

X CRAWL

INDY CRAWL



An Adventure for Character Levels 6-8

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

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

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INDYCRAWL

INTRODUCTION

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

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

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

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

XCRAWL? DOES THAT MEAN I MAKE UP A STEAM MECHA?

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

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

TERMS TO KNOW

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

Banned Equipment: The following items are banned for use in Xcrawl: guns, acid, poison, lock-pick guns, and mundane explosives other than standard alchemist's fire. There are limits on how many magic items and scrolls

a character may take into the crawl, but all magical equipment found in the dungeon can be used.

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

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

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.

Mojo: The Mojo is the spirit of teamwork that lets crawlers on cohesive teams take their performance to the next level. The Mojo Pool is a bonus pool that allows characters to help their teammates through difficult situations. For the function and uses of the Mojo Pool see **Xcrawl: Adventure's in the Xtreme Dungeoncrawl 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**.

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

Perform: Here at El Casa Del Xcrawl, we consider ourselves of the old school. In the spirit of this Xcrawl uses the d20 3.0 rules for the Perform skill. If it ain't broke, don't fix it.

Referee: There are referees around throughout the crawl. Their word is law. If a character breaks the rules, he

typically gets one warning. Characters who repeatedly disobey the ref are **disqualified**.

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

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

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

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

ENCOUNTER TABLE

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

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Loc	Pg.	Type	Encounter	EL
1-1	5	C	5 goblin jousters 6 venomous snakes	8
1-2	8	C	Junk pile wrecker 2 junk pile titans 4 junk pile warriors	9
1-3	9	C	Gummi Golem	9
1-4	9	C	Groaning spirit 2 barrow wights	8
1-5	11	C	4 archer bushes 5 forlarren	8
1-6	12	C	5 ogre boyz	8
1-7	13	C	The happy hungry giant The seedling	10
1-8	14	C	2 obsidian minotaurs	11
1-9	14	C/T	The Jester's traps 12 giant armored hamsters	10
2-1	17	C	<i>Death</i> <i>Destruction</i> <i>Plague</i> <i>Famine</i>	11
2-2	18	C	Fire nymph 2 elite satyrs	9
2-3	20	C	10 coldfyre skeletons 1 coldfyre wraith The dullahan's curse	9
2-4	21	C	The bull of heaven	10
2-5	22	C	2 lamia	8
2-6	23	C	<i>Charon</i> 5 gargoyles	10
2-7	24	C	<i>The Pale King</i> 4 forlarren	10
2-8	25	T	The corn maze	Varies

SCALING INFORMATION

Xcrawl: **IndyCrawl** is designed for 5-7 characters of levels 6 through 8. You can adapt the scenario to different level parties with a few modifications.

Weaker parties (less than 5 characters, characters lower than 6th level): For weaker parties consider the following modification to the adventure. Remove 2 goblin jousters from area 1-1; remove the junk pile titans from area 1-2; reduce the gummi golem's damage reduction to 5/magic and slashing in area 1-3; replace the groaning spirit in area 1-4 with a standard wraith; remove 1 archer bush and 2 forlarren from area 1-5; replace the ogre boyz in area 1-6 with bugbears; make the Happy Hungry Giant in area 1-7 a standard hill giant; remove one obsidian golem from area 1-8; remove 6 giant armored hamsters from area 1-9; reduce the levels of *Death*, *Destruction*, *Famine*, and *Plague* by 2 in area 2-1; replace the elite satyrs in area 2-2 with standard satyrs; remove 5 coldfyre skeletons from area 2-3; remove 3 Hit Dice from the bull of heaven in area 2-4; remove 2 gargoyles from area 2-6; remove 2 fighter levels from the Pale King in area 2-7.

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

INDYCRAWL LEVEL I

AREA 1-1A: GREEN ROOM

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

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

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

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

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

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

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

AREA 1-1: JOUST A SMALL CHALLENGE

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

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

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

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

Stagehands pull up in three go-karts, all painted jet-black with the red Xcrawl logo on the hood. A whirring sound comes from the side of the track, and two racks holding a number of lances rise up out of the ground, one by the yellow line, on which your go-karts are parked, and one by the goblins' starting line.

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

At his final words, another whirring sound comes from the track as a short rail rises out of the brick surface. The miniature wooden rail stands merely 6 inches high between the yellow line and the checkered area to mark the lists. In addition to the railing behind the goblins, another platform raises up. On the platform is a squad of goblin cheerleaders. The male goblins don't exactly look





happy to be dressed as cheerleaders, but nevertheless, they shake their pom-poms and cheer the Jester and his team on. The first goblin sits with a purple and yellow lance in hand, waiting for you.

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

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

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

The goblins have a Drive skill of 8 and their lance attack is +5 melee. Everyone is armed with a light lance (1d6/x3; don't forget the double damage for a charge).

While the jousting is going on, the Jester will approach the remaining teammates and try to be "buddy-buddy" with them. He makes jokes, places bets, etc. This is all to distract them from the venomous snakes and hamster food he is placing in their packs. He has fourteen ranks in Perform; it will be an opposed check against the player's Sense Motive roll to realize that he is up to no good. He has eight ranks in Pick Pockets that he uses to hide the snakes in their packs. The teammates can make a Spot check against the Jester's Pick Pockets check to notice him doing this; however, any teammates who failed their Sense Motive check have a -4 to the roll.

Scoring:

A PC jouster unkarted his goblin opponent – 3 points

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

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

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

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

Goblin Jousters, War5 (3): CR 3; Small humanoid (goblinoid); HD 5d8+5; hp 27 each; Init +2; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +5; Grp +2; Atk lance +8 melee (1d6+1/x3); Full Atk lance +8 melee (1d6+1/x3); SA –; SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +1; Str 13, Dex 14, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Drive +10, Hide +6, Move Silently +6, Ride +6; Mounted Combat, Weapon Focus (lance).

Possessions: Lance, masterwork studded leather armor, light steel shield.

Venomous Snakes (6): CR 1; Medium animal; HD 2d8; hp 9 each; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +0; Atk bite +4 melee (1d4-1 plus poison); Full Atk bite +4 melee (1d4-1 plus poison); SA Poison; SQ Sent; AL N; SV Fort +3, Ref +6, Will +3; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7; Weapon Finesse.

SA – Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Con.





AREA 1-2: WRECK-ROOM

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

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

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

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

Scoring:

Each construct destroyed – 1 point

Junk pile wrecker destroyed – 10 points

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

Junk Pile Wrecker: CR 7; Huge construct; HD 10d10+40; hp 95; Init -2; Spd 10 ft.; AC 21, touch 6, flat-footed 21; Base Atk +7; Grp +22; Atk wrecking ball +12 melee (2d10+10 plus knockdown); Full Atk wrecking ball +12 melee (2d10+10); Space/Reach 15 ft./10 ft.; SA Knockdown, electric field; SQ Construct traits, damage reduction 5/adamantine; darkvision 60 ft., immunity to fire and electricity, low-light vision, reconstruct; AL N; SV Fort +3, Ref +1, Will +3; Str 25, Dex 6, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: None.

SA – Knockdown (Ex): Any creature struck by the junk pile wrecker's wrecking ball must succeed at a DC 22 Reflex save or be knocked prone.

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

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

Junk Pile Titan (2): CR 4; Large construct; HD 3d10+30; hp 46; Init +0; Spd 30 ft.; AC 18, touch 9, flat-footed 18; Base Atk +2; Grp +12; Atk slam +7 melee (1d8+6); Full Atk 2 slams +7 melee (1d8+6); Space/Reach 10 ft./10 ft.; SA Oil slick; SQ Construct traits, damage reduction 5/magic; darkvision 60 ft., immunity to fire and electricity, low-light vision; AL N; SV Fort +1, Ref +1, Will +1; Str 22, Dex 10, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: None.

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

Junk Pile Warrior (4): CR 2; Medium construct; HD 1d10+20; hp 25; Init +2; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +0; Grp +3; Atk junk flail +3 melee (1d8+3); Full Atk junk flail +3 melee (1d8+3); SA Trip; SQ Construct traits, damage reduction 5/magic; darkvision 60 ft., immunity to fire and electricity, low-light vision; AL N; SV Fort +0, Ref +1, Will +0; Str 16, Dex 12, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: None.

SA – Trip (Ex): A junk pile warrior that hits with a junk flail attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the junk pile warrior.

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

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

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

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

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

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

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

Scoring:

Destroying the gummi golem – 5 points.

Each player stuck to the golem - -1 point.

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

Gummi Golem: CR 9; Large construct; HD 13d10+30; hp 101; Init -2; Spd 20 ft. (can’t run); AC 14, touch 8, flat-

footed 14; Base Atk +9; Grp +21; Atk slam +16 melee (2d8+8); Full Atk 2 slams +16 melee (2d6+8); Space/Reach 10 ft./10 ft.; SA Gummi grab; SQ Construct traits, damage reduction 15/magic and slashing; darkvision 60 ft., immunity to fire and electricity, low-light vision, regeneration 5, sticky; AL N; SV Fort +4, Ref +3, Will +4; Str 26, Dex 9, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: None.

SA – Gummi Grab (Ex): To use this ability, a gummi golem must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the opponent becomes stuck to the gummi golem’s body. This allows the golem to maintain the grapple as a free action. In addition, it suffers no penalty for attacking other foes while grappling.

A gummi golem can stick to its body up to 2 Medium, 4 Small, 16 Tiny, or 32 Diminutive or smaller opponents.

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

AREA 1-4: WIGHT AND WONG

This door is a large structure of wood and stone. Scrawled onto the door are hundreds of Asian characters, each one the exact same as the one before it. Centered on the door – written in sloppy, blood red paint – is the character again. DJ HoosierDaddy’s voice whispers from all around you.

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

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

“Oh, and don’t worry about our guests in the stands and at home. Darkvision cameras hang throughout the cave. They’ll be able to see everything coming. Too bad no

one thought to carry a portable AVS. Too late now."

A wailing sound comes from deep in the cave.

If any character speaks Chinese, the repeated character on the door is the symbol for Death. No light source is available within the cave. If the players have no light source, the DJ refuses to provide one for the unprepared adventurers. The barrow wights and groaning spirit do not advance until the crawlers have all passed through the threshold.

Once combat begins, the groaning spirit uses its keening ability in the first round, while the barrow wights rush into melee. After the first round, the groaning spirit moves into melee range to affect as many targets as possible with her fear aura. In melee, the groaning spirit targets likely divine spellcasters with her chill touch, while the wights simply attacks the nearest foe, attempting to flank where possible.

Groaning Spirit: CR 7; Medium undead (incorporeal); HD 7d12; hp 45; Init +7; Spd 30 ft.; AC 17, touch 17, flat-footed 14; Base Atk +3; Grp –; Atk incorporeal touch +6 melee (1d8 plus chill touch); Full Atk incorporeal touch +6 melee (1d8 plus chill touch); SA Chill touch, fear aura, keening SQ Darkvision 60 ft., immunity to cold and electricity, incorporeal traits, +4 turn resistance, sense living, spell resistance 20, undead; AL CE; SV Fort +2, Ref +5, Will +8; Str –, Dex 17, Con –, Int 18, Wis 16, Cha 18.

Skills and Feats: Bluff +14, Hide +13, Intimidate +14, Listen +15, Search +13, Sense Motive +13, Spot +15; Ability Focus (keening), Alertness, Blind-Fight, Improved Initiative.

SA – Chill Touch (Su): Damage caused by the groaning spirit's touch attack is considered negative energy and sends a chilling cold through an opponent's body. Any creature touched must succeed on a DC 17 Fortitude save or suffer 1 point of Strength drain. Groaning spirits are the bane of other undead, and any undead they touch (except other groaning spirits) must succeed on a DC 17 Will save or flee in fear for 2d6 rounds.

Fear Aura (Su): Anyone viewing a groaning spirit must succeed on a DC 17 Will save or flee in terror for 1d6+4 rounds. Whether or not the save is successful, a creature is immune to the fear aura of that groaning spirit for one day.

Keening (Su): Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 19 Will save or be affected as per the *wail of the banshee* spell. Those that make their save still take 3d6+7 points of damage.

SQ – Sense Living (Su): A groaning spirit can sense all living creatures up to 5 miles away.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a groaning spirit 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.

Vulnerability (Ex): If a spellcaster uses *dispel evil* (the second effect requiring a touch attack) against a groaning spirit, the creature must succeed on a Will save (DC 15 + caster's relevant ability score modifier) or die immediately.

Barrow Wight (2): CR 4; Medium undead; HD 6d12; hp 39; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk slam +5 melee (1d4+3 plus energy drain); Full Atk slam +5 melee (1d4+3 plus energy drain); SA Create spawn, energy drain, insanity gaze; SQ Darkvision 60 ft., +2 turn resistance, undead traits; AL CE; SV Fort +2, Ref +3, Will +6; Str 14, Dex 12, Con –, Int 11, Wis 13, Cha 16.

Skills and Feats: Climb +8, Hide +7, Listen +9, Move Silently +15, Search +6, Spot +9; Alertness, Blind-Fight, Power Attack.

SA – Create Spawn (Su): A humanoid slain by a barrow wight becomes a barrow wight in 1d4 rounds. Spawn are under the command of the barrow wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a barrow wight's slam attack gain one negative level. The Fortitude save to remove the negative level has a DC of 16. For each such negative level bestowed, the barrow wight gains 5 temporary hit points.

Insanity Gaze (Su): Anyone within 30 feet that meets a barrow wight's gaze is affected as if by an *insanity* spell (caster level 9th). A successful DC 16 Will save negates the effects.

Scoring:

Each undead slain - 1 point.

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

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

AREA 1-5: OW! POINTY!

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

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

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

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

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

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

A few rounds into the battle, after a successful Spot check (DC 16), read the following:

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

The satyr-like creatures are a type of fey known as

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

The forlarren begin combat by targeting a heavily armored PC with *heat metal*. They use the archer bushes as cover, trying to lure a PC into the plant’s firing radius. The forlarren flee if half their number are slain, disappearing through a NoGo door in the southwest corner of the room.

Scoring:

Retrieving DJ HoosierDaddy’s keys – 4 points.

Losing HoosierDaddy’s Keys - -4 points.

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

Archer Bushes (4): CR 2; Small plant; HD 2d8+8; hp 15 each; Init +0; Spd 10 ft.; AC 14, touch 11, flat-footed 14; Base Atk +1; Grp -3; Atk thorns +3 ranged (1d8); Full Atk 2 thorns +3 ranged (1d8); SA Thorns; SQ Plant traits, tremorsense 60 ft.; AL N; SV Fort +6, Ref +0, Will +0; Str 11, Dex 10, Con 16, Int 2, Wis 11, Cha 9.

Skills and Feats: Hide +7, Move Silently +2; Weapon Focus (thorns).

SA – Heat Metal (Sp): Once per day, by making a melee touch attack, a forlarren can heat metal (as the spell, caster level 6th, DC 13 Will save). Once the affected metal reaches the searing stage (after 3 rounds), it remains at that stage until the forlarren breaks contact with the affected metal. Once contact is broken, the metal slowly returns to its normal temperature (reducing the effects each round just as the *heat metal* spell).

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

SQ – Tremorsense (Ex): An archer bush can automatically sense the location of anything in contact with the ground within 60 feet.



Forlarren (5): CR 2; Medium fey; HD 3d6+3; hp 13 each; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +2; Atk slam +3 melee (1d4+1); Full Atk 2 slams +3 melee (1d4+1); SA Heat metal; SQ Damage reduction 5/cold iron, low-light vision; AL NE; SV Fort +2, Ref +5, Will +4; Str 12, Dex 15, Con 12, Int 5, Wis 13, Cha 8.

Skills and Feats: Hide +6, Listen +7, Move Silently +6, Spot +7; Alertness, Weapon Finesse.

SA – Heat Metal (Sp): Once per day, by making a melee touch attack, a forlarren can heat metal (as the spell, caster level 6th, DC 13 Will save). Once the affected metal reaches the searing stage (after 3 rounds), it remains at that stage until the forlarren breaks contact with the affected metal. Once contact is broken, the metal slowly returns to its normal temperature (reducing the effects each round just as the *heat metal* spell).

AREA 1-6: ROUND BALL CHALLENGE

Next on the track is a clear door made of thick Plexiglas. Upon opening the door, a room rises up from a split in the infield. Clear Plexiglas walls and ceiling surround a wooden floor painted with a basketball key. A large capital “T” is painted in the lane. On two walls, a backboard, hoop, and net hang roughly ten feet from the floor. A basketball is bouncing in the center of the court. HoosierDaddy’s voice echoes in the chamber.

“Yo, yo, yo! Welcome to my home court! This is a simple room, you just have to get ten points—that’s five goals to you halfings out there—and the door you just walked through will open. Of course, my boys don’t want you to score, do you boys?”

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

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

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

Magical Basketball

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

If the player with ball runs or walks with the basketball without bouncing it on the floor the basketball deals 2d6 points of electrical damage to the holder (Fortitude DC 12 for half damage). In order to move with the ball, the character must make a Dexterity check; the DC of

this Dexterity check is based on how fast the character moves, as shown on the table below.

One move action: DC 5

Double move: DC 10

Run: DC 15

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

The Game

The object of the game is to get the ball into the goal. The goal is a basket that hangs at either end of the court. Shooting the ball is ranged attack and the goal has is AC 15. A hit on the goal scores a point. The exit door will open after the crawlers score 5 points. Each time the ogres score a point the crawler’s score is reduced by 1 (minimum 0).

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

The only thing that is a foul in the game is attacking an opponent with a weapon, or any other attack that deals anything other than non-lethal damage. If a player commits a foul, he is targeted with a *hold person* (CL 3) spell, and must make a Will save (DC 15) or be held motionless for 3 rounds.

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

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

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

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

DJ HoosierDaddy’s Boyz are quite terrible at basketball, and make little attempt to actually score in a conventional

way. If the ogres have possession when the game starts, one ogre attempts to score, while the other four hang back and simply try to beat the PCs senseless with unarmed strikes. When the PCs have possession of the ball, the ogres gang up on the player with ball and beat him to a pulp.

Scoring:

Each basket made by the PCs – 1 point.

Each basket made by the ogres - -1 point.

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

DJ HoosierDaddy's Boys (Ogres) (5): CR 3; Large giant; HD 4d8+11; hp 29 each; Init -1; Spd 40 ft.; AC 13, touch 8, flat-footed 13; Base Atk +3; Grp +12; Atk unarmed strike +7 melee (1d4+5) or magic basket ball +1 ranged (special); Full Atk unarmed strike +7 melee (1d4+5) or magic basket ball +1 ranged (special); 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: Jump +13, Listen +2, Spot +1; Improved Unarmed Strike, Toughness.

AREA 1-7: HO, HO, HO!

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

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

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

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

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

The giants are the Happy Hungry Giant and Seedling. HHG is a larger-than-average Hill Giant, and Seedling is smaller than normal. They are proud giants and attempt to fight the team to the death, against the company’s wishes. If the team knocks the giants unconscious, and then stop fighting, they are declared the victors, and the company president thanks them. If the team continues to attack, and slays one or both of the giants, the president refuses to speak with the team, cursing under his breath as he stalks away.

The giant’s tactics are simple. The Happy Hungry Giant rushes into melee, while the Seedling hurls brussel sprout-shaped boulders at the team. The Seedling will continue to throw boulders at the party until he runs out, at which time he will join the Happy Hungry Giant in melee.

Scoring:

Defeat the Happy Hungry Giant – 4 points.

Defeat the Seedling – 3 points.

Defeat both giants without killing them – 3 points.

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

The Happy Hungry Giant: CR 9; Huge giant; HD 15d8+90; hp 157; Init -2; Spd 30 ft.; AC 21, touch 6, flat-footed 21; Base Atk +11; Grp +30; Atk greatclub +21 melee (3d8+16) or slam +20 melee (1d6+11); Full Atk greatclub +21/+16/+11 melee (3d8+16) or 2 slams +20 melee (1d6+11); Space/Reach 15 ft./15 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +14, Ref +2, Will +4; Str 33, Dex 6, Con 23, Int 6, Wis 10, Cha 7.



Skills and Feats: Climb +13, Jump +13, Listen +4, Spot +4; Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greatclub).

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

Possessions: Huge greatclub, hide armor.

The Seedling: CR 6; Large giant; HD 9d8+36; hp 76; Init +2; Spd 40 ft.; AC 22, touch 10, flat-footed 20; Base Atk +6; Grp +15; Atk club +14 melee (1d8+5) or slam +14 melee (1d4+5) or rock +7 ranged (2d6+5); Full Atk club +14/+9 melee (1d8+5) or 2 slams +14 melee (1d4+5) or rock +7/+2 ranged (2d6+5); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +10, Ref +5, Will +3; Str 21, Dex 14, Con 19, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +11, Jump +11, Listen +6, Spot +6; Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (rock).

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

Possessions: Club, sack with 10 boulders, masterwork studded leather armor.

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

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

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

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

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

Scoring:

Per obsidian minotaur destroyed – 3 points.

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

Obsidian Minotaur (2): CR 9; Large construct; HD 12d10+30; hp 96 each; Init +0; Spd 20 ft.; AC 25, touch 9, flat-footed 25; Base Atk +9; Grp +19; Atk claw +14 melee (2d8+6 plus 1d8 fire); Full Atk 2 claws +14 melee (2d8+6 plus 1d8 fire); Space/Reach 10 ft./10 ft.; SA Breath weapon, burn; SQ Construct traits, damage reduction 10/ adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +4, Will +4; Str 22, Dex 10, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: None.

SA – Breath Weapon (Su): As a free action, once every 1d4+1 rounds, an obsidian minotaur can expel a cloud of gas directly in front of it. The cloud fills a 10-foot cube and lasts for 1 round before dispersing. Any creature in the area must succeed on a DC 16 Fortitude save or take 1d4 points of Dexterity damage.

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

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

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

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

AREA 1-9: JESTER'S TEST

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

“Ladies and gentlemen, welcome to my final act for this

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

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

Read the following:

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

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

The Jester taunts the team throughout if they trip any traps or encounter the Dire Hamsters. The Hamsters are wandering monsters, and there is a 25% chance per round that the team will encounter 3, and a 10% chance they will encounter 9. The traps are set throughout the maze, and are marked on the map. When the team comes up to a trap marker, randomly determine which trap is there based on the following table:

D20 Roll:

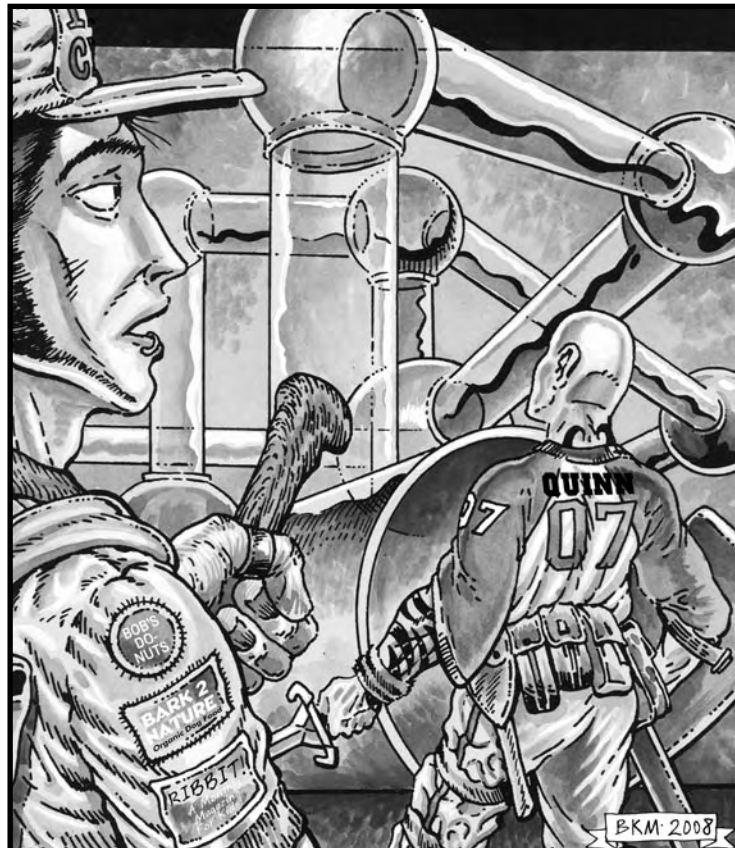
1-3: Acid Lock. This trap requires a DC 30 Search check to locate. An Open Lock check (DC 24) and a Disable Device (DC 28) are required to open the door without setting off the trap. If either of these checks fails, a 10-foot cone of acid sprays from the lock (4d6 acid damage, Reflex DC 18 for half damage). Trying to force the door triggers the trap.


4-6: Pressure Plate. A DC 26 Spot check locates the plate on the floor. The pressure plate covers almost the entire floor, except for a 1-foot wide strip around the edge of the room. Navigating this path requires a Balance check (DC 12). Stepping on the pressure plate seals the room with two copper doors, and causes water to magically pour into the room. The tube fills completely

in five rounds. The tube walls have a hardness of 6 and 55 hit points, and fire-based attack deal double damage to the plastic. If the team breaks through the wall, the first character through the gap is targeted by a *lightning bolt* (as the spell, caster level 8, DC 15 Reflex for half damage). The copper doors are trapped and locked. A Search check (DC 32) locates the trap. An Open Lock check (DC 24) and a Disable Device check (DC 28) opens the door. Failing either discharges a *lightning bolt* into the water, affecting all characters in the room (as the spell, caster level 8, no save).

7-10: Gas trap. Tremorsense triggers set in floor activate when the tube/cube is disturbed by anyone entering. Finding the trap before it is triggered requires a DC 25 search check. If the trap is triggered, the room is filled with choking gas (treat as a *stinking cloud* spell, caster level 8, DC 15 Fortitude) The trap can be disarmed with a Disable Device check (DC 30).

11-14: Black Tentacle Trap. A Spot check (DC 23) locates the pressure plate on the floor that triggers this trap. The pressure plate covers most of the floor, leaving only a 1-foot-wide strip around the edge of the room. Navigating this path requires a Balance check (DC 12). Stepping on the pressure plate seals the room with a *wall of force*, and triggers the spell *black tentacles* in the center of the room (caster level 10th).





15-20: Teleportation Trap. A Spot check (DC 15) allows character to notice a ring of runes through the tube. A Spellcraft check (DC 20) recognizes this as a teleportation circle. Anyone stepping into this room is teleported to a random location in the tubes. The trap transports everyone to the same random location. Leaving and then returning to this room resets the random location.

Once the team taps the Jester, read the following:

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

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

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

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

The Jester has dressed up all of the hamsters in different armored costumes, resembling police, fire department, a nurse, a construction worker, a football player, etc. (Make something up—have fun!)

Giant Armored Hamster (12): CR 2; Medium animal; HD 4d8+12; hp 30 each; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +7; Atk bite +7 melee (1d8+6); Full Atk bite +7 melee (1d8+6); SA –; SQ Low0light vision, sent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 16, Int 2, Wis 12, Cha 4.

Skills and Feats: Listen +7, Spot +6; Alertness, Endurance.

Possessions: chain barding.

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

Read the following:

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

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

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

INDYCRAWL LEVEL 2

AREA 2-1A: GREEN ROOM

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

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

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

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

AREA 2-1: "HAIL, HAIL TO OLDE NOTRE DAME"

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

"Welcome to the final level of IndyCrawl! Today, I have prepared a real treat for you along with a friend from down in South Bend. He came today with the financial support of the 'Kings of Tara' crystal company, all the way across the pond in Briton. They provided me with the tools and resources to outfit this entire level. You'll meet a few of the friends and neighbors of theirs that

call Briton home in just a bit. First, let me introduce someone to you."

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

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

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

The Four Horsemen will attempt to defeat the team on horseback, but will continue to fight on foot if knocked from their mounts. They will demand for the crawlers to yield if they take the upper hand in any individual battle, and will yield themselves if they are close to death and defeated. The horsemen are honorable and do not fight dirty, but they fight to win. Any crawler who yields is disqualified from competition.

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



Scoring:

Per horseman defeated – 2 points.

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

Death, Orc Fighter 7: CR 7; Medium humanoid (orc); HD 7d10+21; hp 52; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +7; Grp +11; Atk +1 *flaming longsword* +13 melee (1d8+7 plus 1d6 fire/19-20); Full Atk +1 *flaming longsword* +13/+8 melee (1d8+7 plus 1d6 fire/19-20); SA –; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +8, Ref +3, Will +1; Str 18, Dex 13, Con 16, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +1, Handle Animal +4, Jump +2, Ride +16; Cleave, Mounted Combat, Power Attack, Ride By Attack, Skill Focus (Ride), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 *flaming longsword*, +1 *moderate fortification banded mail*, heavy steel shield

Destruction, Orc Fighter 7: CR 7; Medium humanoid (orc); HD 7d10+14; hp 45; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +13; Atk +1 *human bane warhammer* +15 melee (1d8+9 plus 2d6 against humans/x3); Full Atk +1 *human bane warhammer* +15 melee (1d8+9 plus 2d6 against humans/x3); SA –; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +7, Ref +3, Will +1; Str 22, Dex 13, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +7, Handle Animal +4, Jump +8, Ride +13; Cleave, Great Cleave, Mounted Combat, Power Attack, Ride By Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Possessions: +1 *human bane warhammer*, +2 *chain shirt*, *gauntlets of ogre power*, heavy steel shield

Plague, Orc Fighter 7: CR 7; Medium humanoid (orc); HD 7d10+14; hp 45; Init +8; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +7; Grp +10; Atk +2 *keen sickle* +14 melee (1d6+7/19-20); Full Atk +2 *keen sickle* +14/+9 melee (1d6+7/19-20); SA –; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +7, Ref +6, Will +1; Str 16, Dex 18, Con 14, Int 11, Wis 8, Cha 6.

Skills and Feats: Climb +5, Handle Animal +4, Jump +6, Ride +15; Improved Initiative, Mounted Combat, Ride By Attack, Spirited Charge, Weapon Finesse, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Possessions: +2 *keen sickle*, +2 *studded leather*, *gloves of Dexterity* +2, heavy steel shield

Famine, Orc Fighter 7: CR 7; Medium humanoid (orc); HD 7d10+21; hp 52; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 12; Base Atk +7; Grp +11; Atk +1 *wounding lance* +13 melee (1d8+9 plus 1 Con damage/x3) or light mace +11 melee (1d6+4); Full Atk +1 *wounding lance* +13/+8 melee (1d8+9 plus 1 Con damage/x3) or light mace +11/+6 melee (1d6+4); SA –; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +8, Ref +3, Will +1; Str 18, Dex 13, Con 16, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +1, Handle Animal +4, Jump +2, Ride +16; Mounted Combat, Power Attack, Ride By Attack, Skill Focus (Ride), Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: +1 *wounding lance*, light mace, +1 *full plate*, +1 *heavy steel shield*

Heavy Warhorse (4): CR 2; Large animal; HD 4d8+12; hp 30; Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 13; Base Atk +3; Grp +11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach 10 ft./5 ft.; SA –; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

AREA 2-2: FAIRY MOUNDS AND FIERY FEY

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

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

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

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

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

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

The fire nymph and the satyrs begin combat with ranged attacks. The satyrs target obvious spell casters with their bows, while the fire nymph uses spells and



her smoldering glance to distract opponents. If the PCs get close enough for melee, the satyrs draw their short swords and close in, while the fire nymph hangs back and continues to assault the PCs with spells.

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

Scoring:

Per fey killed – 3 points.

Per PC that catches fire – -1 point.

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

Fire Nymph: CR 8; Medium outsider (fire); HD 6d6+6; hp 27; Init +3; Spd 30 ft.; AC 20, touch 18, flat-footed 16; Base Atk +3; Grp +3; Atk fiery caress +7 melee touch (1d8 plus burn); Full Atk fiery caress +7 melee touch (1d8 plus burn); SA Blazing beauty, spells, spell-like abilities, smoldering glance; SQ Damage reduction 10/cold iron, immunity to fire, low-light vision, unearthly grace, vulnerability to cold; AL CN; SV Fort +7, Ref +13, Will +13; Str 10, Dex 19, Con 12, Int 16, Wis 17, Cha 19.

Skills and Feats: Concentration +10, Diplomacy +6, Escape Artist +13, Handle Animal +13, Heal +12, Hide +13, Listen +12, Move Silently +13, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +4 (+6 with bindings); Combat Casting, Dodge, Weapon Finesse.

SA – Blazing Beauty (Su): This ability affects all humanoids within 30 feet of a fire nymph. Those who look directly at a fire nymph must succeed on a DC 17 Fortitude or burst into flames, suffering 1d6 points of fire damage per round, until the flames are extinguished (see chapter 8 of the *DMG*). A fire nymph can suppress or resume this ability as a free action.

Burn (Ex): Those hit by a fire nymph's fiery caress must succeed on a DC 14 Reflex save or catch on fire. Creatures striking a fire nymph with natural weapons or unarmed attacks take fire damage as though hit by the fire nymphs fiery caress attack, and they also catch on fire unless they succeed on a Reflex save. Creature lit aflame by this ability stay on fire for 1d4 rounds, unless they take active measures to put out the fire (see Chapter 8 of the *DMG*).

Spell-Like Abilities: 1/day - *dimension door*. Caster level 7th.

Smoldering Glance (Su): As a standard action, a wrathful fire nymph can boil of the blood of a creature within

30 feet with a look. The target creature must succeed on a DC 14 Fortitude save or suffer 3d6 points of fire damage.

SQ – Unearthly Grace (Su): A fire nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Druid Spells Prepared (6/5/4/3/1, save = DC 13 + spell level): 0 - *cure minor wounds*, *detect magic*, *flare*, *guidance*, *light*, *resistance*; 1st - *cure light wounds*, *endure elements*, *entangle*, *faerie fire*, *longstrider*; 2nd - *flame blade*, *flaming sphere*, *heat metal*, *resist energy*; 3rd - *call lightning*, *cure moderate wounds*, *protection from energy*; 4th - *flame strike*.

Elite Satyr (2): CR 3; Medium fey; HD 5d6+10; hp 27; Init +3; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +2; Grp +4; Atk masterwork short sword +6 melee (1d6+2/19-20) or masterwork composite shortbow [+2 Str] +6 ranged (1d6+2/x3); Full Atk masterwork short sword +6 melee (1d6+2/19-20) or masterwork composite shortbow [+2 Str] +6 ranged (1d6+2/x3); SA -; SQ Damage reduction 5/cold iron, low-light vision; AL CN; SV Fort +3, Ref +6, Will +5; Str 14, Dex 17, Con 15, Int 12, Wis 14, Cha 10.

Skills and Feats: Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +14, Intimidate +2, Knowledge (nature) +9, Listen +16, Move Silently +14, Perform (wind instruments) +8, Spot +16, Survival +2 (+4 aboveground); Alertness, Dodge, Weapon Finesse.

Possessions: masterwork short sword, masterwork composite shortbow [+2 Str], 20 arrows, leather armor, buckler.

Current Spell Effects: *protection from energy* (fire, 60 points).

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

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

Read the following after the players open the door.

At the first touch, the door disintegrates. A section of the grass tilts upwards, revealing a door that leads underground. The door swings open and troops of skeletons pour out in a tightly packed formation. All carry swords and have blue flames burning in their empty eye sockets. Behind the skeletons rides a headless

man carrying his head in his hands He is flanked by a wraith, floating purposefully.

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

The dullahan calls out the name of the strongest character. This curse gives the person 1 hour to live if it is not reversed. A *remove curse* spell will lift the effects. The dullahan’s dismissal acts as a *remove curse*.

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

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

The dullahan is immune to all attacks, both magical and mundane. If a character attacks the dullahan with a melee attack, ranged attack, or spell, it rides back through the door from whence it came. The door is marked with a No-Go sign, and any player passing through it is disqualified. If the dullahan leaves before lifting the curse, the character it named dies within one hour unless the curse is lifted.

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

Scoring:

All 10 skeletons defeated – 4 points.

Coldfyre wraith defeated – 2 points

Characters attempt to attack the dullahan - -6 points.

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

Coldfyre Skeletons (10): CR 1; Medium undead (cold); HD 2d12; hp 13; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +2; Atk longsword +2 melee (1d8+1 plus 1 cold/19-20); Full Atk longsword +2 melee (1d8+1 plus 1 cold/19-20); SA –; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +2, Will +3; Str 13, Dex 15, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: longsword, heavy wooden shield.

Coldfyre Wraith: CR 6; Medium undead (cold); HD 5d12; hp 42; 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 cold plus 1d6 Constitution drain); Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 cold plus 1d6 Constitution drain); SA Constitution drain, create spawn, icy touch; SQ Darkvision 60 ft., immunity to cold, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL NE; 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 coldfyre wraith’s incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. On each such successful attack, the coldfyre wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a coldfyre wraith becomes a coldfyre 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 coldfyre wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Icy Touch (Su): A coldfyre wraith inflicts an additional 1d6 points of cold damage with its incorporeal touch attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a coldfyre 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 2-4: AWWWW, BULLFLOP! (5 PTS FOR DEFEATING THE BULL)

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

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



Bull of Heaven!"

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

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

Scoring:

Defeating the bull of heaven – 5 points.

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

Bull of Heaven: CR 10; Large magical beast (air); HD 12d10; hp 114; Init +2; Spd 30 ft., fly 60 ft. (good); AC 22, touch 11, flat-footed 20; Base Atk +12; Grp +22; Atk gore +17 melee 2d6+9 plus 1d6 electricity; Full Atk gore +17 melee 2d6+9 plus 1d6 electricity; Space/Reach 10 ft./5 ft.; SA Lightning breath, thunderous charge 4d6+9, trample 1d8+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +14, Ref +10, Will +7; Str 22, Dex 15, Con 21, Int 5, Wis 12, Cha 9.

Skills and Feats: Listen +10, Spot +11; Alertness, Improved Initiative, Improved Natural Attack (gore), Iron Will.

SA – Lightning Breath (Su): 30-foot line, once every 5 rounds, damage 6d6 electricity, Reflex DC 21 half.

Powerful Charge (Ex): The bull of heaven begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the bull to make a single gore attack with a +19 attack bonus that deals 4d6+9 points of damage. In addition, a creature struck by the thunderous charge must succeed at a DC 21 Fortitude save or be stunned for 1d3 rounds.

Trample (Ex): Reflex DC 21 half.

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

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

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

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

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

The crowd hushes, awaiting your next move patiently.

The painting depicts a monstrous beast, a creature that has the upper torso of a beautiful woman, and the lower body of a lion. Despite the obvious workmanship that went into the painting, it is trapped with a *symbol of stunning*, affecting any character that gazes upon it (DC 20 Will save to resist, characters are stunned for 1d6 rounds).

After the painting is revealed – and one or more PCs are stunned – two creatures resembling the beast depicted in the painting come barreling out through a NoGo door to attack. Characters making a successful DC 15 Knowledge (arcana) check recognize the beasts as a lamia.

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

Scoring:

Per lamia defeated – 2 points.

Damaging the painting - -5 points.

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

Lamia (2): CR 6; Large magical beast; HD 9d10+9; hp 58 each; Init +2; Spd 60 ft.; AC 18, touch 11, flat-

footed 16; Base Atk +9; Grp +17; Atk masterwork composite longbow [+4 Str] +11 ranged (2d6+4/x3) or touch +12 melee (1d4 Wisdom drain) or claw +12 melee (1d4+4); Full Atk masterwork composite longbow [+4 Str] +11/+6 ranged (2d6+4/x3) or touch +12 melee (1d4 Wisdom drain) or 2 claws +12 melee (1d4+4); Space/Reach 10 ft./5 ft.; SA Spell-like abilities, Wisdom Drain; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +7, Ref +8, Will +5; Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12.

Skills and Feats: Bluff +14, Concentration +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Spot +11; Dodge, Mobility, Spring Attack, Shot on the Run.

Spell-Like Abilities: At will - *disguise self*, *ventriloquism*; 3/day - *charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14); 1/day - *deep slumber* (DC 14).

Wisdom Drain (Su): A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

Possessions: masterwork composite longbow [+4 Str].

AREA 2-6: TRAMPLING THE GRIDIRON

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

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

The locker door swings open and lets you onto the field. 100 yards away, a small building stands. The door to the building opens, and five gargoyles lumber out wearing white jerseys with blue lettering. Behind them gallops a centaur with the same colors on his torso, along with a red quarterback's practice jersey. The monstrous team advances to the 35-yard line and hunkers down for the scrimmage.

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

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

While the gargoyles fight to the death, Charon has no

SPIKED FOOTBALL

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

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



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

Scoring:

Per gargoyle slain – 2 points.

“Sacking” the quarterback – 5 points.

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

Charon: CR 7; Large monstrous humanoid; HD 4d8+16 plus 4d10+16; hp 72; Init +2; Spd 50 ft.; AC 17, touch 13, flat-footed 12; Base Atk +8; Grp +18; Atk spiked football +12 ranged (1d8+5/19-20) or hoof +12 melee (1d6+5); Full Atk spiked football +12/+7 ranged (1d8+5/19-20) or 2 hooves +12 melee (1d6+5); Space/Reach 10 ft./5 ft.; SA –; SQ Darkvision 60 ft.; AL N; SV Fort +9, Ref +10, Will +6; Str 21, Dex 20, Con 18, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +25, Listen +4, Intimidate +6, Move Silently +9, Spot +4, Survival +5; Exotic Weapon Proficiency (spiked football), Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw.

Possessions: 5 spiked footballs, bandolier with 5 flasks of alchemists fire and 5 flasks of acid.

Gargoyle (5): CR 4; Medium monstrous humanoid (earth); HD 4d8+19; hp 37 each; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16, touch 12, flat-footed 14; Base Atk +6; Grp +6; Atk claw +6 melee (1d4+2); Full Atk 2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1); SA –; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +6, Ref +6, Will +4; Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7 (+13 against a background of stone), Listen +4, Spot +7; Exotic Weapon Proficiency (spiked football), Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw.

SQ – Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

AREA 2-7: THE CHILDREN OF LIR

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

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

The crowd goes nuts over this proclamation, and O’Shea winks at you with a devious grin on his face. He snaps his fingers and blinks to HoosierDaddy’s dais where the two share a high-five. The door swings slowly open and a small portion of the ground rises into view carrying a robust, pale man with a massive greatsword and horns jutting from the top of his head. Accompanying this fey apparition are four beautiful, female satyr-like creatures, with a definite diabolical countenance. They hang on the pale king, but gaze at you lustily. The fey stand perfectly still, awaiting your approach.

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

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

The Pale King and his forlarren fight to the death.

Scoring:

Per forlarren slain – 2 points.

Killing the Pale King – 4 points.

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

Treasure: Defeating the Pale King nets the PCs a number of magical items, including the *amulet of dark*

consumption. However, good PCs should have serious reservation about owning such an item.

The Pale King, Unseelie Tieling Ftr8:

CR 9; Medium outsider (feyblood, native); HD 8d10+16; hp 60; Init +5; Spd 30 ft.; AC 21, touch 15, flat-footed 16; Base Atk +8; Grp +11; Atk +1 *feystrike greatsword* +15 melee (2d6+7/17-20); Full Atk +1 *feystrike greatsword* +15/+10 melee (2d6+7/17-20); SA Spell-like abilities; SQ Damage reduction 5/silver, darkvision 60 ft., freeze, resistance to cold 10, fire5, and electricity 5; AL NE; SV Fort +8, Ref +7, Will +2; Str 16, Dex 20, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +14, Hide +9, Intimidate +12, Move Silently +9, Jump +14; Cleave, Dodge, Improved Critical (greatsword), Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Possessions: +1 feystrike greatsword, +2 mithral chain shirt, amulet of dark consumption.

Spell-Like Abilities: At will—*invisibility*; 3/day—*ghost sound* (DC 11), *silent image* (DC 12); 1/day—*alter self*, *darkness*, *magic mouth*, *sleep* (DC 13). Caster level 8th.

Forlarren (4): CR 2; Medium fey; HD 3d6+3; hp 13 each; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +2; Atk slam +3 melee (1d4+1); Full Atk 2 slams +3 melee (1d4+1); SA Heat metal; SQ Damage reduction 5/cold iron, low-light vision; AL NE; SV Fort +2, Ref +5, Will +4; Str 12, Dex 15, Con 12, Int 5, Wis 13, Cha 8.

Skills and Feats: Hide +6, Listen +7, Move Silently +6, Spot +7; Alertness, Weapon Finesse.

SA – Heat Metal (Sp): Once per day, by making a melee touch attack, a forlarren can heat metal (as the spell, caster level 6th, DC 13 Will save). Once the affected metal reaches the searing stage (after 3 rounds), it remains at that stage until the forlarren breaks contact with the affected metal. Once contact is broken, the metal slowly returns to its normal temperature (reducing the effects each round just as the *heat metal* spell).



AREA 2-8: AMAZING MAZE OF MAIZE

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

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

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

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

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

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

Once all crawlers are in the maze, the Doorway to Madness trap activates. Each crawler is teleported to a different location in the maze, marked by a numbered dot. Ask the players to choose a number (1-6) to determine who goes where. The spell *veil* is cast on each crawler, causing him to appear as a devourer to any other





party members who encounters him. Also, a specially modified *comprehend languages* spell is cast on each PC, making speech impossible.

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

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

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

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

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

Scoring

Completing the corn maze – 5 points.

Each player killed by a teammate - -3 points.

AFTER THE CRAWL

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

The PCs earn 10 points of temporary Fame for completing IndyCrawl. If you are using *Xcrawl: SellOut!* sourcebook, each player should receive a roll on the Random Offer table (page 57).

If this adventure is part of an ongoing Xcrawl campaign, the characters could conceivably move on to *Xcrawl: PhoenixCrawl* as their next step. If the PCs did exceptionally well, then they might be ready for the serious challenge represented by *Xcrawl: Coney Island Crawl*.

NEW MAGIC

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

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

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

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

Strong necromancy; CL 14th; Craft Wondrous Item; *death knell*, *destruction*; Price 60,400 gp.



NEW MONSTERS

JUNK PILE AUTOMATON

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

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

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

JUNK PILE WARRIOR

Medium Construct**Hit Dice:** 1d10+20 (25 hp)**Initiative:** +2**Speed:** 30 ft. (6 squares)**AC:** 17 (+1 Dex, +6 natural), touch 11, flat-footed 16**Base Attack/Grapple:** +0/+3**Attack:** Junk flail +3 melee (1d8+3)**Full Attack:** Junk flail +3 melee (1d8+3)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Trip**Special Qualities:** Construct traits, damage reduction 5/magic; darkvision 60 ft., immunity to fire and electricity, low-light vision**Saves:** Fort +0, Ref +1, Will +0**Abilities:** Str 16, Dex 12, Con –, Int –, Wis 11, Cha 1**Skills:** –**Feats:** –**Environment:** Any**Organization:** Solitary, pair, or crew (3-6)**Challenge Rating:** 2**Treasure:** None**Alignment:** Always neutral**Advancement:** –**Level Adjustment:** –

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

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

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

Combat

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

Trip (Ex): A junk pile warrior that hits with a junk flail attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the junk pile warrior.

JUNK PILE TITAN

Large Construct**Hit Dice:** 3d10+30 (46 hp)**Initiative:** +0**Speed:** 30 ft. (6 squares)**AC:** 18 (-1 size, +9 natural), touch 9, flat-footed 18**Base Attack/Grapple:** +2/+12**Attack:** Slam +7 melee (1d8+6)**Full Attack:** 2 slams +7 melee (1d8+6)**Space/Reach:** 10 ft./10 ft.**Special Attacks:** Oil slick**Special Qualities:** Construct traits, damage reduction 5/magic; darkvision 60 ft., immunity to fire and electricity, low-light vision**Saves:** Fort +1, Ref +1, Will +1**Abilities:** Str 22, Dex 10, Con –, Int –, Wis 11, Cha 1**Skills:** –**Feats:** –**Environment:** Any**Organization:** Solitary or pair**Challenge Rating:** 4**Treasure:** None**Alignment:** Always neutral**Advancement:** –**Level Adjustment:** –

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

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

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

Combat

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

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

JUNK PILE WRECKER

Huge Construct

Hit Dice: 10d10+40 (95 hp)

Initiative: -2

Speed: 10 ft. (2 squares)

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

Base Attack/Grapple: +7/+22

Attack: Wrecking ball +12 melee (2d10+10)

Full Attack: Wrecking ball +12 melee (2d10+10)

Space/Reach: 15 ft./10 ft.

Special Attacks: Knockdown, electric field

Special Qualities: Construct traits, damage reduction 5/adamantine; darkvision 60 ft., immunity to fire and electricity, low-light vision

Saves: Fort +3, Ref +1, Will +3

Abilities: Str 25, Dex 6, Con -, Int -, Wis 11, Cha 1

Skills: -

Feats: -

Environment: Any

Organization: Solitary or pair

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: -

Level Adjustment: -

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

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

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

Combat

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

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

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

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



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