

Maximum  
X C R A W L

# DUNGEONBATTLE BROOKLYN

An introductory adventure for 1st level characters  
By Brendan LaSalle



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# DUNGEONBATTLE BROOKLYN

**WRITTEN BY: BRENDAN LASALLE**

Cover Art: Jeremy Mohler; Interior Art: Cliff Kurowski & Brad McDevitt; Cartographer: Brian Patterson; Editor: Joseph Goodman; Additional Editing: Christina Stiles; Original Stat Block Editor: Aeryn "Blackdirge" Rudel; Pathfinder Conversion: Christina Stiles; Playtesters: Todd Dresser, Toni Easter, Jason Fiedler, Lee Garvin, Matt Gossett, Haden Huffaker, Stephanie Huffaker, Dave Husted, Jennie Mar, David McFarland, James McKendrew, Erin McSpadden, Jeff McSpadden, Scott Moore, Brian O'Neil, Chris Pettit, Ike Porter, Ray Teetsel, Andrew Welham, William Westoven; Published by Goodman Games; Graphic Design by Jamie Wallis

Xcrawl created by Brendan J. LaSalle

Special thanks: Lori, all the fans, Bacchus and Vindaloo, my folks, Lex and Joe and Arlo, Duane and Micki, Annie and Dan, Jules and David



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# XCRAWL: DUNGEONBATTLE BROOKLYN

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Xcrawl, the game that makes brass dragons turn green with envy, presents our latest offering for your crawling pleasure! Xcrawl: Dungeonbattle Brooklyn is an introductory adventure for 4-6 1st-level characters. A balanced party is a must—players will need a cleric, a rogue, a fighter, and an arcane spellcaster for the best chance of victory. This is an introductory Crawl, and is not appropriate for higher-level parties as written; but, of course, you, as the GM, can make whatever changes necessary to ensure that your group enjoys a challenging adventure.

## BACKGROUND STORY

The characters have the honor of participating in the very first Division-IV contest to go Full Lethal.

Full Lethal is the Xcrawl designation for Division III and up. It means that players use live steel and real arrows. It means that the monsters are free to chew, rip, mangle, petrify, and otherwise destroy.

Division-IV contests are normally nonlethal. Players are amateurs, weekend warriors, and college athletes using padded boffer weapons and nonlethal spells. The “monsters” are typically professional monster actors, using the same simulated armor and weapons that the players use.

Traditionally, serious injury is fairly rare, and everyone goes home afterwards.

This year, tradition has been tossed out. For the very first time, your team plays for blood. Vivat hilaritas et Xcrawl!

## HOW THIS HAPPENED

Three months before the finals were scheduled, Xcrawl Commissioner Bradley Leibrock, surrounded by his traditional retinue of sycophants and suck-ups in his penthouse apartment, spent a long evening complaining about the poor ratings and advertising revenue for Division-IV contests in general and the finals in particular.

“What’s the point?” he asked no one in particular.

“Either the players go on to play real Xcrawl in Division III, or they quit and go back to their farms and factory jobs. Either way, no one cares enough to tune in. Division IV is absolutely necessary—it’s where the majority of talent is discovered, where crawlers find out if they have the nerve or not. But nobody is watching. We lose money on the finals every year, and yet I can’t cancel the event or we lose new Division III players.

It pisses me off.”

There was silence for a moment while everyone sipped their wine. Finally, the intoxicated young Earl of Flatbush spoke up. “Why not make the finals Full Lethal? At that level, the body count would be stupendous. Everybody would tune in just to watch a bunch of no-talent newbies get their heads torn off.”

Everyone turned to him, shocked faces slowly turning to excited grins.

Leibrock was so excited that he called a press conference the

very next day to make the announcement: the Division-IV finals would go Full Lethal, and as such, would have a commensurate increase in treasure.

Leibrock was afraid that the news would trigger massive team dropouts, and many did quit. But for every dropout team, a dozen others clamored for a chance to participate in this historic event.

## THE CRAWL

In Dungeonbattle Brooklyn, the players take the roles of young, untested Xcrawl players united by their hopes to go on to participate in Division III. Success in the 2003 Division Finals is a first step towards recognition, glory, and riches. The team can be a collegiate team, an established professional Division-IV squad, a group of rank newcomers eager for their first taste at the games, or some combination of the above.

The dungeon is held in the Brooklyn Academy of Letters Athletic Complex, located in central Brooklyn Heights. The Academy is a very old and exclusive institution that offers non-matriculated degrees in Latin, rhetoric, poetics, theater, and the history of theater. The school is utterly exclusive, with a student body entirely composed of the sons and daughters of aristocrats, career military personnel, and the well-to-do. It is Commissioner Leibrock’s alma mater, and he pulled quite a few strings to get use of their entire athletic complex to hold the contest. The infrastructure upgrades needed to hold this contest cost several million gold pieces, but Leibrock is confident that it is money well spent. This time, he means to see the Division-IV finals turn a profit!

A total of 12 teams have been chosen to participate. The dungeon is one level. After a team runs through it, the Crawl staff has two hours to reset the rooms, add traps, and bring in new monsters as necessary.

The DJ (Dungeon Judge) is a first-time designer who won the dungeon design contest Leibrock created to promote this event. DJ Seymour Blood is actually 14-year-old Jeffery Dunn, a Brooklyn high school student who started playing tabletop Dungeonbattle at age six. His design wasn’t the most impressive, nor did it possess the greatest potential lethality. Instead, Leibrock chose Dunn because he is a Brooklyn native, in the hopes that having a local designer would stir up even more excitement at the venue.

The game takes place in November, in the middle of a terrible blizzard. The players are responsible for their own accommodations.

Many have traveled a long way to participate and are staying with volunteers in the city.

The ride to the Crawl is a cold, slow affair over a slick road. Hundreds of fans and supporters mob the outside of the building, and security guards have to whisk the players in past cheering crowds, reporters, rubbernecks, and belligerent New Yorkers who are just mad at the traffic tie-up.

The PC team is the fifth scheduled to run the dungeon, which makes them the first team to play on day two of the contest.

## NOTES ON THE PHYSICAL FACILITIES

The entire dungeon is set inside the Brooklyn Academy of Letters Athletic Complex. Unless otherwise specified, the hallways are made of clear plexiglass with steel supports. Plexiglass is extremely difficult to shatter but relatively easy to cut.

Each 10-foot section of wall has a hardness of 15 and 25 hit points, but takes double damage from slashing attacks. The walls to the rooms are carpeted steel frames; they're tough, but once breached, they twist apart fairly easily (hardness 12, hp 20).

Unless otherwise stated, all doors are all tough oak doors (DC 18 to bash down). There is plenty of light from the gymnasium's fluorescent bulbs overhead.

There is no ceiling in the entire dungeon. This lets the audience watch every moment of the dungeon from the stands. Players are not permitted to climb out or launch attacks over the walls. Players who attempt to do so are warned, and those who continue are disqualified.

Trap notation is initially given in the following format: (Perception DC/Disable Device DC). More information about the trap follows in the Trap listing.

## SPECIAL FULL-LETHAL DIVISION-IV EQUIPMENT RULES

Each participant is allowed to use the normal equipment allotted to any participant in a Full-Lethal event—real armor and weapons, bows and crossbows, alchemists' fire, and the like. Spellcasters are permitted to bring up to three 1st-level-spell scrolls.

Loc	Pg	Type	Encounter	CR
1-1	9	T	Door-buzzer trap	1/3
1-2	10	C	Mechanical Ogre	1
1-4	10	C	2 goblins	1/2
1-5	11	C	6 orcs	3
1-6	12	C	2 rust monsters	5
		T	Poison-dart door trap	1
1-7	12	C	Cave scorpion	1
1-8	13	T	Alarmed-door trap	1
1-9	14	C	7 goblins	3
1-10	14	C	12 "Ninjas"	4
1-11	15	C	7 skeletons	3
1-12	15	C	7 zombies	4
1-13	15	T	Paint-spray trapped chest	1
1-14	16	C	Klyriodizka the medusa	4
1-15	18	T	Zap trap	1

## THE SCROLL

In order to bypass the wall of fire in area 1-13, the players must find and assemble three scroll fragments. These fragments are found in areas 1-10, 1-11, and 1-13. Full details can be found in the adventure text that follows.

## 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. CR—the encounter's challenge rating.

## TOURNAMENT-STYLE PLAY IN XCRAWL

In tournament events, the following "house rules" are observed:

- In combat, the roll of a 20 is an AUTOMATIC critical—there is no confirmation roll.
- In combat, the roll of a 1 is a POSSIBLE fumble. Fumblers must roll a DC 10 Dex check—failure means they lose any more actions that round, as well as their next round's actions.
- The Crowd DC, unless otherwise specified, is 18. Use this DC for all Grandstanding checks during the Crawl.

## 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, nonetheless, real. If you die, you die. There are no second chances. Citizens of the North American Empire tune in every week to watch their favorite players get eaten, paralyzed, turned to stone, or ripped apart... the nation’s hunger for blood and mayhem grows with every contest.

If you know the basic Pathfinder rules, you know how to play Xcrawl. *Maximum Xcrawl: Core Rule Book* offers a full explanation of the game, but you can play much of it using only the basic Pathfinder® Roleplaying Game Core Rulebook™, the Pathfinder® Roleplaying Game Bestiary™, Pathfinder® Roleplaying Game Bestiary 2™, and this module.

## TERMS TO KNOW

**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 technomagical 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 the players 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 *Maximum Xcrawl: Core Rule Book*.

**Break Room:** Crawlers are safe in any break room, as DJs may not place any hazards in them.

**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 referee at any time.

**Fame:** Characters’ fame scores determine how popular they are at any given moment. Crawlers with a high fame are celebrities who receive VIP treatment and high appearance fees.

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

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

**Non-Com Badge:** A non-com badge indicates that the wearers are not targets and, therefore, they may not be attacked. Additionally, the badge wearer may not attack or hinder the game in any way or aid the monsters. Characters who attack anything wearing a non-com badge are disqualified.

**Referee:** There are referees around throughout the Crawl. Their word is law. Characters breaking the rules typically receive one warning; thereafter, they are ejected. Characters who disobey the ref are automatically disqualified.

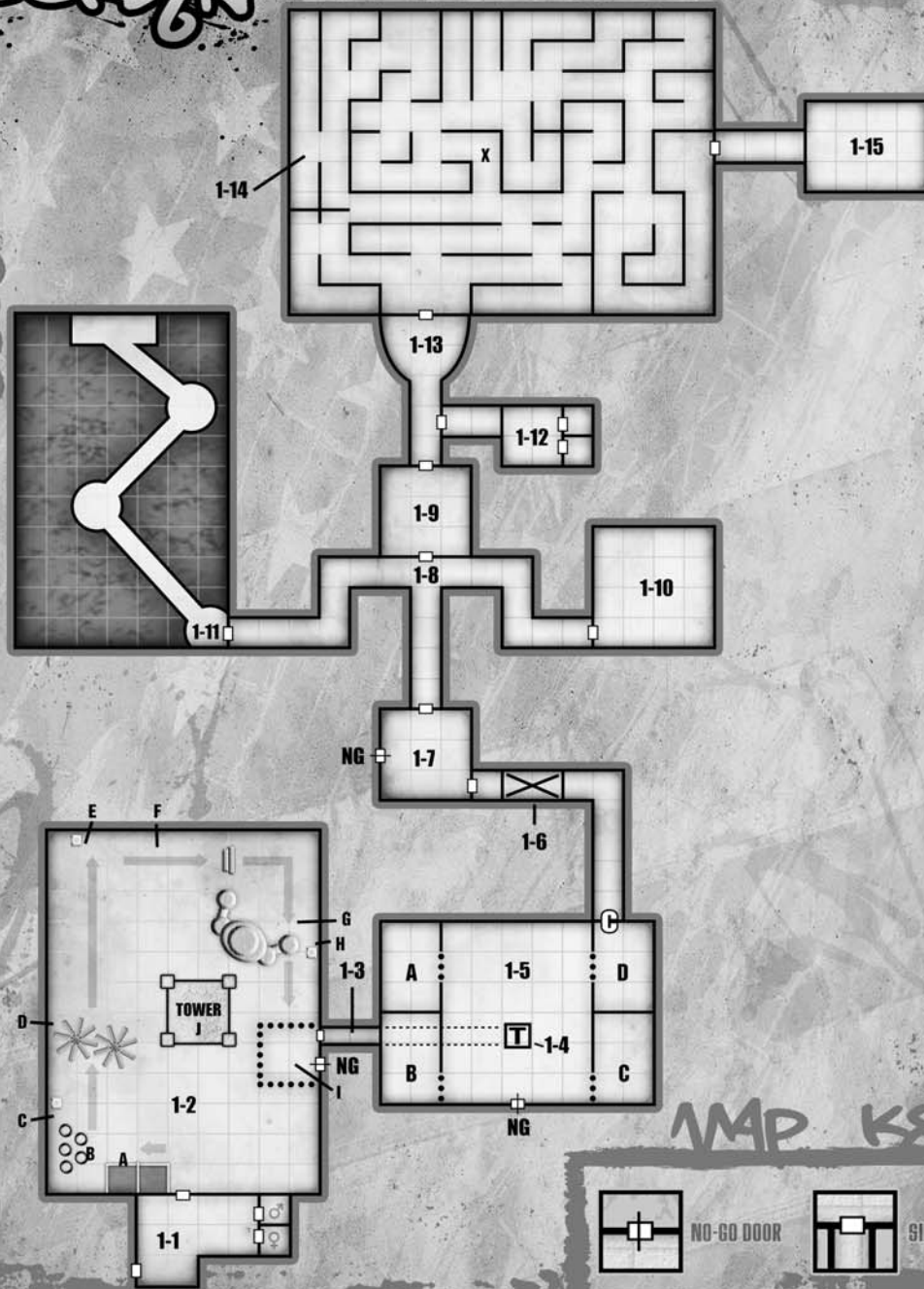
**Standard Appearance Fee:** A character’s Standard Appearance Fee equals his current fame score multiplied by 250 gp. Note that this counts as monies earned outside the Crawl.

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

**Treasure:** Characters own any prizes—magical and monetary, both goods and services—that they earn 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.

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

# X CRAWL DUNGEON BATTLE BROOKLYN



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# DIVISION-IV FINALS, NOVEMBER 2003: DUNGEONBATTLE BROOKLYN

## AREA 1-1—GREEN ROOM

Read or paraphrase the following:

The athletic center's "visiting team" locker room has been turned into the dungeon green room. The room is dimly lit by two overhead bulbs that cast shadows in the corners. There are two long benches bolted to the floor in between rows of lockers. Each one of you has been assigned a locker in which to store your street gear during The Game. There is a folding table in one corner of the room set with coffee, soft drinks, and bottles of water.

A door rests in the north wall that must lead to the dungeon. A referee in the traditional black-and-white-striped shirt stands to one side of the door. He wears a whistle around his neck, a headset mic, and what appears to be a .45 caliber revolver in a shoulder holster. Next to the door is a magical Arcane Video Screen, or AVS. Once the dungeon begins, you can communicate with your DJ and referees through these remarkable magical devices. Through the wall, you can hear the muffled talking, laughing, and movements of the capacity crowd.

While you are waiting for the Crawl to start, the referee waves your team over. He presents you each with a potion of cure light wounds and informs you that the potions may be used in the dungeon, but unused potions remain property of the Crawl and must be returned upon the dungeon's completion.

Novice players will require the potions of cure light wounds, but experienced players or those with strong tactics may not need them. In playtests of this adventure, experienced players did well, but teams new to Xcrawl were occasionally slaughtered. When running this module, use your own judgment based on your knowledge of your players.

The team members are free to put on their gear, warm up, stretch out, pray, or drink coffee. At 8:55 a.m., the referee informs the team that it's almost time to begin. He instructs them to assemble in front of the AVS. Once they do, he receives an instruction over his headset and points at the players, as if to say, "You're on."

The AVS comes to life. You see Xcrawl Commissioner Leibrock on screen, addressing the rowdy crowd. "And now it is my great pleasure to introduce the man of the hour, the winner of our dungeon design contest, the meanest little DJ of them all, Seymour Blood!" The crowd cheers and the camera pans to a tall podium. Standing behind it, obviously on some sort of raised platform, is a teenager with extremely close-cropped hair. He's dressed in a blue blazer, white shirt, and black tie. He smiles, seeming to drink in the crowd's cheers. "Thank you! Thank you all very much. Welcome to day two of the Battle for Brooklyn! We have many teams to get to, so I'm going to keep my remarks brief. Ladies and gentlemen, let me introduce our first team of the day, <PLAYER TEAM>."

DJ Seymour Blood takes a moment and introduces each character. He is eager and a little nervous, but manages to ask the crawlers where they come from and how they feel about their chances. Once the introduction is over, he continues:

"Okay crawlers, get ready. This is my very first dungeon so, uh, I hope it is fun and everything. A special judging panel from the Adventurers' Guild will be evaluating your performance. They will choose a winner based on heroism, skill, leadership, and, of course, how far you get with how many players intact—not to make you, you know, nervous or anything. So get ready! I may be young, but I haven't pulled any punches here. Yesterday, I saw first blood—let today bring what it brings. Your quest is to defeat all monsters, find the three sections of a scroll, and read it aloud to access the last room. I have to go backstage and get a few surprises ready for you, so I give the stage back to Mr. Leibrock."

The camera swings to Leibrock. "Thank you, Seymour. Ladies and gentlemen, how about a big hand for our first time Dungeon Judge?" The capacity crowd cheers enthusiastically. "Now, it is time to begin. Players, from this moment forward, your lives are forfeit in the service of the Empire. We thank Emperor Ronald I, the Uniter, for giving us this opportunity for these young heroes demonstrate the courage and valor of the Empire.

Watch over us, O Apollo, and reward the brave and strong with your blessing. And you would-be-heroes heed me now—your life begins today but could end at any time, because this is Xcrawl, and if you die —"

"YOU DIE!" roars the crowd, finishing the famous catch phrase. The AVS goes blank. The referee points to the door. The Crawl has begun.



**Trap:** The door to the arena is unlocked but trapped (trap DC 15 Perception/DC 15 Disable Device). If the door is opened before the trap is disarmed, a small jolt of electricity is delivered to whomever opens it.

## DOOR-BUZZER TRAP

CR 1/3

XP 135

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

### EFFECTS

**Trigger** touch; Reset manual

**Effect** Atk +15 touch, 1 point of electrical damage; no save

## AREA 1-2—DUNGEON DECATHLON (CR VARIES)

The door opens and you hear the roar of the capacity crowd. From where you stand, it is obvious that the dungeon is a temporary structure arranged in the middle of a huge gymnasium. The see-through walls around you are made of some sort of heavy plexiglass; on the other side of the walls, you see live cameramen, backstage personnel, referees, handlers, statisticians, and a long table filled with men and women who scribble in legal pads between glances at your party. The bleacher seats start some 15 feet beyond the west wall. There look to be several thousand people in the gymnasium, cheering and chanting and waving pennants.

This room is large and arranged into various obstacles. A thick orange arrow painted on the hardwood floor marks your path—a path set with swing ropes, attack barriers, and the like. In the very center of the room is a 30-foot-tall tower made of wood and stainless steel struts. Hiding behind a low wall at the top of the tower are two small men in armor. You may very well be facing your first humanoids in combat right now. The two armored figures man some sort of cannon with a wide barrel. They are not pointing it at you.

There is a three-sided revolving AVS scoreboard hovering in the air some 30 feet over the tower. You see your faces and names listed, as well as clips of what must be footage from the earlier heats.

There are several referees in this room. One near you blows a short blast on his whistle to get your attention. “There are four buttons in the room in your first task. You have to hit all four of them and then assault the tower to win this room. Follow the arrows, don’t skip any obstacles, and follow the instructions of your referee. On my mark. Get ready! Set! Go!

Crawlers who have never been in front of a large crowd before (which is most players) must make a DC 8 Will save or be fascinated for 1d4 rounds.

The players must follow the orange arrows through all the obstacles, as indicated on the map and listed in order below.

Note that there is no action from the tower until the players escape the falling cage. If the players fail at any of the obstacles (for example, fall from the climb, or miss the spell target), the crowd jeers, but the players must keep going. They must at least attempt every obstacle to complete the room.

**A—Swing across mud:** DC 13 Climb check, armor check penalty applies. Players who fail become covered in mud but may keep going.

**B—Run through tires:** DC 12 Acrobatics check. Players who fail stumble and fall once while running through, earning them some jeers from the crowd.

**C—Hit button A:** A police-car-style siren and flashing blue light go off.

**D—Run through padded attack dummies** (CR 1/3, 135 XP): The rotating dummies rest on tripods and have several branches, each covered in a thick layer of padding. Players must run through the obstacle, which has one chance to hit each of them (+3 attack, 1d3 nonlethal damage). Players may tumble through the obstacle (DC 18 Acrobatics check, success means **the player moves through without taking an attack**).

**E—Hit button B:** A police-car-style siren and flashing blue light go off.

**F—Arcane target range:** A referee stands by this obstacle to give instructions. There is a signboard here with a spell scroll (ray of enfeeblement) taped to it. A huge cut-out target of a large humanoid shape, arm raised and brandishing some kind of weapon, stands 40 feet away. A sign by the target reads, “ZAP THE TARGET WITH THE SPELL TO DEFEAT THE GIANT.” An arcane spellcaster must successfully hit the target with the ray spell from the scroll (touch AC 11) in order to deactivate the next obstacle. If the players fail, the active mechanical ogre in the next challenge swats at players who try to pass.

**G—Bypass “ogre” (CR 1):** There is a 10-foot-tall mechanical puppet with oversized fists in gauntlets. If the spellcaster hit the target with the ray of enfeeblement, the “ogre” is deactivated. If not, it’s ready to fight. It has a 10-foot reach, enough to strike anyone who is in range of button C. The mechanical ogre is remote-controlled offstage, so its reactions are tied to its handler, who makes the ogre’s arm lash out at anyone who tries to get by it. The players can just rush up and accept the attack attempt to touch the button, or they can attempt to rush and destroy the mechanical ogre, but it attacks every round until it is disabled or the players run out of its range.

## MECHANICAL OGRE

CR 1

XP 400

L construct (remote-controlled)

**Init** +2; Senses Perception +4

### DEFENSE

**AC** 15, touch 5, flat-footed 15

**hp** 21 (2d10+10)

**Fort** –, **Ref** +2, **Will** –

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

### OFFENSE

**Speed** 0 (mounted object)

**Melee** slam +4 (1d6+2 nonlethal)

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

### STATISTICS

**Str** 14, **Dex** 14 (handler's), **Con** –, **Int** –, **Wis** –, **Cha** 1

**Base Atk** +2, **CMB** –, **CMD** –

**SQ** requires handler to animate

**Skills** –

**H—Hit button C:** A police-car-style siren and flashing blue light go off.

**I—Cage falls:** As the players run past this point, a ref orders them to stop. Once they do, a suspended cage is undraped and falls on the players, trapping them. The cage has a gate with a poor lock, but no trap (DC 15 Disable Device).

**J—Assault (CR 1/2):** As soon as the lock is successfully picked, the two goblins in the tower can start firing their tennis-ball cannon. The cannon is +3 to attack, can fire once a round with a 30-foot range, and does 1d3 points of nonlethal damage when it hits. It can fire 30 times before it is empty. The goblins have cover (+4 AC) from the tower itself. Crawlers can scale the side of the tower fairly easily (DC 13 Climb check, 30 feet up), and the tennis-ball cannon cannot swivel to target characters climbing the tower. Inventive players might try to tip over the tower—it's possible but extremely difficult (DC 23 Strength check). The two goblins stop firing their cannons and draw their short swords once an adventurer makes it to the top. Mounted on the inside of the north wall of the tower is the final button. Once it is pressed, a buzzer sounds, ending the room's encounter. The crowd cheers and Commissioner Leibrock himself comes out to present the players with their treasure and pose for a picture or two. Afterwards, the ref points out the tunnel on the east wall that the players must crawl through to get to the next room.

## GOBLINS (2)

CR 1/2

XP 135 each

Goblin warrior 1

NE Small humanoid (goblinoid)

**Init** +6; Senses darkvision 60 ft.; Perception –1

### DEFENSE

**AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +2, **Will** –1

### OFFENSE

**Speed** 30 ft.

**Melee** short sword +2 (1d4/19–20)

**Ranged** short bow +4 (1d4/×3)

### STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Improved Initiative

**Skills** Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

**Languages** Goblin

**Treasure:** The players receive the following: a +1 *longsword* in a Velcro sports scabbard, a *wand of cure light wounds* with 7 charges, a *wand of magic missiles* with 7 charges, and a set of masterwork lock picks.

## AREA 1-3—TUNNEL

The tunnel is 3 feet in diameter and fully carpeted. It extends into darkness as far as you can see.

Unlike other rooms, this tunnel does not have transparent walls. The players are forced to make their way through the cramped tunnel, which leads underneath area 1-5.

## AREA 1-4—GRATE EXPECTATIONS

The tunnel runs 70 feet until it hits a patch of light. As the characters near, read or paraphrase the following:

You approach a square of light in the otherwise darkened tunnel. The light shines in through a metal grate in the tunnel's ceiling. There is a white envelope dangling from the center of the grate by a strip of masking tape.

The envelope is completely mundane and harmless. When opened, a letter within it reads:

There are six orcs in the room above you. They believe you are going to enter from a door in the south wall, so you have the element of surprise. There are three prisoners here—free them all to win the treasure!

The grate above the players' heads is heavy, but it can be removed easily enough (DC 8 Strength check). Putting it aside quietly without altering the orcs, however, requires a DC 13 Stealth check.

## AREA 1-5—PRISON CHAMBER CR 3

From your position in the floor, you can see that this room is large and dimly lit. The walls are clear plexiglass, and you can see the crowd in the stands, watching your every move with eerie silence. High above you, the three-sided revolving AVS scoreboard flashes, “QUIET PLEASE.”

There are six armored humanoids in this room with their backs to you. They are all focused on a door on the south wall marked NoGo on this side. Around the room are four barred cages. Three of the cages hold attractive young cheerleaders holding pom-poms and looking miffed at their imprisonment.

**Creatures:** Six orcs stand watch at the door on the south wall of the room. If they notice the adventurers spilling out of a tunnel in the floor, they charge and attack.

### ORCS (6)

CR 3

XP 135

Orc warrior 1

CE Medium humanoid

**Init** +0; **Senses** darkvision 60 ft.; Perception –1

Weakness light sensitivity

### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +0, **Will** –1

**Defensive Abilities** ferocity

### OFFENSE

**Speed** 30 ft.

**Melee** bat +5 (1d6+4)

**Ranged** javelin +1 (1d6+3)

### STATISTICS

**Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

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

**Feats** Weapon Focus (bat)

**Skills** Intimidate +2

**Languages** Common, Orc

**SQ** weapon familiarity

**Gear** Composite sports gear, aluminum bat, javelin (2), UltraDark goggles

### SPECIAL ABILITIES

**Ferocity (Ex)** An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

### NEW EQUIPMENT

Item	Cost	Weight
Goggles, UltraDark	100 gp	2 lbs.

**UltraDark Goggles:** These thick, smoked lenses are so dark that you can't even see through them without dark-vision. They prevent bright conditions from hampering creatures with a visual sensitivity to light. They otherwise act as protective goggles.

There are three “prisoners” held in the cages marked A, B and C. They are all local high school cheerleaders. The door to each cell must be unlocked in order to release them (the DC to Disable Device for each cell door is as follows: A = 11, B = 12, C = 13). Once the players release the prisoners, the cheerleaders perform a cheer for the players’ team that ends in a series of flips and causes the crowd to go wild. After the performance, one of the cheerleaders goes to the NoGo door on the south wall, gets the treasure, and presents it to the players. The cheerleaders then all leave through the NoGo door.

The fourth cell is unlocked and empty except for a life-sized poster on the wall of the famous Xcrawl star known only as Oni. Concealed behind it is a small door that leads to the hallway (DC 16 Perception to locate). The door is neither locked nor trapped.

**Treasure:** The players receive a 500-gp note, a *cloak of resistance +1*, and a *potion of cure light wounds*. In addition, the players each receive a 50-gp gift certificate for Starbreak Importers, one of the top 100 Xcrawl sponsors—the corporations who pay the most gold year after year to have their merchandise advertised during The Games.

advertis

**Special Note:** In playtests, the challenge level of this room as written ranged from far too easy to far too difficult, depending entirely on what the players did. Depending on your group’s size, experience level, and tactical ability, consider changing the number of orcs to three, four, or eight. You know your group best, so judge their capabilities as only you can.



## AREA 1-6—PIT OBSTACLE

### CR 5

The walls of this corridor are thick plexiglass. You can see the crowd watching you from the bleachers. As you turn left around the corner, you see a 10-foot-deep, 20-foot-long pit. Inside are several scampering creatures, each the size of a small horse. They have long antennae and a tough-looking hide. They skitter about, trying to leap out of the pit to get to you. The pit takes up the entire corridor, and there is no ledge.

The players must find a way to get past the pit in order to get to the other side.

The door leading to area 1-7 is locked (DC 15 Disable Device) and trapped (trap DC 20 Perception/DC 20 Disable Device).

**Creatures:** The creatures are rust monsters, and while they cannot exit the pit on their own, they attempt to corrode and devour any metal they can get hold of.

### RUST MONSTERS (2) CR 5

XP 800 each  
N Medium aberration  
**Init** +3; Senses darkvision 60 ft., scent metals 90 ft.; Perception +12

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)  
**hp** 27 (5d8+5)  
**Fort** +2, **Ref** +4, **Will** +5

#### OFFENSE

**Speed** 40 ft., climb 10 ft.  
**Melee** bite +6 (1d3), antennae +6 touch (rust)

#### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 8  
**Base Atk** +3; **CMB** +3; **CMD** 16 (20 vs. trip)  
**Feats** Ability Focus (rust), Skill Focus (Perception), Weapon Finesse  
**Skills** Climb +8, Perception +12

#### SPECIAL ABILITIES

**Rust (Su)** A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

**Scent Metals (Ex)** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

**Trap:** If the door to 1-7 is opened or bashed down before the trap is disarmed, a poison dart is fired out of a hidden slot in the ceiling at whoever opens the door.

### POISONED DART TRAP CR 1

XP 400

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

#### EFFECTS

**Trigger** touch; Reset none

**Effect** Atk +10 ranged (1d3 plus greenblood oil)

## AREA 1-7—DREAM OF THE BLUE SCORPION CR 1

This 30-foot by 30-foot room is empty except for a thick layer of sand on the floor. A door rests in the north wall.

Through the plexiglass walls, you see the crowd. Their faces appear perplexed, apparently unsure of what is going on. A few of them cheer as you enter.

The door on the north wall is not locked or trapped.

**Creature:** There is an invisible cave scorpion here. Once the door opens, the scorpion advances toward the players. Alert players notice his footprints in the sand as he approaches (DC 13 Perception). The scorpion attacks, attempting to disable as quickly he can by poisoning the players.

### CAVE SCORPION CR 1

XP 400

N Medium vermin

**Init** +0; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

#### DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 natural)  
**hp** 16 (3d8+3)  
**Fort** +4, **Ref** +1, **Will** +1  
Immune mind-affecting effects

#### OFFENSE

**Speed** 60 ft., climb 40 ft.  
**Melee** 2 claws +2 (1d4), sting +2 (1d4 plus poison)  
**Special Attacks** rend (2 claws, 2d4)

#### STATISTICS

**Str** 11, **Dex** 10, **Con** 13, **Int** —, **Wis** 10, **Cha** 2



**Base Atk** +2; **CMB** +2; **CMD** 12 (24 vs. trip)  
**Skills** Climb +8, Perception +4, Stealth +0 (+12 in caves); Racial Modifiers +8 Climb, +4 Perception, +12 Stealth in caves

### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.

**Treasure:** Once the creature is defeated, an AVS appears on the south wall displaying an arrow pointing down to the sandy floor. If the players search the floor there (DC 8 Perception), they find a potion of invisibility hidden beneath a layer of sand.

## AREA 1-8—CLARION CRAWLER CR 1

You reach a juncture in the passageway. You can either go right or left, or go through a door in an opaque section of wall to your north. There is still no ceiling in this area, and in the distance, you can hear the calls of the crowd: “Right!” “No, left! Turn left!” “Try the door!”

The door is locked (DC 15 Disable Device) and trapped (DC 23 Perception/DC 20 Disable Device).

**Trap:** If the players open or break down the door before the trap is disarmed an alarm sounds, alerting the goblins in area 1-9 that someone is at their door.

## ALARMED-DOOR TRAP CR 1

XP 800  
**Type** magical; Perception DC 23; Disable Device DC 20

### EFFECTS

**Trigger** touch; Reset none  
**Effect** spell effect (*sound burst*, 1d4 sonic damage plus stunned for 1 round, DC 13 Fortitude save negates stun); multiple targets (all targets in a 10-ft. spread)

## AREA 1-9—GOBLIN GUARD ROOM CR 3

The description of this room varies, depending on the players' actions in area 1-8. The room itself is 30 feet by 30 feet, with built-in hatches on the east and west wall.

**Creatures:** There are seven goblins here. Their weapons and shields are all behind a barred hatch on the east wall. The lock on the hatch automatically opens once the players either open the door or trip the alarm trap in area 1-8, giving the goblins access to their equipment. It takes one full round to open the hatch and distribute all of the equipment (one goblin opens it and hands all the equipment out). If the goblins get their gear before the door opens, they make a semi-circle around the door and attack the players as they enter the room. If the goblins believe they have no chance to win the encounter, they surrender.

### SO WHAT IS IT—FANTASY? SPORTS? DUNGEON? PARANOID POLITICAL ALLEGORY?

Guilty on all charges!

Simply put, the world of Xcrawl is an alternative modern dystopic fantasy. In its early age, it was a world of legendary heroes, mighty wizards, terrible dragons, and endless adventure. That world grew up, in the process developing technology, expansionist nations, and an alarming authoritarian bent. But most of the elements of the ancient world—specifically magic, monsters, and the fantasy races—simply evolved alongside mankind.

The North American Empire, birthplace of Xcrawl, has many features that you would recognize, including mass media, firearms, airplanes, and basic medicine. Technology lags behind what we in the Real World would recognize, largely due to the existence of divine and arcane magic. There is no Internet, no space program, no organ replacement or other advanced surgical techniques—but there are fireballs and wizards with wish spells.

Humans share the world with many intelligent species—elves and dwarves, halflings and gnomes, orcs and goblinoids, giants, and the evil alfar. Elves founded a city in

North America, called Sattersala, located in the dense California redwood forest. Most of the NAE's small population of dwarves work in their great mine.

Orcs, goblinoids and the dreaded alfar live in the Zura'ah'zura, roughly translated as “the land beneath the land.” These races struggle for dominance in huge underground cities, the largest inhabited by millions. Monsters of all description dwell here, as well, and many are captured to fight and die in The Games. Some monsters volunteer—including whole regiments of hobgoblins, who seem to exalt in the challenge of Xcrawl more than any other race.

Magic exists, albeit in a tightly regulated fashion. The Guild of Magi oversees its training, use, and research in the NAE. Technomagic is a young and emerging discipline that has many applications in Xcrawl. The Olympian Pantheon is the state religion of the NAE, and there are thousands of temples honoring the many deities and divine powers. North America was wrested away from the Messianiacs with their forbidden One God Cult, and the remaining adherents must practice their strange religion in secret.

## GOBLINS (7)

CR 3

XP 135 each

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; Perception -1

### DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, Ref +2, Will -1

### OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19-20)

Ranged short bow +4 (1d4/x3)

### STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

**Treasure:** Once the goblins are defeated or surrender, a second hatch on the west wall opens to reveal the treasure. The players receive a 500 gp note and three potions of neutralize poison. In addition, the players each win a 500 gp gift package from King's Iron Golf Supply that includes a full set of professional grade golf clubs, a custom bag, and golf clothes and accessories.

## AREA 1-10—NINJAS! NINJAS! NINJAS! CR 4

This door opens onto a stage designed to look like a Chinatown alley in some fictional city. A neon sign, buzzing loudly, flashes a foreign beer logo.

A man steps into the alley. He is bald, squat, and wears a silk robe. He twirls the end of his Fu Manchu and looks you over, menacingly. He pulls his robe aside to show a Non-Com badge pinned to his silk vest. Then he points at you and shouts, "Attack!" Somehow, his mouth seems out of synch with his words. And then a dozen ninjas pop up from behind every possible hiding spot!

**Creatures:** The ninjas are severely handicapped in this room. They are professional monsters, and while they have decent fighting skills and are fairly fearless, they have no weapons except throwing stars and only the most basic bare-handed fighting skills. Players gain multiple attacks of opportunity when the ninjas use their unarmed strikes. In addition, each ninja wears a special NonCom-type badge—after taking only one hit, each automatically teleports to the local emergency room,

disappearing in a special magical puff of smoke. One hit from any attack doing either regular or nonlethal damage teleports them away. They may also opt to manually activate their badges, teleporting away if they are somehow incapacitated or if the fight goes against them.

The ninjas leap about, throwing their darts and then charging the players. They may elect to use their smoke bombs for effect.

## "NINJAS" (12)

CR 4\*

XP 135 each

Human warrior 1

N Medium humanoid

Init +1; Senses Perception +0

### DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 8 (1d10+3)

Fort +2, Ref +1, Will +0

### OFFENSE

Speed 30 ft.

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

Ranged dart +2 (1d6+2)

### STATISTICS

Str 15, Dex 12, Con 11, Int 8, Wis 10, Cha 9

Base Atk +1; CMB +3; CMD 14

Feats Step Up, Toughness

Skills Craft (weapons) +3, Profession (soldier) +4, Survival +1

Languages Common

Combat Gear X4 smoke bomb; Other Gear dagger, darts (3), leather armor

\*Reduced CR due to one-hit defeat status

**Treasure:** Once all of the ninjas disappear or surrender, the man in the robe bows to the players and gives them their treasure, as well as a section of the scroll that must be read to lower the flames in area 1-13. The players receive a 500-gp note, two scrolls (sleep and bless). In addition, the players each win a T-shirt displaying a skull and crossbones with the inscription, "Ninja THIS!"

## AREA 1-11—DWELLERS IN MUD CR 5

The door to this area is neither locked nor trapped.

The door opens onto a wooden boardwalk-style bridge with no railing. The bridge makes a zigzag path through this room, stopping twice at round landings. Underneath the bridge is soupy mud, smelling a bit like graveyard earth. The boardwalk bridge reverses directions twice, and then comes to the north wall, where a treasure chest sits underneath a huge Sappa-Kay Cola sign.

The walls are all clear plexiglass, and there is a special gallery along the east wall, presumably filled with VIPs. Indeed, you see DJ Seymour Blood, Xcrawl Commissioner Bradley Leibrock, Duke David Winslow of Brooklyn, and local retired Xcrawl star Jim “Dinosaur” Green all in attendance. They clap politely as you enter. The crowd in the bleachers cranes forward with anticipation.

**Creatures:** Set alongside the boardwalk, hidden in the mud at random intervals, are a mixed group of zombies and skeletons. As soon as the players begin walking down the boardwalk towards the chest, they begin to crawl out of the mud.

The first round, a single zombie appears at the edge of the boardwalk nearest the players. After this first round, 0-3 zombies and/or skeletons rise out of the mud at random spots near the players every round until the creatures are all loose.

It takes the creatures a full-round action to pull themselves out of the mud and up on to the boardwalk. The round after that, they can stand from their prone position and attack. A bull rush or other such tactic might force an undead back into the thick muck, in which case, the same rules apply for exiting. Players who land in the mud have their movement slowed by 3/4 until they exit. The mud is only 3 feet deep, so there is no danger of Medium characters drowning.

### SKELETONS (7)

CR 3

**XP** 135 each

NE Medium undead

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

### DEFENSE

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

**hp** 4 (1d8)

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

DR 5/bludgeoning; Immune cold, undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6), claw -3 (1d4+1) or 2 claws +2 (1d4+2)

### STATISTICS

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Improved InitiativeB

**Gear** broken chain shirt, broken scimitar

### ZOMBIES (7)

CR 4

**XP** 200 each

NE Medium undead

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

### DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 12 (2d8+3)

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

DR 5/slashing; Immune undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** slam +4 (1d6+4)

### STATISTICS

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

**Feats** ToughnessB

SQ staggered

### SPECIAL ABILITIES

**Staggered (Ex)** Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

**Trap:** The chest at the end of the boardwalk is locked (DC 20 Disable Device) and trapped (DC 20 Perception/DC 20 Disable Device). If the chest is unlocked or forced open before the trap is disarmed, a puff of green spray paint strikes the would-be opener in the face. The paint is an eye irritant; players struck may become temporarily blinded.

### SPRAY-PAINT TRAP

CR 1

**XP** 400

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

### EFFECTS

**Trigger** touch; Reset none

**Effect** an explosion of green paint (blindness for 2d4 rounds, DC 14 Reflex avoids); multiple targets (all targets within a 10-ft. square area)

**Treasure:** Inside the chest is a third of the scroll player must read to extinguish the flames in area 1-13, a 500-gp note, and a potion of cure light wounds. In addition, each player wins a 50-gp gift certificate to local Adventurers' Guild tavern, The Fifty First Foot.

## AREA 1-12—BREAK ROOM

This must be the break room. The walls are not the see-through plastic of most of the dungeon, but rather some kind of plasterboard. There is a paramedic standing at an examination table, a sidebar with snacks and bottled water, bathrooms, and two comfortable-looking couches.

The break room is a safe haven that is completely free of monsters, traps, and obstacles. The bathrooms are fully enclosed and opaque. Naturally, the players are free to rest, use the facilities, and have a snack. Paramedic Paul Steel (total First Aid check +14, includes masterwork first aid kit) tends any injuries that the crawlers all have. Players may stay in the break room for up to one hour. After this, they are warned to leave, and then disqualified if they fail to do so.

Break rooms are an Xcrawl tradition, and long-time fans know that this break room is particularly bleak. The big games have sponsored break rooms with full facilities, great food, and even showers. This one is a fairly utilitarian affair with chips, pretzels, and bottled water.

## AREA 1-13—WALL OF FLAME

This corridor ends in an oversized alcove. The plastic walls have been painted to look like stone. There is a double door on the north wall in the center of the alcove, but the doors are covered in arcane flame. The doors burn intensely, like a massive bonfire, but the fire neither gives off smoke nor consumes the door. An envelope lies 10 feet from the door on the floor.

The fire is a specialized wall of fire application. The note in the envelope reads: "Find all three parts of the scroll and read aloud to quench the fire and finish your quest." Also inside is a bit of folded parchment, one-third of the scroll.

When all three parts are put together, it is revealed to be a message in Latin: a translation of a bit of the speech Emperor Ronald I gave on the opening day of the first Xcrawl contest. When this section is put together with the sections found in areas 1-10 and 1-11, and the speech is read aloud, the wall of fire disappears. Readers can even just sound it out, as the wall is actually dropped from back stage, so there is no actual magic in the invocation.

The door to area 1-14 is locked (DC 20 Disable Device) but not trapped.

## AREA 1-14—MONSTER'S BALL CR 4

This huge room has a large maze of carpeted steel walls. An AVS floats 10 feet from the door where you enter, and, there, you see DJ Seymour Blood, chewing gum and as he stands among a garden of statues. The statues are frighteningly real.

"We have one last monster for you, my friends," he says, "One that can leave you as cold as this forever." He knocks on one statue's hand and a finger breaks off. The DJ looks around nervously, as if to see if anyone noticed. Finally, he reattaches it with his wad of gum.

"Find your way through the maze. Don't worry if my monster gets you. As long as one of you survives the maze and hits the red button, all the damage shall be undone. You might even consider splitting up."

The screen disappears.

The door leading to area 1-15 is locked (DC 15 Disable Device) but is not trapped.

**Creature:** Inside the maze is an ancient medusa, Klyriodezka. Klyriodezka has been moved from Crawl to Crawl and has killed more adventurers than poorly placed fireballs. This is her very last Crawl—if she survives, DJ Seymour Blood has promised her that she will be returned to the underdeep of the Zura'ah'zura, with a handsome pension that she will likely spend on painkillers and cigarettes.

For this event, Klyriodezka has been placed inside a Seymour Blood original, the MonsterBall. The MonsterBall is an sturdy sphere, eight foot in diameter, made of 20 small, clear, triangle-shaped plexiglass panels joined with rubber-coated steel to make a roughly sphere-shaped object, looking like nothing so much as a huge d20. The ball has tiny, difficult-to-see breathing holes in several strategic places, allowing her a safe measure of fresh air.

The medusa has been screwed into the ball, and she can make it move by walking in it; it's like being inside a giant beach ball for her. While undignified and somewhat absurd, it allows her to use her gaze attack against the players, but she cannot attack with her snakes unless released. The ball is very difficult to smash but easier to cut (hardness 9, 15 hp per panel, DR 5/slashing or piercing). She can move the ball at 20 feet per round safely. Any faster than that (such as a full move or a charge action), and she must make a DC 15 Dex check each round to avoid falling and taking 1d4 points nonlethal bludgeoning damage.

Klyriodezka basically chases the crawlers through the maze, hoping to petrify them one by one. Players "cornered" in a dead end by her can attempt to jump over or tumble past in the free space between the wall and the edge of the MonsterBall (DC 18 Acrobatics check for either, failure means motion is checked). The brave and strong could go shove it over and try to push her out of the way, perhaps with eyes closed to prevent the effect of her gaze attack (resolve as a normal bull rush attempt, with the crawler receiving a +2 on his check for being outside the



bubble). Crawlers might attempt to take one for the team, intentionally putting themselves in the way of the MonsterBall and making themselves into a kind of statuesque barrier that traps the ball in some corridor or hallway. Klyriodezka has explicit instructions not to smash a petrified player under any circumstances for fear of losing her pension—so, if cornered, she looks for another way out or stays put, sulking and chain-smoking Hierophant 100's.

Klyriodezka begins in the center of the maze (marked X on the map). She knows the maze like the back of her hand and uses the most logical search pattern to find all the players. When she first finds the players, she attempts to intimidate them into running from her.

If players get through the maze, they see a red button next to the door leading out. Pressing it ends the room—a buzzer sounds, a light flashes, and Klyriodezka stops attacking and is led offstage by handlers. If any members of the winning team have fallen victim to the petrifying gaze of the medusa, referees apply potions of stone to flesh to any and all afflicted characters. The crowd goes wild and throws roses down onto the players. After allowing for a measure of adulation, a referee points the players towards the last door. Players defeating this room should get XP for defeating Klyriodezka as if she were a CR 4 encounter.



## KLYRIODIZKA

CR 4

### ANCIENT MEDUSA

**B** 1,200

LE Medium monstrous humanoid

**Init** +6; Senses all-around vision, darkvision 60 ft.; Perception +16

### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 natural)

**hp** 36 (8d10-8)

**Fort** +1, **Ref** +8, **Will** +9

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +8/+3 (1d4/19-20), snake bite +5 (1d4 plus poison)

**Ranged** mwk longbow +9/+4 (1d8/x3)

**Special Attacks** petrifying gaze

### STATISTICS

**Str** 5, **Dex** 10, **Con** 9, **Int** 15, **Wis** 16, **Cha** 18

**Base Atk** +8; **CMB** +8; **CMD** 20

**Feats** Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse

**Skills** Bluff +12, Disguise +12, Intimidate +15, Perception +18, Stealth +11; **Racial Modifiers** +4 Perception

**Languages** Common, Dwarf, Spanish

### SPECIAL ABILITIES

**All-Around Vision (Ex)** A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

**Poison (Ex) Bite**—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based.

## AREA 1-15—THE VAULT

The door opens onto a short hallway with darkened walls. Beyond the hall is large room with clear walls. The crowd has run out of the stands at this point and is pressed up against the walls in every direction, cheering and banging and actually shaking the room. A referee stands here, out of your way. On the east end of the room is a heavy vault, its door sporting three big locks.

There are three locks on the vault door (top to bottom Disable Device DCs: 14, 16, 12). There is also a trap (trap DC 20 Perception/DC 20 Disable Device)

**Trap:** if the vault door is opened before the trap is disarmed, an electrical jolt zaps the player opening the door. The door is quite heavy (DC 15 Strength check to swing open).

## ZAP TRAP

CR 1

XP 400

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

### EFFECTS

**Trigger** touch; Reset none

**Effect** an electric spark (1d6 electricity damage, DC 20 Reflex save for half damage)

Once the door is open, the referee blows his whistle and puts his hands up in the V for victory sign—the players have successfully completed the level. The vault has a prop treasure chest rimming with fake, glowing gold. The real treasure is awarded to the players personally by Commissioner Leibrock.

**Treasure:** The players receive a 2,000-gp note. In addition, each player wins a 300-gp gift certificate to a local adventurer supply shop, Famous Shawn's Sword and Pawn.

## AFTER THE CRAWL

Two days after the players take their run through Dungeonbattle Brooklyn, they receive the news: they won! Unless it somehow serves your campaign better, the judges have decided that the players were the very best team, and the judges declare them the victors. Three days later, they are invited to a formal ceremony where they receive the Division-IV Finals Cup, a grand silver chalice with the team members' names beautifully engraved along the side and a continual flame spell cast in its depth so that it shines light out of the top. The players receive the traditional red capes and laurels. Since the DJ lives with his parents in a small flat in Bensonhurst, the traditional dinner is held at Pisano Vicenza's Restaurant in Manhattan. Dozens of VIPs are invited, including local nobility and Xcrawl veterans. Jim "Dinosaur" Green makes a point of personally congratulating the team and posing with them for a picture. The players are likewise invited to several after-parties.

Each crawler in the winning team wins 3 permanent points of Fame. They were in the first-ever full-lethal Division-IV event, after all. The Division-IV finals are usually ignored, but since Leibrock made them full lethal for the first time, they have received much more attention. Players should each receive a roll on the Random Offer Table in the core book in the days following their first victory.

Because you demanded it! Here is a stalwart group of beginning Xcrawlers so you can start right up.

## CORPORATE SPONSORSHIP IN XCRAWL

In the earliest games, there was no public sponsorship of the Crawls whatsoever. Corporations universally feared being associated with a live-action death sport that featured sub-humans and terrifying monsters. The very first company to sign up as a sponsor was Friki-Choo Cola, who sponsored the Emperor's Cup. In the first month, their retail sales jumped 20%, and their newly founded fashion apparel line simply could not keep up with public demand. Thus began a flood of commercialization, leading to the modern media-saturated Crawl that fans know today.

Sponsors have many ways of getting their message out. Some provide teams with equipment, including weapons, armor, and even potions. Other sponsors pay for TV advertising blocks, and some pay for product placement. Some simply donate cash to the games for the dungeon upkeep, keeping their names and their motivation hidden. Nearly all sponsoring entities offer crawler patches, the basic unit of personal advertising space in Xcrawl. Players hoard patches because they actually earn the players cash! See Maximum Xcrawl: Core Rule Book for a complete breakdown of corporate sponsorship.



## APPENDIX: PRE-GENERATED CHARACTERS

### RICHARD "MAYDAY" HAYDEN

Leibrock found many qualified volunteers to play this dungeon from every specialty except arcane magic. All the applicants had already completed their studies and were technically ready for the more difficult Division III—significantly more powerful than the commissioner wanted. He finally made arrangements with the Guild of Magi to release any students from final exams who agreed to participate in the dungeon. Hayden saw his chance not to repeat his senior year and took it.

#### RICHARD "MAYDAY" HAYDEN CR 1/2

XP 200  
Male human evoker 1  
NG Medium humanoid (human)  
**Init** +3; **Senses** Perception +5

#### DEFENSE

**AC** 13, touch 13, flat-footed 10 (+3 Dex)  
**hp** 7 (1d6+1)  
**Fort** +1, **Ref** +5, **Will** +4

#### OFFENSE

**Speed** 30 ft.  
**Melee** club +0 (1d6)  
**Ranged** light crossbow +3 (1d8/19-20)  
**Special Attacks** intense spells (+1 damage)  
**Evoker Spell-Like Abilities** (CL 1st; *concentration* +4)  
6/day force missile (1d4+1)  
Evoker Spells Prepared (CL 1st; *concentration* +4)  
1st—*burning hands* (DC 15), *color spray* (DC 14), *magic missile*  
0 (at will)—*acid splash*, *detect magic*, *ray of frost*  
**Opposition Schools** Abjuration, Enchantment

#### STATISTICS

**Str** 11, **Dex** 17, **Con** 13, **Int** 17, **Wis** 15, **Cha** 12  
**Base Atk** +0; **CMB** +0; **CMD** 13  
**Feats** Alertness, Combat Casting, Scribe Scroll, Spell Focus (evocation)  
**Fame** 0  
**Skills** Acrobatics +4, Craft (weapons) +6, Knowledge (arcana) +7, Knowledge (astronomy) +7, Knowledge (Xcrawl) +7, Knowledge (religion) +6, Linguistics +7, Perception +5, Profession (cook) +5, Sense Motive +4, Spellcraft +7  
**Languages** Draconic, Elven, English, Orc  
**SQ** arcane bond (flip, weasel)  
**Combat Gear** alchemist's fire (2), scroll of *burning hands*, scroll of *mage armor*, scroll of *shocking grasp*  
**Other Gear** club, light crossbow, 20 bolts, waterproof backpack, scroll case, waterproof sports watch

#### FLIP (WEASEL FAMILIAR) CR 1/2

XP 200  
Weasel (Pathfinder RPG Bestiary™)  
N Tiny magical beast (animal)  
**Init** +2; **Senses** low-light vision, scent; **Perception** +5

#### DEFENSE

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)  
**hp** 3 (1d8)  
**Fort** +2, **Ref** +4, **Will** +3

#### OFFENSE

**Speed** 20 ft., climb 20 ft.  
**Melee** bite +4 (1d3-4)  
**Space** 2 ft.; **Reach** 0 ft.  
**Special Attacks** attach

#### STATISTICS

**Str** 3, **Dex** 15, **Con** 10, **Int** 6, **Wis** 12, **Cha** 5  
**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)  
**Feats** Weapon Finesse  
**Skills** Acrobatics +14 (+10 to jump), Climb +10, Escape Artist +3, Perception +5, Stealth +14; **Racial Modifiers** +8 Acrobatics, +4 Stealth  
**SQ** improved evasion



## SHALEA "SUNBURN" STEELWAGON

Shalea just may be the most ostracized dwarf of our time—both a worshiper of a non-dwarven deity and a crawler. Her parents banished her the day she became an adult. Undaunted, Shalea went on to join the Olympian temple and became the first dwarven Olympic cleric of Apollo in the NAE. Xcrawl is her way of demonstrating the glory of the Golden Archer to all of the world.

### SHALEA "SUNBURN" STEELWAGON CR 1/2

XP 200

Female dwarf cleric (Apollo) 1

NG Medium humanoid (dwarf)

**Init** +0; **Senses** darkvision 60 ft.; Perception +3

#### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

**hp** 10 (1d8+2)

**Fort** +4, **Ref** +0, **Will** +5; +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** defensive training

#### OFFENSE

**Speed** 20 ft.

**Melee** heavy mace +2 (1d8+2)

**Ranged** light crossbow -2 (1d8/19-20)

**Special Attacks** channel positive energy 5/day (DC 12, 1d6 [+1 vs. undead]), hatred, sun's blessing

**Domain Spell-Like Abilities** (CL 1st; concentration +4)  
6/day—fire bolt (1d6 fire)

**Cleric Spells Prepared** (CL 1st; concentration +4)

1st—*bleed*, *burning hands* (DC 14), *doom* (DC 14)

0 (at will)—*detect magic*, *guidance*, *virtue*

**D Domain spell**; Domains Fire, Sun

#### STATISTICS

**Str** 15, **Dex** 11, **Con** 14, **Int** 13, **Wis** 17, **Cha** 15

**Base Atk** +0; **CMB** +2; **CMD** 12 (16 vs. bull rush, 16 vs. trip)

**Feats** Turn Undead

**Fame** 0

**Skills** Acrobatics -6 (-10 to jump), Appraise +1 (+3 to assess nonmagical metals or gemstones), First Aid +7, Knowledge (arcana) +5, Knowledge (religion) +5, Perception +3 (+5 to notice unusual stonework), Spellcraft +5; Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Dwarven, English, Spanish

**Combat Gear** holy water vial (3), scroll of *cure light wounds*;

**Other Gear** breastplate, heavy wooden shield, heavy mace, light crossbow, 20 bolts, silver holy symbol, backpack, rope (50 ft.), first aid kit, grapple



## RUSKLE, "THE CARNIVORE"

Ruskle is a conscript from Orc City 2. He was supposed to appear in area 1-5 alongside his fellow clansmen but a savvy handler recognized him as a half-orc, pulled him from his group, gave him a nickname and some equipment, and arranged for him to be on the PC team. Fighting alongside humans (and possibly elves!) is the ultimate egress for someone of his clan. His only choice is to survive and win – he would be summarily executed if he ever showed his face in the Zura'ah'zura again.

### RUSKLE, "THE CARNIVORE" CR 1/2

XP 200

Male half-orc barbarian 1

N Medium humanoid (human, orc)

**Init** +3; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

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

**hp** 16 (1d12+4)

**Fort** +5, **Ref** +3, **Will** +1

**Defensive Abilities** orc ferocity



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## OFFENSE

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**Speed** 40 ft.

**Melee** greataxe +4 (1d12+4/x3)

**Ranged** shortspear +4 (1d6+3)

**Special Attacks** rage (7 rounds/day)

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## STATISTICS

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**Str** 17, **Dex** 17, **Con** 17, **Int** 11, **Wis** 13, **Cha** 9

**Base Atk** +1; **CMB** +4; **CMD** 17

**Feats** Power Attack

**Fame** 0

**Skills** Acrobatics +2 (+6 to jump), Climb +6, Intimidate +5, Perception +5, Swim +6; **Racial Modifiers** +2 Intimidate

**Languages** English, Orc

**SQ** fast movement, orc blood

**Gear** greataxe, shortspears (3), daggers (2), studded leather armor, bandolier, ratty adventurer's outfit, canteen

---

## HANK "AJAX" TYBALT

Hank isn't a brawler—he is a born warrior. Since childhood, those close to him have seen in him the qualities of the heroes of legend—courage, aggressiveness, and competitiveness chief among them. He has been looking forward to his first kill since childhood. He plans to use Xcrawl as a means of training himself until he eventually goes off to seek his fortune in the world like an adventurer of old.

### HANK "AJAX" TYBALT

CR 1/2

XP 200

Male human fighter 1

NG Medium humanoid (human)

Init +2; Senses Perception +2

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## DEFENSE

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

**hp** 14 (1d10+4)

**Fort** +5, **Ref** +2, **Will** +1

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## OFFENSE

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**Speed** 30 ft.

**Melee** heavy flail +5 (1d10+4/19-20)

**Ranged** javelin +3 (1d6+3)

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## STATISTICS

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**Str** 17, **Dex** 15, **Con** 17, **Int** 12, **Wis** 13, **Cha** 11

**Base Atk** +1; **CMB** +4; **CMD** 16

**Feats** Cleave, Power Attack, Weapon Focus (heavy flail)

**Fame** 0

**Skills** Acrobatics +1, Climb +5, Craft (traps) +4, Knowledge (Xcrawl) +4, Perception +2, Profession (laborer), Swim +5

**Languages** English, Spanish

**Gear** chain shirt, heavy flail, javelins (3), multipurpose knife, sports watch, water bottle

---



## TINA "SUPERNOVA" GOSLING

Tina auditioned for the Brooklyn Crawl for better or for worse after she was in a fight with her boyfriend Roger, who forbade her to try out and told her she wasn't good enough to compete. Still a year away from completing her arcane studies, Tina has given herself the grandiose nickname "Supernova" to help bolster her confidence.

### TINA "SUPERNOVA" GOSLING CR 1/2

XP 200

Female half-elf sorcerer 1

NG Medium humanoid (elf, human)

**Init** +7; **Senses** low-light vision; Perception +6

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## DEFENSE

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**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 8 (1d6+2)

**Fort** +2, **Ref** +3, **Will** +3; +2 vs. enchantments

**Immune** sleep

---

## OFFENSE

**Speed** 30 ft.

**Melee** shortspear +1 (1d6+1)

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

**Bloodline Spell-Like Abilities** (CL 1st; concentration +4)  
6/day—heavenly fire (1d4 divine energy)

**Sorcerer Spells Known** (CL 1st; concentration +4)

1st (4/day)—color spray (DC 14), magic missile

0 (at will)—daze (DC 13), detect magic, light, prestidigitation

**Bloodline** Celestial

## STATISTICS

**Str 12, Dex 17, Con 15, Int 11, Wis 13, Cha 17**

**Base Atk** +0; **CMB** +1; **CMD** 14

**Feats** Eschew Materials, Improved Initiative, Skill Focus (Perception)

**Fame** 0

**Skills** Bluff +7, Diplomacy +4, Perception +6; Racial Modifiers +2 Perception

**Languages** Common, Elven

**SQ** bloodline arcana (summoned creatures gain DR 4/evil), elf blood

**Gear** light crossbow, quiver with 24 bolts, shortspears (3), backpack, adventurer's outfit, waterproof pouch, multipurpose knife

## ZASTERIAL "FORESTER" STILLSTAR

Zasterial is the most talented, charismatic, and nimble young specialist to come along in years—just ask him. Highly confident in his abilities, Zasterial is just doing Xcrawl until he can cross over into acting and perhaps, one day, politics. Known for his smart outfits and his long silver hair, Zasterial wants fame and fortune at any cost.

**ZASTERIAL "FORESTER" STILLSTAR CR 1/2**

XP 200

Male elf rogue 1

CG Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; Perception +6

## DEFENSE

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

**hp** 9 (1d8+1)

**Fort** +0, **Ref** +6, **Will** +0; +2 vs. enchantments

Immune sleep

## OFFENSE

**Speed** 30 ft.

**Melee** rapier +4 (1d6+1/18-20)

**Ranged** longbow +4 (1d8/X3)

**Special Attacks** sneak attack +1d6

## STATISTICS

**Str 13, Dex 19, Con 11, Int 17, Wis 11, Cha 12**

**Base Atk** +0; **CMB** +1; **CMD** 15

**Feats** Weapon Finesse

**Fame** 0

**Skills** Acrobatics +8, Appraise +7, Climb +5, Disable Device +9, Escape Artist +8, Perception +6, Perform (act) +5, Sense Motive +4, Sleight of Hand +8, Stealth +8, Use Magic Device +5; Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** English, Elven, Goblin, Gnome, Orc

**SQ** elven magic, trapfinding +1

**Gear** rapier, longbow, 20 arrows, leather armor, thieves' tools, combat flashlight, multipurpose knife, rope (50 ft.), grapple, water bottle



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