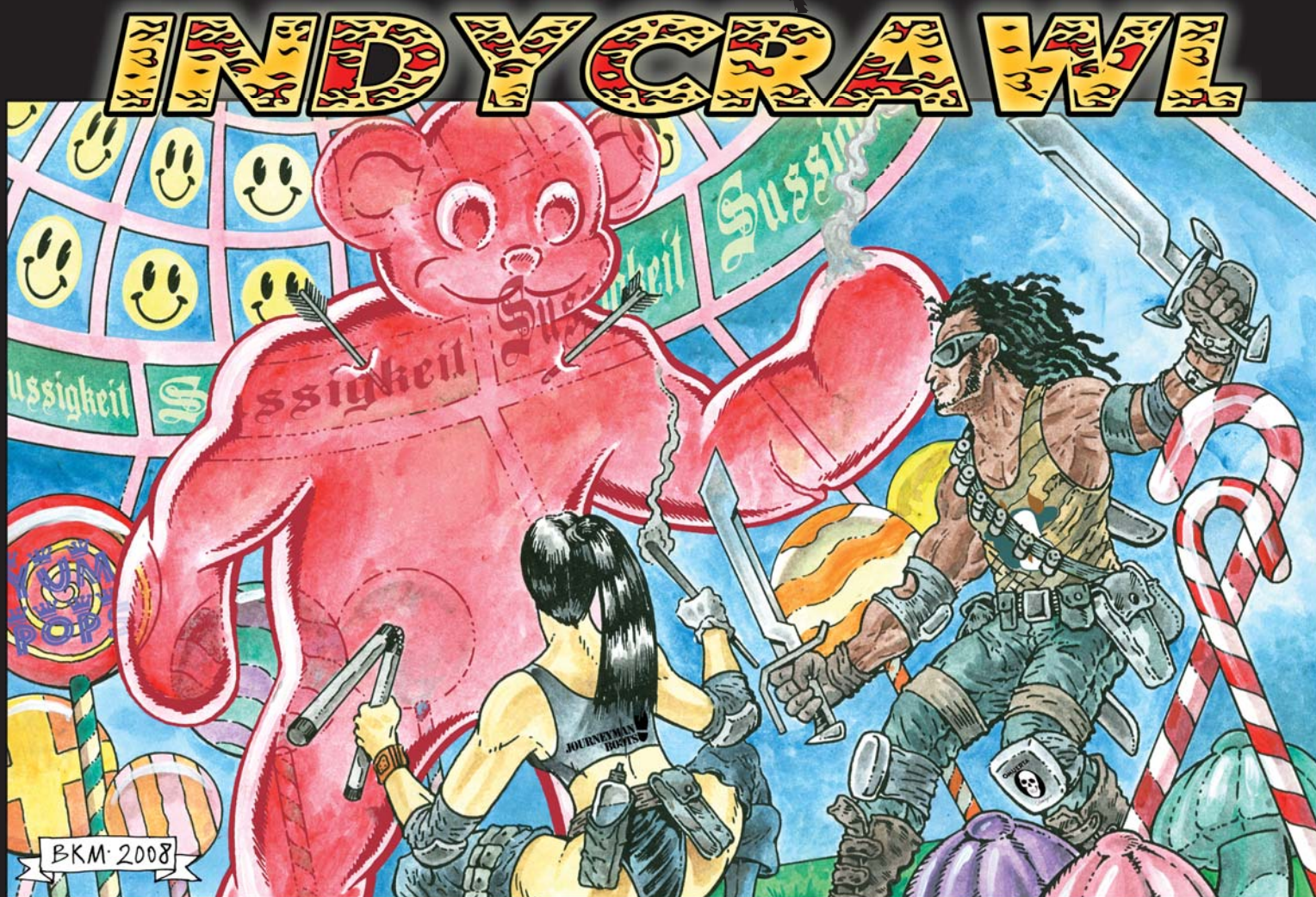


Maximum X CRAWL



An Adventure for Character Levels 6-8

Visit scenic Indianapolis for racing, basketball, and now Xcrawl! The citizens of Indianapolis are known for their love of mayhem, be it a fiery crash on the racetrack or a nice brawl on the basketball court. So it comes as no surprise that the world's most famous blood sport is quite popular in Old Indy, and charismatic DJ HoosierDaddy has emerged as a popular leader in Xcrawl.

The DJ has teamed up with devious leprechaun to create IndyCrawl, a challenging new crawl featuring evil fairies, twisted satyrs, and other horrors hailing from the myths and legends of Old Europe. Interspersed with the fey are other whimsical encounters, such as the now-infamous





INDY CRAWL

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XCRAWL: INDY CRAWL

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INTRODUCTION

The citizens of Indianapolis are known for their love of mayhem. Be it a fiery crash on the racetrack or a nice brawl on the basketball court, the Midwestern folk enjoy a good dustup. So it comes as no surprise that the world's most famous blood sport is quite popular in Old Indy, and that Xcrawl is on the hearts and lips of every Hoosier in Indiana.

Although there are a number of small-time Crawls thought the state of Indiana, it is IndyCrawl in the state capital that draws the fans in like flies to a rotting carcass. Designed and overseen by the charismatic DJ HoosierDaddy, IndyCrawl is held on the grand Indianapolis Speedway, right in the middle of the infield, surrounded by over two miles of rubber-scarred asphalt and nearly 250,000 screaming Xcrawl fans.

DJ HoosierDaddy is far less malicious than most DJs, and although he stocks his dungeon with fearsome and deadly monsters, he doesn't take nearly as much pleasure from a crawler's gory demise as many of his contemporaries. The themes of IndyCrawl are not what one would expect from a crawl held in the Midwest, and DJ HoosierDaddy shies away from the obvious regional stereotypes that many DJs use to construct their dungeon. Instead, HoosierDaddy pays a quick homage to basketball, motor sports, and other well-loved events that take place in Indiana, and then lets his dungeon take on a theme that is near and dear to his heart.

Although born in Indiana, DJ HoosierDaddy has a fascination with the old world, especially the mist-shrouded shores of Ireland and Briton. He has recently befriended a leprechaun by the name of Michael O'Shea, and together the two have constructed a number of rooms with themes that pay tribute to their common interest: the fey. Evil fairies and sprites are the most common monsters in IndyCrawl, and crawlers can bet on having to deal with wicked nymphs, twisted satyrs, and other horrors hailing from the myths and legends of Old Europe.

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. CR – the challenge rating.

Loc	Pg.	Type	Encounter	CR
1-1	X	C	5 goblin jousters	9
			6 venomous snakes	
1-2	X	C	Junk-pile wrecker	9
			2 junk-pile titans	
			4 junk-pile warriors	
1-3	X	C	Gummi golem	9
1-4	X	C	Groaning spirit	8
			2 barrow wights	
1-5	X	C	4 archer bushes	8
			5 forlarren	
1-6	X	C	5 ogre boyz	7
1-7	X	C	The happy hungry giant	11
			The seedling	
1-8	X	C	2 obsidian minotaurs	11
1-9	X	C/T	The Jester's traps	10
			12 giant armored hamsters	
2-1	X	C	Death	11
			Destruction	
			Plague	
			Famine	
2-2	X	C	Fire nymph	8
			2 satyrs	
2-3	X	C	10 coldfyre skeletons	9
			1 coldfyre wraith	
			The dullahan's curse	
2-4	X	C	The bull of heaven	10
2-5	X	C	2 lamias	8
2-6	X	C	Charon	10
			5 gargoyles	
2-7	X	C	The Pale King	9
			4 forlarren	
2-8	X	T	The corn maze	Varies

SCALING INFORMATION

Xcrawl: IndyCrawl 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 (fewer than 5 characters, characters lower than 6th level): For weaker parties, consider the following modification to the adventure. Remove 2 goblin jousters from area 1-1; remove the junk-pile titans from area 1-2; reduce the gummi golem's damage reduction to 5/magic and slashing in area 1-3; replace the groaning spirit in area 1-4 with a standard wraith; remove 1 archer bush and 2 forlarren from area 1-5; replace the ogre boyz in area 1-6 with bugbears; make the Happy Hungry Giant in area 1-7 a standard hill giant; remove one obsidian

golem from area 1-8; remove 6 giant armored hamsters from area 1-9; reduce the levels of Death, Destruction, Famine, and Plague by 2 in area 2-1; replace the elite satyrs in area 2-2 with standard satyrs; remove 5 coldfyre skeletons from area 2-3; remove 3 Hit Dice from the bull of heaven in area 2-4; remove 2 gargoyles from area 2-6; remove 2 fighter levels from the Pale King in area 2-7.

Stronger parties (more than 7 characters, characters higher than 8th level): The adventure should prove challenging as written for characters of 9th to 10th level. However, if your PCs are exceptionally powerful, consider the following changes. Make the goblin jousters in area 1-1 fighters instead of warriors; add 2 more junk-pile titans to area 1-2; add 2 more barrow wights to area 1-4; Add a fighter level to Death, Destruction, Famine, and Plague in area 2-1; add 2 more elite satyrs in area 2-2; add 5 more coldfyre skeletons to area 2-3; add 2 fighter levels to the Pale King in area 2-7.

INDYCRAWL LEVEL I

AREA -1A: GREEN ROOM

The locker rooms under the stadium reverberate with the sound of thousands of cheering fans above. Checkered flags and painted racecars decorate the cement walls around the spacious lockers. The door opens quickly, revealing the tiny and haggard face of Wallace Underbrook.

The halfling production manager scowls at your team, his lips pressed together in irritation. "You folks better be ready to go in five minutes. Everything's set and the crowd is a bit restless."

After delivering his 5-minute warning, the halfling darts out of the room as swiftly as he entered. Your agent turns and smiles.

"He's a funny little guy. Needs to lay off the caffeine, though. That stuff'll stunt your growth. Anyway, you better get moving. DJ HoosierDaddy sent word that he'll give out all the instructions on the track. I'll be watching, and so will the people at CoolerCola. If you can win this Crawl, you'll be the favorites going into their new advertising drive. Just imagine, <insert team name> on cases of CoolerCola, sold all around the Empire. It means big bucks and big invites to some of the top crawls in the country. This is your payday, so get out there and grab it!"

When the team is ready to start the Crawl, read the following paragraph. If they take too long, remind them of the time restrictions.

The door leading out of the locker room area opens directly onto the grandeur of the Indianapolis Motor Speedway. Seating 250,000 spectators, the massive stands tower over the track. Along the track in front of you, freestanding doors line the road through the infield. The roaring throngs welcome your arrival as your theme music thunders through the arena. DJ HoosierDaddy stands above you on his dais.

"Indianapolis! Welcome to the Inaugural IndyCrawl! <insert team name>, you've come to challenge me, huh? Well, let's see what you've got. Here are the rules: Ahead of you on the track, you'll find ten challenges. Some are physical, some are mental, but most are deadly. Each room has varying amounts of points attached. Partial points will be awarded for rooms left unfinished. No matter what, once all team members have left a room, that room may not be re-entered. The team with the most points at the end of the day wins. In case of a tie, the time taken to complete the crawl will be the tiebreaker. The first challenge is pulling up now, actually. Best of luck to you. You'll need it."

AREA 1-1: JOUST A SMALL CHALLENGE CR 9

DJ HoosierDaddy gestures towards the checkered start line on the track's surface. From a passageway in the wall, a low buzzing of engines rolls out. Suddenly, go-karts zip out onto the track, weaving around each other, dangerously close to crashing. The crowd cheers for this display of bravado. All the go-karts come to a stop at the starting line. Once they all sit idling, another, larger kart slowly exits the passageway. This two-seater go-kart holds two figures: one driver and one passenger. The passenger stands in his seat, one foot propped on the dashboard. His racing suit shines with purple and gold stripes, and his helmet holds jingling bells that dangle around his face. An announcer's voice echoes throughout the speedway.

"Ladies and gentlemen, may I present, straight from Pittsburgh's Three River's Crawl, the Jester and his goblin Pranksters!"

The Jester waves to the crowd and bows low to HoosierDaddy. He smiles broadly at you and speaks into a small microphone.

"Yes, that's right. I escaped the Three Rivers Crawl with my goblins nearly intact. Recently, we searched the Empire for the best place to debut as the hottest, most desirable team to challenge even the best Xcrawl had to offer. But that job was taken, so we came to Indy instead. So without any further ado, here's the first challenge. It's very simple, so these crawlers can understand. Jousting. Three of you versus three of my goblins. In fact, here come your noble steeds now."

Stagehands pull up in three go-karts, all painted jet-black with the red Xcrawl logo on the hood. A whirring sound comes from the side of the track, and two racks holding a



number of lances rise out of the ground, one by the yellow line, one on which your go-karts are parked, and one by the goblins' starting line.

"Saddle up, crawlers. First one to three lances scores the victory. Three points will be awarded for each victory. Unkart your opponent and score an automatic win. It's as easy as that."

At his final words, another whirring sound emanates from the track as a short rail rises out of the brick surface. The miniature wooden rail stands merely 6 inches high between the yellow line and the checkered area to mark the lists. In addition to the railing behind the goblins, another platform raises up. On the platform is a squad of goblin cheerleaders. The male goblins don't exactly look happy to be dressed as cheerleaders, but, nevertheless, they shake their pom-poms and cheer the Jester and his team on. The first goblin sits with a purple-and-yellow lance in hand, waiting for you.

The team must choose three members to joust. Each one faces a goblin opponent in turn.

To begin the joust, each driver makes an initiative check, adding his or her Drive skill to the result. Whoever wins initiative attacks first. If there is a tie, then both drivers strike simultaneously.

The joust attack is made as a normal attack roll, and characters with multiple iterative attacks can only make a single jousting attack per round. If a driver is hit, he must succeed at a Drive check (DC 5 + damage dealt) or be knocked from his cart. Drivers with the Mounted Combat feat receive a +2 bonus to the Drive check to remain in their karts after being struck by a lance. If the driver who lost initiative is knocked from his cart, he does not get a return attack. The joust continues until one driver is knocked from his cart, three hits are recorded against a driver, or a driver is unable to continue due to injury. If both drivers are knocked from their cart simultaneously, or each scores his third hit at the same time, then the tilt is a draw.

The goblins have a Drive skill of 10 and their lance attack is +8 melee. Everyone is armed with a light lance (1d6/x3).

While the jousting is going on, the Jester approaches the remaining teammates and tries to "buddy-up" to them. He makes jokes, places bets, etc. This is all to distract them from the ven-

omous snakes and hamster food he is placing in their packs. He has 14 ranks in Perform (acting); it will be an opposed check against the PCs' Sense Motive roll to realize that he is up to no good. He has eight ranks in Slight of Hand that he uses to hide the snakes in their packs. The teammates can make a Perception check against the Jester's Stealth check to notice him doing this; however, any teammates who failed their Sense Motive check have a -4 to the roll.

SCORING:

A PC jouster un-karts his goblin opponent 3 points – 3 points.

A PC jouster scores three hits against his goblin opponent – 1 point.

A PC Jouster is un-karted or struck three times by his goblin opponent – -1 point.

The team gets 1 point for finding the snakes, but loses 2 points for each PC bitten.

Treasure: Each player that defeats his goblin opponent in the joust receives a 1,000-gp note and a free dinner for two at the popular Legendary Times restaurant in downtown Indianapolis. If all three players chosen to joust defeat their goblin opponents, the entire team receives an additional 3,000-gp note, and a +1 wounding lance.

GOBLIN JOUSTERS (5)

CR 3

XP 800 each

Goblin warrior 5

NE Small humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 15 (+3 armor, +1 Dex, +1 shield, +1 size)

hp 37 (5d10+10)

Fort +5, **Ref** +3, **Will** +0

OFFENSE

Speed 30 ft.

Melee lance +8 (1d6+1/x3)

Ranged throwing axe +8 (1d4+1)

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +5; CMB +5; CMD 17

Feats Combat Reflexes, Mounted Combat, Weapon Focus (lance)

Skills Drive +10, Perception +0, Ride +6, Stealth +8; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Other Gear masterwork studded leather, light steel shield, lance, throwing axe (2)

VENOMOUS SNAKE (6)

CR 1

XP 400 each

N Medium animal

Init +5; Senses low-light vision, scent; Perception +9

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +2 (1d4–1 plus poison)

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +1; CMB +0; CMD 11 (can't be tripped)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

AREA 1-2: WRECK-ROOM CR 9

This door is a solid steel structure. Upon opening it, the air beyond wavers and shimmers as the illusion covering the grass disappears. Steel plating gleams on the ground and jagged lumps of metal and gears pepper the area. A large, rectangular block of gears and metal stands in the back, behind all the other structures, a giant wrecking ball apparatus jutting ominously from its nondescript bulk. Suddenly, the DJ's voice echoes above the crowd.

"These are some of my favorites. Just watch out for the sharp edges. **ACTIVATE!**"

With the final shout, the piles of metal begin to shake and shift. Arms, legs, and metal appendages shoot out from each angle as the constructs take shape. They all seem focused on you.

Creatures: These constructs are known as junk-pile automatons, and they are the brainchild of HoosierDaddy himself. The junk-pile titans and warriors engage the PCs in melee while the junk-pile wrecker hangs back and uses reconstruct to heal damaged automatons. If attacked, the junk-pile wrecker activates its electric field aura and attacks with its wrecking ball. If the team defeats the junk-pile wrecker, all other constructs cease operation. Full points for the room are awarded only if the junk-pile wrecker is defeated. The team may escape the room at any time, receiving one point for each construct destroyed.

JUNK-PILE TITAN (2)

CR 4

XP 1,200 each

N Large construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 45 (3d10+30)

Fort +1, **Ref** +1, **Will** +1

DR 5/magic; Immune construct traits, fire, electricity

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d8+6)

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

Special Attack oil slick

STATISTICS

Str 22, **Dex** 10, **Con** –, **Int** –, **Wis** 11, **Cha** 11

Base Atk +3; CMB +10; CMD 21



SPECIAL ABILITIES

Oil Slick (Ex) Once per day, a junk-pile titan can create a 10-foot oil slick in any four squares adjacent to it. Any creature in the area when the oil slick is created must make a successful DC 12 Reflex save or fall. This save is repeated on the junk-pile titan's turn each round that the creature remains within the area. A creature can walk within or through the oil slick at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls. The oil slick persists for 5 rounds. The save DC is Constitution-based.

JUNK-PILE WARRIOR

(4) CR

XP 600 each

N Medium construct

Init +1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 25 (1d10+20)

Fort +0, **Ref** +1, **Will** +0

DR 5/magic; Immune construct traits, fire, electricity

OFFENSE

Speed 30 ft.

Melee junk flail +3 (1d8+3 plus trip)

Special Attacks trip

STATISTICS

Str 16, **Dex** 12, **Con** –, **Int** –, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +3; **CMD** 13

JUNK-PILE WRECKER

CR 7

XP 3,200

N Huge construct

Init –2; Senses darkvision 60 ft., low-light vision; Perception +0

Aura electric field (20 ft., 2d6 electricity, DC 15 Reflex)

DEFENSE

AC 21, touch 6, flat-footed 21 (–2 Dex, +15 natural, –2 size)

hp 85 (10d8+40)

Fort +3, **Ref** +1, **Will** +3

DR 5/adamantine; Immune construct traits, fire, electricity

OFFENSE

Speed 10 ft.

Melee wrecking ball +17 (2d10+10 plus knockdown)

Space 15 ft.; **Reach** 10 ft.

Special Attacks knockdown

STATISTICS

Str 25, **Dex** 6, **Con** –, **Int** –, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +19; **CMD** 27

SQ reconstruction

Treasure none

SPECIAL ABILITIES

Electric Field (Su): At will, as a standard action, a junk-pile wrecker can create an electrically charged field around its body out to a radius of 20 feet. Creatures within the field must succeed at a DC 15 Reflex save every round or suffer 2d6 points of electricity damage. The save DC is constitution-based.

Knockdown (EX) Any creature struck by the junk-pile wrecker's wrecking ball must succeed at a DC 22 Reflex save or be knocked prone. The save DC is Strength-based.

Reconstruct (Su): Once per round, as a free action, a junk-pile wrecker can heal any damaged construct within 30 feet of 2d8+5 damage.

SCORING:

Each construct destroyed – 1 point.

Junk-pile wrecker destroyed – 10 points.

Treasure: If the PCs destroy all the junk-pile automatons in the room, they each receive a 500-gp note and a solid-silver gear worth 750 gp. In addition, the PC that struck the final blow against the junk-pile wrecker receives a lifetime of free oil changes from the dedicated professionals at Greasy Al's Lube & Potion Emporium.

AREA 1-3: YUMMY, YUMMY, YUMMY; I'VE GOT GUMMI IN MY TUMMY CR 10

The Bavarian-styled door opens and another room rises from the ground. This room is a lush garden with gumdrop mushrooms and trees shaped like lollipops. Everything in the room looks edible and quite delicious.

"Welcome to the Süssigkeit factory floor. Well, at least, it's a close approximation. They've flown their company mascot thousands of miles to be here with us today. I'll let Hans introduce him."

A large, licorice door begins to open in the floor. Hydraulics hum as something begins to rise into view. Suddenly, a small man steps out from behind a lollipop willow tree, making you wonder how long he had been there.

"Guten abend," the small man says, "my name is Hans. I represent the Süssigkeit Candy Company. We are dedicated to making the world's sweetest candies. Our company officers were glad to send our mascot to come and share in some of the fun that is Xcrawl. Enjoy! Auf wiedersehen!"

The man steps out of view again as more of the rising floor comes into view. You can now see that a strange, man-shaped figure is riding the elevating floor up to your level. As the light hits its head, a translucent and shimmering color shines through. Ears wiggle, sending rippling rainbow shadows onto the floor. The creature stretches as it reaches floor level and steps away from the closing licorice doors. The Süssigkeit gummi bear stands before you in all its cuteness. It is nearly 12 feet tall; it stares down at you with an eerie smile. Suddenly, it lumbers comically toward you, arms raised in a rather cute attack.

Creature: Although cute as a button, the gummi golem is a terrible opponent. Mindless, it simply attacks the nearest PC with its adorable, oversized gummi paws. Once a creature is stuck to the gummi golem, the lumbering brute ignores him or her, and then concentrates on mobile opponents. The gummi golem fights to its destruction.

GUMMI GOLEM

CR 10

XP 9,600

N Large construction

Init -1;

Senses darkvision 60 ft., low-light; Perception +0

DEFENSE

AC 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)

hp 101 (13d8+30); regeneration 5

Fort +4, **Ref** +3, **Will** +4

DR 15/magic and slashing; Immune construct traits, fire, electricity

OFFENSE

Speed 20 ft. (can't run)

Melee 2 slams +20 (2d8+8 plus gummi grab)

Special Attacks sticky

STATISTICS

Str 26, **Dex** 9, **Con** –, **Int** –, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +22; **CMD** 31

SPECIAL ABILITIES

Gummi Grab (Ex) To use this ability, a gummi golem 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, the opponent becomes stuck to the gummi golem's body. This allows the golem to maintain the grapple as a free action. In addition, it suffers no penalty for attacking other foes while grappling. A gummi golem can stick to its body up to 2 Medium, 4 Small, 16 Tiny, or 32 Diminutive or smaller opponents.

Sticky (Ex) Any creature striking a gummi golem with a melee weapon must make an immediate DC 16 Reflex save or have its weapon wrenched away and stuck to the golem's body. A weapon can be retrieved with a standard action and a DC 15 Strength check; however, retrieving a weapon provokes an attack of opportunity from the gummi golem. A creature striking a gummi golem with a natural attack must make a DC 16 Reflex save or suffer the effects listed under gummi grab above.

SCORING:

Destroying the gummi golem – 5 points.

Each player stuck to the golem – -1 point.

Treasure: If the PCs defeat the gummi golem, they receive 3 licorice-flavored potions of cure serious wounds (CL 7), a 500-gp note, and a lifetime supply of gummi bears from the Süssigkeit Candy Company

AREA 1-4: WIGHT AND WONG CR 8

This door is a large structure of wood and stone. Scrawled onto the door are hundreds of Asian characters—the very SAME character. Centered on the door—written in sloppy, blood red paint—is the character again. DJ HoosierDaddy’s voice whispers from all around you.

“This cave was built especially for its inhabitants. They were brought in directly from an island in the Pacific Ocean discovered by a fishing vessel blown off course. Only one man survived the encounter to tell the tale. The East African Trading Company sent a group of adventurers in to bring the creatures back. They’ve graciously provided them to us today to challenge you.”

The door opens quietly, revealing pitch-blackness beyond. The floor dips down after a few feet, but nothing else is visible to the naked eye.

“Oh, and don’t worry about our guests in the stands and at home. Darkvision cameras hang throughout the cave. They’ll be able to see everything coming. Too bad no one thought to carry a portable AVS. Too late now.”

A wailing sound comes from deep in the cave.

If any character knows Chinese or makes a DC 20 Linguistics check, the repeated character on the door is the symbol for Death. No light source is available within the cave. If the players have no light source, the DJ refuses to provide one for the unprepared adventurers.

Creatures: The two barrow wights and the groaning spirit within do not advance until the crawlers have all passed through the threshold. Once combat begins, the groaning spirit uses its keening ability in the first round, while the barrow wights rush into melee. After the first round, the groaning spirit moves into melee range to affect as many targets as possible with her fear aura. In melee, the groaning spirit targets likely divine spellcasters with her chill touch, while the wights simply attacks the nearest foe, attempting to flank where possible.

GROANING SPIRIT

CR 7

XP 3,200

CE Medium undead (incorporeal)

Init +7; Senses darkvision 60 ft., lifesense; Perception +20

Aura fear (30 ft., DC 19), unnatural aura (30 ft.)

DEFENSE

AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex)

hp 85 (10d8+40)

Fort +7; **Ref** +6; **Will** +10

Defensive Abilities channel resistance +4, incorporeal; Immune cold, electricity, undead traits; SR 18

Weaknesses vulnerability to dispel evil

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +11 (1d8 plus chill touch)

Special Attacks keening

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 16, **Wis** 16, **Cha** 18

Base Atk +7; **CMB** +7; **CMD** 24

Feats Ability Focus (keening), Alertness, Blind-Fight, Improved Initiative, Weapon Focus (incorporeal touch)

Skills Bluff +14, Fly +24, Intimidate +17, Knowledge (religion) +16, Perception +20, Sense Motive +20, Stealth +16

Languages Common, Elven, Gnome, Sylvan

SPECIAL ABILITIES

Chill Touch (Su) Damage caused by the groaning spirit’s touch attack is considered negative energy and sends a chilling cold through an opponent’s body. Any creature touched must succeed on a DC 19 Fortitude save or suffer 1 point of Strength drain. Groaning spirits are the bane of other undead, and any undead they touch (except other groaning spirits) must succeed on a DC 19 Will save or flee in fear for 2d6 rounds. The save DCs are Charisma-based. **Keening (Su)** Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 21 Will save or be affected as per the wail of the banshee spell. Those that make their save still take 3d6+7 points of damage. The save DC is Charisma-based and includes a +2 bonus from the groaning spirit’s Ability Focus feat.

Lifesense (Su) A groaning spirit can sense all living creatures up to 5 miles away.

Vulnerability to Dispel Evil (Ex) If a dispel evil spell (the second effect requiring a touch attack) is used against a groaning spirit, the creature must succeed on a Will save (DC 15 + caster’s relevant ability score modifier) or be destroyed immediately.

BARROW WIGHTS (2)

CR 4

XP 1,200 each

B Medium undead

Init +1; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 37 (5d8+10) plus 5

Fort +4, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2; Immune undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +5 (1d4+3 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 14), insanity gaze

STATISTICS

Str 14, **Dex** 12, **Con** --, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 16

Feats Blind-Fight, Skill Focus (Perception), Toughness

Skills Intimidate +11, Knowledge (religion) +8, Perception +12, Stealth +17; Racial Modifiers +8 Stealth

Languages Common

SQ create spawn

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a barrow wight becomes a barrow wight itself in only 1d4 rounds. Spawn so created are less powerful than typical barrow wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the barrow wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed barrow wights. They do not possess any of the abilities they had in life.

Insanity Gaze (Su) Anyone within 30 feet who meets a barrow wight's gaze is affected as if by an insanity spell. A successful DC 14 Will save negates the effect and renders the target immune to the same barrow wight's insanity gaze for 24 hours. The save DC is Charisma-based.

Resurrection Vulnerability (Su) A raise dead spell cast on a barrow wight destroys it (Will negates). Using the spell in this way does not require a material component.

SCORING:

Each undead slain – 1 point.

Each PC slain by the groaning spirit's keening – -1 point.

Treasure: If the PCs destroy the groaning spirit and the barrow wights, they are each granted a 500-gp note. In addition, a cleric or paladin in the party is presented with a +1 ghost touch undead bane heavy mace, known as Shroudsunder.

AREA 1-5: OW! POINTY! CR 8

A garden gate greets you at this point. Behind, a wrought-iron fence surrounds a heavy growth of bushes. In the middle of the garden—visible through the gate—is a thin and delicate wooden statue.

“Welcome to my beautiful garden. I tenderly crafted these topiaries to...hey, wait a minute! Those are my keys! Who put my keys in there?”

HoosierDaddy's voice grows distant as he yells away from the microphone. The AVS around the room change to show the Jester sneaking in and stealing the DJ's keys earlier in the day, giggling as he struts out of HoosierDaddy's office. The scene changes to the arena, zooming in on the wooden statue in the center of the garden. Hanging from a delicate branch of the statue is a set of typical house keys with an Xcrawl keychain. The camera zooms out a bit, showing the statue standing on a small island in the middle of a round pond. The thick plants stand close to the rim of the pool.

“Damn it all...I'll give you the full points for the room if you can get my keys. But if they fall into the pool, no points for you, and I'm gonna be pissed. I wasn't going to tell you, but the pool contains a highly potent acid. If my keys fall in, they'll disintegrate. It applies to you as well. If you fall in, you'll die too. Just go get my keys!”

The gate swings open quickly and the plants near it tremble.

When the forlarren enter battle (see Creatures below), read the following:

From beyond the thrashing vines and flying thorns, you see five shapes moving through the dense vegetation, completely unharmed by the dangerous plants. As they grow closer, you see that each resembles an alluring, hairless satyr, with small, jutting horns at its brow. Although lovely, these strange creatures are oddly threatening as they move toward you, and there is the definite glint of malicious intent in each perfectly shaped eye.

Creatures: A DC 15 Perception check reveals that the plants sport large thorns on each branch. When any character steps through the door, the plants (archer bushes) sense the tremors and begin to attack. Each round there is a 5% chance that the thorns strike the keys. After 3 strikes, the keys fall into the acid and are destroyed. There is a distance of 3 feet between the lip of the pool and the statue. A DC 10 Dexterity check is required to reach the keys. A fumble on this roll (natural roll of 1) knocks the keys into the acid, where they are destroyed.

A few rounds into the battle, after a successful DC 16 Perception check, the forlarren arrive. The forlarren begin combat by targeting a heavily armored PC with heat metal. They use the archer bushes as cover, trying to lure a PC into the plant's firing radius. The forlarren flee if half their number are slain,

disappearing through a NoGo door in the southwest corner of the room.

The satyrlike creatures are a type of fey known as forlarren, a malicious nymph/fiend crossbreed. They have been promised rich rewards by DJ HoosierDaddy, and they attack the PCs ferociously. The forlarren wear magical leather covers over their hooves, which are designed to mask the vibrations of their footsteps, keeping the archer bushes from firing on them. These covers could conceivably be used by another creatures with hooves of the same size and shape as the forlarren.

ARCHER BUSHES (4)

CR 2

XP 600 each

N Small plant

Init +0; Senses tremorsense 60 ft.; Perception +0

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 21 (3d8+9)

Fort +6; **Ref** +1; **Will** +1

Immune plant traits

OFFENSE

Speed 10 ft.

Ranged thorns +4 (1d8)

STATISTICS

Str 11, **Dex** 10, **Con** 16, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +2; **CMB** +1; **CMD** 11 (can't be tripped)

Feats Skill Focus (Stealth), Weapon Focus (thorns)

Skills Stealth +13

SPECIAL ABILITIES

Thorns (Ex) An archer bush can release a cluster of needle-sharp thorns at a single target within 20 feet as a standard action. An opponent hit by the thorns takes 1d8 points of piercing damage. Further, the target takes a –1 circumstance penalty on attack rolls, saves, and checks until the thorns are removed (full-round action to remove the thorns).

FORLARREN (5)

CR 2

XP 600 each

NE Medium fey

Init +2; Senses low-light vision; Perception +11

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 18 (4d6+4)

Fort +2, **Ref** +6, **Will** +5

DR 5/cold iron

Weaknesses remorse

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d6+1)

Spell-Like Abilities (CL 4th; *concentration* +3)

3/day—*heat metal* (DC 11)

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 15

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +9, Perception +11, Stealth +9

Languages Common, Sylvan

SPECIAL ABILITIES

Remorse (Ex) Whenever a forlarren kills a living creature, it must make a DC 15 Will save to avoid becoming overwhelmed with remorse. If it fails this save, the forlarren becomes nauseated for 1d6 rounds. This is a mind-affecting effect.

SCORING:

Retrieving DJ HoosierDaddy's keys – 4 points.

Losing HoosierDaddy's Keys – -4 points.

Treasure: Each of the forlarren carries an emerald worth 350 gp; a down payment on the reward promised them by DJ HoosierDaddy. In addition, if the PCs manage to retrieve the DJ's keys, he is quite grateful, and rewards the team with a potion of cat's grace (CL 3), a potion of bull's strength (CL 3), and two potions of cure moderate wounds (CL 5).

AREA 1-6: ROUND-BALL CHALLENGE CR 7

Next on the track is a clear door made of thick Plexiglas. Upon opening the door, a room rises up from a split in the infield. Clear Plexiglas walls and ceiling surround a wooden floor painted with a basketball key. A large capital "I" is painted in the lane. On two walls, a backboard, hoop, and net hang roughly 10 feet from the floor. A basketball is bouncing in the center of the court. HoosierDaddy's voice echoes in the chamber:

"Yo, yo, yo! Welcome to my home court! This is a simple room, you just have to get 10 points—that's five goals to you halflings out there—and the door you just walked through will open. Of course, my boys don't want you to score. Do you boys?"

Out of a door on the far side of the room walk five ogres, each wearing a bright red basketball uniform. They are carrying no weapons.

"Now this ain't a fight, folks, so play fair. I'm the scorekeeper, but the ball doubles as the ref. Break the rules, and you get a penalty. Have fun!"

The basketball starts to bounce higher, while a clock ticks down...five...four...three...

MAGICAL BASKETBALL

This magical basketball ensures that the game is played correctly, and that players do not foul or break the rules in other ways.

If the player with ball runs or walks with the basketball without bouncing it on the floor, the basketball deals 2d6 points of electrical damage to the holder (DC 12 Fortitude save for half damage). In order to move with the ball, the character must make a Dexterity check; the DC of this Dexterity check is based on how fast the character moves, as shown on the table below.

One-move action	DC 5
Double move	DC 10
Run	DC 15

The magic basketball can also be used as a weapon by forcefully throwing it at another player. If used this way, it has a ranged increment of 10, and deals 1d6 points of damage on a successful hit. However, the target player can catch the ball by making a DC 15 Reflex save, negating any damage.

THE GAME

The object of the game is to get the ball into the goal. The goal is a basket that hangs at either end of the court. Shooting the ball is ranged attack, with the goal having AC 15. A hit on the goal scores a point. The exit door opens after the crawlers score 5 points. Each time the ogres score a point, the crawlers' score is reduced by 1 (minimum 0).

Each team may only have five players on the court at any one time. If they have six, the ball attacks the wielder, and no points may be scored. To begin the game, one player makes an opposing Acrobatics check against an ogre's; the higher check gains possession of the ball first.

A foul in the game consists of attacking an opponent with a weapon or with any attack that deals lethal damage. If a player commits a foul, he is targeted with a hold person (CL 3) spell, and must make a DC 15 Will save or be held motionless for 3 rounds.

Stealing the ball from another player is handled as per striking a weapon. Use the steps below to resolve such a situation.

Step 1: Attack of Opportunity. Attempting to steal the ball provokes an attack of opportunity from the target holding the ball. (Players with the Improved Sunder feat don't incur an attack of opportunity for making the attempt.)

Step 2: Opposed Rolls. The player attempting to steal the ball and the ball holder make opposed unarmed attack rolls. (The ogres get a +4 bonus on this roll for being size Large.)

Step 3: Consequences. If the player attempting to steal the ball defeats the ball holder, he gains possession of the ball.

Creatures: DJ HoosierDaddy's Boyz, five ogres, are quite terrible at basketball, and they make little attempt to actually score in a conventional way. If the ogres have possession when the game starts, one ogre attempts to score, while the other four hang back and simply try to beat the PCs senseless with non-lethal unarmed strikes. When the PCs have possession of the ball, the ogres gang up on the player with ball and beat him to a pulp.

DJ HOOSIERDADDY'S BOYZ (OGRES) (5)

CR 3

XP 800 each

CE Large humanoid (giant)

Init -1; Senses darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 13, touch 8, flat-footed 13 (-1 Dex, +5 natural, -1 size)
hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft.

Melee unarmed strike +8 (1d4+5 non-lethal)

Ranged magical basketball +2 (1d6)

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

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Improved Unarmed Strike, Toughness

Skills Climb +7, Perception +5

Languages Giant

SCORING:

Each basket made by the PCs - 1 point.

Each basket made by the ogres - -1 point.

Treasure: If the PCs manage to defeat the ogres at basketball, they each receive a 500-gp note and a basketball signed by the entire Indianapolis Thunder professional basketball team.

AREA 1-7: HO, HO, HO!

CR 11

The next door you come to bears the label of the Giant Bird Food Company. Beyond the door is what appears to be a large empty room; however, the telltale sound of rumbling gears and hissing hydraulics tell you that all is not as it seems. Suddenly, a large patch of steel flooring slides away, and an entire cornfield, planted in what appears to be real dirt, rises into view. Standing in front of the patch of land is a suited man, wearing the Giant Bird logo on his lapel next to a Non-Com badge. He smiles and pulls a microphone from behind his back.

"Ladies and Gentlemen of Indianapolis, my name is Robert

Stinchcomb, and I am the president of Giant Bird Foods. I have been asked to come here and introduce the next room. Our company has provided IndyCrawl with a few things today. The first thing is a free T-Shirt for everyone sitting in section 113! Enjoy these fine shirts that our reps are passing out now. Secondly, we've provided the prize for this room. If the team survives the room, they will receive a year's supply of our entire line of vegetable products, as well as a note for 2,000 gp! The final thing that I am here to announce is the inclusion of our own mascots, the Happy Hungry Giant and his buddy Seedling!"

The rep pulls the mic away from his face and whispers towards you.

"Make it look good and don't hurt them too badly. If you kill them, we'll be out a mascot or two. If you can drop them without killing them, I'll slip you a little something extra."

The man waves to the crowd again and motions towards the back of the field. Rising up—seemingly from the field itself—are two mammoth figures. The larger carries a club shaped like a broccoli stalk, and the smaller heaves boulder-sized brussel sprouts. Both of the strange giants begin to advance toward you.

Creatures: The giants are the Happy Hungry Giant and Seedling. HHG is a larger-than-average Hill Giant, and Seedling is slightly smaller than normal hill giants, but he is no less deadly. They are proud giants and attempt to fight the team to the death—against the company's wishes. If the team knocks the giants unconscious, and then stop fighting, they are declared the victors, and the company president thanks them. If the team continues to attack, slaying one or both of the giants, the president refuses to speak with the team, cursing under his breath as he stalks away.

The giants' tactics are simple. The Happy Hungry Giant rushes into melee, while the Seedling hurls Brussel-sprout-shaped boulders at the team. The Seedling continues to throw boulders at the party until he runs out, at which time, he joins the Happy Hungry Giant in melee.

THE HAPPY HUNGRY GIANT (HUGE HILL GIANT) CR 10

XP 9,600

Hill giant warrior 5

CE Huge humanoid (giant)

Init -1; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 20, touch 7, flat-footed 20 (+4 armor, -1 Dex, +9 natural, -2 size)

hp 152 (15 HD; 10d8+5d10+80)

Fort +16, **Ref** +3, **Will** +4

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee (H) greatclub +16/+11/+6 (4d8+10) or 2 slams +17 (2d6+7)

Ranged rock +15 (1d8+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 20, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +12; **CMB** +21; **CMD** 30

Feats Blind-fight, Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Point-blank Shot, Power Attack, Weapon Focus (greatclub), Weapon Focus (greatclub)

Skills Climb +11, Intimidate +13, Perception +8, Survival +4

Languages Giant

Other Gear hide armor, greatclub, 90 gp

THE SEEDLING (HILL GIANT) CR 7

B 3,200

CE Large humanoid (giant)

Init -1; Senses low-light vision; Perception +6

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +2, **Will** +3

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +14/+9 (2d8+10) or 2 slams +13 (1d8+7)

Ranged rock +6 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +15; **CMD** 24

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

SCORING:

Defeat the Happy Hungry Giant - 4 points.

Defeat the Seedling - 3 points.

Defeat both giants without killing them - 3 points.

Treasure: As promised, the team receives a lifetime supply of Giant Bird vegetables and a 2000-gp note for defeating the giants. If the team manages to subdue the Giant Bird mascots rather than kill them, the grateful company president presents them with the Beanstalk, a +2 quarterstaff with the ability to cast speak with plants once per day (CL 10).

AREA 1-8: ONCE YOU GO BLACK.... CR 11

The next door is a solid black door that reflects the light. The walls of the room are made of the same material, and are already set up on the infield. The doors have a simple circle and “HH” engraved on them. DJ HoosierDaddy’s voice rings again from the speakers.

“The Hollow Hills mining company sent us the next room, carved completely from obsidian. Their quality work will be evident momentarily.”

With a groaning sound, the stone doors slide open, splitting the logo in two. The room beyond is dim, lit only by guttering torches in sconces affixed to the wall at 5-foot intervals. Cameras are evident in each corner. Prominent in the room are two 12-foot-tall statues of minotaurs carved from obsidian. The circle and “HH” logo are carved into their chests, and the barely perceptible shimmer of heat rises from their massive, stony bodies.

Creatures: The obsidian minotaurs activate once the room’s threshold is crossed. In the first round of combat, the constructs use their breath weapons as soon as the PCs are within range. After that, they simply hammer away in melee, until either they or the PCs are destroyed.

OBSIDIAN MINOTAURS (2) CR 9

XP 6,400 each

N Large construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 94 (12d8+40)

Fort +4, Ref +4, Will +4

DR 10/adamantine; Immune construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 claws +18 (2d8+6 plus 1d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon, burn

STATISTICS

Str 22, Dex 10, Con –, Int –, Wis 11, Cha 1

Base Atk +12; CMB +19; CMD 29

SPECIAL ABILITIES

Breath Weapon (Su) As a free action, once every 1d4+1 rounds, an obsidian minotaur can expel a cloud of gas directly in front of it. The cloud fills a 10-foot cube and lasts for 1 round before dispersing. Any creature in the area must

succeed on a DC 16 Fortitude save or take 1d4 points of Dexterity damage.

Burn (Ex) The claws of an obsidian minotaur deal 1d6 points of fire damage each time they hit. Additionally, a struck creature must succeed on a DC 16 Reflex save or take 1d6 points of fire damage for 1d4+1 rounds as clothes ignite and armor becomes searing hot. Immunity to Magic (Ex) An obsidian minotaur 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.

A *transmute rock to mud* spell slows it (as the slow spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its hit points.

A *stone to flesh* spell does not actually change the obsidian minotaur’s structure but negates its damage reduction and immunity to magic for 1 full round.

SCORING:

Per obsidian minotaur destroyed – 3 points.

Treasure: For defeating the obsidian minotaurs, the team is awarded two gilded, obsidian minotaur horns. Each horn is worth 1,000 gp.

AREA 1-9: JESTER’S TEST CR 10

You come upon a large wooden door marked with the face of the Jester. Upon opening it, the ground again splits, and a marvelous object rises from the ground. The multi-colored contraption is a mass of winding tubes and cubes twisting and turning within each other. One open tube on the left is marked with a blinking “IN” sign. Sitting in one of the cubes in the center of the translucent plastic jungle is the Jester himself, relaxing comfortably in a LazyMan reclining chair. LazyMan’s logo also plasters parts of the translucent tubing. The Jester reaches for his microphone, never taking his eyes off of you.

“Ladies and gentlemen, welcome to my final act for this Crawl. I know you’ll miss me, but let’s see if we can’t go out with a bang! Here’s the deal, crawlers: All you have to do is get in here and tag me. That’s it. Just step into this chamber and tap me on the arm. But it’s going to take a little bit of effort to get in here. LazyMan Furniture Company has been gracious enough to supply me with this lovely lounge, as well as the funds to build my little maze here. Here’s a clue for ya...it’ll take brains, brawn, and specialist skills to come in here and find me. Have fun!”

If the PCs attempt to enter anywhere other than the marked entrance, any player in physical contact with the maze is targeted with a lightning bolt (as the spell, CL 8, DC 15 Reflex for half damage). Any spells aimed at the maze are reflected back upon the caster, as the spell spell turning (the maze can reflect an unlimited amount of spell levels).

Read the following:

The Jester laughs heartily as you attempt to circumvent his rules.

“Tee-hee! Oh, yeah, I forgot. You really do have to go through the tubes. No cheating now.”

Creatures: Giant hamsters are wandering monsters here, and there is a 25% chance per round that the team encounters 3, and a 10% chance they encounter 9—there are 12 total, unless the goblins let in more. The Jester has dressed up all of the hamsters in different armored costumes, resembling police, fire department, a nurse, a construction worker, a football player, etc. (Make something up—have fun!)

The Jester taunts the team throughout if they encounter the giant hamsters—or if they trip any of the traps below.

ARMORED GIANT HAMSTERS (3-12)

XP 800 each

N Large animal

Init +1; Senses low-light vision; Perception +9

DEFENSE

AC 19, touch 10, flat-footed 18 (+4 armor, +1 Dex, +5 natural, –1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +5, **Will** +2

Immune disease

OFFENSE

Speed 20 ft., burrow 10 ft.

Melee bite +6 (1d8+6 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks cheek pouch

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 19 (23 vs. trip)

Feats Endurance, Skill Focus (Perception)

Skills Climb +9, Perception +9

Other Gear chain barding armor

SPECIAL ABILITIES

Cheek Pouch (Ex) A giant hamster can try to stuff a grabbed opponent of two sizes smaller than itself into its cheek pouch by making a successful grapple check. A creature stuffed into the giant hamster's cheek pouch takes no damage, and can escape by making a successful DC 16 Strength check or can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the cheek (AC 11). Once the creature exits, muscular action closes the hole; another trapped opponent must cut its own way out. A Large hamster's cheek can hold 1 Small, 2

Tiny, or 8 Diminutive or smaller opponents. The check DC is Strength-based.

Traps: Traps, marked on the map, are set throughout the maze. When the team comes upon a trap marker, randomly determine the trap via the following table:

RANDOM TRAPS

D20	Result
1-3	Acid Lock Trap
4-6	Flooded Room
7-10	Gas Trap
11-14	Black Tentacle Trap
15-20	Teleportation Trap.

ACID LOCK TRAP

CR 3

XP 800

Type magical; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger touch; Reset none

Effect spell effect (*acid arrow*, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

FLOODED ROOM TRAP

CR 8

XP 4,800

A pressure plate covers almost the entire floor, except for a 7-inch-wide strip around the edge of the room. Navigating this path requires a DC 10 Acrobatics check. Stepping on the pressure plate seals the room with two copper doors, and causes water to magically pour into the room. The tube (hardness 6, hp 55, break DC 28; fire-based attacks deal double damage to the plastic) fills completely in five rounds. If the team breaks through the wall, the first character through the gap is targeted by a lightning bolt (CL 8, 8d6, DC 15 Reflex for half damage). The copper doors are trapped (electricity arc trap, see below) and locked (DC 30 Disable Device).

Type mechanical; **Perception** DC 26; **Disable Device** DC 28

EFFECTS

Trigger pressure plate; Reset none

Effect rushing water (targets directly in areas of rushing water are knocked prone and take 2d6 bludgeoning per round; DC 20 Reflex avoids); room fills completely with water in 10 rounds (water increases in depth by 1 foot every round)

ELECTRICITY ARC TRAP CR 4

XP 1,200

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger touch; Reset none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

GAS TRAP CR 9

XP 6,400

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Reset repair

Effect poison gas (stinking cloud); never miss; onset delay (1 round); multiple targets (all targets in a 20-ft.-by-20-ft. room)

BLACK TENTACLE TRAP CR 10

XP 9,600

A pressure plate on the floor that triggers this trap. The pressure plate covers most of the floor, leaving only a 7-inch-wide strip around the edge of the room. Navigating this path requires a DC 10 Acrobatics check. Stepping on the pressure plate seals the room with a wall of force, and then triggers the spell black tentacles in the center of the room (CL 10).

Type magical; Perception DC 26; Disable Device DC 28

EFFECTS

Trigger pressure plate; Reset none

Effect spell effect (black tentacles; CMB +10, CMD 25); onset delay 1 round; multiple targets (all targets in a 20-ft.-by-20-ft. room)

TELEPORTATION TRAP CR 4

XP 1,200

This ring of runes teleports those stepping into the room to a random location in the tubes. Those arriving together arrive at the same random location, while those entering afterwards may be sent elsewhere, as the trap resets each round.

Type magical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; Reset automatic

Effect spell effect (*teleport*); multiple targets (all targets in a

20-ft.-by-20-ft. room)

Development: Once the team taps the Jester, read the following:

The Jester applauds you for your efforts, as does the crowd in the Speedway. He picks up his mike again, chuckling all the while.

“Boy, am I impressed. You actually stuck with it the whole way. Good for you! I hope my pet hamsters weren’t too much trouble. They do like to nibble. Well, enjoy the rest of the Crawl. When you get there, that is. You see, there’s only one way out: The way you came in. And a few of the traps might have reset. And my goblins may have found a few more hamsters to let loose in here. It’s just about feeding time.”

With a cackle, the Jester hits a button on his chair marked “No-Go” and the floor beneath him flips open, sliding him and his chair out of sight. Before you can move, the floor snaps shut. The sound of chittering echoes through the cube as the hamsters are let into the tubes.

The trapdoor in the floor is marked with a red box, indicating a No-Go door. Anyone passing through the door is automatically disqualified from competition. By a random roll, determine which traps have been reactivated. There is a 25% chance that each trap has reactivated. The team is awarded full marks for successfully leaving the tubes and exiting the area only if they have tagged the Jester.

Development: Once the team has completed the room, they are finished with the first level of the Crawl.

Read the following:

As you exit the room, the roar of the crowd assaults your ears. DJ HoosierDaddy stands on a small dais across the road. He motions for the crowd to hush.

“Excellent job, team. You’ve survived the first round of IndyCrawl mostly intact. Take a well-deserved break and—if you did well enough—we might just bring you back to compete for the championship in IndyCrawl Level 2!”

HoosierDaddy’s dais rises into the air at his final words, levitating above the infield as the crowd cheers in encouragement. The Xcrawl theme thunders through the arena as the DJ levitates towards the exit, leaving you on the track to make your own way out.

INDYCRAWL

LEVEL 2

AREA-2A: GREEN ROOM

Wallace Underbrook shows you into the same green room you entered the other day. Today, however, the furniture is quite a bit nicer, the food appears better, and the swag covers nearly every available surface. T-shirts, mugs, posters, and all sorts of freebies line the couches, chairs, and tables. Wallace seems in a pensive mood, but acts a bit less curt today.

“Thanks for making it on time. We’re on an extremely tight schedule, and we have to get everything going on time to make sure everything goes well today. Take the next 10 minutes to get yourselves together, and then be ready for whatever HoosierDaddy throws at you. I honestly have no idea what’s about to happen, and it’s giving me an ulcer. You should see the censors. They’re biting their nails next to the ‘bleep’ button. And the production people... Sheesh!”

Wallace continues his grumbling about the schedule and the surprises as he leaves the room reading his clipboard and making new marks with a stubby pencil. Even after the door closes, you can hear him grumbling down the hall.

The team has up to 10 minutes to make sure all provisions are stocked. They may buy basic supplies to restock from their agent (all monies coming out of previous winnings). No exotic weapons or items may be purchased new due to the short timespan between levels.

AREA 2-1: “HAIL, HAIL TO OLDE NOTRE DAME” CR 11

the earlier level. Again, various doors stand along the infield track, awaiting your arrival. DJ HoosierDaddy stands on his elevated platform amid countless screaming fans thronging the Speedway. They hold signs both cheering for and denouncing your team, HoosierDaddy, and Xcrawl itself. A fan behind the DJ is wrestled to the ground and led out as the security guards tear up his “Down with Emp. Ronald” sign into pieces.

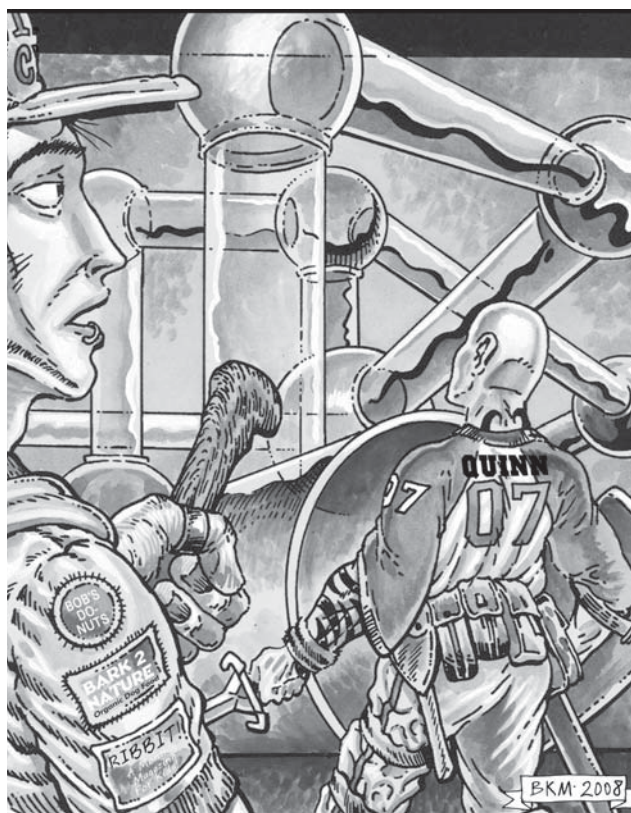
“Welcome to the final level of IndyCrawl! Today, I and a friend from down in South Bend have prepared a real treat for you. He came today with the financial support of the ‘Kings of Tara’ crystal company, all the way across the pond in Briton. They provided me with the tools and resources to

outfit this entire level. You’ll meet a few of the friends and neighbors of theirs that call Briton home in just a bit. First, let me introduce someone to you.”

In a flash of light from the center of the infield, a miniscule figure appears on a glowing platform. The cameras zoom in close, giving you a good look at a small man in a green three-piece suit. His sparkling green bowler hat sits tipped just slightly up, showing a shock of red hair. He carries a small shillelagh slung across his shoulder. A small microphone is pinned to his lapel.

“Top o’ the morning to everyone here in Indianapolis! I’m Michael O’Shea, the Leprechaun from the University of Our Lady in fair South Bend. The University, in conjunction with ‘Kings of Tara,’ sent me to help HoosierDaddy create a devious and quite deadly Crawl for you. The rules are the same as before. Come to a room; complete the room. Complete the entire circuit, and win the IndyCrawl championship! Don’t forget, a spot at the Emperor’s Cup tournament is at stake here today. You must successfully complete each room to win today. Oh, here comes the first challenge now!”

A door opens in the side wall, and the U of OL fight song plays as a marching band spills out of the causeway. They step to the side, and the Non-Com badges they each wear are now evident on their green uniforms. Behind them, a group of ugly, brutish men on horseback ride onto the track. The men wear the blue uniforms and gold helmets of the U of OL football team. One carries a sickle, one carries a flaming sword, one carries a black mace, and the last carries a lance. With a nod from the sickle-carrying player, they charge.



Creatures: The men—orcs, really—are known as The Four Horsemen, and they attempt to defeat the team on horseback, but continue to fight on foot if knocked from their mounts. They call for the crawlers to yield if they take the upper hand in any individual battle; the orc yield if they are close to death and defeated. The horsemen are honorable and do not fight dirty, but they fight to win. Any crawler who yields is disqualified from competition.

The orc horsemen's tactics are simple: They use Ride By Attack to strike and then move away. The orcs also make heavy use of Power Attack and the charge action, especially *Famine*, as he can inflict truly devastating wounds with his lance (triple damage on a charge). Read the rules on mounted combat carefully before running this encounter, as the orc horsemen's mounted feats, if used properly, can make the PCs' lives very difficult.

DEATH, ORC FIGHTER CR 6

XP 2,400

Orc fighter 7

LE Medium humanoid (orc)

Init +1; Senses darkvision 60 ft.; Perception +3

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)
hp 71 (7d10+28)

Fort +8, **Ref** +3, **Will** +1 (+2 vs. fear)

Defensive Abilities ferocity, fortification 50%

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 flaming longsword +13/+8 (1d8+7/19-20 plus 1d6 fire)

Ranged light crossbow +8 (1d8/19-20)

Special Attacks weapon training (light blades +1)

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 10, **Wis** 8, **Cha** 6

Base Atk +7; CMB +11; CMD 22

Feats Cavalry FormationUC, Cleave, Mounted Combat, Power Attack, Ride-by Attack, Skill Focus (Ride), Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Handle Animal +5, Perception +3, Ride +8

Languages Common, Orc

SQ armor training 2

Other Gear mwk fortification (moderate) banded mail, heavy steel shield, +1 flaming longsword, light crossbow

DESTRUCTION, ORC FIGHTER CR 6

XP 2,400

Orc fighter 7

LE Medium humanoid (orc)

Init +1; Senses darkvision 60 ft.; Perception +3

DEFENSE

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)
hp 64 (7d10+21)

Fort +7, **Ref** +3, **Will** +1 (+2 vs. fear)

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +2 bane warhammer +17/+12 (1d8+11/x3 plus 2d6 vs.)

Ranged light crossbow +8 (1d8/19-20)

Special Attacks weapon training (hammers +1)

STATISTICS

Str 20/22, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 6

Base Atk +7; CMB +13; CMD 24

Feats Cavalry FormationUC, Cleave, Mounted Combat, Power Attack, Ride-by Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Climb +8, Handle Animal +5, Perception +3, Ride +7

Languages Common, Orc

SQ armor training 2

Other Gear +2 chain shirt, heavy steel shield, +2 bane warhammer, light crossbow, belt of giant strength +2

PLAGUE, ORC FIGHTER CR 6

XP 2,400

Orc fighter 7

LE Medium humanoid (orc)

Init +8; Senses darkvision 60 ft.; Perception +3

DEFENSE

AC 23, touch 14, flat-footed 19 (+5 armor, +4 Dex, +4 shield)
hp 64 (7d10+21)

Fort +7, **Ref** +6, **Will** +1 (+2 vs. fear)

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +2 keen sickle +14/+9 (1d6+8/19-20)

Ranged light crossbow +11 (1d8/19-20)

Special Attacks weapon training (light blades +1)

STATISTICS

Str 16, **Dex** 16/18, **Con** 14, **Int** 11, **Wis** 8, **Cha** 6

Base Atk +7; CMB +10; CMD 24

Feats Cavalry FormationUC, Improved Initiative, Mounted

Combat, Ride-by Attack, Spirited Charge, Weapon Finesse, Weapon Focus (sickle), Weapon Specialization (sickle)
Skills Climb +6, Handle Animal +5, Perception +3, Ride +11
Languages Common, Orc
SQ armor training 2
Other Gear +2 studded leather, +2 heavy steel shield, +2 keen sickle, light crossbow, belt of incredible dexterity +2

FAMINE, ORC FIGHTER CR 6

XP 2,400
 Orc fighter 7
LE Medium humanoid (orc)
Init +1; Senses darkvision 60 ft.; Perception +1

DEFENSE

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield)
hp 71 (7d10+28)
Fort +8, **Ref** +3, **Will** +1 (+2 vs. fear)
Defensive Abilities ferocity
Weaknesses light sensitivity

OFFENSE

Speed 20 ft.
Melee +1 wounding lance +14/+9 (1d8+10/x3 plus 1 bleed) or light mace +11/+6 (1d6+4)
Ranged light crossbow +8 (1d8/19-20)
Special Attacks weapon training (spears +1)

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 10, **Wis** 8, **Cha** 6
Base Atk +7; CMB +11; CMD 22
Feats Cavalry FormationUC, Mounted Combat, Power Attack, Ride-by Attack, Skill Focus (Ride), Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance)
Skills Handle Animal +4, Perception +1, Ride +10
Languages Common, Orc
SQ armor training 2
Other Gear +1 full plate, +2 heavy steel shield, +1 wounding lance, light crossbow, light mace

WARHORSE (COMBAT-TRAINED HEAVY HORSE) CR 2

XP 600
N Large animal
Init +4; Senses low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, -1 size, +2 natural)
hp 19 (2d8+10)
Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 50 ft.
Melee bite +5 (1d4+5), 2 hooves +0 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11
Base Atk +1; CMB +7; CMD 21 (25 vs. trip)
Feats Endurance, RunB
Skills Perception +8
SQ combat trained

SCORING:

Per horseman defeated – 2 points.

Treasure: If the PCs defeat the horsemen, they receive a veritable horde of magical items in the form of the defeated orcs' equipment.

AREA 2-2: FAIRY MOUNDS AND FIERY FEY CR 8

Up ahead on the track is a wooden doorframe with no door. A line of mushrooms circles a large area on the infield beyond, with the greenest and softest grass you have ever seen growing in the center. O'Shea's singsong voice rings in the Speedway.

"You had a fun time with the Four Horsemen, I see. Well, our next guests are a little more homegrown than the Horsemen. And boys, let me tell you, one of them is HOT!"

O'Shea chuckles maliciously, and a blast of heat comes from somewhere beneath the grass.

"It looks like we've woken them up. I'll just let you folks take care of them for us."

Read the following only after the entire team steps through the door.

A 5-foot diameter circle in the middle of the mushroom ring drops down quickly, revealing a dark hole. Flames lick out of the depths, and a trio of faces is visible as they approach the surface.

Creatures: The fire nymph and the two satyrs here begin combat with ranged attacks. The satyrs target obvious spellcasters with their bows, while the fire nymph uses spells and her smoldering glance to distract opponents. If the PCs get close enough for melee, the satyrs draw their short swords and close in, while the fire nymph hangs back and continues to assault the PCs with spells.

The fire nymph will not use her blazing beauty ability unless the satyrs have been slain, or she is reduced to half her starting hit points.



FIRE NYMPH

CR 7

XP 3,200

CN Medium fey (fire)

Init +5; Senses low-light vision.; Perception +14

DEFENSE

AC 23, touch 23, flat-footed 17 (+7 Deflection, +5 Dex, +1 dodge)

hp 60 (8d6+32)

Fort +13; Ref +18; Will +16

DR 10/cold iron; Immune fire; SR 10

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft.; swim 20 ft.

Melee masterwork dagger +10 (1d4/19-20 plus 1d6 fire)

Ranged masterwork dagger +10 (1d4/19-20 plus 1d6 fire)

Special Attacks blazing beauty, heat, smoldering glance

Spell-like Abilities (CL 8th):

1/day—*dimension door*

Spells Prepared (CL 7th)

4th—*flame strike* (DC 17)

3rd—*call lightning* (DC 16), *cure moderate wounds*, *protection from energy*

2nd—*flame blade*, *flaming sphere*, *heat metal*, *resist energy*

1st—*cure light wounds*, *endure elements*, *entangle* (DC 14), *faerie fire*, *produce flame*

0—*detect magic*, *guidance*, *light*, *stabilize*

STATISTICS

Str 10, Dex 21, Con 18, Int 16, Wis 17, Cha 25

Base Atk +4; CMB +9; CMD 27

Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse

Skills Diplomacy +18, Escape Artist +16, Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +16, Swim +19

Languages Common, Ignan, Sylvan

SQ inspiration, unearthly grace, wild empathy +21

Combat Gear masterwork dagger

SPECIAL ABILITIES

Blazing Beauty (Su) This ability affects all humanoids within 30 feet of a fire nymph. Those who look directly at a nymph must succeed on a DC 21 Fortitude save or burst into flames, suffering 1d6 points of damage per round until the flames are extinguished. A fire nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Heat (EX) A fire nymph generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A fire nymph's metallic weapons also conduct this heat. **Inspiration (Su)** A fire nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long

as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. Fire nymphs prefer to inspire craftsmen who create items at a forge. A bard who has a fire nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his fire nymph muse's Charisma modifier. The fire nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The fire nymph can end this effect at any time as a free action. A single fire nymph may only inspire one creature at a time in this manner.

Spells (Su) A fire nymph casts spells as a 7th-level druid, but cannot swap out prepared spells to cast summon spells.

Smoldering Glance (Su) As a standard action, a wrathful fire nymph can boil the blood of a creature within 30 feet with a look. The target must succeed on a DC 21 Fortitude save or suffer for 3d6 points of fire damage. The save DC is Charisma-based.

Unearthly Grace (Su) A fire nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the fire nymph has a +6 racial bonus on the check. The fire nymph's effective druid level is equal to her HD for determining her total modifier to the check.

SATYRS (2)

CR 4

XP 1,200 each

CN Medium fey

Init +2; Senses low-light vision; Perception +18

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 44 (8d6+16)

Fort +4, Ref +8, Will +8

DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee dagger +6 (1d4+2/19-20), horns +1 (1d6+1)

Ranged short bow +6 (1d6/x3)

Special Attacks pipes

Spell-Like Abilities (CL 8th):

At will—*charm person* (DC 15), *dancing lights*, *ghost sound* (DC 14), *sleep* (DC 15), *suggestion* (DC 17)

1/day—*fear* (DC 18), *summon nature's ally III*

STATISTICS

Str 14, Dex 15, Con 15, Int 12, Wis 14, Cha 19

Base Atk +4; CMB +6; CMD* 18

Feats Dodge, Mobility, Skill Focus (Perception), Weapon Finesse

Skills Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +19, Stealth +17, Survival +7; Racial Modifiers +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

SPECIAL ABILITIES

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

SCORING:

Per fey killed – 3 points.

Per PC that catches fire – -1 point.

Treasure: If the PCs defeat the fire nymph and the satyrs, they are awarded a 2,000-gp note, a ring of minor fire resistance, and 2 potions of resist energy (CL 3).

AREA 2-3: GETTING AHEAD IN THE WORLD... CR 9

The wooden door greeting you appears old and worn, and bears a warning sign in broken English reading: "Ware ye the headless man an his creatures of doome." The door looks like it could collapse at any moment. Both the DJ and O'Shea are noticeably silent.

Read the following after the players open the door.

At the first touch, the door disintegrates. A section of the grass tilts upwards, revealing a door that leads underground. The door swings open and troops of skeletons pour out in a tightly packed formation. All carry swords and have blue flames burning in their empty eye sockets. Behind the skeletons rides a headless man carrying his head in his hands. He is flanked by a wraith, floating purposefully.

"The dullahan is a harbinger of death in Briton. When he speaks a name aloud, that person will die that same day. His curse may only be lifted by his own word, speaking the name backwards." O'Shea's voice fades as the dullahan opens his mouth wide.

The dullahan calls out <insert the name of the strongest character>. "Our dullahan promised to reverse the curse if

you could defeat his horde of skeletons. If you attack him, he will leave, damning you where you stand. These undead beasts are on loan from a pirate who freely offered his services. Defeat them and you may live. If you fail, you will die within the hour."

The dullahan suddenly spurs his horse, causing it to rear and kick, and the wraith and skeletons advance, the blue flames in their eyes burning brightly.

Creatures: The dullahan, who is accompanied by 10 coldfyre skeletons and a coldfyre wraith, is immune to all attacks, both magical and mundane. If a character attacks the dullahan with a melee attack, ranged attack, or spell, it rides back through the door from whence it came. The door is marked with a No-Go sign, and any player passing through it is disqualified.

The dullahan's curse gives the person 1 hour to live if it is not reversed. A remove curse spell will lift the effects. The dullahan's dismissal acts as a remove curse.

If the dullahan leaves before lifting the curse, the character it named dies within one hour unless the curse is lifted.

If, for any reason, the stats for the dullahan become necessary, use the stats for a dread wraith. However, since the dullahan is immune to all attacks, and because of the dire consequences of attacking it, the stats should not come into play.

COLDFYRE SKELETONS (10) CR 1

XP 400 each

NE Medium undead

Init +6; Senses darkvision 60 ft.; Perception +0

Aura cold aura (1d6)

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +2 natural, +1 shield)

hp 11 (2d8+2)

Fort +0, **Ref** +2, **Will** +3

DR 5/bludgeoning; Immune cold, undead traits

Vulnerability fire

OFFENSE

Speed 30 ft.

Melee longsword +2 (1d8+1 plus 1 cold/19-20)

STATISTICS

Str 13, **Dex** 15, **Con** –, **Int** –, **Wis** 10, **Cha** 1

Base Atk +1; **CMB** +2; **CMD** 14

Feats Improved Initiative

SQ icy death (DC 11)

Gear chain shirt, light wooden shield, longsword

SPECIAL ABILITIES

Cold Aura (Ex) Creatures adjacent to a coldfyre skeleton take 1d6 points of cold damage at the start of their turn.

Anyone striking a coldfyre skeleton with an unarmed strike or natural attack takes 1d6 points of cold damage.

Icy Death (Su) A coldfyre skeleton explodes into a burst of ice when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of cold damage. A Reflex save (DC 11) halves this damage.

COLDFYRE WRAITH

CR 6

XP 2,400

NE Medium undead (cold, incorporeal)

Init +7; Senses darkvision 60 ft., lifesense; Perception +10

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 15 (+5 deflection, +3 Dex)

hp 47 (5d8+25)

Fort +6, **Ref** +4, **Will** +6

Defensive Abilities channel resistance +2, incorporeal; Immune undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 cold plus 1d6 Con drain)

Special Attack create spawn, icy touch

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a coldfyre wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical coldfyre wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the coldfyre wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a coldfyre wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the coldfyre wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A coldfyre wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A coldfyre wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a coldfyre wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

SCORING:

All 10 coldfyre skeletons defeated – 4 points.

Coldfyre wraith defeated – 2 points.

Characters attempt to attack the dullahan – –6 points.

Treasure: If the PCs defeat the skeletons and the wraith, the dullahan lifts its curse. In addition, the team receives a 2,000-gp note, and 4 potions of lesser restoration.

AREA 2-4: AWWWWW, BULLFLOP! CR 10

The open doorway in front of you acts as a minor wind tunnel, blasting air out at you. Plexiglas walls contain swirling eddies of air currents with strange shapes flowing through. HoosierDaddy's voice booms over the speakers.

"This creature was collected on the great open plains just inside the Illinois borders. It rumbles with the weather, and contains the power of a thunderstorm. Behold, the Bull of Heaven!"

The air solidifies in the Plexiglas chamber into a bull-shaped creature, pawing at the ground and snorting small lightning bolts.

Creature: The bull of heaven attacks as soon as the PCs enter the room, unleashing a blast of lightning breath at the lead character. It then lowers its horns and charges at the most potent melee fighter in the group, attempting to stun and trample the unfortunate PC. The bull of heaven fights to the death, dissipating in a whirlwind of smoke when the final blow is dealt.

BULL OF HEAVEN

CR 10

XP 9,600

N Large magical beast (air)

Init +6; Senses darkvision 60 ft., low-light vision, scent; Perception +21

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)

hp 94 (12d8+60)

Fort +13, **Ref** +10, **Will** +7

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee gore +18 (2d6+9 plus 1d6 lightning), 2 hooves +13

(1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (30-ft line, DC 21, 6d6 electricity), trample (2d8+9, DC 21)

STATISTICS

Str 22, **Dex** 15, **Con** 21, **Int** 5, **Wis** 12, **Cha** 9

Base Atk +12; **CMB** +19; **CMD** 31

Feats Hover, Improved Initiative, Improved Natural Attack (gore), Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +21

SPECIAL ABILITIES

Breath Weapon (Su) A bull of heaven can use its breath weapon once every 1d4+1 rounds to create a 30-foot line of electricity (6d6). Those caught in the line can attempt a DC 21 Reflex save for half damage.

SCORING:

Defeating the bull of heaven – 5 points.

For defeating the bull of heaven, the PCs receive a 2,000-gp note, and a +1 shocking short sword called the Littlehorn.

AREA 2-5: ONE MAN COMES IN THE NAME OF LOVE CR 8

- **Trap:** The painting depicts a monstrous beast, a creature that has the upper torso of a beautiful woman and the lower body

The next door along the path is made of beautiful etched crystal. A stylized heart appears in the center, surrounded by vines and plants intricately depicting scenes of beauty. HoosierDaddy's voice comes from all around you.

"We have a lovely new painting on loan from the Museum of Fine Art in London, something that you really must see to believe. A young talent by the name of Tyler Newman painted it—and then tragically died. But he is sure to be remembered until the end of time."

The door opens, and a wall rises up from the ground immediately behind it, blocking the entrance. A purple velvet cloth covers a large, rectangular object.

"Completing this room should be a snap. Just have a look at this wonderful piece of artwork and be on your way."

The crowd hushes, awaiting your next move patiently.

of a lion. Despite the obvious workmanship that went into the painting, it is trapped with a symbol of stunning, affecting any character who gazes upon it (DC 20 Will save to resist, characters are stunned for 1d6 rounds).

Creatures: After the painting is revealed—and one or more PCs are stunned—two creatures resembling the beast depicted

in the painting come barreling out through a NoGo door to attack. Characters making a successful DC 15 Knowledge (arcana) check recognize the beasts as lamias.

The lamias attack stunned targets first, attempting to drain enough Wisdom to completely remove a PC from the fight should he shake off the effects of the symbol trap. The lamias avoid melee, using their speed to keep PCs at a distance while they attack with their longbows and spell-like abilities.

LAMIAS (2)

CR 6

XP 2,400 each

CE Large monstrous humanoid

Init +3; Senses darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, –1 size)

hp 67 (9d10+18)

Fort +7, **Ref** +9, **Will** +11

OFFENSE

Speed 60 ft.

Melee +1 dagger +13/+8 (1d4+4/19–20), touch +7 (1d4 Wisdom drain), 2 claws +7 (1d4+2)

Ranged masterwork composite longbow +13 (1d8+4/19–20)

Space 10 ft.; **Reach** 5 ft.

Special Attacks Wisdom drain

Spells Known (CL 9th)

At will—*disguise self*, *ventriloquism*

3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14)

1/day—*deep slumber* (DC 14)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 28 (32 vs. trip)

Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack

Skills Bluff +9, Diplomacy +4, Disguise +6, Intimidate +10, Knowledge (religion) +4, Perception +15, Stealth +15, Survival +12; Racial Modifiers +4 Bluff, +4 Stealth

Languages Abyssal, Common

SQ undersized weapons

Gear masterwork composite longbow [+4 Str]

SPECIAL ABILITIES

Undersized Weapons (Ex) Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal

any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to charm monster and suggestion.

SCORING:

Per lamia defeated – 2 points.

Damaging the painting – -5 points.

Treasure: If the PCs manage to defeat the lamias, they are awarded the painting (with the trap removed). Painted by the renowned tiefling painter Zynos Evenstroke, the piece is worth 5,000 gp to a collector.

AREA 2-6: TRAMPLING THE GRIDIRON CR 10

Creatures: The gargoyles rush to attack immediately after the

White lines painted on the grass of the infield are visible before reaching the next door. The door looks like the metal door of a locker. The Imperial Football League logo is emblazoned on the front. HoosierDaddy's voice comes through like a sportscaster.

"Good evening, ladies and gentlemen, welcome to the beloved gridiron. Here in Indianapolis, we bring to you the hottest sensation to join the IFL. The first of his species to join the IFL, he could possibly be the greatest quarterback to ever step foot—or hoof—onto the field of battle. He might not be allowed to play just yet, but his aim is deadly. When protected by his stone-solid offensive line, he is the most dangerous force on the gridiron. Here he is, Charon!"

The locker door swings open, letting you onto the field. One hundred yards away, a small building stands. The door to the building opens, and five gargoyles lumber out wearing white jerseys with blue lettering. Behind them gallops a centaur with the same colors on his torso, along with a red quarterback's practice jersey. The monstrous team advances to the 35-yard line and hunkers down for the scrimmage.

Suddenly, a shrill whistle blows, and the game begins.

whistle blows. They engage the PCs in melee, and attempt to keep them from reaching Charon. Charon hangs back behind his "offensive" line and hurls spiked footballs at the PCs. He targets spellcasters first, holding his action if necessary to disrupt spells with a well-placed throw. With his Far Shot feat, Charon can throw a spiked football up to 60 feet without penalty. Once he runs out of footballs, Charon begins throwing flasks of alchemist's fire and acid, hurling these chemical grenades up to 20 feet without penalty.

While the gargoyles fight to the death, Charon has no intention of engaging the PCs in melee. After all, he is a rising IFL star, and has no desire to risk an injury that might prevent him from competing. If a PC makes a successful melee attack against Charon, he surrenders immediately. PCs who continue to attack the centaur after he surrenders are disqualified.

CHARON (CENTAUR)

CR 7

XP 3,200

Male centaur fighter 4

N Large monstrous humanoid

Init +9; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 14, flat-footed 10 (+5 Dex, +1 natural, -1 size)

hp 84 (8d10+36)

Fort +9, **Ref** +10, **Will** +6 (+1 vs. fear)

OFFENSE

Speed 50 ft.

Melee spiked football +12/7 (1d8+5/19–20), 2 hooves +12 (1d6+5)

Ranged spiked football +12/+7 (1d8+5)

Space 10 ft., Reach 5 ft.

STATISTICS

Str 21, **Dex** 20, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +8; CMB +14; CMD 29 (33 vs. trip)

Feats Exotic Weapon Proficiency (spiked football), Far Shot, Improved Initiative, Point-blank Shot, Precise Shot, Quick Draw, Run

Skills Acrobatics +8 (+12 to jump with a running start, +16 to jump), Diplomacy +3, Intimidate +4, Knowledge (nature) +5, Perception +6, Stealth +7, Survival +9

Languages Common, Elven, Sylvan

SQ armor training 1, undersized weapons

Gear leather armor, bandolier, spiked footballs (5), flasks of alchemist fire (5), flasks of acid (5)

SPECIAL ABILITIES

Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

GARGOYLES (5)

CR 4

XP 1,200 each

CE Medium monstrous humanoid (earth)

Init +6; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 42 (5d10+15)

Fort +4, **Ref** +6, **Will** +4

DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee spiked football +7 (1d8+2) or 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

Ranged spiked football +7 (1d8+2)

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +7; **CMD** 19

Feats Exotic Weapon ProficiencyB (spiked football), Hover, Improved Initiative, Point Black Shot

Skills Fly +9, Perception +5, Stealth +11 (+17 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

SCORING:

Per gargoyle slain – 2 points.

“Sacking” the quarterback – 5 points.

Treasure: If the PCs defeat Charon and his gargoyles, they receive a 1,000-gp note and season tickets to an IFL team of their choice.

AREA 2-7: THE CHILDREN OF LIR CR 9

The oaken door ahead of you is intricately carved with spirals and knot work. O'Shea appears directly in front of the door with a tiny Non-Com badge on right next to his lapel mike.

“Sure an you’ve done quite well to get this far, but I must be warnin’ ye. This next room is most certainly one of the most dangerous rooms in the Crawl. Inside is a servant of the Fey Lord of Death, Arawn. He is known as the Pale King, and only agreed to come after he was promised one thing: If you die, he keeps your soul. There’s more at stake here than anywhere else in the Crawl. Not just your lives this time, me boyos. This time, you’re fightin’ for your very immortal souls!”

The crowd goes nuts over this proclamation, and O'Shea winks at you with a devious grin on his face. He snaps his

fingers and blinks to HoosierDaddy's dais, where the two share a high-five. The door swings slowly open and a small portion of the ground rises into view carrying a robust, pale man with a massive greatsword and horns jutting from the top of his head. Accompanying this fey apparition are six beautiful, female satyrlike creatures, with a definite diabolical countenance. They hang on the pale king, but gaze at you lustily. The fey stand perfectly still, awaiting your approach.

Creatures: The Pale King does nothing until the PCs close within 30 feet; he then orders the six forlarren to attack and casts invisibility on himself. The forlarren target characters in metal armor with heat metal, and then enter melee. While invisible, the Pale King circles around behind the PCs, attempting to flank with a forlarren for his first attack. Once the Pale King joins melee, he makes heavy use of Spring Attack to strike and then retreat, never allowing a melee-oriented character to make a full attack on him.

The Pale King possesses a dire magical item called the amulet of dark consumption (see sidebar), which allows him to absorb the souls of dying enemies to augment his own abilities. Characters that die in this manner are beyond all hope of resurrection, their souls forever destroyed by the dark forces of the amulet.

The Pale King and his forlarren fight to the death.

THE PALE KING

CR 7

XP 3,200

Male unseelie tiefling fighter 8

NE Medium outsider (feyblood, native)

Init +5; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 22, touch 16, flat-footed 16 (+6 armor, +5 Dex, +1 dodge)

hp 77 (8d10+28)

Fort +8, **Ref** +7, **Will** +2 (+2 vs. fear)

DR 5/silver; Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +1 feystrike greatsword +16/+11 (2d6+8/17-20)

SPIKED FOOTBALL

Some of the more violent teams in the IFL occasionally use a football made of hard plastic and studded with steel spikes. These balls take expert skill to handle without injury, and are typically thrown at opposing team members in order to injure them. A character attempting to use a spiked football without the proper Exotic Weapon feat must make a DC 10 Dexterity check each time he makes a ranged attack. Failing the Dexterity check results in 1d4 points of piercing damage.

Exotic Ranged	Cost	D (S)	D (M)	Crit	Range	Weight	Type
Spiked Football	5 gp	1d6	1d8	19-20/x2	30 ft.	12 lb.	Bludgeoning/ and piercing

Special Attacks weapon training (heavy blades +1)
Spell-Like Abilities (CL 8th; concentration +9)
At will—*invisibility*
3/day—*ghost sound* (DC 11), *silent image* (DC 12)
1/day—*alter self*, *darkness*, *magic mouth*, *sleep* (DC 13)

STATISTICS

Str 16, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 12
Base Atk +8; CMB +11; CMD 27
Feats Cleave, Dodge, Improved Critical (greatsword), Mobility, Power Attack, Spring Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)
Skills Bluff +3, Climb +12, Intimidate +10, Perception +8, Sense Motive +4, Stealth +11; Racial Modifiers +2 Bluff, +2 Stealth
Languages Common
SQ armor training 2
Gear +2 mithral chain shirt, +1 feystrike greatsword, amulet of dark consumption

FORLARREN (6)

CR 2

XP 600 each
NE Medium fey
Init +2; Senses low-light vision; Perception +11

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 18 (4d6+4)
Fort +2, **Ref** +6, **Will** +5
DR 5/cold iron
Weaknesses remorse

OFFENSE

Speed 30 ft.
Melee 2 claws +4 (1d6+1)
Spell-Like Abilities (CL 4th; concentration +3)
3/day—*heat metal* (DC 11)

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 13, **Cha** 9
Base Atk +2; CMB +3; CMD 15
Feats Skill Focus (Perception), Weapon Finesse
Skills Acrobatics +9, Perception +11, Stealth +9
Languages Common, Sylvan

SPECIAL ABILITIES

Remorse (Ex) Whenever a forlarren kills a living creature, it must make a DC 15 Will save to avoid becoming overwhelmed with remorse. If it fails this save, the forlarren becomes nauseated for 1d6 rounds. This is a mind-affecting effect.

SCORING:

Per forlarren slain – 2 points.

Killing the Pale King – 4 points.

Each PC absorbed by the amulet of dark consumption – 5 points.

Treasure: Defeating the Pale King nets the PCs a number of magical items, including the amulet of dark consumption. However, good PCs should have serious reservation about owning such an item.

NEW MAGIC SPECIAL ABILITY

Feystrike: A feystrike weapon allows its wielder to use his Dexterity bonus on attack rolls if so chooses. Most feystrike weapons are large, two-handed weapons that cannot normally be used with the Weapon Finesse feat.

Faint transmutation; CL 8th; Craft Magic Arms & Armor, cat's grace; Price +1 bonus.

NEW MINOR MAGIC ITEM AMULET OF DARK CORRUPTION

Aura strong necromancy; CL 14th

Slot neck; Price 120,400 gp; Weight –

DESCRIPTION

This amulet is a plain black circle of cold iron, and is icy cold to the touch. It allows its owner to cast the spell death knell three times per day as an immediate action when he reduces a living creature below 0 hit points, consuming its soul to gain a temporary power boost. Creatures slain in this manner cannot be returned to life by anything short of a wish, miracle, or direct divine intervention.

The amulet is thoroughly evil, and it bestows one negative level on any good creature attempting to wear it. The negative level remains as long as the amulet is worn and disappears when the amulet is removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the amulet is worn.

CONSTRUCTION REQUIREMENTS

Requirements: Craft Wondrous Item, death knell, destruction; Cost 60,400 gp

AREA 2-8: AMAZING MAZE OF MAIZE CR VARIES

A vast cornfield awaits you around the turn, and the door to the next challenge is a large, woven cornstalk barrier, surrounded by a wooden frame, preventing any look inside. The plants are so thick, they cannot be moved around to gain a better look.

Here's the last challenge we have for you today," says HoosierDaddy.

O'Shea adds, "This one we teamed up to create. We wanted to combine elements of what we both can do to give you a challenge and give the crowd a show!"

HoosierDaddy then says, "So we brought in farmers from across the region to help us grow this corn into a vast labyrinth. In the center is a golden ear of corn. Get it and bring it back out, and you've won!"

"Fail, and we'll use you for fertilizer," says O'Shea

The corn door begins to shake and shudder. It drops quickly out of sight revealing a 20-foot corridor ending in a T-intersection.

Trap: Once all crawlers are in the maze, the Doorway to Madness trap activates. Each crawler is teleported to a different location in the maze, marked by a numbered dot on the map. Ask the players to choose a number (1-6) to determine who goes where. The spell veil is cast on each crawler, causing him to appear as a devourer to any other party members who encounters him. Also, a specially modified comprehend languages spell is cast on each PC, making speech impossible.

When two characters meet, a DC 20 Will save reveals the illusion for what it is; however, there must be reason for PCs to suspect the illusion. It is certainly not out of the ordinary for a PC to encounter a horrific monster in an Xcrawl challenge!

Each round there is a 20% chance that 2 randomly determined party members will meet. HoosierDaddy magically manipulates the maze paths to allow this. Each round there is a 10% chance that one crawler is led into the center of the maze, where the golden ear sits on a small pedestal. Once the ear is taken, the maze reverts to its original form, revealing a path out. When the ear is removed from the maze entirely, the Crawl ends.

SCORING:

Completing the corn maze – 5 points.

Each player killed by a teammate – -3 points.

Development: When the ear has been brought outside the maze read the following:

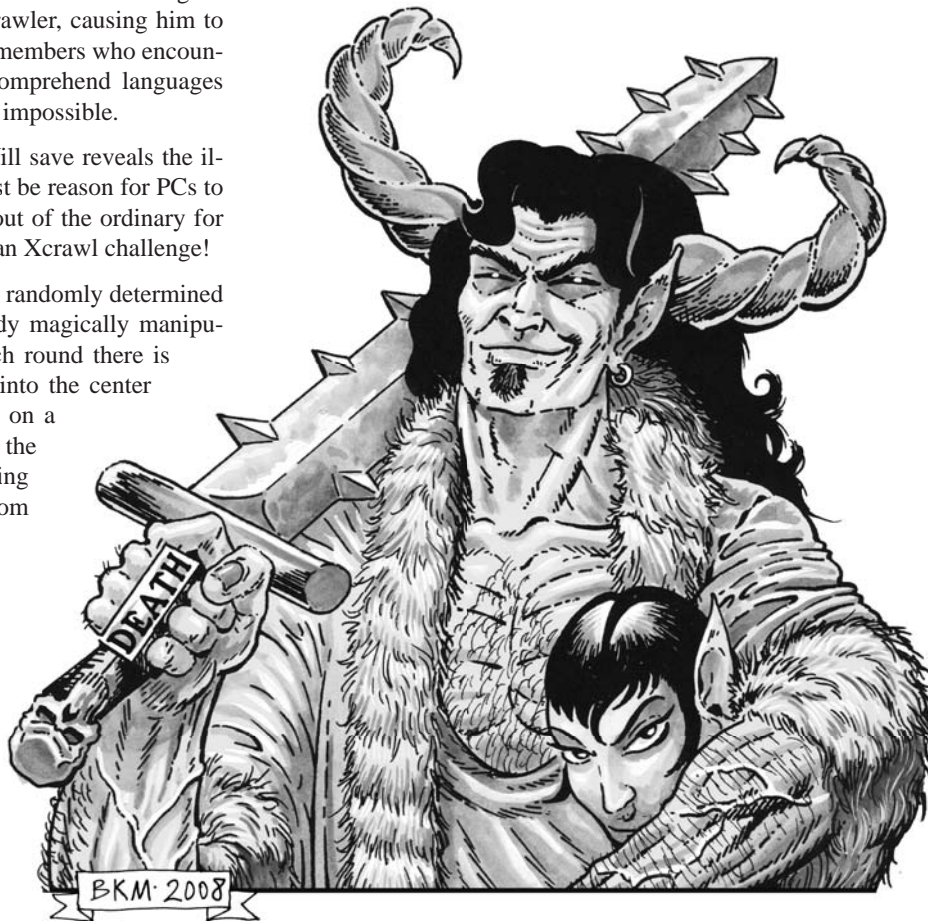
The crowd cheers its lungs out as you step outside the maze with the golden ear. DJ HoosierDaddy and the leprechaun O'Shea are waiting for you.

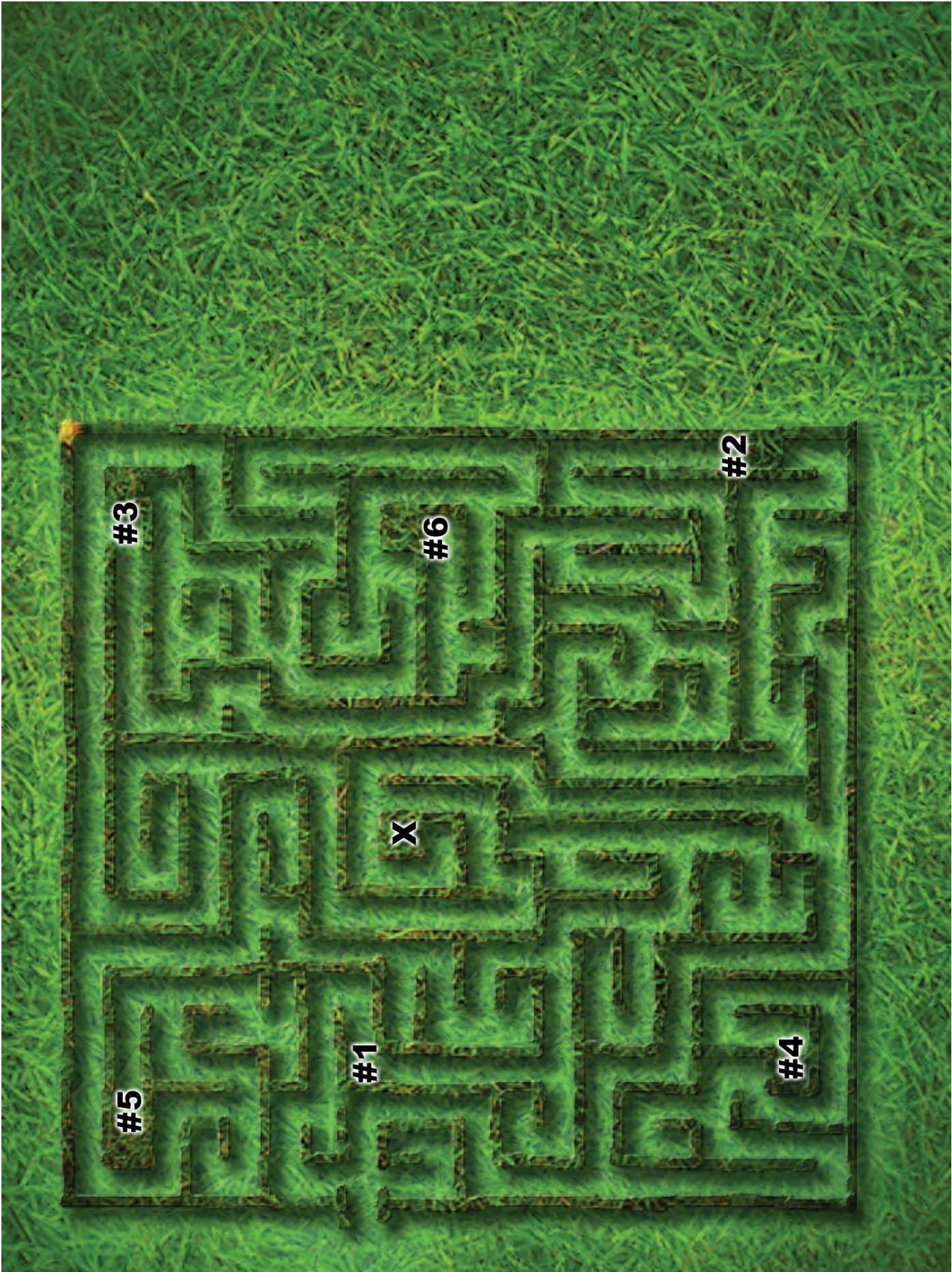
"Congratulations, team," HoosierDaddy says. "You have earned your spot in the Emperor's Cup Tournament this fall. The whole world will be watching while you compete for the greatest prizes ever seen. On behalf of our sponsors and the city of Indianapolis, congrats!"

AFTER THE CRAWL

Finishing IndyCrawl makes the PCs instant celebrities in Indianapolis. They are the talk of the town, and they are treated like royalty wherever they go. Sponsors line up to equip the team for their next Crawl, and agents by the boatload frantically inquire if the team has "proper" representation. The furor dies down a bit in about a week, giving the PCs a chance to consider their next move.

The PCs earn 10 points of temporary Fame for completing IndyCrawl. Additionally, each player should receive a random offer.





APPENDIX I: NEW MONSTERS

JUNK-PILE AUTOMATON

Junk-pile automatons are golemlike creatures constructed from castoff debris, junk, and metallic scraps. The first junk-pile automatons were created for the Xcrawl games in Indianapolis by DJ HoosierDaddy, built from the wreckage of racing cars dragged of the Indianapolis Speedway on a daily basis. The DJ used his automatons to challenge the unfortunate teams making their way through his dungeon, IndyCrawl.

Like most constructs, junk-pile automatons are mindless; however, they can be programmed to perform a number of tasks. Most often, they can be found in scrap yards and garbage dumps, sorting, piling, and disposing of debris.

Since they can be constructed from nearly anything, junk-pile automatons vary widely in appearance; however, there are three primary types. The smallest, known as workers or warriors depending on what they are programmed to do, are man-sized humanoid constructs, usually employed as guards or menial laborers. Junk-pile titans are twice the size of the warriors, also man-shaped, and are generally used for heavy labor and lifting. The last type, the junk-pile wrecker, is a massive, scrap behemoth used to break up debris for the smaller automatons to sort and carry.

JUNK-PILE WARRIOR

CR 2

XP 600

N Medium construct

Init +1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 25 (1d10+20)

Fort +0, **Ref** +1, **Will** +0

DR 5/magic; Immune construct traits, fire, electricity

OFFENSE

Speed 30 ft.

Melee junk flail +3 (1d8+3 plus trip)

Special Attacks trip

STATISTICS

Str 16, **Dex** 12, **Con** –, **Int** –, **Wis** 11, **Cha** 11

Base Atk +1; CMB +3; CMD 13

ECOLOGY

Environment Any

Organization solitary, pair, or crew (3-6)

Treasure none

This bizarre humanoid automaton is constructed from a riotous array of scrap, junk, and other castoff bits. Its left arm ends in a flail composed studded with sharpened bits of metallic scraps.

The junk-pile warrior is the smallest of the junk-pile automatons. It is usually constructed in an anthropomorphic shape, and is most often encountered in small groups. It is mindless and cannot speak, and it generally ignores other creatures unless specifically programmed to do otherwise.

A junk-pile warrior stands 6 feet tall and weighs 300 pounds.

A junk-pile warrior is typically armed with flail-like weapon that replaces the lower portion of its left arm. With this flail, it can strike powerful blows, and even knock an enemy prone. A junk-pile warrior uses no sophisticated tactics, and fights to its destruction unless ordered to stop by its creator.

JUNK-PILE TITAN

CR 4

XP 1,200

N Large construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 45 (3d10+30)

Fort +1, **Ref** +1, **Will** +1

DR 5/magic; Immune construct traits, fire, electricity

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d8+6)

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

Special Attack oil slick

STATISTICS

Str 22, **Dex** 10, **Con** –, **Int** –, **Wis** 11, **Cha** 11

Base Atk +3; CMB +10; CMD 21

ECOLOGY

Environment Any

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Oil Slick (Ex) Once per day, a junk-pile titan can create a 10-foot oil slick in any four squares adjacent to it. Any creature in the area when the oil slick is created must make a successful DC 12 Reflex save or fall. This save is repeated on the junk-pile titan's turn each round that the creature remains within the area. A creature can walk within or through the oil slick at half normal speed with a DC 10 Acrobatics check.



Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls. The oils slick persists for 5 rounds. The save DC is Constitution-based.

This huge, ambulatory mass of scrap has a vague, man-shaped outline. It plods along slowly, picking up massive pieces of junk and stacking them neatly. Although the lumbering construct is relatively inoffensive, its massive, oversized limbs look capable of striking horrendously powerful blows.

The junk-pile titan, like the junk-pile warrior is typically found in scrap yards and garbage dumps. There it does the heavy work, moving about large pieces of debris to be sorted or broken up into smaller, more manageable bits. Unlike the junk-pile warrior, the titan is only roughly humanoid, with squat legs, two long, bulky arms with oversized hands, and a nondescript lump for a head. Like other junk-pile automatons, the junk-pile titan generally does not interact with other creatures unless ordered to do so.

A junk-pile titan is 8 feet tall and weighs 1,000 pounds.

A junk-pile titan attacks foes with its huge metallic fists, battering away with brutal and savage strength. It can also squirt a jet of slippery oil from a reservoir deep inside its metallic body, creating a treacherous slick similar to a grease spell.

JUNK-PILE WRECKER **CR 7**

XP 3,200
N Huge construct
Init -2; Senses darkvision 60 ft., low-light vision; Perception +0
Aura electric field (20 ft., 2d6 electricity, DC 15 Reflex)

DEFENSE

AC 21, touch 6, flat-footed 21 (-2 Dex, +15 natural, -2 size)
hp 85 (10d8+40)
Fort +3, **Ref** +1, **Will** +3
DR 5/adamantine; Immune construct traits, fire, electricity

OFFENSE

Speed 10 ft.
Melee wrecking ball +17 (2d10+10 plus knockdown)
Space 15 ft.; **Reach** 10 ft.
Special Attacks knockdown

STATISTICS

Str 25, **Dex** 6, **Con** –, **Int** –, **Wis** 11, **Cha** 1
Base Atk +10; **CMB** +19; **CMD** 27
SQ reconstruction

ECOLOGY

Environment Any
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Electric Field (Su): At will, as a standard action, a junk-pile wrecker can create an electrically charged field around its body out to a radius of 20 feet. Creatures within the field must succeed at a DC 15 Reflex save every round or suffer 2d6 points of electricity damage. The save DC is constitution-based.

Knockdown (EX) Any creature struck by the junk-pile wrecker's wrecking ball must succeed at a DC 22 Reflex save or be knocked prone. The save DC is Strength-based.

Reconstruct (Su): Once per round, as a free action, a junk-pile wrecker can heal any damaged construct within 30 feet of 2d8+5 damage.

This huge construct is constructed from thousands upon thousands of individual pieces of scrap, stuck together to form to form a rough humanoid body supported by two pillar-like legs. A huge iron wrecking ball trails at the end of a rusted chain connected to one of the construct's ungainly limbs.

The largest and most powerful of the junk-pile automatons, the junk-pile wrecker has a dual purpose. It is primarily used to break up large pieces of debris with its wrecking ball, allowing smaller junk-pile automatons to cart away the more manageable pieces. In addition, its curious ability to heal damage dealt to other constructs makes it a valuable resource for any scrap yard, as it can keep other automatons running into perpetuity.

A junk-pile wrecker is 18 feet tall and weighs 8 tons.

When ordered to attack, a junk-pile wrecker is an awesome foe. It smashes opponents with its huge wrecking ball, knocking smaller creatures from their feet with each sweeping blow. It can also erect a potent electric field around its body, allowing it to reach opponents that could normally outrun it.