

X CRAWL™

CONY ISLAND CRAWL



A stand-alone adventure for character levels 11-13
By Duane Waldrop and Brendan LaSalle





CONEY ISLAND CRAWL

DJ FACES' MINACIOUS FUNHOUSE

AN ADVENTURE
FOR CHARACTER LEVELS 11-13

mi·na·cious [mi-ney-shuhs] – *adjective*: menacing; threatening.

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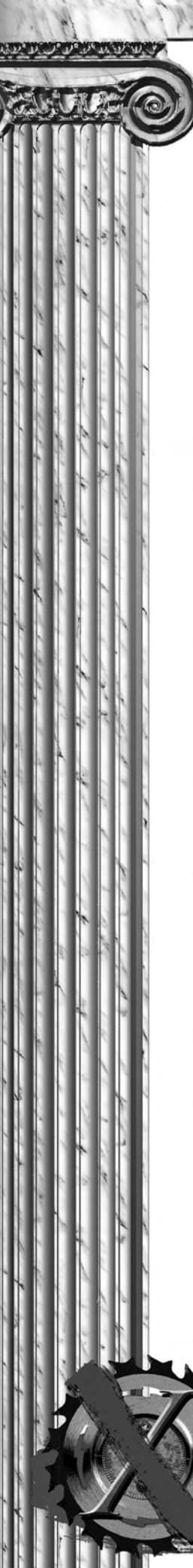
I crawl, you crawl, we all crawl for Xcrawl!



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Coney Island Crawl • I



Xcrawl – the meanest game since STFU: The LARP – presents another man-grinder of a dungeon. Xcrawl is a world of sell out superstar adventurers, corporate-sponsored action and live on pay-per-view mayhem. Enter at your own risk because if you die...YOU DIE! Get ready for MAXIMUM FRP!

Coney Island Crawl 4702: DJ Faces' Minacious Funhouse is a fun, challenging adventure featuring maniacal mayhem, monstrous malfeasance and the murderous mind of a mad DJ, designed for a 4-6 character Division I team. Characters should average between 11th and 13th level, with at least one competent rogue and cleric. Balanced, smart teams with just a little bit of luck will do well in Coney Island; all others take their character sheets in their own hands.

XCRAWL?

IS THAT ANYTHING LIKE DREAM PARK?

Hell no. The players take the parts 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, treasure and prizes. The players 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 who make their dungeons too difficult, or too easy, do not get invited back.

Xcrawl is a sport and the challenges are created, but the danger is none the less 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 players get eaten, paralyzed, turned to stone, ripped apart... the nation's hunger for blood and mayhem grows with every contest.

If you know the basic d20 rules, you know how to play Xcrawl. The core rulebook, **Xcrawl: Adventures in the Xtreme Dungeoncrawl League**, offers a full explanation of the game, but you can play much of it using only the basic d20 rulebooks and this module.

TERMS TO KNOW:

Fame: A character's fame score determines how popular they are at any given moment. Crawlers with a high fame are celebrities who receive VIP treatment and high appearance fees. See the Fame sidebar on page 79 for complete fame rules.

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

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

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

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

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

Non-Com Badge: A non-com badge has two functions. First, it tells characters that whomever wears one is not a target and may not be attacked (nor may they attack or hinder in any way, including aiding monsters). Characters who attack anything wearing a non-com badge are disqualified.

Disqualified: Disqualified characters cannot return to the dungeon. If the characters are unclear of their instructions or have other problems they can call for a ref at any time.

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJs can communicate with their players via the

AVS. All AVSs are networked, and while there are some live cameramen, most of the recording comes through these technological marvels. 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 bombs 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 they find in the dungeon can be used. All the pre-generated characters presented in the appendix are in compliance. For a complete list of banned equipment, along with the complete rules, see **Xcrawl: Sellout!**.

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

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

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

Treasure: A character owns any prizes – magical and monetary, both goods and 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 Adventurer's Guild keeps careful records on characters' earnings and those who attempt to circumvent this ban risk losing their status as professional adventurers if they are caught.

Mojo Pool: The Mojo Pool is a bonus pool that the character team can share from. It represents the intangible power of teamwork. See Basic Mojo Rules page 6.

BACKGROUND STORY

DJ Faces is famously sociopathic, vain, domineering, angry and just plain twisted. His main goal is to kill as many high-ranking players as possible – it's the only thing that makes him happy anymore. He was banned from Xcrawl after his own staff members found evidence of his plotting to take revenge on a team of crawlers that thwarted his 4698 dungeon a bit too easily. Xcrawl commissioner Bradley Leibrock originally commissioned the Coney Island Crawl from DJ Grandmo Dean, but a family crisis forced her to quit at the last minute. Unwilling to assign Coney Island to an untested DJ, Leibrock had no choice but to remove Faces from the black list and trust him with the crawl. Faces is determined to restore his status by wowing fans everywhere with a spectacular dungeon that presents an exciting but fair challenge to the players. However, Faces is still Faces and sometimes the rage takes over...

The event takes place on November 18th, 4702 at the Emperor George Augustus Memorial Civic Center. Producer Jennifer Stephenson-Gorn personally invites the player character team to participate during a brief conference call with their agent and management staff. The players are one of eight teams that are invited to compete in Coney Island.

DJ Faces' Minacious Funhouse is a three-level Division I competition. In consideration of Faces' reputation for the occasional irrational episode, Leibrock has assigned a panel of three impartial judges to decide both the victors and the win conditions. The panel created a rating system wherein the teams are judged on their battle skills, heroism, teamwork and professionalism. Eight teams staggered into two heats all have the opportunity to challenge level 1. The two best teams go on to level 2, and only the best team goes on to level 3. For purposes of your game, this is all window dressing – it is a foregone conclusion that the PC team wins all their heats and goes on to the third level unless they die or dis-

qualify themselves. The other teams are flavor text – unless, of course, it serves your story better to use them otherwise.

THE COMPETITION

The following teams are set to challenge the PC team in Coney Island Crawl.

Competing Team	Home City
Six Righteous Tigers	Tokyo
Cleaver Clocks	Providence
Goldaholics	Athens
Los Manos del Apollo	Miami
Lost Argonauts	Taos
Mythasippi Arcanes	Jackson
Pittsburg Law	
Enforcement All-Stars	Pittsburg

These teams are included only as background material; there is no point to an NPC win. You might have the PC team encounter members from the above squads. They could meet in the parking lot, in the hotel, in the local Adventurer's Tavern or anywhere else that suits you. Hardened crawlers who act with honor and professionalism make up the bulk of all the adventurers participating in this year's Coney Island Crawl, with the exception of the Goldaholics who are a terrible bunch of drunken miscreants.

ENCOUNTER TABLE

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

Loc	Pg	Type	Encounter	EL	Loc	Pg	Type	Encounter	EL
1-2	12	C	<i>Kruleta the hag</i>	8	2-16	44	C	10 kobolds	12
1-3	13	T	Spin room	8	2-16	44	C	3 warheads	11
1-3	13	C	24 stirges	8	2-16	44	T	Poison balloon trap	5
1-6	16	C	12 gnoll warriors	16	2-18	46	C	8 wraiths	13
1-7	16	T	TV trap	5	2-19	47	C	<i>Warren Tyburn</i>	14
1-8	17	C	Chuul	11	2-19	47	C	2 mohrgs	10
1-9	17	C	3 mohrgs	11	2-20	48	C	8 yellow musk zombies	8
1-10	18	T	Stairwell trap	5	2-21	49	C	<i>Fletcha the sea hag</i>	9
1-11	18	C	2 Fire giants	13	2-22	49	T	Haunted door trap	6
1-13	19	C	5 manic marionettes	13	2-23	50	C	Cloaker	11
1-15	20	T	Teddy bear trap	7	2-24	51	C	Zombie minotaurs	8
1-17	22	C	Dire rats	8	2-25	51	T	Confusion trap	6
1-17	22	T	Rat trap	7	2-26	52	C	<i>Lord Stephen Castlerock</i>	9
1-18	23	T	Heat trap	10	3-2	56	C	8 rhinoceroses	13
1-19	23	C	3 fire elementals	10	3-3	56	T	Illusion trap	5
1-20	24	P	Numbers puzzle	5	3-3	56	C	Dire shark	9
1-20	24	C	Gorgon	10	3-4	57	T	Sliding door trap	6
1-22	25	C	4 mummies	10	3-6	60	T	Flimsy door trap	5
1-22	25	C	Master mummy	8	3-7	60	C	10+ kobolds	12+
1-22	25	T	Sarcophagi trap	5	3-8	63	C	Monstrous spider	8
1-24	27	C	30 hobgoblin fighters	16+	3-8	63	C	Kobold chest trap	5
1-24	27	C	<i>Redknife</i>	10	3-8	63	T	Wire trap	5
1-24	27	C	12 crocodiles	15	3-9	64	C	Red dragon chimera	10
2-2	31	C	8 trolls	11	3-9	64	C	White dragon chimera	7-9
2-3	32	T	Spin room	10	3-11	66	T	Hallway trap	10
2-3	32	C	Invisible stalker	7	3-11	66	P	Crank puzzle	5
2-4	33	T	Elevator trap	8	3-12	67	C	10 ogres	8
2-6	33	C	Medusa	7	3-12	67	C	Iron golem	13
2-6	33	C	Fire giant	9	3-14	69	C	Behir	10
2-6	33	C	Two headed snake	6	3-15	70	C	5 manticores	11
2-6	33	C	Dwarf sorceress	12	3-15	70	P	Jump obstacle	7
2-6	33	C	Human barbarian	8	3-17	71	C	30 monstrous spiders	20
2-7	36	T	Chest burn trap	4	3-18	72	T	Treadmill trap	8
2-9	39	C	Black pudding	7	3-19	72	C	2 razorsprites	10
2-10	39	C	4 mimics	8	3-20	73	T	Putt game trap	9
2-10	39	C	Roper	12	3-21	74	C	Razor boar	10
2-11	41	T	Gravity trap	5	3-21	74	C	Shambling mound	9
2-13	42	C	3 salamanders	9	3-21	74	C	Dire lion	10
2-13	42	C	2 fire giants	13	3-21	74	C	Spirit naga	9
2-15	44	T	Shish kabob trap	10	3-21	74	C	<i>DJ Faces</i>	14

TOURNAMENT STYLE PLAY IN XCRAWL

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

- In combat, 20 is an AUTOMATIC critical – there is no confirmation roll.
- In combat, 1 is a POSSIBLE fumble. Fumblers must roll a DC 10 Dex check – failure means they lose their next activation.
- The Performance skill works the way it did in d20 v3.0, not v3.5, and this is reflected in the pregenerated characters. *Prosperat bona fortuna!*
- If you intend to use established Xcrawl characters in Coney Island Crawl and are using the optional fame rules, the characters should begin with their normal fame scores. If you are creating new characters for Coney Island Crawl, they should all begin with a starting fame of $30 + 2 \times$ their Cha modifier. This represents the fact that DJ Faces only invites established characters to his dungeon.
- The Crowd DC, unless otherwise specified, is 25 – DJ Faces’ psychopathic posturing has put the crowd a little on edge. Use this DC for all Grandstanding checks during the crawl.

THE MOJO POOL

The Mojo Pool is a bonus pool that the character team can share from. It represents the intangible power of teamwork and can be used to push Xcrawl teams to amazing successes. These are the basic Mojo rules:

- Points from the Mojo Pool can be added to any d20 rolls on a one to one basis except for saving throws.
- The Mojo Pool can never be lower than zero nor higher than 12.
- The main mechanic: points from the Mojo Pool can only be freely given to your teammates. You can never ask for points out of the pool – teamwork simply doesn’t work that way.
- For purposes of this adventure, give the PC team a starting Mojo Pool of $1d6+2$. For the full pre-game Mojo modifier see Xcrawl: Adventures in the **Xtreme Dungeon Crawl League**, page 118.
- Mojo only works inside the Xcrawl events. Mojo can never be used outside of an Xcrawl on downtime activities.
- **Destiny:** Any roll of a natural 20 on a check involving team Mojo is destiny. The player gains all the bonuses of using the Mojo, but no Mojo is subtracted from the pool.
- **Choke:** Any roll of a natural 1 on a check involving team Mojo is a choke. The player automatically fails, wastes the Mojo used and loses 2 additional Mojo.

The following situations add or subtract from the Mojo Pool during an Xcrawl event:

- +1 per natural 20 in combat
- +1 per room victory
- +1 for exceptional performance (GM discretion)
- 1 for any player disqualification
- 1 for any fumble in combat
- 3 for party infighting (GM discretion)

SCALING INFORMATION

Coney Island Crawl is designed for 4-6 characters between 11th and 13th level, but can easily be modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

WEAKER PARTIES (3 or fewer characters, or lower than 11th level): Reduce the number of creatures in key encounters, specifically areas 1-3, 1-6, 1-8, 1-17, 1-19, 1-23, 2-5, 2-9, 3-2 and 3-9. Reduce the power of solitary monsters by taking away hit dice. Change the fire giants that appear in areas 1-11 and 2-13 to hill giants or even ogres. Lower the DC ratings of all traps, locks, and saving throws to an appropriate level for your party. In the climatic encounter with DJ Faces (area 3-21), cut Faces' level and magic items, and alter his strategy: make him obsessed with making the crawlers look ridiculous on TV rather than killing them. You could extend that change throughout the entire dungeon, making it all slightly less lethal and slightly more embarrassing. Reduce the potency of magic treasure as well – consider changing +3 weapons to +2, and so on. Finally, reduce the levels of the henchmen that the parties can encounter (Scarblade and Streetwyze) to be lower than (but still competitive with) the average level of the team – the party should never be outshined by friendly NPCs.

STRONGER PARTIES (7 or more characters, or higher than 13th level): Read the above paragraph... and do exactly the opposite! Add creature multiples, monster hit dice, NPC levels, and magic items all the way to the top. Consider making DJ Faces himself a nightmare creation, with excessive magic items, scrolls, and contingency plans. Again, if you are going to raise the difficulty of the dungeon to match a more powerful party, you should raise Scarblade and Streetwyze as appropriate – add levels or even prestige class levels, give them magic equipment, and increase their basic statistics. Consider changing the tone of the dungeon by making the staff of the Coney Island Crawl in cahoots with DJ Faces' rule-bending. For example, you could make the food in area 3-5 actually tainted with some slow-acting poison.

THE MVP

After the game, we encourage you to let the players choose their Most Valuable Player (MVP) of the game. Let them choose by secret ballot and announce the winner to the group. You may then download the Xcrawl MVP form from the Goodman Games web site and present it to the lucky winner. Confetti and marching band are, as always, optional.

You can download the form from www.goodman-games.com/freematerial.php

NOTES ON THE PHYSICAL FACILITIES

Unless otherwise stated, all doors are reinforced security doors (DC 22 to bash down). There is ample electric light throughout the corridors and in all major encounter areas.

Anytime there is an arena room, or any encounter area that has a live audience, the stands are protected by *force walls*.

There are several NoGo doors on the map that are left out of the descriptions of the rooms for brevity's sake. These doors are always clearly marked and, as per the official Xcrawl rules laid out by Emperor Ronald I, are never locked or trapped. They lead backstage – anyone going through one is considered out of play and disqualified for the rest of the dungeon. There are armed security guards and referees behind these doors to prevent monsters from escaping or continuing to attack fleeing players. A player can use a NoGo door to escape with their lives but if they do that player is disqualified for the rest of the dungeon, without exception.

Trap notation is given in the following format: (Search DC/Disarm DC). For example, a trap listed as (DC 25/27) would denote a trap requiring a DC 25 Search check to discover and a DC 27 Disable Device check to remove.

Unless otherwise stated, every room has a huge AVS scoreboard that shows points, statistics, graphics, highlights and appearances from the DJ.

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 riding lawn mowers or fancy jewelry is given out after the dungeon is over.

DISPELLING ILLUSION EFFECTS

This dungeon is heavy with casual illusion effects, most of which serve only to create atmosphere for the crawl. If the players ever attempt to dispel any illusion effect, use these guidelines. The illusions should be considered to be created by DJ Faces himself and thus be at caster level 15. The majority of these are *permanent image* effects (dispel DC 26).



TICKET MACHINES

All of the major encounter areas have ticket machines. Think skee-ball! These look like small sculptures built into the wall, depicting the tragedy-comedy faces that one sees throughout the dungeon. Whenever the players complete a room, the eyes of the comic side roll over and display: "YOU WIN!" Then a line of tickets feeds out through the sculpture's mouth. The amount of tickets won for any given encounter is listed after the treasure in the room's description.

In any room where the player "lose" (i.e., do not complete the win conditions or are defeated by the monsters), the eyes of the tragedy side roll over and read "YOU LOSE!"

The mask's mechanical jaw then waggles as the machine plays recorded laughter. No tickets are assigned for a room where any character dies.

These tickets are thin paper, and if they are subject to hazard (burn damage, acid, etc.) they will be destroyed and not replaced. DJ Faces giveth, DJ Faces taketh away.

The players may redeem these tickets for various items in the break rooms. There are special rules for some prizes, which are detailed in the rooms' descriptions.

If the players attempt to disable, disarm or otherwise tamper with the ticket machines, a referee informs them that they should leave them be.

CONEY ISLAND CRAWL, LEVEL 1

In a bid for maximum publicity, DJ Faces has arranged a spectacular stunt to get the players to the arena. All teams are told to meet the bus that will transport them to the massive Emperor George Augustus Memorial Civic Center at 9:00 AM. By 8:50, all the teams are standing in line outside of the hotel, for the most part grumbling about having such an early call time. Two groups begin the first heat at 3:00 PM, with the other groups being staggered at half-hour intervals beyond that. The PC team goes in the first heat.

The white, nondescript bus pulls up at exactly 9:00. The driver is a portly man in a yellow jump suit. Once the players are loaded on to the bus, the door automatically locks and the mayhem begins. First, hidden speakers start playing loud carnival music and the interior lights on the bus go red. Then a dozen clowns run up to the bus from all directions, laughing and shouting and ringing bells. They grab hold of the white covering on the bus and tear it off, revealing a garishly colored mural underneath. The mural depicts a larger than-life-DJ Faces ring mastering a big top full of monsters and acrobatic adventurers. The bus slowly pulls around the corner where it merges into the center of a huge parade of clowns, tumblers, baton-twirlers, monsters in force wall cages that growl and gnash and curse at onlookers, and men in red suits who give out candy and sparklers to people they pass. A huge marching band and color guard lead the entire procession. The parade takes a slow route to the Civic Center, and the crowd grows more and more dense as the parade gets closer until there are thousands of fans waving and cheering as the players pass.

The parade finally turns into the vast parking garage attached to the Civic Center. The teams are told the order of the heats (the PC team is first to begin) and are lead by referees to their separate green rooms.

THE KEYS

Succeeding in level one of DJ Faces' dungeon requires collecting three keys, which are used to open the door at area 1-19 and advance to level two. The keys are collected as the players advance past obstacles in the dungeon. Full information on their use can be found in area 1-19. They are located as follows:

Area	Key
1-12	Candy Apple Red Key
1-13	Cotton Candy Pink Key
1-22	Purple Polka Dot Key

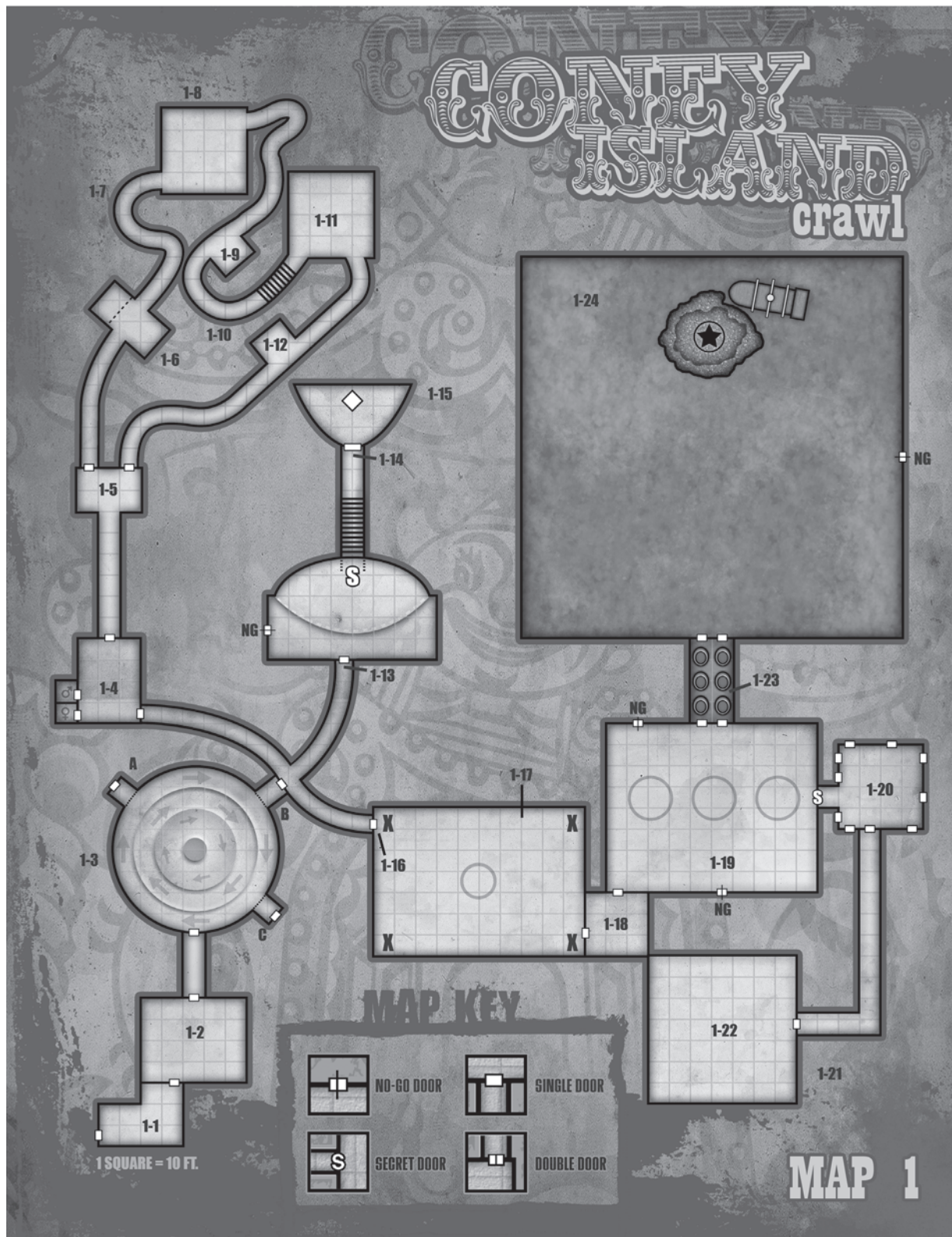
Area I-I Green Room

An angry buzz pervades the green room. The room itself is long and dim and quite chilly. Two long, green comfortable-looking couches line the walls. There are two security guards, three referees, a cameraman shadowed by a boom mike operator, and a chef standing behind a craft service table covered in pastries and triangle-cut sandwiches. They all seem a bit nervous and apprehensive. A flustered producer stands in the corner, speaking into a headset mike, trying not to shout at whomever is on the other end.

A huge AVS is on the eastern wall, and it currently displays the cartoonish logo for DJ Faces' Minacious Funhouse. There is a huge double-door set at the far end of the room painted to look like a massive evil clown face. The doors are the teeth. It can only be the entrance to the dungeon.

The players are free to warm up, check their equipment, pray, or spend their time however else they choose. They may not, however, examine the door to the dungeon – the two referees stand in front of it and refuse to let players examine it, nor will they answer any questions about the contest. Players who persist are first given warnings, then disqualified from the contest.

At 2:00, a minor ruckus breaks out. Everyone in the party can make a Listen check (DC 20) to overhear the following:



Jennifer Stephenson-Gorn, who invited you to the crawl, comes in and talks quietly and closely to the man in the corner with the headset. Exasperated, he gestures for the staff to assemble, then makes the following announcement.

"Alright, people, listen up – word just came down from the Face. He changed his mind; we're starting with door two." The small audience groans. A ref takes his hat off and throws it in disgust. "Okay, settle down. We all knew this was a possibility. Look – let's just make it happen, alright? Everything else goes to plan. Steve, go make an announcement in the media room." The group disperses, one looking angrier than the next.

If the players ask a ref about this, he rolls his eyes and says that it won't change the contest for the players. He is obviously frustrated with this decision.

At 2:50 a referee assembles the team in front of the AVS.

The logo fades and the view changes to an announcer, dressed as a circus ringmaster. His voice booms: "Thank you, ladies and gentlemen, thank you one and all. You have seen the dungeon and met some of the monsters – now I have the great honor of introducing our host. Please direct your attention to the center ring. Crawl fans, you know him! You love him! You fear him! I give you the clown prince of Xcrawl: DJ Faces!"

There is an explosion of fireworks and streamers, then a tiny tent floats down to the stage. It lands gently and seems to dance with the music. A clown-painted face pokes out of the tent flap, provoking a cheer from the crowd. The music swells and then with a flourish the tent is whisked away and there, with arms wide in victory, stands DJ Faces, a tall man dressed in a combination of clown motley and regal splendor. The crowd goes wild. The DJ's face is carefully made up – the left side is mirthful clown makeup, the right side is sad, in keeping with his tragedy-comedy theme. He holds a candy-striped cane, ornamented with a small copy of his own face. One instant he is alone, the next a troupe of dancers, jugglers and acrobats dressed in similar regalia step out from behind him. Faces walks up and down the length of the stage, stopping once to make a quick balloon animal for an astonished child while the troupe behind him dances, tumbles and dazzles the crowd with dozens of amazing physical dis-

plays. Eventually the music stops, the troupe takes a bow and exits, and DJ Faces, hands up to quiet the room, approaches the microphone.

The DJ speaks like a carnival pitchman, twirling and gesturing with his scepter all the while. "Ladies and Gentlemen, Dukes and Duchesses, madams et messieurs – thank you all so very much! What a crowd! What a crowd!" This draws a big cheer from the audience. "Well, let me welcome you all to my wild funhouse dungeon. Get ready for thrills, danger and blood – oh yes, lots of blood. For this momentous occasion is to once more demonstrate the power and glory of the Empire, and the price of true glory is always blood. Oh yes – there will be blood. Eight teams enter, only one shall win – but how many shall survive? Only the fates know.

"Now let us meet the first brave souls to challenge our funhouse – ladies and gentlemen, please let's have a warm welcome for our heroes, [TEAM NAME]!"

The producer points at your team – you are live on the air. The AVS moves to a close up of Faces, who addresses your team directly.

Faces introduces each member of the team individually. He asks them easy questions – how they feel, are they prepared for the adventure, etc. He is silly – he pretends that he thinks any halflings or dwarves are midgets, he refers to all elves as females, he goofs on silly names or personas. Once he has introduced everyone he resumes his monologue.

"Your challenge is simple: get through the first level of my dungeon and find the three special keys. You need all three to finish level one. When you begin, you will come to a junction with several doors. Go through the one with the star, the others are off-limits until the next level. Survive all hazards, traps, monsters, pit falls and giant killer jack-in-the-boxes. Do this and you go on to level two, with glory and honor. Fail and death could be the least of your problems.

"Well then, the game is, as they say, afoot. Or a hand – I always get them mixed up. I declare this contest open!" He draws an oversized horn seemingly from nowhere and honks it – it gives a strange gazooooo-ga that might be funny under normal circumstances. His tone becomes somber and for a moment the clown persona is gone, re-

placed by something formal and grave. "From this moment on, your lives are forfeit in service of the Empire. We thank Emperor Ronald I, the Uniter, the Monument Among Men, for this contest and this opportunity to show those who would cast America down that this is the home of true glory and honor. Help us, O Apollo, to be worthy of this chance to once again demonstrate our quality." Faces resumes his normal, carnival barker tone. "Step right up, step right up – be the first to shed blood in DJ FACES' MINACIOUS FUNHOUSE!"

The referees stand aside, giving the team access to the dungeon door for the first time.

The door is neither locked nor trapped. Once it is opened, the players see a shiny metal slide, that do-si-dos down into darkness. The slide goes twenty feet and deposits the players safely but abruptly on to a pile of sandbags. There are no traps, tricks, monsters etc on the slide, although there is the sound of far off carnival music.

Area I-2 Big Top Kruleta

The slide deposits you ungraciously on a pile of sandbags. Somehow you have landed in an open field. Looking back behind you, you see that the slide is coming out of some terrible vision of DJ Faces' mouth, a mouth that seems to take up half the night sky, lit like some strange moon.

Looking about the room, it seems as if you walked from the green room into a starlit field with a single light source, a blinking red neon sign that reads, "ENTER HERE," with an arrow pointing down. In the intermittent light you see the side of a tent, its flap fluttering in the incongruous breeze.

The star effects, the breeze and the feeling of openness in this chamber are all powerful illusion effects. Once the players have come within twenty feet of the tent flap, read the following:

A distressed young girl runs out of the tent, crying for help. She approaches you and screams. "You have to help! It's going to kill everyone! Please, do something!" Then she runs past you to the far end of the field.

You hear a roar and a rush of flames. The tent flap sings away and standing there is a terrible demon wreathed in flames. It is ten feet tall, has horns and a tail and terrible dark wings. It holds a flaming whip in one hand and a flaming sword in the other. With an earthshaking bellow, it slowly stomps its way to your party.

The demon is an illusion which never attacks, just stands and menaces the party. If the players think to ask, the girl does not wear a NonCom badge. The "distressed girl" is actually Kruleta, a dangerous annis hag using her disguise self ability. She hides in the corner of the room until the players engage the illusionary demon, then uses her fog cloud ability to obfuscate the room. She attacks the next round, seeking out a human in the back row, preferably a spell caster. She opens using a sneak attack with her human bane dagger on a lightly armored opponent, adding 5 points from her power attack and then attempts to grapple and rend on the following round.

Behind the tent flap is a door leading to a corridor which dead ends. A sign on the end of the hallway reads, "STAND HERE." Players who approach see that there is a circular platform for them to stand on. Once all the players are assembled upon it, it slowly levitates them up to the center of the Spin Room below. Players who listen carefully (DC 25 Listen check due to the distracting calliope music) may detect the sound of whirring engines off in the distance.

Kruleta the Hag: Annis Rogue 3; CR 8; Large Monstrous Humanoid; HD 7d8+24 plus 3d6+12; hp 81; Init +3; Spd. 40 ft.; AC 22, touch 12, flat-footed 17; Base Atk +9; Grp +16; Atk* +2 *unholy human bane dagger* +12 melee (1d4+14 plus 2d6 unholy/19-20 x2) or claw +10 melee (1d6+12); Full Atk* +2 *unholy human bane dagger* +12/+7 melee (1d4+14 plus 2d6 unholy/19-20 x2) and bite +5 melee (1d6+8) or 2 claws +10 melee (1d6+12) and bite +5 melee (1d6+8); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+7, rend 2d6+10, sneak attack +2d6, spell-like abilities; SQ Damage reduction 2/bludgeoning, darkvision 60 ft., evasion, spell resistance 19, trapfinding, trap sense +1; AL CE; SV Fort +9, Ref +11,

Will +8; Str 24, Dex 17, Con 18, Int 15, Wis 10, Cha 12.

***5-point Power Attack**

Skills and Feats: Bluff +8, Climb +10, Diplomacy +8, Disguise +6 (+8 acting), Hide +11, Intimidate +10, Listen +9, Move Silently +9, Perform (acting) +6, Spot +9, Tumble +9; Alertness, Great Fortitude, Iron Will, Power Attack.

SA – Improved Grab (Ex): To use this ability, Kruleta must hit a Large or smaller opponent with a claw attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +15 melee, damage 1d6+7. Kruleta can attack a grappled foe with both claws at no penalty.

Rend (Ex): If Kruleta hits with both claw attacks, she latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+10 points of damage.

Spell-Like Abilities: 3/day – *disguise self*, *fog cloud*. Caster Level 8th.

Possessions: +2 unholy human bane dagger, 2 thunderstones, 2 X4 smoke bombs

Area I-3 Spin Room

The disc levitates you up fifty feet into a spinning room. The circus music is quite loud here. There must be hidden speakers nearby. Three AVS monitor your every action from the ceiling, which at least thirty feet above you.

The floor is divided into three concentric ten-foot sections – an outer ring turning clockwise, a middle ring turning counterclockwise and a ring right around you that also turns clockwise. The walls are painted with a continuous cartoon mural of stadium seats filled with screaming children.

There are three doors along the walls. The center door is painted with a large white star – the door that leads to the dungeon. On the wall next to the star-marked door is a long candy-striped lever.

DJ Faces has gone to great lengths to ensure that the players have an interesting welcome

to his funhouse. There are several traps they must bypass to get to the next room.

The floor circles are an obstacle, not a trap. If the players attempt to shut down the spinning floor, a ref appears on one of the AVS screens and tells them to leave the floor alone. The ref will also intervene if the players attempt to bypass the doors not marked by stars. They lead to other levels of the dungeon are not to be accessed until the players progress to the next level of the contest.

Each band of floor spins around at 33 RPM's. Moving across the floor requires a Balance check (DC 23). Failure means the crawler falls and rolls to the edge of the floor, taking 1d6 damage. Likewise, if combat breaks out while players are on the spinning floor, crawlers standing on the floor must make a Balance check every round (DC 23) or fall. If they are damaged, a second Balance check is required (DC 23) or they fall with the same consequences. Prone players must make a Balance check to stand upright (DC 23) or fall and lose the rest of their turn, with the same effects for falling as above.

The floor of the alcove with the star door is trapped (Trap DC 33/33), but the players likely won't be able to check for traps here at all due to the floor spinning. If the players step in the alcove without disarming the trap, ceiling vents open up to allow 44 stirges to escape. The stirges are packed tight up over the vent; it takes them a full round to deploy and prepare to attack, during which they can do nothing but take a five foot move out of the vents. The players will likely dispatch the stirges fairly quickly, although it may cost them a valuable spell.

The lever by the center door is likewise trapped (DC 18/34). If a crawler pulls the lever to the down position, a hidden steel clamp closes over their wrist, trapping their hand in a closed space. Victims can attempt to wriggle their hand free but it is a painful and arduous process: DC 21 Escape Artist check; each attempt takes a full round and causes 1d3 points of damage to the trapped player, whether or not its successful. Small characters get a +4 to the Escape Artist check and take only 1d2 points of damage per



round. Of course, the players may always attempt to smash their way out of the trap (hardness 9, 12 hp).

The door with the star is locked (DC 30) but not trapped.

Stirges (24): CR 1/2;
Tiny Magical Beast;
HD 1d10; hp 5; Init +4;
Spd. 10 ft., fly 40 ft.
(average); AC 16,
touch 16, flat-footed
12; Base Atk +1; Grp –
11 (+1 when attached);
Atk touch +7 melee (at-
tach); Full Atk touch +7
melee (attach);
Space/Reach 2-1/2
ft./0 ft.; SA Attach,
blood drain; SQ
Darkvision 60
ft., low-light vi-
sion; AL N; SV
Fort +2, Ref +6,
Will +1; Str 3,
Dex 19, Con 10,
Int 1, Wis 12,
Cha 6.

Skills and Feats: Hide
+14, Listen +4, Spot +4;
Alertness, Weapon Fi-
nesse.

SA – Attach (Ex): If a stirge hits with a touch attack, it uses its eight pin-
cers to latch onto the opponent's body. An
attached stirge is effectively grappling its
prey. The stirge loses its Dexterity bonus to
AC and has an AC of 12, but holds on with
great tenacity. Stirges have a +12 racial
bonus on grapple checks (already figured
into the Base Attack/Grapple entry above).
An attached stirge can be struck with a
weapon or grappled itself. To remove an at-
tached stirge through grappling, the oppo-
nent must achieve a pin against the stirge.

Blood Drain (Ex): A stirge drains blood,
dealing 1d4 points of Constitution damage
in any round when it begins its turn at-
tached to a victim. Once it has dealt 4

points of Constitution damage, it detaches
and flies off to digest the meal.

If its victim dies before the
stirge's appetite has been
sated, the stirge detaches
and seeks a new target.



Area I-4 Break Room

The door is neither locked nor trapped. Play-
ers making a successful Listen check at the
door (DC 25) hear two people chattering cas-
ually.

*This room is obviously a break room. There are
several comfortable couches, sad clown portraits
on black velvet decorating the walls, end tables
with colorful arrangements of helium balloons,
and a laser-lit disco ball hanging in the center of
the room. A young paramedic stands at an exam-
ination table, looking you over to see if anyone
on your team requires assistance. There is also an*

attendant in a white jacket standing behind a craft service table, piled high with chicken and vegetable skewers and huge bowls of peanuts. Each wall has an AVS, currently showing adverts for Edelweiss Air Freight, the crawl's main sponsor. Two doors on the west wall lead to bathrooms.

Standing in front of the east wall is a booth; behind its counter sits a man looking quite miserable in his jolly clown makeup. The sign over the booth reads REDEEM TICKETS HERE. Hung from the walls of the booth are several items – quivers of arrows, potions, and stuffed animals, to name a few.

As always, the break room is a completely safe haven in the Funhouse. The bathrooms have full facilities, including showers. The food is safe and well prepared. Paramedic Robin Prios (total Heal check +19; includes modern healer's kit) tends any players who need help.

The man in the ticket booth is DJ Faces' nephew, Roger Deal. The ambitious youth asked for a chance to participate in the crawl and was mortified to be assigned ticket booth duty in full clown regalia for all three levels. Behind him is a menu of items that are available, and their ticket prices:

Frosted commemorative mirror
50 tickets

Stuffed animal
50 tickets

Holy water, vial
50 tickets

Alchemists' fire, vial
50 tickets

10 masterwork arrows or bolts
50 tickets

10 +1 arrows or bolts
100 tickets

Masterwork broadsword
200 tickets

Potion of cure light wounds (1d8+5)
200 tickets

Potion of cure serious wounds (2d8+7)
400 tickets

Players may redeem tickets at any time during the crawl. Any magic items chosen must be used in the dungeon or returned at the end of the crawl.

Area I-5 Tunnel of Love

The door opens and you are hit with a blast of caliope music. You see DJ Faces, dressed as a carnival barker with a NonCom badge pinned to his lapel. His scepter's head's expression has changed; now it seems to be puckering up for a kiss. Behind him you see two doors – the one on the left reads "ENTRANCE," the one on the right "EXIT."

The DJ doffs his straw hat and cries out, "Step right up, step right up! Challenge my Tunnel of Love! Win Glory and Honor – and go on to the rest of the dungeon!"

The Exit door swings open, and out of the darkness a boat on an amusement-park style track glides into the room. The boat has three rows of bench seats. "You must begin the tunnel in the car, although you may leave it after the door shuts behind you – that is, if you think it's a good idea! Heh heh heh. Pass through the entire tunnel, defeat any monsters and obstacles you encounter, and win the fabulous treasure! Step right up!"

The players are free to check for traps on the boat or door as they please – neither is trapped. Faces will answer general questions about the dungeon and the Tunnel of Love but will not reveal specifics regarding monsters, traps or treasure they may encounter. Once all of the players situate themselves in the boat, Faces taps on the wall twice with his scepter and the Entrance door swings open. The boat passes through and into the tunnel.

Read this description as the players begin the traveling down the tunnel:

Once you pass through the door, you find yourself floating along slowly in what appears to be a foot and a half of brackish water. Hidden speakers play a rock'n'roll love ballad that was popular twenty years ago. The ceiling is dotted with red lights, spinning disco balls, and distracting strobes that illuminate the lurid murals along the walls: red and purple hearts interspersed with caricatured vampires, devils and werewolves.

There is no ledge along the wall. Players who leave the boat are obliged to wade in the water. The boat moves at 10 feet per turn, stopping in key areas. The boat is not automatic – it is controlled from offstage, so it always gives the players enough time to deal with encounters. The first full stop is at area 1-6.

Area I-6 I'm With The Band

The music gets louder and louder until your boat stops next to two ledges, one to the left and one to the right of the path. On the left side you see a startling sight – an animatronics band, the members obviously meant to represent your team! There is one for each of you, and their faces, sizes and basic equipment mirror your own. They sing a sad song about how love hurts. The animated lead singer even seems to be shedding tears. An AVS behind them shows DJ Faces, conducting the band with his cane. He looks down at your groups and says "And what would a band be without groupies?" At that, a panel on the wall on the right hand ledge opens and out charge a pack of gnolls, who, along with their armor and weapons, wear oversized dresses and blonde wigs. The animatronics band's song changes – suddenly it is a stirring battle dirge, sung by someone who knows their stuff. They gnolls charge your party, howling!

The ledge is 3 feet off the floor, 1-1/2 feet above the surface of the water. It is easy to climb out of the boat and on to the ledge (move action only, no check required). The gnolls, humiliated by what they have been forced to wear, attack with a rare fury, shaking off wigs as they fight.

Once combat begins, the animatronics band is voiced by veteran Xcrawl bard singer Vincent "Tiger Beat" Minnelli (DC 25 Knowledge (Xcrawl) or bardic knowledge check to recognize his voice). The bard and his backup band are in a booth backstage. Tiger Beat has been hired to enhance this combat with his musical stylings. While he will not otherwise contribute to the fight, he will use his bardic music ability to bolster the gnolls and confound the crawlers as much as possible.

He is a 10th level bard with Cha 20; he has 13 ranks each of Performance (sing), Performance (guitar) and Performance (flute), for a total check of +18.

Gnoll Warriors (12): Gnoll Warrior 4; CR 4; Medium Humanoid; HD 6d8+12; hp 43; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +5; Grp +8; Atk aluminum baseball bat +8 melee (1d6+3) or masterwork dagger +6 ranged (1d4+3/19-20); Full Atk aluminum baseball bat +8 melee (1d6+3) or masterwork dagger +6 ranged (1d4+3/19-20); Space/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft.; AL NE; SV Fort +9, Ref +1, Will +0; Str 17, Dex 11, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Climb +1*, Jump +1*, Listen +3, Spot +4; Alertness, Dodge, Power Attack.

*includes armor check penalty

Possessions: Composite sports gear, heavy steel shields, aluminum baseball bats, 2 masterwork daggers.

Area I-7 Your Big TV Break

You pass under a huge flat screen TV, mounted on the ceiling. It shows DJ Faces playing romantic music on his violin.

If the players stayed in the boat, they pass beneath the TV without incident. But if they're on foot, they're in for trouble. There is a submerged pressure plate here underneath the TV (trap DC 23/25). If the players step on the pressure plate without detecting and either disarming or carefully stepping over it, the TV falls on whoever hit the plate, trailing a long extension cord behind it. The damage is twofold: the person it falls on must make a Ref save (DC 19) or be struck by the oversized thing for 2d6 damage. Secondly, the TV then falls into the water and electrocutes everyone within 30 feet (6d6 damage, Fort DC 17 for half damage).

Area I-8

Ca Chullie Chomp, Ca Chullie Chullie Chomp

Your tiny boat leaves the long tunnel and comes to a gloomy chamber. The images on the walls here are of some nightmarish marsh. Hiding behind the tall grass are spooky animatronic swampfolk with glowing eyes. Your boat is headed for a passage in the northeast of the chamber when it comes to a complete halt. The water beneath the boat begins to churn.

In the northwest corner of this chamber is a submerged pit, 25 feet deep and 20 feet in circumference. The tracks that pull the boat do not go over it directly. Inside this pit is a huge chuul, hungry for the flesh of Xcrawlers. Once the boat pauses, handlers offstage release the chuul. It instantly attacks, attempting to drag the characters out of the boat and into the water. Once the chuul is killed, the boat returns to its slow drift through the funhouse.

Advanced Chuul: CR 11; Huge Aberration (Aquatic); HD 19d8+114; hp 227; Init +6; Spd 40 ft., swim 30 ft.; AC 16, touch 16, flat-footed 12; Base Atk +14; Grp +31; Atk claw +20 melee (4d6+9); Full Atk 2 claws +20 melee (4d6+9); Space/Reach 15 ft./10 ft.; SA Constrict 3d6+5, improved grab, paralytic tentacles; SQ Amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +12, Ref +8, Will +13; Str 28, Dex 14, Con 22, Int 10, Wis 14, Cha 5.

Skills and Feats: Hide +9, Listen +19, Spot +19, Swim +17; Alertness, Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack.

SA – Constrict (Ex): On a successful grapple check, a chuul deals 4d6+9 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles

as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 26 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes 2d6+4 points of damage each round from the creature's mandibles.

Area I-9

Bouncing Baddies

The boat approaches a darkened ledge on your left hand side. As you draw close overhead lights spring on. You see three skeletons with revolting exposed viscera on the ledge. Your boat comes to a full stop, twenty feet from them.

The three mohrgs are each set on a spring-loaded platform and offstage handlers control the action of the platforms. If the creatures get the initiative, the handler hits a button and they are launched into the battle, essentially charging into combat. The spring launchers make an amusing *BOING!* when they're sprung. Handlers control the direction of the launch, targeting clerics if at all possible. The platforms only work once, then they are "sprung," bobbing about and useless until they are reloaded. The mohrgs fight until they are destroyed, but if they are all successfully turned, an offstage ref appears on a previously invisible AVS hidden at the back of the alcove and declares them defeated. The players are to leave them at this point and go on with the crawl.

Once the mohrgs are defeated or successfully turned, the boat resumes its slow progress through the Tunnel of Love.

Mohrgs (3): CR 8; Medium Undead; HD 14d12; hp 91; Init +9; Spd 30 ft.; AC 23, touch 14, flat-footed 14; Base Atk +7; Grp +12; Atk slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis); Full Atk slam +12 melee (1d6+7) and tongue +12 melee touch (paralysis); Space/Reach 5 ft./5 ft.; SA Create spawn, improved grab, paralyzing touch; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +4,

Ref +10, Will +9; Str 21, Dex 19, Con –, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

SA – Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Area I–IO

Ye Ol' Ball and Chain

Your boat rounds the bend and comes to a stop at the edge of a stairway that rises out of the water. Beyond it the passage continues to head north-east. In the distance of the passage you see a flashing red light, though you are too far away to perceive its source.

The steps here are trapped (DC 29/27). If the third step out of the water is trod upon without the trap being disarmed, a massive spiked ball on a chain swings out of the ceiling, having a chance to strike anyone within five feet of the trigger point. The ball is +17 to hit Medium or Large creatures and +13 to hit Small creatures (its fixed attachment makes it relatively easy for Small crawlers to hit the deck to avoid being struck). It does 4d6+11 damage to anyone it hits. It can only effectively swing one time, but it has a chance to strike anyone in range.

Area I–II

Rock'Em, Sock'Em

This chamber is a chaos of flashing lights, smoke and video imagery. The entire north wall is one huge AVS displaying disturbing images. It seems to be old stock footage of natural disasters, violent eruptions, executions and the very worst parts from old Xcrawl matches long gone – the most recent one you see seems to be at least ten years old. There is a ceiling-mounted rack that contains several flashing lights, oversized speakers and a fog machine that pumps out a continuous stream of foul-smelling smoke. There is a passageway leaving through the southeast portion of wall.

There are two *invisible* fire giants in this room with a very specific purpose: it is their job to smash the players' weapons. They attack fighters first, beginning with a normal strike (canceling their *invisibility*), then begin to use sunder tactics. If they can smash three or four weapons, they may surrender no matter how the outcome of the fight goes.

Fire Giants (2): CR 11; Large Giant (Fire); HD 15d8+75; hp 142; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23; Base Atk +11; Grp +25; Atk* +3 *greatsword* +20 *melee* (3d6+24/19-20) or *slam* +17 *melee* (1d4+13) or *rock* +10 *ranged* (2d6+10); Full Atk* +3 *greatsword* +20/+15/+10 *melee* (3d6+24/19-20) or 2 *slams* +17 *melee* (1d4+13) or *rock* +10 *ranged* (2d6+10); Space/Reach 10 ft./10 ft.; SA *Rock throwing*; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*3-point Power Attack

Skills and Feats: Climb +9, Craft (armorsmith) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

SA – Rock Throwing (Ex): The range increment is 120 feet for a fire giant's thrown rocks.

Possessions: +3 *greatsword*, large sized half-plate, *potion of invisibility* (used)

Area I-I2

Love's Great Reward

This corridor spills into an alcove. A single spotlight shines down on a large treasure chest with an oversized lock set in the center of the alcove. Beyond it the chamber becomes water again and you see a waiting boat, identical to the one that dropped you off on the stairs.

The treasure chest is locked (DC 32) but not trapped. The chest contains 10,000 gp note, a +4 *omni weapon*, a 7th level *wand of cure serious wounds* (12 charges, 3d8+7), two *potions of invisibility*, and a year's supply of Empire Classic car wax. In addition, the chest contains the Candy Apple Red Key, one of the keys the players needs to complete the dungeon.

Tickets: 500, -50 for every trap triggered, -50 if the players lost weapons to the giants in area 1-11.

Area I-I3

The Marionette Show

When the crawlers move within 10 feet of the door, an AVS lights up overhead.

The image displayed is of two hand puppets. The right puppet is a crude replica of DJ Faces holding a small bat and the left is a comical representation of your fighter. After a moment of squabbling the DJ Faces puppet smashes the fighter puppet off the screen. The camera pans back, and the puppeteer stands up. It is DJ Faces, of course. He speaks in a jovial salesman pitch while he peels the puppets off like gloves. "Welcome, crawlers! My, my, you have been busy. Well, get ready for some fun! I've booked the best show this side of the Emperor's gates for you: a tragic comedy that will wow you, excite you, and maybe even bring a tear to your eye. So hurry, hurry – step right up! Be the first to see — The Marionette Show."

The door is not trapped but it is locked (DC 25). If the players listen at the door they hear what sounds like a squeaky wheel or pulley (Listen DC 20).

Once the door is opened, read the following:

At the far end of this dimly lit room are three curtains being retracted. To the left and right side the curtains open to an audience in stadium seating and to the front a thrust stage is revealed. The stage is 4 feet above the ground and covers half of the room in a semi-circle. You hear the clanking of wood as, suddenly, the stage bursts into light, unveiling five man-sized marionettes dressed in harlequin clothing complete with strings and tragedy/comedy masks. Each of the puppets' arms end in blades rather than hands, and when the lights come on the marionettes move forward to attack. Back at far stage left you see a simple wooden chest.

The marionettes' strings are illusionary and have no bearing on their movements. They are constructs and mindless so they will fight to the death as per their instructions.

Once the crawlers have defeated the marionettes, all of the lights come on as a cheesy game show theme plays in the background. From stage left out walks supermodel Vicki Sanders who presents the treasure to the players. Once the players are rewarded, Vicki exits stage left, the music dies, and the lights fade, signifying the return to the game. There is a secret trap door in the middle of the stage (Search DC 28) that leads the players to room 1-14.

The chest is locked (DC 24) but not trapped.

Treasure: Each player receives a one-year pass for themselves and a guest to the Imperial Opera of New York. The group receives two *potions of cure moderate wounds*, a +3 *ring of protection* and a 5,000 gp note. In addition, the chest contains the Cotton Candy Pink Key, one of the keys the players must have to finish the dungeon.

Tickets: 100 tickets.

Manic Marionettes (5): CR 8; Medium Constructs; HD 10d10+20; hp 75; Init +8; Spd 30 ft.; AC 24, touch 14, flat-footed 24; Base Atk +7; Grp +12; Atk swordhand +16 melee (1d8+7 plus bloodletting/19-20); Full Atk 2 swordhands +16 melee (1d8+7 plus bloodletting/19-20); Space/Reach 5 ft./5 ft.; SA Bloodletting; SQ Construct traits, damage reduction 5/magic and slashing, darkvision 60 ft., low-light vision, spell resistance 21, un-

canny dodge, vulnerability to fire; AL N; SV Fort +3, Ref +7, Will +3; Str 21, Dex 18, Con – , Int 10, Wis 11, Cha 10.

Skills and Feats: Escape Artist +16, Jump +12, Listen +5, Spot +5, Tumble +12; Cleave, Improved Initiative, Power Attack, Weapon Focus (swordhand).

SA – Bloodletting (Su): The manic marionette’s swordhands prevent wounds from closing normally. Wounds dealt by a marionette’s swordhands continue to bleed at a rate of one hit point per round until treated with magical healing, or until 12 rounds pass. Mundane first aid (such as the use of the Heal skill) will not stop the bleeding.

Area I–I4 Trap Door

The secret door on the stage is not trapped but it is locked (DC 25). Players listening at the door hear nothing. Once the door is lifted, read the following:

You see a wooden ladder leading down a dark, narrow chute. The ladder descends 15 feet to a well-lit opening.

The ladder is not trapped; however, it is bolted to the wall. The players are able to descend the ladder with ease. When they do, read on:

At the bottom of the ladder you see a long hallway leading to a door.

The door is not trapped or locked. If the players listen at the door they hear someone whistling (Listen DC 20).

Area I–I5 Test Your Strength

Once the door is open, read the following:

The door opens up to a medium-sized room. To the left and right you see the audience sitting in bleacher seats. The back wall is littered with stuffed animal prizes in a range of sizes. In the center of the room DJ Faces is balancing a large mallet in the palm of his hand while whistling a snappy tune. He is dressed in a red and white pinstriped suit, a matching top hat, and a ridicu-

lously large NonCom badge hanging from a chain around his neck. Behind DJ Faces is a 15-foot-tall tall Hi Striker with a large, silver bell at the top.

As you enter the room, DJ Faces lets the mallet fall to thunderous applause from the audience. After taking a bow of thanks he turns to you in a welcoming gesture and begins to speak. “Welcome, crawlers, to the first of my bonus rooms. I was beginning to think you may have overlooked my trap door, but alas you are here and it is time for us to know which among you is the mightiest.

“This, my dear crawlers, is a game for one of you to step up and test your strength – but first there are rules. Rule #1: You must use this mallet to ring the bell. Rule #2: You only get two attempts to ring the bell. Rule #3: Only one of you may attempt the Test of Strength challenge. So without further ado, crawlers, make your selection and let he or she step forward to glory or shame.”

The wooden mallet is a two-handed weapon (damage 1d8/x2) but otherwise ordinary. The Hi Striker is not trapped or treacherous in any way. The selected player must first make an attack roll to hit the Hi Striker (AC 4). Once the Hi Striker is hit, the damage dealt determines how far the lead ball will move towards the bell. If the bell is struck (by doing 10+ points of damage) the player wins and the game is over. If the player fails to ring the bell, DJ Faces teases him/her mercilessly, referring to them by the title they strike for the rest of the crawl (“Nice job, cupcake!”). The results, according to damage dealt, are as follows:

Damage Dealt	Title
1	Wussy
2	Wizard
3	Sissified
4	Cupcake
5	Mama’s Boy
6	Limp
7	Scrawny
8	Lame
9	No Cigar
10+	Titan

If the player succeeds in ringing the bell, read on:

You see the center section of the back wall open up to a small alcove where a chest sits. DJ Faces says, "Well, crawlers, so much to do so and little time. I must be off, but congratulations and well done." With a pop DJ Faces disappears. As you approach the chest, the audience quiets.

The chest sits in the small alcove, flanked by racks of stuffed animals. It is locked and trapped (DC 25/28). If the chest is unlocked or forced open before the trap is disarmed the trap springs. The racks slam together on whomever stands by the chest, crushing him nicely. What's more, the stuffed animals are actually stuffed with rocks, and the blow deals 6d6 points of bludgeoning damage (DC 22 Reflex save to leap out of the way).

Treasure: The players receive three potions of bull's strength.

Tickets: The players also get 100 tickets if they were successful in ringing the bell with the first swing, or 50 tickets if they got it on the second swing.

Area I-I6 Whack-A-Rat Intro

As you enter this small chamber you see a wall-size AVS showing DJ Faces dressed as a stage magician. He takes off his huge top hat, waves his hand above it, and suddenly in a puff of smoke he produces a huge rat.

"Ladies and gentlemen, it's time for you to meet my best friend in the whole world, my constant courageous companion, the world's funniest familiar – Plague!" The audience cheers. Faces turns his hat over and sets Plague down on its flat top. The camera closes in on him, a tiny spotlight illuminating the creature, and a hand reaches out and sets a teeny-tiny microphone down before the rat.



Plague clears his tiny throat then begins to squeak meaningfully at the camera. Subtitles helpfully translate: "Good evening, ladies and gentlemen. It's a shame that the Faces only lets me design one room per dungeon, since I'm obviously the brains of the outfit. This is the Whack-A-Rat room, a place where my rodent brethren can put the bite on crawlers who don't mind their P's and Q's.

"Inside the room, you must go to the circle in the center. Once you are all gathered there the room begins and the rats are set loose. The rats are released at intervals and you have to kill them all before the next group is released. Fail and we release the biggest rat you ever saw, not counting my agent. Trust me, you don't want this rat on your case. My agent, either, come to think of it. You have to continue to defeat all rats released for as long as it takes my cousin Stinky here – take a bow, Stinky" – the view changes to a big rat in a barrel, sniffing around – "to eat this delicious hunk of Empire Classic Triple-Limburger cheese." The camera over Stinky pans up to a big chunk of cheese being lowered into his barrel.

The view returns to Plague. "Now, Limburger is his very favorite but that's an awful big chunk so don't let your guard down. Are you ready, players? Well, this door isn't locked or trapped, so get going!" The AVS fades to the Coney Island Crawl logo.

The door is neither locked nor trapped.

Area I-I7 Whack-A-Rat

You see a long room with a 15-foot-wide circle painted in its center. There is no audience but there are several oversized AVSs along the north and south walls. The room has an intense reek of too many animals stored in too small a space for far too long.

Once all of the players are in the circle the room begins. A buzzer sounds and all of the AVS monitors switch to a grotesque close-up of Stinky the rat, who proceeds to devour the cheese. This takes exactly five rounds while the logo "RAT CAM" blinks in the corner of the screen.

Six dire rats per round are teleported in from backstage, appearing in a rough circle

around the players' area. Each one must be slain before the end of the round or the huge mega rat is teleported in to the east side of the room. Once the mega rat is summoned, Plague lets the dire rats run off and slide back into their holes.

If the players kill all six rats every round for five rounds they are home free – the buzzer goes off, Plague appears on the AVS, and the treasure is brought in.

The room has one additional hazard: each corner (marked X on the map) has a pressure plate that launches a terrible rat trap from the ceiling. It is essentially a huge bear trap on an extending arm, dressed up to resemble a rat and controlled by handlers off stage. It pops out of hole in the ceiling and makes a single attack at the first player in line (+15 attack, 4d6 initial damage, automatically grapples). If it hits, it continues to lacerate the character, doing 1d6 damage per round until the player is freed. It takes either a DC 19 Strength check (combined checks possible) or a DC 25 Escape Artist check to escape, or the entire thing can be destroyed (AC 10, hardness 8, 15 hit points).

The door to the north is locked (DC 25).

Tickets: 50 tickets

Advanced Dire Rats: CR 1; Medium Animal; HD 4d8+8; hp 26; Init +2; Spd 40 ft., climb 20 ft.; AC 13, touch 11, flat-footed 11; Base Atk +3; Grp +5; Atk bite +6 melee (1d6+3 plus disease); Full Atk bite +6 melee (1d6+3 plus disease); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 14, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +10, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +10; Alertness, Weapon Finesse, Weapon Focus (bite)

SA – Disease (Ex): Filth fever—bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Mega Rat (Freakishly Huge Advanced Dire Rat): CR 7; Huge Animal; HD 16d8+96; hp 165; Init +4; Spd 50 ft., climb 30 ft.; AC 16, touch 8, flat-footed 16; Base Atk +12; Grp

+30; Atk bite +21 melee (3d6+15 plus disease); Full Atk bite +21 melee (3d6+15 plus disease); Space/Reach 15 ft./10 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +16, Ref +10, Will +6; Str 30, Dex 11, Con 22, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +21, Hide -4, Listen +6, Move Silently +3, Spot +6, Swim +21; Alertness, Cleave, Improved Initiative, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite)

SA – Disease (Ex): Filth fever—bite, Fortitude DC 24, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Area I–I8 Cooking with Gas

At the end of the corridor the players come to an alcove:

You come to a small room with a large treasure chest in the center. The chest is carved to look like a mass of huddled vermin. There is a door in the north wall.

The chest is locked (Open Locks DC 29) and trapped (DC 30/32). If the chest is unlocked or forced open before the trap is disarmed, hidden heating elements in the walls, ceiling, and floor heat the room up to 200° in three rounds. After the room heats up, all characters without some sort of heat/fire resistance must make a DC 15 Fort save each round or take 1 point of temporary Constitution damage. This damage fades at 1 point per round once the players are in normal temperature.

The door to the north is locked (DC 25).

Treasure: A 5,000 gp note, a *nowhere quiver*, a *scroll of remove disease* (x4), and each player earns a year's supply of pest control products from Axis Alchemical Supply.

Tickets: 100 tickets if the players avoid setting off the treasure chest trap, 50 tickets otherwise.

Area I–I9 Three Rings of Fire

As you enter this room you hear the roar of a capacity crowd. This room is like a miniature three-ring circus, surrounded on all sides by cheering onlookers. In the center ring stands DJ Faces, dressed as a circus ringmaster and wearing his ever-present oversized NonCom badge. He juggles three oversized hoops, each one big enough for a man to walk through. As your team enters the room he gives you a deep bow, then calls out, "Do you want to see more?" The crowd responds with an enthusiastic "Yes!"

DJ Faces seems to create a spark of flame on his tongue and breathes it onto one of the hoops, at which point they all catch fire. He juggles the flaming hoops and addresses you: "Please direct your attention to all three rings and prepare yourself for a trial by fire!" At this point, he hurls the rings. Each one lands in the direct center of one of the circus rings, and once it has landed a huge tiger made of living flame leaps from each hoop. The tigers roar and menace the crowd, and the DJ strikes his NonCom badge and disappears. You hear an air horn sound, and overhead a scoreboard flashes to life, reading "FIGHT!"

The three "tigers" are actually huge fire elementals. The tigers fight to the death, attempting to set as many of the players on fire as possible. Once all the tigers are defeated, retired Xcrawl bard Lady Ice appears through a NoGo door in the north wall, congratulates the players, and gives them their treasure and tickets.

The double door to the north is an oversized archway with three massive key holes: one purple, one pink, one candy-apple red. If the players attempt to pick the lock, a Ref informs them that they are not permitted to pass unless they find all three keys. Other than the three keys the players must have to pass, it is not locked or trapped.

The secret door (Search DC 20) to the east is neither locked nor trapped. Players who listen at it may hear whimsical calliope music (Listen DC 22).

Treasure: The players receive a 10,000 gp note, a pair of sleek modern goggles of night and three potions of resist energy (fire, 20 points). In addition, each player wins a DuraChef Vesuvius 452 Gas oven, range and flat top (worth 1000 gp each).

Tickets: 100.

Huge Fire Elementals (3): CR 7; Huge Elemental (Fire, Extraplanar); HD 16d8+64; hp 136; Init +11; Spd 60 ft.; AC 19, touch 15, flat-footed 12; Base Atk +12; Grp +24; Atk slam +17 melee (2d6+4 plus 2d8 fire); Full Atk 2 slams +17 melee (2d6+4 plus 2d8 fire); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +9, Ref +17, Will +7; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +11, Spot +12; Alertness, Combat reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

SA – Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 22 Reflex save or catch on fire. A burning creature can take a move action to put out the flame.

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

Area I–20

Doors of Perception

You find yourself in a room with ten doors that head off in all directions. None of the doors have knobs or any sort of entry mechanism. DJ Faces, once again sporting his huge NonCom badge and ringmaster outfit, smiles as you enter.

"Congratulations," he says. "This secret door is brought to you by the letters Q and F, and the number six. Now here is a puzzle to challenge your minds. There are ten possible doors leading from this room. Nine of them are false, and one

leads to an encounter you must win in order to finish this level. You must choose which of these ten doors you want to try. Choose the wrong one, and we have a, shall we say, booby prize for you. Well, get ready for the clue, my little geniuses!"

At this, he waves his hands and the following letters appear in the air over his head:

O T T F F S S N T

He continues: "What is missing from this list? Figure that out and you will know which door to open. Now that isn't so hard, is it? Choose a speaker to speak your answer aloud and may the smartest crawler win!"

Then all of Faces but his velvet top hat disappears. The hat falls to the ground, then a hand seems to reach out of it and grab it, and the entire thing disappears.

Only two of these doors are real – the one leading to area 1-20 and the one next to it which hides the "booby prize," a terrible gorgon.

The correct answer is **E** or **Eight**. The letters correspond to the first letters of the normal digits – One, Two, Three, Four, Five, and so forth. "E" for "Eight" is missing. If the players say the correct answer aloud, the true door opens up and the players may head to area 1-21 unimpeded. If they give the wrong answer, door seven opens up and the gorgon charges in to the room, opening with his breath weapon and attacking mercilessly until destroyed. Once it is defeated the door to area 1-21 opens and the players can progress normally.

Advanced Gorgon: CR 10; Large Magical Beast; HD 14d8+70; hp 132; Init +4; Spd 30 ft.; AC 20, touch 9, flat-footed 20; Base Atk +14; Grp +23; Atk gore +19 melee (1d8+7); Full Atk gore +19 melee (1d8+7); Space/Reach 10 ft./5 ft.; SA Breath weapon, trample 1d8+7; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +14, Ref +9, Will +7; Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9.

Skills and Feats: Listen +11, Spot +12; Ability Focus (breath weapon), Alertness, Improved Initiative, Iron Will, Weapon Focus (gore).

SA – Breath Weapon (Su): 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 24 negates.

Trample (Ex): Reflex DC 22 half.

Area I-21 Undead Room Intro

As the players come within ten feet of the door, an AVS on the adjacent north wall activates.

You see DJ Faces, standing with a pale elderly gentleman dressed in an tailored three-piece suit with a silver watch fob. "Please allow me to introduce my uncle, Lord Stephen Castlerock. Of course, his title is of dubious worth since his unfortunate accident." At this, "Uncle Stephen" smiles and you see that his canines are horrifically long and pointed. "Yes," the DJ continues, "Stephen has been through some terrible changes, but today he comes to you as the Master of Undead for my entire funhouse. And as such, I thought it best to let him introduce the next room."

The vampire clears his throat, then speaks in a croaking voice. "Through that door is a sampling of the undead at my command. Destroy them and you may finish this level. Lose here and you belong to me, forever."

Faces shivers comically. "Yikes! You had better mind your P's and Q's here, crawlers. Now lets get you something to drink, uncle."

The screen fades to black.

The door is locked (DC 28) but not trapped.

Area I-22 Egypt Cryption

There is a small gallery of onlookers, who sit auditorium-style on the three sides of the arena. They rise to their feet and cheer as you enter. There are several creatures here in the darkened arena. In the center is a humanoid wrapped in long bandages, wearing several pieces of ornate gold jewelry and wearing a heavy cloak. He is

flanked by four other humanoids, similarly dressed but with no jewelry or cloaks

The main creature is a slightly underpowered mummy lord, a compromise to the lich that Faces was lobbying for. The four other mummies charge and attempt to grapple the party's other spell casters. The mummy lord's heavy flail can transmit mummy rot, and he will attempt to strike as many players as possible to infect them with the dread disease. All of the undead here have been enchanted to have three points of turn resistance.

There is a treasure chest in the back of this room with the tragedy/comedy ticket machine behind it. The chest is locked (DC 31) and trapped (DC 28/28). If the chest is unlocked or forced open before the trap is disarmed, the tragedy mask on the wall behind it fires searing laser eyebeams at the would-be pilferer (ray attack +14, 6d4 points of heat damage).

Treasure: The players receive a 5,000 gp note and a *manual of bodily health* +2. Each player wins a cemetery plot (for two) in the Brooklyn Heights Imperial Heroes Cemetery (a 10,000 gp value). Also in the chest is the Purple Polka Dot Key, one of the three keys that the players need to finish the level. In addition, if the players guessed the correct door in area 1-2, they receive three *potions of fox's cunning*.

Tickets: 150 tickets if the players guessed the correct door in area 1-21, 100 otherwise.

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

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

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

Mummy Rot (Su): Supernatural disease - slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Advanced Mummy: CR 8; Medium Undead; HD 12d12+3; hp 83; Init +0; Spd 20 ft.; AC 26, touch 10, flat-footed 26; Base Atk +6; Grp +13; Atk +1 *unholy heavy flail* +15 melee (1d10+11 plus 2d6 unholy plus mummy rot) or slam +13 melee (1d6+10 plus mummy rot/19-20); Full Atk +1 *unholy heavy flail* +15/+10 melee (1d10+11 plus 2d6 unholy plus mummy rot/19-20) or slam +13 melee (1d6+10 plus mummy rot); Space/Reach 5 ft./5 ft.; SA Despair, mummy rot; SQ Damage reduction 5/–, darkvision 60 ft., turn resistance +3, undead traits, vulnerability to fire; AL LE; SV Fort +4, Ref +4, Will +10; Str 24, Dex 10, Con –, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +9, Listen +10, Move Silently +9, Spot +10; Alertness, Great Forti-

tude, Power Attack, Toughness, Weapon Focus (heavy flail)

Possessions: +1 *unholy heavy flail*, +1 *breastplate*

SA – Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 18 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Mummy Rot (Su): Supernatural disease - slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha.

Area I-23 Bumper Boat Intro

The double doors swing wide and you smell fresh water. You see narrow docks down the center of this room. Tethered to the docks are several boats, one for each member of your party. The boats are circular, with a wide chambered rubber bumper along the outside. Each boat is equipped with a combination steering wheel and repeating five-shot cross-bow at the prow. Each boat looks large enough to accommodate only one player comfortably, although someone might hang on the sides in an emergency. You hear the revving of engines that must be entirely underwater.

A ref is standing at the far end of the dock, and behind him is a ten-foot-wide sliding door. The ref addresses your party: "The object of this room is to acquire the Jolly Roger and raise it up the flagpole to win. You don't have to stay in your boats but there is an extreme hazard in the water, so carefully consider getting out of your boat. Adventurers, get in your boats and we'll start the room."

Once all the players assemble in their boats, the ref goes out into the hallway, the sliding doors part and the bumper boat room begins.

Area I-24 Bumper Boats

A huge crowd roars as the doors to this room slide open. You are at the edge of an enormous pool, with high tiled sides that rise up to the arena crowd who have come to cheer you on. Built into the north wall is a huge electronic score board, where you see all of your names and a digital display that shows your team ready to move out.

You see fifteen boats, each of them a two-man craft similar to your own. Each is manned by two hobgoblins, all of which are dressed as pirates. They have a driver and a gunner; the gunner stands at the back of the boat on a two-foot-tall platform to fire his mounted heavy crossbow. The drivers are hunkered down in the front where they have some cover.

In the northern section of the pool is a small island, upon which is a tall flagpole. There is a sixteenth boat behind the island flying a Jolly Roger flag. The boat has two hobgoblins, one of which wears elaborately designed skull-motif armor. An orc, bound and gagged, hangs over the water from a yardarm attached to one side of the flagpole. On the opposite side is a candy-striped lever, which apparently will raise the flag once it is attached.

The hobgoblins start making their way to you, screaming challenges and waving their cutlasses.

The hobgoblins are arranged in a defensive formation around the island. Five boats stay behind to keep the players away from the flagpole, while ten boats charge and attempt to sink the player boats.

The hobgoblins, led by their charismatic leader Redknife, are a dangerous dungeon clique who call themselves the Dead River Irregulars. This tough squad survived three crawls as a coherent unit and are very comfortable with team tactics and long odds. **They have a starting Mojo Pool of 7.**

The boats have the following statistics: AC 14, hardness 5, hit points 44, move 30 ft., maximum turn radius 90°. Puncturing a boat's pontoon requires a called shot against AC 20; the pontoon has 20 hit points. Once a pontoon is punctured, a

boat sinks in three rounds. The crossbows are all repeating heavy bows and can fire five shots, at a maximum one per round, until they are out of ammunition. It takes a full round action to reload a mounted crossbow.

Jumping onto a boat requires that the jumper make a Reflex save (DC 16) to keep his footing on the target boat. Otherwise it's into the drink.

The boat engines are underneath the water and can not be turned on or off without putting the boat into dry dock. The boats are controlled with the steering wheel and two pedals: the gas and the clutch, which must be engaged to make the boat move.

Boats that bump into each other bounce off in a random direction. Whenever a two-man boat is rammed in combat, whoever is in the gunner position must make a Reflex save (DC 13) to keep their footing; failure means they tumble off into the water. It takes a full round action to get oneself out of the water and back on to a bumper boat – that is, if the crocodiles don't get you. If a PC boat bumps a boat with a gunner who has yet to fire in a round, the gunner takes a -4 attack penalty due to the yaw and pitch of the boat.

Hiding underwater are a dozen crocodiles, carefully starved for this encounter. They do not attack boats, but they will attempt to grapple, drown and devour anyone who goes overboard – crawler or goblinoids!

Once the players attach the flag to the pole and pull the lever, the flag raises and the orc falls into the water (to drown or be eaten by crocodiles, one or the other). An air horn sounds and the digital scoreboard starts flashing WIN! WIN! WIN! DJ Faces appears on the scoreboard to congratulate the players and to award the treasure, which they receive backstage.

After this room, the first level of DJ Faces' Minacious Funhouse is over for the PC team. The players can use the down time to rest, regain spells, train and enjoy the sights on Coney Island. Four days later,

the players find out that they are the winners of the crawl, and are going on to level two.

Treasure: The players win a 10,000 gp note, the magic longbow known as *Deadeye* (+3 longbow that allows the archer to cast *true strike* once per day), and two *potions of water breathing*. In addition, each player wins a year-long pass for two to Wacky Waterslide World, a local attraction, and a custom bathing suit by Terry Parris.

The Dead River Irregulars, Hobgoblin Fighter 4 (40): CR 4; Medium Humanoid; HD 4d10+12; hp 38; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 17; Base Atk +4; Grp +7; Atk masterwork longsword +9 melee (1d8+5/19-20) or masterwork heavy repeating crossbow +7 ranged (1d10/19-20); Full Atk masterwork longsword +9 melee (1d8+5/19-20) or masterwork heavy repeating crossbow +7 ranged (1d10/19-20); Space/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5*, Listen +3, Move Silently +4*, Profession (boat pilot) +6, Spot +3, Swim +4*; Alertness, Exotic Weapon Proficiency (heavy repeating crossbow), Weapon Focus (longsword), Weapon Focus (heavy repeating crossbow), Weapon Specialization (longsword)

*includes armor check penalty

Possessions: Micromesh armor in team colors (blood-red on bone-white), masterwork longsword, masterwork heavy repeating crossbow.

Redknife, Hobgoblin Fighter 9: CR 9; Medium Humanoid; HD 9d10+27; hp 86; Init +7; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +9; Grp +13; Atk +3 longsword +17 melee (1d8+9/19-20); Full Atk +3 longsword +17/+12 melee (1d8+9/19-20); Space/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +6, Will +4; Str 18, Dex 16, Con 16, Int 13, Wis 9, Cha 14.

Skills and Feats: Climb +12*, Intimidate +11, Listen +1, Move Silently +6*, Profession (boat pilot) +8, Spot +1, Swim +11*; Alertness, Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

*includes armor check penalty

Possessions: +3 longsword, +4 micromesh armor

Crocodiles (12): CR 3; Medium Animal; HD 3d8+9; hp 22; Init +1; Spd 20 ft., swim 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +6; Atk bite +10 melee (1d8+10) or tail slap +6 melee (1d12+10); Full Atk bite +10 melee (1d8+10) or tail slap +6 melee (1d12+10); Space/Reach 5 ft./5 ft.; SA Improved grab; SQ Hold breath, low-light vision AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +7*, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Active spell effects: *greater magic fang* +4 (bite)

CONEY ISLAND CRAWL, LEVEL 2

Level two of the dungeon takes place on November 22nd, 4702. A crawl handler picks up the players from their hotel in a nondescript grey van. When they arrive at the sports complex, fans swarm the bus, taking pictures and asking for autographs. Amongst them is notable paparazzi Butch Meagher, who takes photos and asks a few mean-spirited personal questions. ("You were about to cry in the boat room, weren't you?" "Does playing Xcrawl help you feel better about your low birth station?" etc.)

Players who are good sports and humor him get a good write-up in next week's Empire Vision Weekly. This grants +2 temporary fame to each player, to be added at the end of the crawl. Crawlers who get rattled and ignore or harangue Meagher find themselves the subject of a scathing personality piece, full of negative conjecture and outright lies. This gets them -4 temporary fame each, deducted at the end of the crawl.

The players note that they are led to the exact same green room on which they began the first level.

Area 2-I Green Room

It's odd for a crawl to have multiple levels beginning from the same starting point, but here you are, once again in DJ Faces' green room. The general set up is the same. You see producer Jennifer Stephenson-Gorn in the same corner, looking frazzled as she barks orders into her headset mike. There are three security guards, three referees, and a long craft service table loaded with juice, coffee, soft drinks and pastries.

The oversized AVS on the eastern wall is showing highlights from the first level of the dungeon. You see your team, and the teams that didn't make it, in mortal combat with Faces' menagerie. It's not pretty: the losing teams all had casualties. The Cleaver Clocks panicked in the spin room and they were all killed by stirges before the dungeon even really began.

The double-door that leads to the dungeon is once again flanked by two referees. The doors' whim-

sical clown-face motif is somehow even more sinister than last week.

The players have an hour to check their equipment, warm up, strategize and pray. At 2:55, Stephenson-Gorn arranges all the players in front of the AVS on the east wall.

You see DJ Faces on stage. He is wearing a shiny red-and-black ringmaster outfit with his normal clown makeup. He smiles at the camera. "Ladies and gentlemen, only two teams are going on to level two. Let's introduce our first one now! Please direct your attention to the center AVS where I present - <PLAYERS' TEAM NAME>!"

The crowd cheers, whistles and applauds. The players obviously left an impression on them.

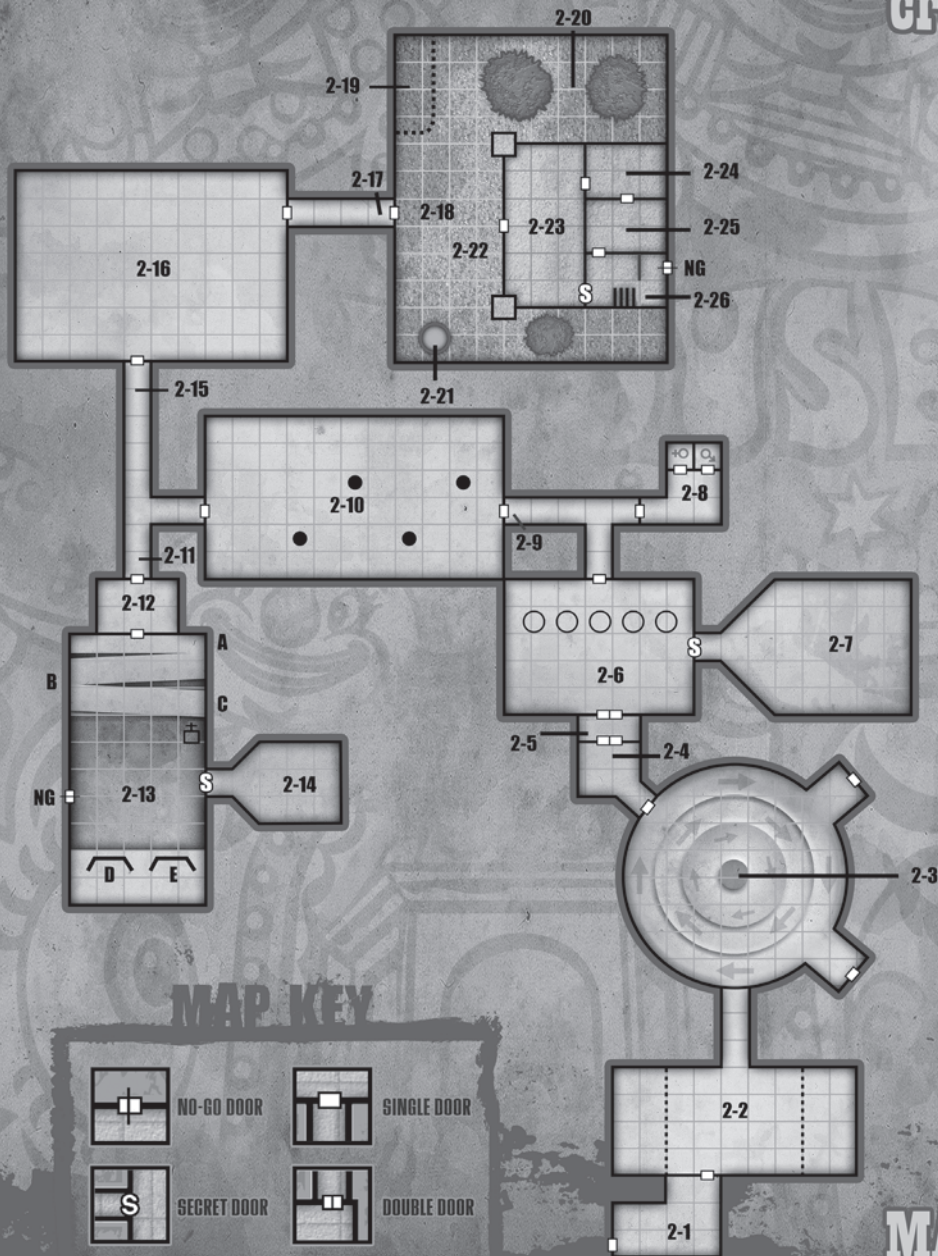
Faces holds up his hands to quiet the crowd. Is it possible that he looks just a little annoyed at the response? "All right, all right - lets not promote them to Mount Olympus just yet." The crowd laughs. "Now let's introduce our heroes."

Faces then individually introduces the characters in much the manner he did on day one. He tarries over crawlers who distinguished themselves for good or ill on level one. Once he has introduced the entire team he continues his monologue:

"Well, you liked level one, but ladies and gentlemen I'm here to tell you - you ain't seen nothing yet! The challenge of level two is simple: complete the entire dungeon, defeat all creatures, bypass all traps and obstacles, and make your way to the end. Simplicity itself! Collect treasure and tickets - and by all means, have fun!

"I declare level two open!" He draws a tiny musical triangle out of his topcoat and dings it; the sound is somehow as loud as a huge gong. Faces closes his eyes and speaks seriously: "From this moment on, your lives are forfeit in service of the Empire. We gratefully thank Emperor Ronald I, the Uniter, the Common Cause, for this contest and this opportunity to show those who would disparage America down that this is an Empire of heroes. Help us, O Apollo, to be worthy of this chance to once again demonstrate our courage." Faces resumes his normal, carnival barker tone.

CONEY ISLAND CRAWL



MAP 2

"This way to the funhouse, boys and gorillas, and watch out – the first step is a doozy!"

At this the two refs flanking the door give the players the thumbs up – they are clear to begin the dungeon. The door is neither trapped nor locked.

When the door opens the players see a slide pole that goes down to darkness.

Area 2-2 Trolling for Crawlers

The pole deposits you at the end of a darkened chamber, the same chamber you slid down to on level one. It is as if you have arrived in a darkened field, with a starry sky overhead. A cold breeze plays over you. Up ahead and to your right you see a tent flap shake in the breeze; over it is the same blinking neon "Enter" sign you saw last time. Suddenly a young woman runs out of the flap – an extremely attractive brunette dressed in a fashionable summer dress, a NonCom badge on a leather thong around her neck. She cries out to you, "Oh, please, you have to help! They are going to kill everyone!" Then she runs past you to hide behind the pole you slid down.

The stars, breeze and the like are all *illusion* effects, created by the DJ himself.

The woman is supermodel Doré Barnache, a real life flesh-and-blood woman. Her Non-Com badge is very visible – remind players who want to attack her that she is wearing one. As soon as the trolls attack (see below) she strikes her NonCom badge and disappears backstage.

Three rounds after Barnache runs past the characters, the false walls to the east and west slowly rise. Behind each is a pack of trolls who attack out of the darkness. Read the following to the players:

You hear shouts in the darkness to the east and west. On either side is a group of trolls, all armed with what appear to be shot-puts. They stand behind dark barriers and prepare to hurl their weapons.

There are eight trolls in all, four on either side. They pitch their heavy shots until they run out (each troll has three) then they charge. The trolls are a well-trained clique (starting Mojo 4) who have been drilled and drilled on how best to defeat the players and go home alive. They attempt to pin players



down in a crossfire, concentrating on lightly armored characters. For all their training they are still trolls and tend to let rage cloud their judgment. Once there are two or less trolls standing, the referee blows his whistle and declares them defeated.

Behind the tent flap is the STAND HERE platform that will raise the players into the spin room. Players who listen carefully (DC 25 Listen check 25 due to the distracting caliope music) may detect the sound of whirring engines off in the distance.

Trolls (8): CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Base Atk +4; Grp +14; Atk claw +9 melee (1d6+6) or masterwork shot-put +7 ranged (2d4+6); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3) or masterwork shot-put +7 ranged (2d4+6); Space/Reach 5 ft./5 ft.; SA Rend 2d6+9; SQ Darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Weapon Focus (shot-put)

Possessions: 3 masterwork shot puts each

Area 2-3 New and Improved Spin Room

The floating section of floor once more lifts you up a fifty-foot shaft into the spinning room. The floor is divided into three concentric ten-foot sections – an outer ring turning clockwise, a middle ring turning counter clock and an inner ring also turning clockwise. The walls are now painted with a continuous cartoon mural depicting the “Hey Diddle Diddle” nursery rhyme – a cow leaps into the starry sky, a dish and spoon hold hands and sprint along, etc.

The biggest difference from level one is that the door with the star is now the westernmost door, and the candy-striped lever seems to have been moved next to it. The ceiling is 30 feet high and there are three AVS monitors here, angled to take in the entire room. One shows scenes from a hurricane, one shows hula girls on a pleasant beach, and one shows an animated DJ Faces, who

seems to have to run along with you to stand still on a moving platform. He leers down at you.

The floor obstacle works the same way that it did on level one, but with a twist. Moving across the floor requires a Balance check (DC 25). Failure means the crawler falls and rolls to the edge of the floor, taking 1d6 damage. However, as soon as the first player falls, a serious hazard goes online: sharp blades spring out in patterns all over the walls. Players rolling into them take 2d6 points of slashing damage each round until they right themselves. Players falling must make a Strength check (DC 13) to avoid rolling into the edge of the spinning room to be impaled by spikes. Likewise, if combat breaks out while players are on the spinning floor, crawlers standing on the floor must make a balance check every round (DC 23) or fall; a second roll is required if they are struck: a Balance check (DC 10 + 1 per point of damage they take from bludgeoning or slashing attacks) or fall with the same consequences. Prone players must make a Balance check to stand upright (DC 15) or fall and lose the rest of their turn, with the same effects for falling as above.

The alcove floor of the star door is safe, but pulling the candy-striped lever has two effects: it stops the floor movement entirely and *summons* an invisible stalker. The stalkers’ instructions are to bedevil the players until they escape. Its first move is to throw the lever again, causing the room to start spinning all over again. The floor takes two rounds to decelerate to a stop, and two rounds to accelerate to its normal 33 RPM speed. It trips players, fouls ropes, and does whatever else it can do to hinder escape attempts until the players destroy it or escape the room.

The door to area 2-5 is locked (DC 30) but not trapped.

Invisible Stalker: CR 7; Large Elemental (Air, Extraplanar); HD 8d8+16; hp 52; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +14; Atk slam +10 melee (2d6+4); Full Atk 2 slams +10 melee (2d6+4); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., elemental traits,

natural invisibility, improved tracking; AL N; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks); Combat Reflexes, Improved Initiative, Weapon Focus (slam).

SQ – Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility* purge spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Area 2-4 Elevator Landing

The door opens to a dimly lit room with an elevator door on the north wall. There is a panel with two buttons next to it.

Characters checking for traps must specify whether they are checking the control panel, the doors or both. There is no trap on the control panel but the doors are lethal (trap DC 32/32). Once the down button is pressed, the doors open without event – but if a crawler enters the elevator before the door trap is disarmed, they must make a DC 24 Reflex save to avoid being sliced by the door-length blades that scissor out from in between the doors. Slow victims take 4d6 points of slashing damage. The trap triggers if anything larger than a mouse passes through the door. The trap reloads as a free action after each activation and continues to trigger until disarmed.

Area 2-5 Going Down?

The interior of the elevator is nondescript grey corrugated steel. There is no control panel inside. There is a second door on the wall opposite the one you came through.

The elevator automatically goes down 50 feet to the next level. Once it arrives it opens onto

room 2-6, and the doors stay open until all the players all exit. There are no traps on the exit door. If the players attempt to manipulate or escape the elevator, a ref tells them to stop. If the players persist they will be warned and eventually disqualified.

Area 2-6 Freak Show

You are in a large room with a floor of natural stone. The room is decorated with oversized carnival freak show posters, each depicting a traditional freak show attraction: a fat lady, a fire eater, a flipper baby, and so on. DJ Faces, wearing his oversized NonCom Badge, stands before you dressed like a shabby carnival clown and holding his candy-striped cane. The face on the cane now has only one huge eye in the center of its forehead and looks terrified. Behind him are five column-like curved curtains, with a chain pulley system at the top that seems designed to yank the curtain back.

Faces waves you all in, hollering and twirling his cane around to punctuate his remarks. "Step right up and feast your eyes on the most unusual attraction ever to be seen in our fair Empire! Returning from a two year tour of the Kingdoms of Europe, Scandinavia and the sub-continent, I present to you DJ Faces' Star Studded Freak show! You will not believe your eyes but I assure you that it's all real. Now, prepare yourself for a sight so strange you will no doubt question your sanity. And mine. Voila!"

At this all the curtains raise as one. There are five creatures, each on a two-foot pedestal. Your eyes scan them from left to right:

- *A humanoid warrior, ebony-skinned and squat with an oversized, misshapen head. He is seven feet tall and built like a dwarf. The sign on his pedestal reads, "WORLD'S SMALLEST GIANT."*
- *A gaunt humanoid figure, skin as white as marble, its head covered in a hood. Its sign reads, "ALBINO MEDUSA."*

- A stooped humanoid with pronounced brow and shaggy matted hair and beard. He snarls and his mouth is full of bright silver fangs. His sign reads, "THE GEEK."
- A short, stocky woman with a full beard, carefully woven into a half dozen slender braids. She wears a blue robe with stars and magical symbols embroidered on its every inch. Her sign reads, "THE BEARDED WOMAN."
- A huge snake with two heads, coiled on itself and undulating. Its sign reads, "TWO HEADED SNAKE."

Faces cries out "Let the show begin!" and disappears. The freaks charge.

DJ Faces agents scoured the Zura'ah'zura for five creatures worthy of the Freak Show room. They found four and just hired a dwarf sorceress to play the bearded woman.

The freaks are the most hated and abused clique in Faces' entire menagerie. The abuse and ridicule they've endured have formed a bond between them, and the Freaks intend to show the whole world what they can do here. The four sentients have been in constant, secret practice for weeks, and have charmed the two-headed snake into doing their bidding. The clique has a starting Mojo Pool of 8.

When combat starts, the sorceress buffs her teammates with spells. If she has the opportunity, she casts *invisibility* on the medusa, allowing her to get into position and *petrify* a few victims. The fire giant and the snake rush into melee, while the Geek charges a spell caster, attempting to pin and then bite them to death.

Once all the Freaks are defeated the ceiling pulley system drops a treasure chest down to the center of the room. The chest has a massive lock (DC 38) but is not trapped.

The door on the north wall is not locked. The secret door on the east wall is hidden behind a poster for "Finch Head Boy" (Search DC 22) and is neither locked nor trapped.

Treasure: For defeating the room, the players win a 10,000 gp note, a cloak of elvenkind, and three potions: *cure serious wounds* (3d8+10), *water breathing*, and *invisibility*. In addition, the crawlers each receive a five day ski vacation package for Snow Mountain, a small skiing lodge near Seattle.

Tickets: 100 tickets

"The Albino" (Albino Medusa): CR 7; Medium Monstrous Humanoid; HD 6d8+6; hp 33; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +6; Grp +6; Atk masterwork shortbow +9 ranged (1d6 plus poison/x3) or masterwork short sword +9 melee (1d6/19-20) or snakes +8 melee (1d4 plus poison); Full Atk masterwork shortbow +9/+4 ranged (1d6 plus poison/x3) or masterwork short sword +9/+4 melee (1d6/19-20) and snakes +3 melee (1d4 plus poison); Space/Reach 5 ft./5 ft.; SA Petrifying gaze, poison; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +7, Will +6; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8, Survival +2 (+4 following tracks); Point Blank Shot, Precise Shot, Weapon Finesse

SA – Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str.

SQ—Light Sensitivity (Ex): An albino medusa is dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: masterwork short sword, masterwork shortbow, 20 envenomed arrows (DC 14, 1d6 Str/2d6 Str).

"World's Smallest Giant" (Stunted Fire Giant): CR 9; Medium Giant; HD 11d8+44; hp 92; Init +0; Spd 20 ft.; AC 23, touch 10, flat-footed 23; Base Atk +8; Grp +14; Atk masterwork greataxe +15 melee (1d12+9/x3) or slam +14 melee (1d3+6) or rock +8 ranged (1d8+6); Full Atk masterwork greataxe +15/+10 melee (1d12+9/x3) or 2 slams +14 melee (1d3+6) or rock +8 ranged (1d8+6); Space/Reach 5 ft./5

ft.; SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +11, Ref +3, Will +7; Str 23, Dex 11, Con 17, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb -2*, Craft (armor-smith) +4, Intimidate +4, Jump -2*, Spot +10; Cleave, Great Cleave, Improved Sunder, Iron Will, Power Attack.

*includes armor check penalty

SA – Rock Throwing (Ex): The range increment is 60 feet for a stunted fire giant's thrown rocks.

Possessions: masterwork greataxe, half-plate, 6 throwing rocks

“The Two-Headed Snake” (Advanced Two-Headed Huge Viper): CR 6; Huge Magical Beast; HD 12d8+24; hp 77; Init +6; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16, touch 10, flat-footed 14; Base Atk +9; Grp +20; Atk 2 bites +11 melee (1d6+3 plus poison); Full Atk 2 bites +11 melee (1d6+3 plus poison); Space/Reach 15 ft./10 ft.; SA Poison; SQ Scent; AL N; SV Fort +10, Ref +10, Will +5; Str 16, Dex 15, Con 15, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +4, Listen +10, Spot +10, Swim +12; Alertness, Combat Reflexes, Improved Initiative, Run, Weapon Focus (bite)

SA – Poison (Ex): Injury, Fortitude DC 18, initial damage 1d6 Con, secondary damage 1d6 Con.

Active Spell Effects: *greater magic fang* +5 (bite)

“The Bearded Woman” (Female Dwarf Sorcerer 12): CR 12; Medium Humanoid; HD 12d4+48; hp 79; Init +1; Spd 20 ft.; AC 15, touch 15, flat-footed 14; Base Atk +6; Grp +5; Atk +1 *human bane dagger* +6 melee (1d4/19-20); Full Atk +1 *human bane dagger* +6/+1 melee (1d4/19-20); Space/Reach 5 ft./5 ft.; SA -; SQ Dwarven traits; AL LE; SV Fort +8, Ref +5, Will +8; Str 8, Dex 13, Con 18, Int 12, Wis 10, Cha 18.

Skills and Feats: Bluff +13, Concentration +13, Knowledge (arcana) +10, Knowledge (Xcrawl) +5, Spellcraft +11; Combat Casting,

Dodge, Improved Counterspell, Scribe Scroll, Spell Focus (Enchantment),

Sorcerer Spells Known (6/7/7/7/5/3 DC = 14 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *touch of fatigue*; 1st – *charm person*, *grease*, *jump*, *magic missile*, *shocking grasp*; 2nd – *bull's strength*, *detect thoughts*, *eagle's splendor*, *invisibility*, *web*; 3rd – *hold person*, *lightning*, *bolt rage*, *suggestion*; 4th – *charm monster*, *confusion*, *crushing despair*; 5th – *dominate person*, *hold monster*; 6th – *acid fog*.

Possessions: +1 *human bane dagger*, *ring of protection* +2, *bracers of armor* +2, *cloak of charisma* +2, *amulet of health* +2, *wand of fireball* (7th, DC 17, 12 charges), *scroll of mage armor*, *scroll of shield*, *scroll of charm monster*.

“The Geek” (Male Human Barbarian 8): CR 8; Medium Humanoid; HD 8d12+16; hp 79; Init +1; Spd 40 ft.; AC 18, touch 12, flat-footed 18; Base Atk +8; Grp +11; Atk +1 *spiked gauntlet* +12 melee (1d4+4); Full Atk +1 *spiked gauntlet* +10/+5 melee (1d4+4) and +1 *spike gauntlet* +10 melee (1d4+2) and bite +6 melee (1d4+2); Space/Reach 5 ft./5 ft.; SA-; SQ Damage reduction 1/-, fast movement, illiteracy, improved uncanny dodge, rage 3/day, trap sense +2, uncanny dodge; AL N; SV Fort +8, Ref +5, Will +4; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +13*, Intimidate +10, Jump +17*, Listen +12, Survival +12; Cleave, Improved Grapple, Power Attack, Two-Weapon Fighting.

*includes armor check penalty

SQ – Rage (Ex): Three times per day, the geek can enter a state of fierce rage that last for 7 rounds. The following changes are in effect as long as he rages: AC 16 (touch 10, flat-footed 16); hp 96; Atk +1 *spiked gauntlet* +12/+7 melee (1d4+6) and +1 *spike gauntlet* +12 melee (1d4+4) and bite +8 melee (1d4+3); SV Fort +10, Will +6; Str 20, Con 18; Climb +16, Jump +20. At the end of his rage, the geek is fatigued for the duration of the encounter.

Possessions: +1 *spiked gauntlets* (2), *mouthpiece of terror* +1, +2 *chain shirt*, *cloak of resistance* +1

MOUTHPIECE OF TERROR

This hideous weapon allows the wielder to make a vicious bite attack. The weapon appears to be an upper and lower denture, made of steel, and filled with terribly sharp teeth. The *mouthpiece of terror* is worn in the mouth over normal teeth, and may not be used by creatures that already have a natural bite attack. While worn, the wielder may make a bite attack once per round at his full base attack bonus plus his Strength modifier, inflicting 1d4 points of damage plus half his Strength modifier. The wearer of a *mouthpiece of terror* may make bite attacks in conjunction with normal melee attacks, but does so at a –5 penalty to his base attack bonus. The *mouthpiece* makes normal conversation extremely difficult, and spells requiring a verbal component require a DC 15 Concentration check to cast. Each *mouthpiece* must be custom made for an individual user in order to fit the particulars of any given mouth.

Faint Evocation; CL 5th; Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the mouthpiece bonus; Price 4,000 gp (+1), 16,000 gp (+2), 32,000 gp (+3), 54,000 gp (+4), 96,000 gp (+5).

Area 2–7 Endurance Check

The secret door recedes into the wall, then slides to the left revealing a large room with a carnival ride in its center. DJ Faces, still in his shabby carnival clown-hobo gear, sits on its ledge, polishing his NonCom badge. He twirls his cane, its tragic-comic head now looking like it's about to be sick. "Handled my freaks so easily, did we, heroes? Well that's to your credit. Now here we have a challenge that will test your mettle. Which of you has the stomach to face... THE GRAVIMASTER?"

He points at the ride behind him. It is small for a carnival ride, and it seems to involve hydraulics and spinning at a high rate of speed. "It's a very simple challenge," says the DJ, strutting around the apparatus like a proud parent. "You simply must face five minutes in the Gravimaster – without getting sick. Once you are done, you simply walk this straight line here" – he gestures with his candy-striped cane at a painted yellow line along the floor – "and you win the room, the prize, the tickets, the whole enchilada. Well, you probably won't feel much like Mexican food afterwards, but who knows? You might be tougher than you look. Choose one of you to face The Gravimaster!"

Once the players choose, Faces unhooks the velvet rope that blocks off the machine, escorts a player to the wall harness, and shows

them where to stand. The ride goes for five minutes. It spins at a very high rate of speed, then tilts sideways and spins even faster. Its revolution rate is such that the players don't need to be strapped in; gravity does all the work. After five minutes the ride lowers back down and slows to a stop.

At this point, the riding character must make a DC 22 Fort check or be *nauseated* for 1d3 rounds, failing the test. Faces will never, never, never let them forget it – he'll find a way to play the clip of the crawler getting sick over and over and over.

If the player can refrain from upchucking, Faces leads him over to the line. He must make a DC 17 Fort check to keep steady and walk the straight line. If he fails, he can attempt a DC 22 Balance check to fake it and keep steady. If the straight line is successfully walked, read the following:

DJ Faces says "Well done, well done indeed! How about a big hand for our players?" A previously invisible AVS appears on the wall over the Gravimaster and it pans over a live audience, cheering and whistling for the players. "Well, I must be off... but until we meet again, here is a little something for the effort." He waves his hand and a treasure chest appears along the south wall.

The chest is locked (Open Lock DC 30) and trapped (trap DC 30/30). If the chest is unlocked or forced open before the trap is disarmed it heats up from within, becoming white hot and immolating before the players' eyes. They have plenty of time to avoid damage (players still within five feet after two rounds take 1d6 points nonlethal heat damage until they move outside of its radius) but it automatically destroys the treasure, which is three *potions of bear's endurance*.

Tickets: 100 tickets.

Area 2-8 Break Room

The door to the break room is not locked or trapped. Crawlers who listen at it may hear music and quiet conversation from inside (DC 18).

This is obviously another break room. There are three comfortable couches, a craft service table stacked with soda, coffee and cocktail party style canapés, an examination table, a medic, and rest rooms. There is also another ticket booth and ticket taker, identical to the ticket booth in the break room from level 1, with one exception: there is a humanoid in armor sitting next to it. He folds his newspaper and puts it away as you come in.

This break room is similar to the one on the first level. The bathrooms have full facilities, including showers. Paramedic Elrond Fleegel (total Heal check +22, includes modern healers' kit) helps any players who ask.

Once again, Roger Deal is behind the ticket booth. He got a good reaming out from his uncle the DJ for his blasé attitude during level one, and now acts both happy to see players and eager to help them. Behind him is a menu of items that are available, and their ticket prices:

Commemorative shot glass
50 tickets

Giant foam "Xcrawl is #1" hand
50 tickets

Holy water, vial
50 tickets

Alchemists' fire, vial
50 tickets

10 masterwork arrows or bolts
50 tickets

10 +1 arrows or bolts
100 tickets

Masterwork battleaxe
200 tickets

Potion of cure light wounds (1d8+5)
200 tickets

Potion of cure serious wounds (2d8+7)
400 tickets

Mercenary
500 tickets

The mercenary is Rico "Scarblade" Austin. A successful DC 19 Knowledge (Xcrawl) check lets the players know that Scarblade is a former crawler who lost his Adventurers Guild status and his NAE visa for lying on his application; he is not half-orc, as he stated on his application, but rather half-hobgoblin. Since there is no treaty with the Zura'ah'zura regarding goblinoids, he was kicked out of the guild. Faces gave Scarblade an opportunity for a permanent position with his crawl, and he jumped at the chance.

Scarblade is violent, calculating, quiet, strategic and proactive. While he would never admit it, he secretly idolizes crawlers and would do anything to regain his Adventurers Guild status. If the players ask, he tells them the rules regarding his employ: for 500 tickets he goes with them for the rest of this level, and pledges to fight for them and not to betray them. He brings his own equipment and takes only whatever treasure the players choose to give him.

If the players pay the tickets and take Rico with them, he is as good as his word: he does as he is commanded, protects the party, and fights like hell. While he must return to Faces' Menagerie between levels, he begins level three with the players again.

CAN WE KEEP HIM?

You can choose to have Scarblade remain with the PC team for the remainder of the dungeon. If one of the players loses their character during the level, you might offer the mercenary as a substitute, perhaps letting him begin level 3 at the minimum experience points for 10th level. If he goes on to level three he should get a full share of treasure.

If Scarblade finishes the crawl intact, his fondest wish is granted: Emperor Ronald I loses the battle of wills with his nephew Jason (who really, really, *really* likes Scarblade) and offers him special dispensation to remain in the NAE and Adventurers Guild, under the same rules that cover the half-orcs of the Zura'ah'zura.

Rico "Scarblade" Austin, Half-Hobgoblin

Fighter 10: CR 10; Medium Humanoid; HD 10d10+30; hp 95; Init +3; Spd 20 ft.; AC 20, touch 13, flat-footed 17; Base Atk +10; Grp +13; Atk masterwork longsword +15 melee (1d8+5/19-20) or masterwork dagger +14 ranged (1d4+3/19-20); Full Atk masterwork longsword +15/+10 melee (1d8+5/19-20) or masterwork dagger +14 ranged (1d4+3/19-20); Space/Reach 5 ft./5 ft.; SA –; SQ Dark-vision 60 ft.; AL LN; SV Fort +10, Ref +8, Will +5; Str 16, Dex 16, Con 16, Int 12, Wis 10, Cha 8.

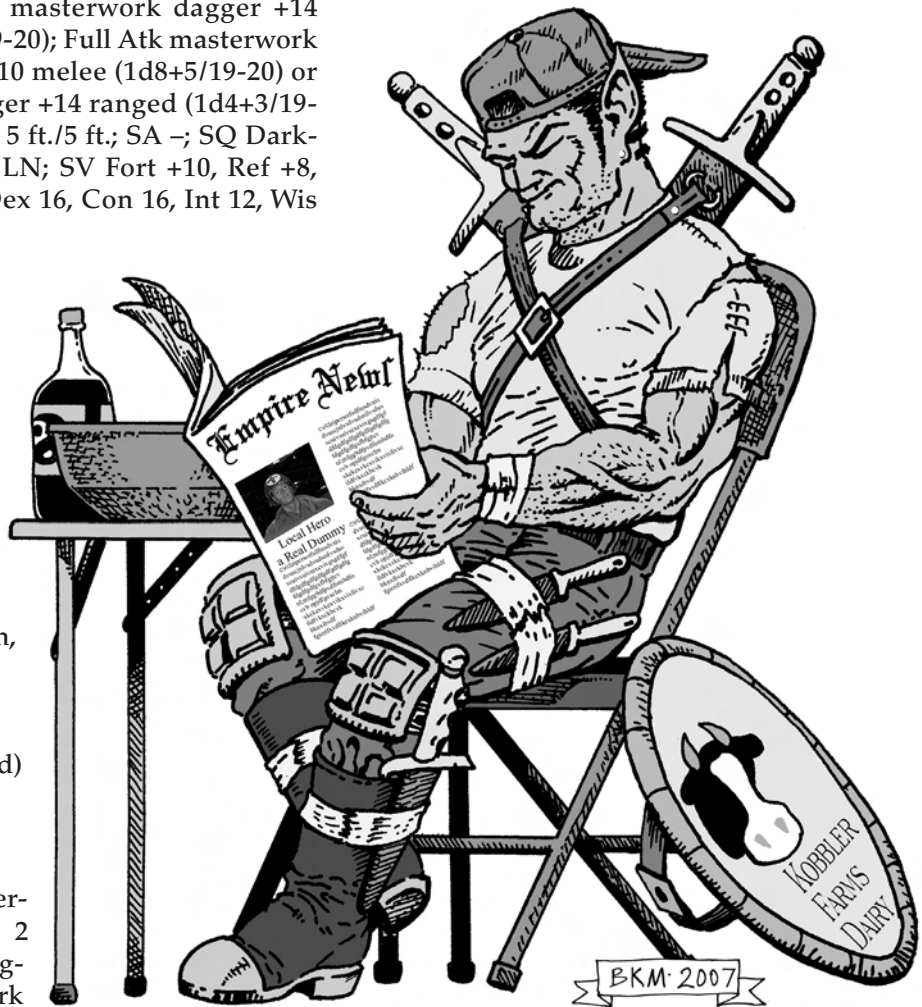
Skills and Feats:

Climb +7*,
Intimidate +5,
Move Silently +4*, Jump +6*,
Tumble +2*,
Cleave, Diehard,
Endurance,
Great Cleave,
Iron Will, Light-
ning Reflexes,
Power Attack, Run,
Weapon Focus
(longsword),
Weapon Special-
ization (longsword)

*includes armor
check penalty

Possessions: Master-
work longsword, 2
masterwork dag-
gers, masterwork

breastplate, masterwork heavy steel shield,
handaxe, spear, 3 *potions of cure serious
wounds* (3d8+7)



Area 2-9 Pudding Pop

As you approach the door at the end of the hallway, an AVS lights up. Once again you see DJ Faces, this time with a small, blue ball spinning on his finger. He gives the ball another quick spin, turns to you, and says, "Well, my kiddies, it's all been fun and games this far but then again, no one has lost an eye yet." Fake laughter sounds from the AVS. "I've been having so much fun, and I thought this room might be just the way to find your inner child. To win you must find your way to the other end of the pool but mind you secure your personal belongings – for it might be hard to find them should you drop anything." The AVS fades to black.

The door is locked with a DeFunt lock (DC 32) and trapped (trap DC 34/34). If the door is unlocked or forced open before the trap is disarmed a 15 ft. x 5 ft. section of ceiling opens up, oozing a large black pudding onto the crawlers below. Anyone directly under the pudding when it falls must make a Balance check (DC 15) or be knocked off their feet. The pudding attacks until destroyed.

Black Pudding: CR 7; Huge Ooze; HD 10d10+60; hp 115; Init -5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +7; Grp +18; Atk slam +8 melee (2d6+4 plus 2d6 acid); Full Atk slam +8 melee (2d6+4 plus 2d6 acid); Space/Reach 15 ft./10 ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +9, Ref -2, Will -2; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills and Feats: Climb +11; –

SA— *Acid (Ex):* The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

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

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

SQ—Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Area 2-10 Ball Pool Room

This door opens onto a large room dimly lit and full of plastic balls in various colors. The audience is seated around the room behind a protective transparent wall sporting logos from Plastic Southeast. As you enter the room, a scoreboard lights up and a buzzer sounds.

The balls are three feet deep. While moving through the seas of balls, a player's movement is reduced by 5 feet per round. Any player that attempts a charge must first make a DC 15 Dex check or his movement is thwarted by the balls and his attack fails. Small characters take a –4 circumstance penalty on this check.

Most of the balls are harmless. Four of them, however, are mimics disguised as balls. Players may make a Spot check opposed by the mimics' Disguise check (+13) to notice any of their locations. They remain inactive until a player comes within 10 feet. Once a crawler gets within range the mimics attack, latching onto weapons, items or the players themselves. The mimics' locations are as follows:

Mimic 1: 20 feet from door and 5 feet to the right

Mimic 2: 40 feet from door and 5 feet to the left

Mimic 3: 60 feet from door and 5 feet to the right

Mimic 4: 80 feet from door and 5 feet to the left

In the center of the room is an *invisible* roper. The beast attacks as soon as the players move 10 feet into the room, or if it is discovered. The roper lashes out with its strands and attempts to drag victims to its maw. Note that players dragged within 10 feet of a mimic's location will find themselves also attacked by the mimic as they pass. The roper attacks until defeated, and the mimics attack until they have an item of some value or the players are out of their threat range.

Upon the players' victory, a pedestal with a small chest on top rises up out of the balls to the right of the exit door. The chest is not trapped or locked.

The door to the west is locked (DC30) but is not trapped.

Treasure: A 15,000 gp note, *gloves of Dexterity* +3, and a *wand of cure light wounds* (50 charges). In addition, each player wins a year's supply of Empire Classic brand chocolate pudding.

Tickets: 150 tickets will be awarded if the players successfully bypassed the door trap, 100 tickets otherwise.

Mimics (4): CR 4; Large Aberration (Shapechanger); HD 7d8+21; hp 52; Init -5; Spd 10 ft.; AC 15, touch 10, flat-footed 15; Base Atk +5; Grp +13; Atk slam +9 melee (1d8+4); Full Atk 2 slams +9 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA Adhesive, crush; SQ Darkvision 60 ft., immunity to acid, mimic shape; AL N; SV Fort +5, Ref +5, Will +6; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +9, Disguise +13, Listen +8, Spot +8; Alertness, Lightning Reflexes, Weapon Focus (slam)

SA— Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 1d8+4 points of damage with a successful grapple check.

SQ—Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Roper: CR 12; Large Magical Beast; HD 10d10+30; hp 85; Init +5; Spd 10 ft.; AC 24, touch 10, flat-footed 23; Base Atk +10; Grp +18; Atk Strand +11 ranged touch (drag) or bite +13 melee (2d6+6); Full Atk 6 strands +11 ranged touch (drag) and bite +13 melee (2d6+6); Space/Reach 10 ft./10 ft.; SA Drag, strands, weakness; SQ Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, spell resistance 30, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +8; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +12, Hide +10*, Listen +13, Spot +13; Alertness, Improved Initiative, Iron Will, Weapon Focus (strand).

SA— Drag (Ex): If a roper hits with a strand attack, the strand latches onto the oppo-

ment's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round.

A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Strands (Ex): Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage.

Area 2-II What Goes Up

This steel door is a heavily reinforced. It is locked with a Poseidon lock (DC 30) and trapped (trap DC 30/30). The door doesn't have a knob or handle of any kind. If the door is unlocked or forced open before the trap is disarmed, a *reverse gravity* spell is triggered. Any characters in the 10 ft. x 10 ft. section of hallway adjacent to the door fall upwards thirty feet through the ceiling illusion, where they are slammed into a spiked ceiling (3d6+12 damage). Once the crawlers make contact with the spikes the spell ends, dropping them 30 feet onto a second set of spikes (3d6+12 damage) that extend from the floor only when the *reverse gravity* spell dissipates.

Area 2-I2 Great Ducks of Fire Introduction

The room is twenty feet wide and thirty feet across. As you enter you see the walls are littered with silly carnival prizes ranging from giant stuffed animals to plastic harmonicas. Directly across from you stands a 12-foot-tall steel door that seems to be glowing red hot. To the left stands DJ Faces dressed in a black Rafflesia suit with a red vest and top hat. He is positioned behind a booth that appears to have a water chute pushing little plastic ducks. DJ Faces holds his candy striped cane – its face now sweating, as if it was about to pass out – and as usual is wearing his ridiculously big NonCom badge. As you enter DJ Faces says, "Step right up and grab a duck. Don't be shy, try your luck. Everyone gets a free round on me, but please only one at a time."

Each player is allowed to pull one duck from the chute. On the bottom of each duck it says either "You Lose" or "Winner." There are 20 possible ducks to choose from and after every pick the duck pulled goes back into the water. When a player chooses a duck, he rolls 1d20 to see if he won. On a roll of 16-20 the player wins and DJ Faces presents him with a *potion of resist energy* (fire, 10).

After the game has been played out, DJ Faces looks to you and says, "My next challenge will be a blast! You have certainly proven yourself this far and I wait on baited breath to see what you will think of next. Let's see, we did the ducks... oh yes! The rules!

"You must pull the three candy-striped levers to quench the savage fires, defeat my red belly crawlers, best my champions Char and Cinder, and last but certainly not least you must pull the giant lever to find your way to the end of the dungeon. The timer will not begin until all of the players have entered the room. Watch your pretty little heads and mind you don't get burned."

At that, DJ Faces snaps his fingers and disappears in a puff of red smoke. A slow grinding sound begins and a wave of heat washes over you as you turn to see the giant door opening.

Area 2-I3

Great Ducks of Fire

As you approach the open door you see a 10 ft. x 30 ft. landing just inside the room. Beyond the ten foot mark you see three switchback ramps going down, all engulfed with flame fifteen feet tall and fifty feet long.

On the east wall of the initial landing you see stairs leading down to the first switchback. All of the switchbacks slope downward on a 45° angle and at the end of each switchback there is a large candy striped lever protruding from the wall with a medium sized humanoid standing guard. Each guard looks reptilian and they are equipped with spear and sword.

Standing 50 feet from the last switchback you see what can only be two fire giants behind seven-foot-tall walls. There is a pile of giant baseballs between them and as they see you peeking in they each grab one, toss into the air and catch it with a grin. On the wall behind the giants is an oversized candy-striped lever with a big red light above it. There is only one other door out of this room and it is a NoGo door.

As you step out onto the platform the door closes behind you, a buzzer sounds, and the scoreboard lights up, reading:

Char & Cinder 00 – vs. – Crawlers 00

The three firewalls are *maximized wall of fire* spells (caster level 10). The players begin to take heat damage upon entering the room from the firewalls and take even more damage for traveling down the switchbacks. The 1st and 2nd switchbacks deal damage from the firewall they travel through as well as the close proximity of the next firewall. On the 3rd switchback players only take damage from one firewall. The damage is as follows:

Top platform = 8 points per round

1st switchback = 30 points per round

2nd switchback = 30 points per round

3rd switchback = 22 points per round

The players may Jump (DC 15) over the firewalls; however, they still incur damage from passing too close to the firewall (8 points per

round) and they would be jumping into the next firewall for additional damage. The players may travel over all of the firewalls via some other means and take no damage, as long as they don't come within 10 feet of the firewalls.

The levers are at map positions A, B, and C. It takes a round to traverse any of the switchbacks and pull the lever. Once a lever is thrown the flames are extinguished on the corresponding switchback. None of the levers are trapped.

Guarding each lever is a salamander. As soon as the players attack or move onto their switchback the salamanders loose their spears and prepare to melee. They fight until they are defeated.

The fire giants, in the meantime, throw their giant baseballs (1 per round) at the party members. They throw first at any player rushing their position, second at any player moving for a lever, and last at any player standing on the opening platform. The giants play behind their 7-foot walls, taking cover from missile fire for as long as they can.

When the players defeat the salamanders and pull the levers, the giants pull their swords and prepare to engage in melee. The giants surrender once they are down to 15 hit points or less.

The Giant lever on the wall is not trapped but requires 800 lbs. of strength to pull down (DC 22 Strength check, or the whole team can hang from the lever like the Little Rascals). Once the lever is thrown, the red light changes to green and the scoreboard shows a large section of wall somewhere in the dungeon sliding back to reveal a door (the sliding wall from Area 2-17).

If the fire giants from room 1-11 survived their battle with the crawlers, allow an opportunity for a bit of revenge: let your players know that these are the same ones they fought earlier.

There is a secret door on the east wall (Search DC 25). The door is not trapped or locked.

Treasure: Each player receives one 5,000 gp gift certificate to New York's Tattoo Mystics

and a pair of *rock star shades* (see page 89). The group receives three *potions of cure serious wounds* and a 5,000 gp note.

Tickets: Players receive 100 tickets.

Fire Giants (2): CR 11; Large Giant (Fire); HD 15d8+75; hp 142; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23; Base Atk +11; Grp +25; Atk* +3 *greatsword* +20 melee (3d6+24/19-20) or slam +17 melee (1d4+13) or rock +10 ranged (2d6+10); Full Atk* +3 *greatsword* +20/+15/+10 melee (3d6+24/19-20) or 2 slams +17 melee (1d4+13) or rock +10 ranged (2d6+10); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*3-point Power Attack

Skills and Feats: Climb +9, Craft (armorsmith) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

SA – *Rock Throwing (Ex)*: The range increment is 120 feet for a fire giant's thrown rocks.

Possessions: +3 *greatsword*, large sized half-plate, *potion of invisibility* (used)

Average Salamander (3): CR 6; Medium Outsider (Extraplanar, Fire); HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +9; Grp +11; Atk spear +11 melee (1d8+3 plus 1d6 fire /x3); Full Atk spear +11/+6 melee (1d8+3 plus 1d6 fire /x3) and tail slap +9 melee (2d6+1 plus 1d6 fire); Space/Reach 5 ft./5 ft. (10 ft. with tail); SA Constrict 2d6+1 plus 1d6 fire, heat, improved grab; SQ Damage reduction 10/magic, dark-vision 60 ft., immunity to fire, vulnerability to cold; AL LE; SV Fort +8, Ref +7, Will +8; Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8; Alertness, Multiattack, Power Attack.

SA— *Constrict (Ex)*: A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap 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.

Area 2-I4 Old Shell Game

You enter a small, carpeted room that at first glance seems very cozy to you. The room is chilly and the lighting is dim. In the center of the room stands DJ Faces behind a low gaming table, covered in felt. Three cups and a small red ball are on the table. As you enter he calls out to you. "It's about time you found this secret room. I was beginning to doubt your intelligence. Well, it won't be in doubt after this test: my nimble hands against your smartest guy. Who's it going to be?"

The players may choose to augment the chosen crawler's Intelligence by magical means; this is acceptable, and Faces simply ignores them until they are ready. Once the players choose, Faces asks the player to approach the table.

"Alright, here is my promise – no cheating, no secret trap doors, and no disappearing balls. You have to concentrate on my motions to determine where the ball goes. You get three tries and you only have to get it right once to win the prize. Are you ready? Go!"

Faces places all the cups open-side down, stashes the ball under one, then shuffles them blindingly fast for thirty seconds. The player must make a DC 18 Intelligence check to correctly guess which cup the ball is under, or he can simply guess, having a 1 in 3 chance of success (d6, roll 5 or 6 for success). After a failed attempt, he shuffles the balls again.

If the player guesses correctly in three tries the team receives the prize. If they fail, the game is over and DJ Faces is positively delighted at the failure.

Treasure: The players receive 3 *potions of fox's cunning*.

Area 2-I5

Flying Shish Kabob

Players may make a DC 24 Spot check to notice that there are 4 small blue stones embedded in the wall 30 feet away from the door. The referee informs the players that they are not allowed to manipulate the stones in any way.

When the players are within 10 feet of the door, read the following:

The AVS lights up, revealing DJ Faces working with a balloon animal. He twists and turns the balloon until finally he presents it to you saying, "Voila! A flying kobold!" Sure enough, the balloon figure resembles a kobold with wings, almost too perfectly.

DJ Faces lets go of the balloon, letting it fly in random circles around him as he addresses you once again. "Balloons were always able to make us smile when we were children. I wonder if we lose our love for them as we get older, or if it just takes more balloons to make us smile. Crawlers, to win the next room you must simply defeat the creatures hidden within. It may be a big mistake to let any of them escape. Hopefully my decorations will make you smile. Pop them and you may smile indefinitely. Good luck!"

The AVS fades to black and a wooden door stands before you with a large image of DJ Faces engraved upon it.

The door is locked (DC 30) and trapped (trap DC 30/32). If the door is forced open or unlocked before the trap is disarmed a 9 ft. x 10 ft. section of floor in front of the door snaps backwards like a mousetrap. An electric net appears in the hall 30 feet from the door. On the back of the slab of floor is a giant, running fan and the image of DJ Faces on the door begins spewing gas from the mouth down the hall. A DC 24 Reflex save is required from anyone standing on the moving section of floor to avoid being thrown backwards down the hall 30 feet. Anyone missing this save is hurtled into the electric net, taking 6d6 damage. Any player standing directly behind the moving floor needs to make a DC 24 Reflex save or be crushed by the mousetrap for 6d6 damage. Any players

standing in the hallway up to 40 feet away from the door must make a DC 20 Fortitude save or suffer 1d3 points of temporary Constitution damage. Once the gas trap has emptied, the floor swings back into place and the trap is disarmed.

Area 2-I6

Kobolds from Above

Once the door is open, read the following:

You see a room completely filled with balloons of various sizes and colors. The balloons are floating and lying on the floor. Visibility is limited to 10 feet in any direction. The room is very still.

A ref's voice announces, "There is a NoGo door on the north wall, crawlers." As you enter you hear a soft mechanical humming coming from somewhere above and a buzzer sounds, signifying the start of the room. As soon as the buzzer sounds the mechanical noise intensifies and begins to move closer.

The balloons are filled with laughing gas and are telekinetically made to float. The balloons provide partial cover to all creatures and players, granting a +2 AC bonus. Any one balloon popped creates a gas cloud of 5-foot radius. Any attacks causing collateral damage (e.g., wild swings, missed arrows, area effect spells, etc. at the GM's discretion) pop balloons within a reasonable distance, also releasing the gas. Any creature caught in the gas needs to make a DC 20 Willpower save or begin laughing uncontrollably for 1d6 rounds. A creature affected by the gas can only laugh for the duration of the gas effect. Movement is unhindered unless a full move action or a charge attack is performed, in which case the player must make a DC 17 Reflex save or stomp and pop a balloon.

Floating at the top of the room are three warheads waiting in ambush. The warheads wait until the party moves 20 feet into the room, then they unleash their arsenals, starting first with the dropping of 10 kobolds under greater invisibility spells. Once the kobolds are away the warheads extend their extra arms and begin to spin very rapidly, releas-

ing hundreds of spikes into the room. The players need to make a DC 15 Reflex save (DC 15) or take 2d6 spike damage. The real problem here is that each warhead creates a 30-ft. radius gas cloud, and all players caught in the cloud will need to save accordingly. After this attack, the warheads will use their ballista and slam attacks until defeated.

These kobolds are a clique known as the Leaping Lizards. They have worked under famous Xcrawl coach Sam Scarborough, who taught them acrobatics, team tactics and stealth. This clique begins the room with a Mojo Pool of 9 – and they have come to win. The kobolds' only purpose is to steal a single item from the party members. They choose the easiest prey first, such as a giggling or downed player. Each kobold is equipped with a gas mask, a +2 *dagger*, and a giant balloon with a helium cracker. The kobolds attempt to steal one item and use their balloon and cracker to float up to the ceiling and flee out of the escape hatch. They only fight if they can not escape. The escape hatch is NoGo for players. If a player is seized with laughter, they may still make an opposed Spot check to detect a sleight of hand, but they will simply find the idea funny and laugh harder. It takes 2 rounds for the kobolds to make their escape; however, they are vulnerable to attacks until they exit. A player may opt to attack the kobold's balloon by making a called shot attack (AC 20). If the balloon is popped, the kobold falls, taking appropriate falling damage.

Once all the kobolds have fled or been defeated and the warheads are destroyed, DJ Faces' voice booms out from overhead speakers:

"Don't worry, my fine little pack rats – you'll have a chance to get all of your lost items back. Not on this level, though. Ta for now!"

There is only one exit from this room, on the northeast wall. The door is not trapped or locked.

Treasure: Each player receives a GTZ 6500 Cyclone bike from Morson Motorcycles. The group receives a 7,000 gp note and a +3 *keen longsword* known as Sharktooth.

Tickets: 150 tickets will be given if the players bypassed the trap to the opening door and 100 tickets otherwise.

Kobold Rogue 5 (10): CR 5; Small Humanoid (Reptilian); HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 19, touch 15, flat-footed 19; Base Atk +3; Grp -2; Atk +1 *dagger* +9 melee (1d4/19-20); Full Atk +1 *dagger* +9 melee (1d4/19-20); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6; SQ Darkvision 60 ft., evasion, light sensitivity, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +2, Ref +8, Will +1; Str 8, Dex 18, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +13, Bluff +4, Climb +6, Craft (trapmaking) +3, Hide +14, Jump +8, Move Silently +14, Profession (miner) +2, Search +10, Sleight of Hand +13, Spot +7, Listen +7, Tumble +11; Weapon Finesse, Xcrawl Lunch Special: Sneak Thief (+2 Move Silently and Sleight of Hand).

Possessions: +1 *dagger*, masterwork studded leather, gasmask, helium balloon

Warhead (3): CR 8; Large Construct; HD 10d10+30; hp 85; Init -1; Spd 30 ft. (perfect) (can't run or charge); AC 24, touch 9, flat-footed 24; Base Atk +7; Grp +16; Atk slam +11 melee (2d10+5) or heavy repeating ballista +5 ranged (3d10/19-20); Full Atk 2 slams +11 melee (2d10+5) or heavy repeating ballista +5 ranged (3d10/19-20); Space/Reach 10 ft./10 ft.; SA Bombing run; SQ Construct traits, damage reduction 10/–, darkvision 60 ft, low-light vision, spell resistance 18, undetectable; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: –

SA – Bombing Run (Ex): A warhead can drop various alchemical weapons from a pair of bottom-mounted doors. A warhead's internal capacity is 10 square feet, and it typically carries 8 flasks of alchemist fire, 8 flasks of acid, and 8 tanglefoot bags, as well as 20 additional bolts for its ballista.

A warhead can drop up to 4 flasks of alchemist fire or acid, or 4 tanglefoot bags per round as a standard action. This is not an aimed attack, and the dropped weapons land in the 4 squares directly beneath the

warhead. The warhead cannot mix dropped weapons.

SQ – *Undetectable (Ex)*: Special alloys used in the warhead's construction make it *invisible*, as the spell, to natural or manmade sonar and radar. This includes the blindsight and blindsense ability.

Area 2-I7 Haunted House Introduction

If the players have not thrown the giant lever in area 2-13, there is an immovable brick wall set two feet before the end of the corridor, making it a dead end. If the players arrive at this area after the lever is thrown, please read or paraphrase the following:

The passage leads to a small, archaic wooden door. An AVS appears overhead. DJ Faces sits in the front row of a movie theater alongside his uncle, the vampire Lord Stephen Castlerock. From the eerie music you deduce that they are watching a horror show. Faces passes a tub of popcorn to the vampire, who declines and rolls his eyes. Suddenly the music hits a crescendo and Faces, his face a mask of comic terror, throws popcorn all over the vampire, who shakes his head in disgust.

Faces addresses the camera. "If you're like me, you just love a good scare! Of course, if you're too much like me, you can take tax write-offs for greasepaint and balloon animals. Welcome to my Haunted House, kiddies! My Uncle has personally seen to all the arrangements – I promise you'll be howling with laughter.

"The rules are: destroy all the ghosts and ghoulies, find the treasure, and, last but not least, defeat Uncle Stephen. Oh, don't worry – you needn't destroy him. Simply force him to surrender his silver watch fob. Do this and you are victorious! Now go scare up some glory, fear fans!"

The vampire passes Faces a soft drink cup with a straw. Faces takes a sip and grimaces. "What the hell is this?" he asks, while the vampire slaps his knee with laughter. The AVS fades to black.

The door to the Haunted House room sports an extremely difficult Poseidon Hybrid 3800 I lock (Open Locks DC 33), but is not trapped.

Area 2-I8 Undead Welcome

The door opens to a huge room with a live audience safely behind force walls. You can hear their cries but barely make out their faces, as the room is dark and it is somehow raining here. The ground is all mud and wet cobblestones. You stand at the edge of a path leading to a prototypical haunted house – it is a stark, gothic stone front, flanked by huge willow trees. The rain, thunder and lightning effects come from overhead machinery that is probably hidden to the eyes of the huge audience.

To your left is a small graveyard. Standing immediately in front of you are eight intangible creatures, barely visible in the driving rain. They raise their hands and float silently towards your party.

The creatures are wraiths, who attack the party until they are all destroyed. They attempt to drain Constitution from the players with the ultimate goal of creating more

HAUNTED HOUSE RULES

The haunted house is actually seven separate encounter areas, none of which are very far from one another. All of the creatures in the separate encounter areas are programmed/commanded/trained not to interfere with other encounters, no matter how advantageous this might be. For example, Tyburn the Mercenary will not leave his hiding position and aid Feltcha the Sea Hag in area 2-21. This rule is in effect *unless* the players bypass encounters on their way to facing Lord Castlerock in area 2-26. If the players fight the vampire and there are still unfinished encounters in the haunted house, those creatures (prompted by handlers) all immediately charge to aid Lord Castlerock. And suddenly that NoGo door starts looking pretty good!



wraiths. While they may not attack until the door is opened, once the battle begins nothing deters them. They give chase if the characters flee, simply passing through doors and obstacles to pursue.

The ceiling in this arena room is eighty feet up, with the rigging that holds the lights, speakers and the machines that create the rain and lightning effects. The referees will not allow the players to target, attack, climb on or in any way interact with these machines. Players who interact with it are told not to do so by referees with bullhorns, and players who ignore these warnings are disqualified.

Wraith (8): CR 5; Medium Undead (Incorporeal); HD 5d12; hp 32; Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +2; Grp –; Atk incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); Full Atk incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); Space/Reach 5 ft./5 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

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

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

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its

body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

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

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

Area 2–I9 The Graveyard

In the northwest corner of the room is a small graveyard, surrounded by an 8-foot-tall wrought-iron fence with jagged pickets. A rusty gate hangs askew, attached by a single remaining hinge. There are three tombstones here. Two stand at the ends of obvious grave mounds, while one stands at the edge of an open grave. Rain has turned the dirt pile next to the grave to mud.

Hidden at the bottom of the open grave is Warren Tyburn, a death-obsessed mercenary warrior, banned for life from Xcrawl and somewhat unhinged over it (DC 24 Knowledge (Xcrawl) check to know Tyburn's history). Once players come close and examine the grave he pops out and uses the magic of his shovel to *suggest* that a player wait the rest of the room out by lying in the grave. Once someone succumbs, Tyburn leaps out (a move action) and engages in melee with the party. At the same time, the dirt mounds erupt as two mohrgs armed with long shov-

els jump out from under the earth. They aid Tyburn by shoving dirt on the player in the grave (if the *suggestion* worked) or brawling with the players, attempting to *paralyze* them if possible. The mohrgs fight to the death. Tyburn won't, surrendering as soon as the battle looks unfavorable to his experienced eye.

Warren Tyburn, Male Human Fighter 14: CR 14; Medium Humanoid; HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 21, touch 15, flat-footed 18; Base Atk +14; Grp +19; Atk +4 *unholy long-handled shovel* +23 melee (2d4+11 plus 2d6 unholy); Full Atk +4 *unholy long-handled shovel* +23/+18/+13 melee (2d4+11 plus 2d6 unholy); Space/Reach 5 ft./5 ft.; SA –; SQ Fame 26; AL NE; SV Fort +13, Ref +9, Will +7; Str 20, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +5, Climb +16, Intimidate +15, Jump +18, Knowledge (Xcrawl) +6, Perform +7 (Interview, Grandstanding, Mugging, Acting, Oratory, Dance, Trombone, Tuba, Baritone), Tumble +10; Cleave, Combat Expertise, Dodge, Exotic Weapon Proficiency (long-handled shovel), Great Cleave, Great Fortitude, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Whirlwind Attack

Possessions: *The Ace of Spades* (+4 *unholy long-handled shovel*, special power heightened suggestion 3x/day as per spell, caster level DC 17), +3 studded leather, gloves of dexterity +2, belt of giant strength +4, ring of protection +2, 3 potions of cure serious wounds

Mohrgs (2): CR 8; Medium Undead; HD 14d12; hp 91; Init +9; Spd 30 ft.; AC 23, touch 14, flat-footed 14; Base Atk +7; Grp +12; Atk slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis); Full Atk slam +12 melee (1d6+7) and tongue +12 melee touch (paralysis); Space/Reach 5 ft./5 ft.; SA Create spawn, improved grab, paralyzing touch; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con –, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

SA – Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or

smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Area 2–20 Haunted Woods

From where you stand, you can see that the “back yard” of the Haunted Mansion is a clever fake. The mansion is built in to the wall, and the wall is painted to look as if it goes on further than it does. As you walk in between the two willow trees a huge blast of simulated lightning illuminates the plane and for a moment you can clearly see that the two trees are full of bodies hanging from long nooses, tucked away in the dense foliage. Then, as one, they lift themselves out of their ropes, fall to the ground and prepare to charge! They all seem to have yellow flowers growing on their heads and tendrils protruding out of their eye sockets and into their mouths.

The creatures are yellow musk zombies, a non-undead, plant-based humanoid. These yellow musk zombies were created from 8 hobgoblins, formerly members of the Dead River Irregulars. The yellow musk creeper that commands them is held in a special airtight case, ten feet under the floor in a backstage access corridor. The zombies attack with their fists, instinctively trying to retrieve the crawlers for their floral master.

Yellow Musk Zombie Hobgoblins (8): CR 2; Medium Plant; HD 4d8+12; hp 30; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +4; Grp +7; Atk masterwork longsword +8 melee (1d8+5/19–20) or slam +7 melee (1d6+4); Full Atk masterwork longsword +8 melee (1d8+5/19–20) or slam +7 melee (1d6+4); Space/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft., link to creator, plant traits, sprout new creeper; AL N; SV Fort +7, Ref +1, Will +1; Str 16, Dex 11, Con 16, Int 2, Wis 10, Cha 1.

Skills and Feats: –

Possessions: Micromesh armor in team colors (blood-red on bone-white), masterwork longsword, masterwork heavy repeating crossbow.

SQ –Link to Creator (Ex): A yellow musk zombie is linked to the yellow musk creeper that created it and can never move more than 200 feet from it.

Sprout New Creeper (Ex): After about 2 months of service to a yellow musk creeper, the yellow musk zombie wanders up to 1 mile away from its creator (the link to creator is broken) and dies. Where it falls, new yellow musk seedlings sprout from its head, take root, and within one hour, a new fully grown yellow musk creeper blossoms.

Area 2-21 That Ends Well

This is a round stone well, three feet high with a small roof, winch, cord and bucket. Artificial grass grows around its base. Between the pattering rain and occasional burst of artificial thunder you think you hear a low moan coming from its depths.

The well is 15 feet deep, 10 feet of which is water. There are hidden notches carved into the wall to make climbing the slippery rocks easier (DC 20 Spot check to find notches, Climb DC 20 if notches are discovered, DC 30 otherwise) Deep down in this well is Feltcha, a terrible sea hag in Face's service. She has an AVS monitor so she can watch the crawlers as they approach her well and proactively counter whatever they plan for her. She will likely spring out of the well as the players carefully approach, using her awful gaze attack against them, then move in to melee. If she has the opportunity, she attempts to drag a player into the water and simply hold them under until they drown. Feltcha will not surrender.

Feltcha, Advanced Unique Sea Hag: CR 9; Large Monstrous Humanoid (Aquatic); HD 15d8+45; hp 123; Init +0; Spd 30 ft., swim 40 ft.; AC 18, touch 9, flat-footed 18; Base Atk +15; Grp +31; Atk claw +23 melee (1d8+8); Full Atk 2 claws +23 melee (1d8+8); Space/Reach 10 ft./10 ft.; SA Horrific appear-

ance, evil eye; SQ Amphibious, spell resistance 26; AL CE; SV Fort +10, Ref +9, Will +10; Str 27, Dex 10, Con 16, Int 10, Wis 13, Cha 14.

Skills and Feats: Knowledge (Xcrawl) +8, Hide +4, Listen +11, Spot +11, Swim +20; Alertness, Great Fortitude, Improved Grapple, Improved Natural Attack (claw), Toughness, Weapon Focus (claw)

SA – Horrific Appearance (Su): The sight of Feltcha is so revolting that anyone (other than another hag) who sets eyes upon her must succeed on a DC 19 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same Feltcha's horrific appearance for 24 hours.

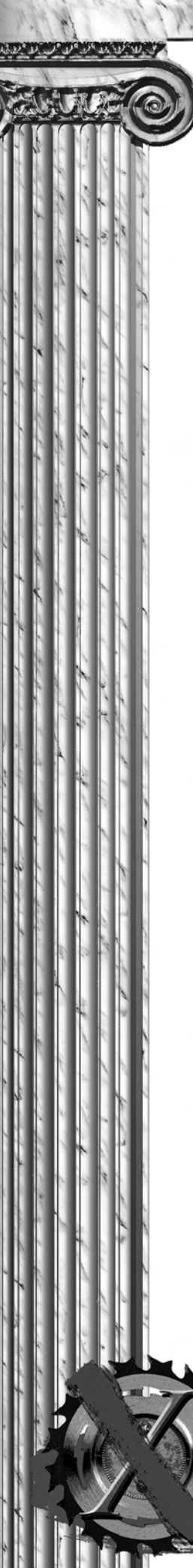
Evil Eye (Su): Three times per day, Feltcha can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 19 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 19 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the Feltcha's evil eye.

Active Spell Effects: *mage armor*

Area 2-22 Haunted House Door

This huge double door has two knockers that hang from the mouths of stone gargoyles. A sign to the left of the door reads, "SOLICITORS ALWAYS WELCOME."

This door has an ancient rusty lock, which is locked (Open Locks DC 35) and trapped (DC 33/36). Faces had it brought in from an Age of Wrack-era museum. If the door knob or knockers are touched before the trap is disarmed, they complete a circuit and become charged with electricity, dealing 1d6 points of damage per round (no save). In addition, the victim is *paralyzed* (also no save) and remains this way until someone figures a way to remove him from the door. Simply grabbing



and pulling him away means that the grabber is shocked with the same results per round as well (no save). The easiest way to remove someone from the door is to pry them away with a non-conductive rod (like an unshod quarterstaff or an archaic bow), but a flying tackle, successful door smash or *telekinesis* spell may do the job as well (all have a chance of harming the poor electrocution victim, GM's discretion). Shock victims who are not removed from the door continue to take damage until they are a black-charred wreck.

Area 2-23

Welcoming Committee

This room is gloomy and dim, lit by magical torches set in brackets along the artificial stone walls. There is huge AVS on the wall directly across from the door. It currently appears to be an oil portrait of DJ Faces, but his eyes comically follow you as you make your way around the room. On the south wall is a dusty parlor couch and love seat. For an instant it seems that there are two ghostly figures sitting there, heads together as if in conspiracy, but they disappear an instant after you see them. There is a door on the east wall.

The ghostly figures by the couch are *illusions*, created simply to distract.

Hiding on the ceiling above the wall is a cloaker, blended in perfectly with the ceiling. It will fly down and attack, using its moan and then attempting to engulf a player.

The door on the east wall is neither locked nor trapped, although its hinges have been magically rusted for maximum spooky squeaking as players enter – making it impossible to surprise creatures within.

The secret door (Search DC 35) is unlocked and not trapped, although hard to spot. A simple touch in the right way and it revolves on a center axis. It is to allow Lord Castle-rock's minions to come to his aid if the standard door is barred.

Advanced Cloaker: CR 9; Huge Aberration; HD 18d8+90; hp 170; Init +7; Spd 10 ft., fly 50 ft. (average); AC 20, touch 10, flat-footed 18; Base Atk +13; Grp +30; Atk tail slap +20 melee (2d6+9); Full Atk tail slap +20 melee

(2d6+9) and bite +18 melee (1d6+4); Space/Reach 15 ft./15 ft. (10 ft. with bite); SA Moan, engulf; SQ Darkvision 60 ft., shadow shift; AL CN; SV Fort +11, Ref +8, Will +15; Str 29, Dex 14, Con 21, Int 14, Wis 15, Cha 15.

Skills and Feats: Hide +15, Listen +25, Move Silently +23, Spot +25; Ability Focus (moan), Combat Reflexes, Improved Initiative, Flyby Attack, Iron Will, Improved Natural Attack (tail slap), Multiattack

SA – Moan (Ex): A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours.

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 23 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a DC 23 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a DC 23 Fortitude save or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a DC 23 Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a creature of at least one size smaller in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

SQ—Shadow Shift (Su): A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a *mirror image* spell (caster level 6th).

Silent Image: This effect duplicates a *silent image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

Area 2-24

Swords Against Fidelity

This is a small stone room with a large AVS taking up the entire ceiling. The walls appear to be splattered with blood and gore. There are chains mounted to the walls at intervals, and an ancient wall mount holds two crossed sabers, rusted and ill-used. Four huge grey-skinned minotaurs stand with massive clubs poised to attack. They are obviously undead – you can see a bit of shin bone and skull as you glance over them.

The minotaurs attack the players until turned or destroyed.

The two sabers are +3 *cursed sabers* (short swords), once belonging to twins of an aristocratic family who murdered one another in a mad struggle for power. If one saber is taken from the wall it functions normally, but if both are drawn whomever holds one must make a save each round (Will DC 16) or be compelled to attack whomever holds the other sword. Throwing the swords away does not cancel the effect – victims must still save every round or attempt to recover the sword and continue the attack. The only curse-breaker is two *remove curse* spells, a *wish* or a *break enchantment* (both of which negate the curse for 24 hours), or placing both swords back into the wall brackets that they came from. A DC 30 Knowledge (arcana) or Knowledge (ancient history) check lets the crawlers know the legend of the two cursed sabers.

The swords are on loan from a museum. The players may keep hold of them until the end of the level but must return them at that time.

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

Zombie Minotaur (4): CR 4; Large Undead; HD 12d8+3; hp 81; Init -1; Spd 30 ft. (can't run); AC 16, touch 8, flat-footed 16; Base Atk +6; Grp +15; Atk greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5); Full Atk greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA –; SQ Damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +4, Ref +5, Will +8; Str 21, Dex 8, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: –; Toughness

Area 2-25

Anti-Human Antechamber

The door opens on a small chamber with high walls. An old-fashioned clock ticks loudly on the south wall. When you look directly at it the hands read the time, but glimpsing it out of the corner of your eye it somehow reads thirteen. You hear echoes of far-off sounds: doors closing, quiet weeping, the hiss of swords being drawn from scabbards. Someone has scrawled “HELL HERE” on the door in what looks like blood.

This room has several audio and visual *illusion* effects, set to activate randomly while the players are in this room. The door on the south wall is locked (Open Locks DC 23) and has a magical trap (trap DC 29/29). If the door is opened or bashed down before the trap is disarmed, a pre-set *confusion* spell erupts in the room, affecting everyone in the chamber (DC 21 Will save). The effect lasts for fifteen rounds.

Once the spell erupts, the illusion effects in this room are heightened: 1d4 *illusionary* warriors appear per round and menace the players while stark faces will appear on the wall and floor, flashing in and out. In addition, random laughing, braying, explosions and alarms erupt every round from random corners, the lights begin to flicker on and off,

and the room suddenly gets extremely cold. These are all harmless mechanical special effects activated from offstage. If the players enact some countermeasure against the *confusion* effects, the heightened illusion and mechanical effects are shut off.

Area 2-26

Vampire Stake Out

At the players' first glance into the room, read or paraphrase the following:

This darkened chamber is narrow. In the center of the room is a rickety-looking stairway that leads to a loft. There are two magical flame effects along the west wall but they are somehow diminished until they are as dim as candles. You hear no crowd noise, no groaning, nothing – the room is utterly quiet.

...too quiet. The first thing the players will likely notice is the *permanent silence* effect in the area. Players will likely want to deal with that effect before they enter the room.

Once they have reached the loft, read or paraphrase the following:

In the corner of this loft is a black-lacquered coffin, its obvious quality in stark contrast with the ramshackle look of the rest of this set. The coffin is wrapped in chains – as if someone wanted to prevent its occupant from escaping – and fastened with an oversized padlock in the center.

All of area 2-26 is *unhallowed*, which gives a -4 penalty to all turn undead checks (among other effects).

Lord Castlerock isn't in the coffin. He waits in a special chamber in the top of the room in *gaseous form*, waiting for players to possibly trip the trap, giving himself an advantage.

The padlock is comically oversized, giving rogues plenty of room to work (Open Locks DC 20) and is magically trapped (trap DC 31). If the lock is picked or otherwise opened before the trap is disarmed, an 11th-level *unholy blight* effect explodes in the room, with the lock as its epicenter. If the players successfully disarm the trap, they can open the coffin – but it's empty.

Lord Castlerock attacks one round after the coffin is opened. If the trap is sprung the vampire likewise appears. He first uses his *charm gaze* attack against a fighter type to gain an ally, then attempts to *energy drain* any clerics or other spell casters.

Once the attacks begin, handlers start mobilizing any other encounters from 2-18 through 2-24 that the players missed. The creatures come to aid Lord Castlerock. It takes handlers 1d3 rounds per undisturbed encounter to mobilize the creatures. Once these encounters are "activated," the monsters all rush to the vampire's aid. The secret door leading from area 2-23 to area 2-26 can be swung open from offstage to give the monsters an easier path.

If Lord Castlerock is reduced to 10 or less hit points he surrenders, handing over his silver watch fob to the players. If he is reduced to zero or less hit points the encounter is over.

Once the encounter ends, a buzzer sounds, any helping encounters surrender or run off, and a referee leads the players to area 2-18 to accept the ovation of the crowd. DJ Faces himself appears at this point, congratulating the crawlers and awarding the treasure personally. At this point level two is over and the players are led out of the arena past a cheering crowd. There is a wild after-party that night, and if the players go they mingle with hundreds of fans and well-wishers, are bought countless rounds of drinks, and asked question after question about what it was like to go up against DJ Faces.

Treasure: For completing this room and the level, the players receive 10,000 gp, three *potions of lesser restoration*, a suit of +4 *omni armor*, and the silver watch fob that formally belonged to Stephen Castlerock (worth 1,000 gp to a collector). In addition, the players each receive a silver commemorative scepter on a hand-carved mahogany stand (450 gp value).

Tickets: 300.

Lord Stephen Castlerock, Male Human Vampire Ranger 7: CR 9; Medium Undead; HD 7d12; hp 55; Init +9; Spd 30 ft.; AC 27, touch 15, flat-footed 22; Base Atk +7; Grp +12; Atk +2 *human bane rapier* +14 melee (1d6+7/18-20) or slam +12 melee (1d6+7 plus energy drain); Full Atk +2 *human bane rapier* +12/+7 melee

(1d6+7/18-20) and +2 *dagger* +12/+7 *melee* (1d4+4/19-20) or *slam* +12 *melee* (1d6+7 plus energy drain); Space/Reach 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, dominate energy drain; SQ Alternate form, combat style (two weapon), damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, favored enemy humans +4, favored enemy elves +2, improved combat style (two weapon), gaseous form, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead traits, vampire weaknesses, wild empathy +9, woodland stride; AL NE; SV Fort +5, Ref +12, Will +4; Str 20, Dex 20, Con –, Int 15, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Diplomacy +6, Hide +21, Intimidate +4, Knowledge (nature) +12, Listen +22, Move Silently +21, Search +18, Sense Motive +15, Spot +22, Survival +12 (+14 in above ground natural environments or following tracks); Alertness, Combat Expertise, Combat Reflexes, Dodge, Endurance, Improved Disarm, Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Mobility, Spring Attack, Track, Two-Weapon Fighting.

SA – Blood Drain (Ex): Lord Castlerock can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Lord Castlerock gains 5 temporary hit points.

Children of the Night (Su): Lord Castlerock can command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve Lord Castlerock for up to 1 hour.

Dominate (Su): Lord Castlerock can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that Lord Castlerock must use a standard action, and those merely looking at him are not affected. Anyone Lord Castlerock targets must succeed on a Will save or fall instantly under his influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by Lord Castlerock's slam attack gain two negative levels. For each negative level bestowed, Lord Castlerock gains 5 temporary hit points. He can use his energy drain ability once per round.

SQ –Alternate Form (Su): Lord Castlerock can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in this alternate form, Lord Castlerock loses his natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of his new form. Lord Castlerock can remain in that form until he assumes another or until the next sunrise.

Gaseous Form (Su): As a standard action, Lord Castlerock can assume *gaseous form* at will as the spell (caster level 5th), but he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Lord Castlerock can climb sheer surfaces as though with a *spider climb* spell.

Ranger Spell Prepared (2, DC = 12 + spell level):
1st – *magic fang*, *resist energy*.

Possessions: +2 *human bane rapier*, +2 *dagger*, +3 *studded leather*



CONEY ISLAND CRAWL, LEVEL 3

The players have three days between levels to rest, recover spells, scribe up to three scrolls, and otherwise prepare themselves. After two days they hear the official word: Their team is going on to the finals! They have one day to prepare after the announcement.

On the day of the crawl three luxury cars come to pick the players up from their hotel. They have to make their way through a mighty throng of fans, who wish to give favors, have autographs signed, and generally support the team. The ride to the dungeon is slow due to traffic stopping to honk, cheer, and take photographs of the players. They finally arrive at the arena with less than half an hour to spare before the dungeon begins.

The players are led directly to the green room.

Area 3-I Green Room

You return to the very same green room in which you started the first two levels. Producer Jennifer Stephenson-Gorn waves as you come in, while talking on her headset. There are three referees, a cameraman, a mike operator and two security guards. Two of the refs flank the doors to the spin room and the dungeon beyond. The craft service table is once again set with delicious food, coffee and soft drinks. The oversized AVS plays highlights from the first two levels of the contest, focusing on your team's best moments as well as the worst moments of your opponents. You cringe as fellow Adventurers Guild members get burned, stabbed, bitten and blasted.

The players have a half hour to rest and get prepared for the dungeon. Several of the staff members approach at different times to quietly congratulate the players on the job well done. They are fairly tight-lipped except for the food attendant, a gossipy young woman who mentions that DJ Faces is very angry that the PC team hasn't lost more players yet. Everyone is very careful about speaking to the players, as if someone was listening in.

At 2:50 Stephenson-Gorn arranges the team in front of the massive AVS.

You watch the crawl intro for the third time. This ends with applause and a long shot of the main audience stage where DJ Faces totters on stage, now dressed as a poor hobo clown. Halfway across he stumbles, falls, and manages to tuck into a neat summersault to spring up, now magically dressed in a bright white clown suit with red dots. The audience cheers as Faces takes dramatic bow after dramatic bow. Finally, he waves for quiet.

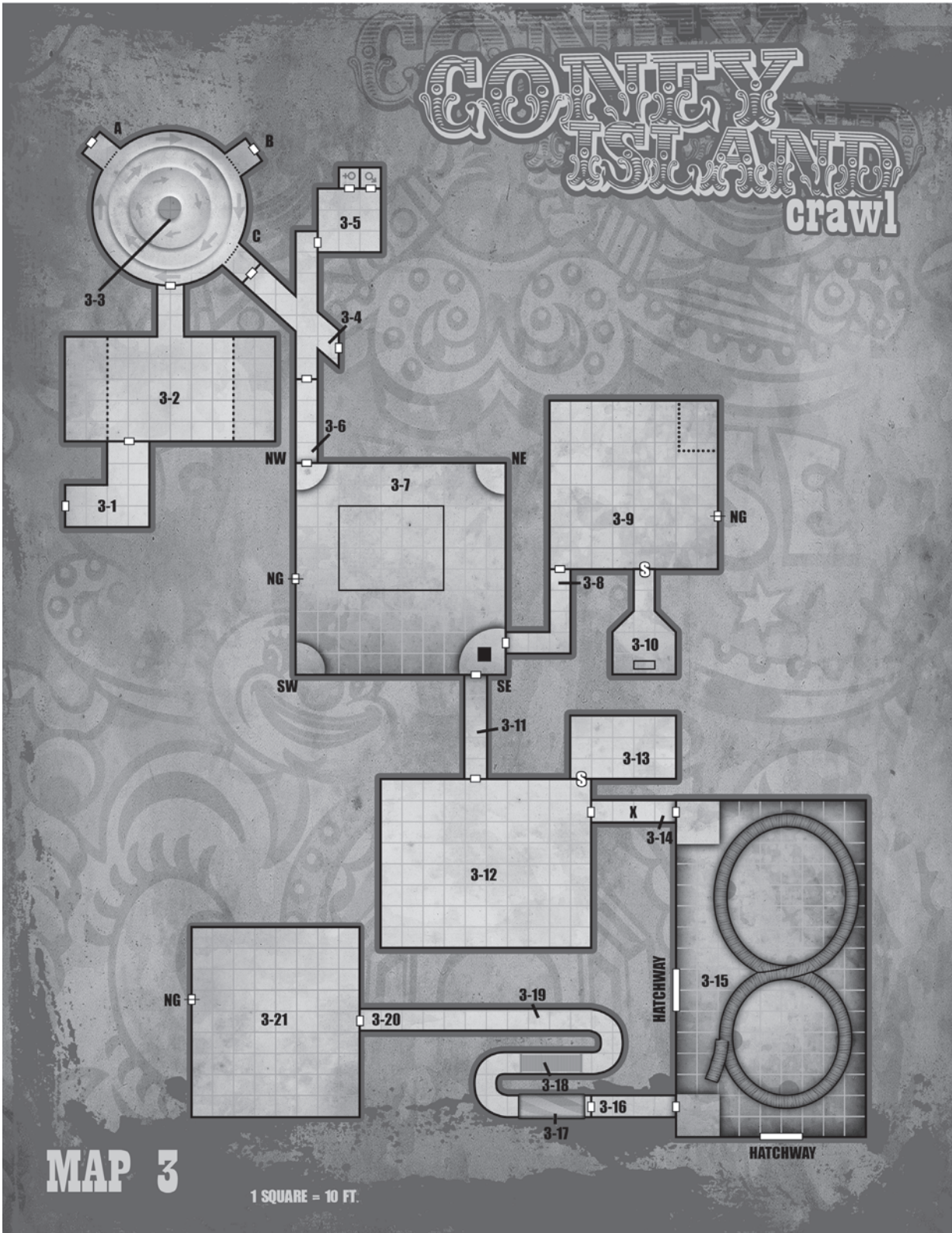
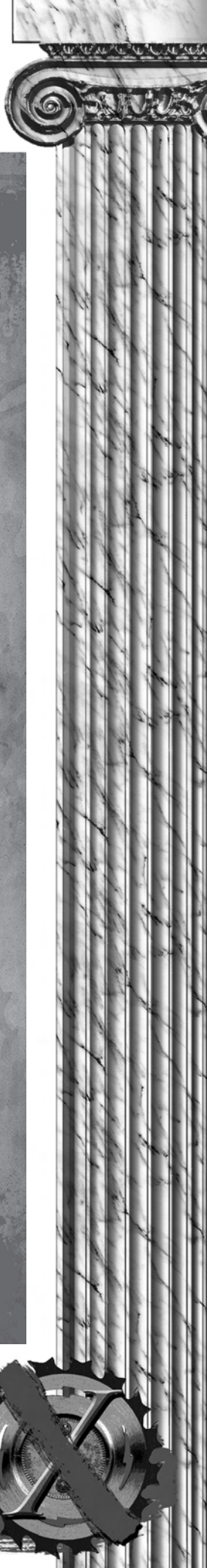
"Thank you, thank you, one and all. Welcome to level three. Has everyone had a good time?" The audience cheers – they are a bit reserved, as if they were actually frightened or angry. "Yes, yes – ladies and gentlemen, I feel your pain. I, DJ Faces, the Clown Prince of Dungeoncraft, have failed you. This contest has been too easy... FAR TOO EASY!"

For a moment Faces looks genuinely unhinged, almost as if possessed for one second. The audience holds its breath, but after a second or two he calms and his natural, comic demeanor returns. "Well, we'll just have to do better today. I had a talk with all of my monsters and they understand how important their performance is today – important for all of us. We shall do better, I promise. Now, on with the show!"

"Today's challenge is deceptively simple: pass through the spin room, exit the door with the star and complete the dungeon. Defeat all monsters, and collect your treasure. It's as easy as pie!"

At this point a pie flies from offstage and hits a comically humiliated Faces in the side of the head. "At least I didn't say it's as easy as anvils!" Suddenly there is a whistling sound – a second later, a massive anvil has crushed the DJ and made all of the boards of the stage leap in the air in a spreading wave, although they fall into the exact place where they started from in naked defiance of the laws of physics. Only the DJ's clown shoes can be seen sticking out from under the anvil, although Faces, in a crushed and puny voice, somehow continues.

"In the name of Emperor Ronald I this contest is open. From this moment forward your lives are



forfeit in the service of the state. All hail mighty Apollo, may he play fair with heroes. Begin! Now, can somebody go get the jack out of my car?"

The AVS darkens, and the referees flanking the door stand back.

The anvil and the destruction/reformation of the stage are obviously *illusion* effects.

The door to the dungeon is neither locked nor trapped – it opens on a long shaft falling down 20 feet to a trampoline. Players can leap down to it, bouncing off safely and onto a nearby pile of sandbags to enter area 3-2.

Area 3-2 The Stampers and the Stamped

You seem to be in the same gloomy outdoor area that you entered the dungeon through twice before. The night is breezy and cold, and thousands of stars twinkle above. At the opposite end of this room is a tent flap seemingly leading to a big top, its neon sign once again declaring, "ENTER HERE."

If any visible players venture even as far as 15 feet into the room, hidden charges in the walls and ceilings are set off – not a trap, but an obstacle set off from back stage. Everyone in the room is possibly *stunned* for 1-2 rounds (DC 15 Fort save). Once the bomb goes off, the false walls on the east and west sides of the room open and eight rhinoceroses charge the players. The monsters are uncontrolled but aggressive animals that attempt to gore and trample these intruders to death.

Players going beyond the tent flap see a corridor leading to the "STAND HERE" platform that levitates them up to the "spin room" they had to pass through in the other levels.

Rhinoceroses (8): CR 5; Large Animal; HD 8d8+40; hp 76; Init +0; Spd 30 ft.; AC 20, touch 9, flat-footed 20; Base Atk +6; Grp +18; Atk gore +17 melee (2d6+16); Full Atk gore +17 melee (2d6+16); Space/Reach 10 ft./10 ft.; SA Powerful charge; SQ Low-light vision; AL N; SV Fort +11, Ref +6, Will +3; Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2.

Skills and Feats: Listen +14, Spot +3; Alertness, Endurance, Improved Natural Attack (gore)

SA –*Powerful Charge* (Ex): These magically augmented rhinos deal 4d6+32 points of damage when they make a charge.

Active Spell Effects: *mage armor*, *greater magic fang* (+4) (gore)

Area 3-3 Revenge of the Former Spin Room

The levitating platform raises you once more to the room with the spinning floor for your third visit here. The floor is divided into three concentric ten-foot sections: an outer and inner ring turn clockwise, and the center ring turns counter-clockwise. The walls are freshly painted with the famous historical scene of Emperor George Augustus I crossing the Potomac River with a squad of crack rangers. The painting is a very good replica of the famous work that hangs in the west wing of the Emperor's Winter Palace.

The door with the star is now the easternmost door, and the candy-striped lever seems to have been moved next to it. The ceiling is 30 feet high and there are three AVS monitors here, angled to take in the entire room. They currently show scenes from a popular historical docudrama, reenacting famous battles from antiquity.

This room is a completely different obstacle. The spinning floor is an *illusion* effect covering up a twenty-foot-deep pool that once housed the hydraulics system for the floor-spinning machine. In the water is a terrible dire shark, properly starved and highly motivated to make a meal out of a crawler or two.

The only "land" is the top of the shaft where the players stand when they arrive. As soon as one player steps off the platform and into the water, the *illusion* is automatically dispelled. Pulling the candy-striped lever next to the door to level 3 (door C on your map) makes it fall out of the wall on a comically unwound spring, making a silly BOIIIIING noise as it does so. The door to the dungeon is locked (Open Locks DC 25) but not trapped.

If this encounter ends in obvious stalemate (the crawlers can't get to the shark and vice versa), the ref declares the room defeated and pens the shark. It will be re-released if the players trip the trap in area 3-4.

If the crawlers defeat the shark they win a special prize, presented to them by models. Each player receives a normal goldfish in a twist-tied baggie half full of water. They are informed that if their fish survives all the way to the end of the dungeon the players will win a special prize, above and beyond what they would normally earn.

Dire Shark: CR 9; Huge Animal; HD 18d8+66; hp 147; Init +2; Spd swim 60 ft.; AC 17, touch 10, flat-footed 15; Base Atk +13; Grp +27; Atk bite +18 melee (2d8+9); Full Atk bite +18 melee (2d8+9); Space/Reach 15 ft./10 ft.; SA Improved grab, swallow whole; SQ Keen scent; AL N; SV Fort +14, Ref +13, Will +7; Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills and Feats: Listen +12, Spot +11, Swim +14; Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)

SA – Improved Grab (Ex): To use this ability, a dire shark must hit 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 in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

SQ – Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and

can detect blood in the water at a range of up to 1 mile.

Area 3-4 ...And This Time It's Personal

This small juncture allows you to go north or south, or to continue along this diagonal to a door across from the one you entered in.

The door at the end of the diagonal hall is locked (Open Locks DC 25) and trapped (DC 24/24). Adding insult to injury, it is false and leads to a brick wall. Bashing the door down is like bashing down a brick wall – nigh impossible.

If the door is unlocked or otherwise opened before the trap is disarmed, the wall starts to move towards the players, and the wall holding the door that led from the former spin room ("C") recedes down into the floor. In addition, two steel walls come down from the ceiling, cutting off the corridors that lead to areas 3-5 and 3-6. Players who were waiting in the offshoot corridors when the trap springs are cut off, unable to aid their teammates by normal means.

The players are trapped between the moving wall and the shark pool in area 3-3. The wall moves at 15 feet per round, thus taking a total of five rounds to shove everyone in the hallway into the shark room. One round after the players are shoved into the shark pool, a second dire shark is released into the pool (same stats as the shark in area 3-3), being *teleported* in from offstage.

Players may attempt to wedge something into the wall to stop it from shoving them into the pool but it is difficult. The pneumatic engines that move the wall are strong and require a well-placed wedge to stop the motion (DC 25 Disable Device check – the players must use something at least as heavy and sturdy as a shortsword to successfully wedge the wall). The wall can also be attacked (hardness 12, hit points 35) or repelled (DC 22 Str check to hold back). If the players manage to stop the wall by mechanical or other means (a *wall of force* effect, for example, would do it) the refs turn the engines off and consider this room a win.



This new shark situation must be resolved before the off-stage handlers free them to reach the rest of the dungeon by retracting all the new walls. If it ends in stalemate the ref declares the room defeated and pens the sharks.

Area 3-5 Break Room

This is the level three break room. There are couches, a craft service table with cold sandwiches and soft drinks, a paramedic leaning on an examination table reading a travel magazine, and a referee. In addition, there is another ticket redemption booth with the same clown you encountered on levels one and two. This time, there is a human woman sitting amongst the many items for sale, wearing leather armor and a harmonica in a stand around her neck. She tunes up a small guitar, smiling you as you enter.

This is a standard break room with full facilities, including showers. Circuit paramedic Brian Johnson (total Heal check +18, includes modern healers' kit) treats any wounds the players have.

The man in the ticket booth is once again Roger Deal. If the characters approach his booth, he quietly lets them know that they have his full support

Commemorative crawl t-shirt
25 tickets

Stuffed animal
50 tickets

Holy water, vial
50 tickets

Alchemists' fire, vial
50 tickets

10 masterwork arrows or bolts
50 tickets

10 +1 arrows or bolts
100 tickets

Masterwork halberd
200 tickets

Potion of invisibility
200 tickets

Potion of cure serious wounds (2d8+7)
400 tickets

Minstrel
1,000 tickets

Crawlers may recognize the minstrel as Danisha "Streetwyze" DeRiver, a bard who commonly substitutes for Division II teams that need last minute help (DC 23 Knowledge (Xcrawl) check to recognize her). The terms of her participation are roughly equivalent to that of Scarblade in area 2-8 – for 1,000 tickets Streetwyze stays with the players for the remainder of this level, supporting the players as best she can.

Streetwyze is professional, inscrutable, intense and a bit of a commitment-phobe. It would take an amazing experience to get her to permanently join a team. She won't drink with the players – she has been doing the twelve step meetings for a full year now and refuses to backslide – but other than that she does whatever the team asks, using her music, magic and skill at arms to help out however she can.

Whether or not the crawlers choose to take Streetwyze along, she tries to take one aside for a minute to relate something strange she overheard. As soon as she can do so discretely, she relates the following:

Okay, check it out. I was in the bathroom before the level actually started, right? Getting dressed, tuning up, that kind of thing. Anyway I'm just finished and about to come out – I crack the door and there's somebody out there talking, so I just listen, right? Anyway it's Faces, the man himself. He comes in and tells the paramedic that he needs to look the other way while he does something. The medic, he's kind of freaked out by this. He argues a bit then finally agrees to go get a cup of coffee. Anyway, I stayed put until I hear the door slam.

Well, like an hour later that producer, the blonde haired girl with the headphones, stormed in here with a couple of guards. I was just sitting here, jamming a bit, and they came in with big garbage cans, threw all the food out and replaced it with new stuff. I mean, they even pitched the coffee and soda cans! Then they took the medic aside for a minute and he left and they bring in a new

medic, that guy that's working it now. I don't know, I thought it was weird so I wanted to say something.

If the players bring any of this up to the DJ he denies it. If the players bring this up to other crawl staff members they are told the situation is being looked into.

Danisha "Streetwize" DeRiver, Female Human Bard 10: CR 10; Medium Humanoid; Fame 53, HD 10d6; hp 45; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +7; Grp +8; Atk masterwork rapier +10 melee (1d6+1/18-20) or dagger +9 ranged (1d4+1/19-20); Full Atk masterwork rapier +10/+5 melee (1d6+1/18-20) or dagger +9 ranged (1d4+1/19-20); Space/Reach 5 ft./5 ft.; SA -; SQ Bardic knowledge +11, countersong 10/day, fascinate 10/day, inspire competence 10/day, inspire courage 10/day, inspire greatness 10/day, suggestion; AL CG; SV Fort +3, Ref +9, Will +6; Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 18.

Skills and Feats: Bluff +12, Climb +8*, Concentration +8, Diplomacy +16, Gather Information +12, Hide +9*, Intimidate +6, Jump +11, Knowledge (Xcrawl) +9, Listen +5, Perform +17 (Acting, Bass, Beatbox, Card Tricks, Comedy, Disc Jockeying, Grandstanding, Interview, Lute, Mimicry, Mugging, Oratory, Piano, Rap, Singing, Stage Combat, Storytelling, Sword Tricks), Sense Motive +7, Spot +4, Tumble +11*; Combat Expertise, Weapon Finesse, Improved Disarm, Improved Trip, Improved Initiative.

*includes armor check penalty

Bard Spells Known (3/4/4/3/1, DC = 14 + spell level): 0 – summon instrument, ghost sound, mage hand, light, prestidigitation, mending; 1st – feather fall, grease, expeditious retreat, hideous laughter; 2nd – heroism, blur, mirror image, invisibility; 3rd – charm monster, dispel magic, gaseous form, see invisibility; 4th – break enchantment, cure critical wounds.

Possessions: +2 chain shirt, 3 potions of cure serious wounds (3d8+10), masterwork lute, remote microphone, masterwork rapier, 3 daggers.



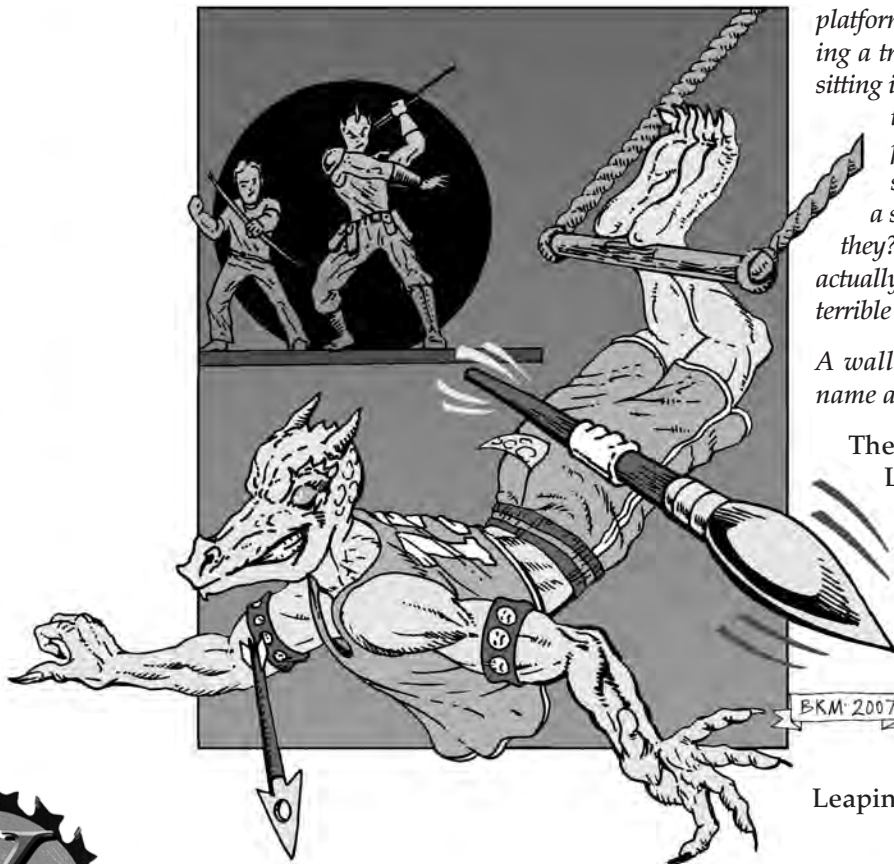
Area 3-6 Kobold Revenge

Intro

Once the players begin to examine this door, an invisible AVS on the ceiling springs to life, startling the players.

You see DJ Faces' face in extreme, almost grotesque, close-up. "Well here you are! Glad you're still with us. Okay, we've had some fun so far but YOU AIN'T SEEN NOTHIN' YET! See, you have the chance to regain all the items you might have lost in my Balloon Room on the second level. Ready for a spat of revenge, you sorry lot? Well, come get it. But watch that first step – it's a doozie!"

This door is locked (Open Locks DC 25) but not trapped. This door is intentionally flimsier than any other door on the level but is made to look just like any other door (Str check DC 5 to bash). If players attempt to burst through and beat their Strength check DC by 10 or more points, they need to make a DC 13 Dex check to avoid accidentally rushing over the side of their ledge.



Area 3-7 Kobold Revenge

You open the door and the roar of the crowd bursts out at you. This is a small arena room, and to your north, east and west are audience members safe behind invisible force walls.

You are standing at the edge of a trapeze platform. The floor looks to be eighty feet below. There is a trapeze hung on a hook in arm's reach of the door – it hangs from a nexus in the ceiling, some 40 feet up and 100 feet away, at the very center of the room.

In the center of the room is another platform. On it are several kobolds dressed in streamlined leather armor and aviator goggles.

Your platform is in the northwest corner of the room. In the north east and southwest corners are two platforms, each with a steel barrier criss-crossed with archery slits. The barrier prevents you from getting a good look but there are several more kobolds on each platform. They too have trapeze bars hung from the center of the room, perhaps specifically designed to cause mid-air collisions.

In the opposite corner you see another platform, also with several kobolds holding a trapeze, and a small treasure chest sitting in the wall behind them. There are two doors leading away from their platform. Looking over the rail you see that some kind soul has erected a safety net across the floor. Or have they? A closer look reveals that the net is actually a huge web and at its center is a terrible spider with eyes as big as saucers.

A wall-sized AVS scoreboard lists her name as LUCY.

These are the survivors of the Leaping Lizard clique, first encountered in the Balloon Room (area 2-16). The crawlers will certainly recognize some of them from the first encounter, if any survived. The Lizards are well-trained and very used to team tactics. If you don't know where the Leaping Lizards' Mojo Pool stood at

the end of the last encounter, give them a starting Mojo Pool 7.

All of the platforms have handholds built into the wall next to them that allow people to climb up or down off the platforms fairly easily (DC 10 Climb check, players not in combat may take 10).

The kobolds work as a team to knock the crawlers onto the spider's net, hopefully to be finished off by the spider the kobolds call Lucy. The acrobats all fight defensively, using readied actions to swing down to intercept as soon as a crawler attempts to swing

across, swinging over and attempting to slash them mid-swing.

Since the survivors of the Balloon Room are here, as well as ten new kobolds, it is up to the GM to determine the placement of all combatants. Put at least two in each of the northeast and southwest corners to man the guns, and on the treasure chest. The rest are up to you.

The Gunners: The northeast and southwest platforms should have one kobold acrobat and two kobold gunners behind each barrier, manning a compressed air cannon

WITH THE GREATEST OF EASE?

The players swinging by trapeze can swing to and from their opposite corners in one round, but must choose to perform a full round move in a straight line. Because the trapeze only swings to and from opposite corners, they will need to find alternative means if they wish to move directly to an adjacent corner. Characters must make a Strength check to stay on:

DC = 10 + armor check penalty + encumbrance penalty

Players take a bonus or penalty on swinging checks for encumbrance:

Light load	No Penalty
Medium load	-2
Heavy load	-6
No armor	+2

Players who take damage while swinging must make a Strength check (DC = damage taken, penalized as above for encumbrance) or fall.

Failure causes characters to fall down to the web below. Hitting the web is a lot nicer than hitting the concrete floor (falling damage 3d6, DC 16 Ref save for half) but it has its own sticky consequences (see below).

Players who swing across successfully can either let go of their trapeze altogether (it pendulums to hanging from the center of the room, out of reach to anyone without some special means of regaining it) or they may hang the trapeze on the covenant hooks mounted on each platform as a free action. If they wish to help a comrade across they can swing it back as a move action. It takes the trapeze a move action to swing to the other side of the room.

A trapeze can hold one Medium creature, or two Small creatures, at a time. Thus kobolds can swing across in tandem.

that fires softballs at 90+ MPH (attack bonus +8, damage 3d4/x2). The barriers, with their custom archery slits, give these kobolds superior cover (+8 cover bonus to AC) while they hide. Each ledge can fire up to 15 softballs before their resources are depleted. If players make it to their platforms the gunners use their trapezes to swing to their opposite corner – they will keep swinging all night if it means they avoid melee with the players.

Lucy and the Web: Players who fall into the web are automatically stuck and must make an Escape Artist or Strength check to break free (Escape Artist DC 20, break DC 24 – each 5-foot section of web has 16 hp, damage reduction 5/fire). Of course, once they are stuck Lucy comes by to see about lunch. Once players fall, the AVS prompts the crowd to chant her name until players break free or defeat her.

Players who fall from platform height and somehow manage not to land on the web take 8d6 damage when they hit the floor.

Treasure: The gigantic treasure chest on the southeast platform is locked (Open Locks DC 20) and has a special trap: a kobold gunner in a gasmask waits inside, along with all the players' possessions that were successfully stolen in area 2-16. Once the chest is opened the kobold pops the poison gas canister he is holding and instantly surrenders. Any player on the platform must make a DC 20 Fort save versus poison or suffer 1d6 Dex damage.

The players win a 10,000 gp note, the +3 *adamantine claymore* (greatsword) known as The Highland Officiator, and potions of *neutralize poison*, *resist energy* (fire, 20 points), and *jump*.

Tickets: 100

Kobold Rogue 5 (10+): CR 5; Small Humanoid (Reptilian); HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 19, touch 15, flat-footed 19; Base Atk +3; Grp -2; Atk +1 *dagger* +9 melee (1d4/19-20); Full Atk +1 *dagger* +9 melee (1d4/19-20); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6; SQ Darkvision 60 ft.,

evasion, light sensitivity, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +2, Ref +8, Will +1; Str 8, Dex 18, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +13, Bluff +4, Climb +6, Craft (trapmaking) +3, Hide +14, Jump +8, Move Silently +14, Profession (miner) +2, Search +10, Sleight of Hand +13, Spot +7, Listen +7, Tumble +11; Weapon Finesse, Xcrawl Lunch Special: Sneak Thief (+2 Move Silently and Sleight of Hand).

Possessions: +1 *dagger*, masterwork studded leather, gasmask, helium balloon

Lucy, Gargantuan Monstrous Spider: CR 8; Gargantuan Vermin; HD 16d8+32; hp 104; Init +3; Spd 30 ft., climb 20 ft.; AC 19, touch 9, flat-footed 16; Base Atk +12; Grp +31; Atk bite +15 melee (2d8+10 plus poison); Full Atk bite +15 melee (2d8+10 plus poison); Space/Reach 20 ft./15 ft.; SA Poison, web; SQ Darkvision 60 ft., tremor-sense, vermin traits; AL N; SV Fort +12, Ref +8, Will +5; Str 25, Dex 17, Con 14, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +14, Hide -9*, Move Silently +3*, Spot +4; –

*+8 racial bonus to Hide and Move Silently checks in webs

SA – *Poison (Ex)*: Injury, Fortitude DC 20, initial damage 2d6 Str, secondary damage 2d6 Str.

Web (Ex): A Gargantuan monstrous spider can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to Colossal size.

An entangled creature can escape with a successful Escape Artist (DC 20) check or burst it with a Strength check (DC 24). Both are standard actions.

Area 3-8

Slots of Ways to Die

You see a strange sight at the end of this hallway: a huge slot machine takes up the entire end of the corridor. The slot machine has hinges, apparently allowing it to swing aside like a huge door. An AVS built into the front of the machine turns on and you see DJ Faces, calling to you from close-up!

"Okay folks – step right up and try your luck! The only way to get into the next room and complete the dungeon is through my one-armed bandit. You have to pull until the door opens – and then deal with whatever is inside to get your treasure. So, now you have to ask yourselves a question..."

The camera has been continually zooming in, so now you see nothing but his horrible clown mouth.

"DO I FEEL LUCKY?" WELL, DO YOU PUNKS?"

His manic laughter rings throughout the hallway until it fades into echoes.

The players get a maximum of six "real" pulls. On the seventh pull the door automatically opens, no matter what the result should be.

The team must keep pulling the lever to open the doors. Characters trying to force it, disable it or otherwise circumvent the slot machine obstacle are warned to stop by the referee. Those who continue are disqualified.

The results of all the team's pulls are cumulative, with some exceptions. **Don't read the results out loud!** Simply describe what symbol the team sees on the display, and what the announcer reads (if anything). However, the players will hear crowd reaction through their AVS, and the audience can watch the symbols along with the team – and knows what they stand for. The characters are likely to hear a lot of "oohs" and "aahs," as well as some gasps of fright and outright cheering for bloodlust.

For each pull on the lever the player rolls a d20, with results as listed below:

ROLL	DISPLAY	RESULTS
20	Fireworks	Door opens
19	Gemstone	Bonus: <i>stone of fellowship</i> *
18	Open book	Bonus: <i>scroll of fireball</i> (7th level)*
17	Arrow	Bonus: +3 <i>magical beast bane</i> arrow (immediate)*
16	Bubbling beaker	Bonus: <i>potion of improved invisibility</i> (immediate)*
15	Smiling child	Bonus: 500 tickets
14	X-ed out demon face	Area 3-9 loses a monster
13	Mt. Olympus	Players are <i>blessed</i> for the duration of this room*
12	Stack of coins	Bonus: 500 gp
11	Clown announcer speaks	Add a monster
10	Laser blast	Audience participation*
9	Sad clown face	-5,000 gp
8	Crying clown face	-100 tickets
7	Whoopee cushion	Random chimera gets <i>spell reflection</i> (9th level)
6	Seltzer water blast	Lose all gold
5	Line of question marks	Door trap armed
4	Clown announcer speaks	Wandering monster added*
3	Clown announcer speaks	Monster power up*
2	Smiling devil face	Lose random magic item from treasure
1	Shocked adventurer face	Random crawler teleported to cage

** This result can only happen once. For multiple results of the same number, use the next lowest result without an asterisk instead.*

Bonus treasure and gold is given out at the conclusion of room 3-9 *except* items marked immediate. In those cases, a slot opens by the door holding whatever immediate magic items the players earn at the same time the door swings open.

Allow the later rolls to rule over earlier rolls. For example, if they roll Lose All Gold, and later roll Stack of Coins, the team should get 500 gp at the end of the room.

Special results are listed below:

Audience Participation: Everyone in the audience was given a commemorative laser pointer before this level. If the players roll this result, Faces invites them to play their lights over the crawlers during the room, suggesting they pay as much attention as possible to playing their lights over all spell-caster's eyes. This gives a 20% spell failure chance to any spell caster who fails a DC 20 Concentration check before they cast in this room.

Add A Monster: A clown announcer says: *"Ladies and Gentlemen, this just in: the monsters are multiplying!"* At this point an extra chimera is added to area 3-9.

Door Trap Armed: The door is now trapped (trap DC 15/15). A thin, difficult-to-notice wire is strung three feet off the floor in the doorframe. If a player passes through it before it is disarmed, he is shocked for 4d6 damage (no save). If the players spot the wire it is easy to slip past without tripping it.

Monster Power Up: A clown announcer says: *"Ladies and Gentlemen, this just in – our monsters have been spotted taking vitamins!"* All chimeras in area 3-9 gain the following spells just before the door opens: *mage armor*, *bull's strength*, *greater magic fang* (+2).

Lose A Monster: One of the chimeras is removed from area 3-9.

Random Crawler Teleported To Cage: As soon as the door swings open, one crawler is randomly *teleported* in the cage in area 3-9 (no save).

Wandering Monster Added: The clown announcer says: *"Ladies and gentlemen, this just in:*

a monster just got loose in the dungeon!" You see grainy footage of a door opening and some upright creature charging the camera, knocking it askew. A dangerous behir is added to area 3-14.

When the door opens there is a great fanfare of trumpets, the crowd cheers, and the room begins.

Area 3-9 Mystery Payout

You will have to tailor this room description to the dictates of the random slot rolls in area 3-8.

There is a huge cheer as the giant slot machine rolls back to reveal this room. There is a medium-sized audience overlooking the room, cheering and waving as you enter. You see several chimera, multiple heads roaring and gnashing preparing for a charge. In the far corner is a cage, and even from this distance you can see it's got a ridiculously overwrought lock.

Read the following if the players rolled Audience Participation:

Suddenly the air is alive with narrow beams of red light. The lights play over you harmlessly, but they certainly are distracting.

No matter what the players roll, there is at least one chimera present when they enter! There are a base number of two chimeras here – add or subtract creatures depending on the rolls the players made in area 3-8. The creatures are not controlled so they react normally. If there are multiple creatures by the time the players arrive, they work in concert to pin down their opponents with their breath weapons before ripping into them at close quarters. The creatures do not surrender.

The cage is locked (Open Lock DC 21) and tough to break out of (Strength check DC 26 to break the door off its hinges, DC 30 to bend the bars enough to allow a player to escape), but the bars are widely spaced and a player trapped inside could cast spells or fire ranged weapons into the fray. Indeed, the cage might actually offer a measure of protection – the chimera can't get inside, al-

though their breath weapon passes right through.

Once the chimera are defeated, the NoGo door on the east wall opens and Supermodel Tina Ellis enters, poses with the team, and presents them with their treasure.

The secret door on the south wall (Search DC 20) is neither locked nor trapped.

Treasure: This is the base treasure for this room; note that this can be added to or taken away depending on the slot rolls: a 5,000 gp note, the +3 *short composite bow* known as El Cazadore, and two *potions of lesser restoration*. Add or subtract to this treasure as necessary per the players' luck in Area 3-8.

Tickets: 50 tickets

First Chimera: Advanced Chimera (Red Dragon Head): CR 10; Huge Magical Beast; HD 15d10+75; hp 156; Init +4; Spd 30 ft., fly 50 ft. (poor); AC 20, touch 8, flat-footed 20; Base Atk +15; Grp +31; Atk bite +21 melee (3d6+8); Full Atk bite +21 melee (3d6+8) and bite +21 melee (2d6+8) and gore +21 melee (2d6+8) and 2 claws +19 melee (1d8+4); Space/Reach 15 ft./10 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +14, Ref +11, Will +8; Str 27, Dex 11, Con 21, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide -2*, Listen +11, Spot +11; Alertness, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack

*+4 racial bonus to Hide checks in areas of scrub or brush

SA – *Breath Weapon (Su):* 20-foot cone, once every 1d4 rounds, damage 6d8 fire, Reflex DC 22 half.

Subsequent Chimeras: Standard Chimera (White Dragon Head): CR 7; Large Magical Beast; HD 9d10+27; hp 76; Init +1; Spd 30 ft., fly 50 ft. (poor); AC 19, touch 10, flat-footed 18; Base Atk +9; Grp +17; Atk bite +12 melee (2d6+4); Full Atk bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2); Space/Reach 10 ft./5 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent;

AL CE; SV Fort +9, Ref +7, Will +6; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide +1*, Listen +9, Spot +9; Alertness, Hover, Iron Will, Multiattack

*+4 racial bonus to Hide checks in areas of scrub or brush

SA – *Breath Weapon (Su):* 20-foot cone, once every 1d4 rounds, damage 3d8 cold, Reflex DC 17 half.

Area 3-IO K-I-S-S-I-N-G

The secret door opens to the most garish room of the dungeon. This area is decorated like a high school gymnasium on prom night – the walls are pink with white and red hearts, and paper streamers arc from the massive disco ball hanging from the center of the high ceiling. A love ballad, popular about two decades ago, plays from hidden speakers. In the center of the room is a bandstand. DJ Faces stands there in his clown tuxedo by a beautiful half-elf woman in a black formal gown, both wearing NonCom badges.

Faces takes the microphone stand and adjusts it; there is a painful whine of feedback. "Hello, intrepid adventurers. This room is a test to see if you are a hot love machine! Prepare yourself for – DJ Faces' Funhouse Lip-Lock Challenge!" The crowd erupts in applause and laughter.

"Now I know that under your violent veneers one of you is a seething volcano of lust. I call you forth now – come forward and face this challenge. Let me introduce Scarlet Innisfree. She will be both the judge and battleground of this contest. Choose one of your number to come forward and present this lady with The Kiss that Kills. Weak lips and a trembling heart will win you no treasure, so choose your contestant carefully."

Only one crawler gets to participate in this challenge. Once the team decides, that individual is led to the top of the bandstand. The lights dim, the music reaches a crescendo and the chosen player must kiss Innisfree. The contestant makes a Charisma check, with the following results:

Result	Effect
1-6	Innisfree laughs the player off the bandstand; no reward.
7-12	Innisfree gives the thumbs down; no reward.
13-15	Innisfree gives the wishy-washy hand signal; no reward.
16-17	Innisfree gives the thumbs up; the players win the gold.
18	Innisfree is impressed; the players win the gold and the vacation.
19	Innisfree is very impressed; the players win gold, vacation, and prize.
20	Innisfree truly enjoys this moment and allows it to linger. Players win full prizes.
21+	Innisfree is blown away; the players win all prizes and Innisfree gives the contestant her phone number.

DJ Faces doesn't stop the players from augmenting this roll. Mojo, the inspire confidence ability, *eagle's splendor* and the like are all legitimate measures for this contest.

Afterwards, Faces asks for a big hand for the players and awards the prize. Perceptive players may notice that he is having a hard time restraining himself and acting pleasant – there is rage behind his eyes (Spot check DC 21).

Treasure: The gold: a 5,000 gp note. The vacation: each crawler wins a three day vacation package for two to Niagara Falls. The prize: the team wins 25 +3 *arrows* in a custom pink quiver, and 25 +3 *crossbow bolts* in a custom pink case. The arrows are all red and their tips are shaped like inverted hearts.

Tickets: 50 tickets

Area 3–II

Think Fast, Step Quick

Once the door to this hallway is open, read or paraphrase the following:

You see a corridor ending in a strange door which is decorated in a checkered pattern, with each square designed in a different color or symbol. In the center of the door is a candy striped crank and there doesn't appear to be a door handle. The ceiling and walls are covered in children's wallpaper displaying pictures of toys. Over the door is an AVS that displays the Coney Island Crawl Logo.

If the players attempt to remove the wallpaper, a referee's voice sounds over the intercom announcing they are to leave the wallpaper alone and move on.

At the 25-foot mark there is a pressure plate trap (trap DC 34/34) in the floor. If the players fail to disable the trap or trigger the trap unknowingly, the hallway bursts into action.

Four pairs of 10 ft. x 10 ft. wall sections rapidly slam together repeatedly in a pattern beginning at the entrance door and ending at the exit door. In between each set of crushing walls is a 2-foot section of hallway. Here giant saw blades slide down from the ceiling in succession with the moving walls.

The players need to make a DC 20 Reflex save for each section of wall they pass through or take 4d6 crushing/slashing damage. Players standing in the middle of the hall when the trap is triggered can move forwards through the hallway at a reduced Reflex save (DC 16) in an attempt to outrun the trap.

There is a 10 ft. x 5 ft. section of safe floor space in front of the entrance and exit.

If the players reach the crank without triggering the trap, the crank opens the exit door with one turn. If the players reach the crank after the trap is triggered then the crank has multiple functions:

1st turn: Triggers the springboard "safe spot" at the entrance, flinging any party members into the trapped hallway.

2nd turn: Speeds up the hallway trap, causing the reflex save to increase by +2.

3rd turn: Triggers spikes to deploy from the walls, increasing damage to 6d6 on a failed Reflex save.

4th turn: Opens the exit door and disables the hallway trap.

There was supposed to be a recorded video that gave hints and instructions about area 3-12 set to play when the crawlers were within 10 feet of the door, but DJ Faces sabotaged it earlier in the day. Most of his covert attempts to circumnavigate Adventurers Guild rules in order to make the crawl more lethal for the team have been discovered and corrected by producer Jennifer Stephenson-Gorn, but this one slipped through the safety net. Its omission is one of the reasons he gets arrested at the after-party (see page 78).

Area 3-12 Face in the Box

Once the door is opened, read or paraphrase the following:

Carnival music blares from the speakers mingled with audience laughter. The room is a 70 ft. x 100 ft. rectangle surrounded by audience members behind safety glass. You see a clown car zooming recklessly around the backside of the room depositing oversized clowns out of the back. A total of eight leap out and prepare to close in armed with some type of cannon weapon sporting an Infark logo on the side.

In the center of the room is a candy-striped lever jutting up from the floor. In the moments you spent taking in this room, the clown car drops two more clowns and speeds off to the car-sized NoGo door on the west wall. Once the car exits, the scoreboard lights up and you hear the dreaded buzzer sound signifying the start of this encounter.

There are 10 ogre clowns armed with DJ Faces' latest innovation, alchemical fire flame throwers (AFFT). Each AFFT has three shots of alchemists' fire that can be sprayed up to 50 feet in 10 foot range increments. Using the AFFT requires a successful touch attack to hit and deals 2d6 damage on the first round and 1d6 the second round.

Players may attempt a Sunder attack on an AFFT. If successful, the AFFT explodes, caus-

ing damage to the wielder as per the table below. If a clown rolls a natural 1 to attack, the AFFT explodes doing damage according to how many shots remained in the AFFT including the shot just attempted, as per the table below.

An AFFT is made of steel and has a hardness of 10 and 15 hit points.

AFFT Shots Remaining	Explosion Results
1	2d6 on the 1st round and 1d6 the 2nd round
2	4d6 on the 1st round and 2d6 the 2nd round
3	6d6 on the 1st round and 3d6 the 2nd round

The clowns attack as soon as the buzzer sounds. Half charge and half lay down AFFT cover fire in order to allow their teammates to pull the candy-striped lever. If the lever is pulled, read or paraphrase the following:

You hear the loud grind of machinery, then a whimsical tune plays. A trap door swings open and a huge box rises into the room. When its platform is fully level with the floor, the tune reaches a crescendo and the top of the box "pops." Out springs some sort of huge steel construct with abnormally long arms in the form of springs with fists attached, dressed in harlequin motley and sporting a DJ Faces mask.

The creature is a huge iron golem, which uses its extended reach to attack until it is destroyed. If the players manage to prevent the lever from being pulled, the room ends with the defeat of the ogres. Note that this golem has a space/reach of 15 ft./15 ft. and is immobile.

There is a secret door (Search DC 20) in the northeast corner of the room. The door is not trapped or locked.

Once the room has been defeated, read or paraphrase the following:

Another trap door gives way to a rising platform with none other than Lady Strangè, the famous lingerie model from Terry Paris clothing designs. Lady Strangè waves to the crowd with a stunning

smile before she rolls the winners cart to the players. An announcer names off all of the treasure as Lady Strangè presents each to the crawlers in turn.

Treasure: Each crawler receives an Infark logo patch and a voucher redeemable for one TSA&A custom-made sword. The group receives an 8,000 gp note, two *potions of lesser restoration*, and a +3 *electric resistance heavy wooden shield*.

Tickets: Up to 200 tickets are rewarded, for two possible accomplishments. If the players triggered the hallway trap, they get 50; if they avoided it, they get 100. If the players fought the iron golem, they get 50 more; if they avoided activating it, they get 100 more.

Ogre (10): CR 4; Large Giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 20, touch 9, flat-footed 20; Base Atk +3; Grp +12; Atk great club +8 melee (2d8+7) or AFFT flamethrower +5 ranged touch (2d6 fire/1d6 fire); Full Atk great club +8 melee (2d8+7) or AFFT flamethrower +5 ranged touch (2d6 fire/1d6 fire); Space/Reach 10 ft./10 ft.; SA -; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Active Spell Effects: *Greater magic weapon* (+3) (on flamethrowers), *mage armor*, *resist energy* (fire).

Iron Golem: CR 13; Large Construct; HD 18d10+30; hp 129; Init -1; Spd 0; AC 30, touch 8, flat-footed 30; Base Atk +12; Grp +28; Atk slam +23 melee (2d10+11); Full Atk 2 slams +23 melee (2d10+11); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: -

SA - Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Area 3-I3 Ring Toss

Once the door is opened, read or paraphrase the following:

As you enter you see DJ Faces standing behind a booth. Behind Faces are rows of clear bottles lined up systematically. The room is once again draped in various sized stuffed animal prizes. DJ Faces is dressed in his candy-striped suit complete with cane and wearing his oversized NonCom badge. The cane's marionette face has cat eyes, and follows you wherever you go in the room.

DJ Faces looks up at you as you step inside and begins to peddle his game on you. "Welcome, my fine ladies and gents. Care to test your throwing skills? Then step right up and let's see what you've got. Five rings to throw and three ringers win the prize. Just time for one more game before we close, so who's it going to be?"

DJ Faces produces five rings, one on each finger of his left hand.

The group must decide which player will play the game. The chosen player must then try to throw and land three rings on any of the bottle tops. To hit the target the player

must make a ranged attack roll (AC 20). It doesn't matter which bottles the rings land on.

If the player wins, read the following:

DJ Faces claps his hands together and exclaims, "Well done, well done indeed – and now for your prize." Faces dips below the counter and comes back with a small chest. Then he says, "Well, I must be off to plan the rest of your... uh... adventure but enjoy your winnings and good luck with the next room. It's certainly been a rollercoaster ride for the audience this far. Ta-Ta."

Faces spins and with a puff of red smoke he is gone, leaving you alone with the chest.

The chest is locked (DC 28) but is not trapped. The room is empty otherwise. Inside the chest are three potions.

Treasure: The players receive three potions of cat's grace.

Area 3-I4 Ride of your Life Intro

If the players received the Wandering Monster result in area 3-8, the behir is here. This behir is intelligent and cautious, and waits silently until the door opens. Read the party the following:

As you open the door you see a huge blue dragon-like beast with a dozen legs waiting in the hallway. It charges you as you enter.

The behir uses its breath weapon, then charges and attempts to swallow a spell caster or two.

If the players did not receive the Wandering Monster result from area 3-8 the hallway is empty.

Once the players go within 10 feet of the door a previously invisible AVS appears and shows the players the following:

The AVS lights up and you see DJ Faces, riding around and around on a beautifully ornate merry-go-round. The camera is mounted near him and you see the background rushing by as he arcs up and down, up and down. He leans over in the saddle to address the camera: "You have a

ride to ride, my poor pitiful players, before you can finish my dungeon. To complete this room you must defeat all my flying beasts and make the jump to finish. This room is going to have its ups and downs, friends, so be careful! Tally ho!" At this, Face's merry-go-round horse takes flight and disappears off-camera with the DJ clinging to the pole through its back.

The door to area 3-15 sports a tricky Poseidon Security 7 lock (Open Lock DC 28) but is not trapped.

Advanced Behir: CR 10; Huge Magical Beast; HD 13d10+65; hp 137; Init +1; Spd 40 ft., climb 15 ft.; AC 24, touch 9, flat-footed 23; Base Atk +13; Grp +29; Atk bite +22 melee (2d4+16); Full Atk +22 melee (2d4+16); Space/Reach 15 ft./10 ft.; SA Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole; SQ Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL N; SV Fort +13, Ref +9, Will +8; Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12.

Skills and Feats: Climb +16, Hide +5, Listen +6, Spot +6, Survival +2; Alertness, Cleave, Iron Will, Power Attack, Track

SA – Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 21 half.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size 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 attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +19 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir'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 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Active Spell Effects: *Greater Magic Fang* (+3) (bite), *mage armor*.

Area 3-I5 Ride of Your Life

The stands are full – perhaps five thousand people have come to watch you here. They cheer as you enter. It looks to you like there are many children in the good seats this time, much more than in any other room in the crawl.

The door opens onto a platform some fifty feet off the ground. Waiting at the edge of the platform is a roller coaster car, painted white with red flames. Its track makes a sharp figure eight down this long room, crossing over itself in the center. There is a switch-off track towards the southwest corner of the room and what appears to be a ramp – the coaster car is obviously meant to leap off the rails at the end. Indeed, there is a kind of catch at the end, padding and speed breaks meant to stop the would-be soaring railcar on a ramp by the door. Painted over the ramp is a huge clownish FINISH LINE sign.

Looking over the edge, you see figures moving around on the floor, hiding in the shadows of the rail supports. On two walls there are twelve-foot-wide hatchways, set to release some kind of monster, no doubt. The magical AVS scoreboard flashes your instructions: "MINIMUM OF TWO MUST RIDE THE COASTER UNTIL THE FLYERS ARE BESTED. THEN TWO MUST JUMP TO THE FINISH TO COMPLETE THE ROOM."

The platform is 50 feet above ground. The platform is level with the roller coaster track. Players who fall over the side take 5d6 damage unless they have some way to mitigate the effect. The crossover in the track is 20 feet

above the track below it, the bottom part dipping down 10 feet and the upper part going up 10 feet at an equal angle.

Once there are at least two players in the roller coaster the ride starts and the two hatches open, releasing the manticores into the room. The manticores fly above, strafing with their tail spikes and coming in for daring swoop attacks when they can. The ceiling is 50 feet off the level of the entrance platform, making it a total of 100 feet off the ground.

Players standing in the car risk falling out if they are struck – standing players who are hit in combat must make a Balance check (DC = 5 + damage taken) to avoid falling over the railing. Ranged combat is made more difficult by the jouncing movement of the fast car – players using missile fire take a -4 circumstance penalty to hit.

The roller coaster has a throttle control on the back. Using it the players can make the car move 50, 60 or 70 feet per round around the track. The players go round and round until all the manticores are defeated. Once they are all defeated the scoreboard flashes PREPARE FOR JUMP and the turn-off switches the path of the car to the ramp. To make the jump the player must make a Jump check using the car's base modifier of +12; the DC for success is 24. The player manning the throttle makes the Jump check, and must inform the GM of how fast they are going once they hit the ramp. If the players hit the ramp going 50 they take a -4 penalty on their Jump check; at 60, there are no modifiers; and at 70, they get a +2 to their Jump check but the car hits the wall and everyone inside takes 2d6 impact damage from the crash.

Once the team has attempted the jump, the room is declared over. Supermodel Nancy Manly, riding a magnificent pegasus, flies out of the hatchway and up to the players to present the treasure.

Treasure: The players receive a 5,000 gp note, a *pearl of power* (5th level), and three 7th level potions: *keen edge*, *invisibility* and *cure serious wounds*. In addition, the players each receive a season pass for two to the Coney Island theme park, Adventure Mountain.

Tickets: 100 tickets.

Manticore (5): CR 5; Large Magical Beast; HD 6d10+24; hp 57; Init +2; Spd 30 ft., fly 50 ft. (clumsy); AC 17, touch 11, flat-footed 15; Base Atk +6; Grp +15; Atk claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19-20); Full Atk 2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2) or 6 spikes +8 ranged (1d8+2/19-20); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +5, Spot +9, Survival +1; Flyby Attack, Multiattack, Track, Weapon Focus (spikes).

SA – Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Area 3-I6 The Fun House

Once the door is opened, read or paraphrase the following:

The hallway is lined with AVS screens. When you enter the hallway the door behind you closes and the AVS screens light up, surrounding you with cut scenes of your crawl adventure so far. At the end of the hallway there is a large circular door and an AVS with DJ Faces' image. He looks around the room at all of the AVS screens, then shakes his head.

"I cannot believe that team <INSERT TEAM NAME> has made it this far. Mistakes have been made. Not to worry, for I have made special adjustments for this last leg of entertainment. I should not have guessed that you would be the VIPs destined to play the end of this crawl but alas, a crawl can never truly be considered spectacular without a few surprises, eh? We have seen bravery and cunning. We have seen theatrics and mugging. We have witnessed fantastic teamwork and amazing endurance. You have proven without a doubt that you are the team that deserves to be here. For you heroes that are destined to die, I

salute you." Here DJ Faces slaps an arm across his chest in mockery of the traditional salute of the empire.

"But before you go, I thought you might enjoy a little playtime in my Fun House. Since we have been having so much fun I thought we must have a room suitable to our enjoyment level. All you must do is find your way through my fun house, smiling as you go, of course, and locate the door leading to my grand finale. I await you at the finish – or your coffins – whichever please the gods."

DJ Faces laughs mockingly for a moment and the AVS screens go black. He looks around at all of the AVS screens and shakes his head.

When DJ Faces is describing the various virtues of the group, use images appropriate to your game to reflect upon the players' accomplishments. Likewise, if any players have died during the crawl, Faces will definitely take the opportunity to rub it in after he says, "Mistakes have been made."

Area 3-I7 Tunnel of Fangs

After the door opens, read or paraphrase the following:

The opening door reveals a spinning, circular corridor twenty-five foot long with a twenty foot circumference. The lights begin to flash rapidly, giving off an illusion of slow motion. At a second glance you see the tunnel is lined with spikes, and moving among them is a mass of crawling forms on the walls, ceilings and floor.

Once a player steps onto the spinning corridor they must make a DC 15 Reflex save for every round they are inside. Failure indicates 1d6 points of spike damage and the player must make a DC 19 Fortitude save or take 1d2 points of Dexterity damage. The spinning corridor causes the players to move at half speed.

There are 30 magically enhanced monstrous spiders that attempt to leap on their targets to deliver their bites. They attack until defeated. The room ends only when the crawlers make it to the other side. Once all members are through, the door will close, sealing them in the next hallway.

Medium Monstrous Spider (30): CR 2; Medium Vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk bite +9 melee (1d6+5 plus poison); Full Atk bite +9 melee (1d6+5 plus poison); Space/Reach 5 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense, vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 25, Dex 17, Con 14, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +1, Hide +7*, Move Silently +3*, Spot +4; –

*+8 racial bonus to Hide and Move Silently checks in webs

SA – Poison (Ex): Injury, Fortitude DC 12, initial damage 1d4 Str, secondary damage 1d4 Str.

Web (Ex): A Medium monstrous spider can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to Large size.

Area 3–I8

Run as You Might

Read the following as soon as players exit the Tunnel of Fangs:

There is a bend in the hallway up ahead and an AVS up above you. The AVS lights up, featuring DJ Faces laughing merrily. He wipes an imaginary tear from under his eye, lets out his last few chuckles, and says, “Crawlers for my crawlers, poetic justice don’t you think? Well, no time to dilly dally, so I’ll just say hurry on before it’s too late.”

With a pop the screen goes black. You hear the starting rumble of some kind of machinery from around the bend. Just as you are beginning to compose yourselves to move onward several small holes open in the hallway around you and out pour thousands and thousands of insects.

The insect swarms move down the hallway towards the treadmill in an attempt to hurry the crawlers along. Should the team stand and fight, the swarms attack until they are destroyed. The insect swarms do 1d6 damage to any players in their threat range each round and any player taking damage must

make a DC 19 Fortitude save or suffer 1d3 Strength loss from poisonous stings and bites.

Once the team is round the bend, read the following:

There is a 30-foot-long treadmill on the floor before you and it is moving very fast. Past the treadmill you see another bend in the hallway but nothing else.

To make it across the treadmill, the players must use a full move action to run across. If for any reason they stop their movement that round, they are deposited back to the beginning of the treadmill. If the insect swarms are still advancing they continue to advance along the walls and ceiling.

At the halfway point on the treadmill there is a pressure plate trap (trap DC 30/34). If the Disable Device check is unsuccessful or the players trigger it unexpectedly, a large explosion ensues. The entire treadmill is lined with C-4 explosives and deals 8d6 fire damage to anyone that fails their DC 20 Reflex save.

Once the players pass the second bend, read the following:

You move around the second bend to find a door at the end of the hallway.

The door is not trapped or locked.

Area 3–I9 Mirror Mirror on the Wall

Once the players are through the door, read the following:

This room is curious, to say the least. You appear to be walking on a wall as opposed to a floor. The ceiling is to your left and the floor is to your right, leaving the other wall directly above you. On the right side there are various pieces of furniture: coffee table, chairs, sofa, etc., seemingly attached to the wall. On the wall you are walking on, and on the wall above, you see pictures and mirrors. The left side has a chandelier hanging horizontally across your path. It’s as if the whole room has been turned on its side and yet everything remained in place. Directly opposite from the en-

trance is an exit door and on the wall above is the NoGo door.

The most curious aspect of this room is that the players can walk on any of the walls or ceiling as normal. This is just a magic trick put into place for the audience's entertainment. This effect will in no way harm the players.

Two dangerous razor sprites hide behind two-way mirrors, one on either wall. As soon as the players move into sight the razor sprites leap through the mirrors and attack. The sprites attack until defeated.

If the players win, read the following:

The NoGo door opens up to reveal Xcrawl superstar Alistair "The Great One" Blaylock. TGO congratulates the players and presents their prizes.

The Great One will sign autographs if asked. The exit door is not locked or trapped.

Treasure: Each player receives a brand new kitchen set compliments of Pluto Home Appliances. The group receives a 15,000 gp note, bracers of armor +6, and a staff of frost (20 charges) made and signed by TGO himself.

Tickets: 150 tickets if the players bypass the treadmill trap; 100 tickets otherwise.

Razor Sprite (2): CR 8; Medium Fey; HD 10d6+50; hp 83; Init +11; Spd fly 30 ft. (perfect); AC 23, touch 17, flat-footed 16; Base Atk +5; Grp +10; Atk blade +13 melee (1d10+5); Full 4 blades +13 melee (1d10+5); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Blindsight 60 ft., damage reduction 10/cold iron, dust cloud; AL CN; SV Fort +8, Ref +13, Will +8; Str 20, Dex 24, Con 20, Int 10, Wis 12, Cha 18.

Skills and Feats: Bluff +17, Hide +20, Listen +14, Move Silently +20, Sense Motive +14, Search +13; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (blades)

SQ– Dust Cloud (Ex): The whirling vortex that makes up the razor sprite's body kicks up an obscuring cloud of dust, dirt, and grit, wherever it goes. This cloud of debris grants the razor sprite concealment (20% miss chance).

Spell-Like Abilities: At will – gust of wind; 3/day – lightning bolt (DC 17), windwall. Caster Level 10th.

Area 3–20

I Hate That Clown!

Once the players enter the room a heavy, steel wall slides down behind them, sealing them in. Read the following:

You see an enormous clown face at the opposite end of the hallway. The clown begins to laugh maniacally and the giant teeth move up and down in a slow rhythmic motion. You are standing on a gently rolling floor that has been fashioned to look like the clown's tongue. To your left there is a stand containing a golf putter and 3 golf balls. As realization dawns on you, three holes become apparent in the clown's darkened mouth. The holes are at the bottom of the mouth and they are occasionally blocked by the rhythmic motion of the teeth.

The players may inspect the clown face if they so choose. A successful Search check (DC 25) reveals that the clown face likely opens outwards. The clown face is trapped but a search will not reveal it as such since the whole contraption is out of reach and sight behind the mouth wall.

The players must putt their way through by putting the golf ball in the right-side hole (ranged attack, AC 15). If the players putt into the wrong hole, attempt to cheat by walking up and placing the ball into a hole, or attempt to force the clown face backwards, then the trap triggers. A cannonball will fire, blasting a hole through the mouth-wall and causing 8d8 damage unless the putter makes a DC 22 Reflex save. There are several cannons loaded and ready to fire from multiple angles and they can be fired by the behind-the-scenes technicians. Once the first cannon has fired and the trap is understood, an attempt to disarm the trap (DC 34) can be made.

Once the putt is made, or all three balls have been played:

The clown's face suddenly becomes animated and what could only be DJ Faces' voice booms loudly at

you. "Well, this is it! The moment we've all been waiting for! Right through this door is the show-down event of the evening. Your last chance to prove yourselves true heroes and my last chance to make you scream like school girls. So without further ado – for we mustn't keep the fans waiting!" The clown face swings back and up out of view and you are staring at the inside of a circus tent.

Area 3-2I Face to Face

All around the fans sit in stands behind safety glass walls. When you enter the crowd roars with applause you can feel in your chest.

In the center ring is none other than DJ Faces himself, dressed as a harlequin and carrying his candy-striped cane, now smiling a devious smile. DJ Faces gives the signal for the fans to quiet down as he begins, "Yes, yes they have truly been spectacular in this Xcrawl event. Team <INSERT TEAM NAME> has truly made my return to Xcrawl an awesome spectacle, one I think will be talked about for years to come. And now here we are for the final event in my Funhouse. It is now time to introduce our combatants for the evening. Audience, you know them and you love them. I give you – team <INSERT TEAM NAME>."

One by one, DJ Faces introduces each of you, to wild cheering. "Now for their opponents," DJ Faces says as he pivots to face the opposite end of the tent, "I give you the Train of Terror!" Two large curtains open up to reveal a red train with a sadistic DJ Faces mask on the front, tooting its horn as it rolls out. Four cars follow, each of which has a caged creature inside it. DJ Faces announces each creature in turn, emphasizing their finer points with which to tear the crawlers apart. The crowd "oohs" and "ahhs" at all the right moments as the parade wanders around the circle one time and back to the opposite side of the arena, leaving all of the cages facing the players. Once the train stops DJ Faces strolls over to the party, removing his hat and holding it against his chest in a seemingly respectful manner.

The creatures are a razor boar, shambling mound, dire lion, and naga.

Give the players a Spot check (DC 25) here to notice that DJ Faces' "NonCom badge" actually reads "NonConform". The players are free to act at this point. Read the following:

Once DJ Faces is within reach he extends his hand to the team captain as if to shake. "In good spirit of competition I wish you luck. Thanks for making this twice-in-a-lifetime opportunity a success."



At this point the lights go out. Regardless of whether the team captain shakes his hand or refuses, DJ Faces lets loose a *silent confusion* spell on the team. DJ Faces *teleports* away to the top of the middle-left cage top – his Non-Conform badge acts as a one-time *teleport*, activating automatically if he is struck, or activated by himself if not.

Each of the train cages is protected by customized *wall of force* spells that dispel only when the cages are remotely opened. The players may still bypass or disrupt these force walls by normal means but if the players attempt this all remaining cages will be opened.

Once DJ Faces is on top of the first cage, a spotlight shines upon it, releasing the razor boar. The razor boar charges down on the party and attacks mercilessly until defeated. Meanwhile, DJ Faces uses the *mislead* power from his cane on his first action, sending his illusionary double down to the battle to harass and annoy characters while he remains perched on the cage. DJ Faces prefers to use hit and run tactics and buff spells during this encounter.

Once the boar is defeated, yellow spotlights flood the room in random patterns for one round until they all settle on the second cage in one luminous beam, revealing a large shambling mound as it lumbers out onto the playing field. The shambling mound is in a ravenous state and immediately moves in to attack in an attempt to feed itself. It attacks until defeated, while DJ Faces continues to play from the sidelines. Faces continues with his guerilla tactics but he now throws bigger and more annoying spells to hinder the party.

When the shambling mound is defeated, red spotlights flood the room in random patterns, until coming to rest on the dire lion cage. The lion approaches on the defensive and tries to pounce onto its prey. The lion also hungrily fights to the death. DJ Faces becomes more hostile with his spells, trying to immobilize, damage, and incapacitate players as they square off with the lion. He still uses the *invisibility wand* as much as needed to keep out of sight. Faces saves one of his two *heal* spells for the final monster encounter.

Once the dire lion is defeated, blue spotlights randomly sweep the room, coming to rest on the final cage, which appears to be empty. The naga cast defensive spells while it waited for its turn to fight, including *invisibility*. Once released, the naga tries to gain an advantageous strike position and open with its *fireball*. The naga fights hard but will surrender if the fight goes badly for him. DJ Faces becomes even more aggressive here, casting any spells that will cripple the party.

Once the naga is defeated or surrenders, DJ Faces throws any and all spells he has to win this crawl. This final strike by Faces is completely unscripted and illegal. DJ Faces hates to lose and will use any opportunity to cheat the players from their victory, even if it means foul play.

If Faces proves to be too much for the players, a security team rushes in and subdues Faces to save the players from being slaughtered. The fans boo as DJ Faces is dragged away yelling obscenities and curses at the security guards. The lights come on and the players receive immediate attention from the medics on standby. The players are harassed by the media, all wanting the front-page story of DJ Faces' second downfall. The players still receive their winnings, though at a later, less formal date.

If Faces is losing, he will surrender when he reaches 15 hit points or less, graciously admitting defeat and humbly begging for his life. The players will be looked upon more favorably if they spare Faces' life. If they do so, Faces thanks them profusely and offers them all an invitation to his penthouse for a victory dinner. Once the players decline or accept, the lights come on to thunderous applause from the crowd as super model Jen Frost, carrying the winner's trophy, struts down a red carpet leading to the center ring wearing a revealing red cocktail dress. She promptly hands the trophy to the team captain and places a dainty kiss to each player's cheek. A voice booms out over the crowd announcing the team's victory and winnings.

Treasure: For completing the dungeon the team earns 20,000 gp. In addition, each crawler receives the traditional red capes



and laurels given to victors, and a huge engraved sterling silver victory cup commemorating their victory with a faux-classical style relief depicting samples of the players' adventures (for example, the cleric's cup might have a scene of key undead being turned, or bringing a comrade back from the brink of death; the fighter's cup would have a hard-won victory pictured, and so on).

If the crawlers made it through with the goldfishes they won in area 3-3, they each receive a special prize. For each goldfish returned, a supermodel carts out a 75 gallon freshwater aquarium. It is empty but for the water, a top-of-the-line filtration system, a thin blue and white rock bed, and a tiny toy treasure chest. If they bother to look, they find that each tiny treasure chest holds a *ring of water breathing*.

Razor Boar: CR 10; Large Magical Beast; HD 15d10+45; hp 127; Init +5; Spd 50 ft.; AC 27, touch 10, flat-footed 26; Base Atk +15; Grp +27; Atk gore +22 melee (2d6+8/19-20); Full Atk gore +22 melee (2d6+8/19-20) and 2 hooves +20 melee (1d4+4); Space/Reach 10 ft./5 ft.; SA Trample 2d6+12, vorpal tusks; SQ Darkvision 60 ft., damage reduction 10/magic, fast healing 10, low-light vision, scent, spell resistance 21; AL N; SV Fort +12, Ref +10, Will +9; Str 27, Dex 13, Con 17, Int 2, Wis 14, Cha 9.

Skills and Feats: Listen +10, Spot +10, Survival +8; Alertness, Improved Critical (gore), Improved Initiative, Improved Natural Attack (gore), Iron Will, Multiattack.

SA – Trample (Ex): Reflex half DC 25.

Vorpal Tusks (Ex): On a successful critical hit on a creature of up to one size larger than itself, the razor boar's severs the opponent's head (if it has one) from its body. For most creatures this means instant death, but some monster types, such as certain kinds of undead, may not be affected by the loss of their heads.

Advanced Shambling Mound: CR 9; Huge Plant; HD 16d8+80; hp 150; Init +3; Spd 30 ft., swim 20 ft.; AC 21, touch 7, flat-footed 21; Base Atk +12; Grp +29; Atk slam +20 melee (3d6+9); Full Atk 2 slams +20 melee (3d6+9); Space/Reach 15 ft./15 ft.; SA Constrict 3d6+13, improved grab; SQ Darkvision 60 ft., immunity

to electricity, low-light vision, plant traits, resistance to fire 10; AL N; SV Fort +15, Ref +4, Will +7; Str 29, Dex 8, Con 21, Int 7, Wis 10, Cha 9.

Skills and Feats: Hide +2*, Listen +12, Move Silently +9, Spot +2; Alertness, Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam).

*+12 on Hide checks in swampy or forested areas

SA – Constrict (Ex): An advanced shambler deals 3d6+13 points of damage with a successful grapple check.

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

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

Advanced Dire Lion: CR 10; Huge Animal; HD 17d8+90; hp 160; Init +1; Spd 50 ft.; AC 20, touch 9, flat-footed 19; Base Atk +12; Grp +31; Atk claw +22 melee (2d6+11); Full Atk 2 claws +22 melee (2d6+11) and bite +19 melee (2d6+10); Space/Reach 15 ft./10 ft.; SA Improved grab, pounce, rake 2d6+5; SQ Low-light vision, scent; AL N; SV Fort +15, Ref +14, Will +6; Str 32, Dex 13, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2*, Listen +8, Move Silently +10, Spot +8; Alertness, Improved Natural Attack (claw), Lightning Reflexes, Multiattack, Run, Weapon Focus (claw)

*+4 to Hide checks in areas of tall grass or heavy undergrowth

SA – Improved Grab (Ex): To use this ability, a dire lion must hit 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 rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +22 melee, damage 2d6+5.

Active Spell Effects: *Greater magic fang* (+5) (bite), *mage armor*

Spirit Naga: CR 9; Large Aberration; HD 9d8+36; hp 76; Init +3; Spd 40 ft.; AC 21, touch 15, flat-footed 18; Base Atk +6; Grp +14; Atk bite +12 melee (2d6+9 plus poison); Full Atk bite +12 melee (2d6+9 plus poison); Space/Reach 10 ft./5 ft.; SA Charming gaze, poison, spells; SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +6, Will +9; Str 18, Dex 17, Con 18, Int 12, Wis 17, Cha 17.

Skills and Feats: Concentration +13, Listen +14, Spellcraft +10, Spot +14; Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials, Lightning Reflexes.

SA— *Charming Gaze (Su):* As charm person, 30 feet, Will DC 19 negates.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con.

Spells Known (6/7/7/5; save DC 13 + spell level): 0 - cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic; 1st - charm person, cure light wounds, divine favor, magic missile, shield of faith; 2nd - cat's grace, invisibility, summon swarm; 3rd - displacement, fireball. Caster Level 7th.

Active Spell Effects: *Invisibility*, *shield of faith* (+3)*, *displacement*, *cat's grace**, *divine favor* (+3)*

*included in stat block

DJ Faces, Male Human Illusionist 14: CR 14; Medium Humanoid; HD 14d4+42; hp 87; Init +8; Spd 30 ft.; AC 22, touch 18, flat-footed 18; Base Atk +7; Grp +7; Atk +3 cane +14 melee (1d6+3); Full Atk +3 cane +14 melee (1d6+3); Space/Reach 5 ft./5 ft.; SA -; SQ empathic link, scry on familiar, rat familiar, share spells, spell resistance 18; AL CN; SV Fort +10, Ref +9, Will +12; Str 11, Dex 18, Con 17, Int 20, Wis 14, Cha 14.

Skills and Feats: Concentration +20, Decipher Script +22, Knowledge (arcana) +22, Knowledge (astronomy) +22, Knowledge (Xcrawl) +22, Listen +4, Perform (grandstanding) +19, Profession (DJ) +19, Spellcraft +24 (+26 to learn

illusion spells), Spot +4; Alertness* (when familiar is within 5 ft.), Empower Spell, Extend Spell, Iron Will, Improved Initiative, Improved Spell Focus (illusion), Scribe Scroll, Still Spell, Spell Focus (illusion), Weapon Finesse.

Wizard Spells Memorized (5/7/6/6/6/5/4/3, DC = 15 + spell level, 17 + spell level for illusion spells): 0— detect magic, ghost sound (2), resistance (2); 1st - disguise self, expeditious retreat, grease, mage armor, magic missile, shield, ventriloquism; 2nd - blur, cat's grace, fox's cunning, hypnotic pattern, invisibility, mirror image; 3rd - fireball, fly, lightning bolt, major image, protection from energy, slow; 4th - acid arrow (empowered), dispel magic (still), improved invisibility, phantasmal killer, shadow conjuration, stoneskin; 5th - fireball (empowered), hexing rejoinder, interposing hand, mirage arcana, Villalobo's anvil outta nowhere; 6th - chain lightning, greater dispel magic, mislead, veil; 7th - cone of cold (empowered), greater shadow conjuration, limited wish.

Barred Schools: Necromancy, Enchantment

Possessions: DJ Face's Peppermint Stick (see below) DJ Face's Marvelous Mask (see below), boots of speed, 3 potion of cure serious wounds (3d8+15).

Active Spell Effects: *Contingency* (teleport), *mage armor**, *hexing rejoinder* (Villalobo's anvil outta nowhere), *protection from energy* (electricity), *stoneskin* (140 points).

*Included in stat block

Plague (DJ Face's Rat Familiar): Tiny Magical Beast; HD 14d4; hp 43; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21, touch 14, flat-footed 12; Base Atk +7; Grp -5; Atk bite +9 melee (1d3-4); Full Atk bite +9 melee (1d3-4); Space/Reach 2 1/2 ft./0 ft.; SA -; SQ Deliver touch spells, improved evasion, low-light vision, scent, speak with master, speak with rodents, spell resistance 19; AL CN; SV Fort +4, Ref +6, Will +10; Str 2, Dex 15, Con 10, Int 12, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +17, Decipher Script +18, Hide +16, Knowledge (Xcrawl) +18, Knowledge (arcana) +18, Knowledge (astronomy) +18, Move Silently +12, Perform (grandstanding) +13, Spellcraft +20; Swim +10; Stealthy, Weapon Finesse

DJ FACES' PEPPERMINT ROD

This stout ironwood cane is painted in gaudy red and white stripes and smells faintly of peppermint. The cane is topped with a mithral ball, polished to a mirror sheen and etched with swirling arcane runes. *DJ Face's peppermint stick* has all the powers of a *staff of illusion*, and acts as a +3 club in combat.

Strong illusion; CL 13th; Craft Magic Arms & Armor; Craft Rod, *disguise self*, *major image*, *mirror image*, *persistent image*, *project image*, *rainbow pattern*; Price 83,300 gp; Weight 2 lbs.

DJ FACES' MARVELOUS MASK

This mask is made of silver with red enameling, and resembles a grotesque, leering harlequin. The mask does not impede vision or hearing, nor does it inhibit speech or spell casting. While worn, *DJ Faces' marvelous mask* confers the following benefits:

+1 resistance bonus to all saves

+4 deflection bonus to AC

Spell resistance 18

Strong Abjuration; CL 12th; Craft Wondrous Item; *antimagic field*, *mage armor* or *shield of faith*, *resistance*; Price 93,000 gp; Weight 1 lb.

AFTER THE CRAWL

It's been a long hard ride, and all the survivors of the Coney Island Crawl are bona fide superstars. Each player wins 10 temporary Fame points, in addition to any awards they receive from the crawl.

There are massive parties that go on all night after the crawl. The winners meet dozens of celebrities, well-wishers, aristocratic patrons, groupies, rival crawlers, and freaked-out fans. It's a good opportunity for the players to meet new contacts and perhaps get that invitation to the next crawl.

The traditional after-party at the DJ's home is eventful, to say the least. DJ Faces, unmasked for the very first time since the crawl began, seems sullen and depressed. He greets the players but is ultimately distracted and aggressive, as if he were angry that they survived. The party is nice enough – it features dozens of VIPs, including the Baroness Burgilous, the Mayor of Coney Island, all of the supermodels involved in the crawl, and DJ Bonedaddy Terminus.

At first the evening goes splendidly. But suddenly, halfway through the salad course, six Imperial Agents arrive with a warrant for DJ Faces' arrest. His many violations during the crawl were reported by members of his staff. This time he loses not only his DJ commission but his freedom to boot. They drag him off, kicking and screaming and cursing the characters' names, to await trial for misconduct. That kind of kills the mood, and the party quickly wraps up after that.

If your campaign uses the **Xcrawl: Sell-Out! sourcebook**, the characters should each receive three rolls on the random offer table (page 57) during the week after the crawl. Also, success in this event virtually guarantees that it's time for the players to try the Emperor's Cup, the end-of-season spectacular. Are they ready for the challenge? Will DJ Faces escape justice and return for his revenge? Only time will tell...

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 0 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

At their discretion, GMs can assign a bonus (usually 1-3 points) for especially memorable moves or actions. Example: Defeating an ogre isn't worth any fame points. Successfully grappling an ogre and subduing it without a weapon might be worth a fame point. Rendering an ogre unconscious by performing a perfect triple somersault off a balcony and landing on its head should be worth a fame point for sure – especially if the cleric is the one who pulls it off!

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

APPENDIX I: PRE-GENERATED CHARACTERS

These characters were created using the infamous "Bubba Rolling System," which originated in Washington state with an extremely dedicated group of gamers whose philosophy was, "Hey – if my highest stat was a 15, I'd be a farmer." The system is: roll 4d6 for each stat, and reroll 1's and 2's until you don't have no 1's and 2's – no matter how many rolls it takes. In this particular case we rolled three times, got the best set of statistics and used them for each character. Hit points were generated with the special Bubba "your die, my die" rule – if the character gets a hit point roll he doesn't

like he can have the GM roll it over but must take the result of that roll, even if it reduces his hit points. Obviously this method leads to above-average characters – if you the GM feel they are excessive, feel free to adjust them accordingly.

The Bubba Rolling System originally included new statistics and a system for rolling traits for horses as well. The entire system will be revealed in its entirety for the first time in the upcoming release, **Xcrawl Vs. The World Crime League**. Heheheheheh.



Bipin "Cabugu" Patel, Male Human Evoker

11: Medium Humanoid; Fame 30; HD 11d4+25; hp 64; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 16; Base Atk +5; Grp +7; Atk +1 *light crossbow* +9 ranged (1d8+1/19-20) or +1 *dagger* +8 melee (1d4+3/19-20); Full Atk +1 *light crossbow* +9 ranged (1d8+1/19-20) or +1 *dagger* +8 melee (1d4+3/19-20); Space/Reach 5 ft./5 ft.; SA –; SQ empathic link, toad familiar, share spells; AL NG; SV Fort +9, Ref +10, Will +13; Str 14, Dex 16, Con 15, Int 20, Wis 15, Cha 10.

Skills and Feats: Concentration +16, Drive +15, Jump +4, Knowledge (alchemy) +19, Knowledge (arcana) +19, Knowledge (astronomy) +19, Knowledge (Xcrawl) +19, Listen +9, Spellcraft +21, Spot +9, Tumble +8; Alertness* (when familiar is within 5 ft.), Combat Casting, Greater Spell Focus (evocation), Improved Initiative, Maximize Spell*, Quicken Spell*, Scribe Scroll*, Spell Focus (enchantment), Spell Focus (evocation)

Wizard Spells Memorized (5/7/6/6/5/4/2, DC = 15 + spell level, 16 + spell level for enchantment spells, 17 + spell level for evocation spells): 0 –

mage hand, resistance, prestidigitation, ray of frost, read magic; 1st – burning hands, enlarge person, expeditions retreat, magic missile, shocking grasp, shield; 2nd – I Can't Believe It's Not Fireball®, flaming sphere, fox's cunning, mirror image, scorching ray, shatter; 3rd – fireball (2), lightning bolt, dispel magic, suggestion, gaseous form; 4th – charm monster, confusion, greater invisibility, ice storm, wall of ice; 5th – break enchantment, cone of cold, hold monster, shield (quickened); 6th – fireball (maximized), lightning bolt (maximized).

Barred Schools: Necromancy, Conjuratation

Spell Book: Memorized spells plus 10 spells (of any level up to 6th) of player's choice.

Possessions: +1 *light crossbow*, 50 masterwork bolts, +1 *dagger*, wand of magic missiles (7th, 40 charges), boots of levitation, bracers of armor +4, cloak of resistance +4, elixir of fire breath, ring of protection +2, 3 potions of cure serious wounds (3d8+10), continual light flashlight, waterproof backpack, pen and notebook, waterproof scroll case, waterskin, masterwork lighter, masterwork multipurpose knife, Scrolls: *fireball* (2) (7th), *lightning bolt* (2) (7th), *cone of cold* (9th), *protection from energy* (5th), *stoneskin* (2) (7th).

Tikka (Toad Familiar): Diminutive Magical Beast; HD 11d4; hp 31; Init +2; Spd 5 ft.; AC 21, touch 15, flat-footed 20; Base Atk +5; Grp -12; Atk deliver touch spell +10 melee touch (spell effect); Full Atk deliver touch spell +10 melee touch (spell effect); Space/Reach 1 ft./0 ft.; SA –; SQ Deliver touch spells, improved evasion, low-light vision, scent, speak with master, speak with amphibians, spell resistance 16; AL NG; SV Fort +3, Ref +4, Will +9; Str 1, Dex 12, Con 11, Int 11, Wis 14, Cha 4.

Skills and Feats: Concentration +14, Hide +21, Knowledge (alchemy) +14, Knowledge (arcana) +14, Knowledge (astronomy) +14, Knowledge (Xcrawl) +14, Listen +9, Spellcraft +14, Spot +9, Tumble +6; Alertness.

The wizard known as Cabugu is a genius magical talent who was granted asylum and eventually citizenship in the NAE after a harrowing escape from his homeland of India. He enjoys the freedom that his celebrity grants him. He fears no reprisal from his mysterious enemies on the Council of Five as long as he is on TV twice a month.

Paul "Graves" McKenzie, Male Human

Rogue 11: Medium Humanoid; Fame 30; HD 11d6+22; hp 72; Init +1; Spd 30 ft.; AC 21, touch 16, flat-footed 21; Base Atk +8; Grp +11; Atk +3 *short sword* +16 melee (1d6+6/19-20) or +1 *composite shortbow* [Str +3] +14 ranged (1d6+4/x3); Full Atk +3 *short sword* +16/+11 melee (1d6+6/19-20) or +1 *composite shortbow* [Str +3] +14/+9 ranged (1d6+4/x3); Space/Reach 5 ft./5 ft.; SA Sneak attack +6d6; SQ Evasion, improved evasion, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge; AL CN; SV Fort +7, Ref +14, Will +7; Str 16, Dex 20, Con 15, Int 15, Wis 14, Cha 10.

Skills and Feats: Balance +12, Climb +10, Disable Device +14, Escape Artist +5, Hide +14, Jump +13, Knowledge (Xcrawl) +5, Listen +5, Move Silently +14, Open Lock +14, Perform +5 (Dance, Piano, Interview, Grandstand, Mugging); Search +14, Sleight of Hand +2, Spot +14, Survival +2 (+4 following tracks), Swim +8, Tumble +16, Use Rope +5 (+7 with bindings); Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Possessions: +3 leather armor, +3 short sword, +1 composite shortbow [+3 Str], 12 +3 arrows, sneakers of spider climbing, cloak of resistance +2, ring of protection +1, ring of jumping, potion of invisibility, 3 potions of cure serious wounds (3d8+10), continual light, 3 masterwork daggers, 25 masterwork arrows, ZeroGee® Quiver, flashlight, masterwork thieves tools, 3 charges alchemist fire, 3 X4 smoke bombs, waterproof backpack, 100' rope + grapple, mallet, 3 iron spikes, 2 rubber door jams

Graves is a dependable specialist, if a bit nervous about traps. For a time he held the league record for most traps survived and he has become a bit paranoid in the latter part of his career.

Keith "Starcross" Blakely, Male Human

Cleric of Fortuna 11: Medium Humanoid; Fame 36; HD 11d8+22; hp 92; Init +8; Spd 30 ft.; AC 22, touch 13, flat-footed 19; Base Atk +8; Grp +10; Atk +3 *light mace* +15 melee (1d6+5) or +1 *sling* +13 ranged (1d4+3); Full Atk +3 *light mace* +15/+10 melee (1d6+5) or +1 *sling* +13/+8 ranged (1d4+3); Space/Reach 5 ft./5 ft.; SA turn undead



7/day (+2, 2d6+12); SQ –; AL CG; SV Fort +13, Ref +11, Will +16; Str 14, Dex 18, Con 15, Int 15, Wis 20, Cha 10.

Skills and Feats: Concentration +16, Heal +19, Knowledge (religion) +16, Knowledge (Xcrawl) +9, Spellcraft +16; Extra Turning, Improved Initiative, Improved Turning, Scribe Scroll, Weapon Finesse

Cleric Spells Memorized (6/7+1/5+1/5+1/4+1/3+1/1+1, DC = 15 + spell level): 0 – guidance (2), detect magic, light, mending, resistance; 1st – bless (2), endure elements, entropic shield*, magic stone, obscuring mist, remove fear (2); 2nd – aid*, delay poison, make whole, remove paralysis, silence, spiritual weapon; 3rd – protection from energy*, remove blindness/deafness, remove curse (2), remove disease, dispel magic; 4th – chaos hammer*, death ward, neutralize poison, divine power, restoration; 5th – break enchantment*, disrupting weapon, flame strike, spell resistance; 6th – mislead*, heal.

Domains: Chaos (cast chaos spells at +1 caster level), Luck (one reroll per day).

Possessions: +3 light mace, +1 sling, +3 titanium chain, +2 light steel shield, gloves of dexterity +2, cloak of resistance +4, wand of cure moderate wounds (7th, 40 charges), Scrolls – neutralize poison (7th), break enchantment (9th), remove curse (5th), invisibility purge (5th), cure light wounds (5) (1st), 50 sling bullets, 3 vials of holy water, scripture, silver holy symbol, waterproof backpack, waterproof scroll case, modern healers kit.

Keith actually rolled dice to decide the direction of his ministry. He rolled boxcars and joined an Xcrawl team. Every life-threatening situation he survives is a benediction to him.

Philippe “Steelwolf” Feldspar, Male Dwarf Fighter 11: Medium Humanoid; Fame 33; HD 11d10+55; hp 152; Init +2; Spd 20 ft.; AC 26, touch 14, flat-footed 24; Base Atk +11; Grp +15; Atk +2 *flaming dwarven waraxe* +19 melee (1d10+8 plus 1d6 fire/19-20 x3) or +1 *heavy crossbow* +14 ranged (1d10+1/19-20); Full Atk +2 *flaming dwarven waraxe* +19/+14/+9 melee (1d10+8 plus 1d6 fire/19-20 x3) or +1 *heavy crossbow* +14 ranged (1d10+1/19-20); Space/Reach 5 ft./5 ft.; SA –; SQ Dwarven traits; AL LG; SV Fort +14, Ref +7, Will +9; Str 18, Dex 15, Con 20, Int 10, Wis 15, Cha 13.

Skills and Feats: Appraise +0 (+4 armor), Climb +6*, Craft (armorsmith) +7, Intimidate +15, Jump +5; Cleave, Great Cleave, Greater Weapon Focus (dwarven waraxe), Improved Bull Rush, Improved Sunder, Improved Critical (dwarven waraxe), Iron Will, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

*includes armor check penalty

Possessions: +2 flaming dwarven waraxe, +1 heavy crossbow, +3 dwarven masterwork titanium full plate, belt of giant strength +4, ring of protection +2, cloak of resistance +2, 3 potions of cure serious wounds (3d8+10), 50 masterwork bolts, masterwork handaxe, masterwork dagger (concealed), waterproof backpack, 50' rope, grapple, waterskin.

If killing giants is wrong, than Steelwolf doesn't want to be right! Steelwolf risks life and limb for fame in Xcrawl even if it means being ostracized by his fellow dwarves.

Darius “Bullseye” Goldleaf, Male Half-Elf

Fighter 11: Medium Humanoid; Fame 36; HD 11d10+22; hp 99; Init +8; Spd 40 ft.; AC 24, touch 17, flat-footed 20; Base Atk +11; Grp +15; Atk +3 *composite longbow* [+4 Str] +19 ranged (1d8+9/19-20 x3) or +3 *composite longbow* [+4 Str] +13 ranged (3d8+27/19-20 x3) or +1 *longsword* +16 melee (1d8+5/19-20); Full Atk +3 *composite longbow* [+4 Str] +19/+14/+9 ranged (1d8+9/19-20 x3) or +3 *composite longbow* [+4 Str] +17/+17/+12/+7 ranged (1d8+9/19-20 x3) or +3 *composite longbow* [+4 Str] +13 ranged (3d8+27/19-20 x3) or +1 *longsword* +16/+11/+6 melee (1d8+5/19-20); Space/Reach 5 ft./5 ft.; SA –; SQ Half-elven traits; AL LG; SV Fort +9, Ref +7, Will +5; Str 18, Dex 18, Con 15, Int 10, Wis 14, Cha 12.

Skills and Feats: Climb +9*, Diplomacy +3, Gather Information +3, Intimidate +9, Jump +14*, Ride +8, Swim +6*; Cleave, Improved Critical (longbow), Improved Initiative, Manyshot, Point Blank Shot, Precise Shot, Power Attack, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

*includes armor check penalty

Possessions: +3 composite longbow [+4 Str], +1 longsword, 24 +3 arrows, +3 chain shirt, +3 ring of protection, boots of striding and springing, 3 potions cure serious wounds (3d8+10), 1 line-master arrow + 50' silk rope, 2 SkyFire arrows, 50 masterwork arrows, ZeroGee® Quiver, 3 flasks of alchemist fire, waterproof backpack, masterwork lighter, masterwork multipurpose knife, waterskin.

Bullseye pursues archery as a spiritual discipline. He believes his every shot honors the ancestral deities of his elvish side.

Hershfeld “Applecore” Walkerwood, Male

Gnome Bard 11: Small Humanoid; Fame 45; HD 11d6+33; hp 89; Init +7; Spd 20 ft.; AC 20, touch 14, flat-footed 17; Base Atk +8; Grp +3; Atk +3 *rapier* +16 melee (1d4+2/18-20) or +1 *light crossbow* +14 ranged (1d6+1/19-20); Full Atk +3 *rapier* +16/+11 melee (1d4+2/18-20) or +1 *light crossbow* +14/+9 ranged (1d6+1/19-20); Space/Reach 5 ft./5 ft.; SA –; SQ Bardic knowledge +13, countersong 11/day, fascinate 11/day, inspire competence 11/day, inspire courage 11/day (+2), inspire greatness 11/day, gnome traits, suggestion; AL

NG; SV Fort +7, Ref +13, Will +11; Str 8, Dex 18, Con 17, Int 15, Wis 14, Cha 20.

Skills and Feats: Balance +9, Bluff +19, Climb +5, Concentration +8, Diplomacy +13, Disguise +5 (+7 to act in character), Hide +19, Intimidate +7, Jump +3, Knowledge (Xcrawl) +7, Listen +14, Perform +19 (singing, dancing, ukulele, harmonica, interview, grandstanding, mugging, acting, 11 other performance specialties), Move Silently +11, Spot +7, Swim +5, Tumble +14; Combat Expertise, Improved Initiative, Scribe Scroll, Weapon Finesse

Bard Spells Known (3/5/4/4/2, DC = 15 + spell level): 0 – detect magic, mending, prestidigitation, read magic, resistance, summon instrument; 1st – cure light wounds, feather fall, grease ventriloquism; 2nd – blur, eagle's splendor, invisibility, mirror image; 3rd – charm monster, dispel magic, displacement, remove curse; 4th – break enchantment, dimension door, hold monster.

Spell-Like Abilities (DC = 15 + spell level): 1/day – dancing lights, ghost sound, prestidigitation, speak with animals (burrowing mammal only, duration 1 minute). Caster Level 1st.

Possessions: +3 rapier, +1 light crossbow, +3 gnomish masterwork studded leather, ring of protection +3, gloves of dexterity +2, cloak of resistance +2, 3 potions of cure serious wounds (3d8+10), potion of cat's grace, Scrolls: break enchantment, hold monster, charm monster, invisibility, eagle's splendor, blur, remove curse, 50 masterwork bolts, masterwork harmonica on neck stand, masterwork ukulele, waterproof ukulele case, waterproof scroll case.

The enigmatic Applecore is happy to play support for any team, although he generally only works with any given group once. He owns a small club on the outskirts of Toledo which boasts the longest-running open mike night of any club in the region.

Rocco "Brute Squad" Oraforkxis, Male Half-Orc Barbarian 11: Medium Humanoid; Fame 27; HD 11d12+44; hp 150; Init +2; Spd 40 ft.; AC 23, touch 13, flat-footed 21; Base Atk +11; Grp +16; Atk +2 keen greataxe +18 melee (1d12+9/19-20 x3) or +2 returning throwing axe +15 ranged (1d6+7/x3); Full Atk +2 keen greataxe +18/+13/+8 melee (1d12+9/19-

20 x3) or +2 returning throwing axe +15 ranged (1d6+7/x3); Space/Reach 5 ft./5 ft.; SA–; SQ Damage reduction 2/–, fast movement, greater rage, half-orc traits, illiteracy, improved uncanny dodge, rage 3/day, trap sense +3, uncanny dodge; AL CN; SV Fort +11, Ref +5, Will +7; Str 20, Dex 15, Con 18, Int 12, Wis 15, Cha 8.

Skills and Feats: Climb +15*, Intimidate +13, Jump +19*, Listen +13, Survival +15, Swim +14*; Cleave, Great Cleave, Iron Will, Power Attack

*includes armor check penalty

SQ – Rage (Ex): Three times per day, Rocco can enter a state of fierce rage that last for 10 rounds. The following changes are in effect as long as he rages: AC 21 (touch 11, flat-footed 19); hp 183; Atk +2 keen greataxe +21/+16/+11 melee (1d12+14/19-20 x3) or +2 returning throwing axe +15 ranged (1d6+10/x3); SV Fort +14, Will +10; Str 26, Con 24; Climb +18, Jump +22, Swim +17. At the end of his rage, Rocco is fatigued for the duration of the encounter.



Possessions: +2 keen greataxe, +2 returning throwing axe, +3 chain shirt, gauntlets of ogre power, amulet of natural armor +2, ring of protection +1, 3 potions of cure serious wounds (3d8+10), masterwork longspear, leather backpack, tinderbox, waterskin, knife.

Brute Squad takes any job that involves blood-letting. He has been a security guard, abattoir foreman, mercenary captain, and Xcrawl brawler. Though he would never admit it, he likes Xcrawl best because he loves to see his own image huge on the AVS scoreboard.

Linda "Doc" Powles, Female Human Cleric of Vesta 11: Medium Humanoid; Fame 39; HD 11d8+22; hp 88; Init +0; Spd 30 ft.; AC 24, touch 12, flat-footed 24; Base Atk +8; Grp +10; Atk +3 *heavy mace* +13 melee (1d8+5) or +1 *light crossbow* +9 ranged (1d8+1/19-20); Full Atk +3 *heavy mace* +13/+8 melee (1d8+5) or +1 *light crossbow* +9 ranged (1d8+1/19-20); Space/Reach 5 ft./5 ft.; SA turn undead 10/day (+5, 2d6+15); SQ -; AL LG; SV Fort +11, Ref +5, Will +14; Str 15, Dex 10, Con 14, Int 15, Wis 20, Cha 16.



Skills and Feats: Concentration +16, Diplomacy +11, Heal +19, Knowledge (religion) +14, Knowledge (Xcrawl) +7, Spellcraft +14; Extra Turning, Improved Turning, Lightning Reflexes, Two-Fisted Healing, Scribe Scroll.

Cleric Spells Memorized (6/7+1/5+1/5+1/4+1/3+1/1+1, DC = 15 + spell level): 0 – detect magic, detect poison, guidance (3), resistance; 1st – divine favor, entropic shield, obscuring mist (2), remove fear (2), sanctuary, shield of faith; 2nd – bull's strength, hold person, lesser restoration, remove paralysis, resist energy, shield other*; 3rd – dispel magic, protection from energy*, prayer, remove disease, remove blindness/ deafness, searing light; 4th – neutralize poison (2), restoration (2), spell immunity*; 5th – break enchantment (2), flame strike, spell resistance*; 6th – heal*, undeath to death.*

Domains: Heal (cast heal spells at +1 caster level), Protection (protective ward 1/day).

Possessions: +3 heavy mace, +1 light crossbow, +3 composite sports gear, +3 heavy steel shield, cloak of resistance +2, ring of protection +2, wand of cure moderate wounds (7th, 25 charges), potion of protection from fire, 3 potions cure moderate wounds (3d8+10), Scrolls: cure light wounds (3) (1st), lesser restoration (3) (3rd), neutralize poison (7th), remove disease (5th), restoration (7th), 50 masterwork bolts, ZeroGee® Quiver, silver holy symbol, scripture, waterproof backpack, waterskin, mallet, masterwork lighter, masterwork multipurpose knife.

Linda has something many clerics of Vesta lack – a sense of humor about her work. When not healing crawlers she works with the Jose Villalobos House charities, helping war widows and orphans.

Midge "Phenom" Whiskeyburn, Female Gnome Sorcerer 11: Small Humanoid; Fame 45; HD 11d4+33; hp 66; Init +3; Spd 20 ft.; AC 21, touch 17, flat-footed 18; Base Atk +5; Grp +0; Atk +1 *light crossbow* +9 ranged (1d6+1/19-20); Full Atk +1 *light crossbow* +9 ranged (1d6+1/19-20); Space/Reach 5 ft./5 ft.; SA -; SQ Empathic link, gnome traits, rat familiar, share spells; AL CG; SV Fort +10, Ref +10, Will +13; Str 8, Dex 16, Con 17, Int 14, Wis 15, Cha 20.

Skills and Feats: Concentration +15, Knowledge (arcana) +12, Knowledge (Xcrawl), +6,

Listen +4, Perform +11 (interview, grandstanding, mugging, guitar, singing, dance); Spellcraft +18; Combat Casting, Heighten Spell, Spell Focus (evocation) Scribe Scroll

Sorcerer Spells Known (6/8/7/7/5, DC = 15 + spell level, 16 + spell level for evocation spells): 0 – acid splash, detect magic, daze, flare, light, ray of frost, ghost sound, prestidigitation, touch of fatigue; 1st – burning hands, magic missile, ray of enfeeblement, shield, shocking grasp; 2nd – darkness, invisibility, mirror image, scorching ray, shatter; 3rd – dispel magic, fireball, fly, lightning bolt; 4th – ice storm, stoneskin, wall of fire; 5th – cone of cold, hold monster.

Spell-Like Abilities (DC = 15 + spell level): 1/day – dancing lights, ghost sound, prestidigitation, speak with animals (burrowing mammal only, duration 1 minute). Caster Level 1st.

Possessions: +1 light crossbow, bracers of armor +4, cloak of resistance +4, ring of protection +3, wand of lightning (7th 25 charges), Scrolls: fireball (2), mirror image, stone skin, cone of cold, fly, 50 bolts, ZeroGee® Quiver, waterproof backpack, waterproof scroll case, pen and ink, disposable camera w. 24 exposures, 50' rope, grapple, gnomish third hand, continual light flashlight.

Succotash (Rat Familiar): Tiny Magical Beast; HD 11d4; hp 33; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21, touch 14, flat-footed 12; Base Atk +5; Grp -7; Atk bite +7 melee (1d3-4); Full Atk bite +7 melee (1d3-4); Space/Reach 2 1/2 ft./0 ft.; SA -; SQ Deliver touch spells, improved evasion, low-light vision, scent, speak with master, speak with rodents, spell resistance 16; AL CG; SV Fort +3, Ref +5, Will +8; Str 2, Dex 15, Con 10, Int 11, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +12, Hide +16, Knowledge (arcana) +10, Knowledge (Xcrawl) +4, Move Silently +12, Spellcraft +14, Swim +10; Stealthy, Weapon Finesse

The sorcerer known as Phenom never has to work again – the Whiskeyburn family has very old money, and she could have chosen a life of luxury and pleasure. She cannot, however, resist the chance to flaunt her powers in The Games.

Emelio “Cracker” Kelsey, Male Halfling Rogue 11: Small Humanoid; Fame 36; HD 11d6+22; hp 74; Init +11; Spd 20 ft.; AC 22, touch 17, flat-footed 22; Base Atk +8; Grp +5; Atk +2 short sword +18 melee (1d4+3/19-20) or +1 sling +18 ranged (1d3+1); Full Atk +2 short sword +16/+11 melee (1d4+3/19-20) and +2 short sword +16 melee (1d4+2/19-20) or +1 sling +18/+13 ranged (1d3+1); Space/Reach 5 ft./5 ft.; SA Sneak attack +6d6; SQ Evasion, halfling traits, improved evasion, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge; AL CN; SV Fort +9, Ref +18, Will +7; Str 13, Dex 24, Con 15, Int 16, Wis 10, Cha 14.

Skills and Feats: Balance +14, Bluff +11, Climb +12, Diplomacy +4, Disable Device +15, Disguise +2 (+4 to act in character), Escape Artist +16, Hide +25, Intimidate +4, Jump +8, Knowledge (Xcrawl) +7, Listen +11, Move Silently +28, Open Lock +21, Perform +7 (interview, grandstand, mugging, acting, dance, 2 others), Search +12, Spot +9, Survival +0 (+2 following tracks), Swim +6, Tumble +23, Use Rope +7 (+9 with bindings); Dodge, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

Possessions: +2 short sword (2), +1 sling, 25 +1 flaming sling bullets, +3 leather armor, cloak of resistance +3, boots of elvenkind, gauntlets of dexterity +4, potion of invisibility, 50 adamantite sling bullets, 3 masterwork daggers, masterwork thieves tools, masterwork multi-purpose knife, 50' rope, grapple, waterproof backpack, waterskin, 3 vials alchemist fire, masterwork lighter

Cracker is a consummate professional Xcrawl rogue with hopes of opening his own specialist school one day. He is as skilled a networker as he is at lock picking.

APPENDIX II: NEW AND IMPROVED FROM XCRAWL

Smile – Xcrawl loves you! So much so that we present here for your crawling pleasure all sorts of new Xcrawl gear, feats and spells!

NEW FEATS

Two-Fisted Healing

You can divide the benefits of a healing spell between two recipients.

Prerequisite: Extra Turning

Benefit: A cleric may divide the benefits of a *cure light wounds*, *cure moderate wounds*, *cure serious wounds* or *cure critical wounds* between two recipients. The cleric must have both hands free and be able to touch both injured parties. The cleric rolls normally for the amount of damage healed, and the total is split evenly between both parties, with the odd point going to the cleric's choice.

Xcrawl Lunch Special

Choose one from column A and one from column B.

Prerequisite: GM Approval

Benefit: You can add a +2 bonus to any two skills you can pair up under a tidy label. You must prove their logical connection to the satisfaction of your GM in order to take this feat.

Special: You can have the Xcrawl Lunch Special as often as you like. Each time you must choose two new skills to pair up. Sorry, no stacking.

NEW EQUIPMENT

Item	Cost	Weight
Knife, gnomish third hand	60	1
Knife, multipurpose	20	1
Linemaster arrows	30	1
SkyFire arrows	40	1
X4 smoke bomb	40	1
ZeroGee® quiver	200	3

Knife, Gnomish Third Hand: This amazing device has all the tools of a standard multipurpose knife, as well as a small clamp, universal eating utensil, 8" telescoping breathing tube, and stud finder. The blade is self-sharpening so it always keeps its edge. Its complicated design makes the gnomish third hand more fragile than a standard multipurpose knife – one good blow renders 1-4 devices unusable. If a rogue lacks thieves' tools, a gnomish third hand reduces his penalty to Open Locks and Disable Devices from -2 to -1.

TODAY'S LUNCH SPECIALS

Use this skill to give familiar skill-combo bonus feats names more appropriate to your character concept.

Cheating Bastard (Bluff + Sleight Of Hand)

Diver (Jump + Swim)

Dominatrix (Intimidate + Use Rope)

Moonlighter (Profession (office manager) + Profession (go-go dancer))

Pawnbroker (Appraise + Sense Motive)

Pharmacist (Heal + Decipher Script)

Stalker (Hide + Photography)

Ugly American (Knowledge (politics) + Intimidation)

Busy-Body (Gather Information + Search)

Hypochondriac (Heal + Survival)

Klepto (Disable Device + Open Locks)

Knife, Multipurpose: This is a handy, versatile tool. Typical designs have a tiny blade, a screwdriver, scissors, saw, bottle opener, can opener, awl toothpick and tweezers. If a rogue lacks thieves' tools, a multipurpose knife reduces his penalty to Open Locks and Disable Devices from -2 to -1.

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

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

X4 Smoke Bomb: The X4 smoke bomb is a small pressurized projectile that looks like a golf ball wrapped in gauze bandages. A player activates it by throwing it against a hard surface. On impact, it releases chemicals which react with the air to make a dense gray smoke. It can be hurled at your feet, or at a distance, to make a 10 ft. cube smoke cloud lasting for three combat rounds before dissipating. The smoke cuts visibility to 5 feet, allowing players to hide or take other unseen

actions. Note that the user is not immune to the visibility reducing effects of the X4.

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

NEW ARMOR

Armor	Cost	Weight
Composite sports gear	150	25
Micromesh armor	550	20
Titanium chain mail	850	30
Titanium full plate	5000	40
<i>Armor extras:</i>		
Dwarvish masterwork	+300%	-
Gnomish masterwork	+200%	-

Composite Sports Gear: Composite sports gear is similar to the sports padding worn by hockey or football players. It consists of rigid interlocking plastic plating for the chest, a plastic helmet with mesh face mask, a groin protector, and armored athletic shoes. Medium armor, armor bonus +4, max Dex bonus +3, armor check penalty -2, arcane spell failure 20%, speed 20 feet, weight 25.

Micromesh Armor: Micromesh armor is composed of a layer of artificial leather over a layer of titanium alloy chain mail. The individual links are less than an eighth of the size of standard chain mail links, giving the armor superior flexibility, while the special alloy makes the dense mesh exceedingly light. The armor consists of a bodysuit of micromesh material with chest plates, paratrooper-style combat boots with knee protection, and a micromesh hauberk. Light armor, armor bonus +5, max Dex bonus +3, armor check penalty -2, arcane spell failure 25%, speed 30 feet, weight 20.

Titanium Chain: Titanium chain is both lighter and stronger than steel. It is prohibitively expensive and costs double to repair compared with standard chain mail, but many adventurers swear by it. Structural armor extras such as spikes and the like cost

double their listed price for titanium chain. Medium armor, armor bonus +6, max Dex bonus +3, armor check -4, arcane spell failure 30%, speed 20 feet, weight 30.

Titanium Full Plate: A titanium version of standard full plate. Structural armor extras such as spikes and the like cost double their listed price for titanium full plate. Heavy armor, armor bonus +9, max Dex bonus +2, armor check -5, arcane spell failure 35%, speed 20, weight 40.

Dwarvish Masterwork: Dwarven-made armor is expensive, but worth it. It is always hand-constructed by a master craftsman who practices the ancient art and spiritual discipline of the smithing. Dwarven masterwork armor has its armor check penalties reduced by two, even if this makes the armor check penalty zero. If the armor itself is ever attacked, it gains +2 to saves and has an additional two points of hardness. Only medium or heavy metal armor can be dwarven masterwork. Dwarven masterwork replaces, and does not stack with, normal masterwork benefits.

Gnomish Masterwork: Gnomish armor is designed to protect, carry and baffle. Gnomish craftsmanship reduces the armor check penalty by one, and every piece is component-based so it is relatively easy to replace a destroyed or missing piece. In addition, gnomish masterwork armor has up to six hidden pockets (Search DC 25 to discover), which are devilishly hard to pickpocket (+10 DC to any Sleight Of Hand check). Only leather, padded, studded leather, or scale can be fashioned in the gnomish masterwork style. Gnomish masterwork replaces, and does not stack with, normal masterwork benefits.

NEW MAGIC ITEMS

Nowhere Quiver: The Adventurers' Guild is extremely wary of allowing characters to use extra-dimensional storage capacity devices, such as *bags 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 near the owner's hand. It cannot be grabbed or otherwise affected by external sources. The pocket is an inter-dimensional space designed to hold arrows or bolts. It can hold 100 arrows, 125 bolts or 10,000 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 character can grasp the pocket itself and fold it away.

If the *nowhere quiver* is placed inside another extradimensional 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. Caster Level: 9th; Prerequisites: Craft Wondrous Item, *dimension door*; Market Price: 5,000 gp; Weight: 0.01 lb.

Omni Weapon: The first *omni* weapon was commissioned by DJ Herobane himself – he had them in his home Dungeonbattle campaign and his characters liked them so much he raised hell at the Guild of the Magi R&D department until they made one. They are basically only available as Xcrawl treasure. An *omni* weapon looks like a silver ball, small enough to hold in the palm of the hand. The character 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 the perfect weapon of that type for that individual, being perfectly gripped, balanced and weighted for that individual. 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 device. The weapon has whatever magic bonus was assigned to it, and grants an additional +1 circumstance bonus to

attack when it is wielded by the individual who shaped it. Omni weapons can be granted additional enchantments; e.g., *keen*. The *omni* weapon can only be formed once – after it takes weapon form its shape is permanent. Caster level 16th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *wish*; Market Price: as per the created weapon.

Omni Armor: 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 the perfectly sized armor for that player. It can be any kind of non-powered archaic armor (leather, chain, plate, full plate), shield (any size steel or wood), specialized armor (Elven chain, Dwarvish masterwork), or modern non-powered armor (MiniLynx, composite sports gear). It cannot make armor out of exotic material such as dragon hide, plastic or adamantine, although it can become titanium. It 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, the wearer it was created for receives a +2 circumstance bonus to its armor check penalty (not bringing it higher than zero), as the armor fits perfectly and allows greater range of motion. Unlike other magical armor, *omni armor* never changes size to accommodate new users. Only the wearer the armor was formed for receives the bonus to its armor check penalty. *Omni armor* can only be formed once – after it takes form its shape is permanent. Caster level 16th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *wish*; Market Price: as per the created armor.

Rock Star Shades: These classic black-framed glasses are both stylish and supernatural. The wearer of these glasses gains the *darkvision* ability, and also gains a +2 to all saves against gaze attacks or visual attack spells, such as *hypnotic pattern* or other *illusions*. Caster level 3rd; Prerequisites: Craft Wondrous Item, *darkvision*; Market Price: 2,000 gp; Weight 0.2 lb.

Stone of Fellowship: A *stone of fellowship* looks like a fist-sized rock. Once per day it can add to an Xcrawl team's Mojo Pool. To activate it, the members of an Xcrawl squad eligible for a Mojo Pool bonus all lay their hands on it while concentrating on their team's abilities for 30 seconds (6 combat rounds). The stone glows brightly for a moment and its power adds 4 points to the Mojo Pool. All members of the team must be touching the *stone of fellowship* in order to activate its powers. Caster level 9th; Prerequisites: Craft Wondrous Item, *cloak of the player*; Market Price: 10,000 gp.

Sneakers of Spider Climb: Who wears slippers to a dungeon, anyway? This is a practical, stylish version of the traditional *slippers of spider climbing*. Caster level 4th; Prerequisites: Craft Wondrous Item, *spider climb*; Price 4,800 gp.

NEW SPELLS

I Can't Believe It's Not Fireball!®

Evocation (Copyrighted)

Level: Sor/ Wiz 2

Components: V, S, M

Casting Time: One action

Range: Medium

Effect: 10 ft. radius blast

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a smallish fire explosion. The blast affects a 10 foot radius and causes 1d4 points of damage per caster level (maximum 5d4) to every target in its area of effect, including inanimate objects. It can ignite combustible items such as paper and fabric, but it is not hot enough to melt most metal.

Material Component: A coupon, covered with arcane symbols, which may be ordered through the mail with a check or money order in the NAE. Coupons cost 20 gp each and disappear once the spell is cast. Orders of more than ten coupons receive a 10% discount.

Castro's Quick Five©

Abjuration (Copyrighted)

Level: Sor/ Wiz 4

Components: V, S, M

Casting Time: One action

Range: Personal

Target: You

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell reroutes the passage of time for what appears to be an instant for onlookers, but is actually a period of thirty seconds to the spellcaster. The spellcaster finds himself in a magical vortex, a reflection of the magical forces of a higher dimension, losing sight of his own world during this period. The spellcaster may not move or make actions causing him to break the "bubble" of force redirecting time around him, but he may cast five rounds' worth of spells with a target of "you." Spells thusly cast come into effect the instant *Castro's quick five* ends, at which time the caster also rejoins normal time. Only memorized spells can be cast during this time period. Scroll spells, spell-like abilities and magic items creating spell effects (like wands and potions) may not be employed in the time bubble, due to the restrictive nature of the vortex dimension.

Material Component: A specially prepared 100 gp note, which disappears during casting.

Hexing Rejoinder

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: One minute

Range: Personal

Target: You

Duration: Permanent until discharged

Saving Throw: Per chosen spell

Spell Resistance: Per chosen spell

You preset a magical counterpunch for hostile spell casters. You must cast the spell from

your repertoire of personal spells, not scrolls or spell-like effects from magic items or spell-like abilities. The spell uses material components normally. You may have only one preset *hexing rejoinder* at any given time. The *hexing rejoinder* affects the first hostile spellcaster casting a spell upon you. Once you are struck by a spell, your preset spell automatically launches itself at the hostile spellcaster. If the enemy spellcaster is out of range of your spell the *rejoinder* is wasted. Likewise, spells with a target of "you" cannot be a component of this spell. If the spell is an area effect attack, it is automatically centered on the hostile spellcaster. The *hexing rejoinder* does not count as a spell slot expenditure when it is triggered, but you do lose the spell normally when you prepare the effect.

Arcane Focus: A small mirror.

Villalobo's Anvil Outta Nowhere©

Evocation (Copyrighted)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: One action

Range: 100 feet + 10 feet per level

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex negates (special)

Spell Resistance: Yes

You cause a large, vaguely anvil-shaped force to materialize and fall on an opponent. The anvil does 1d6 points of bludgeoning damage per caster level to one opponent, maximum 12d6. Only creatures with the dodge, uncanny dodge or improved uncanny dodge abilities receive a Reflex saving throw against this spell. If the save succeeds, the target has sidestepped and takes no damage. The anvil disappears after it strikes.

Material Component: A specially prepared 25 gp note. The proceeds from all of Villalobo's spells go to the Jose Villalobo House charity.

APPENDIX III: NEW MONSTERS

MANIC MARIONETTE

Medium Construct

Hit Dice: 10d10+20 (75 hp)

Initiative: +8

Speed: 30 ft. (6 squares)

AC: 24 (+4 Dex, +10 natural), touch 14, flat-footed 24

Base Attack/Grapple: +7/+13

Attack: swordhand +16 melee (1d8+7 plus bloodletting/19-20)

Full Attack: 2 swordhands +16 melee (1d8+7 plus bloodletting/19-20)

Space/Reach: 5 ft/5 ft.

Special Attacks: Bloodletting

Special Qualities: Construct traits, damage reduction 5/magic and slashing, darkvision 60 ft., low-light vision, spell resistance 21, uncanny dodge, vulnerability to fire

Saves: Fort +3, Ref +7, Will +3

Abilities: Str 21, Dex 18, Con –, Int 10, Wis 11, Cha 10

Skills: Escape Artist +16, Jump +12, Listen +5, Spot +5, Tumble +12

Feats: Cleave, Improved Initiative, Power Attack, Weapon Focus (swordhand)

Environment: Any

Organization: Solitary or gang (2-4)

Challenge Rating: 8

Alignment: Always neutral

Advancement: Medium 11-15 HD, Large 16-30 HD

DJ Faces commissioned ConStart South to create these terrible brutes specifically for the Coney Island Crawl. ConStart was so pleased with the results that they plan to make them generally available for the 4704 Crawl season.

The creatures are tall, thin, sleek constructs, man-shaped and made of dark wood. Their faces are featureless, and their arms end in long sabers made from magically sharpened teakwood. The creatures seem awkward and

gangly at first glance but they are quick and very dangerous in a fight. The ones created for the Coney Island Crawl have tragedy-comedy masks in homage to DJ Faces.

Combat

Manic Marionettes do as they are told – they can follow instructions and will stand guard, attack or pursue enemies as needed. In melee they use their dangerous swordhands to best effect, making a single attack at each opponent to begin the bloodletting power before concentrating on one opponent at a time. They have the fundamental fearlessness of constructs and always fight to the death when so ordered.

Bloodletting (Su): The manic marionette's swordhands prevent wounds from closing normally. Wounds dealt by a marionette's swordhands continue to bleed at a rate of one hit point per round until treated with magical healing, or until 12 rounds pass. Mundane first aid (such as the use of the Heal skill) will not stop the bleeding.

Sword-hands: Each of the manic marionette's two swordhands strikes as a +2 *longsword*. The swordhands lose their magical properties if the manic marionette is destroyed.

Uncanny Dodge (Ex): A manic marionette retains its Dexterity bonus to AC (if any) even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Skills: Manic Marionettes are completely double jointed – all of their extremities can move back and forth in a completely unnatural manner. This makes them extremely hard to pin down; Manic Marionettes receive a +8 racial bonus on to Escape Artist checks.

RAZOR SPRITE

Medium Fey

Hit Dice: 10d6+50 (83 hp)

Initiative: +11

Speed: Fly 30 ft. (perfect)

AC: 23 (+7 Dex, +6 natural), touch 17, flat-footed 16

Base Attack/Grapple: +5/+10

Attack: blade +13 melee (1d10+5)



Full Attack: 4 blades +13 melee (1d10+5)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Blindsight 60 ft., damage reduction 10/cold iron, dust cloud
Saves: Fort +8, Ref +13, Will +8
Abilities: Str 20, Dex 24, Con 20, Int 10, Wis 12, Cha 18
Skills: Bluff +17, Hide +20, Listen +14, Move Silently +20, Sense Motive +14, Search +13
Feats: Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (blades)
Environment: Any urban
Organization: Solitary or gang (1-4)
Challenge Rating: 8
Treasure: None
Alignment: Usually chaotic neutral
Advancement: None

Living killing machines, razor sprites are magical creatures that live in urban areas. The origins of the razor sprites are attributed to the changing nature of the world and the relationship that the fey have with it. Fey are magical extensions of nature, and as the industrial revolution takes its toll on the invisible world, new creatures spring forth from nothingness to represent the magical spirit still alive in the modern age. Much like the world of Xcrawl, these spirits have taken a nasty evolutionary turn...

Razor sprites are a whirlwind of sharp blades of every conceivable description – straight blades, scalloped blades, serrated blades, all whirling at top speeds around a central, yet undefined point. They exist only to kill and feed on the blood of their victims. They are cunning, and are capable of formulating plans and acting intelligently. They do not hate their victims – they kill as a matter of course, and have no feelings about the act whatsoever.

Razor sprites speak Auran and Sylvan.

Combat

Razor sprites use fairly straightforward tactics in battle – they seek out the smallest and weakest opponent, destroy it and then escape (if the razor sprite still feels threatened) or choose another victim (if the razor sprite is certain of victory). Wounds from a razor sprite

do not seem to bleed as much as other wounds, but this is an illusion – the razor spirit drinks the blood of its victims as it slashes.

Dust Cloud (Ex): The whirling vortex that makes up the razor sprite's body kicks up an obscuring cloud of dust, dirt, and grit, wherever it goes. This cloud of debris grants the razor sprite concealment (20% miss chance).

Spell-Like Abilities: At will – *gust of wind*; 3/day – *lightning bolt* (DC 17), *windwall*. Caster Level 10th. The save DCs are Charisma-based.

WARHEAD

Large Construct

Hit Dice: 10d10+30 (85 hp)

Initiative: -1

Speed: Fly 30 ft. (perfect) (can't charge or run)

AC: 24 (-1 size, +15 natural), touch 9, flat-footed 24

Base Attack/Grapple: +7/+16

Attack: slam +11 melee (2d10+5) or heavy repeating ballista +5 ranged (3d10/19-20)

Full Attack: 2 slams +11 melee (2d10+5) or heavy repeating ballista +5 ranged (3d10/19-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bombing run

Special Qualities: Construct traits, damage reduction 10/-, darkvision 60 ft, low-light vision, spell resistance 18, undetectable

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1

Skills: -

Feats: -

Environment: Any

Organization: Solitary or patrol (2-5)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Warheads are powerful automatons created by the North American Legion's magical R&D department, although they have fallen out of favor with military strategists due to their prohibitive

cost, slow deployment, and extreme vulnerability to artillery. Recently, a clever monster broker bought the army's entire surplus of warheads, and now sells them at a huge profit for Xcrawl events. They are currently in fashion with the nobility of North America as estate guardians.

The warhead appears as huge sphere of riveted iron with a built-in face set in a terrible, "have a nice day" grin. Its iron-banded hide has several portholes, all set with large rivets, which open during combat to release extendable metal arms and weapons. Warheads are usually equipped with a turreted weapon on top, and a bombardier door beneath, which they use to drop caltrops or incendiary weapons.

Combat

When they were used in the military, warheads were fitted with turreted machine guns, rocket launchers, recoilless rifles, or flamethrowers. They dropped explosive charges from their lower bomb doors – generally mines or napalm. Xcrawl warheads are generally armed with a top-mounted heavy repeating ballista (100 ft. range increment), and carry an array of alchemical munitions for dropping on enemies, such as alchemists' fire, acid, and tanglefoot bags.

Bombing Run (Ex): A warhead can drop various alchemical weapons from a pair of bottom-mounted doors. A warhead's internal capacity is 10 square feet, and it typically carries 8 flasks of alchemists' fire, 8 flasks of acid, and 8 tanglefoot bags, as well as 20 additional bolts for its ballista.

A warhead can drop up to 4 flasks of alchemists' fire or acid or 4 tanglefoot bags per round as a standard action. This is not an aimed attack, and the dropped weapons land in the 4 squares directly beneath the warhead. The warhead cannot mix dropped weapons.

Undetectable (Ex): Special alloys used in the warhead's construction make it *invisible*, as the spell, to natural or manmade sonar and radar. This includes the blindsight and blindsense ability.

Construction

Warheads cost a minimum of 250,000 GP to create, which doesn't include the price of weaponry. The secrets of their construction

are classified – the Legion research wizard who spearheaded the massively over-budget warhead project is now protecting an Antarctic weather station, and his notes and blueprints have been filed away as classified by military intelligence. Warheads need to be lubricated every 10 days in a process taking eight hours and costing 50 GP for the expensive blend of artificial lubricant and pumpkin seed oil. Warheads that are not regularly lubricated lose a point of Dexterity every ten days they go unattended. They continue to lose a point of Dexterity every ten days until they are reduced to zero, at which time they freeze up and become inert. Each warhead has a unique and complicated pass phrase, which allows them to be controlled with simple commands, such as "guard," "attack," "destroy," etc.

YELLOW MUSK CREEPER

Large Plant

Hit Dice: 3d8+9 (22 hp)

Initiative: +2

Speed: 5 ft. (1 square)

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

Base Attack/Grapple: +2/+11

Attack: Pollen spray +3 ranged touch (pollen spray) or tendrils +6 melee (1d8+5)

Full Attack: Pollen spray +3 ranged touch (pollen spray) or 2 tendrils +6 melee (1d8+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Create yellow musk zombie, intelligence damage, pollen spray

Special Qualities: Blindsight 30 ft., plant traits, rejuvenation

Saves: Fort +6, Ref +3, Will +1

Abilities: Str 20, Dex 15, Con 17, Int –, Wis 11, Cha 9

Skills: –

Feats: –

Environment: Temperate and warm forests and underground

Organization: Patch (yellow musk creeper plus 1-6 yellow musk zombies)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: 4-6 HD (Large); 7-9 HD (Huge)

Level Adjustment: –

This plant is a large green clinging vine with ivy-like leaves of dark green. Small dark green bulbs and bright yellow flowers mottled with purple adorn the plant.

The yellow musk creeper is a slow-moving plant that attacks living creatures and feeds on their Intelligence, eventually turning such creatures into yellow musk zombies. Creepers can be found in moderate to warm climates or underground, and are rarely encountered elsewhere.

The actual root of the plant is a large bulbous, brown sac that lies beneath the surface of the ground where the yellow musk creeper grows.

Combat

Yellow musk creepers lie silent until prey approaches within 10 feet. The small flowers of the creeper then puff a musky-smelling fine powder at a single target, attempting to entrance the target. If attacked, a yellow musk creeper lashes out with its tendrils.

Yellow musk creepers are never encountered alone. They always have a retinue of yellow musk zombies with them. These zombies will defend the creeper against all attacks.

Create Yellow Musk Zombie (Su): A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour under the control of the creeper that created it. If the yellow musk creeper is slain before the yellow musk zombie rises, the transformation can be prevented by the casting of *neutralize poison* followed by *heal* or *restoration* spell.

Intelligence Damage (Ex): As a free action, a yellow musk creeper can insert hundreds of tiny roots into the head of an entranced foe within any space occupied by the creeper. An entranced foe does not resist this attack and does not receive a saving throw to break free of its entranced state. This attack deals 1d4 points of Intelligence damage each round. A victim reduced to Intelligence 0 be-

comes a yellow musk zombie in 1 hour (see that entry in this book).

Pollen Spray (Ex): A yellow musk creeper can spray a tiny cloud of hypnotic pollen at a single creature within 30 feet. An opponent hit by the cloud must succeed on a DC 14 Fortitude save or be entranced for 1d4 minutes (as by a *charm monster* spell). Entranced creatures can take no action other than to move at their normal speed into a space occupied by the yellow musk creeper. An entranced creature resists any attempt to halt its progress. A victim within a space occupied by the yellow musk creeper stands there and offers no resistance to the monster's attacks. The save DC is Constitution-based.

Blindsight (Ex): The yellow musk creeper has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Rejuvenation (Ex): A yellow musk creeper can be killed only if its root is dug up, then burned, hacked apart, or otherwise destroyed. Reducing the creeper to 0 or less hit points puts it out of commission, allowing excavation of its roots. The main root is a Small object with a hardness of 3 and 10 hit points. The root can be affected by spells or effects that affect an area, or targeted by spells that affect an individual target.

As long as the root remains intact, a yellow musk creeper regrows in about 2 weeks.

YELLOW MUSK ZOMBIE

Yellow musk zombies are creatures that have been transformed into their current state by a yellow musk creeper. The yellow musk zombie appears much as it did in life, wearing the same clothes and carrying the same weapons it had at the time of its creation. Yellow musk zombies have pale yellow skin and stark white eyes.

Creating a Yellow Musk Zombie

"Yellow Musk Zombie" is an acquired template that can be added to any corporeal humanoid, monstrous humanoid, or aberration (referred to hereafter as the "base creature") that has an Intelligence score of 1 or higher.

The yellow musk zombie uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to Plant. It loses all type and alignment modifiers (such as Fire, Aquatic, or Good). Do not recalculate base attack bonus, saves, or skill points. It does not gain the augmented subtype.

Hit Dice: Change all current and future HD to d8s.

Speed: Same as the base creature. If the base creature's speed is less than 20 feet, increase it to 20 feet.

Armor Class: Natural armor bonus increases by a number based on the zombie's size:

Size	Natural AC Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Attack: A yellow musk zombie retains all the attacks of the base creature and gains a slam attack if it didn't already have one. If the base creature can use weapons, the yellow musk zombie retains this ability. A creature with natural weapons retains those natural weapons. A yellow musk zombie fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A yellow musk zombie armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A yellow musk zombie fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: If the base creature does not have a slam attack, use the damage values below. Otherwise, use the values below or the base creature's damage, whichever is higher.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A yellow musk zombie retains none of the base creature's special attacks.

Special Qualities: A yellow musk zombie retains none of the base creature's special qualities, but gains those listed below.

Darkvision (Ex): A yellow musk zombie gains darkvision out to a range of 60 feet.

Link to Creator (Ex): A yellow musk zombie is linked to the yellow musk creeper that created it and can never move more than 200 feet from it.

Sprout New Creeper (Ex): After about 2 months of service to a yellow musk creeper, the yellow musk zombie wanders up to 1 mile away from its creator (the link to creator is broken) and dies. Where it falls, new yellow musk seedlings sprout from its head, take root, and within one hour, a new fully grown yellow musk creeper blossoms.

Abilities: Adjust from the base creature as follows: Dex -4 (minimum 8), Int changes to 2, Wis changes to 10, Cha changes to 1.

Skills: A yellow musk zombie has no skills.

Feats: A yellow musk zombie has no feats.

Environment: Temperate land and underground.

Organization: Solitary or patch (2-5 yellow musk zombies and 1 yellow musk creeper).

Challenge Rating: Same as the base creature.

Treasure: None.

Alignment: Always neutral evil.

Advancement: None.

Level Adjustment: —

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