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DUNGEON CRAWL CLASSICS



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Welcome to Free RPG Day 2013, a grand tradition inaugurated by Goodman Games in 2007. As one of the creators of the concept and the very first publisher to sign up for the very first Free RPG Day, Goodman Games is proud to take part in the seventh year of this great event supporting RPGs in general and brick-and-mortar game stores in particular.

This year's Free RPG Day adventure introduces another exciting adventure for DCC RPG. *The Imperishable Sorceress* is an excellent level 1 adventure with strong sword-and-sorcery overtones.

In addition, this volume includes an all-new adventure for *Maximum Xcrawl*, the Pathfinder-compatible edition of Xcrawl scheduled for release later this year. This "first look" at the new edition of Xcrawl is playable with the basic Pathfinder rules. More information on *Maximum Xcrawl* will be available soon from Goodman Games.

And now: Let the adventures begin!

If you like what you see here, be sure to look for other DCC RPG and Xcrawl offerings from your friendly local game store!



THE IMPERISHABLE SORCERESS

A Level 1 Adventure

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BACKGROUND STORY

In ages past, before even the age of dinosaurs, what is now the Cleft Mountain was below the sea. The ancient Builders, highly intelligent creatures crossed between centipedes and sea scorpions, learned many secrets of magic and science. They carved the halls now known as Ivrian's Seat for themselves, and there they created imperishable bodies with which to survive long eons. Yet the bodies became traps for the minds they housed; damaged and undying, unable to move on to what mysteries lie beyond death, and unable to escape the collapse of their undersea domain.

Eventually the sorceress Ivrian the Unkind came here seeking the secret of perpetual youth and here she made her Seat of Power. Her research bore fruit; she was able to create an imperishable body for herself grown in great vats. She summoned demons to aid her, to protect her, and to guard the *star stone* she needed to transfer her body.

The semi-living alchemical waste from Ivrian's vats was sent through a grating into the depths of the mountain, where it awoke one of the Builders. The Builder sought to control Ivrian's body, and during the conflict she fell and cracked her skull upon hard stone.

Ivrian's spirit was bound to her Seat of Power. Her demons are still there, unreleased, and still performing their function. Nor can Ivrian release them herself, trapped as she is. She sent her mind ranging far over long aching years. At last, with the coins she once minted acting as her token and with a blood relation to strengthen the tie, she is able to reach out and draw help to her...

IVRIAN THE UNKIND

Ivrian the Unkind died in area 4-G while finishing her imperishable body. Both her original body and her imperishable body are located in this area.

The ghost of Ivrian the Unkind is located in area 4-B. Because Ivrian's Seat is located in area 4-B, her spirit is also trapped in that location.

Ivrian's ghost can inhabit the *star stone* located in area 4-K. If the *star stone* is brought within 30' of her ghost, Ivrian's ghost can enter it. If it is then brought into contact with her imperishable body, she can instantly transfer her consciousness to it.

Alternatively, the blooded PC (see below) can will himself to enter the *star stone* if he comes into direct contact with it (and he knows this when he comes into contact with it). If the *star stone* then comes into contact with his original body or Ivrian's imperishable body, he can transfer into that body. In either event, the character's untenanted body dies in 1d3 days unless re-inhabited.

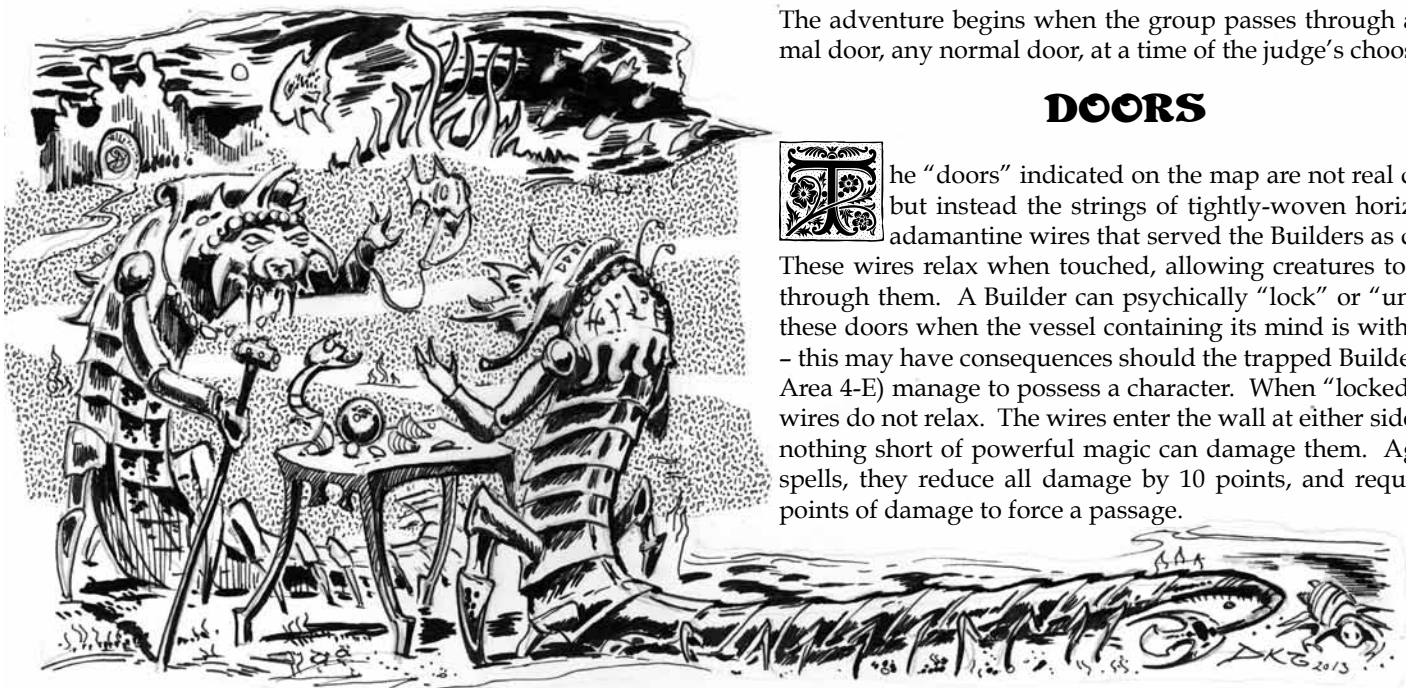
ADVENTURE HOOKS

In a previous adventure, the characters find a cache of ancient silver coins, blackened with time. Cleaning them, they discover the image of a beautiful woman who is vaguely repellent yet resembles one of the PCs. This PC, selected by the judge, is related to Ivrian the Unkind, and is hereafter referred to as the "blooded PC" because he carries her blood. On the reverse side of the coin are faded letters in an archaic script, which read: "Beauty Devours."

The adventure begins when the group passes through a normal door, any normal door, at a time of the judge's choosing.

DOORS

The "doors" indicated on the map are not real doors, but instead the strings of tightly-woven horizontal adamantite wires that served the Builders as doors. These wires relax when touched, allowing creatures to push through them. A Builder can psychically "lock" or "unlock" these doors when the vessel containing its mind is within 30' - this may have consequences should the trapped Builder (see Area 4-E) manage to possess a character. When "locked", the wires do not relax. The wires enter the wall at either side, and nothing short of powerful magic can damage them. Against spells, they reduce all damage by 10 points, and require 20 points of damage to force a passage.



SECRET DOORS



The secret doors on the map were created by Ivrian to protect her secrets. They are actually no more than wooden partitions, hinged at either side, and opening in the center like double doors. These partitions are painted to look like the walls – matte black, with “fossils” painted on in silver and glossy black hues. The paint has not been touched up in centuries, and has begun to peel. As a result, the secret doors are relatively easy to find (DC 5), and, once found, easy to open.

ENCOUNTER TABLE

Area	Type	Encounter
2	C	24 Savage tribesmen
3	C	Cold stinger
4-A	C	Predatory fish spirits
4-B	R or C	The ghost of Ivrian the Unkind
4-C	T	Natural gas trap
4-E	C	3 Ectoplasmic filaments
4-G	C	3 Ectoplasmic filaments Possibly the imperishable Ivrian the Unkind
4-H	T	Gas traps
4-K	C	Aagazzbagh the Golden
5	C	Waspmites (3)

AREAS OF THE MAP

Area 1 – Starting Point: *As you pass through the door, you are startled to enter a frozen boreal country, where black trees huddle under white snow, hiding areas of deeper darkness beneath them. You find yourself halfway up a snow-bound mountain of black stone, which looks as though cleft by a giant’s axe. A rough trail before you winds up the mountain, and stretches behind you downward toward the stark wood. The doorway itself is gone. The sky overhead is overcast to the color of steel.*

As they pass through the doorway, the blooded PC hears a woman’s voice saying, “By Ivrian’s blood and Ivrian’s token, come forth.” This PC feels compelled to climb the mountain. If he travels away from it, he suffers a -1 penalty to Luck, and a -1 penalty to one other random ability score each day for three days. Thereafter, the lost ability points (but not the lost Luck) return at the rate of 1 point each day. PCs who do not brave the mountain may also be hunted by savages (see Area 2).

Because it is cold in this region, and the characters arrive unprepared, the judge may introduce additional penalties or complications.

Area 2 – Savage Tribesmen (two hours from Area 1): *The trail leads upward into the colder reaches of the mountain, where white snow is seen more than black stone. Ahead, near the edge of the treeline, a low stone cairn is built. Suddenly, from the trail behind you, you can hear the pursuing sound of primitive war calls and bloodthirsty ululations, as though from a horde of savages.*

This is a warband of two dozen savages of the Golden Stag tribe, worshippers of the demon Aagazzbagh, dark-haired men who paint their cold-inured naked bodies with gold dust and wear stag antlers in their headdress.

The savages appear in waves, starting 3 move actions away from the PCs. On the first round, 1d6 appear. On the second round 2d6, the third 3d6, and so on, until all 24 have appeared. Remember that each group of savages appears at the same starting point, so as the PCs move away, it takes new groups of savages longer to get within striking range. It is likely that the PCs attack with missile weapons and move while the savages use their actions to close, in which case the PCs will eventually become embroiled in melee combat.

If the PCs simply flee, they can reach safety with little or no risk. The cairn is 10 move actions away from the PCs, and the savages do not pursue beyond it, as they hold Cleft Mountain to be sacred.

They fall back from missile range if attacked by PCs beyond the cairn, lurking below the tree line in case the characters attempt to retreat. The threat of savages is intended as a reason to push the PCs forward, and to block retreat. The judge is encouraged to have the PCs hear ululations from further down the mountain, and from the forest below, when they camp each night.

Savages (24): Init -1; Atk stone axe +1 melee (1d4); AC 10; HD 1d6-1; hp 5 each; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will -2; AL C.

Area 3 – Cold Stinger (four hours from Area 2): *You are now high up the mountain, and can see an expanse of cold boreal forest stretching far around you. To the east you can just make out a distant ice-locked sea. The entire world seems drained of color – black trees and stone, white snow, and sky the shade of light steel. Suddenly, out of a crack in the rock that looked like nothing more than a dark smudge, a white-furred creature like a nightmare cross between a scorpion and a centipede rushes toward you.*

This creature is a *cold stinger*, a degenerated descendent of the Builders who dwelt here when this mountain was below the sea. It attempts to paralyze a character and then drag it back into the crack where it dwells. If characters pursue it into the crack, it gains a +4 bonus to AC fighting therein, but if the judge so desires one or more replacement characters may already be paralyzed here, as well as a few birds and small mammals that might be used as food.

The paralysis of the cold stinger can be removed by even a small amount of alcohol, either imbibed or applied to the wound.

Cold Stinger: Init +2; Atk claw +1 melee (1d4) or sting +3 melee (1 + paralysis); AC 12; HD 2d8; hp 12; MV 40'; Act 1d20; SP paralysis (Fort DC 10 negates, 1d6 days or until touched by alcohol); SV Fort +4, Ref +2, Will -4; AL N.

Area 4 – Ivrian’s Seat (one hour from Area 3): *Ahead, you can see a black opening in the stark white snow coating the mountainside. Ancient worn steps are cut into the rock leading up to it – a dark passage some 20 feet wide and vaulted to a height of only 8 feet.*

Characters examining the entrance can see that there were once doors attached here. The holes for the hinges remain, but hinges and doors are long gone.



Area 4-A – Great Hall: *Beyond the entrance is a long tunnel, a full 60 feet wide, but vaulted to a mere 15 feet in height. The ceiling, walls, and floor are made of black stone, decorated with black fossil impressions of ancient fish and enormous ammonite shells, visible only in the black stone by the silver reflections from your light.*

This hall is not level; it moves in a gentle arc, downward toward the middle, and then upward thereafter, limiting vision to no more than 100 feet even under ideal conditions. All hallways branching from this corridor are 20 feet wide and vault to 8 feet – they are designed for the convenience of Builders, not men.

The spirits of ancient fish inhabit the walls of the structure, and the characters may encounter their translucent shimmering shoals anywhere in the complex. Most of these fish are fingerlings, and can be used by the judge to create tension, reduce visibility, and enliven exploration. They can “swim” in the air at a speed of 50'. These fish are harmless, and cannot be harmed.

There are also three-foot long predatory fish whose spirits linger. Any time the characters are in this hall, there is a 1 in 6 chance of being attacked by 1d3-1 (minimum 1) each minute. The damage caused by the predatory fish is from the cold of their spirit forms rather than due to physical damage. Reduction to 0 hp makes the predatory fish flee, but they cannot actually be slain save by magic. The judge may have predatory fish spirits attack elsewhere at his discretion.

Note that these spirits may be turned by a Lawful or Neutral cleric.

Predatory Fish Spirit: Init +3; Atk bite +2 melee (1d3 cold); AC 8; HD 1d8; hp 6 each; MV swim through air 40'; Act 1d20; SP cannot be slain except by magic; SV Fort +0, Ref +4, Will +0; AL N.

Area 4-B – Ivrian's Seat of Power: *This large chamber is barrel-vaulted to a height of 15 feet. To the far west is a great seat of black stone. Seated upon it is the translucent figure of an achingly beautiful woman, with silver-white skin and hair as black as ink. With a start, you recognize her features from the silver coins you found in your previous adventure. Her face is smiling as she says, “I am Ivrian of Dalcia. I bid you welcome.”*

This is the ghost of Ivrian the Unkind. Sages might know that Dalcia is a kingdom that fell centuries ago, and an elf or wizard can feel occult power radiating from the black stone chair.

Ivrian's ghost recognizes the blooded character as related to her. She is well aware of her beauty, and uses it to her advantage, promising anything to get what she desires. Yet she has been trapped in her Seat of Power for ages, and is easily frustrated or angered.

What she would like the characters to do is recover the *star stone* from area 4-K, and bring it to her here. Once this is done, her spirit can enter the *star stone*, and, if the PCs put it in contact with the imperishable body at Area 4-G, she can enter it and live once more.

All of Ivrian's hopes reside with the characters. Only if they deny her outright does she attack them, and then only to hold one hostage against the actions of the others. Of course, a problem with this plan occurs once the *star stone* is delivered, for she cannot both hold a hostage and be contained therein. In any event, she cannot pass more than 30' beyond the chair.

Note that, while Ivrian can be turned by a Lawful or Neutral cleric, even if forced to flee she cannot pass more than 30' from her seat. She passes into the wall to hide for as long as the effect lasts.

She cautions the blooded PC not to touch the *star stone*, claiming that it will devour his soul due to his blood connection. This is not true; the blooded PC may make use of the *star stone* as can Ivrian, but it can only be used once. She tells the PCs that the blooded PC, through his connection to Ivrian, is more potent against the stone's guardian. The judge must keep in mind that Ivrian wants the PCs to succeed, and does what she can to help them, if they are willing to help her.

Ivrian's Seat of Power allows her to gain a +2 bonus to any spell check while seated upon it, but only once she is made flesh again. It also holds her spirit, so that it returns here if she dies within 100 miles of this place. If Ivrian's ghost is defeated, or she gains the imperishable body and travels more than 100 miles away, her Seat can be attuned to another after a ritual lasting 1 week.

To a dwarf or a character with an appropriate occupation, it is obvious that the area has been extended from its initial stonework, and was probably once much lower.

Ghost of Ivrian the Unkind: Init +2; Atk touch +6 melee (Fort DC 14 or paralyzed 1d6 hours) or telekinetically thrown object +3 missile fire (1d4 damage, 100' range); AC 10; HD 2d12; hp

15; MV fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons, paralyzing touch, telekinesis, telepathy; SV Fort +2, Ref +4, Will +6; AL C.

Area 4-C – Kitchen: *This area is long and low, being vaulted to a height of 12 feet. This was obviously used as a combined kitchen and pantry. Crates, bags, and shelves of foodstuffs are piled in the western part of the room, preserved by the cold and dry air. To the east are wooden tables and a scorched black stone counter with a circular stone lid fitted tightly within its surface. A stone basin has a wooden catch over it, and a drain beneath. Various pots, pans, and cooking utensils are also present.*

Food can be scavenged here equivalent to 120 days of rations. The wooden catch over the stone basin leads to a reservoir of melt water, which can fill the basin with cold water. The stone counter was used as a cooking area, where a natural gas vent provided fuel for flame. If the stone lid is removed, the gas that has accumulated over the centuries enters the room, exploding on contact with flame within a 30' radius (2d6 damage, DC 10 Reflex save for half).

Area 4-D – Dining Hall: *This chamber is low, vaulted to a height of 12 feet. In the center of the chamber stands a black table of cold wood, covered by a white cloth. There are eight black wooden chairs around the table, but only one looks as though it has been used – the remains of a meal are still upon it, preserved by the cold, dry air.*

This is where Ivrian had her last meal. Nothing of interest remains here.

Area 4-E – Storeroom: *This low vaulted chamber is 40 feet wide and 50 feet deep. Within it are several vats and tubs filled with congealed and frozen materials that look like flesh, blood, and organs. In addition, there are black wooden shelves set along the eastern wall holding various pieces of alchemical glassware – alembics, flasks, jars, and so on. A black iron grate covers a drain in the center of the floor.*

This area contained stores for Ivrian's experiments, and the drain down which she poured her waste.

Examining the glassware uncovers two jars of **pseudo flesh**, a flesh-colored, putty-like substance that can be smeared on wounds to heal up to 1d12 points of damage. If a character dies and survives his body being recovered, an application of pseudo flesh can prevent the associated scarring and Stamina loss. Each jar contains 1d3+2 applications.

The grating is over a 6-inch square shaft that leads over 1,000' to the trapped imperishable body of a Builder. If the characters spend any amount of time investigating the objects in this room, the Builder sends three ectoplasmic filaments up through the grating. Each filament can reach any point in this room.

When a filament comes in contact with a character, time for everyone else effectively stops while the Builder attempts to gain control of the host body. The Builder drains 1d3 Personality unless the character succeeds in a DC 10 Will save. If the Builder can reduce the character's Personality to 0 before the character makes three successful saves, the Builder gains control over the body. If the character succeeds in making three saves first, he is forever immune to the domination of that Builder, and all drained Personality is restored. All of this takes less than a second.

During this contest, the character gains a vision of the Builder – a hideous amphibious cross between a giant centipede and a sea scorpion, silver in hue, whose undying body lies crushed and broken where it has lain for millennia beneath a huge chunk of black stone.

If the Builder gains control over a living body, it is unable to process the humanoid form at first, and must wait 1d3 rounds before it can take any action. Thereafter, it starts with a -10 penalty to initiative, which is reduced by 1 each round (i.e., -9 the second round, -8 the third round, and so on). The goal of the Builder is to survive and escape, and it promises anything to do so. However, it needs 1d5 minutes to access the language centers of its new brain and its understanding of humanoid motives is far from perfect. The Builder attacks with its victim's weapons, with a +3 bonus to attack rolls, and can access its victim's spells after 1d5 weeks.

Ectoplasmic filaments (3): Init +6; Atk ethereal touch +3 melee (possession); AC 5; HD 1d6; hp 4 each; MV 0'; Act 1d20; SP immune to non-magical attacks, possession (DC 10 Will save or 1d3 Personality; repeat until Personality hits 0 and target is possessed, or target succeeds in three saves and repels attack); SV Fort -4, Ref +4, Will +10; AL N.

Area 4-F – Sitting Room: *This square room is about 50 feet per side. The black stone walls are low, so that the room itself vaults to a height of a mere 12 feet. In the center of the room sits a comfortable-looking chair of black wood with white upholstery, a black footstool, a small chest, and a small table upon which a candle holder still contains an unlit candle.*

The candle holder is made of silver and is worth 20 sp. The chest contains several black-bound volumes of Ivrian's journal written in a cypher of her devising and are difficult to translate. The pictures, however, show the flensing of flesh from living women to feed her vats, revealing her casual cruelty, and one section clearly relates to bathing in human milk and blood to maintain a youthful appearance. Illustrations of a horse-headed demon with stag horns also appear, as do images of small, cruel-looking bee-like creatures.

These books, taken together and studied for a period of several months, may reveal the secret of 1d3 spells to the reader (selected by the judge). Despite their age, they are well preserved.

Area 4-G – The Workshop of Ivrian the Unkind: *The first thing you notice when you enter this room is the body of a naked young woman, lying upon a slab of black stone. You can see her breast rise and fall with her breathing, and the even breaths are visible in the cold air. All around her are vats with strange liquids in them – silver, black, and gold – most of these have long-cold burners beneath them. Grated drains at one time allowed excess fluid to spill into the darkness below. Not far from the first woman is another, fully clothed in a black dress, and with the same black hair and pale skin. This second woman has collapsed on the ground and is not breathing – although well-preserved by the cold, you can see that she has begun to mummify.*

The body on the slab is the imperishable body of Ivrian the Unkind, an artificial construct that resembles a younger version of the sorceress in every way. The body on the ground is Ivrian's; she fell when the imperishable Builder trapped below attempted to possess her, cracked her skull on the stone slab, and died. Characters who examine the body, or who met the

ghost of Ivrian in area 4-B, recognize the imperishable body as hers. Ivrian's dead body wears three bejeweled rings worth 30 gp each (silver with hematite stones).

Characters spending any time examining items in this room draw the attention of the Builder, who attacks using three ectoplasmic filaments (as in area 4-E). The imperishable body is immune to the Builder while unoccupied.

Ectoplasmic filaments (3): Init +6; Atk ethereal touch +3 melee (possession); AC 5; HD 1d6; hp 4 each; MV 0'; Act 1d20; SP immune to non-magical attacks, possession (DC 10 Will save or 1d3 Personality; repeat until Personality hits 0 and target is possessed, or target succeeds in three saves and repels attack); SV Fort -4, Ref +4, Will +10; AL N.

Transferring a Spirit to the Imperishable Body: Housing a spirit already trapped in the *star stone* (see area 4-K) in the imperishable body is simple – one merely has to bring stone and body into contact.

Characters housed in an imperishable body gain 4 extra hp per level. An imperishable body can take damage like normal, but damage does not prevent the body from surviving. Even if its head is severed, the head continues to live and think, and the body continues to breath. When the body is recovered – and even when it is not – no Luck check is required; the character is alive. However, the body *never* heals catastrophic damage of any kind, and damage to physical abilities that would normally heal is 50% likely to be permanent. Although the body does not die, it eventually becomes a trap for the being whose mind is caught within it. Whatever means the Builders had to repair these bodies is a secret lost to time.

Should the characters be so foolish as to place Ivrian in her imperishable body, she seeks to bend them to her will or destroy them before quitting this place forever. Given a chance, she recovers *Nightraker* from area 4-H as soon as possible, while pretending to be grateful and gracious. Ivrian certainly does not allow the PCs to keep anything that is hers if she can prevent it.

Her contest with the Builder was interrupted by her physical death, so the Builder can still attempt to possess her should she be placed in the imperishable body, which might at least make escape possible for the PCs.

The Imperishable Ivrian the Unkind: Init +2; Atk by weapon +2 melee; AC 12; HD 5d4+20; hp 32; MV 30'; Act 1d20 + 1d14; SP imperishable, spells; SV Fort +3, Ref +3, Will +5; AL C.

Spells known (spell check +7): (1st) *charm person, chill touch, comprehend languages, magic shield, runic alphabet (mortal)*; (2nd) *monster summoning, ray of enfeeblement*; (3rd) *demon summoning*.

Area 4-H – Bedroom: Ivrian feared for her security while she slept, and both secret doors leading to this area are trapped. If simply opened, a glass rod embedded in the door breaks, releasing a cloud of white gas in a 10' radius. All within must make a DC 10 Fort save or take 1d3 points of Agility damage (time has weakened the poison, which once was lethal). A thief who finds the trap notes its presence across the seam where the doors open; one who disables it discovers a catch that slides it away from this gap. The glass rods are a foot above floor level, where they are not obvious.

This room contains a large bed of black wood, covered in white quilts. Several chests are placed along the east wall.

This was Ivrian's sleeping chamber, and within it she has hidden the magic runesword, *Nightraker*, a +2 Chaotic long sword with a 9 Intelligence. It is a demon-bane weapon, which increases the critical range against demons by 1, and which can send a demon back to its home plane with a successful hit unless it makes a DC 20 Will save. Its special purpose is to aid the ambitious, and whenever it drops a foe, it grants another attack on the nearest creature, be it friend or foe (the wielder may make a DC 15 Will save to resist). The sword is hidden beneath the mattress, but it calls the ambitious to it with its empathic communication – and it always calls thus to the ambitious, leading its wielder into a never-ended stream of conflict.

The chests contain Ivrian's clothing – black garments with white highlights. Searching the chest uncovers 2d12 pieces of jewelry, each worth 2d24 gp.

Area 4-I – Vault of the Builders: *The passage to this area slopes downward at a 20 degree angle. The passage leads to a ledge overlooking a large chamber filled with strangely shaped pieces of metal and stone, the use of which is a complete mystery. One item catches your eye – a large shell of hard black metal, some 30 feet in diameter, beneath which is what appears to be an enormous screw. A ramp leads up into a doorway in the object.*

This object is the "Adamantine Mole" – a device that, within, has three switches. If any of these switches is pressed, the door slides shut and the mole begins to vibrate. After a minute or two, it begins to drill into the stone floor, creating a tunnel at a rate of several miles each minute. It stops only when it encounters an open space – caverns, a new area of Builder tunnels, or even the hollow center of the planet! The "Adamantine Mole" offers the judge a method of conveying the PCs to another adventure location of his choosing.

If the judge desires, other objects in this room may be detailed.

The exit to the west is choked with rubble.

Area 4-J – Bridge and Chasm: *The tunnel ends where a huge chasm, at least 100 feet across and ten times as deep, has cleft the mountain. A rickety-looking rope-and-wood bridge leads across to another tunnel beyond.*

This bridge is ancient and unsafe. Moving warily, it can be crossed without difficulty, but characters engaged in combat upon it must make a DC 12 Reflex save or fall off the bridge. A DC 8 Reflex save may be made to avoid plunging to the character's doom, 1,000' below.

After characters cross the bridge the first time, there is a 1 in 6 chance that a waspmire from area 5 attacks (see area 5 for statistics). If slain, this reduces the number of waspires in Area 5 by one.

Area 4-K – Lair of the Guardian: *This large room seems almost like a temple, for the ceiling vaults to a height in excess of 30 feet. Despite another opening to the outside in the eastern wall, the air seems dark and oppressive. Far across the room, a swirl of gold, like motes of precious dust, forms in the air until it becomes the insubstantial shape of a scaled horse, horned with branching stag horns protruding from its brow. Viscous ichor drips from its mouth.*



HUGH AND FARRAH DISCOVER TELEPATHICALLY
THEY ARE DISTANT RELATIONS OF IVRIAN!
SHANA IS INSTANTLY SUSPICIOUS.....

This is the demon Aagazzbagh the Golden. Creatures struck by the demon's gore attack must make a Will save (DC 14) or take 1 point of temporary Strength damage. The venom of Aagazzbagh's poisonous bite does 1d4 hit points of damage unless a successful DC 18 Fort save is made. Even if the save is made, the victim takes 1d2 hp damage, and in either case, the damage inflicted cannot be healed by natural means.

Aagazzbagh is in possession of the *star stone*; an alien jewel of swirling black, white, and silver hues, which can easily be sold for 200 gp or more. It is attuned to Ivrian, and if brought within 30' of her ghost, she can enter into it. The blooded PC can *choose* to enter it (leaving his body untenanted) if it comes into direct contact with him. The PC's untenanted body dies in 1d3 days.

If the blooded PC presents himself boldly as being of Ivrian's blood, the demon grudgingly hands over the gem. If the characters have *Nightraker*, he begs them to use it to release him, even if he is bound to fight them to the best of his ability. Otherwise, he attempts to push them onto the bridge at area 4-J. He cannot leave this room.

Although demons may be turned by Lawful or Neutral clerics, Aagazzbagh cannot be forced to leave this room.

Aagazzbagh the Golden (Type II Demon): Init +1; Atk gore +8 melee (1d8+2) or bite +4 melee (1d2 + poison); AC 15; HD 4d12; hp 25; MV 30' or fly 50'; Act 1d20; SP demon traits, poison (1d4 hp, Fort DC 18 for 1d2 hp, cannot be healed naturally), ability score drain (DC 14); SV Fort +2, Ref +4, Will +0; AL C.

Area 5 – Demons of the Air: *Beyond the doorway, a path switches up a spire of the mountain, leading to some area above. Halfway to the top, three creatures fly down from above – things like evil-looking translucent silver and gold wasps with the faces of cruel but beautiful women.*

These creatures are waspmires, minor demons that attempt to dislodge the PCs from the mountain face. Their stings can cause sleep that lasts a mere 1d4 rounds, but is dangerous here, as an unaided character may fall 4d6 x 10' before coming to a halt. A character that is hit must make a Strength check or a Reflex save equal to the damage done in order to avoid falling.

These demons can be turned by Lawful or Neutral clerics.

Wasmires (3) (Type I Demon): Init +1; Atk sting +3 melee (1d8+2); AC 13; HD 3d12; hp 10, 12, 14; MV 20' or fly 40'; Act 1d20; SP demon traits, sleep (DC 10); SV Fort +2, Ref +4, Will +0; AL C.

Area 6 – The Ghost Spire: *The trail comes to an end atop a high, flat spire of stone. Here you can see a ring of black standing stones, inscribed with alien runes and topped by snow. To the west, two upright stones support a dark, snow-laden lintel. Between these stones you see, not the mountain or boreal wood below, but a shimmering haze like heat rising from the desert.*

The runes on the monoliths contain the secret of creating an imperishable body. It would take many months of study, and many experiments, to fully comprehend.

The shimmering haze is a gate to another location of the judge's choosing. Beyond is another adventure!

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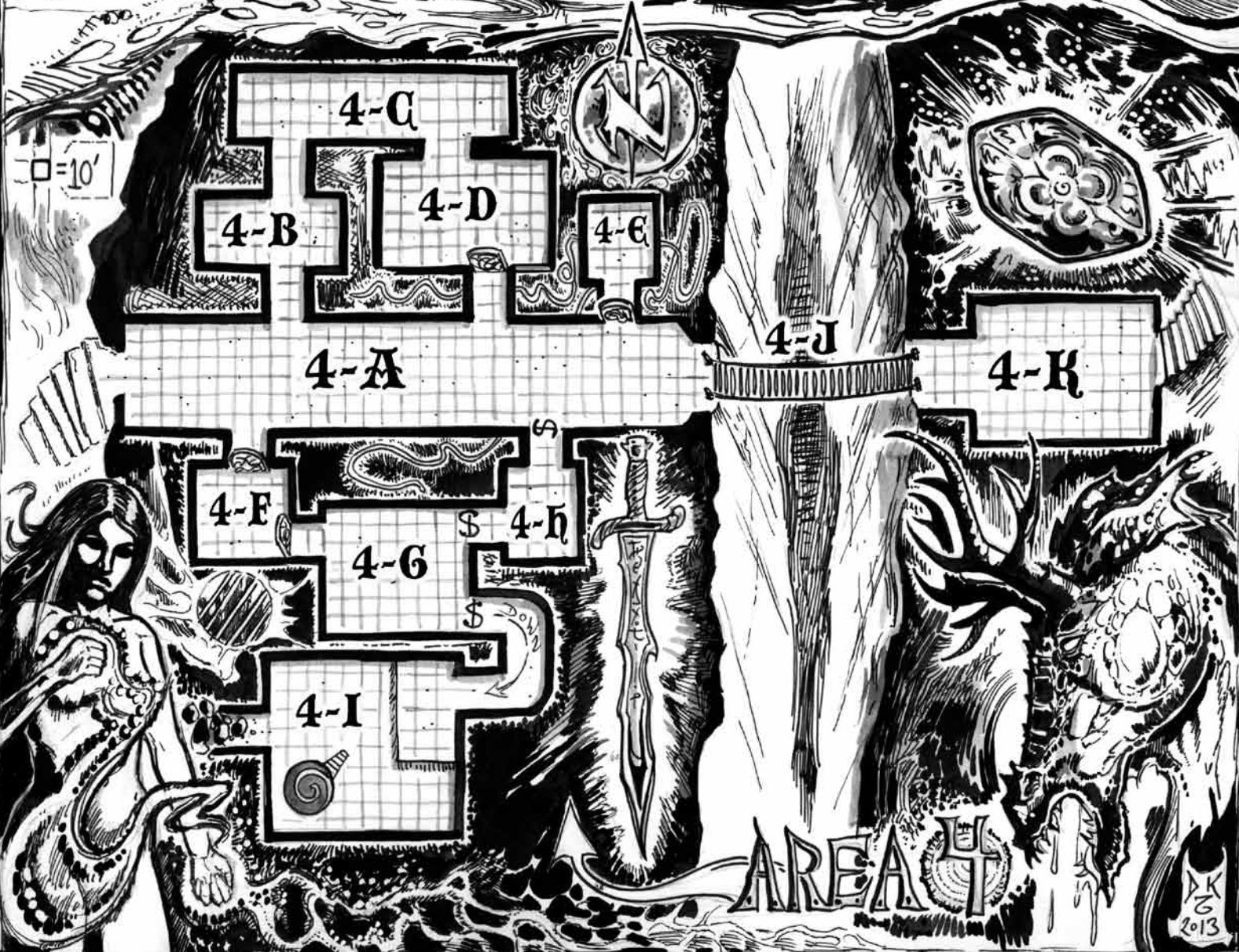
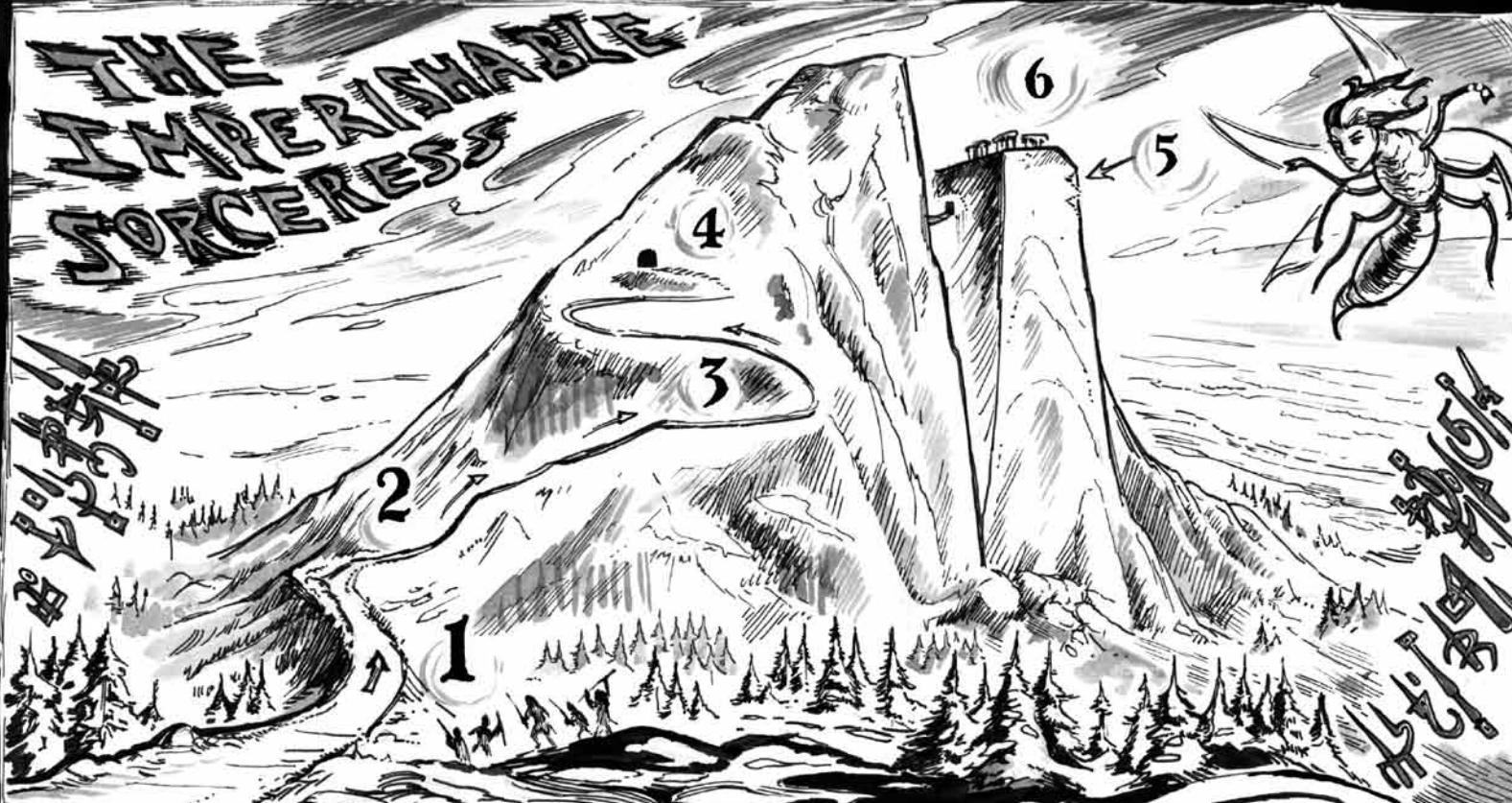
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THE IMPERISHABLE SORCERESS



MAXIMUM XCRAWL: 2013 STUDIO CITY CRAWL

Division II, Full Lethal Exhibition, for Level 6-8 Characters

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X*crawl*, the game that got expelled from college for throwing a spring break ankhhegger, is back! Now powered by the mighty Pathfinder gaming engine, Xcrawl is more fun than ever! *Maximum Xcrawl: Studio City Crawl* is just a tiny taste of all the amazing adventures to come. Strap on your sword, call your agent, and get ready for victory and a lifetime of red carpet interviews and Scrooge McDuck money, or defeat and death, or worse: a one-way ticket back your old job at the mall.

BACKGROUND

The *Studio City Crawl* is the brainchild of Edmund Bender, a.k.a DJ Prime Time. Bender, a research wizard, discovered the power of Regard, the unconscious focus of a million TV viewers amplified through the magical AVS network. Using this previously untapped power, he created the esoteric arcane branch of study called Media Magic. His ideas, however, were quickly stolen by rivals in the Guild of Magi, who then tried to destroy him. After years on the run, Bender decided that it would be safer to make himself a public figure to prevent his enemies from quietly eliminating him. Using the awesome power of Media Magic, the clever wizard has reinvented himself as DJ Prime Time.

Edmund Bender is outwardly gregarious and disarmingly normal, yet secretly cunning and ruthlessly dedicated to stopping the secret cabal of Media Mages from achieving world domination. His crawl, the *First Annual Studio City Crawl*, is designed to make him rich and famous: rich in order to fund his covert battle against the cabal, and famous to make it difficult to assassinate him without consequences.

Two months before the crawl, Bender's producer contacts the team (via their agent if they have one), and invites them to come and join the crawl. Assuming the players agree, they receive contracts via courier within three days of the initial offer. Edmond Bender never meets with the players personally. The crawlers are expected to make their own way to Los Angeles to participate.

The secrets of Media Magic, along with its practitioners' plans for ruling the world, will be revealed in an upcoming *Maximum Xcrawl* Release. *Don't touch that dial!*



OVERVIEW OF THE CRAWL

This adventure is designed for Pathfinder characters of levels 6-8. In the *Studio City Crawl*, the players take on the roles of a group of seasoned Xcrawl adventurers challenging a dungeon as a newly minted team. While there are dozens of individual crawls across the Empire, this is the first time one has been held in Studio City, making this a historic event. If the team performs well in Studio City, then this could be their ticket to the big time!

The *Studio City Crawl* is a one level, fully-lethal exhibition event. Five teams are challenging the dungeon, one after another. All teams that complete the entire dungeon shall be brought to the stage after the competition, and the audience is asked to clap for their favorite. A massive "Clap-O-Meter" is brought out, and whichever team receives the loudest applause is the winner.

There are five teams competing for top prize: Emirikol's Emirikillers (San Jose), The New Frogmen (Reno), Smash and Grab (Portland), The Iowa City Chamber of Commerce Volunteer Brigade (Iowa City), and the player character team.

The event takes place in the new Ventura Memorial Sports Complex in the Los Angeles, California district. Unless otherwise stated, all doors are security doors (DC 20 to bash down), and ceilings are 12' high. The walls of all the corridors are lined with hovering AVS monitors, which generally project advertisements when they are not in use by the DJ or a referee.

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XCRAWL GLOSSARY

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJs can communicate with their players via the AVS. They also act as magical cameras, recording all the action.

BANNED EQUIPMENT: The following items are banned for use in Xcrawl: acid, explosive weapons other than standard alchemist's fire, firearms, lock pick guns, and poison. Note that magical spells that create these or similar effects are perfectly acceptable. There are limits on how many magic items and scrolls a character may take into the crawl, but all magic treasure gained in the crawl may be used within it. For a complete list of banned equipment, along with all the rules of Xcrawl's game-within-a-game, see the *Maximum Xcrawl* Core Book.

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. If the characters are unclear of their instructions or have other problems in-game they can call for a ref at any time. Note that calling a ref does not mean the action pauses!

FAME: A character's Fame score determines how popular they are at any given moment. Crawlers with a high Fame score are celebrities who receive VIP treatment and high appearance fees. Fame is a new rule for Xcrawl and the full rules can be found in the upcoming *Maximum Xcrawl* Core Book.

MOJO: The Mojo is the spirit of teamwork that lets crawl teams take their performance to the next level. The Mojo Pool is a bonus pool that allows players to assist their teammates through difficult situations.



NOGO: There are NoGo doors throughout the dungeon. Characters may run through one at any time to escape danger but if they do so they are automatically disqualified.

NONCOM BADGE: A NonCom badge has two functions. First, it tells characters that whoever is wearing one is not a target and may not be attacked (nor may they attack or hinder the team in any way, including aiding monsters). Second, anyone attacked in any way while wearing one is instantly *teleported* to a safe location, usually a local emergency room.

REFEREE: The ref's word is law. If a character breaks the rules they typically get one warning. Characters who continue their infraction are generally disqualified.

SURRENDER: Intelligent monsters may surrender, but it is up to the characters whether or not they accept their surrender. Most creatures try not to surrender, because if they fight to the finish and survive they earn bonus gold.

XCRAWL? DO I ROLL UP A SEXY, ANGST-RIDDEN HALF-VAMPIRE?

Not even close! In Xcrawl the players take on the roles of superstar athletes taking their chances in a live-on-pay-per-view death sport. Xcrawl is short for Xtreme Dungeon Crawl. The concept is simple enough: The Dungeon Judge (DJ) creates a dungeon, then stocks it with monsters, secret doors, traps, treasure, and prizes. The Crawlers must face or bypass every challenge – defeating monsters, avoiding obstacles, discovering secret rooms, and confronting whatever other challenges they find. There are often win conditions that the players must complete, such as finding certain objects or rescuing fair maidens and handsome celebrities (who, of course, aren't in any real danger... usually). DJs have a great deal of leeway in creating their dungeon and most run fair games – DJs who make their dungeons too difficult, or too easy, lose their cinchy, extraordinarily high-paying jobs.

Xcrawl is a sport and the challenges are manufactured, but the danger is nonetheless real. **Xcrawl is lethal.** There are no second chances. Citizens of the North American Empire tune in every week to watch their favorite players get mangled, *polymorphed*, electrocuted, and burned alive ...the nation's hunger for blood and mayhem grows with every contest.

If you play Pathfinder, you know how to play Xcrawl. The upcoming new core rulebook *Maximum Xcrawl*, introduces new character classes and systems, but you can play this adventure with just the Pathfinder Core Book and this module.

LET THE CRAWL BEGIN!

DAY OF CRAWL: The crawl takes place on July 14th, 2013. The team is required to be at the new Ventura Memorial Sports Complex at 2:30 PM. At two-thirty the players are escorted to the green room.

AREA 1-1 - GREEN ROOM: *This room is an opulent waiting area. You enter through a door in the north wall. To your left and right are banks of oversized athletic lockers. Running down the center of the room are two comfortable-looking padded benches. There is a white linen buffet service with silver candelabras and serving-ware along the east wall with a single attendant, a mature woman in a chef's outfit. Along the west wall is a six-foot by three-foot AVS, which is currently showing advertisements for the Los Angeles Temple of Commerce. Also on the west wall is a door guarded by a half-orc security guard in slick-looking modern black armor. A woman wearing a radio headset waves you in and introduces herself. "Hey gang, great, you're here, great. I'm Kenda LeBeau. So, I guess you know the drill? This is it, you can't leave until the crawl starts and you have to stay here in the green room. You have until three o'clock so relax as best you can, make yourselves at home. Get something to eat. Oh, and you can use any locker you want for your street gear, help yourselves. Any questions?"*

Kenda LeBeau is a production assistant for the Crawl, overworked and tragically underpaid. She is used to working with celebrities and is immune to Fame. She is ambitious and bright and might just one day be an executive producer, a very useful contact for an up-and-coming crawler. Kenda will answer general questions as best she can but will reveal no details about the upcoming competition, the DJ, or the competition.

The crawl begins at three-thirty. The players can warm up, discuss strategy, pray, eat, or kill time as they otherwise see fit, but they are not allowed to leave the room. Doing so results in disqualification.

At ten 'til two, Kenda arranges the team in front of the AVS on the west wall. One minute later the image changes and the players see the crawl intro.

The camera pans over a roaring crowd of well-dressed fans. A handsome announcer takes center stage and speaks in a heroic basso voice: "Welcome ladies and gentleman to the First Annual Studio City Crawl, with Master of Ceremonies DJ Prime Time. All rise for the Imperial Anthem."

The crowd rises and sings along with "America Super Potens Maximus," which plays over a montage of American scenes: brave soldiers planting a flag among dead enemies, beautiful mountain and river scenes, a hard-working farmer leading his plow mules, a track star making a beautiful pole vault.

When the song ends the curtains part to show what looks like an extremely messy geek's bedroom. There is a bed piled with clothes, a second pile of clothes on the floor, and a desk cov-

ered in gaming books and dice. The walls are hung with hand drawn dungeon maps and posters for various games and musicians like Weird Al and Doctor Demento. The pile of clothes on the floor stirs, and a rumpled man in pajamas clambers out, yawns, then notices the crowd. He gasps in shock, runs to the bed, tosses clothes everywhere until he finds a large, shiny silver remote control – quite the luxury item in the NAE. He points the remote at his reflection in the mirror – suddenly the reflection is dapper in a well-tailored tuxedo. The camera pans back and now Prime Time matches his reflection, dressed in a tux. He points the remote at various things in his room and they magically transform – his desk and books become a full live orchestra, his figures become Broadway-style dancers, his messy room becomes a beautiful sound stage. Then the DJ leads all of his people out of the AVS screen and onto the real stage, where they do a song and dance number. When Prime Time takes the podium he is flanked by two people in suits – or perhaps some kind of monster? Each one has the body of a gorilla and an art deco steel fishbowl-style helmet with twin antenna.

"Greetings and hello! I'm DJ Prime Time . . . and you're not. In the name of Ronald the First, the Protector of the West and the chosen of Olympus, I welcome you to the first Annual Studio City Crawl! Tonight we celebrate that most American of mediums, the true harbinger of our communal experience, Television. So get ready for a trip through the TV Dreams of Yesteryear!"

"Okay, let's get straight to it. Let's introduce our first team!"

DJ Prime Time introduces the team, then the individual members. He gives them each a few soft-ball questions ("So what got you into adventuring?" "What's your strategy to get through the dungeon?"), and keeps going as long as everyone is fairly respectful. If the crawlers start acting belligerent he points his remote at them and mutes them, then goes on to the next crawler.

This is a highly-watched event – award a temporary Fame Point to every crawler who gives a memorable interview, and deduct a point from anyone who is particularly bad.

Prime Time moves on after the interviews.

"Alright, let's go over the rules. You have to make your way through the dungeon, facing whatever challenges you might find. Somewhere in the dungeon is a trophy shelf. Also hidden throughout are three Empire Award Statues. Place all three in the trophy case to unlock the special final room. Every team that makes it through will be judged by YOU, OUR STUDIO AUDIENCE!"

There is a huge cheer from the crowd. The camera pans over hundreds of formally dressed noblemen and women, who take to their feet as one and give Prime Time a brief standing ovation.

"Thank you, thank you all very much. Now, I have some special instructions for our heroes. This is Xcrawl and you must prepare yourself for traps, obstacles, monsters, and mayhem. But that's not all. You also need to get ready for the Prime Time Dance Squad. Ladies?"

A second group of dancers arrives, beautiful women dressed in several different costumes. A few are in sexy bird costumes, some in sexy Halloween outfits, others dressed as sexy cave girls. The dancers surround the DJ, driving his two gorilla-bodied guards away.

“These are the wonderful and talented ladies of the Prime Time Dance Squad. Every lady is a champion. But they aren’t just here to make me look good. Oh no. They are also your treasure. You see, if you tag one during combat this happens –”

Prime Time taps a dancer. She disappears and for three seconds a three-dimensional graphic that reads “500 gp!” revolves in the space where she was standing.

“That’s your treasure! The more dancers you tag during combat, the more you win. Dancers turn into gold and prizes. Some of them will even give you something you can use right away.” He tags another dancer, and when she disappears a potion appears in the air where she stood. Over it floats a graphic reading, “HEALING POTION!” Prime Time grabs it and teases the audience with it while his drummer plays a drum roll. He finally tosses it gently to a woman in the front row. There is a huge cheer from the crowd.

“But be careful – because in every room one of the dancers is a Whammy!”

He tags a dancer. For a moment the space where she stood is filled with static snow, like a broadcast TV turned to a dead station, in the form of that dancer’s body. The next second one of the gorilla guards with the fishbowl helmets stands where the dancer was, and looks ready to fight.

“When a Whammy shows up, defeating it becomes a part of the challenge that you have to finish to count the room as a success. Also, once you get a Whammy all of the other dancers disappear and that, my friends, is going to hurt your treasure total.

“Now without further ado, in the name of Ronald the First, I declare this contest open. From this moment on, your lives are forfeit in the service of the Empire. We call on mighty Apollo, on Jupiter and Juno, on Ed Sullivan and Jack Parr, on Regis Philbin and Dick Clark – may tonight’s contest be spectacular, may the participants be brave and strong, may the ratings go through the roof.”

He points the remote at you through the AVS and the screen fades to black.

AREA 1-2 - FIRST DOOR: The first door isn’t trapped but it does have a massive lock (Disable Device DC 30).

AREA 1-3 - FIRST CHALLENGE: At the end of this hallway is a door. The door has a glossy print of three cartoonishly large locks, all of which seem to be leaping in different directions. The style of the print is reminiscent of 70’s TV.

This door is neither locked nor trapped.

AREA 1-4 - THREE LOCK BOX: You enter this room to a huge cheer from the audience. The walls are twenty feet high, with the crowd in arena-style seating above them. This room is set up to look like an oversized game show. A swinging jingle plays as you enter the room. In the center of the room is a tall pillar with several televisions mounted into it, alternating between playing the Crawl Logo, crowd scenes, and dancers dancing. There are also three comically oversized locks built

NO WHAMMIES!

Hell yes, Whammies! Like Prime Time says in his introduction, there are six dancers in each room. Tagging five of them will make them disappear while giving something beneficial to the party – treasure, magic items, etc. Tagging one of them summons the Whammy. When the dancer that summons the Whammy is tagged, the rest of the dancers disappear (meaning the crawlers can earn no more treasure in that room) and a special monster appears in their place. Each Whammy monster is a special unique creature created for this adventure. The identity of the Whammy is concealed from divination magic – all dancers detect as non-magical.

Dancers touched award treasure in the order they are listed at the end of the encounter, generally going from least to most valuable or useful.

When a Whammy creature appears, its initiative becomes the phase it shows up – so if a crawler goes on initiative seventeen and touches the dancer that summons the Whammy, the summoned creature’s initiative is seventeen. Whammies attack immediately once they appear.

You can either decide which of the dancers is the Whammy at the start of the encounter, or roll randomly as dancers get tagged (1d6, with 1 being the Whammy). Either way, it should always be a surprise. The dancers all wear special NonCom badges, and if they are attacked or grabbed in any way they immediately *teleport* to a nearby hospital. Intentionally attacking a dancer, or any personnel with a NonCom badge, is an automatic disqualification.

The Whammy is an intelligent monster and its job is to create spectacle as much as it is to do damage. If the encounter is going well for the monsters it might take a round off from fighting to spend a round Grandstanding, or otherwise humiliating the players. It could grab a fallen item they need and run away with it, or break it, or give it to an enemy. Have fun with it and be creative!



in to the pillar. The walls have advertisements for various corporate sponsors. Hanging across the far wall is a huge flashing two-stage sign that reads **THREE LOCK BOX**.

Standing before you with his remote control is DJ Prime Time wearing a very obvious NonCom badge. He speaks into his remote like it's a microphone – somehow it works, amplifying his voice so he is heard through the entire arena.

“Ladies and gentleman, it's time to play Studio City's new favorite game show, Three Lock Box! The game is simple. You pick one member of your team to pick all three locks. You can't use spells or magic items to open the locks – this is a skill test, and any funny business is going to get you disqualified. Then the rest of you have to defend him while the bad guys – you didn't think there wouldn't be any bad guys, did you folks? – try to stop him. Sounds simple? Well be careful because there are hazards in the room you have to deal with as well. Any questions?”

Prime Time answers the team's questions but will not reveal any of the room's lethal surprises. Once he is done, he points his remote at the pillar. Continue reading:

All of the TVs turn into digital clocks counting down. An air horn sounds and the DJ disappears. At the same time six dancers appear in the center of the room, along with creatures that look like shaggy giants with massive tusks along the walls, which start to grind towards you! Each of the monsters wears a muscle shirt with the FrikaChoo Cola logo. They bellow at you as they prepare to charge.

The creatures are doom tuskers, bread in the Zurah'ah'zurah, the subterranean world below the North American Empire, as shock troops. They try with all their might to get past any defenders and attack whomever is attempting to open the locks.

They are only one part of the challenge: the walls closing in are the other part. Roll for initiative normally. Every round on initiative phase zero, the east and west walls each move toward the center of the room by five feet. Once all three locks are opened, the walls cease moving. The room is 100' wide, giving the players ten rounds to open all three locks, and each lock is trapped.

Lock	Lock DC	Trap DC	Trap Consequence
One	27	26	Flaming Walls
Two	29	28	Blades on Pillar
Three	30	30	Analgesic Gas

Flaming Walls: If the first lock is opened before the trap is disarmed, the walls ignite with magical fire. Any creature touching the walls takes 3d6 fire damage per round. Any creature within 5' of the walls takes 1d6 per round



of heat damage. Once all three locks are opened the flames fade out.

Blades on Pillar: If the second lock is opened before the second trap is disarmed, hidden blades spring out from all over the pillar, and pop out and in randomly. The pillar gets an automatic attack at anyone attempting to pick a lock or disarm a trap (+12 to hit, 2d6 damage, 19-20/x2)

Analgesic Gas: If the third lock is opened before the third trap is disarmed, a jet of analgesic gas blasts the rogue. The victim must make a Fortitude Save (DC 16) or suffer numbness and disorientation (1d6 Dex damage / zero secondary damage).

Even if all the doom tuskers and the Whammy are killed, the walls continue to close on the party until all three locks are unlocked. Once they are unlocked, an air horn sounds, signaling victory for the party, and the first Empire Award Statue rises out of the top of the pillar. The crowd cheers, some throwing confetti.

Touch Treasure	
1	1 Year Supply <i>Empire Classic Frozen Dinners</i>
2	5,000 gp
3	One <i>potion of cure light wounds</i> (1d8+5)
4	<i>Robe of useful items</i>
5	+2 <i>Omni weapon</i> (see appendix)

The *robe of useful items* has the following items: a *continual light* torch, a set of handcuffs for a medium-sized humanoid, a 24' stepladder, 250' silk rope with a masterwork grappling hook, an anvil, a 21-piece bucket of KFG chicken, and a bottle of expensive champagne.

DOOM TUSKERS

CR 4

XP 1,200

NE Large Monstrous Humanoid

Init +0; **Senses** Scent, Low-light vision; Perception +12

DEFENSE

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

hp 87 (7d10+21);

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

OFFENSE

Speed 20 ft.

Melee 2 Slams +13 (2d6 +5 +knockdown), Stomp +8 (2d4+5) Tusk vs. Grappled +8 (2d4+4) **Space** 10 ft.; **Reach** 10 ft.

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +7 **CMB** +13; **CMD** 22

Feats: Iron Will, Lightning Reflexes, Vitals attack (tusk), Weapon Focus (slam)

Skills: Climb +8, Perception +11, Stealth +4;

Languages Giant

ECOLOGY

Environment Zurah'ah'zurah

Organization solitary, gang (3-5), tribe (6-21)

Treasure Standard

SPECIAL ABILITIES

Knockdown The doom tusker's powerful slam attack can knock opponents down. The doom tusker gets a free trip attack against opponents struck with both slam attacks. If they are successful, their opponent is knocked prone and takes damage equal to the doom tusker's Strength modifier (in this case +5).

WHAMMY-GORILLA

CR 9

XP 17,500

N Medium Magical Beast (technomagical)

Init +3; **Senses** Darkvision; Perception +9

DEFENSE

AC 23, touch 13, flat-footed 20 (+10 natural, +3 Dex)

hp 144 (12d10+66);

Fort +14, **Ref** +15, **Will** +4

Immune Sleep, Fear **Resist** Electric 5

Weaknesses: Vulnerability to Water

OFFENSE

Speed 30 ft., Climb 30 ft.

Melee 2 slam attacks +18 (1d8+5)

Special Attacks Electric Blast

STATISTICS

Str 20, **Dex** 17, **Con** 23, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +7; **CMB** +14; **CMD** 17 (+4 vs. Grapple)

Feats Combat Reflexes, Dodge, Improved Critical (slam), Improved Grapple, Improved Initiative, Weapon Focus (slam)

Skills Acrobatics +18, Climb +20, Grandstanding + 12, Perception +9

Languages English

SPECIAL ABILITIES

Electric Blast (Su) The Whammy-Gorilla can unleash a blast of electricity from its face screen a number of times per day equal to 3 + the creature's Cha bonus (in this case 6). The blast is a 30' line, 10' wide, and does 6d6 electrical damage, Reflex save for half (DC 17)

AREA 1-5 - DRAGON DOOR: *This door is decorated with three embossed Halloween pumpkin heads. The doorknob is in the shape of a stylized dragon head.*

This door is trapped (Trap DC 30). If the door is opened or bashed down before the trap is disarmed, a 20' cone of flame fires from the doorknob. Everyone in the area takes 5d6 fire damage, Reflex Save DC 18 for half.

AREA 1-6 - AFTERLIFE PARTY: *The door opens on a strange scene. This room is decorated like a haunted castle in a campy comedy. It has 60' high cathedral ceilings, but no live audience. The room is lit by flickering arcane torches set in braces along the walls. It seems to be raining outside the "castle," and you see the occasional flash of lightning through the arched windows. The gothic arched ceiling is strewn with cobwebs, and the floor is two feet deep with fog, no doubt from a fog machine somewhere off stage. You see six beautiful members of the Studio City Dance Squad, dressed like '60s go-go girls. Each one is being menaced by a shambling undead horror with grey skin. The creatures claw at the air but do not seem to be able to make contact with the dancers. Then they all look your way as the door opens.*

The creatures are dungeon wights, specially created and equipped to be a difficult group for the crawlers to beat. There are six on the floor menacing the dancers, which they are magically prevented from attacking, and two more are hiding in the rafters. The crawlers have a chance



of noticing the two hidden dungeon wights if a player announces he is looking for a likely spot for a rear guard ambush (Tactics check DC 20), or if they announce they are taking a look around the room (Perception check DC 20).

Each wight has a longsword and three pumpkin bombs (statistics listed below). The wights first throw a volley of their pumpkin bombs before drawing swords and closing for hand-to-hand combat. Note that their energy drain touch works through their melee weapons.

Once combat begins, the two wights in the rafters can either use their bombs from above or they may lower themselves to the floor with special zip harnesses they are wearing. The harness rigs lower the undead horrors to the floor on nylon ropes. Once the creatures land they can only move ten feet in any direction (their landing spots are marked with X's on your map) unless they use a move action to unclasp their harnesses. If they keep the harnesses on, they can leap back into the rafters pulled by their counter-actioned wires as a full round action.

DUNGEON WIGHTS

CR 4

XP 1,400

NE Medium Undead

Init +1; Senses Darkvision 60; Perception +13

DEFENSE

AC 21, touch 14, flat-footed 18 (+4 Mage Armor, +3 Dex, +4 Natural)

hp 44 (5d8+10);

Fort +5, Ref +4, Will +7

Immune: undead traits; Channel Resistance +4

OFFENSE

Speed 30 ft.,

Melee Longsword +8 (1d8+5 plus energy drain)

Ranged Pumpkin bomb +6 (1d6 fire+1d6 fire (secondary) + entangle)

Special Attacks energy drain (1 level, DC 14)

STATISTICS

Str 16, Dex 16, Con --, Int 15, Wis 17, Cha 19

Base Atk +3; CMB +6; CMD 19

Feats Blind Fight, Skill Focus (Perception), Dodge

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

SPECIAL ABILITY

Energy Drain

Pumpkin Bombs: These incendiary explosive devices look like florescent green jack-o-lanterns the size of a baseball. They can be hurled (10' range increment) as a ranged touch attack. If they strike an opponent they cause 1d6 fire damage, and the target takes a further 1d6 fire damage for two additional rounds unless the fire is put out. In addition, when they strike, the bombs shoot out sticky tendrils of viscous goo. Creatures struck must make a Reflex save (DC 15) or be *entangled* for three rounds. Entangled creatures are stuck fast to the floor, unable to move without breaking free. Entangled creatures can break free with a DC 17 Strength check, or they can cut themselves out by doing 15 points of slashing damage. The entangle effect fades with the burn damage.

WHAMMY-GORILLA

CR 9

(see page 15)

Touch Treasure

- | | |
|---|---|
| 1 | Harley-Strohverson Motors Fat Tail 650 Halloween Edition Motorcycle |
| 2 | 5,000 gp |
| 3 | A Bandolier with 3 pumpkin bombs |
| 4 | +2 <i>omni armor</i> |
| 5 | 6 potions of <i>cure serious wounds</i> (3d8+7) |

AREA 1-7 - BREAK ROOM: Players listening at the door will hear smooth jazz playing on the other side. The door is neither locked nor trapped.

This is obviously a break room. There is deep-pile carpeting, several couches, a buffet steam table set with hot food, an ice chest full of soda and bottled water, and two doors that appear to lead to rest rooms. As you enter, you see a medical examination table arranged near the south wall. A paramedic in green scrubs stands behind it: a woman in her 40s with glasses and a surgeon's cap.

Like all Xcrawl break rooms, this room is off-limits for monsters, traps, or hazards of any kind. Players are welcome to relax, eat, clean up, or spend time as they need before they continue the dungeon. If they stay longer than 45 minutes, a referee appears to let them know they can stay a maximum of one hour total during the dungeon before they are disqualified.

Paramedic Abby Lachman will treat the wounds of anyone who asks for help (total First Aid check +12).

AREA 1-8 - PUT A BIRD ON IT: This door has a rococo bird painted on it. Once one of the crawl team comes within ten feet the AVS just left of the door ceases playing its looping advertisement for *Desi and Dani's Ice Cream Parlor*.

The image changes into a serious-looking gentleman in a safari suit and pith helmet. He speaks in a friendly announcer's voice. "Welcome to Mutual Life of America's World of Beasts. Today, we will be studying the parenting behaviors of the North American Terror Bird, the Avis Asinorum Terribilis. Our field experts, the <TEAM NAME> will be entering their habitat in order to collect some egg specimens. To complete this challenge, they will have to collect at least six of the thirteen eggs in the enclosure. Be careful, heroes, because these birds are not going to be at all pleased by you trying to steal their eggs. May Apollo give you courage."

At that point the image goes back to the Ice Cream advert loop. The door is locked (DC 27) but not trapped.

AREA 1-9 - WELCOME TO THE TERROR BIRD DOME:

As this door opens you see an amazing sight. Somehow, it seems as if you have passed into some vast wilderness preserve. You see blue skies and feel the sunlight on your face. You feel a warm breeze and hear the sounds of chirping birds

in the distance. The floor appears to be a plain of fine green grass. You see four structures, each composed of three five-foot offset platforms on top of an eight-foot high pillar, separated from each other by about a three-foot jump. They look a bit unstable. Set on various tiers of the towers are thirteen glowing eggs, each the size of a football. They shimmer in the bright daylight. On the ground are several birds, each as tall as a man. They are wearing weaponized armor that includes a helmet that ends in a dangerous looking axe blade and shoulder mounted repeating crossbow. Beyond these monsters are six dancers, all in extremely daring bird costumes, right now standing still. Hovering high in the sky over everything is a three-sided AVS scoreboard, slowly revolving to show all of your names and statistics. It describes the monster team as Team Terror Bird.

This room is covered in multiple illusion effects that make it look like the outdoors. If a crawler spends a move action staring at the horizon, he will see the hazy outline of a stadium crowd cheering silently. The crowd can see the action perfectly, but crawlers can only barely make them out, and cannot hear what is going on at all.

Once the players enter, a song begins to play (“Surfin’ Bird”) and the dancers start dancing.

The terror birds are no illusion. They are battle-trained guardian monsters, who instantly charge to the attack. Their crossbow launchers are being controlled by master archers off-stage using tiny AVS units built in the terror bird’s eye protection. They can launch in a 90 degree arc wherever the bird is facing. The birds charge in for an attack with their axe masks, and then use their talons up close to tear opponents apart. These birds are cunning and have knowledge of group tactics, and will try to gang up on opponents who are isolated on the battlefield whenever possible. These creatures all fight to the death.

The eggs are placed all over the platforms, nestled into holding niches on each of the three-tiered platforms. The 13 eggs’ positions are marked A through M on your map. On most platforms there is one egg, though on the second tier of the eastern structure there are 2 (E and F). The crawl team must tag the eggs individually by hand in order to collect them, and this will mean climbing up on to the tiers to get them, all the while dealing with the terror birds who might just chase them up structures or simply fire with their repeating crossbows. Climbing from the ground to the first tier is a DC 15 Climb check, and jumping from each tier to the other is a DC 14 Acrobatics check, made somewhat difficult by the wobbliness of the platforms.

There is another hazard that the crawlers have to attend to: offstage, hidden by an illusion, is an ultra modern fast reloading repeating trebuchet. The trebuchet is hidden in the southwest corner of the room, twenty feet from the exit door. This weapon is manned by a crew of twelve kobolds, and may fire every other round. The launcher has a range of 60’, strikes at a +7 to hit, and does 4d6 points of damage on a direct hit. However, the kobolds do not target the crawlers: rather, they start to launch their rocks at the levels of the towers in an attempt to knock them over, destroying the eggs and the crawler’s chance of

winning. If there are adventurers or terror birds on the platforms that get knocked down, the players fall off in a random direction, taking 1d6 damage per tier height and must make an Acrobatics Check (DC 25) to avoid becoming prone.

The platforms have an AC of 15 to the rocks (the towers and tiers have a thin profile, giving them a version of “cover”). Any tier that passes its threshold collapses to the ground, taking any higher tiers with it. When this happens every egg on that tier disappears and is out of play, so it is possible for the trebuchet team to “win” the room by knocking out enough eggs that there aren’t six left for the players to collect. If this happens, the room is declared over, the monsters are rounded up by handlers and no more treasure can be earned by tagging dancers. The players may finish the rest of the dungeon, but their chances of actually winning the competition just became very slim indeed.

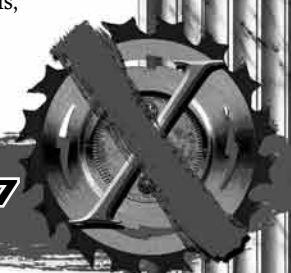
The top tier of any tower topples over after taking 15 points of damage from the trebuchet, and each lower tier has five more than the one on top of it, so the bottom tier of a stack of four would have a total of 30 hit points of damage. If the top tier is knocked off, it takes 15 points to knock the new top tier off and so forth, making it easier to knock the top of a tower over, but tempting to go for the bottom tier, where they might topple the entire structure with two lucky shots and thereby destroy every egg in the structure.

Any player who spends a move action waiting for the trebuchet shot and trying to spot where it comes from has a chance to see the section of wall where the trebuchet is hidden (Perception or Tactics check DC 20). If the kobold launch team is threatened whatsoever – even by a crawler who begins to charge at them, or by someone who begins to prepare a spell against them, they are permitted to surrender immediately, taking themselves out of the game and ceasing assault on the platforms. The kobolds have an AC of 13 (+2 Dex, +1 Size), and are unarmed other than their trebuchet.

When a crawler touches an egg, it disappears and the scoreboard above adds one to the EGGS COLLECTED score. When six are touched the room ends. A blast from a special trainer’s horn causes the terror birds to stop fighting immediately. In addition, the sixth egg doesn’t disappear – it turns into an Empire Award statue. The room’s illusion drops and the players see they are in a big empty arena and the crowd, now visible and audible, gives the successful team a huge round of applause.

The players may still go and tag dancers if the Whammy has not been discovered yet – which, of course, may summon the Whammy and start a new fight.

The door on the south wall has a small trophy case next to it. The door may not be opened, examined, listened at or tampered with before all three Empire Award trophies are placed in it. A referee gives one warning about this, and then he is going to start disqualifying people.





ARMORED TERROR BIRD

CR 4

XP 1,200

N Large animal

Init +3; Senses low-light vision; Perception +11

DEFENSE

AC 14, touch 12, flat-footed 11 (+4 composite armor, +3 Dex, +2 natural, -1 size);

hp 37 (5d8+15)

Fort +7, Ref +7, Will +1

OFFENSE

Speed 40 ft.

Melee bite +7 (1d8+4/19-20), 2 talons +7 (1d4+4)

Ranged Crossbow +7 (1d10, x3)

Space 10 ft.; Reach 10 ft.

Special Attacks sudden charge

STATISTICS

Str 18, Dex 17, Con 16, Int 2, Wis 11, Cha 10

Base Atk +3; CMB +8; CMD 21

Feats Improved Critical (bite), Run, Skill Focus (Perception)

Skills Perception +11

SPECIAL ABILITY

Sudden Charge (Ex): When making a charge attack, an armored terror bird makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the armored terror bird cannot be tripped in return.

WHAMMY-GORILLA

CR 9

(see page 15)

Touch Treasure

- 1 6 potions (*invisibility, endure elements, jump, protection from evil, aid, levitation*)
- 2 5,000 gp
- 3 Six weeks free hang-gliding lessons from Imperial Adventure Scouts
- 4 *Ring of force shield*
- 5 One egg – which adds to the players' total for the room

AREA 1-10 - "YOU UNLOCK THIS DOOR...": This door is painted gray, with a painting of another door on it.

This door is locked (DC 27) and trapped (DC 26). If the door is opened before the trap is disarmed, the door explodes into smithereens. The door splinters and only does minimal damage (2d4 damage to any within 10'), but the sound is so loud that anyone within 20' must make a Fortitude save (DC 17) or be *deafened* for 1d6 rounds. If the door is gone the room immediately begins.

AREA 1-11 - THE SQUID IN THE CAVE: This room seems to be a giant shadowy cave, with everything in shades of grey. Once you enter inside you see that all the color seems to be drained out of the world. You, your companions, and all of your equipment are now all in shades of black and white. This cavern has a towering ceiling and a depressed bowl of a floor. You see seven two-dimensional rectangles of pure blackness, each hovering two inches off the depressed floor, like an AVS turned to a dead station. The air is still and cold here, and the room is utterly silent. On the ridge around the depression of the ring are six dancers, each dancing with serpentine moves. Each dancer is identical, from her '60s swinger outfit to her blond coif to every feature of her face. You hear strange music from far away, echoing as if over a great distance.

Hovering in the shadows at the top of the cave's 60' high ceiling is a twilight squid, native to the Plane of Shadow, capable of hovering in the shadows near the ceiling silently and indefinitely. Characters with darkvision have a chance of spotting it as a movement in the shadows if they declare they are checking the ceiling (Perception DC 20). If it is spotted the creature attacks immediately – it is being controlled magically from off stage by a trained handler who has been practicing with the creature.

The black rectangles are magical permanent shadow doors. Anything passing through one of the portals instantly comes out through one of the other portals, determined randomly. Roll a d6, and count away clockwise from the original door to see which shadow portal is the exit point. Both sides of each shadow door have this property – if you are inside the ring of doors and pass something through, it comes through to the outside. If you are outside the ring of doors and pass something through,

it passes to the inside. Someone beside you might then put something into a square, and it might pass through another door entirely. An arrow or bolt fired through one will fly out of a different portal, and two shots will likely pass through two separate doors (possibly endangering friendly targets). If you poke an arm or a weapon through, you can see it passing through another door.

The squid flies down after carefully choosing a target. It attempts to snatch up arcane spellcasters to prevent them from using their spells, and attacks with all its limbs at the most logical targets. The handlers fully understand the properties of the shadow doors, and try to reach through the doors and attack opponents with surprise grabs.

Adventurers do not get attacks of opportunity against tentacles passing through the shadow doors in squares adjacent to them unless they have some feat or special ability that allows them to return attacks against creatures using reach against them.

Once combat begins, the squid speaks. It normally whispers nursery rhyme lullabies in its terrifying, *basso profundo* voice, while it crushes its victims to death.

If the squid dies, it gets sucked into the nearest shadow door and disappears. The Empire Award statue is now hidden in the door the creature gets sucked into, and anyone passing their hand into it automatically feels it and may draw it out from the darkness.

TWILIGHT SQUID

CR 9

LE Huge Magical Beast (extraplanar)

Init +7, Senses Darkvision 120', Perception +22

DEFENSE

AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, -2 size)

hp 155 (12d10+60);

Fort +14, Ref +13, Will +9

OFFENSE

Speed Fly 60' (Perfect +8),

Melee bite +14 (d26+7), 2 arms +14 (1d6+7), tentacles +12 (4d6+12 (3d6 plus grab)

Space 15' reach 15 (30' with arms and tentacles)

Special Attacks Constrict (4d6+10), Grab

STATISTICS

Str 25, Dex 17, Con 19, Int 14, Wis 12, Cha 20

Base Attack +9 CMB +18 (+22 with grapple) CMD 31

Feats: Combat Reflexes, Great Fortitude, Improved Critical (Tentacle), Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Stealth)

Skills: Fly +19, Intimidation +13, Perception +6, Stealth +20

SQ: Breathes Air

SPECIAL ABILITIES

Grab (Ex): If the twilight squid hits with its tentacle attack it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Constrict (Ex): When the twilight squid makes a successful grapple, it begins on its next turn do do automatic constriction damage on the target.

WHAMMY-GORILLA

(see page 15)

CR 9

Touch Treasure

- | | |
|---|--|
| 1 | 2 weeks all expenses paid vacation in the Caribbean League |
| 2 | 5,000 gp |
| 3 | <i>Apocalypse lenses</i> (see Appendix) |
| 4 | <i>Wand of magic missiles</i> , 20 charges |
| 5 | Anti-shadow bomb |

The anti-shadow bomb is just that, a white glass sphere resembling a deep-sea pearl. Whoever receives it has a strong desire to throw it at the beast. It strikes as a ranged touch attack with a 10' increment. The bomb does 8d6 damage, exploding in a white, colorless light, when it hits the squid (or any other extraplanar creature native to the Shadow Plane), with no Save. If the bomb misses, it shatters on the wall or ground (use splash rules for a miss).

1-12 - VIDEO KILLED THE DUNGEON

CRAWL STAR: The players must have put the three Empire Award statues in the trophy case outside the door in order to pass into this area.

As the first player reaches the midpoint of the corridor the entire east wall turns into a huge AVS screen, like a magical 40' high definition television. DJ Prime Time appears on the wall. His head appears huge.

"Wait just a minute there, friends. You and I have to talk. First of all, I would like everyone in our studio audience give a big hand to the <TEAM NAME>." Now the entire wall becomes a much larger than life pan over of the crowd, who clap and cheer and call your names.

"I have to hand it to you folks. You did a great job against some pretty tough hombres. Of course, it cost you – I bet you folks are wondering what might be behind that last door. I mean, I must have saved something pretty exciting for the final room, right? That's what you are all thinking right now, if you are smart at all. And you are smart. And very brave. So I am going to give you a chance. You can leave right now – the dungeon ends, and you all go home. No more gold, no more treasure – but no more danger either. So you can leave right now...or, you can take whatever is behind that door. Hmm...rule of threes, rule of threes...okay, I give you one last choice. You can take that exit door –" a NoGo door appears on the opposite wall. "Or you can go for what's behind door number two –" he points at the door at the end of the corridor, and you see it now has a large roman numeral two on it. "Or – you can take whatever is in this box." Prime Time takes a box out of his pocket. He pulls it out and pokes it through the video screen and it lands, now as big as a treasure chest, right in front of you. "What's it going to be, Mouseketeers?" The crowd is screaming – most seem to want you to take door number two, but a vocal minority is screaming "The box! The box!"

The players have a choice. If they say they choose door number one, they leave, booed by the crowd. If you are using the Fame rules, every player on the team loses 3 temporary fame points, but the dungeon ends for them

and they get to keep all the treasure they earned.

If the players choose the box, it automatically opens before them. The box is full of hundreds of pounds of fish. Once the box is open, Prime Time shouts at the team from the AVS: *“Fish! You all get to share this huge box of fish. Carp, snapper, grouper, perch, big mouth bass – Fish! And you also have to go through door number two or leave the dungeon.”*

If the crawlers choose door number two the crowd gives them a big hand. DJ Prime Time gives them a bow, and gestures to the door at the end of the hallway. That door is neither locked nor trapped.

AREA 1-13 – ACT III . . . ACTION! *This room is long and wide. The walls are obvious force walls, and all along their periphery you see noblemen standing around an area that looks like a studio backstage, with hanging ropes and exposed spotlights everywhere. In the center of this room is a creature. It is a 15’ tall humanoid with a massive sword, wearing black armor and a huge full-horned helmet. There is a pile of spiked balls next to it. Behind it are six dancers dressed in high fashion. They dance to a pulsing, driving beat that seems to come up through the floor. The creature sees you, raises his sword and a fist to the sky, and roars a challenge.*

The creature is Koholorone the fire giant. Prime Time promised to release the creature back to its native Zura’ah’zurah if it defeats the players. The creature begins by throwing spiked balls at the party, which it infuses with his own heat. Once they get close he alternately strikes out at heroes and attempts to sunder their best weapons to weaken the front line. If a spellcaster is giving him a particular bit of trouble, he may risk attacks of opportunity to hurl a ball at him, hopefully taking him out with one big shot. Use the creature’s Power Attack and Cleave abilities wisely.

Note that there are no Whammies in this room – if the players touch all six dancers, they get a bonus prize for their extreme courage.

If the creature is defeated, an air horn sounds and confetti falls from the ceiling on the players. They have finished the dungeon! Standing ovation from the crowd!

KOHOLORONE THE FIRE GIANT CR 10
XP 9,600

LE Large humanoid (fire, giant)
Init –1; **Senses** low-light vision; Perception +14

DEFENSE

AC 24, touch 8, flat-footed 24 (+8 armor, –1 Dex, +8 natural, –1 size)

hp 142 (15d8+75);

Fort +14, **Ref** +4, **Will** +9

Defensive Abilities rock catching; **Immune** fire **Weaknesses** vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatsword +21/+16/+11 (3d6+15) or 2 slams +20 (1d8+10)

Ranged spiked rock +10 (1d8+18 plus 1d6 fire)

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

Special Attacks heated rock, rock throwing (120 ft.)

STATISTICS

Str 31, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +22; **CMD** 31

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

Skills Climb +14, Craft (any one) +8, Intimidate +11, Perception +14

Languages English, Giant

Touch Treasure

- 1 5,000 gp
- 2 Pearl of power (3rd level)
- 3 Crawl picks up the team’s hotel and bar tab
- 4 Each crawler wins a 5,000 gp free tattooing / piercing from *City of Brass Body Art*
- 5 Each crawler wins a *Masaki 650 Luxury Town Car*
- 6 *Zowie jackpot!* All gold treasure for the entire dungeon is doubled!

AFTER THE CRAWL

If the players make it all the way to the end and defeat the fire giant, they are brought up on stage with any other teams that survived. The crowd “votes,” via the massive Applause-O-Meter, for their overall favorite squad.

You have choices here. The PC team should win, unless for whatever reason it serves your game better to have them lose. If the PC team wins there is a huge ceremony for them. They receive the traditional red capes and laurels, and each receives a bouquet of red roses.

That night the winning team is invited to DJ Prime Time’s house for the traditional dinner. It’s a massive affair, with dozens of high-ranking nobility, Xcrawl big wigs, celebrities, and assorted other hangers-on. The dinner at Edmond Bender’s house is a good opportunity for the PC team to make any important connections you need them to make in order to advance your story. The dinner is an elegant affair, with the DJ raising many a glass to the victors, and offering prayers for the honored dead. And, all the while, Bender is sizing the party up: will they make good allies in his war against the Media Mage cabal?

APPENDIX 1: NEW WONDROUS ITEMS

APOCALYPSE LENSES

Aura faint divination and transmutation; **CL** 2nd

Slot eyes; Price 9,000; Weight -

Description

The *apocalypse lenses* are unbreakable goggles on a thick band of leather. They magically adjust to be a perfect fit for any humanoid, sizes Small to Large, who puts them on. The lenses give low-light vision and a +2 competence bonus on Perception checks to any sighted creature that puts them on. In addition, they can be used to *see invisible* for six rounds per day.

Construction Requirements Craft Wondrous Item, *see invisibility*, *keen senses* (*Advanced Player's Guide*); Cost 4,500 gp

OMNI ARMOR

Aura moderate transmutation; **CL** 5th

Slot – (armor); Price 1,000 gp; Weight -

Description

Omni armor looks like a silver ball, small enough to hold in the palm of the hand. The player who accepts it must hold it in their hand and concentrate on their desired suit of armor. The disc then forms itself into exactly what the shaper wished for, perfectly sized and fitted for its owner. *Omni armor* can become any kind of non-powered archaic armor (leather, chain, breastplate, full plate, etc.), shield (any size steel or wooden), or modern non-powered armor (MiniLynx, composite sports gear). It cannot become armor made from exotic materials such as dragon hide, plastic, or adamantite. The *omni armor* can only be formed once – after it takes armor form, its shape is permanent.

Construction Requirements Craft Wondrous Item, Craft Magic Arms and Armor, *major creation*; Cost 500 gp (masterwork), 1,500 gp (+1), 4,500 gp (+2), 9,500 gp (+3), 16,500 gp (+4), 25,500 gp (+5)

OMNI WEAPON

Aura moderate transmutation; **CL** 5th

Slot – (weapon); Price 1,000 gp; Weight -

Description

An *omni weapon* looks like a silver ball, small enough to hold in the palm of the hand. The player who accepts it must hold it in their hand and concentrate on the perfect weapon – the weapon of their dreams. The ball then forms itself into exactly what the holder wished for. The new weapon will be perfectly gripped, balanced, and weighted for its owner. It may become any archaic melee or ranged weapon, but not ammunition (such as an arrow, bullet, or cross-bow bolt), or any type of firearm, bomb, or similar modern weapons. The weapon has whatever magic bonus was assigned to it, and grants an additional +1 circumstance bonus to hit when wielded by the individual who shaped it. The *omni weapon* can only be formed once – after it takes weapon form, its shape is permanent.

Construction Requirements Craft Wondrous Item, Craft Magic Arms and Armor, *major creation*; Cost 500 gp (masterwork), 2,500 gp (+1), 8,500 gp (+2), 18,500 gp (+3), 32,500 gp (+4), 50,500 gp (+5)

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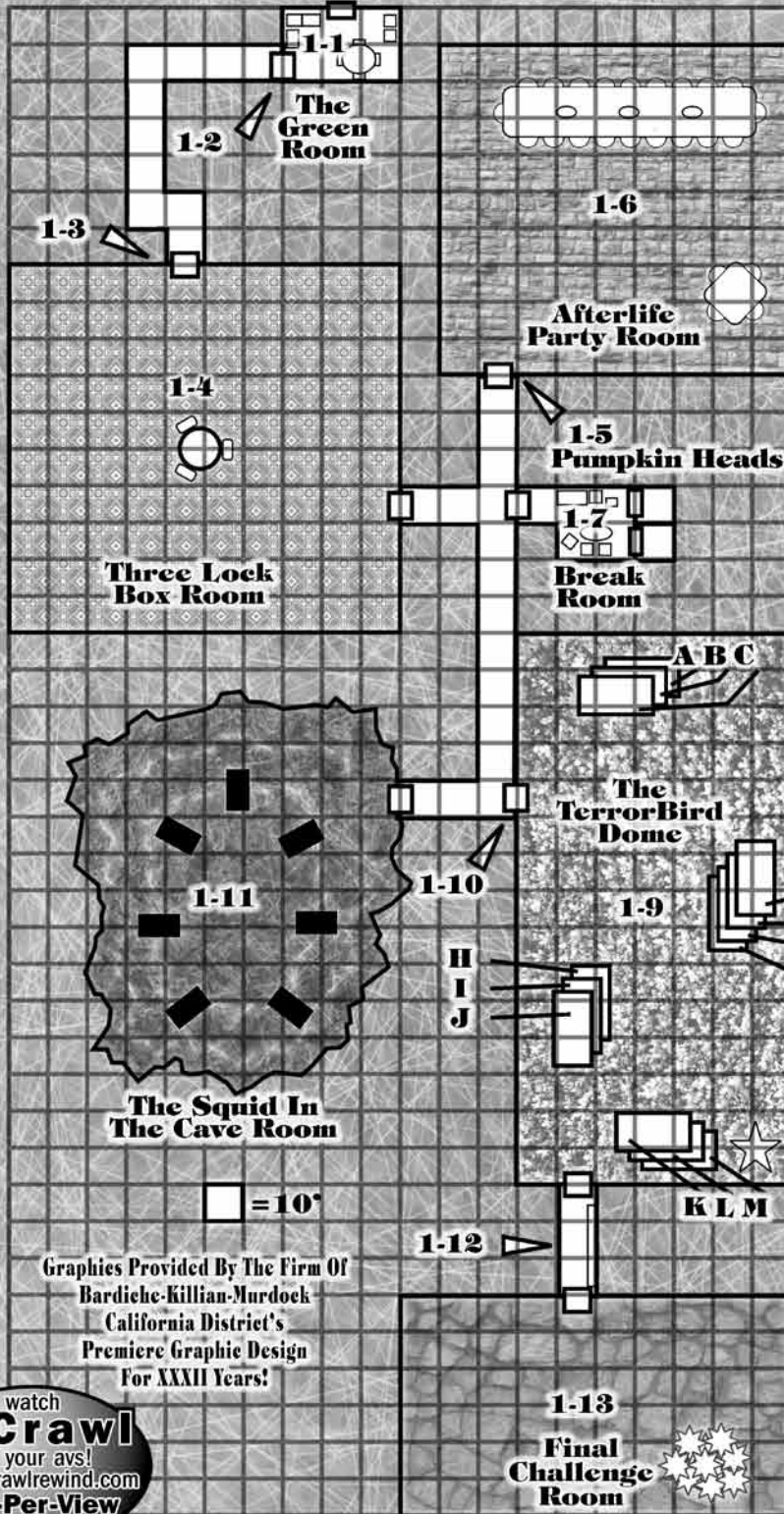


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