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ELZEMON AND THE BLOOD-DRINKING BOX

A LEVEL 1 ADVENTURE

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INTRODUCTION



Seeking the favor of a powerful wizard, the party agrees to steal an artifact from a rival's sanctum. The wizard requires, however, that PCs "feed" the artifact lawful blood to imprison its contents. Both wizard and party are being manipulated by a bored, mischievous quasit who desperately wants a change in scenery. The characters unknowingly entertain the demon by surviving vomiting felines, sleepless nights, and horrific constructs as they volunteer blood for the quest, eventually facing a moral dilemma with life-threatening consequences.

This adventure is designed for 7-9 first level characters. Having at least one cleric and at least one lawfully aligned PC is recommended. A mix of alignments makes things more interesting, but isn't essential. The quest promises valuable rewards, while the PCs make a powerful enemy.

BACKGROUND



Elzemon the Quasit is a minor demon who enjoys mischief, the screams of the tortured, and causing physical, spiritual, and mental anguish to mortals. Currently, Elzemon serves the wizard Nekros the Grotesque, who bound him to guard and "feed" his prized artifact, Yarafad's Box. Nekros was not careful enough in the wording of Elzemon's binding, however, and the bored quasit has been able to convince Nekros' rival, Rhalabhast of Many Eyes, to send some hapless adventures to obtain the Box. If they fail, Elzemon gets entertainment and possibly more lawful blood. If they succeed, Nekros' poorly worded binding of Elzemon is broken. Either way, the quasit wins. His role in this adventure is to invisibly torment the PCs with his Infernal Band of Deception, hampering them enough to fulfill his binding, but not too much to destroy them.

Elzemon the Quasit: Init +4; Atk claw +3 melee (1d6+2); AC 17; HD 5d8; hp 23; MV 35' (fly); Act 2d20; SP Invisible at will, Infernal Band of Deception (see below); SV Fort +2, Ref +6, Will +5 (immune to Will effects unless true name is known); AL C.

Infernal Band of Deception: This magical ring has had many bearers, most notably Zengith the Claw. Elzemon won the ring in a bet that he could fool a cleric of Justicia to arrange some murders of Justicia's monks. The Infernal Band grants a *cantrip* corresponding to a spell check of 20, three times a day for chaotic PCs, once a day for neutral PCs, with spell failure and automatic minor corruption for lawful PCs. It also grants *phantasm* corresponding to a spell check of 20, once per day for demon or demon-bound PCs. One must know the Demonic language to mentally activate this last power.

Yarafad's Box is a cylindrical container, 3' in both height and diameter, designed to hold a human-sized creature (see area 4a). Made of some unidentifiable, lightweight material both metallic and slightly elastic, its outside is caged with a fine network of pipes radiating like spokes from a

central reservoir. When this reservoir is filled with blood from a living lawful being, the pipes create a "holy prison" that confines chaotic creatures, especially those that teleport or are incorporeal. The Box must be fed daily with 5 hp of lawful blood, otherwise its ability to block teleportation or incorporeal beings fails. Gurgling, sputtering noises occur when feeding is necessary. Currently the Box contains a shadow (see DCC RPG rulebook, page 425). The PCs have to transport it for 5 days, providing 25 hp of living lawful blood, or else the shadow escapes. In this adventure, the shadow is meant to stay imprisoned. Unless the PCs are both extremely well-equipped and lucky, the shadow would annihilate them.

ENCOUNTER TABLE

Area	Type	Encounter
1	P	Puzzle: "When the dead look to the sky"
2	C/T	5 Tirgefrabs Weakened stairs
3	P/C	Mystic Bridge 3 Colossal Leeches
4a	P	Yarafad's Box
4b	P	Trapped secret door
5 (3)	P/C	Mystic bridge Fangsight swarm Colossal leeches
6 (2)	C	Tirgefrabs
7 (1)	C	8 minor servitors
Any	P/C	Elzemon

PLAYER INTRODUCTION

The adventure begins with the PCs meeting the wizard Rhalabhast of Many Eyes. The judge may determine how the meeting occurs, but possible hooks are wizards and elves seeking new spells, or the party needing sagely advice or information from his network of magical spies. Rhalabhast is happy to help the PCs, but he requires service from them first.

The wizard stares at you, his fingers creating a temple over his nose as his thumbs cradle his bearded chin. After an uncomfortably long moment of silence, he says, "A rival of mine, Nekros the Grotesque, has something that I desire, and I want you to get it. Succeed, and I will bestow what you seek. You must go to the waterfall at Boulder Cliff. When the dead look to the sky, a way into the cliff will appear. Enter, and inside Nekros' sanctum you'll find a cylindrical box. Bring me this box unopened, and I'll hold up my part of the bargain. There is ... a complication. You'll need to provide the box a significant amount of living lawful blood to keep its contents inside. Under no circumstance should you let the box's prisoner escape. That would be a fatal error."

Boulder Cliff (area 1) is a three-day journey from their encounter with Rhalabhast. If they ask him what is inside the Box, he refuses to tell them, “for their own protection.” If they ask about encountering Nekros, he assures them that Nekros is away from his Sanctum and will not return for weeks. If asked about “When the dead look to the sky,” he says that it is the information he was given, but does not know what it means. The mere possession of the Box is desirable for any wizard, but Rhalabhast’s true motivation is to obtain the shadow imprisoned within, study it, and possibly convert it to a familiar. Upon receiving the Box and shadow, Rhalabhast stays true to his word and rewards the PCs with information, one or two spells, or whatever was a big enough “carrot” to motivate the party. If the party has let the shadow escape, Rhalabhast will be very, very angry.

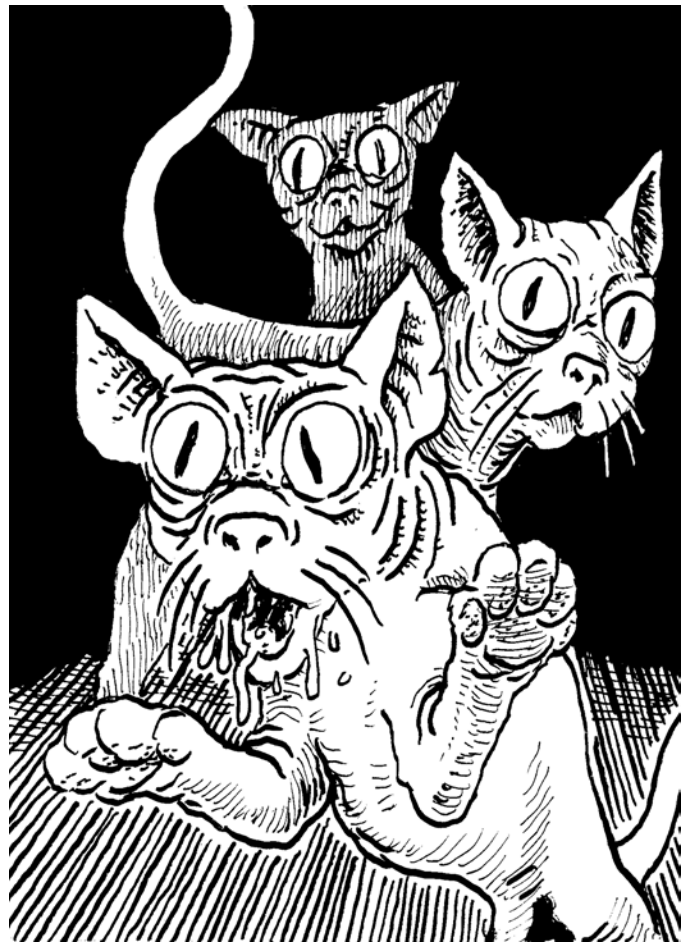
Area 1 – The Bear and the Waterfall: *The gargantuan stones of Boulder Cliff loom ahead, the shadows of cracks and crevasses seeming to form jagged faces. A waterfall plummets from above, feeding a dark pool from which a river continues its course. At the cliff’s base, the sickly-sweet smell of death wafts from a bear’s decaying corpse and the shredded remains of six failed hunters. The rotted weapons and armor suggest the melee is decades old, yet the bodies are somehow suspended in their decay.*

Following Rhalabhast’s hint, the PCs must manipulate all bodies (including the bear!) so that they look at the sky. This causes a boulder in the cliff’s base away from the river to rotate and reveal a passage (DC 15 Int check to find if the bodies are not manipulated). The corpses are cursed with a temporal rot; any appendage that touches them automatically rots (1 hp damage per round of contact), but returns to normal one hour later. Note that characters seeking the proverbial “passage behind the waterfall” end up disappointed and wet.

Area 2 – Downward Spiral: *The secret passage opens into an immense chamber whose opposite side is beyond your vision. You stand on a stony platform from which roughly hewn stairs descend spiraling along the chamber’s curved wall. The stairs can comfortably fit three abreast, but there is no railing to prevent falling off the edge into the abyssal darkness.*

Clever PCs that choose to look up rather than down may spot a ledge 30’ above them (DC 15 Int check to spot, DC 10 Str or Agi check to climb). Five tirgefrabs guard the stairway from here. It is a two-day journey descending the stairs to area 3. The tirgefrabs attack the PCs twice with hit-and-run tactics during their descent (once each day). If one is killed or they inflict 10 or more combined points of Strength and Stamina damage, then they flee. They favor attacking PCs who are not holding torches.

Tirgefrabs are man-sized, hairless, toothless, claw-less, emaciated-looking cats with bulbous black eyes. Despite their weakened appearance, they are excellent climbers, stealthy, and fast. They rely on projectile vomiting to conquer prey by draining Strength and Stamina. PCs reduced to 0 Strength are incapable of movement, while those reduced to 0 Stamina faint and remain unconscious. On a critical hit, rather than using Crit Table M, rule that tirge-



frab vomit enters the victim’s mouth, causing the retching PC to be prone and helpless for 1d8 rounds. A cleric with a 3 HD lay-on-hands check heals 1d3 vomit damage.

Tirgefrabs (5): Init +4, Atk paw +2 melee (1d3) or vomit; AC 16; HD 2d8; hp 9 each; MV 50’; Act 1d20; SP vomit +4 missile (1d3 Str + 1d3 Sta loss, 10’ range, Crit causes 1d8 rounds helplessness); SV Fort +2, Ref +4, Will +1; AL N.

After six hours of descent the PCs encounter a weakened portion of the stairs (DC 15 Int check to spot). Reflex saves are necessary based on PCs’ positions: outer edge close to the wall (DC 5), center (DC 9), inner edge (DC 14). Those that fail fall to their deaths as the stairs collapse under any significant weight. A 20’ long, 5’ wide path remains along the wall.

Elzemon invisibly goads the PCs to annoyance, trying to weaken them with sleep deprivation. When PCs camp on the stairway after the first day of descent, Elzemon uses his Infernal Band of Deception twice to keep the party on edge and interrupt their sleep. Judges may use the Harassment Table below or come up with their own clever tortures. Note that Elzemon is too great an artist to repeat a specific harassment. Each PC must make a Will save (see below) to retain the benefits of a good night’s rest (i.e. restoring 1 hp and/or 1 ability point (except for Luck), regaining lost spells, resetting deity disapproval, etc).

Harassment Table (d6)

- 1 Sinister chuckling that crescendos into hysterical laughter. (DC 15)
- 2 Sounds of children screaming for help. (DC 20)
- 3 A sleeping PC awakens taking 1d3 damage from a freezing chill. (DC 20)
- 4 The sound of a giant boulder tumbling down the stairs from above. (DC 20)
- 5 A deep voice repeatedly shouts, "Who invades my domain?" (DC 15)
- 6 A high cackling voice exclaims, "I see you!" The voice describes the party members in detail. (DC 15)

Area 3 – Mystic Bridge: *After days on the stairs, you descend onto the base of the cylindrical chamber. Self-illuminating with a dim pallid glow, the floor reveals itself to be a strange flat bridge leading from all sides to a tall guano mound in the center. The bridge spans a lake of sparkling golden liquid 10 feet below. Ripples on the surface betray motion underneath, and occasionally a creature's back emerges, its skin a shiny black-spotted swirling ochre green reminiscent of blown glass. A wretched odor akin to rotten eggs rises from the lake.*

The material and construction of the bridge are mystical in nature and unidentifiable. Wizards and elves recognizing the bridge as one of Nollonapia's Mystic Forms (DC 13 spell check to recognize) gain +3 to spell checks while on it. PCs must balance over a minimum of three narrow regions to reach the guano mound in the center (area 4). Judges are encouraged to make a PC handout from the map. Characters who fail a DC 13 Agility check fall into the lake. Elzemon invisibly tries to knock unguarded PCs from the narrow parts when crossing. If he succeeds with a claw attack then the victim must make a DC 15 Reflex save or fall off the bridge. Note that characters stabilized via a rope, pole, linked arms, etc., are easier to hit (+2). Elzemon also severs ropes that support hanging PCs.

The lake is somewhat acidic; consequently, for every third round of exposure, PCs lose 1 hp, and metallic armor and weapons (except those made of mithril) lose 1 point AC bonus and maximum damage is reduced by 1, respectively. Immune to the lake's acidity, three colossal leeches (DCC RPG rulebook, page 420) guard Nekros' lair and attack any PC falling off the bridge.

Colossal Leeches (3): Init -2; Atk bite +4 melee (1d6 plus blood drain); AC 14; HD 2d8; hp 9 each; MV 10' or swim 30'; Act 1d20; SP blood drain (automatic 1d4 dmg per round after bite); SV Fort +4, Ref -2, Will -4; AL N.

Area 4 – Guano Mound: *Having crossed the mystic bridge, you stand in front of a hemispherical mound of guano roughly 50' in diameter. Double doors, made of a hard glassy opaque material, lead inside.*

The doors are locked (DC 12 pick lock check to open). They may be bashed down with 30 points of bludgeoning dam-

age, but PCs take 1d6 damage from the doors' shards each attempt. PCs thinking they can burrow through the guano around the doors find an impenetrable stone structure underneath. If any are able to view the top of the mound (via climbing or some other means) they see that it is pocked with small holes. These holes lead to dormant fangsights (area 5) that do not respond until PCs exit with Yarafad's Box.

Area 4a – Yarafad's Box: *The doors open into a chamber shaped like a five-pointed star. A pentagram of inlaid silver adorns the obsidian floor with a pentagon stepped platform in the center. Atop the platform is an ivory white cylindrical container roughly 3 feet in height and diameter. Its outside is caged with a fine network of copper pipes radiating like spokes from a central open reservoir, which receives drips of blood from a pipe descending from the ceiling. This pipe follows the ceiling to a wall, attaching to a series of 16 metallic closets surrounding the room; these closets are also interconnected by pipes. The dripping slows while raspy labored breathing echoes in the chamber.*

When the PCs enter the mound, Elzemon leaves to call back the Servitors that he sent for more lawful blood (area 7), and does not appear again until area 6. PCs searching for the breathing find it emanating from one of the closets (all are unlocked):

The closet contains a man with small pipes emerging from his wrists, thighs, and neck. His exsanguinated body slumps in its chained restraints. With his dying breath, he raises his head to look at you and exclaims, "Bleed for the Box, or else it will escape!"

PCs opening other closets find bound exsanguinated corpses with pipes intact, although three appear to have been killed recently via claw wounds (Elzemon ensuring that PCs will need their own blood to feed Yarafad's Box). The man's clothes indicate he is a monk of Justicia (0-level). He dies before PCs can heal him. Merciful judges may allow the party to revive him if no lawful PCs exist to feed the Box. With his death, Yarafad's Box begins to make gurgling noises, and the party has 5 rounds to decide who will contribute lawful blood. The day's 5 hp may be given all at once or in increments. If at least 1 hp of lawful blood hasn't been put in the reservoir in 5 rounds' time, the shadow imprisoned within escapes and attacks. The Box weighs only 30 lbs, but its size makes it very cumbersome for a single PC to carry.

Shadow: Init +3 (able to always surprise); Atk debilitating touch +8 melee (1 Str); AC 17; HD 6d8; hp 27; MV fly 40'; Act 1d20; SP stalk prey to guarantee surprise, incorporeal, immune to non-magical weapons, un-dead traits; SV Fort +5, Ref +10, Will +8; AL N.

Area 4b – Nekros' Secret Study: *This small, somewhat Spartan chamber holds a bed, a desk, and two sets of shelves containing books, scrolls, mortar and pestle, alembic, retort, and miscellaneous alchemical substances. On top of the desk, amidst various pieces of parchment, rests a handled bucket, made completely of glass.*

Clever PCs noting that no wizard's accoutrements are pres-

ent in area 4a may discover a trapped secret door leading to this chamber (DC 15 find traps check to discover, DC 15 disable traps check to disable or take 1d10+4 fire damage). Searching one set of shelves reveals a scroll with a 1st-level wizard spell, written in the troglodyte language. The other set of shelves contains three vials of "processed" tirgefrab vomit, one two-foot long cylinder of solid lead (may be used as club), a large canine tooth (from a hell-hound), and a box of spores from a giant mushroom. Note that the tooth and spores are useful as potion ingredients for high level wizards. The processed tirgefrab vomit is poisonous if imbibed: DC 14 Fort save, 1d6 temporary Strength damage on successful saves; failure results in 1d4 permanent Strength damage. Strength permanently reduced to zero causes death.

The desk drawer contains two key pieces of parchment. The first details the mechanics of Yarafad's Box, specifically the need of 5 hp of lawful blood per day, as well as details of the blood-draining closet network that Nekros constructed. The second is a note suggesting advice on binding a quasit named "Elzemon" to service. It reveals that the quasit becomes visible if exposed to lead (taking 1d4 damage per round of exposure), and also notes that it is immune to Will effects unless its true name is spoken. While the lead cylinder is an effective club for exposing Elzemon, ingenious PCs could use the glass bucket to draw some of the lake's acid; judiciously applying the acid to the cylinder weakens it such that a coarse lead powder can be made. The lead club yields enough powder for 5 rounds worth of invisibil-

ity-dispelling quasit-harming missile attacks.

Area 5 – Fangsights Attack: *As you cross the bridge back toward the spiral stairway, a high-pitched screeching erupts from the sanctum. Swarming from the guano mound's peak, a cloud of pink, fleshy grapefruit-sized globs begins to race in your direction. Each orb flies with bat wings and is haphazardly covered with multiple types of eyes and fanged mouths, as if constructed randomly from various creatures.*

The fangsights attack PCs as they attempt to cross the first narrow portion of the bridge. If the swarm successfully bites a PC, then it coalesces around the victim trying to knock him prone. If a PC is on a narrow portion of the bridge when knocked prone, then he falls into the lake. Note that leeches are still present if not previously dealt with. The swarm is especially vulnerable to the lake's acid. The glass bucket from area 4b is useful here, as one bucket-full of lake "water" causes 2d10 damage to the swarm on a successful splash attack. PCs may also opt to lead the swarm into area 4a to avoid being knocked off of the bridge. With planning, the party can even trap the fangsights in area 4a by leading them in, then carefully withdrawing and closing the door. Finally, the fangsight swarm is a "perversion of nature" and is considered "unholy" (i.e., turn-able) to neutral clerics.

Fangsight Swarm: Init +5; Atk swarming bite +3 melee (1d6 + coalesce); AC 14; HD 5d8; hp 22; MV fly 40'; Act 1d20; SP bite all targets within 20' x 20' space, coalesce (DC 12 Ref save or be knocked prone); SV Fort +0, Ref +5, Will -1; AL C.

REGARDING THE STAIRS

The spiral stairway is intended to be a tension-inducing trek through darkness with no apparent end in sight. The diameter is so large that neither mundane light sources nor PC infravision can see across the spiral to the other side. In playtests, some players grew anxious during the descent, and attempted to deduce the stairway's length and how far they had descended. Here are some details that may help if players attempt such feats.

The map notes that the diameter is 550 feet, while one spiral descends 150 feet. Since the circumference of a circle is roughly 3.14 times the diameter, the distance around one spiral is 1,730 feet, or 0.328 miles. The slope or grade of the stairway is given by $180/3.14 \cdot \arctan(150/1730)$, which is roughly 5 degrees. This means that each individual stair is about 12 times as long as it is tall. Since the chamber is 15,000 feet deep with each spiral descending 150 feet, there must be 100 spirals from top to bottom. Thus the total length of the stairway is 32.8 miles, 100 times the length of one spiral. One can also think of the stairway as a right triangle with height 550 feet and hypotenuse 32.8 miles, which is "rolled" into a barber-pole of diameter 550 feet and height 15,000 feet.

DCC assumes 24 miles per day on flat land (DCC p. 308), so if the stairway were flat then the travel time would be roughly 1.4 days (32.8/24). However, people move more slowly on stairs, and while a 5 degree grade isn't that steep, it will slow PCs down by roughly 10% descending and 15% ascending. Allowing margin for fights, distractions, careful exploration, rests, etc., we round the travel time to 2 days for both descent and ascent.

Playtests have proven that some players will want to calculate the 32.8 miles associated with their two-day journey. For a medieval society, geometry and trigonometry are fair game, but force players to justify how PCs have such specialized knowledge. Prohibit players from using calculators, cell-phones, etc., to deduce the aforementioned dimensions. One playtester realized that the 5 degree grade was very shallow, and thought that he had enough rope to be lowered down to the next spiral; with 50 feet of rope and a torch, he couldn't even see the next spiral 150 feet below. Post-game, another playtester noted that 15,000 feet was roughly twice as deep as the deepest cave on Earth. How could a 15,000 foot shaft exist? Nekros employed a large earth elemental (DCC p. 412); earth elementals dig at the same rate an unarmored human walks, so a 15,000 foot shaft is an hour's worth of digging.



Area 6 – Upward Spiral: *The now-familiar roughly hewn stairs ascend from the mystic bridge, spiraling along the chamber's curved wall. As the last of you begins the climb, the floor's dim pallid glow fades to the abyssal darkness that will be your companion for the next two days.*

PCs must make the two-day journey up the staircase feeding living lawful blood to Yarafad's Box. After the first day of climbing, any remaining tirgefrabs resume hit-and-run tactics once per day while the party remains on the stairway. Elzemon returns whenever the PCs attempt an eight-hour rest to continue his sleep-depriving antics (see area 2), harassing the party twice during their sleep. If the party has kept the Box closed, Elzemon invisibly tries to convince PCs to open it, e.g., claiming to be a messenger from the party cleric's deity. He only pesters the party while they camp, otherwise spending his time outside with his servitors (area 7).

Area 7 – The Hunting Party Returns: *Boulder Cliff looms above and behind as you exit Nekros' Sanctum. Approaching along the river bank are eight miniature rotund humanoids, marching two wide and four deep, carrying a motionless human man on their shoulders. At first glance, the creatures seem too small to be a threat, but their sharp claws, teeth, barbs, and spines dispel such a notion. As a disembodied voice shouts, "Gorge on their flesh!" They drop the human body and rush hungrily to you.*

Elzemon orders his hunting party of minor servitors to attack, but does not take part in the combat. He fulfills his binding to Nekros by having the servitors try to kill the PCs, yet hopes that the party succeeds so that his binding is broken. Minor servitors are lesser forms of servitors (DCC RPG rulebook, page 425). These were ordered to assist Elzemon in guarding and feeding Yarafad's Box, and it was they who kidnapped all the victims found in area 4a. Al-

though these fearsome creatures fight to the death without morale checks, they can be turned by lawful and neutral clerics. They attempt to paralyze all party members first, after which they gnaw on the helpless PCs who witness a TPK little bite by little bite. Any lawful PCs are momentarily spared, only to give their lives to Yarafad's Box back in area 4a.

Minor Servitors (8): Init +3; Atk claw +3 melee (paralysis) or bite +1 melee (1d3); AC 15; HD 1d8+2; hp 6; MV 40'; Act 1d20; SP paralysis (DC 13 Fort save, or paralyzed for 1d3 days), cantrip (spell check +4); SV Fort +1, Ref +3, Will +4; AL C.

If the party is successful at killing or turning the servitors, then read the following to the players:

The same disembodied voice that commanded the attack says, "Well done. You have been not only entertaining but helpful. I think the cleric over there is fair payment. Perhaps we'll meet again. Farewell." The man that was dropped by the demonic creatures lies motionless near the river bank staring at you, and you get the feeling that he is still alive.

With the party's removal of Yarafad's Box, Elzemon is no longer bound to Nekros, and he happily flees to find more opportunities for mischief. The man the servitors dropped is Valbris, an Acolyte of Choranus (level 1 lawful cleric, hp 5). Four hours after rescue, his paralysis wears off. Valbris urges the party to deliver the Box to his temple. He offers one suit each of banded mail and half-plate armor (both human sized) from the temple armory, 50 gp per PC, as well as healing for the party while they travel with him to the temple. He does not heal them if they don't help him.

The PCs must decide whether to betray Rhalabast and give the Box to the temple of Choranus, or forgo Valbris' offer and stay true to Rhalabast's deal. Either decision results in a three-day journey during which the Box must continue to be fed. The judge must ensure that the party realizes their choice has consequences for their future. Rhalabast definitely seeks vengeance if betrayed, and Choranus does not forget being denied Yarafad's Box.

The judge should consider the alignments, deities, and patrons of the PCs, and bestow bonuses and penalties to Luck appropriately. For example, one may impose penalties on lawful characters who betray Rhalabast, unless they follow Choranus specifically. Chaotic characters should lose Luck if they yield the Box to Valbris. Neutral PCs have no moral obligation to help either side, although Luck bonuses should go to all PCs who stay true to Rhalabast, except for followers of Choranus; they should receive bonuses for siding with Valbris. Unless the party is morally united, a lively debate among the PCs is probable. Regardless of their decision, the PCs have a powerful enemy that affects their future fates.

ELZEMON AND THE BLOOD-DRINKING BOX



MAXIMUM
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DUNGEON DETONATION!

Division II, Full Lethal, Charity Event
For Level 6-8 Characters



Xcrawl, the game that can dance you to death with a Twerker Berserker®, is proud to present *Dungeon Detonation 2014*! Now powered by the mighty Pathfinder gaming engine, Xcrawl is more fun than ever! 'Tis another ultra fun challenge designed to make your players cry for mercy and laugh out loud in the same breath! Strap on your armor, cue your theme music, call your agent, and tell them to arrange you a date for the Grammys. It's time for victory and your own line of action figures... or death. Or worse: calling your old boss and seeing if they still need someone to work lunch shift at the expo.



BACKGROUND

Dungeon Detonation 2014 is brought to you by The Evocation Project, an eclectic consortium of industry insiders who are trying to create a new revenue-stream building paradigm in professional sports entertainment: to wit, an independent Xcrawl concern that will allow them to synergize back revenue overflow while expanding into new overseas market opportunities. In other words, it's a money funnel that is going to make a lot of former middle managers extremely rich – if they can put on the greatest crawl the world has ever seen. To kick off their new production company, they are doing a charity fundraiser for the Jose Villalobos House, *gratis*. The idea is to bring in a record-breaking windfall for the high-profile charity; they can then begin a series of for-profit crawls that will effortlessly attract the best sponsors, talent, and teams.

The MC for the first *Dungeon Detonation* is Buster Vinter, AKA DJ Mister Mayhem. Vinter is the “face” of the crawl, but while he had some input into the trappings of the contest, most of the actual design comes from his nominal assistant, Gretta Pillsbury. Pillsbury is an amazing trap-and-challenge designer, but she lacks confidence in front

of a camera, so she remains behind the scenes and allows the funny and charismatic Vinter to play organizer and host of *Dungeon Detonation*. Before the crawl begins, each player can make a Knowledge (Xcrawl) roll for the inside scoop on the DJ (DC 23). Success indicates that they have heard the rumor that Mister Mayhem is only the “face” of the adventure.

Gretta Pillsbury is shrewd, cunning, passive-aggressive, humorless, and just a bit bloodthirsty. She privately would love to see her designs copied by other DJs, so she could affect outrage and declare herself wronged in front of the larger Xcrawl community.

Two months before the crawl, the team is contacted by a representative of the *Dungeon Detonation*, and offered a chance to play in the charity event. Assuming the players agree, they receive contacts within three days of making their decision. Vinter doesn't meet personally with the team before the adventure, hoping to avoid any questions that he might not be able to answer without checking with Pillsbury first.

OVERVIEW OF THE CRAWL

This adventure is designed for *Pathfinder* characters of levels 6-8. In *Dungeon Detonation*, the players take on the roles of a hard-core Xcrawl squad, trained and tested and ready for superstardom. This is a high-profile charity event,

so it's a great way for the team to get some real exposure. If the team wins the *Dungeon Detonation 2014*, they are well on their way to being the hottest team in the league!

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Dungeon Detonation 2014 is a one level, fully-lethal charity event. Five teams are challenging the dungeon, one right after another. The charity aspect works thusly: for every gold piece in treasure and prizes the team wins, one gold piece is donated from a group of registered sponsors to the Jose Villalobos House for War Widows and Orphans. The team that earns the most money for the Jose Villalobos House is declared the winner of the contest.

The beginning crowd DC is 21. Any grandstanding check must beat a 21 to be successful.

The crawl has a variable treasure encounter – the Double Down! Room, where the players can choose how many encounters they fight before they go on. **The PC team must face and defeat at least the first three double-down encounters, and not “hit the button” and surrender, in order to win the crawl!** If the characters quit the room before they defeat at least three challenges, or if they “hit the button” and escape the room (thus earning no treasure), one of the other teams is declared winner of the contest, and the members of the PC team each earn a -1 penalty

XCRAWL GLOSSARY

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJs can communicate with their characters via the AVS. All AVSs 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, lockpick guns, and mundane explosives other than standard alchemist's fire. Note that magical spells and items and that replicate these effects are perfectly acceptable. There are limits on how many magic items and scrolls a character may take into the crawl but all magical equipment they find in the dungeon can be used. All the pre-generated characters for *Dungeon Detonation 2014* are in compliance. 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 – not even on later levels. If the characters are unclear of their instructions or have other problems 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 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 *Maximum Xcrawl core book*.

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

to their Temporary Fame score. If the PC team faces at least three challenges and does not surrender the room, and obviously doesn't all die or get disqualified before the end, their team is declared the winner and each member who completes the dungeon earns +1 point of Temporary Fame. Also, if the characters don't win any money in the Bang A Gong! Room they might also not out-earn the other team (GM discretion).

There are five teams competing for the top prize: Smash and Grab (Portland), The Diamond Dogs (Bad Street USA), The Alabama Slammas (Mobile), and the High Street Bombers (Salem). If the PC team does not win, Smash and Grab takes the top prize.

The event takes place in the Indianapolis Memorial Sports Complex in Indiana. Unless otherwise noted, all doors are security doors (DC 20 to bash down), and ceilings are 10' high. The walls of the corridors are lined with hovering AVS monitors, which generally project either static or dynamic advertisements when they are not in use by a DJ or referee.

help their teammates through difficult situations.

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

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

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

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 – it cannot be used to purchase new equipment.

Surrender: Intelligent monsters may surrender, but it is up to the characters whether or not they accept their surrender. Handlers remove surrendered monsters from the dungeon. Note that the ref can call a room before all of the monsters are dead once it is obvious they have no chance of winning. Characters may **not** ignore a referee's orders.

Treasure: Crawlers can win all kinds of nifty stuff for beating monsters, including gold, equipment, and fabulous prizes. Keep in mind that the characters only receive magic items and other dungeon equipment at the time of winning. Everything else is distributed after the dungeon is over. Magic Items are normally brought to the crawlers from backstage and presented by models.

LET THE CRAWL BEGIN!

DAY OF CRAWL: The dungeon takes place on August 16, 2014. The team is required to be at the Indianapolis Memorial Sports Complex at 12:30 PM.

AREA 1-1 – GREEN ROOM: You are ushered into the green room – part locker room, part video production headquarters, and part canteen. A bank of lockers lines the north wall, some sized for medium and some sized for small individuals. A row of plush benches face them. Each of you sees a locker with your own name across the top. On the western wall is a buffet table, loaded with what appears to be a mix of Asian food and cupcakes. There is a door on the south wall that must be the door to the dungeon. There is an AVS over the door, currently playing a video you are all familiar with, a clip from Empire 1 Sports that talks about the history and development of Xcrawl. A referee stands in front of it, talking on a hand-held radio. There are several other people in the room, including two attendants working the buffet table, a live cameraman filming your entrance, and a young man with a clipboard and headset microphone who beckons you over.

The man with the headset mic introduces himself Aiden Brown, a young production assistant for the crawl assigned to liaise with the PC team. He lets the team know how the crawl begins.

Okay, so, it is now...12:32. Are we all synchronized? Good. So at 2:25 I'll need you all to assemble in front of that door. Remember your blocking – that AVS over the door is going to bring you to twenty-five million homes and our distinguished live audience, so smaller people in front where we can all get a good look at you. If any of you want hair and makeup let me know, I can bring somebody in.

Now, at 2:30 you get introduced. Mister Mayhem is going to ask a few questions of the team, nothing complicated, no surprises. Just answer and be yourselves, confident and bold. Remember, the Emperor and all the Gods are watching! When the ref gives you the signal you can start. Any questions?

Aiden Brown answers rules and procedures questions, but pointedly refuses to give any details of the dungeon, such as the challenges they might be facing or any treasure that might lie ahead. If the characters request hair and makeup, stylists are brought in and they get the characters looking their best. Any characters who have styling done receive a +1 on any Cha based checks during the intro and first room.

The characters can spend their time before the interview begins as they wish, but they may not leave the Green Room. Crawlers who do so are disqualified. Crawlers trying to glean details about the dungeon from the staff receive a formal warning; those who persist are disqualified.

At 2:25 Aiden Brown hustles the team to their positions in front of the door. The AVS switches to the Opening Ceremonies.

The camera pans over a huge crowd, spotlights tracing figure eights over them while they cheer and whistle and clap. The camera eventually focuses on center stage, where a slick announcer, a bald black man in a tuxedo and white tie, gestures for silence. "Lords and Ladies and good people of America, you have been introduced to the challenges. You have seen the treasure. Now, let's meet the man of the hour. He promises destruction and chaos and all the outrages of

IS XCRAWL THE ONE WHERE RANDO CARDRISSIAN IS MY DUNGEON WINGMAN?

A windmill full of corpses! 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 but most run fair games – DJs who make their dungeons too difficult, or too easy, eventually lose their high-profile, influential, extremely lucrative 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 eaten, petrified, decapitated, and driven insane ...the nation's hunger for blood and mayhem grows with every contest.

If you play *Pathfinder*, you know the mechanics of *Maximum 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.

battle. He is a madman, a bloodthirsty beast, a gentleman. Ladies and gentlemen, it is my great honor to present the Man of the Hour...DJ Mister Mayhem!"

The announcer points back at the stage while the live orchestra plays a triumphant fanfare.

Nothing happens.

The announcer looks perplexed. He signals for the orchestra to play it again. Again, they play the fanfare. Suddenly the back wall of the stage explodes! A fire truck, lights flashing and sirens wailing, bursts through the back wall, sending bricks and plaster and wire everywhere. The announcer and the members of the orchestra leap away to avoid being mowed down. The truck skids to a halt just before it strikes the microphone stand. The door opens, and a figure falls out. It's DJ Mister Mayhem, in a rockabilly yellow suit with orange flames on the cuffs. He stands up and dusts himself off as the crowd cheers, looking dazed. A moment later his eyes focus, he grins, and takes the microphone.

"Thank you! Thank you all for coming! Say, how did all of you people get into my room?" The crowd laughs. "Lords and ladies and good people of The Empire, I am your master of ceremonies for tonight's entertainment, DJ Mister Mayhem. And I am here to rock! Your! World! Welcome to the Dungeon Detonation 2014!"

Big cheer.

"As you already know, the Dungeon Detonation is a one-level event. And its going to feature all the skin-ripping, man-slaying action you want...but this time it's for a good cause! Today all of our teams play for the Jose Villalobos House for War Widows and Orphans." Huge, sustained cheer. Mayhem solemnly nods and puts his hands up, trying to go on. The auditorium quiets a few long moments later. "Thank you all so very much. And to that end the Dungeon Detonation is making dreams come true for our honored widows and orphans by pledging one gold piece to the Jose Villalobos house for every gold piece that our brave adventurers win today! But we need your support at home as well. Please, give whatever you can, even if it's just a few copper pieces. Call the number at the bottom of your screen and pledge whatever you can to this amazing charity."

A graphic shows a toll-free number for pledgers to call. It crawls across the bottom of the screen.

"Well, now we know why we are fighting today. It's time to get ready for true dungeon-battle mayhem in the finest tradition of Xcrawl. I have a dungeon full of death just waiting to get sprung on some unsuspecting idiots who have no idea what..." He looks up; the AVS is now split screen, with your team on the right. He looks embarrassed, then smiles.

"...what, well hello there! Lords and Ladies, let me introduce my special guests, the [PC TEAM NAME]!"

Mister Mayhem goes on to ask the group a few questions – how they are feeling, how long they have been teamed

up, that sort of thing. If you want to lengthen the intro you could have him do a brief (or not so brief) interview with each of the individual players.

When the interviews are over, the DJ continues.

"Let's have a big hand for our heroes! Now, without further ado let's get to the dungeon. [PC Team Name], your quest is simple. You must find your way to every challenge, face every threat and obstacle. Some rooms have special rules, so pay attention to instructions. You will face combat, traps, secret doors, and other challenges. So buckle up and get ready for a wild ride through the mind of Mayhem!"

"At this point I declare this contest open. From this moment forward, your lives are forfeit in the service of the Empire. I call on Mighty Apollo to watch over this contest; may each of you demonstrate the courage and strength that define our Empire. But Mayhem waits around every corner and if you die...you die!"

The AVS over the door turns green; the referee gives you the nod.

AREA 1-2 – FIRST DOOR: The door to the dungeon is locked (Open Locks DC 26) but not trapped. Once they open it, read or paraphrase the following:

You see a hallway approximately sixty feet long, with a door at the end. About halfway down, there is a passageway that branches left. The walls are covered in AVS displays that show advertisements, some static, some dynamic.

AREA 1-3 – BANG A GONG: If the characters listen at the door to Area 1-3, they automatically hear the sound of a roaring crowd and a classic 70's glam song playing. The door is not trapped.

The door opens on to a huge arena room. You step out from under some kind of scaffolding and find yourself in a huge space with a crowd of perhaps five thousand people watching. The room is painted in psychedelic colors, and you see a flashing phrase painted in funky lettering in two dozen places, writ small and large and in dozens of groovy, flashing colors: BANG A GONG! Overhead you see a huge three-sided AVS scoreboard, slowly revolving in a circle. You see all of your names and stats listed, but for some reason you are listed as the Blue Team. There is a blue line painted on the floor five feet in front of the edge of the stairway, and as you step to it the scoreboard flashes STAY BEHIND BLUE LINE.

You look back at the scaffolding and see that you have stepped out under a giant staircase with a safety rail that runs along the west wall of this room, at the top of which is a landing and what appears to be a giant red gong hanging against the wall, Dungeon Detonation 2014 logo on its center. There is another staircase on the opposite wall that runs just the opposite. In the center of the room is an anvil, and hovering to either side of it are two spheres, one red and one blue.

The AVS springs to life in one huge continuous animation.

You see DJ Mister Mayhem there, addressing you directly. "Welcome one and all to our first challenge – Bang! A! Gong!" The crowd cheers and whistles. "Thank you, thank you. And let's have a big hand for the Blue Team!"

"Now, this room is going to be simplicity itself. The Blue Team has to rush to the center of the room and grab the blue sphere. The sphere is a special Omni Weapon – take it and concentrate on the melee weapon of your dreams, and the sphere will become that weapon! With your dream weapon in hand, make it up the opposite staircase and use the Omni weapon to bang that gong, and just like that you won the room! Simple, right?"

"Well, maybe not so simple. Lords and Ladies, let's have a big hand for tonight's opponents. Indianapolis, I give you... the Red Team!"

Out from under the opposite stairway from you comes a group of armored humanoid warriors. They are huge – nearly seven foot tall each, you think – wearing customized half-plate armor. Their helmets are snarling tiger heads, cunningly crafted and obviously expensive. They bristle with weaponry. With them is a kobold in dark robes. The kobold follows them out floating five feet off the ground. The warriors all stand behind a red line just in front of the staircase, with the kobold in between them.

The crawlers can make a Knowledge (Xcrawl) roll to see if they recognize the red team's sorcerer: on a 15 or better they recognize him as F'nagh, the famous kobold sorcerer that has played in dozens of Xcrawl matches over the years. On a 20 or better, they know that his spellcasting is geared more towards hindering movement and hampering combat than direct damage. On a 25 or better they have heard the rumor that there is no single "F'nagh," that whenever one dies they just train up a new one, give him the robes and tattoos, and put him in the games. On a 30 or better, they know that F'nagh himself started that rumor to confuse his enemies – he is just a powerful and lucky survivor-type who takes living to retirement seriously.

"Okay," continues Mister Mayhem, "Here's the complication – while you are trying to bang the blue gong, The Red Team needs to grab the red sphere, turn it into their champion weapon, get past the blue team defenders to bang the red gong! And to make it interesting..."

The DJ's face disappears from the AVS. In his place you see two animated "applause" meters, one red and one blue.

"We divided the entire arena into the red seats and the blue seats. Let's see who can cheer the loudest! One...two... THREE!"

The crowd cheers like mad, half of them waving red glow sticks, half of them waving blue. The Applause Meters both go up, fluctuating as the applause wanes and waxes.

"The power of the weapons is tied to the applause meters! So the louder you get the crowd to cheer, the stronger your weapon will be, and the weaker your opponent's weapon will be.



"If the Blue Team bangs their gong first, the room is over, they win the gold AND they get to keep their wonderful new blue weapon. If the red team bangs their gong first...well, sorry to say that there will be no gold and no prize for this room, and a nasty surprise as well."

"So, teams behind your lines until the buzzer. Everyone ready? In the name of Emperor Ronald I it's time to BANG A GONG!" The buzzer sounds and the crowd surges to its feet!

The red team warriors are flinds, and there is one for every player on the PC team. The flinds are a cunning group of dungeon survivors all handpicked by F'nagh. They are masters of the dirty trick maneuver and the disarm, and will try to neutralize key members of blue team while they send somebody up the stairs to get to the gong. Play the flinds strategically – their plan is to have one flind get up to the red gong while another actually activates the red sphere, then the activator will simply toss the weapon to his ally by the gong who will strike it and win the room. Of course they realize that plans never go like you want, so depending on circumstances, the flinds might try to climb up the scaffolding, disarm whoever has the blue omni-weapon and just play keep-away with it, use Improved Dirty Trick to impede select crawlers, grapple and pile on the crawler with the weapon, etc. If the stairs

are blocked, one might try to climb the scaffolding to get around defenders (Climb DC 15). Played correctly you can tie up the adventurers for a long time with this bunch.

Likewise, F'nagh will do everything in his power to impede the players. His first move is always casting *mage armor* on himself. If he is not attacked in the first round, he will cast a *grease* spell over the area where the spheres hover, then use *slow* (if he can get enough blue team in a nice group to make it worth it) or his *wand of hold person* against individuals. If he is attacked, his next move is to cast *stoneskin* on himself, then *mirror image* if attacks persist. He will do his best to win the room but his goal is survival – he will surrender, play dead, sacrifice one of the flinds, or take any other dishonorable act in order to survive. He does, however, receive a huge gold bonus if his side wins so he will play hard. F'nagh and the flinds used in concert can make this an extremely challenging room as they have an array of skills, feats, and magic at their disposal.

The spheres are both omni weapons. Once they are grasped, it takes a full round action to transform one into a weapon. With these particular items, only melee weapons can be created. Also, the characters cannot touch the red sphere before it is transformed into a weapon – their hands slide right through as if it were an illusion. (It is – the real red sphere will be teleported in an instant before a flind reaches for it.)

The Omni weapons start off at +2. However, once both spheres are made weapons, their relative power is decided by crowd applause, with half the arena cheering for blue and the other half for red. At the beginning of each round, the character holding the Omni weapon makes a Charisma check against the flind holding their weapon (+1 bonus for the flind), and check the difference in the die results against this chart to see how powerful the weapons become that round. With a high enough roll a weapon also gains special bonuses, and those bonuses stack (see below):

Check	Result
Within 3	Both weapons stay the same (+2 total bonus)
4-8	Winner +3, Loser +1
9-12	Winner +4 and bonus, Loser +0
13-16	Winner +4 and double bonus, loser -1
17+	Winner +5 and triple bonus, loser -2

Bonuses:

- 1st: Weapon is flaming for one round (+1d6)
- 2nd: Weapon causes *paralysis* for one round on a successful hit (Fort save DC 17 to resist)
- 3rd: Weapon knocks victims back 5'-30' with a successful strike (1d6 x 5')

The PCs can affect these rolls. For one round after any successful Grandstanding check from anyone on the team, the PC team gets a +2 bonus weapon versus weapon roll, cumulative.

Once the whistle blows, the red team does everything they can to make it to their omni weapon, get past the defenders, and bang the red gong. If they bang the red gong before the blue team bangs their gong, the crawlers get no money, and have to give back the blue omni weapon at the end of the room (assuming they actually created it). Worse, when the red gong gets struck the players have to deal with Mister Mayhem's nasty surprise – another group of flinds, fresh and ready to fight, enter the arena from the same door the first group came through (the same number of flinds that the crawlers had to fight originally). At this point it's a fight to the death or surrender.

Assuming the blue team hits their gong first, an airhorn sounds and confetti rains from the ceiling – blue team has won the room! Mister Mayhem appears on the AVS to congratulate the players, then the announcer comes on to tell the people what they won.

Treasure: The winners take home 10,000 gp. They also get to keep that *Omni Weapon* (now in its permanent form and no longer reacting to crowd noise after the encounter, becoming permanently +2), and 6 potions: *invisibility*, *spider climb*, *barkskin*, *eagle's splendor*, *fox's cunning*, *bear's endurance*. In addition, each team member wins a five thousand unit classic record collection from Empire Record and Tapes.

FLINDS, 4TH LEVEL FIGHTERS

CR 8

XP 4,800

CE Medium humanoid (gnoll)

Init +2; Senses darkvision 60 ft.; Perception +3

DEFENSE

AC 22, touch 12, flat-footed 18; (+2 Dex, +3 natural, +7 armor)

hp 45 (4d10+2d8+6)

Fort +10, Ref +3, Will +2

OFFENSE

Speed 20 ft.

Melee masterwork flindbar +10 (1d8+4)

Ranged masterwork longbow +8 or +6/+6 (1d8, x3)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 19, Dex 14, Con 17, Int 12, Wis 15, Cha 12

Base Atk +5; CMB +9 (+13 disarm with flindbar, +11 with Dirty Trick); CMD 21

Feats Combat Expertise, Improved Dirty Trick, Improved Disarm, Point Blank Shot, Power Attack, Rapid Shot

Skills Intimidate +9, Perception +8

SQ Bravery +1

Languages Giant

Gear +2 composite sports armor, masterwork flindbar, masterwork longbow with 30 arrows, 1 *potion of cure serious wounds* (3d8+7)

A flindbar is a one-handed exotic melee weapon that deals 1d8 points of damage as a Medium weapon and has the disarm quality.

Dirty Trick: You can attempt to hinder a foe in melee as a standard action. This maneuver covers any sort of situational attack that imposes a penalty on a foe for a short period of time. Examples include kicking sand into an opponent's face to blind him for 1 round, pulling down an enemy's pants to halve his speed, or hitting a foe in a sensitive spot to make him

THE GONG THAT ROARED

Dungeon Detonation adventure debuted at Gen Con 2013, and the Bang a Gong room was an exciting part of the competition. It was also the scene of a Gen Con Xcrawl first – a full combat round where none of the PCs could act due to *paralysis*, having their pants pulled down, being blinded by a flung spatter of blood, or recovery from a dirty kick to the groin. How you livin', **Space Oddity**?

sickened for a round. The GM is the arbiter of what can be accomplished with this maneuver, but it cannot be used to impose a permanent penalty, and the results can be undone if the target spends a move action.

If your attack is successful, the target takes a penalty. The penalty is limited to one of the following conditions: blinded, dazzled, deafened, entangled, shaken, or sickened.

This condition lasts for 1 round. For every 5 by which your attack exceeds your opponent's CMD, the penalty lasts 1 additional round. This penalty can usually be removed if the target spends a move action. The finds have the Greater Dirty Trick feat, so the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which their attack exceeds their opponent's CMD. In addition, removing the condition requires the target to spend a standard action.

F'NAGH, 8TH LEVEL SORCERER

CR 8

XP 4,800

LE Small humanoid (kobold)

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 23, touch 18, flat-footed 20; (+4 armor, +3 Dex, +1 natural, +1 size, +4 *shield*)

hp 35 (8d4+16)

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

Immune magic missiles; **Resist** fire 5

OFFENSE

Speed 30 ft.

Melee claws +2 (1d4-2)

Sorcerer Spells Known (CL 8th; concentration +14)

4th (4/day) – *fear*, *wall of fire*

3rd (6/day) – *dispel magic*, *fly*, *slow*

2nd (8/day) – *invisibility*, *mirror image*, *resist energy*, *scorching ray*

1st (8/day) – *burning hands*, *grease*, *mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement*

0 (at will) – *bleed*, *ghost sound*, *light*, *mage hand*, *message*, *prestidigitation*, *resistance*

STATISTICS

Str 6, **Dex** 16, **Con** 14, **Int** 13, **Wis** 8, **Cha** 22

Base Atk +4; **CMB** +1; **CMD** 15

Feats Combat Casting, Empowered Spell, Improved Initiative, Spell Focus (Enchantment)

Skills Craft (trapmaking) +9, Intimidate +12, Knowledge (arcana) +9, Perception +9, Spellcraft +7, Stealth +11, Use Magic Device +12

SQ *bloodline arcana* (+1 damage to fire spells)

Languages Common, Kobold, Giant

Gear *Wand of hold person*, *scroll of stonewall*, +2 *cloak of resistance*, +4 *bracers of armor*, *Super Dark Goggles* (cancels Light Sensitivity), three *potions of cure serious wounds* (3d8+7), *Minor broach of displacement* (25% miss chance)

AREA 1-4 - "TNT WHO?": The door at the end of this hallway is a fake trap door. It looks exactly like the other doors in the dungeon, and if characters listen to it they hear laughter coming from the other side (Perception DC 18). If they listen extremely closely, they may notice the fact that the laughter is on a twenty second loop (DC 30). The door is locked (Disable Device DC 22 to open) and trapped. If the door is opened or an attempt to bash it down is made before the trap is disarmed, an arcing blast of electricity fires down the hallway, passing through anyone in the hallway and only stopping five feet before the door to the Green Room (area 1-2). Anyone caught in the blast takes 8d6 of electrical damage (Reflex save DC 20 for half damage). Behind the door is only a brick wall with an elaborate graffiti mural, depicting Mister Mayhem with his hands on a dynamite plunger while cherubs and angels fly away for cover.

AREA 1-5 - SECRET DOOR: The only exit to the rest of the dungeon is the secret door in the southeast corner of the Bang A Gong! Room (1-3), hidden behind an AVS advertisement for *Greatladle's Superior Condensed Soup* (Perception DC 20 to find). The door is not locked or trapped.

AREA 1-6 - BREAK ROOM: Players listening at the door to room 1-6 might hear music playing from the other side (Perception DC 22).

The door opens up on a break room. It is a nicely appointed rest area with several couches around a table, a buffet with fruit, cookies, and beverages, a huge coffee urn, and an AVS playing advertisements for the crawl. There is a paramedic here in a beige uniform and NonCom badge, standing behind an examination table. She puts down her Sudoku book as you enter.

The team may spend up to a half hour here before they get a warning for delay of game. They can eat, rest, clean their armor, use the rest rooms, or spend their time however else they care too. Paramedic Cori Redford will treat any injured crawlers who ask for aid (total First Aid check +11, includes masterwork first aid kit). Redford is volunteering at this crawl, and also works for the international charity Doctors Without Boundaries. She will hit the team up for a donation if she thinks she can do it without upsetting anyone.

AREA 1-7 - HANG 'EM HIGH!: There is a trap in this hallway, south of the passage to the break room (Perception DC 26 to spot, Disable Device DC 27 to disarm). There

is a pressure plate in the floor, which is connected to a difficult-to-spot motion sensor on the ceiling. The first character over sets the trap, but it does not actually spring until the last character in the marching order walks over the spot marked X on the map...at which point a specially animated ultra-masterwork noose fires down out of a trapdoor in the ceiling. The noose attacks the last character in line (determine randomly if two walk abreast), striking with a CMB of +15. If it strikes it automatically constricts and hoists the character four feet off the floor, constricting for 1d10 + 4 points of damage per round and giving the victim the *strangled* condition. The ensnared can fight their way out with or without help (CMD 20 for purposes of breaking the grapple), or the rope can be cut (hardness of 6, hp 25, AC 5 against slashing weapons, AC 24 vs. piercing). Keep in mind that the rope keeps the victim four feet off the floor – not only will this make attacking it more difficult, but it makes escape from it more difficult as the victim cannot brace himself to reverse the grapple (-4 CMB to victim).

AREA 1-8 – SPECIAL TRIPWIRE DOOR: This door is not locked but it is trapped (Perception DC 26 to find, Disable Device DC 24 to remove). If this door is opened or bashed down before the trap is disarmed, the paralysis that affects the hill giants in the B and C position of Area 1-9 is canceled, and they can both react to the battle however they see fit. The specialist who disarms the trap will know it's disarmed, but won't know the nature of the trap.

AREA 1-9 – BALLS OF STEEL: *The door opens on a large chamber seemingly lit by synchronized strobe lights. The chamber is 20' across, and to your right you see a set of four oversized steps, each 3' tall. Twenty feet beyond that is another set of stairs with the same dimensions. The chamber takes a left at that point, keeping the same oversized proportions, but there at the juncture you see some kind of giant in heavy chain armor and an oversized helmet. There is a neat stack of what appear to be spiky steel balls next to him, and he holds another in his hands. There is an oversized warhammer strapped across his back. He bellows at you and prepares to throw."*

There are three hill giants in this area, at positions A, B, and C on the map. The hill giants at B and C are held by controllers off stage until there are crawlers in the giant's visual range, or once they are attacked or damaged in any way. The giant at position B is held stock still and cannot move or attack until he can see an adventurer (i.e., one comes around the corner, about at position A), and C can't move until an adventurer comes around the corner where B is standing. They cannot react to *invisible* creatures, so a crawler might get lucky and get a free shot on one before it is released to attack.

Note that if the characters missed the door trap at Area 1-8, all three giants are free to move and attack at will, and they will team up and work together to bring the party down fast and finally.

The giants are heavily armed and armored, enraged at their predicament, and dimwitted – they fight to the death,

neither giving nor asking quarter. They hurl steel balls until there are adventurers in melee range, then switch to warhammers.

Once all three giants are defeated, the walls of the room come alive with AVS screens. Mister Mayhem, pictured riding a *Radio Flyer* wagon down a staircase, congratulates the players, and announcer Lloyd Calvin tells the team what they have won.

Treasure: The team wins 10,000 gold pieces and a *robe of lethal items*. This is similar to a *robe of useful items*, but everything it has is dangerous: masterwork garrote, 3 masterwork daggers, a masterwork long spear, one poisoned arrow (Fort SV DC 16 or 1d6 CON damage/ 1d6 CON damage), and a bomb with a 4-second fuse (explodes in a 30' radius for 6d6 damage, Reflex save DC 16 for half damage). In addition, each character wins membership in the Imperial Wine of the Month Club for life.

HILL GIANTS (3)

CR 8

XP 3,200

CE Large humanoid (giant)

Init -1; Senses low-light vision; Perception +6

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 85 (10d8+40)

Fort +11, Ref +2, Will +3

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee warhammer +14/+9 (2d10+10) or 2 slams +13 (1d8+7)

Ranged steel ball +6 (1d12+10)

Space 10 ft.; Reach 10 ft.

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7

Base Atk +7; CMB +15; CMD 24

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (warhammer), Power Attack, Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

AREA 1-10 – THE BIG DECISION: *There are two doors here at the top of the passageway. The door on the left has a picture of a d20, except instead of numbers every face has a skull and crossbones. The door on the right has an Exit sign on it.*

Both doors are locked (Disable Device DC 27), but neither door is trapped.

AREA 1-11 – ROLL THEM BONES!: *The door leads to a short hallway, beyond which you enter into a round room with a domed ceiling. Rather than standard stadium seating, here are only private boxes, and they all seem to be filled with children, who cheer as you enter. In the center of the room is a gigantic "pool," with three foot high walls. The pool is filled with polyhedral dice – thousands and thousands, of every color, shape and size. Floating at the*

top of the room is a three-sided rotating AVS, flashing three words on every side: ROLL FOR INITIATIVE!

Characters who are familiar with the tabletop Dungeonbattle game will recognize both the dice and the phrase as elements of that game (Knowledge: Xcrawl DC 18).

DJ Mister Mayhem has designated this a special kids' room. The audience, all extremely well off children of aristocratic families, are very excited and easy to please – the crowd DC in this area is only 15. However, these are the children of the rich and influential, and inappropriate behavior, such as offensive or non-patriotic language, or inappropriate gestures, might land adventurers in very hot water with some very powerful people (GM's discretion).

The surface dice are all standard, plastic dice of every size, shape, and quality. If your players ask if any of them are different, use that opportunity to mess with them a bit. Describe a few different dice that might stand out, but be sure to give them choices to fret over.

Hiding at the bottom of the pool is a dice golem, which remains inert until an adventurer chooses a die and rolls it. Once a die is cast, the golem rises to its feet and attacks. It is a straightforward combatant, but a persistent one. Even if the characters try to retreat into Area 1-9 or further, it relentlessly chases them down, attacking any it can get its giant, die-formed mitts on. The only exception is if the party runs back to the break room (Area 1-6) – if they go that far it waits patiently for them to come out. It fights to the death in any case.

Once the golem is destroyed, the AVS flashes a big congratulations to the players. The announcer reads off the prizes, and an 11-year-old girl in a fabulously expensive dress and tiara enters the arena from the NoGo door, flanked by two wizards guild bodyguards with staves. Astute observers might recognize her as the young Lady Gwendolyn Reischl, eldest daughter of the Denver Reischls (Knowledge: Nobility DC 18 – she has been in the news lately). Characters who politely show correct deference (Diplomacy check DC 20) might find themselves thought of favorably by one of the richest and most influential families in the North American Empire, and possibly crushed on by a child who could grow up to be the most powerful woman in the world.

DICE GOLEM

CR 11

XP 12,800

N Large construct

Init -1; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 187 (14d10+30)

Fort +4, Ref +3, Will +4

DR 10/adamantine; Immune construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

Space 10 ft.; Reach 10 ft.

Special Attacks distort probability

STATISTICS

Str 28, Dex 9, Con -, Int -, Wis 11, Cha 1

Base Atk +14; CMB +24; CMD 33

SPECIAL ABILITIES

Immunity to Magic (Ex) A dice golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A *confusion* spell slows a dice golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

Distort Probability (Su) The Dice Golem is surrounded by a probability-distorting field, forcing its opponents to re-roll 0-3 d20 rolls (saves, attacks, skill checks) every round automatically as a free action. The Golem can choose any roll it wants during that round, but if it has choices left over at the end of the round they are lost, and not transferred to its next round.

Treasure: The characters win 10,000 gp, and a *magic d20*. The *magic d20* acts as a *stone of good luck*, and additionally allows the player of the character who holds it to cause one d20 result per session to be re-rolled, be it their own roll, an ally's roll, or a GM roll. If the roll is an attack roll the re-roll must be declared before the damage is rolled. In addition, each character wins an entire set of signed 1st Edition *Dungeonbattle* books and a set of silver masterwork dice.

AREA 1-12 – THE BLOOPER REEL: The door to this passage is locked (Disable Device DC 25) and trapped (Perception DC 29 to spot, Disable Device DC 28 to disarm). If the adventurers try to open the door before the trap is disarmed, two things happen. First, the door springs shut and a security bar with a massive lock springs out of the wall on either side of the door and clamps securely. It has a huge, complicated-looking lock in its center. At the same time, a massive AVS activates over the door and

DID YOU KNOW?

Did you know that in the world of *Xcrawl*, the modern day lethal dungeon sport was inspired by the table top game *Dungeonbattle*, which in turn was inspired by the stories of the Heroic Age of real dungeoncrawls, as told by a talking sword discovered in the 1970's? For more details on this improbable chain of events see the *Maximum Xcrawl* core book!



begins to play a horribly embarrassing clip of the team. It's a worst-of compilation of all the most humiliating moments from the team, both in-game and out-of-game. Training footage, negative press coverage, combat fumbles, junior high yearbook pictures, cringe-worthy home video ... the producers have spared no expense. Everyone on the team loses 1d4 points of Temporary Fame as their worst moments get made public.

The video plays until the second lock is opened. The second lock is a nightmare that actively works against the crawler, sucking-up lock-picks and resetting parts of itself. It takes three successful Disable Device checks (DC 26, 28, and 29) to open the lock. The video is three minutes long, and if the crawlers can't get the door open by then the lock disengages, the bar recedes into the wall and the team can continue.

If the door is bashed down, the secondary lock fails and the video plays on every AVS in for its full three minutes, with the same result.

AREA 1-13 – HOW BAD DO YOU WANT IT?: *This room has no audience, just multiple AVS screens along the walls that play advertisements for the crawl sponsors. The main feature of this room is a wide, twisting pool, like an artificial river, that bisects the room. It looks to be about 25' wide. On the other side of the water hazard is an oversized treasure chest with three spotlights on it.*

Crawlers who go up to the edge of the pool and peer in see a massive grouping of Arkansas Devil Fish, all staring right back at the crawlers. The fish – three swarms of them, in fact – are ravenous alpha-predators of the delta. Anyone falling into the water gets attacked by all three swarms.

A character with exceptional leaping ability might try to leap over the river (Athletics DC 25). A clever tactician might notice that there is one part of the curved river where one could leap a slightly shorter distance by going diagonally (Tactics check DC 20 to spot the shortest leap route, changing the Athletics DC to 23).

The chest is locked (Disable Device DC 27) and trapped (Perception DC 28 to spot, Disable Device DC 24 to disable). If the chest is opened before the trap is disabled, a jet of flame destroys the chest contents, but does no injury to the crawlers.

Treasure: The chest contains a scroll of *cure serious wounds* x2, and a *manual of bodily health* +2.

ARKANSAS DEVIL FISH SWARM CR 2

XP 600

N Diminutive animal (aquatic, swarm)

Init +2; **Senses** low-light vision, keen scent; **Perception** +12

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 16 (3d8+3)

Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed swim 40 ft.

Melee swarm 1d6

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12)

STATISTICS

Str 4, **Dex** 15, **Con** 12, **Int** 2, **Wis** 13, **Cha** 2

Base Atk +2; **CMB** -; **CMD** -

Feats Endurance, Skill Focus (Perception)

Skills Perception +10, Swim +10

SPECIAL ABILITIES

Keen Scent (Ex) Devil fish track by scent in a 60-foot radius and detect blood from as far away as 60'



AREA 1-14 – TELL THEM WHAT THEY’VE WON,

DON PARDO: The production team is watching this hallway, ready to set up the final message from the DJ. Once the entire team is past the midway point of the hallway, they feel the building rumble. Using a mix of physical effects and arcane illusions, it seems that the ceiling falls in behind the party, blocking their exit. DJ Mister Mayhem, wearing a Non-Com badge and a hard hat, comes down with the rubble, dusty and disheveled but seemingly unharmed. After dusting himself off, he goes over to congratulate the players. He lets them know that this is the last room coming up, and that there is no trap on the final door. Then he walks back to the rubble, climbs over a few rocks, and is then seemly sucked into the ceiling.

AREA 1-15 – DOUBLE OR NOTHING: The door to this room is locked (Disable Device check DC 25). Crawlers attempting to listen at the door likely hear a booming heavy metal soundtrack (Perception DC 16).

This is a medium-sized room with only a small audience – perhaps some two thousand VIP guests watching from behind force walls. They cheer as you enter. You see a massive AVS along the south wall, with all of your names and your statistics listed, and a clip plays your best moments from the Bang-A-Gong room. In the center of this room is a horrifying monster, a scaly six-headed lizard beast, its jaws trailing smoke as it roars at you from six horrible maws. It scrapes the floor beneath its feet, as if it is preparing to charge.

The creature is a six-headed pyro-hydra, and it charges to the attack as soon as the team enters. Assuming that the PCs manage to defeat the hydra – as soon as it goes below zero hit points, it disappears (reappearing in Mister Mayhem’s menagerie, to be healed and prepped for its next fight if possible, although the players have no way of knowing this). Once it is gone, Mister Mayhem appears on the AVS. He drops through an acoustic tile ceiling in a cloud of plaster dust and split wires, dusts himself off, then addresses the room.

“Hey, was that exciting or what? And the fight wasn’t bad either. Lords and ladies, how about a great big Dungeon Detonation hand for the beast slayers!”

The crowd gives them a big cheer.

“Let’s give them some treasure. Lloyd Calvin, tell them what they’ve won!”

The announcer appears on screen. For defeating the pyrohydra, the [TEAM NAME] wins ten thousand gold pieces! A quiver of deadly magical arrows! And each member of the team wins a Gypsyland 2301A 650cc touring motorcycle! And remember, for every gold piece in cash and prizes the team wins, we donate one gold piece to the Jose Villalobos House for War Widows and Orphans.”

They play a brief but thrilling advertisement for your new motorcycle – which looks to be an amazing machine – while a sultry supermodel enters to present you with your arrows. The 1-800 number for the charity crawls across the bottom of the screen during the commercial.

The masterwork quiver has a set of 20 +2 arrows.

Mister Mayhem then returns to center screen. “Okay, the room can end now if you want it to – you can just go on and finish out the rest of the dungeon, and none may call you cowards. Or... you can bet all of the treasure you just won and go –” here he points to the audience, who chant along with him – “DOUBLE! OR! NOTHING!”

“That’s right. If you decide you want to take another try, we are going to send two more monsters in – some real doozies too! If you defeat them we double the gold, and give you some great new prizes to go along with it! But if they prove too much for you, you only have to call “uncle.” Then we teleport those baddies back to their cave, and you get nothing! You lose all of the treasure you have won in this room so far, including any leftover arrows and that sweet quiver, and get nothing else. And remember – the winner of this crawl is going to be whoever earns the most money for charity! Decision time, boys and girls. Walk out now, or risk it double or nothing?” The crowd cheers their encouragement, gives the thumbs up, and most call out “Double or nothing!” A few say “Hold!”

If the characters choose to end the room here, the crowd boos them and they all lose 2 points of temporary fame, but can continue the dungeon normally.

If they choose to go for the Double or Nothing, the room continues. Mayhem congratulates them on their bravery, then counts down five seconds, giving the group a chance to move or cast a spell or some other one-round action. At the end of this, two chimeras are teleported into the room. The teleportation is controlled from off stage, and the crew will put them someplace to maximize their chances in the fight.



“HOW CAN WE SPIN THIS?”

Crawlers will inevitably be interviewed after the match, and the humiliating video is certain to come up. A player who laughs it off and acts like a good sport about the whole thing can mitigate some of its damage (Diplomacy check DC 23; success “heals” one point of the Temporary Fame “damage” they took). Crawlers who whine, rant, or swear revenge lose another point of Temporary Fame.



Assuming the players win, Mister Mayhem comes on screen again and congratulates them. He has announcer Lloyd Calvin tell them what they have won for defeating the chimeras: 20,000 gp, a +2 battle harmonica*, and a pair of season tickets to the *Indiana Nightmares* Football Team for each member of the team.

Mayhem then makes the team the same offer as previous: the characters can fight a group of four monsters for a chance at double their gold amount, and more magic treasure. They may still cry “uncle” during the encounter, ending it while sacrificing all of their gold. He also tells them that they will keep making this offer for as long as the characters are willing, but he promises them that at some point the new monsters will be “far above what they will be able to handle,” and they will be forced to cry uncle. If they quit now, the crowd cheers politely, and they lose no fame.

The players can continue as long as they feel they are able to go on, risking their gold every time. If they ever cry uncle they lose all of the gold they would have won, plus all the magic items and prizes.

Wave 3 Monster: Four skeletal mages (who appear in the corner of the rooms and open up with spells). **Treasure:** 40,000 gp, a *pearl of power* (2nd level), plus each member wins a Telluride 2014 Imperial 4x4 SUV. They also get a huge round of applause and each earns a temporary point of fame.

Wave 4 Monster: 8 shadow mastiffs. **Treasure:** 80,000 gp, a *metamagic rod (quicken spell, 3x/ day)*, and each player wins an 8 day all-inclusive vacation for two in the Kingdom of Australia. They get a massive round of applause and three temporary points of fame.

Wave 5 Monster: 16 Trolls in plate mail. **Treasure:** 160,000 gp, and each character wins either a +2 *omni weapon* or a +2 *omni armor*** (player’s choice), and each character wins a one pound bar of pure platinum**(courtesy of Count Cameron Hays).

If the characters actually beat 16 fully-kitted trolls and ask for more, you are on your own. Seriously, they get a huge round of applause – like a five-minute standing ovation – and each wins 1 point of permanent fame and 5 points of temporary fame. Mister Mayhem comes on screen, congratulates the players – and then declares that he is out of monsters for this event, earning him a chorus of boos and catcalls from the crowd (also he loses 2 points of Fame, which has no effect on game play but which becomes a part of the PC team’s legend forever).

6-HEADED PYROHYDRA

CR 7

XP 3,200

N Huge magical beast (fire)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +11

DEFENSE

AC 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, -2 size)

hp 57 (6d10+24); fast healing 6

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

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 6 bites +7 (1d8+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks pounce, 6 breath weapons (15-ft. cone, DC 17, 3d6 fire)

STATISTICS

Str 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +6; **CMB** +11; **CMD** 22 (can’t be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes

Skills Perception +11, Swim +11; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

SPECIAL ABILITIES

Fast Healing A hydra’s fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra’s body.

Hydra Traits A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra’s HD. To sever a head, an opponent must inflict enough damage to reduce the head’s hit points to 0 or less. Severing a head deals damage to the hydra’s body equal to the hydra’s current HD. A hydra can’t attack with a severed head, but takes no other penalties.

Regenerate Head (SU) When a hydra’s head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn’t die from losing its heads until all are cut off and the stumps seared by acid or fire.

CHIMERAS (2)

CR 7

XP 3,200

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

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

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

Special Attacks breath weapon (usable every 1d4 rounds)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush);

Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

SPECIAL ABILITIES

Breath Weapon (Su) A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

SKELETAL MAGES (4)

CR 5

XP 1,600

Human skeletal mage necromancer 3

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)

hp 38 (5 HD; 2d8+3d6+18)

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

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4+1/19-20), claw -1 (1d4) or 2 claws +4 (1d4+1) or *spectral hand* +6 touch (by touch spell)

Ranged ray +4 ranged touch (by spell)

Special Attacks channel negative energy (DC 13, 6/day, command undead only)

Arcane School Spell-Like Abilities (CL 3rd; concentration +6)

6/day—grave touch (1 round)

Spells Prepared (CL 3rd; concentration +6)

2nd—*ghoul touch* (DC 17), *scorching ray*, *spectral hand*

1st—*chill touch* (DC 16), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16)

0th (At Will)—*detect magic*, *mage hand*, *ray of frost*, *read magic*, *touch of fatigue* (DC 15)

Opposition Schools Enchantment, Illusion

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 15

Feats Combat Casting, Command Undead, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Toughness, Weapon Finesse

Skills Intimidate +8, Knowledge (arcana) +11, Knowledge (religion) +11, Perception +8, Sense Motive +9, Spellcraft +11, Stealth +10

Languages Abyssal, Common, Draconic, Undercommon

SQ arcane bond (skull)

SHADOW MASTIFFS (8)

CR 5

XP 1,600

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +5

Defensive Abilities shadow blend

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+6 plus trip), tail slap +5 (1d6+3)

Special Attacks bay

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

TROLLS, ARMED TO THE TEETH (16) CR 13

XP 1,600

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 20, touch 11, flat-footed 14; (+2 Dex, +5 natural, +4 breastplate, -1 size)

hp 75 (6d8+36); regeneration 5 (acid or fire)

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

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5), or masterwork great axe +9 (1d12+5, x3)

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

Special Attacks rend (2 claws, 1d6+7)

TACTICS

During Combat Trolls are single-minded berserkers in combat. They attack the nearest foe without hesitation and don't stop until that foe is down. These trolls have masterwork great axes, two daggers, and a heavy mace.

Morale Because of their regenerative abilities, trolls are fearless. Even flames or the presence of acid don't slow them down—they always fight to the death.

STATISTICS

Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Base Atk +4; CMB +10; CMD 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

* The +2 *battle harmonica* is a magical musical instrument that gives proficient jammers or bards a +2 on performance

checks while using that instrument. The harmonica is really just an example – the prize instrument should be one that the player is proficient with, i.e. a +2 battle guitar or +2 tuba. If they are a “vocal only” type of performer, make it a +2 *magic mic*, which works remotely through any crawl sound system that connects through the AVS network.

** See the description of the omni weapons in 1-2. Omni weapons and armor take the form of any ordinary armor chosen when they are activated for the first time, and remain fixed in that form thereafter. The variable bonuses described in 1-2 are aspects of the room, not the weapons themselves.

*** Worth 8,138 gp as of this writing. Remember when converting real world money to Xcrawl gold 1 gp = \$3.

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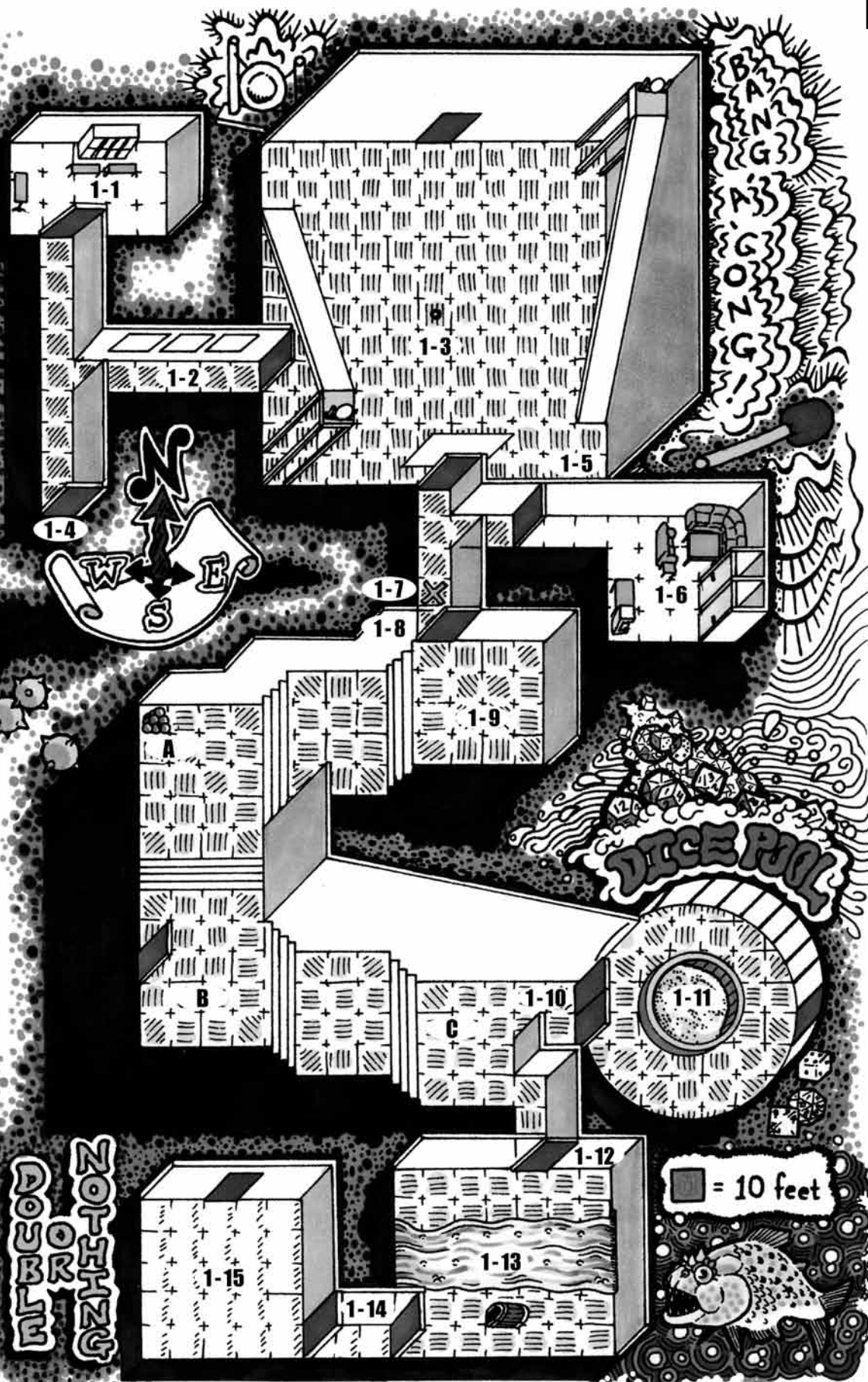
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