

Maximum X C R A W L

LAS VEGAS CRAWL

BRENDAN J. LASALLE



Pathfinder
ROLEPLAYING GAME COMPATIBLE

MOHLER
2007



LAS VEGAS CRAWL

AN ADVENTURE FOR LEVEL 6-8 CHARACTERS

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Once again it's time for the game that made PETA protest against cruelty to owlbears—Xcrawl! Las Vegas Crawl XII, 2007 is a light-hearted yet challenging adventure for 5-7 characters of levels 6-8.

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

DJ Outrageous Fortune is a rarity amongst Xcrawl DJs—he is a fair competitor who focuses on creating a spectacular show and an interesting contest rather than killing adventurers. Behind

the scene rumors have it that killing characters throws him into terrible fits of depression, so he avoids it whenever possible.

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

LAS VEGAS CRAWL

XCRAWL?

DOES THAT MEAN I MAKE UP A STEAM MECHA?

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

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

TERMS TO KNOW

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

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

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

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

Fame: The characters' fame score determines how popular they are at any given moment. Crawlers with a high fame are celebrities who receive VIP treatment and high appearance fees.

Mojo: The Mojo is the spirit of teamwork that lets crawlers on cohesive teams take their performance to the next level. The Mojo Pool is a bonus pool that allows characters to help their teammates through difficult situations.

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

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

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

Signature Move: Signature moves are signature attack combinations that characters develop. They are usually crowd-pleasing, flashy moves that stir the audience up.

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

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

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

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

ENCOUNTER TABLE

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

Loc	Pg.	Type	Encounter	CR	Loc	Pg.	Type	Encounter	CR
1-3	9	C	6 hobgoblin fighters	8	2-9	34	C	5 shadow wolves	8
1-4	11	T	Dinosaur door trap	1	2-11	35	C	<i>The Taurian</i> , human fighter 10	9
1-4	11	C	Advanced deinonychus	5	2-12	36	C	Advanced grey ooze	6
1-6	12	C	4 merfolk fighters	7	2-13	36	T	Stone fist trap	7
1-7	12	C	3 large monstrous spiders	6	2-14	37	C	Destrachan	8
1-8	12	T	Blade hazard	4	2-17	39	C	12 goblin warriors	
1-9	13	C	2 ogres	5	2-17	39	C	8 bugbear barbarians	10
1-12	13	C	6 hobgoblin charioteers	8	2-17	40	C	Trojan Horse	11
1-13	15	T	Electric eye trap	1	2-18	40	T	Electricity arc trap	4
1-13	15	C	12 dire weasels	10	2-18	41	T	Sonic trap	4
1-14	16	T	Explosive door trap	6	2-19	41	C	Advanced gargantuan centipede	8
1-15	17	C	Dire ape	5	3-2	44	C	3 hobgoblin archers	8
1-15	17	C	Small fire elementals	1 each	3-4	45	C	7 advanced wights	10
1-16	18	C	<i>Switchfoot</i> , orc ranger 7	6	3-5	46	T	Clamper trap	7
1-17	19	C	4 ettercap warriors	9	3-6	46	C	<i>Horgo</i> , kobold sorcerer 8	7
1-18	20	T	Concealed pit trap of crushing	7	3-6	47	C	Ogre fighter 4	7
1-19	22	C	Tendriculos	6	3-6	47	C	9 hobgoblin fighters 4	9
1-20	23	T	Gas trap of gambling	5	3-8	48	T	Neurotoxin hydrophobia trap	5
1-21	24	C	12 animated Viking statues	10	3-9	48	C	3 sea cats	8
1-24	25	C	Wraith	5	3-10	49	C	3 trolls	8
1-24	25	C	Gargoyle	4	3-13	49	C	Stone giant	8
1-24	26	C	Shambling mound	6	3-14	50	T	Rolling stone trap	8
1-24	26	C	Armored ettin	6	3-16	51	C	Tyrannosaurus rex	9
1-24	26	C	Giant scorpion	3	3-19	54	C	6 advanced ogres	9
2-2	27	T	Flaming barrier trap	5	3-19	54	T	Falling block trap	5
2-3	29	C	8 wererat rogues	10	3-19	54	C	5 arrowhawks	9
2-5	30	C	6 mummies	10	3-19	54	C	<i>Negetha</i> , lizardfolk sorcerer 10	10
2-6	32	T	Disappearing door trap	1	3-19	55	C	24 orc warriors	10
2-7	32	C	6 aangervarks	9	3-19	55	C	<i>Raskor</i> , orc barbarian 4/fighter 4	7
2-8	33	T	Alarm trap		3-19	56	C	Yrthak	9
2-9	34	C	<i>Seth Nural</i> , human cleric 8	7					

SCALING INFORMATION

Xcrawl: Las Vegas Crawl, 2007 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): Reduce the numbers creatures encountered in the following areas: **1-3, 1-5, 1-12, 1-13, 2-3, 2-5, 2-7, 2-17, 3-4, 3-10** and especially **3-19**. Reduce the number of character levels on all of the main NPC villains (listed in the above encounter chart in *italics*). Change area **1-24** so that it still has five diverse creatures, but use weaker creatures. Leave the Yrthak out of the area **3-19** entirely, and consider making Raskor a simple warrior (rather than a barbarian/fighter). Lower the DC for traps and skill checks as appropriate. Reduce magic treasure and GP value of all treasure as appropriate.

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

MVP

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

NOTES ON THE PHYSICAL FACILITIES

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

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

There are several NoGo doors on the map that are left out of the descriptions of the rooms for the sake of brevity. These doors are always clearly marked and, as per the official Xcrawl rules laid out by Emperor Ronald I, are never locked or trapped. They lead backstage—anyone going through one is considered

out of play and disqualified for the rest of the dungeon. The armed security guards and referees behind these doors prevent monsters from escaping or continuing to attack fleeing characters. A character can use a NoGo door to escape with his life, but if he does, he is disqualified for the rest of the dungeon—without exception.

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

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

IMPORTANT NOTE ON TREASURE

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

TOURNAMENT STYLE PLAY IN XCRAWL

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

In combat, a natural 20 is an AUTOMATIC critical—there is no roll to confirm.

In combat, a natural 1 is a POSSIBLE fumble. Fumblers must roll a DC 10 Dex check—failure means they lose their next turn.

If you are creating new characters for this contest, they should all begin with a starting fame of 10 + their Cha modifier.

The Crowd DC, unless otherwise specified, is 15—Outrageous Fortune has a small army of servants who keep the wine flowing all night long, and the crowd is in a great mood. Use this DC for all Grandstanding checks during the Crawl.

ENCOUNTER AREA 1: DUNGEON LEVEL ONE

AREA 1-1: GREEN ROOM

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

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



At 2:45 p.m., a ref arranges all the characters in front of the AVS. Read the following:

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

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

"Please, please—thank you so much. Please." His calls for calm are finally heeded. "Thank you. Thank you, one and all! What a crowd! What a crowd! I love you!" The crowd goes wild again. "Welcome, friends, to the 7th Annual Las Vegas Crawl! I am, of course, DJ Outrageous Fortune, and it is once again my honor to be your host for this demonstration of the courage and glory of the American Empire! Please, will everyone join me in our National Anthem?"

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

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

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

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

Now, it is time to begin. I dedicate this contest to mighty Apollo, may he watch over us all and reward the courageous and the strong. Crawlers, from this moment forward, your lives are forfeit in the service of the Empire. In the name of Emperor Ronald I, the Uniter, the Graced of Olympus, I declare this

contest open. Teams, I wish you all the best luck, but this is Las Vegas, and the odds are always stacked in favor of the house. This is Xcrawl, and if you die . . . YOU DIE!" The audience thunders along with these last two words.

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

AREA 1-2: SEVEN THE HARD WAY

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

Once the characters are inside, the safety bar comes down over them, effectively pinning them to their seats. Then an attendant comes by with a silver tray—there is an athletic mouthpiece—the kind that football characters wear—for each of them. The attendant offers the mouthpieces to the characters, and they may choose whether or not to take one. The attendant then leaves and the characters hear the DJ through a speaker outside of the contraption.

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

After the announcement, the car the characters are sitting in begins to roll north, picking up speed. At the end of the hallway the car tumbles down 30 feet to the playing floor in area 1-3. The impact is tremendous, even in the padded interior—characters must make a DC 15 Fortitude save or be stunned for one round. Characters using a mouthpiece receive a +2 on their save.

AREA 1-3: GAME ROOM (CR8)

Your car accelerates, speeding along quicker and quicker and then, suddenly, you are in freefall. You fall for what feels like two stories, and then your car strikes the ground and bounces 15 feet before coming to a stop. You are all knocked prone, uncomfortably lying on top of one another. The doors open—they are now above you—and the safety bar pinning you to your seat pops off. You hear the roar of a huge crowd outside.

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

You are in a large arena-style room. Seated around three sides of the room—south, east, and west—is a huge audience, safely behind force walls. The floor of this room is Astroturf with white painted lines, making it a giant Vegas-style dice table. As

you crawl out of your die, you see a second one has landed on the opposite end of the arena. Six humanoids in chain mail pile out of it—it looks like they faired about as well as you did in your ride. Those who can draw weapons do so, and prepare to charge. A huge AVS scoreboard floats over the room, displaying your name and stats on four sides.

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

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

HOBGOBLIN FIGHTERS (6)

CR 3

XP 800 each

Hobgoblin fighter 4

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield)

hp 42 (4d10+16)

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

OFFENSE

Speed 30 ft.

Melee masterwork longsword +9 (1d8+5/19-20)

Ranged throwing axe +6 (1d6+3)

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 19

Feats Alertness, Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +7, Perception +6, Sense Motive +2, Stealth +10

Racial Modifiers +4 Stealth

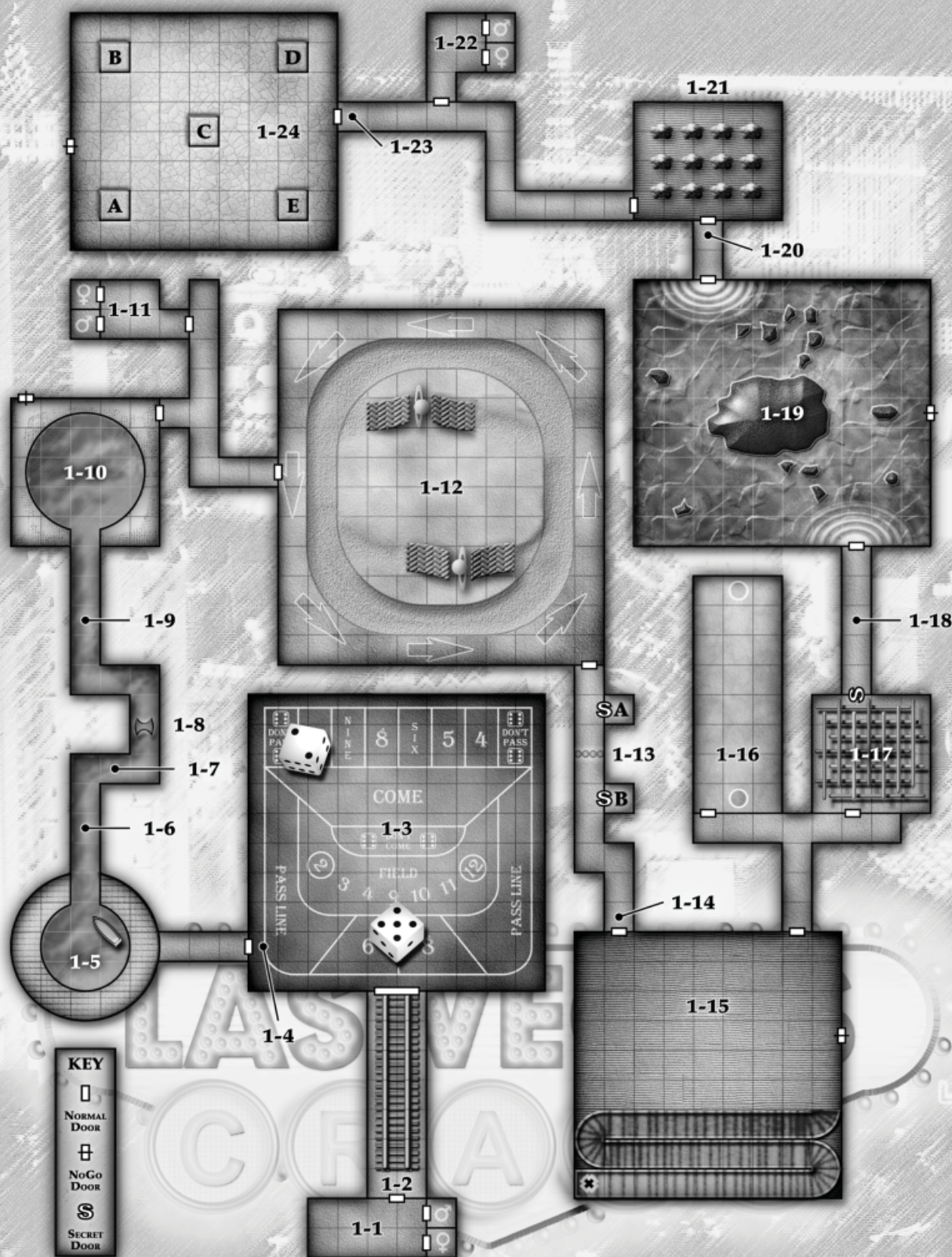
Languages English, Goblin

SQ armor training 1

Combat Gear alchemist's fire, X4 smoke bomb

Other Gear masterwork chainmail, masterwork buckler, masterwork longsword, throwing axes (2), daggers (2)

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



AREA 1-4:

DOOR TRAP (CR 5)

This door is locked (DC 26 Disable Device) and trapped (DC 25 Perception/DC 20 Disable Device).

Creature: Once the die falls, its doors open (into area 1-3) and a huge deinonychus pops out, hungry and aggressive. Characters who run into the hallway are trapped in area 1-5, while any that remain in area 1-3 must fight the dinosaur. The door is set to open on the arena side.

ADVANCED ELITE DEINONYCHUS CR 5

XP 1,600

N Large animal

Init +8; **Senses** low-light vision, scent; Perception +20

DEFENSE

AC 22, touch 13, flat-footed 18 (+4 armor*, +4 Dex, +5 natural, -1 size)

hp 84 (8d8+48)

Fort +12, **Ref** +10, **Will** +5

OFFENSE

Speed 60 ft.

Melee 2 talons +13 (2d6+7), bite +12 (2d4+7), foreclaws +12 (1d3+7)

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

Special Attacks pounce

STATISTICS

Str 24, **Dex** 19, **Con** 23, **Int** 2, **Wis** 16, **Cha** 18

Base Atk +6; **CMB** +14; **CMD** 28

Feats Improved Initiative, Multiattack, Run, Weapon Focus (talons)

Skills Acrobatics +12 (+24 jump), Perception +20, Stealth +17

Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth

SPECIAL ABILITIES

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

***Active Spell Effect:** *mage armor*.

Trap: If the door is unlocked or forced open before the trap is disarmed, another gigantic die, identical to the two already on the field, falls from a hidden entryway under a huge Friki-Choo Cola poster stuck to the wall right above the door. When the trap springs, an air horn sounds and the scoreboard starts to flash “REROLL!” Once the die appears, the characters have exactly one round to react before it falls, crushing them.

FALLING DIE TRAP

CR 5

XP 1,600

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +15 melee (6D6); multiple targets (all targets in a 10-ft. square)

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

AREA 1-5:

XTREME ABLUTION

You find yourself in a round tiled chamber with a round pool in its center. The pool looks to be about eight feet deep, and it has a 10-foot-wide waterway that flows north into a round passageway. The floor, walls, and ceilings are tiled like a classical Roman bath, and the room is lit at intervals by magical flames on the walls. There is a small boat with four paddles docked at the edge of the pool. The boat is just large enough to hold your entire party.

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

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

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

AREA 1-6:

UP FROM THE DEPTHS (CR 7)

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

MERFOLK WARRIORS (4)

CR 3

XP 800 each

Merfolk fighter 4

N Medium humanoid (aquatic)

Init +2; **Senses** low-light vision; Perception +7

DEFENSE

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

hp 42 (4d10+16)

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

OFFENSE

Speed 5 ft., swim 50 ft.

Melee masterwork trident +9 (1d8+6)

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 19 (can't be tripped)

Feats Power Attack, Skill Focus (Perception), Stealthy, Weapon Focus (trident), Weapon Specialization (trident)

Skills Acrobatics +2 (-10 to jump), Escape Artist +4, Perception +7, Stealth +8, Swim +15

Languages Aquan, English

SQ amphibious, armor training 1

Gear leather armor, masterwork trident

AREA 1-7:

CEILING FANGS (CR 6)

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

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

GIANT BLACK WIDOW SPIDERS (3) CR 3

XP 800 each

N Large vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +3, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

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

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

Special Attacks web (+4 ranged, DC 19, 5 hp)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** -, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb +20, Perception +4, Stealth +2 (+6 webs);

Racial Modifiers +8 Climb, +4 Perception, +4 Stealth (+8 webs)

SQ strong webs

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex) A black widow's webs gain a +4 bonus to the DC to break or escape.

AREA 1-8:

CUTTY AND WATER (CR 4)

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

Trap: This visible blade trap is mostly a hazard, as there are many ways the characters can get past it. One of them is NOT ducking down in the boat—the blade slices just along the top of the boat, striking everyone who attempts to duck for 6d6 points of slashing damage. Characters can wait until the boat gets close to the scything blade and jump over it from within the boat (DC 18 Acrobatics check, failure means characters are hit, no save), jump into the water and swim underneath, or turn the boat over and pass underneath kayak-style. Jamming the blade takes a DC 20 Disable Device check—failure means someone might just get his or her hand cut off (6d6 points slashing damage, no save).

SCYTHE TRAP

CR 4

XP 1,200

Type mechanical; Perception DC 0; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +20 melee (6d6/x4)

AREA 1-9:

SEA CHANTEY (CR 5)

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

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

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

OGRES (2)

CR 3

XP 800 each

CE Large humanoid (giant)

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

DEFENSE

AC 15, touch 8, flat-footed 15 (+2 armor, -1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, Ref +0, Will +3

OFFENSE

Speed 30 ft. (40 ft. base)

Melee longspear +7 (2d8+7)

Ranged javelin +1 (1d8+5)

Space 10 ft.; Reach 10 ft. (15 ft. with longspear)

STATISTICS

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

Base Atk +3; CMB +9; CMD 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant

Other Gear longspear, leather armor

AREA 1-10:

END OF THE RIDE

The waterway spills out into a large room with a shallow basin--the water no deeper than two feet. Standing at the far end of the basin are a cameraman, a microphone operator, and a model—all wearing NonCom badges. The model, lovely in a shimmering pants suit, reaches out to take your line and haul you in.

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

The door out is locked (DC 30 Disable Device) but not trapped.

There room contains a NoGo door in the northwest corner.

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

AREA 1-11:

BREAK ROOM

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

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

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

AREA 1-12:

CHARIOTS AND FIRE (CR 9)

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

You open the door and the roar of the crowd hits you like a wall. This is another large arena room, with the audience sitting behind force walls to the north, south, and east of the room. The floor is Astroturf, and there is an oval dirt track around the center of the floor. On the opposite side of the room are two chariots with blades affixed to their axles, each with a three-man team—a driver and two archers in studded leather armor. Two magnificent stallions, armored in chain barding, pull each chariot. On your side of the track is a third chariot with similarly armored horses. A referee holds the reins for you, keeping the impatient horses in check. In the center of the track are four ramps set in two pairs, one facing east and one facing west. Each one would lead a jumper through a large

flaming hoop. Above the arena you see a four-sided AVS scoreboard with your names and what appear to be the names of the warriors you face. A message flashes next to the names—“LEAP THROUGH RINGS FOR BONUS GOLD!” On the far side, the charioteers prepare to charge their mounts around the ring at you.

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

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

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

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

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

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

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

Each horse must make a DC 20 Fortitude save or die. Success means the horse survives with 1d4 hit points, but has a 75% chance of a disabling injury.

The chariot is destroyed.

Each character in the chariot is flung 2d6 feet away in a random direction, suffering 4d6 points of bludgeoning damage in the process. A DC 15 Acrobatics check halves this damage.

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

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

If the crawlers search the northwest corner of the room, they may find the chest on their own (DC 25 Perception). The chest becomes visible once it is touched. It is locked (DC 25 Disable Device) and trapped (DC 24 Perception/DC 25 Disable Device).

Creatures: Hobgoblins drive the enemy chariots.

HOBGOBLIN CHARIOTEERS (6) CR 3

XP 800 each

Hobgoblin fighter 4

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 38 (4d10+12)

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

OFFENSE

Speed 30 ft.

Melee masterwork longsword +9 (1d8+5/19-20) or handaxe +7 (1d6+3/×3)

Ranged repeating light crossbow +6 (1d8/19-20)

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 19

Feats Alertness, Cleave, Exotic Weapon Proficiency (repeating light crossbow), Power Attack, Weapon Focus (longsword)

Skills Acrobatics +6, Climb +10, Perception +5, Ride +9, Sense Motive +2, Stealth +10; **Racial Modifiers** +4 Stealth

Languages English, Goblin

SQ armor training 1

Combat Gear alchemist's fire, X4 smoke bomb; **Other Gear** masterwork studded leather, masterwork buckler, masterwork longsword, throwing axes (2), daggers (2), repeating light crossbow, 20 bolts

WARHORSE (COMBAT-TRAINED HEAVY HORSE) (6) 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, Run^B

Skills Perception +8

SQ combat trained

Trap: If the chest is opened before the trap is disarmed, a blast of dust sprays out from tubes on the inside lid, coating everyone within 10 feet.

UNGOL DUST TRAP CR 4

XP 1,200

Type mechanical; **Perception** DC 15; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** repair

Effect poison gas (**Ungol Dust:** inhaled; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *initial effect* 1 Cha drain; *secondary effect* 1d2 Cha damage; *cure* 1 save); never miss; multiple targets (all those within a 10-ft. square)

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

AREA 1-13:

ELECTRIC EYE TRAP CR (10)

Trap: There is a high-tech tripwire placed 30 feet into the corridor from the door in area 1-12 (DC 20 Perception/DC 30 Disable Device). Specialists successfully searching for traps in this area discover twin rows of tiny moving electric eyes that blanket a one-inch wide cross section of hallway. The lights sweep up and down, covering the corners very well but leaving a gap in the center that grows 3 feet in diameter for a 3 second interval every 12 seconds. If players walk through the path of the beams, or if any object passes through the beams, the two secret doors in this corridor both open and a pack of furious giant weasels charge out—six from alcove A, and six

from alcove B. There is a lever in alcove A that shuts down the electric eyes entirely.

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

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

ELECTRIC EYE TRAP CR 1

XP 400

Type mechanical; **Perception** DC 21; **Disable Device** DC 30

EFFECTS

Trigger location; **Reset** manual; **Bypass** lever in alcove A, DC 25 Acrobatics check

Effect releases 12 dire weasels, six from alcove A and six from alcove B

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

Creatures: The dire weasels are released by the wire trap.

DIRE WEASELS (12) CR 3

XP 800

N Large animal

Init +3; **Senses** low-light vision, scent; **Perception** +11

DEFENSE

AC 21, touch 12, flat-footed 18 (+4 armor*, +3 Dex, +5 natural, -1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+7 plus grab)

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

Special Attacks blood drain (1d4+1 Con), blood rage, grab

STATISTICS

Str 21, **Dex** 16, **Con** 14, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

Feats Combat Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Climb +9, Perception +11, Stealth +10, Swim +11; **Racial Modifiers** +4 Climb, +2 Perception, +6 Stealth, +2 Swim

SQ compression

SPECIAL ABILITIES

Blood Drain (Ex) The dire weasel drains blood at the end of its turn if it grapples a foe, inflicting 1d4+1 Constitution damage.

Blood Rage (Ex) When the dire weasel takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Compression (Ex) The dire weasel can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Scent (EX) A dire weasel can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen. A creature with the Survival skill and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. A creature with the scent ability

can attempt to follow tracks using Survival untrained. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill in regards to tracking. Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

* **Active Spell Effect:** *mage armor*

AREA 1-14:

KA-BLAU! (CR 6)

This door is locked (DC 24 Disable Device) and trapped (DC 24 Perception/DC 26 Disable Device).

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

EXPLODING DOOR TRAP

CR 6

XP 2,400

Type mechanical; Perception DC 24; Disable Device DC 26

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +10 ranged touch, 5d6 fire damage; DC 16 Reflex for half; multiple targets (all targets in a 20-ft. square area)

AREA 1-15:

FLAMING MONKEYSFOREVER (CR 5+)

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



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

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

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

The lever is not easy to move, taking more than a 150 pounds of pull pressure (DC 17 Strength check) to budge. When the lever is pulled down, an air horn sounds and the dire ape surrenders, comically throwing its hands up. The ape's surrender signals the end of the encounter, causing a panel in the wall behind it to open and reveal the characters' treasure inside. The monster can also be destroyed normally, after which the treasure panel opens automatically.

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

ADVANCED DIRE APE

CR 5

XP 1,600

N Large animal

Init +8; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 24, touch 13, flat-footed 20 (+4 armor*, +4 Dex, +7 natural, -1 size)

hp 126 (12d8+72)

Fort +13, **Ref** +12, **Will** +7

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +14 (1d8+6), 2 claws +14 (1d6+6)

Ranged barrel +13 (1d6+6 plus special)

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

Special Attacks rend (2 claws, 2d6+9)

STATISTICS

Str 23, **Dex** 19, **Con** 20, **Int** 2, **Wis** 16, **Cha** 11

Base Atk +9; **CMB** +16; **CMD** 30

Feats Alertness, Exotic Weapon Proficiency (barrel), Improved Initiative, Improved Natural Armor, Point-blank Shot, Toughness

Skills Acrobatics +9, Climb +19, Perception +12, Sense Motive +5, Stealth +7

SPECIAL ABILITIES

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

* **Active Spell Effect:** *mage armor*

SMALL FIRE ELEMENTAL (# VARIES) CR 1

XP 400 each

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

hp 11 (2d10)

Fort +3, **Ref** +4, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

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

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

Languages Ignan

SPECIAL ABILITIES

Burn (Ex) A fire elemental deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

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

AREA 1-16:

ULYSSES CHALLENGE (CR 6)

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

You open the door and see a referee with a NonCom badge standing immediately before the door. Beyond him you see a brightly lit room containing a massive AVS scoreboard. In addition to the referee, there is a single figure in a dark green hooded cloak standing off towards the north end of the chamber. The figure holds an unstrung longbow.

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

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

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

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

Creature: Flip a coin—heads the PC team goes first, tails Switchfoot the Orc fires first. The contestants fire single shots at each other, taking turns, until one dies or surrenders. The ref announces each shot: "Now Switchfoot will fire her shot." The referee wheels each archer up a cart full of mundane ammunition. Contestants can use the supplied ammunition or their own ammunition. If the PC archer dies or surrenders, the players win nothing at all. Switchfoot goes all out to win this contest but surrenders, if she still can, once she gets below 8 hit points.

The two circles are set exactly 60 feet apart. The *force wall* barrier has a star-shaped hole that measures 3 feet wide from side to side, which initially provides a +7 cover bonus to AC against missile fire from the opposing archer. Since the archers have no time pressure to return fire, they can easily gauge the

parameters of the breach in the *force wall* after a few successful shots—the more successful shots the archer fires, the lower his opponent's cover bonus.

Opponent's Cover Bonus Reduced from...

1 st successful shot	+7 to +5
2 nd Successful shot	--
3 rd Successful Shot	+5 to +3
4 th Successful Shot	--
5 th and successive successful shots	+3 to +1

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

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

If Switchfoot surrenders, the referee announces that the PC archer is the winner. The VIPs all come over to congratulate the players and there is a bit of fanfare. DJ Outrageous Fortune, by this time rather intoxicated, appears on the AVS scoreboard and drinks to the players' success. Supermodel Carol Ponser presents the players with their treasure.

SWITCHFOOT

CR 6

XP 2,400

Female orc ranger 7

NE Medium humanoid (orc)

Init +4; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 15, flat-footed 16 (+5 armor, +1 deflection, +4 Dex)

hp 71 (7d10+28)

Fort +8, **Ref** +9, **Will** +4

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee masterwork dagger +10/+5 (1d4+2/19-20)

Ranged +2 composite shortbow +14/+9 (1d6+4/x3)

Special Attacks combat style (archery), favored enemies (elves +2, humans +4)

Ranger Spells Prepared (CL 4th; concentration +6)

2nd—*ricochet shot*^{UC}

1st—*longstrider*, *resist energy*

STATISTICS

Str 15, **Dex** 18, **Con** 16, **Int** 8, **Wis** 14, **Cha** 9

Base Atk +7; **CMB** +9; **CMD** 24

Feats Endurance, Far Shot, Manyshot, Point-blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite shortbow)

Fame Feats The Profile, Heel, Fan Club

Fame 0

Skills Climb +7, Handle Animal +9, Knowledge (nature) +9, Perception +11, Ride +7, Stealth +11, Survival +11

Languages English, Orc

SQ favored terrain (urban +2), hunter's bond (companions), track +3, wild empathy +6, woodland stride

Gear +1 chain shirt, +2 composite shortbow [+2 Str] with 20 arrows, masterwork daggers (2), ring of protection +1, a map of Nevada concealed in her boot

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

AREA 1-17:

WELCOME TO THE JUNGLE GYM (CR 9)

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

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

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

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

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

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

ETTERCAP WARRIORS (4)

CR 5

XP 1,600 each

Ettercap warrior 3

NE Medium aberration

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

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 armor, +4 Dex, +2 natural)

hp 63 (7 HD; 4d8+3d10+24)

Fort +9, **Ref** +6, **Will** +6

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +10 (1d6+3), 2 claws +9 (1d4+3)

Special Attacks poison, traps, web (+10 ranged, DC 15, 7 hp)

STATISTICS

Str 17, **Dex** 18, **Con** 17, **Int** 6, **Wis** 13, **Cha** 8

Base Atk +; **CMB** +9; **CMD** 23

Feats Great Fortitude, Improved Initiative, Multiattack, Weapon Focus (bite)

Skills Climb +16, Craft (traps) +9, Perception +8, Stealth +8;

Racial Modifiers +8 Craft (traps)

Languages English

SQ spider empathy

Gear studded leather

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 10 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

Traps (Ex) The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.

ETTERCAP DEADFALL TRAP

CR 3

XP 800

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** repair

Effect Atk +10 melee (4d6); multiple targets (all targets in a 10-ft. square)

ETTERCAP NOOSE TRAP

CR 1

XP 400

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** repair

Effect Atk +15 CMB check (grapple)

ETTERCAP SPEAR TRAP

CR 2

XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** repair

Effect Atk +15 melee (spear; 1d6+6)

Web (Ex) Ettercaps can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 the creature's HD + the creature's Con modifier. Attempts to burst a web by those caught in it take a -4 penalty.

Ettercaps can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Treasure: The team receives a 2,000-gp note, three *potions of neutralize poison* (CL 7th), and a pair of *sneakers of spider climbing*. In addition, the players all receive a pair of tickets to the Imperial Circus of Wonders (a 100-gp value).

AREA 1-18:

A BAD FEELING ABOUT THIS? (CR 7)

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

Trap: There is a concealed pit with a centered pressure point in this corridor (DC 24 Perception/ DC 22 Disable Device). If this section of floor is crossed without the trap being detected and disarmed, the trap is sprung and everyone in that 10-foot square section of corridor falls 40 feet to a floor strewn with rusty car parts.

Characters making a successful DC 20 Reflex save manage to jump forward or backward to safety (50% chance of either) and avoid the trap. The trapdoor above doesn't close, but the hazard of the pit continues: the round the players fall through, they must roll initiative against the pit trap (the trap gets an automatic 11). On the first round, the north and south walls of the pit grow foot-long spikes, lined up with a bunch of small holes on either side of the pit like gears. On the following round, the north and south walls of the 10-ft. square pit start closing in. They completely close on the third round—anyone still in the pit at that time takes 3d6 points of piercing damage and is impaled on the spikes and caught fast (treat as pinned against a Strength of 20), taking damage every round until they die, or are somehow freed. Crawlers can make a desperate Strength check to halt the closing of the walls, but it is extremely difficult (A DC 24 Str check checks the closing of the walls for one round). Characters may prop something up to hold the walls back, but the walls do an automatic 3d6 structural damage per round to the item until it is destroyed, at which time the walls resume closing in. Nimble characters may try climbing up the spikes themselves (Climb DC 18, DC 21 for climbing the regular walls).

GAMBLING IN XCRAWL

FIRST AND FOREMOST:

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

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

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

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

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

The person-to-person wager is the easiest to manage. The player must simply find an individual willing to give him “action,” and the details of the bet are arranged. For example, Brawler Tony Rock gives 1,000 gp to an intermediary, who has an individual lined up willing to bet that Tony gets killed on level two. This is a straight bet—either Tony lives or dies. He makes it to level three and wins, earning 850 gp. The other 250 becomes a finder's fee for his go-between.

The potential for cheating here is tremendous, and will have to be worked out through roleplay. Using the above example, the famously sociopathic Tony makes a second bet through his intermediary with the same poor sap. This time it's 10,000 gp if Tony gets the first kill in every room on every level. Tony promises to cut everyone on the team in and they pull their punches until the Brawler whacks the first creature in every room. Tony wins the bet. He divides his 8,500 gp up amongst the survivors and buys a walk-in humidor for his living room (4,500 gp installed).

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

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

Level One: 6/1

Level Two: 4/1

Level Three: 2/1

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

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

CONCEALED PIT TRAP OF CRUSHING CR 7

XP 3,200

Type mechanical; Perception DC 24; Disable Device DC 22

EFFECTS

Trigger location; **Reset** manual

Effect 40-ft. deep pit of rusty car parts (4d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft. square area); on round 3, the pit's spiked wall close in on any trapped characters (3d6 piercing damage)

AREA 1-19:

ISLAND HOP (CR 6)

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

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

The murky, cold water is uniformly 4 feet deep and foul smelling. Leaping from rock to rock requires a DC 14 Acrobatics check. Players can leap all the way to the "island" using the rocks, although this might have unfortunate consequences because the island is actually a tendriculos lying on its side in wait for the players.

Creature: As soon as any character makes physical contact with the plant monster, or strikes it with any object, including ropes and 10-foot poles, the creature rises up and attacks. It attempts to swallow a few characters whole, grappling the rest and holding them underwater until they drown.

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

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

TENDRICULOS

CR 6

XP 2,400 each

N Huge plant

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 23, touch 7, flat-footed 23 (+4 armor*, -1 Dex, +12 natural, -2 size)

hp 76 (9d8+36); **regeneration** 10 (bludgeoning or fire)

Fort +10, **Ref** +4, **Will** +4

Immune acid, plant traits

OFFENSE

Speed 20 ft.

Melee bite +11 (2d6+7 plus grab), 2 tentacles +6 (1d6+3 plus grab)

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

Special Attacks paralysis (3d6 rounds, DC 18), swallow whole (2d6 acid damage plus paralysis, AC 15, 7 hp)

STATISTICS

Str 24, **Dex** 9, **Con** 18, **Int** 3, **Wis** 8, **Cha** 3

Base Atk +; **CMB** +15 (+19 grapple); **CMD** 24 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth)

Skills Perception +7, Stealth +1 (+9 in undergrowth); **Racial**

Modifiers +8 Stealth in undergrowth

Languages Sylvan (cannot speak)

SPECIAL ABILITIES

Grab (Ex) If a tendriculos attack hits, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Paralysis (EX) A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Regeneration (Ex) Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Swallow Whole (Ex) If a tendriculos begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

* **Active Spell Effect:** *mage armor*

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

AREA 1-20:

GAMBLING IS A GAS! (CR 5)

This door is locked (DC 24 Disable Device) and trapped (DC 25 Perception/DC 23 Disable Device). Once the door is open, the animated Vikings from area 1-21 charge in to the attack.

Trap: If the door is breached or unlocked before the trap is disarmed, hidden gas jets in the doorframe fill a 30-foot radius centered on the door with a special neurotoxin developed specially for this contest (Terminus Alchemy 441: Pitt Boss).

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

After the first round, characters who hold their breath receive a +4 on additional saves against the poison.

GAMBLING GAS TRAP

CR 5

XP 1,600

Type mechanical; Perception DC 25; Disable Device DC 23

EFFECTS

Trigger touch; Reset manual

Effect neurotoxin gas (2D6 nonlethal damage; DC 22 Fortitude); never miss; **onset** delay (1 round); multiple targets (all targets within a 30-ft. line; persists for 28 days)

AREA 1-21:

HARDWOOD WARPATH (CR 10)

Spread out throughout this room is what appear to be a dozen wooden Viking statues. Each one stands 5 feet tall—five and a half including the huge protruding horns—and has what appears to be a repeating hand crossbow in one hand and a battleaxe in the other. They stand completely immobile and . . . no, wait. As one, they all point their weapons at you. The entire east north wall is a huge AVS advertisement for international furniture manufacturer Norwegian Teak, announcing their new line of classically styled home furnishings called the Heart of Teak Collection. The advertisement stresses unparalleled durability: "It takes the Empire's Finest to nick or scratch our fine finish."

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

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

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

ANIMATED VIKING STATUES (12) CR 3

XP 800 each

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -4

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 natural)

hp 36 (3d10+20)

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

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee battleaxe +6 (1d8+3/x3)

Ranged +3 bane repeating hand crossbow +6 (1d4+3 plus 2d6 bane/19-20)

STATISTICS

Str 16, **Dex** 10, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6; **CMD** 16

SQ construction points

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

AREA 1-22:

BREAK ROOM

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

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

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

AREA 1-23:

LOCKED DOOR

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

AREA 1-24:

ARENA FINALE (CR VARIES)

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

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

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

Creatures: The five trapdoors (A-E) let loose the following monsters:

- A A wraith
- B A gargoyle armed with rocks
- C A giant scorpion
- D An ettin in full armor, carrying two flails
- E A shambling mound

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

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

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

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

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

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

WRAITH

CR 5

XP 1,600

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifestense; Perception +10**Aura** unnatural aura (30 ft.)**DEFENSE****AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) 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 Con drain)**Special Attack** create spawn**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** English, Infernal**SPECIAL ABILITIES**

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical 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 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 wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

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

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

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

GARGOYLE

CR 4

XP 1,200

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** 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)**Ranged** rock +7 (1d8+2)**STATISTICS****Str** 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7**Base Atk** +5; **CMB** +7; **CMD** 19**Feats** Hover, Improved Initiative, Skill Focus (Fly)**Skills** Fly +12, Perception +5, Stealth +11 (+17 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony environs)**Languages** English, Terran**SQ** freeze**Gear** 6 throwing rocks**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.

GIANT SCORPION

CR 3

XP 800

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4**DEFENSE****AC** 16, touch 9, flat-footed 16 (+7 armor, –1 size)**hp** 37 (5d8+15)**Fort** +7, **Ref** +1, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 50 ft.**Melee** 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d6+4)**STATISTICS****Str** 19, **Dex** 10, **Con** 16, **Int** –, **Wis** 10, **Cha** 2**Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)**Skills** Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Constrict (Ex) A giant scorpion deals 1d6+4 points of bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Grab (Ex) If a giant scorpion hits with its claw attack, it deals normal damage and attempts to start a grapple as a free action against targets equal to its size or smaller without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. The giant scorpion can constrict a grappled opponent. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

ARMORED ETTIN

CR 6

XP 2,400

CE Large humanoid (giant)

Init +3; **Senses** low-light vision; Perception +12

DEFENSE

AC 22, touch 8, flat-footed 22 (+6 armor, –1 Dex, +8 natural, –1 size)

hp 65 (10d8+20)

Fort +9, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft. (40 ft. base)

Melee 2 masterwork flails +13/+8 (2d6+6)

Ranged 2 javelins +5 (1d8+6)

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

Special Attacks superior two-weapon fighting

STATISTICS

Str 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +14; **CMD** 23

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Perception +12; Racial Modifiers +4 on Perception

Languages pidgin of Giant, Goblin, and Orc

Gear 2 masterwork flails, 4 javelins, chainmail

SPECIAL ABILITIES

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

SHAMBLING MOUND

CR 6

XP 2,400

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +5, **Will** +5

Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +11 (2d6+5 plus grab)

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

Special Attacks constrict (2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception

Languages English, Sylvan (cannot speak)

SQ electric fortitude

SPECIAL ABILITIES

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

Grab (Ex) If a shambler hits with its slam attack, it deals normal damage and attempts to start a grapple as a free action against targets equal to its size or smaller without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. The shambler can constrict a grappled opponent. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constrict-

tion damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

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

ENCOUNTER AREA 2: DUNGEON LEVEL TWO

AREA 2-1: GREEN ROOM

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

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

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

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

"Ah, is it that time already? You know my doctor recommends that I take a hot spritz for my health at least once a day. Well, well, well . . . Well! Let's get to the matter at hand, shall we?" He is handed a golden goblet from stage right. "I pour wine to the gods to honor you and all the competitors who spilled blood in this contest. May Bacchus, Apollo, Hera, Aphrodite, swift-footed Hermes, and the storm rider, All-father Jupi-

ter himself, find our sacrifices worthy." He exalts the goblet, and then pours its contents out. "Now then, lets us have a big hand for our worthy heroes, who have successfully negotiated the challenges of level one and move on to the second level! Hail our first team, the <Character Team Name>!" The camera pans the studio audiences, who rise to their feet and applaud. "Yes, yes. You have done very well, but now you face even greater challenges—and the possibility of even greater rewards!"

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

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

AREA 2-2: HE WOULDN'T TRAP THE FIRST DOOR, WOULD HE? (CR 5)

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

This door is locked (DC 29 Disable Device) and trapped (DC 29 Perception/DC 29 Disable Device).

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

FLAMING BARRIER TRAP

CR 5

XP 1,600

Type magic; Perception DC 30; Disable Device DC 30

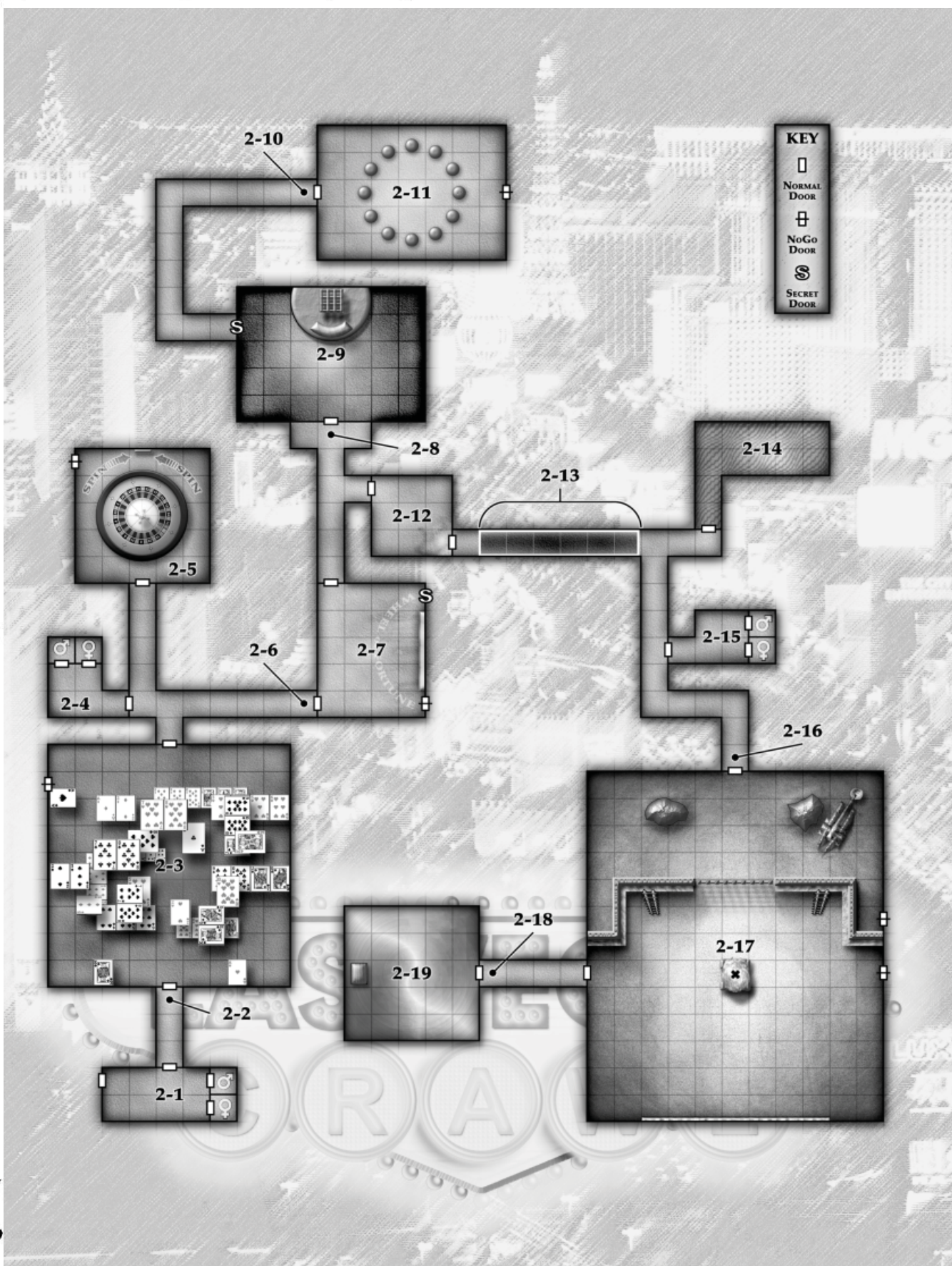
EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*wall of fire*; 2d4 initial damage; 2d6+10 passing through; multiple targets (all targets within a 10-ft. square of the wall))

AREA 2-3: HOUSE OF CARDS (CR 10)

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



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

The cards are 6 feet high by 3½ feet wide and made of corrugated steel (hardness 15, hp 28).

Creatures: Hiding within the cards are 8 wererats in hybrid form, a gang that was captured in the Kingdom of Ireland and imported to the NAE for this game. Each wererat has a *potion of invisibility* and a *potion of cure light wounds* that he can use whenever it is most opportune. They use the cover afforded by the cards as much as possible, using their hiding and using sneak attack as best they can.

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

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

WERERATS (HYBRID FORM) (8) CR 4

XP 1,200

Male human natural dire wererat rogue 4

LE Medium humanoid (human, shapechanger)

Init +6; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 20, touch 15, flat-footed 15 (+3 armor, +5 Dex, +2 natural)

hp 37 (4d8+16)

Fort +4, **Ref** +10, **Will** +5

Defensive Abilities evasion, trap sense +1, uncanny dodge;

DR 10/silver

OFFENSE

Speed 30 ft.

Melee masterwork dagger +11 (1d4+1/19-20) or bite +4 (1d4 plus disease and curse of lycanthropy; DC 15)

Special Attack curse of lycanthropy, sneak attack +2d6 +2 bleed

STATISTICS

Str 13, **Dex** 22, **Con** 16, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 20

Feats Iron Will, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +12, Bluff +6, Climb +7, Diplomacy +6 (+10 to change attitude vs. animals related to lycanthropic form), Disable Device +14, Disguise +6, Escape Artist +9, Intimidate +6, Perception +9, Sense Motive +8, Stealth +12

Languages English, Spanish

SQ change shape (human, hybrid, and dire rat; *polymorph*), lycanthropic empathy, rogue talents (bleeding attack +2, distracting attack), trapfinding +2

Combat Gear *potion of cure light wounds*, *potion of invisibility*; **Other Gear** 2 masterwork daggers, 6 daggers, 1 concealed dagger, masterwork custom easy-off studded leather, urban camouflage thieves' tools, adventurer's outfit

SPECIAL ABILITIES

Change Shape (Su) A wererat can assume a human form, a bipedal hybrid form, or the form of a dire rat.

Curse of Lycanthropy (DC 15) (Su) A bitten humanoid enemy within 1 size category contracts lycanthropy (Fortitude negates).

Disease (EX) *Filth fever*: Bite—injury; save Fort DC 15; onset 1d3 days; frequency 1/day; effect Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Lycanthropic Empathy +4 (Ex) Wererats can improve the attitude of rats and dire rats, as if using Diplomacy.

WOLFSBANE

A character afflicted with lycanthropy can consume a dose of wolfsbane for a second saving throw against the effect. Wolfsbane is toxic itself, of course, and can weaken a character.

WOLFSBANE

Type poison (ingested); **Save** Fortitude DC 16

Onset 10 minute; **Frequency** 1/minute for 6 minutes

Effect 1d3 Con damage; **Cure** 1 save

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

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

AREA 2-4: BREAK ROOM

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

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

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

AREA 2-5: ROULETTE ROOM (CR 10)

The door to this area is locked (DC 25 Disable Device) but not trapped. Once the characters enter, read or paraphrase the following:

The dominating feature of this room is the huge roulette wheel, some 30 feet in diameter. Other than its huge size, it looks like any roulette wheel—36 spaces, 17 black, 17 red, and a zero and double zero spot, which are both green. You see one noticeable difference, however. Located on the center upright axle of the roulette wheel are three red steel carabiner hooks attached to the axle with what appears to be steel chains on retractable self-winders. There are a dozen steel hatches set into the 30-foot-high ceilings, which appear to open into the room like cabinets. A huge AVS Scoreboard dominates the north wall, and the rest of the walls are covered in advertisements for several local hotel-casinos. The only other remarkable feature is a panel on the north wall, featuring a huge red button with an unlit neon sign reading "SPIN" You see no monsters or other hazards.

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

"There is one more special rule to this room—those hooks on the wheel are retractable. When your opponents arrive, you will notice red steel loops set into them. If you can manage to hook an opponent and then spin the wheel, that opponent will be automatically destroyed, and you will earn bonus gold. Be careful walking on the roulette wheel. This contest starts in 10 seconds by my watch"

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

Creatures: Once the room begins, six specially created mummies are dropped into the four corners of the room on bungee cords. The mummies can attack in the same round they are deployed, and do so in the most logical manner.

MUMMIES (6)

CR 5

XP 1,600 each

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 (8d8+24)

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus mummy rot)

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +13; **CMD** 23

Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus

Skills Perception +16, Stealth +11

Languages English

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Mummy Rot: curse and disease—slam; save Fort DC 16; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —.

Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conju-

ration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.

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

Walking on the spinning wheel requires an Acrobatics check to keep from falling (the check gets easier for each round it spins—DC 23 for the first round, DC 18 for the second, and DC 12 for the third. Standing upright and attacking also requires an Acrobatics check—DC 18 the first round, DC 13 the second round, and DC 8 the third round. Mummies on the wheel have to make these checks too, and avoid walking on the wheel whenever possible.



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

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

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

Roll	Result	Special Result
1 through 17	Red	--
18	Green Zero	Add one more mummies
19	Green Double Zero	Add two more mummies
20 through 36	Black	--

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

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

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

AREA 2-6:

DISAPPEARING DOOR (CR 1)

This door is locked (DC 26 Disable Device) and trapped (DC 25 Perception/DC 28 Disable Device).

Trap: Any attempt to unlock the door before the trap is disarmed, springs the trap—a slot opens under the door, and then tiny shaped explosive charges blow the hinges off. The door falls into the slot in the floor and is gone, leaving the would-be lock-picker out front and right in the path of the room's denizens—six aangervarks (see area 2-7).

DISAPPEARING DOOR TRAP

CR 1

XP 400

Type mechanical; **Perception** DC 25; **Disable Device** DC 28

EFFECTS

Trigger touch; **Reset** manual

Effect door falls through a slot, disappearing.

AREA 2-7:

SPIN THE WHEEL (CR 9+)

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

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

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

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

ADJUST THIS ENCOUNTER!

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

AANGERVARKS (6)

CR 4

XP 1,200

NE Medium magical beast

Init +3; Senses darkvision 60 ft., low-light vision, scent; **Perception** +4

DEFENSE

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

hp 47 (5d10+20)

Fort +8, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.

Melee bite +10 (1d10+4) or kick +9 (1d6+4)

Special Attacks Prone attack, sneak attack +1d6

STATISTICS

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

Base Atk +5; **CMB** +9 (+32 bull rush); **CMD** 22

Feats Endurance, Improved Trip, Weapon Focus (bite)

Skills Acrobatics +4 (+16 jump), Climb +5, Perception +4;

Racial Modifier +4 Bluff (+12 when playing dead)

SQ imperfect life-form, play dead

SPECIAL ABILITIES

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

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

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

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

"Hey, this is Milford Bloom, and I'm here to tell you—your treasure is on the line! It's time for the Wheel of Fortune. Okay, here's how we play. You can either take the normal treasure we were going to award you for your stunning victory over the aangervarks, or . . . OR . . . you can spin the wheel and leave it in the hands of Fortuna on high. Now don't make a mistake here—because some of these outcomes are, well . . . not so good, and you could lose your treasure altogether. But . . . BUT . . . if Fortuna smiles upon you, then you will walk out

of this room with riches beyond anything you have received in this Crawl so far. So talk amongst yourselves, make a decision—will you walk away, satisfied with your treasure . . . or . . . OR . . . do you spin the Wheel of Fortune?”

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

Result	Reward
1	Double Whammy! Six more aangervarks
2	Whammy! Four more aangervarks
3-5	The characters receive nothing.
6-11	The characters receive ½ of the gold they would normally get
12-14	The characters receive their normal treasure
15	The characters receive an extra 5K gp
16	The characters receive an extra 10K gp
17	The characters receive an extra magic item
18	The characters receive an extra 5K gp and the extra magic item
19	The characters receive an extra 10K gp and the extra magic item
20	Jackpot! An extra 50K gp and the extra magic item.

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

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

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

This room contains a NoGo door on the east wall.

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

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

AREA 2-8:

CLAXON CRAWLERS (CR 1)

This door to the hallway is locked (DC 30 Disable Device), although it opens automatically from the area 2-9 side of the door. The door is also warded with a magical trigger trap (DC 23 Perception/DC 20 Disable Device).

Trap: If the lock is unlocked or the door is forced open before the trap is disarmed, a siren goes off, alerting the denizen of the room that intruders are coming. Thusly alerted, Nural sends the shadow wolves through the wall to attack, charging in behind them.

ALARMED-DOOR TRAP

CR 1

XP 400

Type magical; Perception DC 23; Disable Device DC 20

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*sound burst*, 1d4 sonic damage plus stunned for 1 round, DC 13 Fortitude save negates stun); multiple targets (all targets in a 10-ft. spread)

AREA 2-9:

SAVE THE MAIDEN (CR 9)

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

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

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

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

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

NURAL, THE SINISTER SETH CR 7

XP 3,200

Male human cleric of the Furies 8

LE Medium humanoid (human)

Init +0; **Senses** Perception +6

DEFENSE

AC 21, touch 10, flat-footed 21 (+9 armor, +2 shield)

hp 63 (8d8+24)

Fort +8, **Ref** +4, **Will** +12

Defensive Abilities death's embrace

OFFENSE

Speed 20 ft.

Melee +2 *morningstar* +12/+7 (1d8+5)

Special Attacks *channel negative energy* 6/day (DC 17, 4d6), *scythe of evil* (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 8th; concentration +12)

7/day—*bleeding touch* (4 rounds), *touch of evil* (4 rounds)

Cleric Spells Prepared (CL 8th; concentration +12)

4th—*cure critical wounds*, *giant vermin*, *summon monster IV*, *unholy blight*^D (DC 18)

3rd—*animate dead*, *blindness/deafness* (DC 17), *contagion* (DC 17), *magic circle against good*^D, *summon monster III*

2nd—*aid*, *darkness*, *death knell*^P (DC 16), *shatter* (DC 16), *spiritual weapon*

1st—*cause fear*^P (DC 15), *divine favor*, *doom* (DC 15), *endure elements*, *magic weapon*, *obscuring mist*

0 (at will)—*detect magic*, *light*, *read magic*, *resistance*

D Domain spell; **Domains** Death, Evil

STATISTICS

Str 17, **Dex** 10, **Con** 15, **Int** 13, **Wis** 19, **Cha** 17

Base Atk +6; **CMB** +9; **CMD** 19

Feats Combat Casting, Heavy Armor Proficiency, Iron Will, Lightning Reflexes, Weapon Focus (heavy mace)

Fame Feats Demanding Coach, Exalted Warrior, Grueling Trainer, Steal Thunder

Fame 18

Skills Acrobatics -6 (-10 to jump), Craft (books) +4, Heal +9, Knowledge (planes) +12, Knowledge (religion) +12, Knowledge (Xcrawl) +4, Perception +6, Profession (clergyman) +7, Sense Motive +10, Spellcraft +12, Survival +5

Languages English, Spanish

Gear masterwork full plate, masterwork heavy steel shield, +2 *morningstar*, silver holy symbol

SPECIAL ABILITIES

Bleeding Touch (4 rounds, 7/day) (Sp) Melee touch attack deals 1d6 bleeding damage.

Death's Embrace (Ex) Heal damage from channeled negative energy.

Scythe of Evil (4 rounds, 1/day) (Su) Touched weapon temporarily becomes unholy.

Touch of Evil (4 rounds, 7/day) (Sp) With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.

SHADOW WOLVES (5) CR 3

XP 800 each

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 deflection, +2 Dex)

hp 26 (4d8+8)

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

Defensive Abilities incorporeal, shadow blend; **Immune** undead traits

OFFENSE

Speed 50 ft.

Melee incorporeal bite +5 (1d4 Str plus trip)

Special Attacks trip (bite)

STATISTICS

Str —, **Dex** 15, **Con** —, **Int** 4, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Alertness, Improved Initiative

Skills Perception +9, Sense Motive +3, Survival +2 (+6 tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

SPECIAL ABILITIES

Shadow Blend (Ex) In any condition of illumination other than full daylight, a shadow wolf can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, will.

Trip (EX) A shadow wolf can assume a corporeal form as a free action and bite (as a standard action) a foe in an attempt to trip the opponent. A shadow wolf that hits with its bite attack can attempt to trip the opponent as a free action without provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow wolf. Shadow wolves use their Dexterity modifier on trip attacks.

The shadow wolf remains corporeal (i.e., it loses its incorporeal traits) for the entire round in which it attempts to trip an opponent. It can assume its incorporeal form on its next turn as a free action.

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

2-10:

NOTHING BELOW THE BELT

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

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

2-11:

THE ARISTEIA (CR 9)

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

This room has a NoGo door on the east wall.

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

Creature: Outrageous Fortune's champion is Walter Rhodes, AKA the Taurian, an Xcrawl veteran who has taken up prize fighting to keep up his classic underground record collection. A DC 15 Knowledge (Xcrawl) roll lets the players know who he is. He surrenders if he is brought below 10 hit points. In addition, if Rhodes is in danger of dying or suspects that his opponent won't honor surrender, he has a special Panic Badge. To use this device, all he has to do is strike it or say the word *Panic!* and he is instantly *teleported* to the back stage emergency room.

The fight begins when both parties step into the ring. Taurian may use his Intimidate skill against his opponent, hoping to taunt him into being overly fearful, or even trick him into surrendering.

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

THE TAURIAN

CR 9

XP 6,400

Male human fighter 10

NG Medium humanoid (human)

Init +7; **Senses** Perception +6

DEFENSE

AC 21, touch 13, flat-footed 18 (+8 armor, +3 Dex)

hp 99 (10d10+40)

Fort +10, **Ref** +6, **Will** +4 (+3 vs. fear)

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft.

Melee The Cretan Terror (+2 *corrosive keen spear*) +20/+15 (1d6+13/19-20 plus 1d6 acid) or broadway (+1 *shortsword of wounding*) +17/+12 (1d6+7/19-20 plus 1 bleed) or masterwork dagger +17/+12 (1d4+6/19-20)

Special Attacks weapon trainings (spears +2, light blades +1)

STATISTICS

Str 20, **Dex** 16, **Con** 16, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +15 (+17 disarm); **CMD** 28 (30 vs. disarm)

Feats Cleave, Cleaving Finish^{UC}, Combat Expertise, Combat Reflexes, Great Cleave, Improved Critical (shortspear), Improved Disarm, Improved Initiative, Power Attack, Weapon Focus (shortspear), Weapon Specialization (shortspear)

Fame Feats Badass, Battle Cry, Heel, Fearsome Presence, The Profile

Fame 29

Skills Acrobatics +8, Climb +12, Craft (leather) +4, Drive +12, Handle Animal +10, Intimidate +15, Knowledge (Xcrawl) +4, Perception +6, Profession (Crawler) +4, Swim +9

Languages English, Spanish

SQ armor training 2

Combat Gear *potion of cure serious wounds* (2); **Other**

Gear +2 *bronze breastplate*, Broadway (+1 *shortsword of wounding*), The Cretan Terror (+2 *corrosive keen shortspear*), masterwork daggers (2)

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

AREA 2-12:

SLIME TO DIE (CR 6)

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

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

Creature: Pooled on the floor in front of the east door is an extra-large gray ooze (DC 23 Perception to notice it). The ooze has been treated with a non-toxic chemical akin to food coloring, which makes it even harder to spot against the simulated stone floor than usual.

ADVANCED GIANT GRAY OOOZE CR 6

XP 2,400

N Large ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

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

hp 66 (4d8+48)

Fort +11, **Ref** -3, **Will** -4

Defensive Abilities ooze traits; **Immune** cold, fire

OFFENSE

Speed 10 ft.

Melee slam +9 (1d6+8 plus 1d8 acid and grab)

Special Attacks acid, constrict (1d8+1 plus 1d8 acid)

STATISTICS

Str 24, **Dex** 3, **Con** 32, **Int** -, **Wis** 5, **Cha** 5

Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 18 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

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

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

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

AREA 2-13:

WALL-TO-WALL BRUISES (CR 7)

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

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

STONE FIST TRAP

CR 7

XP 3,200

Type magical; **Perception** DC 24; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 1d3 stone fists per character (Atk +9 melee, 1d4+5 bludgeoning damage each); multiple targets (all targets flanked by iron maidens)

AREA 2-14:

FEEL THE NOISE (CR 8)

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

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

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

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

DESTRACHAN

CR 8

XP 4,800

NE Large aberration

Init +5; **Senses** blindsight 100 ft.; Perception +27

DEFENSE

AC 19, touch 11, flat-footed 17 (+1 Dex, +1 dodge, +8 natural, -1 size)

hp 90 (12d8+36)

Fort +9, **Ref** +7, **Will** +12; +4 vs sonic attacks

Defensive Abilities protection from sonics; **Immune** gaze attacks, visual effects, illusions, and attacks relying on sight;

Resist sonic 30

OFFENSE

Speed 30 ft.

Melee bite +12 (2d6+4), 2 claws +12 (1d8+4)

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

Special Attacks destructive harmonics

STATISTICS

Str 28, **Dex** 13, **Con** 16, **Int** 13, **Wis** 18, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 26

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

Skills Climb +19, Perception +27, Sense Motive +16, Stealth +12, Survival +19; Racial Modifiers +8 Perception (hearing only)

Languages English (cannot speak)

SPECIAL ABILITIES

Destructive Harmonics (Su) A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. The save DCs are Constitution-based.

Destruction: All creatures within the area of effect of the destructive harmonics take 8d6 points of sonic damage—a DC 19 Reflex save halves this damage. If the destrachan wishes, this damage can instead deal nonlethal damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack—that object takes 8d6 points of damage. This damage is not halved when applied to the object's hit points, but is reduced by the object's hardness. A magical or attended object can attempt a DC 19 Reflex save to halve the damage.

Pain: Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a DC 19 Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

Protection from Sonics (Ex) A destrachan gains a +4 racial bonus on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded, treating all targets as if they had total concealment.

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

AREA 2-15: BREAK ROOM

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

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

This is the final break room for this level. The players are free to spend their time as they see fit. The paramedic, Ainsley Hutto, has First Aid +12.

AREA 2-16: INTRO TO THE OUTRO

You see a huge pair of double doors. The closer you get to them, the louder the roar of the crowd gets. You guess you are outside the main arena for this level. A referee stands outside, and as you approach, he motions for you to wait. Once you stop, a previously invisible AVS appears on the east wall of the corridor. You see Outrageous Fortune in front of a live arena crowd. As he speaks on the monitor, you also hear his words reverberating from speakers in the next room. "Ladies and gentlemen—fellow Americans—let us show our gratitude to the Gods of Olympus for granting us such a display of heroism this day!" The crowd responds with a huge cheer. "Let us show our gratitude to the Emperor for making all of this possible!"

Another huge cheer shakes the walls. "And now let us show our gratitude for the <Player Team Name> for their courage and efforts!" The final cheer is huge and sustained. "Now do we look back into the hallowed past to find inspiration for tonight's contest. Tonight we commemorate the battle for mighty Troy, where the rage of Achilles grew and took flower in the blood—soaked soil of the plains of Ilium. Ladies and gentlemen, I give you . . . the Achaeans!" You now see an image of yourselves standing in the hallway. The DJ continues. "Once they pass through the door, the contest begins. Achaeans, there is neither trap nor lock on the doors before you. Come forward, take the town, and then defend it against what may come. In the name of mighty Apollo—BEGIN!"

These doors are not locked or trapped.

AREA 2-17: THE ILL IN ILIUM (CR 13)

There is a massive roar from the crowd as the doors open into the arena. Perhaps 10,000 people stand as one and cheer as you enter. Even through the force walls you can hear their cries clearly. You stand in front of a small walled keep set on a plain of AstroTurf. The walls of the fortress are 20 feet high and include a massive gate and portcullis. Several humanoids wearing the bronze breastplate of the Classical Era stand behind crenellations in the walls—they bellow and brandish long spears. To the right and left of your position, you see a number of 12-foot-high boulders—they would make good cover against anyone launching missiles from the wall. In the far corner, to your right, you see what appears to be a set trebuchet, held cocked by a length of straining rope. There is no missile in its basket, nor any other projectiles in sight.

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

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

The rough simulated stone wall is fairly easy to scale (DC 18 Climb), but is more difficult to breach (hardness 8, 60 hp damage to create a 3-footby3-foot breach in the wall). The trebuchet is bolted down and set to hit a pre-determined spot behind the walls. If a PC climbs into the basket and another cuts the rope (hardness 0, hp 2), then the player-turned-missile sails over the wall and lands in the spot marked **X** on the map—where an *invisible* hay wagon has been conveniently placed to break his fall. The bold player that takes the trebuchet ride must make a DC 18 Acrobatics check to avoid damage; failure means he suffers 3d6 points of falling damage. Either way, he lands prone. The trebuchet cannot be aimed anywhere else.



The trebuchet can throw up to 325 pounds and hit the target; so multiple crawlers could theoretically be flung at the same time. However, if two or more crawler's combined weight exceeds the 325-pound limit, they barely make it over the wall and land in the dirt of the courtyard (6d6 damage). If an insane weight is put in the basket (600+ pounds), all objects hurled hit the wall for 7d6 damage and slide off to the jeers of the crowd (-3 Fame to all who hit the wall).

The gate is locked with an oversized pad lock (DC 21 Disable Device), which is not trapped. The chain holding the gate can be broken with a mighty feat of strength (DC 23 Strength check to break the chain holding the gate).

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

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

The back wall of the arena is one huge gate, and it recedes into the floor as you look on. In the darkness beyond the gate, you see a huge horse made of wood, perhaps 25 feet high, with huge steel-rimmed wheels set on a wide platform. It rolls towards you, and from its interior, you hear the battle cry of many warriors.

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

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

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

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

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

BUGBEAR BARBARIANS (8)

CR 4

XP 1,200 each

Bugbear barbarian 2

NE Medium humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 23, touch 13, flat-footed 20 (+6 armor, +3 Dex, +3 natural, +1 shield)

hp 30 (5 HD; 3d8+2d12+12)

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

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee masterwork longsword +11 (1d8+5/19-20)

Special Attacks rage (8 rounds/day), rage power (energy resistance: fire)

STATISTICS

Str 20, **Dex** 16, **Con** 15, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +9; **CMD** 22

Feats Improved Initiative, Iron Will, Weapon Focus (longsword)

Skills Acrobatics +4, Climb +7, Intimidate +7, Perception +6, Stealth +8, Survival +9, Swim +6; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages English, Goblin

SQ fast movement

Gear masterwork breastplate, masterwork light steel shield, masterwork daggers (2), masterwork longsword

GOBLIN WARRIORS (12)

CR 1

XP 400 each

Goblin warrior 3

NE Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 size)

hp 9 (3d10+9)

Fort +4, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft.

Melee spear +4 (1d6/x3)

STATISTICS

Str 11, **Dex** 13, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +3; **CMB** +2; **CMD** 13

Feats Point-blank Shot, Toughness

Skills Acrobatics +2, Climb +2, Ride +7, Stealth +11; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Gear chain shirt, daggers (2), spears (12)

TROJAN HORSE

CR 11

XP 12,800

N Gargantuan construct

Init +6; **Senses** blindsight 120 ft.; Perception +19

DEFENSE

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

hp 145 (15d10+60)

Fort +5, **Ref** +7, **Will** +10

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft. (can't run)

Melee bite +22 (2d6+11), slam +22 (3d6+11/19-20)

Space 20 ft.; **Reach** 20 ft.

Special Attacks ram, trample (3d6+16, DC 28)

STATISTICS

Str 32, **Dex** 14, **Con** —, **Int** 5, **Wis** 16, **Cha** 10

Base Atk +15; **CMB** +30 (+32 bull rush); **CMD** 42 (48 vs. bull rush, 50 vs. trip)

Feats Alertness, Awesome Blow, Deadly Finish^{UC}, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack

Skills Climb +14, Perception +19, Sense Motive +5

Languages creator's language (can't speak)

SQ awkward, clamber trap, stability

SPECIAL ABILITIES

Blindsight (Ex) A yrthak sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 120 feet, it is considered blind. A deaf yrthak is effectively blinded as well except against adjacent foes—its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the creature's poor vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

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

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

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

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

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

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

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

Repel wood and *sympathetic vibration* effect it normally.

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

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

AREA 2-18:

VAULT DOOR (CR 6)

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

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

Lock 1: If the lock (DC 29 Disable Device) is manipulated before the trap (DC 25 Perception/DC 20 Disable Device) is disarmed, the would-be lock-picker and nearby targets receive a terrific electrical shock.

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)

Lock 2: DC 28 Disable Device, no trap.

Lock 3: If the lock (DC 27 Disable Device) is opened or manipulated before the trap (DC 19 Perception/DC 29 Disable Device) is disarmed, a massive sonic shout strikes everyone

within 20 feet of the door, possibly deafening victims. In addition, the trap automatically swings the vault door wide, prompting the centipede in area 2-19 to charge and attack.

SONIC TRAP

CR 4

XP 1,200

Type magical; Perception DC 19; Disable Device DC 29

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (5d6 sonic damage plus 2d6 rounds of deafness; DC 21 Fortitude saves for partial and negates deafness); multiple targets (all targets within a 20-ft. burst)

AREA 2-19:

THE VAULT (CR 8)

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

Creature: Outrageous Fortune's handlers have starved this beast for several days—it charges to attack and devour the first edible thing it sees.

ADVANCED GARGANTUAN CENTIPEDE CR 8

XP 4,800

N Gargantuan vermin

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

DEFENSE

AC 18, touch 8, flat-footed 16 (+4 armor, +2 Dex, +6 natural, -4 size)

hp 94 (20d8+40)

Fort +14, Ref +8, Will +6

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +17 (2d8+9 plus poison)

Special Attacks poison

STATISTICS

Str 23, Dex 15, Con 14, Int –, Wis 10, Cha 2

Base Atk +15; CMB +25; CMD 37 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +16, Perception +4, Stealth +10; Racial Modifiers +4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save.

The save DC is Constitution-based and includes a +2 racial bonus.

The chest is locked (DC 24 Disable Device) and trapped (DC 28 Perception/DC 28 Disable Device).

Trap: The chest is trapped with a *fireball* that explodes if the chest is unlocked without disabling the trap.

FIREBALL TRAP

CR 5

XP 1,600

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

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

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

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

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

ENCOUNTER AREA 3: DUNGEON LEVEL THREE

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

The characters have a difficult time actually leaving their hotel on the morning of the Crawl. The bus that is to take them to the arena is mobbed with adoring fans—characters get delayed for an hour while security attempts to get the situation under control. Characters are badgered for autographs, interviews, and in one case, help in subduing a distressed woman's husband, whom she is sure has turned into some kind of monster.

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

AREA 3-1: GREEN ROOM

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

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

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

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

Now, let's meet the champions of this competition. With no fear of being called a braggart, I say that this year, above all oth-

ers, I created a challenging contest. And here are those remarkable and resourceful individuals who met and overcame those challenges. Ladies and gentlemen, I give you the finalists of the 12th annual Las Vegas Crawl, the <PC TEAM NAME>.

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

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

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

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

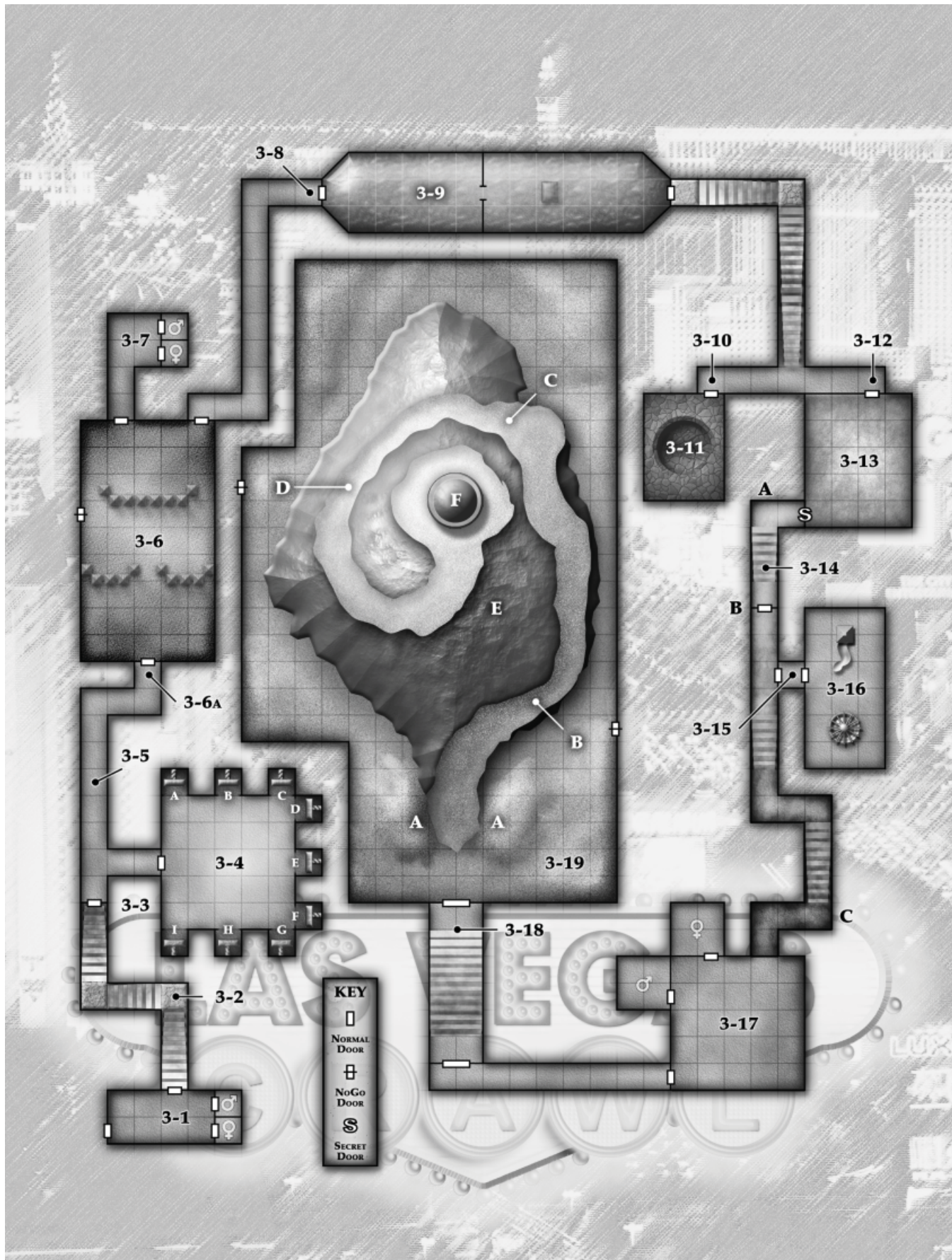
The trap-free door leading to area 3-2 is locked (DC 27 Disable Device).

AREA 3-2: STAIR INTO DARKNESS (CR 8)

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

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

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



HOBGOBLIN ARCHERS (3)

CR 5

XP 1,600 each

Hobgoblin fighter 6

LE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +4 Dex)

hp 55 (6d10+18)

Fort +7, **Ref** +6, **Will** +4 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee shortsword +8/+3 (1d6+2/19-20)

Ranged +1 composite shortbow +13/+8 (1d6+3/x3)

Special Attacks weapon training (bows +1)

STATISTICS

Str 14, **Dex** 18, **Con** 15, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 22

Feats Iron Will, Manyshot, Point-blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (composite shortbow)

Skills Acrobatics +8, Climb +9, Perception +6, Stealth +15;

Racial Modifiers +4 Stealth

Languages English, Goblin

SQ armor training 1

Combat Gear masterwork arrows (50); **Other Gear** masterwork titanium breastplate, +1 composite shortbow [+2 Str], shortsword

AREA 3-3:

LOCK HEED

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

AREA 3-4:

SPIN TO WIN (CR 10)

The door is not trapped or locked.

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

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

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

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

"There are three different symbols, which create three possible winning combinations. You must match three like symbols to win. You can only win one prize. Three chariots wins a brand new 2007 Telluride Motor Forge Heavy Duty Pick-up. Three moneybags earns your team 5,000 gold pieces. Three lightning bolts win a 10,000-gp donation to your temple."

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



The ref answers any questions the crawlers have about the challenge. Once the crawlers are ready:

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

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

Each reel on the video slot corresponds to one of the three walls. Once a wight runs into an alcove, the door slams shut behind it, trapping it and removing it from play. The north wall contains alcoves one, two, and three; the east wall contains alcoves four, five, and six; and the south wall contains alcoves seven, eight, and nine. One of each symbol is on every wall. The placement is as follows:

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

Triggered pressure plates cannot be activated again. The last plate activated on a wall will be the result of the corresponding reel. In the event of there being multiple wights turned simultaneously, roll their initiatives to see which wight will flee first; if two wights flee to the same wall but into different alcoves, then the wight with the lowest initiative arrives last and determines the outcome of the corresponding reel. If a wight is turned but does not flee into an alcove, it is still considered to be out of play. The helping teammate is not allowed to force the wights into an alcove or destroy a turned undead; otherwise, he is free to act in any way to assist the cleric. There are several ways that the PC champions or their teammates may attempt to cheat—if the ref discerns such an attempt, he blows his whistle, and all remaining wights are released at once. No treasure is given out in this case.

ADVANCED ELITE WIGHTS (7) CR 5

XP 1,600 each

LE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +17

Weaknesses resurrection vulnerability

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor*, +3 Dex, +4 natural)

hp 86 (8d8+32)

Fort +6, **Ref** +5, **Will** +9

Defensive Abilities undead traits

OFFENSE

Speed 30 ft.

Melee slam +9 (1d6+4 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 20)

STATISTICS

Str 16, **Dex** 16, **Con** –, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +6; **CMB** +9; **CMD** 22

Feats Ability Focus (energy drain), Blind-fight, Improved Initiative, Skill Focus (Perception)

Skills Bluff +12, Intimidate +15, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +20;

Racial Modifier +8 Stealth

Languages English, Elven, Goblin, Giant

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical 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 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 wights. They do not possess any of the abilities they had in life.

Energy Drain (Su) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain by a wight bestows one negative level. If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. The wight gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a DC 20 Fortitude save. On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

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

***Active Spell Effects:** *mage armor*.

Treasure: No matching symbols = no treasure; 3 lightning bolts = 10,000-gp note donated to the cleric's church; 3 moneybags = 5,000-gp note; 3 chariots = 2007 Telluride Motor Forge Heavy Duty Pick-up. No other combination gives the player any award.

AREA 3-5:

THE CLAMPER (CR 7)

Trap: This section of floor has a pressure plate trap (DC 25 Perception/DC 20 Disable Device). When the crawlers are within 10 feet of the pressure plate, they may notice a 4-inch gap between two ceiling tiles (DC 25 Perception). If the PC team walks across this space without disarming the trap, two 9-foot concrete ceiling slabs, hinged directly over the plate, swing down and slam into the players.

CLAMPER TRAP

CR 7

XP 3,200

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

AREA 3-6A:

GET PUMPED

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

AREA 3-6:

TO KILL A HEROKILLER (CR 11)

There is a crowd of nearly 2,000 fans in stands beyond the west wall of the arena—they stand and cheer at your entrance. The arena itself must be sponsored by Friki-Choo Cola, because you see before you an array of humanoid behind three sets of Dragon's Teeth-style anti-tank barriers. They bristle with weapons and equipment.

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

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

Creature: Horgo is a kobold sorcerer who survived a few Division-III contests. This is his biggest event, and he loves to win. He holds nothing back from the players. Horgo has drilled with this squad and just recently gotten them to agree to go by the name of Horgo's Herokillers (Starting Mojo Pool of 9).

Horgo has a decent understanding of battlefield tactics. When combat begins, he attempts to *cause fear* on the PC rogue,

and then uses *ray of enfeeblement* against fighters. Once he has weakened key members of the group, he uses his *fireball* and *lightning bolt* to attack groups of players. The ogre backs him up, trying to keep as much of the melee pressure off the sorcerer as possible. The hobgoblins stay behind barriers and pepper the players with missile fire, attempting to flank if they have the opportunity. Horgo loves to win, but he loves to live more, and he certainly surrenders if all seems lost. If the spell-caster surrenders, the rest of Horgo's Herokillers follow suit.

Once all the creatures are defeated or surrender, an air horn blows. The crowd gives the players a big hand and supermodel Tulane Wise presents the players with their treasure.

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

HORG0, KOBOLD SORCERER

CR 7

XP 3,200

Male kobold sorcerer 8

NE Small humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

AC 23, touch 16, flat-footed 21 (+4 armor*, +3 deflection, +2 Dex, +3 natural, +1 size)

hp 62 (8d6+32)

Fort +5, **Ref** +4, **Will** +7

Resist acid 5

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee masterwork dagger +4 (1d3-2/19-20)

Special Attacks claws (2, 1d4, treated as magic weapons, 7 rounds/day)

Sorcerer Spells Known (CL 8th; concentration +12)

4th (4/day)—*black tentacles*

3rd (6/day)—*fireball* (DC 18), *fly*, *lightning bolt* (DC 18)

2nd (7/day)—*eagle's splendor*, *mirror image*, *resist energy*, *web* (DC 16)

1st (7/day)—*cause fear* (DC 15), *mage armor**, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15), *shield*

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)

Bloodline Draconic

STATISTICS

Str 6, **Dex** 14, **Con** 16, **Int** 14, **Wis** 13, **Cha** 19

Base Atk +4; **CMB** +1; **CMD** 14

Feats Combat Casting, Eschew Materials, Improved Counterspell, Improved Initiative, Spell Focus (evocation),

Weapon Focus (ray)

Fame Feats Bring the Noise, Demanding Coach, Grueling Trainer, Rally

Fame 10

Skills Appraise +6, Bluff +8, Craft (traps) +8, Disguise +5, Escape Artist +8, Fly +9, Heal +2, Intimidate +8, Perception +14, Spellcraft +13, Survival +3; **Racial Modifiers** +2 Perception

Languages Draconic, Elven, English

SQ bloodline arcana (energy spells that match bloodline energy deal +1 damage per die)

Gear masterwork dagger, *amulet of natural armor* +1, *boots of levitation*, *ring of protection* +3, *scroll of magic missile* (CL 7), *scroll of mirror image* (CL 5)

OGRE FIGHTER

CR 7

XP 3,200

Ogre fighter 4

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 9, flat-footed 20 (+6 armor, +5 natural, -1 size)

hp 88 (8 HD; 4d8+4d10+44)

Fort +12, **Ref** +2, **Will** +4 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 40 ft.

Melee masterwork greatclub +15/+10 (2d8+12)

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

STATISTICS

Str 25, **Dex** 10, **Con** 18, **Int** 8, **Wis** 10, **Cha** 4

Base Atk +7; **CMB** +15 (+17 sunder); **CMD** 25 (27 vs. sunder)

Feats Cleave, Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (greatclub), Weapon Specialization (greatclub)

Skills Acrobatics -2 (+2 to jump), Climb +10, Perception +9

Languages Giant

SQ armor training 1

Gear masterwork breastplate, masterwork greatclub

HOBGOBLIN FIGHTERS (9)

CR 3

XP 800 each

Hobgoblin fighter 4

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield)

hp 42 (4d10+16)

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

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee masterwork halberd +9 (1d10+6/×3) or masterwork handaxe +8 (1d6+3/×3)

Ranged light crossbow +6 (1d8/19-20)

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 19

Feats Alertness, Cleave, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Climb +6, Perception +6, Ride +5, Sense Motive +2, Stealth +8; **Racial Modifiers** +4 Stealth

Languages English, Goblin

SQ armor training 1

Combat Gear alchemist's fire; **Other Gear** masterwork chainmail, masterwork buckler, light crossbow, masterwork halberd, masterwork handaxe

AREA 3-7:

BREAK ROOM

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

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

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

AREA 3-8:

WET WILLIES (CR 5)

This door is locked (DC 23 Disable Device) with an Ever Sealer Series 700 lock and trapped (DC 25 Perception/DC 25 Disable Device).

Trap: If a specialist attempts to pick the lock before disarming the trap, he is struck by the needle and must make a DC 20 Fortitude save or succumb to a neurotoxin, which causes extreme hydrophobia. The poisoned crawler will not notice any immediate effects, feeling just a bit edgy. If the crawler is offered a drink of water, or if he sees a large body of water, the crawler becomes *panicked*. The poisoned crawler will go to great lengths to avoid any contact with water and may even become hostile to his teammates. The effects dissipate in three hours, or the toxin can be nullified with a *neutralize poison* spell.

HYDROPHOBIA TRAP

CR 5

XP 1,600

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger touch; **Reset** manual

Effect neurotoxin gas (hydrophobia; DC 22 Fortitude); never miss; **onset** delay (1 round); persists for 3 hours

AREA 3-9:

NOR ANY DROP DID DRINK (CR 8)

The door opens on a huge pool with transparent walls. A rounded stairway leads down into the water. The pool looks to be uniformly 12 feet deep. About half way across the room is an opaque-tiled wall with a 5-foot-wide circular passageway that leads to the other side of the pool. Through the passageway, you can see a submerged treasure chest. The entire transparent pool must be above the backstage food court—you see hundreds of patrons below you, watching the contest or standing in line for drinks and snacks.

If the players think to check, they note that the pool is clean saltwater. The door on the eastern wall is neither locked nor trapped.

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

SEA CATS (3)

CR 4

XP 1,200 each

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 22, touch 10, flat-footed 21 (+4 armor*, +1 Dex, +8 natural, -1 size)

hp 45 (6d10+12)

Fort +7, **Ref** +6, **Will** +5

OFFENSE

Speed 10 ft., swim 40 ft.

Melee bite +8 (1d8+3), 2 claws +12* (1d4+6)

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

Special Attacks rend (2 claws, 1d4+4)

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Iron Will, Skill Focus (Perception), Weapon Focus (claw)

Skills Perception +10, Swim +17

SQ hold breath

SPECIAL ABILITIES

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

Rend (Ex) If it a sea cat hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional 1d4+4 damage, but no more than once per round.

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

Trap: The treasure chest is bolted to the floor under the water; it is locked (DC 18 Disable Device) and trapped (DC 19 Perception/DC 29 Disable Device), mandating that the PC specialist find a way to work with it while it is underwater. If the chest is opened or somehow forced to the surface before the trap is disarmed, it gives out a massive sonic shock, the effects of which are magnified by the water. Underwater crawlers within 20 feet of the chest take 5d6 points of sonic damage and must make a DC 21 Fortitude or be paralyzed for 1d6 rounds, during which they begin to drown without assistance.

UNDERWATER SONIC TRAP

CR 4

XP 1,200

Type magical; Perception DC 19; Disable Device DC 29

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (5d6 sonic damage plus 1d6 rounds of paralysis for underwater targets; DC 21 Fortitude saves for partial and negates deafness); multiple targets (all targets within a 20-ft. burst)

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

AREA 3-10: LOCKED DOOR

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

AREA 3-11: PITT BOSS (CR 8)

This door opens to utter blackness.

This room is covered in a *deeper darkness* effect.

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

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

TROLLS (3)

CR 5

XP 1,600 each

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); **regeneration** 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

SPECIAL ABILITIES

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

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

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

AREA 3-12: NO SOLICITORS

This looks like a standard door with a knob and a seemingly huge lock—it's all a sham. The door is made from the thinnest plywood, and the knob and lock are false (hardness 1, hp 3).

Creature: Inside area 3-13 room is a furious stone giant who is watching the PC team on his remote AVS monitor and is poised to smash through the door. Once he sees someone outside the door checking for traps or examining the lock, he swings through the door at them. His first shot likely catches any opponents flat-footed, but he has a -4 penalty to hit and damage due to the necessity of targeting over the AVS and the tiny bit of protection the plywood door gives his target. Once the door is smashed, the room is on in full force.

AREA 3-13: SUPER-SIZE ME! (CR 8)

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

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

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

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

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

STONE GIANT

CR 8

XP 4,800

N Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 26, touch 11, flat-footed 24 (+4 armor, +2 Dex, +11 natural, -1 size)

hp 102 (12d8+48)

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

Defensive Abilities improved rock catching

OFFENSE

Speed 40 ft.

Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8)

Ranged rock +11/+6 (1d8+12)

Special Attacks rock throwing (180 ft.)

STATISTICS

Str 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 30

Feats Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Quick Draw

Skills Climb +12, Intimidate +12, Perception +12, Stealth +4 (+12 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages English, Giant

Gear greatclub, rocks (4), hide armor

SPECIAL ABILITIES

Improved Rock Catching (EX) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

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

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

AREA 3-14:

GATHERING NO MOSS (CR 8)

At the bottom of the first stairwell in this hallway is a concealed pattern of pressure plates

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

The rolling rock gets an automatic 10 on initiative. Getting

smashed by it does 8d6 to any PC it rolls into, smashing him into the wall or crushing them into the floor. It automatically hits every target in any square it fully occupies.

ROLLING STONE TRAP

CR 8

XP 4,800

Type mechanical; **Perception** DC 24; **Disable Device** DC 26

EFFECTS

Trigger location; **Reset** manual

Effect rolling ball (all in a 10-ft.-square area); 8d6 damage (DC 20 Reflex save for half damage)

AREA 3-15:

BRICK TRICK

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

The referee blows his whistle. "Okay, heroes, listen up for the rules of the contest. There are several simulated schoolchildren in the following room. Something is trying to eat them. Your job is to get the kids out before the creature gobbles them up. Your treasure is based on how many simulated children you can get out of the room before the monster is defeated. You have your instructions. The door behind me is neither trapped nor locked. Begin at will."

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

AREA 3-16:

BIG LIZARD IN MY BACKYARD (CR 9)

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

Creature: This poor tyrannosaurus rex has been ill-used. On behalf of the sponsors from BBQ Outpost, this creature has been addicted to a methadone-like chemical, which was de-

livered in the form of laced barbeque chicken. The creature has been kept away from both food and its meds for almost 24 hours. It is ravenous and craving the chemical it needs to stop feeling psychotic. As a result, it ignores the players and attacks the “children,” who are, of course, huge bags of hot and fresh, drug-laced BBQ Outpost Texas Mesquite Chicken.

It takes 3 uninterrupted rounds for the T-Rex to eat the contents of a single bag, and as soon as it finishes one, it wants another. The dinosaur could swallow the bags whole in a single round, but doesn’t like to. It wants to savor the taste of that BBQ Outpost Texas Mesquite Chicken as long as it possibly can.

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

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

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

TYRANNOSAURUS

CR 9

XP 6,400

N Gargantuan animal

Init +5; **Senses** low-light vision, scent; Perception +37

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, –4 size)

hp 153 (18d8+72)

Fort +15, **Ref** +12, **Will** +10 (+6 vs. enchantment, compulsion, mind-affecting effects)

Defensive Abilities drug lust

OFFENSE

Speed 40 ft.

Melee bite +20 (4d6+22/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (2d8+11, AC 17, hp 15)

STATISTICS

Str 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +13; **CMB** +28 (+32 grapple); **CMD** 39

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +37; Racial Modifiers +8 Perception

SQ powerful bite

SPECIAL ABILITIES

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

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

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

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

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

AREA 3-17:

TO END ALL BREAK ROOMS

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

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

This is Outrageous Fortune’s favorite part of the Crawl—he always throws an un-televised party in the last break room. He

provides the whole PC team with bathing suits and asks them to meet with him in the hot tub while their armor and gear gets cleaned (it is likely covered in barbeque sauce, among other things).

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

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

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

AREA 3-18: FINAL ORACLE

This stairway leads to a massive double door. Standing in front of it is a referee. You hear the roar of a huge crowd, possibly the largest one you have ever played in front of. The referee waves you over. "This is the final room on this level. Succeed here and be declared the victors of this contest. You must fight your way to the temple, defeat the intruders, and defend it against attack. Prepare yourselves for the greatest challenge of the dungeon. It begins as soon as you open the door behind me, which is neither locked nor trapped.

The referee clarifies any points about the room that the characters may ask, but he refuses to give any more detail about the room.

AREA 3-19:

ASSAULT ON THE MOUNTAIN TEMPLE (CR VARIES)

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

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

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

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

- A Six tough ogres are hidden under the snow. They wear snow camouflage outfits and have been literally packed into the snow. At a radio signal from their handlers, they leap out and fight the players. Players who get within 10 feet of the twin snowdrifts that hide the ogres can make a DC 21 Perception check to notice that every so often the drifts shift against the wind. The ogres are tough but unwise, and do not surrender until it is absolutely obvious that there is zero chance of victory.
- B **Trap:** There is a tripwire at this point in the path, which an observant character might notice on the way up (make a secret DC 20 Perception check for every character who passes within 10 feet). A PC specialist looking for traps in this area can find it normally (DC 20 Perception/DC 20 Disable Device), and it is easy enough to disarm or simply avoid. If the trap is not disarmed or avoided, tripping it triggers a small avalanche, which sweeps down the side of the mountain, hitting everything within 15 feet of the trigger point. Crawlers caught in the area of effect must make a DC 18 Reflex save to keep their footing; failure means they are swept down the side of the mountain, taking 2d6 points of falling damage, and of course, they must start again at the bottom of the path.

XP 1,600

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +15 melee (10' stone block; 6d6); multiple targets (all targets in a 10-ft. square)

- C A *magic mouth* calls out to the PC team once they get within 10 feet of the trigger point from any direction. First a piercing scream erupts, and then a woman's cruel voice calls out, "Surrender now and leave with your lives, if not your honor." Horrible laughter then fills the room for a full minute (the laughter is actually several overlapping *magic mouth* effects that seems to follow the characters all the way up the mountain).
- D When the PC team reaches this point, five arrowhawks are released from a hatch in the ceiling. They swoop down and use their lightning rays on the party, and then fly back to the rafters, where the scoreboard and snow machines hide them. They are *summoned* creatures controlled by handlers from offstage, so they fight to the death.
- E When any character gets to this point, a hooded figure materializes in the air 10 feet ahead of him, *teleported* in from back stage. This is Negetha, a lizardfolk sorcerer making his Xcrawl debut. He floats above the combat, using his *winged boots* to keep himself safe from melee attacks. He opens combat by casting a *mirror image*, and then uses his repertoire of evocation spells to blow the PC team to bits. If he is sorely pressed, he flies away and *summons* as much help as he can. He then uses his creatures as cannon fodder while he hangs back, casts protective spells, and tries to pick off the crawlers who have been giving him the most trouble. Negetha possesses a special Panic badge—it works like a standard NonCom badge, but he can strike it and immediately appear in the monster triage tent. He uses it to escape once the situation seems hopeless for him.
- F The temple itself is a circle of marble floor ringed in beautifully wrought Doric columns, which support a classically styled roof 15 feet high. In the center of the temple is a small Doric platform holding a small statue of a brass eagle, a symbol of Olympian authority. Once the players are in the temple and safely out of combat, an AVS mounted on the interior of the ceiling activates. The AVS is set at just the right angle so the players can see and hear Outrageous Fortune giving them instructions, but the audience cannot. He tells them put their hands on the eagle, and that they must defend the eagle against all foes to win the dungeon (hardness 8, hp 10, immunity to sonics).

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

which is *permanent* (i.e., all survivors get a permanent +1 to their primary statistic). Players with multiclass characters and other special circumstances can choose between their primary statistics. Once the blessing is bestowed, the next wave of creatures appear:

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

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

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

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

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

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

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

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

ADVANCED OGRES (6)

CR 4

XP 1,200 each

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 21, touch 10, flat-footed 21 (+4 armor, Dex+1, 7 natural, -1 size)

hp 38 (4d8+20)

Fort +8, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greataxe +9 (3d6+10/x3)

Ranged javelin +3 (1d8+7)

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

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +11; **CMD** 23

Feats Iron Will, Toughness

Skills Climb +13, Perception +6

Languages Giant

Other Gear greataxe, javelins (4), camouflage hide armor (+8 Stealth check in snowy environments)



ARROWHAWKS (5)

CR 5

XP 1,600 each

N Medium outsider (air, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

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

hp 44 (7d10+7)

Fort +3, **Ref** +10, **Will** +6

Immune acid, electricity, poison; **Resist** cold 10, fire 10

OFFENSE

Speed fly 60 ft. (perfect)

Melee bite +12 (1d8+3)

Ranged touch electricity ray +12 (2d8)

Special Attacks electricity ray (2d8)

STATISTICS

Str 14, **Dex** 21, **Con** 12, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +9; **CMD** 225

Feats Dodge, Flyby Attack, Weapon Finesse, Wind Stance

Skills Fly +23, Knowledge (planes) +10, Perception +11, Sense Motive +11, Stealth +15, Survival +11

Language Auran

SPECIAL ABILITIES

Electricity Ray (Su) The arrowhawk can fire a ray of electricity once per round to a range of 50 feet.

Razor Beak (Ex) The arrowhawk's beak is a serrated cutting weapon. Its bite deals damage as if it were a creature one size larger.

NEGETHA

CR 10

XP 9,600

Male lizardfolk sorcerer 10

NE Medium humanoid (reptilian)

Init +4; **Senses** Perception +7

DEFENSE

AC 23, touch 13, flat-footed 20 (+4 armor, +4 Dex, +5 natural)

hp 92 (12 HD; 10d6+2d8+46)

Fort +12, **Ref** +12, **Will** +14; +4 bonus vs. poison

Resist fire 10

OFFENSE

Speed 30 ft., swim 15 ft.

Melee +1 dagger +10/+5 (1d4+4/19-20) or bite +4 (1d4+1), 2 claws +4 (1d4+1)

Bloodline Spell-Like Abilities (CL 10th; concentration +14)

7/day—*corrupting touch* (5 rounds)

1/day—*hellfire* (10d6 fire, DC 19)

Sorcerer Spells Known (CL 10th; concentration +14)

5th (3/day)—*cone of cold* (DC 19)
 4th (6/day)—*charm monster* (DC 20), *ice storm*, *wall of fire*
 3rd (7/day)—*fireball* (DC 17), *lightning bolt* (DC 17), *suggestion* (DC 17), *summon monster III*
 2nd (7/day)—*eagle's splendor*, *invisibility*, *scorching ray*, *summon monster II*, *summon swarm*
 1st (7/day)—*grease*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement* (DC 15), *true strike*
 0 (at will)—*arcane mark*, *daze* (DC 14), *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *light*, *mage hand*, *prestidigitation*, *ray of frost*
Bloodline Infernal

STATISTICS

Str 16, **Dex** 18, **Con** 16, **Int** 10, **Wis** 14, **Cha** 18
Base Atk +6; **CMB** +9; **CMD** 23
Feats Arcane Blast^{APG}, Augment Summoning, Combat Casting, Eschew Materials, Iron Will, Lightning Reflexes, Silent Spell, Spell Focus (conjuraton)
Skills Acrobatics +13, Perception +7, Spellcraft +13, Survival +7, Swim +13; **Racial Modifiers** +4 Acrobatics
Languages Draconic
SQ bloodline arcana (+2 DC for charm spells), hold breath
Other Gear +1 dagger, bracers of armor +4, cloak of resistance +3, winged boots

SPECIAL ABILITIES

Arcane Blast Negetha can convert a level 1+ spell into a 30-ft. ranged touch attack dealing 2d6+1d6/spell level.

Augment Summoning Negetha's summoned creatures have +4 to Strength and Constitution.

Bloodline Arcana: Infernal (Ex) Negetha receives a +2 to save DCs from spells of the Charm subschool.

Corrupting Touch (5 rds, 7/day) (Sp) As a standard action, Negetha's touch shakes foe and they radiate evil for 5 rounds.

Hellfire (10d6 fire, 10 rounds, 1/day, DC 19) (Sp) As a standard action, Negetha deals fire damage in 10-ft. burst within 60 ft. (Reflex partial). Good enemies are shaken if they fail.

Hold Breath (x4) (Ex) Negetha can stay under water longer than normal.

ORC WARRIORS (24)

CR 1

XP 400 each
 Orc warrior 3
 CE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft.; Perception -2

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 33 (3d10+12)

Fort +6, **Ref** +3, **Will** -1
Defensive Abilities ferocity
Weaknesses light sensitivity

OFFENSE

Speed 30 ft.
Melee halberd +6 (1d10+4/x3) or +6 (1d6+3/19-20)
Ranged heavy crossbow +5 (1d10/19-20)

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 8, **Wis** 7, **Cha** 6
Base Atk +3; **CMB** +6; **CMD** 18
Feats Cleave, Power Attack
Skills Acrobatics +1, Climb +6
Languages English, Orc
Other Gear chain shirt, dagger, halberd, heavy crossbow, 12 bolts, shortsword, 50-ft. rope plus grapple, dungeon boots with composite sports gear

SPECIAL ABILITIES

Ferocity (Ex) Orcs fight without penalty even while disabled or dying.

Light Sensitivity (Ex) Orcs are dazzled as long as they remain in bright light.

RASKOR

CR 7

XP 3,200
 Male orc barbarian 4/fighter 4
 CE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 12, flat-footed 19 (+5 armor, +2 shield)
hp 81 (8 HD; 4d10+4d12+28)
Fort +11, **Ref** +6, **Will** +5 (+1 vs. fear)
Defensive Abilities bravery +1, ferocity, trap sense +1, uncanny dodge
Weaknesses light sensitivity

OFFENSE

Speed 40 ft.
Melee +2 scimitar +15/+10 (1d6+8/18-20)
Ranged masterwork heavy crossbow +11 (1d10/19-20)
Special Attacks rage (13 rounds/day), rage powers (elemental rage, lesser, energy resistance: fire)

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 6
Base Atk +8; **CMB** +12; **CMD** 24
Feats Cleave, Combat Reflexes, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)
Skills Acrobatics +2 (+6 to jump), Climb +15, Intimidate +6, Perception +8, Survival +9, Swim +9

Languages English, Orc
SQ armor training 1, fast movement
Other Gear +2 studded leather, +1 light steel shield, +2 scimitar, masterwork heavy crossbow, 12 bolts

YRTHAK

CR 9

XP 6,400

N Huge magical beast

Init +6; **Senses** blindsight 120 ft.; Perception +18

DEFENSE

AC 23, touch 11, flat-footed 20 (+2 Dex, +1 dodge, +12 natural, -2 size)

hp 114 (12d10+48)

Fort +12, **Ref** +12, **Will** +8

Immune gaze attacks, visual effects and illusions, sight-based attacks, sonic

Weaknesses blind

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +17 (2d6+7), 2 claws +17 (1d8+7)

Ranged sonic lance +12 ranged touch (8d6 sonic)

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

Special Attacks explosion

STATISTICS

Str 24, **Dex** 14, **Con** 18, **Int** 7, **Wis** 15, **Cha** 11

Base Atk +12; **CMB** +21; **CMD** 34 (38 vs. trip)

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +7, Perception +18; **Racial Modifiers** +4 Perception

Languages Draconic

SPECIAL ABILITIES

Blind (Ex) A yrthak sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 120 feet, it is considered blind. A deaf yrthak is effectively blinded as well except against adjacent

foes—its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the creature's poor vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

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

Explosion (Ex) As a standard action, a yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within 60 feet to create an explosion. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center.

Sonic Lance (Ex) Once per round, a yrthak can focus sonic energy in a 60-foot ray that deals 8d6 sonic damage to one target.

AFTER THE CRAWL

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

The winning PCs all earn 10 points of temporary Fame and are the Heroes of the Hour. The players should each receive two rolls on the Random Offer Table in the days following the Crawl. If they have sufficiently advanced, they might be able to move up to Division One.

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

APPENDIX 1: PRE-GENERATED CHARACTERS

TONY ROCK

CR 6

XP 2,400

Male human fighter 7

CG Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 22, touch 11, flat-footed 21 (+11 armor, +1 Dex)

hp 78 (7d10+35)

Fort +10, **Ref** +5, **Will** +5 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 20 ft.

Melee +2 *greataxe* +14/+9 (1d12+9/x3) or dagger +10/+5 (1d4+3/19-20)

Ranged masterwork throwing axe +10 (1d6+4)

Special Attacks weapon training (axes +1)

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +7; **CMB** +10 (+12 bull rush, +12 sunder); **CMD** 21 (23 vs. bull rush, 23 vs. sunder)

Feats Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Fame Feats Badass, Demanding Coach, Crowd Favorite

Fame 20

Skills Climb +8, Craft (armor) +3, Handle Animal +5, Intimidate +7, Knowledge (Xcrawl) +3, Perception +3, Profession (reality tv star) +2, Survival +5, Swim +6

Languages English

SQ armor training 2

Combat Gear *potion of cure light wounds* (3), alchemist's fire (3); **Other Gear** +2 *titanium full plate*, +2 *greataxe*, dagger, masterwork throwing axes (3), *cloak of resistance* +2, water bottle, rope (100 ft.) with grappling hook

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

Current Sponsorship: SubChieftain sandwiches, the Empire's Best Submarine Sandwiches (Pays 250 gp per Appearance)

KAYLEE "MAGIC WANDA"

ELREIHALOR

CR 6

XP 2,400

Female elf sorcerer 7

NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 17, touch 15, flat-footed 14 (+2 armor, +2 deflection, +3 Dex)

hp 41 (7d6+14)

Fort +3, **Ref** +7, **Will** +4; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

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

Ranged +1 *light crossbow* +7 (1d8+1/19-20)

Sorcerer Spells Known (CL 7th; concentration +10)

3rd (5/day)—*dispel magic*, *fireball* (DC 17), *lightning bolt* (DC 17)

2nd (7/day)—*flaming sphere* (DC 16), *hypnotic pattern* (DC 15), *invisibility*, *web* (DC 15)

1st (7/day)—*charm person* (DC 14), *feather fall*, *identify*, *magic missile*, *shocking grasp*, *true strike*

0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*

Bloodline Arcane

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 10, **Wis** 9, **Cha** 16

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

Feats Combat Casting, Eschew Materials, Extend Spell, Lightning Reflexes, Silent Spell, Spell Focus (evocation)

Fame Feats Demanding Coach, Free Agent, Excellent Agent

Fame 26

Skills Craft (bows) +3, Knowledge (arcana) +6, Knowledge (elf culture) +3, Knowledge (home city), Knowledge (Xcrawl) +6, Perception +1, Spellcraft +8 (+10 to identify magic item properties), Stealth +4 (+7 when cat familiar within 1 mile);

Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages English, Elven

SQ arcane bond (arcane familiar, cat named Grace), bloodline arcane (+1 DC for metamagic spells that increase spell level), elven magic, metamagic adept (2/day)

Combat Gear *potion of cure light wounds* (3), *wand of magic missiles* (25 charges, CL 7); **Other Gear** +1 *light crossbow*, masterwork bolts (48) in Zero Gee Quiver, Phang-brand masterwork daggers (4), *bracers of armor* +2, *ring of protection* +2, *scroll of cat's grace* (CL 3), *scroll of eagle's splendor* (CL 3), *scroll of invisibility* (CL 3), *scroll of magic missile* (CL 5), waterproof messenger bag, pen and ink

GRACE

CR 1/4

XP 100

Cat familiar

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision, scent; **Perception** +5

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)**hp** 20 (1d8-1)**Fort** +1, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.**Melee** bite +7 (1d3-4), 2 claws +7 (1d2-4)**Space** 2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 9, **Wis** 12, **Cha** 7**Base Atk** +3; **CMB** +3; **CMD** 9 (13 vs. trip)**Feats** Weapon Finesse^B**Skills** Climb +6, **Perception** +5, **Spellcraft** +4, **Stealth** +18;**Racial Modifiers** +4 Climb, +4 Stealth**SQ** deliver touch spells, improved evasion, speak with master, speak with other felines

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

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

DORIS "BULSZFK" YOS

CR 6

XP 2,400

Female human cleric of Minerva 7

LN Medium humanoid (human)

Init +3; **Senses** **Perception** +5

DEFENSE

AC 21, touch 10, flat-footed 21 (+8 armor, +1 deflection, -1 Dex, +3 shield)**hp** 56 (7d8+21)**Fort** +8, **Ref** +2, **Will** +9

OFFENSE

Speed 20 ft.**Melee** +2 *longsword* +10 (1d8+4/19-20)**Special Attacks** channel positive energy 5/day (DC 15, 4d6)**Domain Spell-Like Abilities** (CL 7th; concentration +10)6/day—*battle rage* (+3), *rebuke death* (1d4+3)**Cleric Spells Prepared** (CL 7th; concentration +10)4th—*divine power*^D, *restoration*3rd—*magic vestment*^D, *prayer*, *remove curse*, *searing light*2nd—*aid*, *align weapon*, *lesser restoration*, *shatter* (DC 15), *spiritual weapon*^D1st—*bane* (DC 14), *endure elements*, *magic weapon*^D, *obscuring mist*, *protection from evil*, *remove fear*0 (at will)—*detect magic*, *guidance*, *light*, *resistance***D** Domain spell; **Domains** Healing, War

STATISTICS

Str 14, **Dex** 9, **Con** 14, **Int** 12, **Wis** 16, **Cha** 14**Base Atk** +5; **CMB** +7; **CMD** 17**Feats** Improved Initiative, Martial Weapon Proficiency (longsword), Scribe Scroll, Weapon Focus (longsword), Turn Undead (DC 14)**Fame Feats** Crowd Favorite, Divine Presence, Exalted Warrior**Fame** 20

Skills Craft (calligraphy) +4, Diplomacy +9, Grandstanding +5, Heal +9, Knowledge (religion) +7, Knowledge (Xcrawl) +4, Knowledge (religion) +5, Perception +5, Perform (act) +4, Perform (sing) +4, Perform (wind instruments) +4, Profession (teacher) +6, Spellcraft +8

Languages Elven, English, Spanish**SQ** healer's blessing, spontaneous casting (*cure* spells)**Combat Gear** *wand of cure light wounds*, holy water

(3); **Other Gear** +2 *breastplate*, +1 *heavy steel shield*, +2 *longsword*, *cloak of resistance* +1, *ring of protection* +1, explorer's outfit, combat soaker, combat soaker backpack, flute, silver holy symbol of Minerva, *scroll of bull's strength* (CL 3), *scroll of cure moderate wounds* (CL 7), *scroll of divine favor* (CL 3)

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

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

PHILLIP "GRIFFON" NEERLY

CR 6

XP 2,400

Male human wizard 7

NG Medium humanoid (human)

Init +2; **Senses** **Perception** +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)**hp** 48 (7d6+21)**Fort** +4, **Ref** +6 (+2 when weasel familiar within 1 mile), **Will** +8

OFFENSE

Speed 30 ft.

Melee +1 dagger +5 (1d4+2/19-20)

Special Attacks hand of the apprentice (8/day)

Wizard Spells Prepared (CL 7th; concentration +12)

4th—*ice storm*, *stoneskin*

3rd—*fireball* (DC 19), *lightning bolt* (DC 19), *vampiric touch*

2nd—*invisibility* (x2), *scorching ray*, *web* (DC 17)

1st—*enlarge person* (DC 16), *grease*, *jump*, *mage armor*, *ray of enfeeblement* (DC 16), *ventriloquism* (DC 16)

0 (at will)—*acid splash*, *detect magic*, *light*, *prestidigitation*

STATISTICS

Str 12, **Dex** 14, **Con** 14, **Int** 18, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +4; **CMD** 17

Feats Combat Casting, Dodge, Empower Spell, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (evocation)

Fame Feats Let's Give Em a Hand, Rally, Table-Top Player
Fame 23

Skills Acrobatics +8, Craft (books) +7, Fly +10, Knowledge (arcana) +15, Knowledge (astronomy) +10, Knowledge (dungeoneering) +11, Knowledge (engineering) +10, Knowledge (history) +10, Knowledge (local) +9, Knowledge (planes) +9, Knowledge (religion) +3, Knowledge (Xcrawl) +9, Perception +8, Profession (tv consultant) +3, Sense Motive +4, Spellcraft +15, Stealth +4

Languages Elven, English

SQ arcane bond (Urfel J. Offengoof, weasel)

Combat Gear *potion of cure light wounds* (3), *wand of burning hands* (20 charges); **Other Gear** +1 dagger, concealed masterwork dagger, *bracers of armor* +3, *headband of mental superiority* +2, waterproof scroll case, backpack, digital watch, compass, sports water bottle, *scroll of bull's strength*, *scroll of cat's grace*, *scroll of mage armor*, *scroll of mirror image*, *scroll of remove curse*, *scroll of shield*, *scroll of wall of fire*

URFEL J. OFFENGOOF

CR 1/2

XP 200

Weasel familiar

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 14, flat-footed 17 (+2 Dex, +5 natural, +2 size)

hp 24 (1d8)

Fort +2, **Ref** +4, **Will** +6

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +7 (1d3-4)

Space 2 ft.; **Reach** 0 ft.

Special Attacks attach

STATISTICS

Str 3, **Dex** 15, **Con** 10, **Int** 9, **Wis** 12, **Cha** 5

Base Atk +3; **CMB** +3; **CMD** 9 (13 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +19 (+15 to jump), Climb +10, Escape Artist +3, Fly +14, Perception +11, Sense Motive +4, Spellcraft +6, Stealth +19; **Racial Modifiers** +8 Acrobatics, +4 Stealth

SQ improved evasion

SPECIAL ABILITIES

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

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

The Griffon is an old-school tabletop player who put his application in to the Long Island Wizards Academy on the day of the very first televised Xcrawl match. He is back to Xcrawl after a short stint as an Arcane Consultant for local TV crime drama, *Spell Law*!

Current Sponsorship: None

NESTOR "TRENCH" ESSEL

CR 6

XP 2,400

Male human cleric of Mars 7

LN Medium humanoid (human)

Init +3; **Senses** Perception +5

DEFENSE

AC 21, touch 10, flat-footed 21 (+8 armor, +1 deflection, -1 Dex, +3 shield)

hp 56 (7d8+21)

Fort +8, **Ref** +2, **Will** +9

OFFENSE

Speed 20 ft.

Melee +2 *longsword* +10 (1d8+4/19-20)

Special Attacks channel positive energy 3/day (DC 13, 4d6)

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—*battle rage* (+3), *rebuke death* (1d4+3)

Cleric Spells Prepared (CL 7th; concentration +10)

4th—*divine power*^D, *restoration*

3rd—*magic vestment*^D, *prayer*, *remove curse*, *searing light*

2nd—*aid*, *align weapon*, *lesser restoration*, *shatter* (DC 15), *spiritual weapon*^D

1st—*bane* (DC 14), *endure elements*, *magic weapon*^D, *obscuring mist*, *protection from evil*, *remove fear*

0 (at will)—*detect magic*, *guidance*, *light*, *resistance*

D Domain spell; **Domains** Healing, War

STATISTICS

Str 14, **Dex** 9, **Con** 14, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +5; **CMB** +7; **CMD** 17

Feats Improved Initiative, Martial Weapon Proficiency (longsword), Scribe Scroll, Weapon Focus (longsword)

Fame Feats Battle Cry, Crowd Favorite, Face

Fame 10

Skills Craft (weapons) +4, Diplomacy +7, Heal +9, Knowledge (arcana) +4, Knowledge (religion) +7, Knowledge (Xcrawl) +4, Perception +5, Perform (dance) +3, Perform (oratory) +2, Perform (sing) +2, Perform (string instruments) +2, Spellcraft +8

Languages Elven, English

SQ healer's blessing, spontaneous casting (*cure* spells)

Combat Gear *wand of cure light wounds*, holy water (3); **Other Gear** +2 *breastplate*, +1 *heavy steel shield*, +2 *longsword*, *cloak of resistance* +1, *ring of protection* +1, explorer's outfit, combat soaker, combat soaker backpack, silver holy symbol of Minerva, *scroll of bull's strength* (CL 3), *scroll of cure moderate wounds* (CL 7), *scroll of divine favor* (CL 3)

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

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

BERNARDO "JACK OF HEARTS"
CORN Silk CR 6

XP 2,400

Male halfling rogue 7

CG Small humanoid (halfling)

Init +9; **Senses** Perception +11

DEFENSE

AC 21, touch 16, flat-footed 21 (+5 armor, +5 Dex, +1 size)

hp 56 (7d8+21)

Fort +6, **Ref** +12, **Will** +4; +2 vs. fear

Defensive Abilities evasion, halfling traits, trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft.

Melee shortsword +11 (1d4-1/19-20)

Ranged +2 *shortbow* +13 (1d4+1/x3)

Special Attacks sneak attack +4d6

STATISTICS

Str 8, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +3; **CMD** 18

Feats Improved Initiative, Lucky Halfling^{APG}, Point-blank Shot, Weapon Finesse

Fame Feats Excellent Agent, Bring the Noise, Slick

Fame 16

Skills Acrobatics +19 (+11 to jump), Appraise +9, Bluff +10, Climb +7, Craft (cooking) +4, Diplomacy +10, Disable Device +17, Disguise +7, Escape Artist +8, Knowledge (halfling culture) +4, Perception +11, Profession (Xcrawler) +3, Ride +3, Sense Motive +5, Sleight of Hand +8, Stealth +14; **Racial**

Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Elven, English, Halfling

SQ rogue talents (charmer, fast stealth, sniper's eye), trap-finding +3

Combat Gear *potion of cure light wounds* (3), *potion of invisibility*; **Other Gear** +2 *studded leather*, +2 *shortbow* with 50 masterwork arrows, skyfire arrows 3), linemaster arrow, ZeroGee quiver, shortsword, *cloak of resistance* +1, *boots of elvenkind*, masterwork thieves' tools, multipurpose knife, 50 ft. silk rope plus grapple

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

APPENDIX II: BASIC FAME

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

STANDARD FAME POINT ADDS:

1 point for successfully completing a Dungeon Level

1 point for five successful consecutive grandstanding or mugging checks

1 point for successfully completing an entire crawl.

2 points for successfully completing a Signature Move

Standard Fame Penalties:

-2 points for being disqualified from a dungeon

-1 point for fighting with a teammate

GM's can assign a bonus (usually 1-3 points) for especially memorable moves or actions at his discretion. Example:

Disarming a trap isn't worth a fame point. Disarming a trap in a difficult combat situation might be worth a fame point. And disarming a trap while on fire should definitely be worth a point!

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

APPENDIX III: NEW MONSTERS

AANGERVARK

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

AANGERVARK

CR 4

XP 1,200

NE Medium magical beast

Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +4

DEFENSE

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

hp 47 (5d10+20)

Fort +8, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.

Melee bite +10 (1d10+4) or kick +9 (1d6+4)

Special Attacks Prone attack, sneak attack +1d6

STATISTICS

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

Base Atk +5; **CMB** +9 (+32 bull rush); **CMD** 22

Feats Endurance, Improved Trip, Weapon Focus (bite)

Skills Acrobatics +4 (+16 jump), Climb +5, Perception +4;

Racial Modifier +4 Bluff (+12 when playing dead)

SQ imperfect life-form, play dead

ECOLOGY

Environment bred in captivity

Organization single, value pack (4 for the price of 3), ultimate package (12 for price of 8)

Treasure none

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

SPECIAL ABILITIES

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

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

Play Dead (Ex): Aangervarks have an atypical defense mechanism—they play opossum during a fight to draw foes into a vulnerable position. So effective is this tactic that

an aangervark can take 10 on its Bluff check when playing dead (typical result is 20). Aangervarks have an uncanny instinct for using this ability effectively, and will often pretend to die after being struck twice in melee or when caught in an area effect spell.

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

Aangervarks are the first viable creation of Janxalot Ranch, a “monster workshop” that has been working on an arcane breeding program for new monsters since 1999. The workshop’s first successful rollout is the aangervark, a composite creature magically bred with one purpose—to give crawlers a really bad time.

Aangervarks are 7-foot-tall, armless, manlike frogs. An aangervark stands on two muscular, ostrichlike legs ending in three-toed feet. Their blunt heads feature two wide eyes set on either side of their skulls and a hideous maw filled with jagged teeth. Aangervarks have a distinctive frilled ridge, which runs down the center of their heads, making them appear even taller.

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

Aangervarks were developed in late 2007 for The Games, and while they are not the most practical creatures, many producers favor them. Their evil appearance and dramatic leaping ability makes for an interesting visual fight. Although the aangervark is a composite creature and made from several base types, the aardvark, surprisingly, is not one of them. The aangervark’s name is designed to put it on the first page of any DJ’s alphabetical monster directory. Janxalot Ranch has a rock-solid marketing plan for the aangervark—they offer bulk discounts and overnight shipping, and this may just propel this heretofore-unknown monster into the Xcrawl spotlight.

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

TROJAN HORSE

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

TROJAN HORSE

CR 11

XP 12,800

N Gargantuan construct

Init +6; **Senses** blindsight 120 ft.; Perception +19

DEFENSE

AC 20, touch 8, flat-footed 18 (+2 Dex, +12 natural, -4 size)
hp 145 (15d10+60)

Fort +5, **Ref** +7, **Will** +10

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft. (can't run)

Melee bite +22 (2d6+11), slam +22 (3d6+11/19-20)

Space 20 ft.; **Reach** 20 ft.

Special Attacks ram, trample (3d6+16, DC 28)

STATISTICS

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

Base Atk +15; **CMB** +30 (+32 bull rush); **CMD** 42 (48 vs. bull rush, 50 vs. trip)

Feats Alertness, Awesome Blow, Deadly Finish^{UC}, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack

Skills Climb +14, Perception +19, Sense Motive +5

Languages creator's language (can't speak)

SQ awkward, clamber trap, stability

ECOLOGY

Environment any

Organization solitary, pair

Treasure none

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

SPECIAL ABILITIES

Blindsight (Ex) A yrthak sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 120 feet, it is considered blind. A deaf yrthak is effectively blinded as well except against adjacent foes—its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the creature's poor vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Awkward (Ex) The Trojan Horse is a tough opponent in its element, but its size and restricted movement keep it from operating effectively in all terrains. Its limited flexibility prohibits it from entering a passageway of less than 35 feet in height and 20 feet wide, and it may not make a turn

greater than 45°. Its lack of flexibility also prohibits it from ever receiving an attack of opportunity, no matter what the circumstances.

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

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

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

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

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

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

Repel wood and *sympathetic vibration* effect it normally.

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

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

A Trojan Horse is a special wooden construct designed especially for this year's Las Vegas crawl by ConStart South. It is both a magic vehicle and a dangerous animated construct in its own right. Its design can be tailored to an individual DJ's needs—this year's look is a version of the classic Trojan Horse, but ConStart can tailor the construct's appearance to any need, as long as it has roughly the same dimensions. DJs have already ordered similar constructs shaped like farmhouses, wooden boardwalks, and killer gazebos for upcoming events.

This year's Las Vegas Crawl Trojan Horse looks like . . . well, the Trojan horse. The mammoth construct stands 32 feet high, is 20 feet wide at its base, and weighs a staggering 20 tons. The Trojan Horse's body is entirely made out of sturdy oak planks held together with handmade pegs of petrified ash. It has four wooden plank wheels studded with bronze,

a long, flowing black tail made from the braided hair of Arabian stallions, and eyes of deepest blue agate. Its head is fully animated, and can turn and move much like a horse's head.

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

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

The Trojan horse is made to hold groups of smaller creatures. The horse can hold up to 2 Large, 8 Medium, 32 Small

or 128 Tiny, 512 Diminutive or smaller passengers. Since the Trojan Horse controls its shutters, it may attempt to hold someone in against his will. Trying to muscle through the shutters to escape the body of the construct requires a DC 23 Strength check to hold a shutter open for one round. A successful check allows a creature to either escape or another to pass through. Leaping from a Trojan Horse's interior to the ground causes 2d6 points of falling damage. There is typically a ladder of rope and wood at every shutter that will allow humanoids to easily climb into or down from the Horse. The construct may release or retract these ladders at will as a free action (it cannot retract them while there is more than 20 pounds of weight on the ladder—it cannot “whip” friends or foes into or out of its interior). Creatures inside may attack with missile weapons or spells through the arrow slits and have a +12 cover bonus to AC against opponents outside the construct.

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

APPENDIX IV: NEW FROM XCRAWL

NEW MAGIC ITEMS

NOWHERE QUIVER

Aura moderate conjuration; **CL** 9th
Slot —; **Price** 2,500 gp; **Weight** .01 lb.

DESCRIPTION

The Adventurer's Guild is extremely wary of allowing players to use extra-dimensional storage capacity devices, such as a *bag of holding*. The potential for cheating or disruptions—as well as criminal activities such as halfling smuggling—has led most DJs to avoid giving these items as treasure. However, a less powerful version has proven acceptable to all parties and is now available for Xcrawlers. The nowhere quiver appears to be a small circle of cloth, five inches in diameter. It is completely inert until the command word is spoken and the pocket is flung into the air. Once this is done, the pocket hovers invisibly and intangibly nearby the owner's hand. It cannot be grabbed or otherwise effected by external sources. The pocket is an inter-dimensional space designed to hold arrows or bolts. It can hold 100 arrows, 125 bolts, or 10000 sling bullets. Saying the command word brings one unit of ammunition directly to your fingertips wherever your hand is. Items other than arrows or bolts placed within tend to get lost, and take 6-10 rounds to find. Items cannot be drawn from the nowhere quiver without the correct command word. Using a third command word, the player can grasp the pocket itself and

fold it away. If the *nowhere quiver* is placed inside of another extra-dimensional storage space (such as a *bag of holding* or *The Hat*, by Terry Paris®) the item disrupts, and whatever it held is lost forever in the intra-dimensional vortex. If such a container is placed inside the nowhere quiver, it explodes, destroying all items involved and dealing 4d6 damage to everything in a 10-foot radius.

CONSTRUCTION REQUIREMENTS

Requirements: Craft Wondrous Item, *dimension door*; **Cost** 1,250 gp

OMNI WEAPON

Aura moderate to strong transmutation; **CL** 16th
Slot hand; **Price** 3,000 gp (+1), 10,000 gp (+2), 22,000 gp (+3), 40,000 gp (+4), 66,000 gp (+5); **Weight** .02 lb.

DESCRIPTION

An *omni* weapon looks like a silver ball, small enough to hold in the palm of the hand. The player who takes it must hold it in his hand and concentrate on the perfect weapon—the weapon of his dreams. The ball then forms itself into a perfect example of the weapon the individual wished for. The new weapon will be perfectly gripped, balanced,

and weighted for individualist owner. It may become any archaic melee or ranged weapon, but not ammunition (such as an arrow, bullet or crossbow bolt), or any type of firearm, bomb, or other such devices. The weapon has whatever magic bonus was assigned to it, and grants an additional +1 circumstance bonus to hit when wielded by the individual who shaped it. Omni weapons can be imbued with any special weapon quality, such as *keen*, *flaming*, etc. The *omni* weapon can only be formed once—after it takes weapon form, its shape is permanent.

CONSTRUCTION REQUIREMENTS

Requirements: Craft Magic Arms and Armor, Craft Wondrous Item, *wish*; **Cost** 1,500 gp (+1), 5,000 gp (+2), 11,000 gp (+3), 20,000 gp (+4), 33,000 gp (+5).

OMNI ARMOR

Aura moderate to strong transmutation; **CL** 16th **Slot** body; **Price** 2,000 gp (+1), 6,000 gp (+2), 15,000 gp (+3), 24,000 gp (+4), 41,000 gp (+5); **Weight** .02 lb.

DESCRIPTION

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

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

CONSTRUCTION REQUIREMENTS

Requirements: Craft Magic Arms and Armor, Craft Wondrous Item, *wish*; **Cost** 1,000 gp (+1), 3,000 gp (+2), 7,500 gp (+3), 12,000 gp (+4), 20,500 gp (+5).

SNEAKERS OF SPIDER CLIMBING

Aura faint transmutation; **CL** 4th **Slot** feet; **Price** 4,800 gp; **Weight** 1 lb.

DESCRIPTION

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

When worn, a pair of these sneakers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her climb speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make these sneakers useless. The sneakers can be used for 10 minutes per day, split up as the wearer chooses (minimum 1 minute per use).

CONSTRUCTION

Requirements Craft Wondrous Item, *spider climb*; **Cost** 2,400 gp

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