

# X CRAWL



THE INAUGURAL  
(CELEBRITY  
PRO/AM CRAWL

# Credits

XCRAWL: The Inaugural Celebrity Pro/Am Crawl Adventure Module

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# THE INAUGURAL (CELEBRITY PRO/AM CRAWL

## BACKGROUND

The Celebrity Pro/Am Crawl is a charity Xcrawl event to raise money for the Jose Villalobos Institute for Widows and Children of Foreign Wars. The Institute is a noble and charitable organization, providing shelter and aid for thousands of underprivileged children nationwide. Newly elected Villalobos House Chairwoman Ridel Walker organized the event hoping to turn it into an annual occurrence, generating desperately needed funds to keep the Institute afloat. In a major bid for advertising revenue, every team will have a celebrity guest actually participating in every aspect of the adventure. Chairwoman Walker believes that this will draw fans of both Xcrawl and celebrities, and hopefully generate a huge burst of income.

However, the inaugural crawl may very well become a disaster: the Crawl has inadvertently hired a dangerous lunatic to be the Celebrity Pro/Am DJ.

Carley Danger was a television actress in her twenties when she met the infamous Bradley Epstein on the set of the espionage thriller, **Blue Scorpion**. Epstein was a ruthless ladies man, and the beautiful and young Carley was just his type. They began a stormy eight month affair that left Carley emotionally devastated. Their famous, explosive breakup was extremely well documented in the national tabloid media, and Carley became an easy target for comedians and commentators. After months of self-destructive drinking, Danger was arrested for breaking into Epstein's California ranch, reportedly to kidnap their once-shared cat, Pie. She submitted to rehab and quit drinking, but has been on the edge of a nervous breakdown for years. She continues to be extremely famous—in a sad has-been sort of way—making guest appearances on late night television shows, doing charity events, and making the occasional tabloid headline for her erratic behavior.

When Carley heard that Bradley was going to be a player in an Xcrawl celebrity event, her mind snapped. Instantly, she found a clear, maniacal purpose: she decided to kill Bradley Epstein, his beautiful new girlfriend, his cat, and anyone who tries to stop her. She pulled every string and called in every favor she had to get herself an interview with organizer Ridel Walker. Carley has used the Master Celebrity power of Reinvention to re-create herself as a top-notch Xcrawl DJ—she dazzled Ridel with her technical knowledge of monster handling, ambush techniques, and poisons. Ridel quickly decided that Carley would make a great DJ, even though she was far from the most famous interested party. Once Carley was chosen to be DJ she raised funds, amassed a startling array of monsters in a very short period of time, and started formulating her plans for revenge.

Carley hates Epstein profoundly, and wants to see him suffer. She knows all of his psychological and physical weaknesses, and is prepared to exploit all of them on national television. She has





made what she believes to be a harmless arrangement with a hobgoblin clique who are using this as an opportunity to escape—this arrangement will lead to the deaths of several handlers and technicians. When the dungeon begins, she is set to slaughter Brad and anyone who helps him—in this case the player characters. Only the skills and resourcefulness of the players will keep him alive.

### **CARLEY DANGER, FEMALE HUMAN EXPERT (ACTRESS)**

4th/ Master Celebrity 5th, hp 38, Init +0, Spd 30 ft, AC 15, attack .35 revolver + 5 (+6 Point Blank), dam 1d10 (x3), AL Chaotic Neutral, Saves Fort +3, Ref +7 Will +7, Str 15 Dex 11 Con 11 Int 16 Wis 8 Cha 19.

*Skills:* Bluff +21, Climb +6, Diplomacy +11, Innuendo +15, Intimidate +17, Knowledge (Showbiz) +11, Knowledge (psychology) +15, Knowledge (Xcrawl) +15, Listen +4, Perform +15 (Crossover feat), Spot +4, Sense Motive +8, Search +7, Swim +8

*Feats:* Skill Focus: Perform, Skill Focus: Bluff, Make it Look Natural, Work The Media, Therefore I Am (+4 Bluff), Crossover, Reinvention, Bluff, Leadership, Quick Draw, Point Blank Shot

*Equipment:* +3 *Ring of Protection*, loaded .35 pistol, 30 bullets loose in her handbag, flattering outfit, two unsharpened replica swords (1d3 damage), classic casual black handbag, keys to her luxury midsize, wallet, 875 GP in notes and coin, crumpled picture of her and Brad holding hands in front of her mother's house

### **SETTING**

The Celebrity Pro/Am Crawl is a Division 3 event running on November 8th, 4699 in downtown San Francisco, at the recently completed Kimball Civic Center. Duke Karl Schmidt controls the city, owning a quarter of the real estate, and a stake in most of the major corporations operating in the city by the bay. He answers only to the Emperor. The Duke attends the Crawl, along with his chief advisor Bruce Mayfield, his family, and their bodyguards. Celebrities, noblemen, and a few Xcrawl superstars comprise the rest of the audience. Archmage Jose Villalobos himself is in attendance, but leaves right after the opening ceremonies.



## INVOLVING THE PLAYERS

Despite the fact that it's a new event, The Celebrity Pro/Am Crawl has immense potential—especially for fame-hungry crawlers. All of the savvy Xcrawl agents are scrambling to get the clients involved. However, your player characters have it easy - they have a personal invitation from Bradley Epstein to be his team. Bradley is a lifelong Xcrawl fan and martial arts buff who desperately wants to win this event. He believes that the player's team is the right one to support him in the dungeon. If the player's team is willing to transform into "Bradley's Bruisers" for this one event, Brad is willing to owe them a huge debt. The extremely charming and persuasive Bradley is used to getting what he wants, and he wants the player's team badly. Roleplay Bradley calling the players; if they don't immediately accept his offer over the phone, he flies them to LA, wine-and-dines them on his seventy-foot yacht, takes them to prestigious horse races and top card boxing, and tries to dazzle them with Hollywood glitz and promises of lifelong friendship. If they still refuse to become Bruisers for just this one Crawl, he brings in the big guns, and sets up dates for them with their favorite celebrities.

**BRAD EPSTEIN**, human male expert (actor) 4th / fighter 2nd , hp 41, Init +1, Spd 20, AC 24, attack spiked gauntlets +10 dam 1d4+5, crit x2, composite short bow +8 dam 1d8+2 crit x3 , AL LN, Saves Fort +6, Ref +2, Will +4, , str 16, dex 13, con 11, int 13, wis 10, cha 20.

*Skills:* Bluff +9, Climb +5, Diplomacy +9, Gather Information +16, Innuendo +11, Intimidate +13, Jump +7, Knowledge (Hollywood) +7, Knowledge (Underworld) +6, Perform +16 (acting, singing, dancing, improv, mime, comedy, interpretive dance, piano, cello, interview, choreographed fighting, guitar, mugging, grandstanding)

*Feats:* Improved Unarmed Strike, Improved Trip, Improved Disarm, Skill Focus: Perform, Skill Focus: Gather Information

*Equipment:* +2 half-plate, +2 spiked gauntlets, +2 mighty composite short bow, +2 buckler, 5 potions cure light wounds, 20 masterwork arrows, designer all-weather quiver, 5 vials alchemist's fire, masterwork adventurers outfit, masterwork combat boots, masterwork backpack, masterwork sunglasses

## THE EVENT

The Celebrity Pro/Am Crawl is a non-season charity exhibition event falling outside the normal division rankings—essentially, this is an exhibition rather than a part of the season. Various sponsors are donating all of the prizes. For every gold piece the players win, the sponsors have pledged to donate an equal amount to the Villalobos House Institute; in reality, Carley Danger has squandered all available funds on her plans to destroy Brad Epstein.

Three celebrities have been chosen to create teams and challenge the dungeon. The three levels each have their own separate design and layout, with the teams going through one at a time (though only one level is seen in the adventure). Bradley's Bruisers are going first by virtue of a rigged coin toss.







### Recall Badges

All celebrity participants (not pro Xcrawlers) receive a recall badge. Holding it and saying the password (“xylophone”) should instantly teleport the individual to a safe room offstage, where a cleric and paramedics wait. However, Carley has made sure Bradley’s Bruisers were issued spent, non-functioning badges.

### Technical Notes

Unless otherwise stated, all doors are DC 20 security doors. Standard rules for equipment prevail. Spellcasters may each take ten levels of scrolls into the dungeon. Clerics may possess a maximum of one healing wand. Bardic instruments must be acoustic, but will be remotely miked for the benefit of the viewing audience. No explosives are allowed other than alchemist’s fire; poisons, acid, and electric devices are also banned. All equipment is scrutinized by the referees before the dungeon, and they will disallow any equipment considered illegal from the crawl.

### Win Conditions

The players must complete all rooms and rescue the three celebrity Maidens Fair to finish the dungeon. A panel of three celebrity judges will score each team. That’s the win conditions on paper: the reality is that this game will quickly become all about survival.

### Crowd DC

Throughout most of the crawl the crowd has a DC of fifteen; the crowd is very excited to be watching this one-of-a-kind, first-ever celebrity event. The crowd will be only a very small factor in this game: when it becomes apparent that the entire dungeon is a murderous vendetta between the DJ and Bradley Epstein, most of them flee the arena.

## ***The Competition***

Two teams are competing against Bradley's Bruisers for the top prize.

**MacFurhman's Heroes**, led by celebrity druid Shelly MacFurhman. Shelly is a 66 year old author and socialite who is famous for championing the unpopular cause of conservationism. Shelly is a very robust senior citizen who is fearlessly unconventional in an overwhelmingly conservative society. Shelly has asked the members of the GreenWorld Ocean Warriors to be her back up team. The Ocean Warriors are a fairly competent bunch who have finished a few major Xcrawl events, and the odds in Vegas are on them.

**Tony’s Titans**, led by rocker Tony Yang. Tony sang and played guitar in the influential bands Mary In the Morning and Squeezer before embarking on an extremely successful solo career. Now an aging icon hoping for one last chance at the spotlight, Tony has hired a bunch of Vader Nine biker gang members from Tasmania to be his back-up team. The Vader Nines are a tough bunch of brawlers, but no real Xcrawlers.



## The All-Celeb Option

In this option, teams are composed entirely of celebrities, rather than having one celebrity and a team of Xcrawl pros. Appendix A (pp20) has a group of pre-generated characters, designed for use with this adventure. They are a mixed group of luminaries who only have fame in common. Each member has just enough Xcrawl experience to be dangerous. They join the competition with the understanding that they are in no real danger. *Heh.*

The pre-fab celebs have one edge in the games—top notch equipment. Every one of them had a blast blowing thousands on fun Xcrawl toys. They have borrowed top-level magical equipment from all of their celebrity friends, and are loaded for bear. All things considered, they may have a chance—though not a very good one.

## ***Outta Her Damn Mind***

At some point the players will realize that something foul is afoot. Players may question the DJ for blatant disregard of rules, tradition, and sportsmanship (and there is plenty of unfairness: the players receive inappropriate, and in some cases ridiculous, magic items, all the NoGo doors are welded shut, etc.). Once the players start questioning Carley Danger, she will deny everything: she claims that its all in the spirit of fun and charity, and chide the players for being whiners. She might go so far as apologizing for overstepping the bounds of good taste. Once she can no longer feasibly continue this ruse the crawl gets interesting.

When Carley is unable to maintain her business-as-usual façade, she reveals the final ace in her hand: she has Bradley's girlfriend, young starlet Mandy Stride, held hostage in her private control booth. Carley rolls Mandy in front of the AVS so the players can see her. She is duct-taped to a swiveling office chair, gagged and looking extremely distressed. Carley raves about paying Bradley back, about making him feel some of the pain she felt. She swears that if anyone tries to get into the booth, or if the players quit, she will kill Mandy. She orders the referees, handlers, and audience to leave the stadium, and demands the players finish the dungeon. She forces the TV crew to maintain their positions, so the entire crawl is still being broadcast.

At this point this is no longer an Xcrawl event: this is a dungeon full of monsters. There will be no referees, the scoreboards will not work properly, and creatures may begin to escape. It's up to you as GM to determine what chaos occurs.

NAE Special Forces are summoned to rescue Mandy, but it takes them at least ninety minutes to mobilize and position themselves to storm the DJ booth, which is magically protected against scrying and teleportation. The players must complete the crawl if they want to save Brad's new girlfriend.



## THE DUNGEON

### Room 1–Green Room

The players are required to be in the green room by noon of the day of the crawl. Once they have all arrived, read them the following:

*The green room is much busier than normal for an Xcrawl event. Dozens of reporters, photographers, and Xcrawl Commentators hover about, paying no attention to you—everyone is focused on Bradley Epstein. Bradley works the room like a true professional, posing for photos, answering questions and shaking hands. Occasionally, the ring of reporters around him bursts into laughter as the famous movie star jokes with them about the upcoming event.*

*Double doors on the west wall lead to locker and bathing facilities. There is a craft services table with coffee, juice, soft drinks, bagels and fruit against the far north wall. There is also a large AVS dominating the south wall—it is currently playing a classic black and white movie. At the east end of the room is the door to the dungeon, flanked by two very stern looking referees.*

The players can warm up, get their equipment together, discuss strategy or sit and do nothing. A few reporters will ask them about what its like to work with Bradley Epstein, and other questions of that ilk. Other than that, they are mostly ignored. This is not the case if the All Celebrity Crawl is in effect.

If the entire group is celebrities, the attention is divided a bit more evenly.

At some point, Bradley takes the entire team into the locker room (which is off limits to everyone but Crawl participants) to talk. He tells them that they don't have anything to worry about—DJ Carley Danger is a "personal friend of his from way, way back" and that they had a two hour telephone conversation the night before. Bradley says that Carley is going to pretend to be personally angry at him in front of the cameras, as if Carley still held a grudge about the old days. Brad believes that the dramatics will assure that







the Bruisers will get more camera time than the other teams, and that the publicity will be fabulous for everyone involved. If the players are suspicious about the DJ's motives, Bradley will reassure them that they even discussed going on a romantic vacation together after the crawl ends—not that he would ever actually date such a has-been, he assures them.

Bradley also has a head full of false information—Carley Danger lied to him about what monsters and traps they would be facing. Bradley thinks he has the entire dungeon memorized, including the locations of secret doors and how to bypass certain obstacles. If the players ask Brad what's in store for them, make up something that sounds very easy.

The crawl begins at 3:00. At 2:45, the Ref instructs the players to assemble before of the AVS for the pre-game interview.

The image on the AVS changes, and the players are face-to-screen with DJ Carley Danger. She is a blonde woman, deeply tanned, with exceptional proportions. She wears a black tank top showing off her muscular arms and new tattoo, a three-eyed toad tribal symbol. She wears a pair of crossed swords on her back. Bradley is stunned by her appearance, claiming that she never looked better in her entire life.

*DJ Carley Danger sits upon a black throne with an imperiously arched back. She looks you over. "Well, well, well. Bradley's mighty Bruisers. Ladies and Gentlemen, a big hand for Bradley Epstein and his team." (massive applause) "You're looking good, Brad. As some of you here in our studio audience or at home might remember, Bradley and I dated a few years ago. Well, I'll try not to hold it against you today, Brad." (audience laughs) "It won't be easy. I still have a score to settle with you—perhaps we'll settle it here."*

The DJ then briefly interviews the players. If there are any women on the team, she will ask about their relationships with Brad. Her questions are uncomfortably personal, yet still safe for television—she asks if he has been hitting on them, if he bought them gifts, if he offered to take them to a little place in Aspen nobody else knows about, etc. Both Brad and Carley play it off like friendly ribbing, but the perceptive might see Brad begin to get nervous.

#### Subtlety!

Time to sharpen your GM skills. If you play this right you can lull the players into believing that they are simply in possession of some illegal information about the crawl. Play DJ Carley Danger carefully—she is crazy but extremely cunning. She has worked too hard to lose Brad with him right where she wants him. But her careful mannerisms might slip once or twice, revealing glimpses of her true madness. Try briefly narrowing your eyes just a bit any time anybody says *Brad* during the interview.





Once the interviews are over Carley Danger addresses the entire group.

*Put your eyes back in your pandering head, Brad. (laughs from the audience) Well, my Dungeon Troopers are going to hide the Maidens Fair deep in the dungeon. Rescue all three to complete level one. Remember—the judges are awarding points for heroism, good sportsmanship, and opponents defeated. In the name of Apollo, I wish thee luck. Also, I call upon the Morae to favor our contest. I wish you all well but this is Xcrawl, and if you die—well, then you die. Good luck all. Have fun, Brad. Kiss, kiss.*

The screen shows the three celebrity Maidens Fair:

**Maid Geena**—Geena Kristen, hot young daytime star of award winning soap “Ardor and Veils”

**Maid Doreen**—Doreen Berganon, beautiful folk singer with the current #1 hit, “Summon My Heart”

**Maid Alice**—Lady Alice Malloy, local noble debutante

A knowledge: religion check (DC 13) will let a character know that invoking the Morae before a contest is highly irregular of a DJ. The Morae are associated with fate—the superstitious would consider it bad luck to mention them before a life-or-death event.

The referees step away from the door, and give the players the go sign. The first door is not locked nor trapped—it leads to an elevator, with a red and blue button on the south wall, and a second door on the east wall. Brad says there are no traps on the elevator, and in this instance he is correct. He also quietly relates that there should be three ogres in the next room.



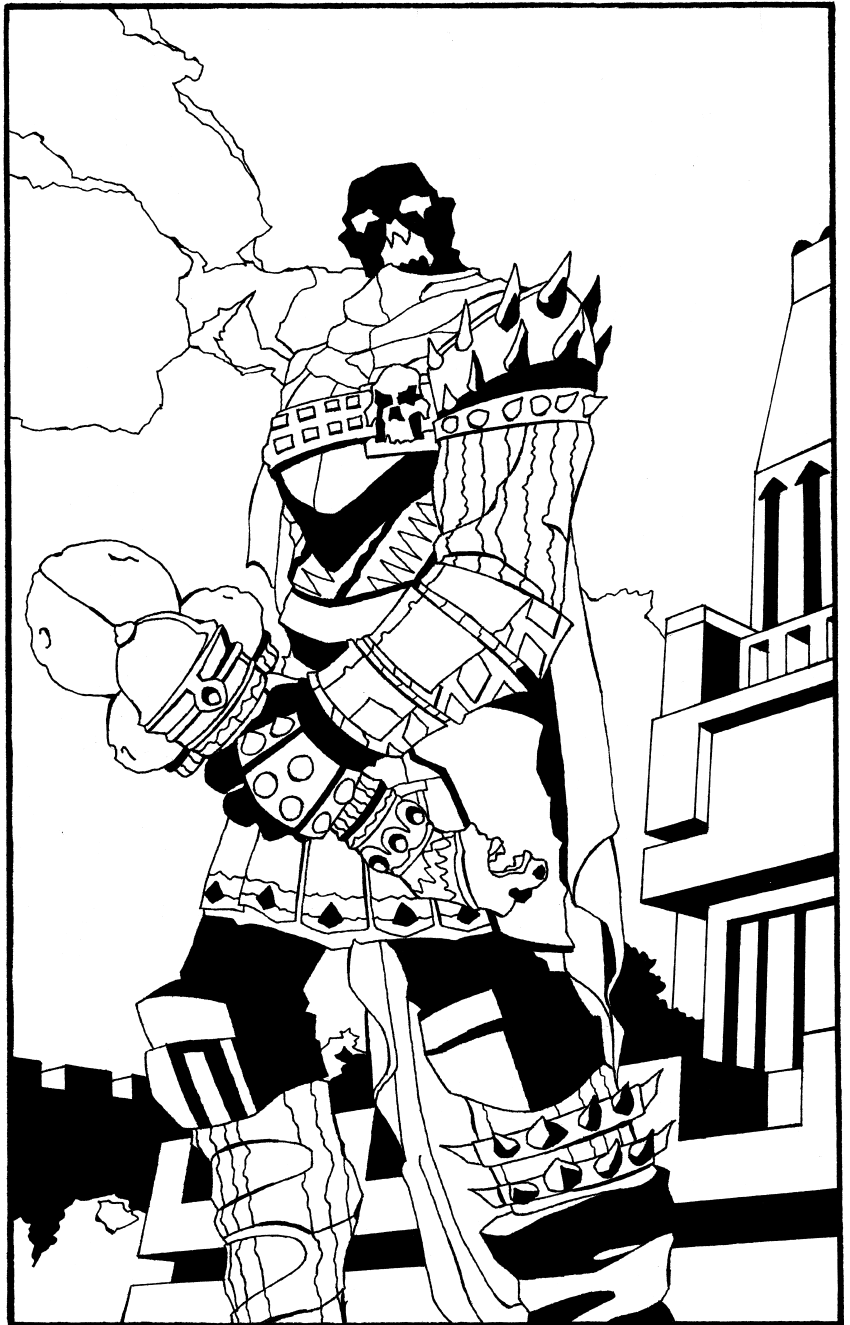
## Room 2-Ogre Easy

*The east elevator door opens on a small arena room, with a ring of banners advertising everything from cough drops to tennis shoes. The room erupts with applause and cheering as you enter. At first the room seems empty, but after a moment several explosions erupt, leaving a cloud of smoke in the room. Seconds later, the cloud dissipates and three ogres wielding huge iron shod clubs stand before you in the room.*

The three ogres are dressed in oversized scale mail armor, and wear fearsome death's head masks. Once they are defeated, an AVS appears. Carley Danger congratulates the players on their victory, and a hidden panel arches open and reveal a red velvet lined case with the treasure.

**Ogres**, AC 18, HP 41, 46, 39.

**Treasure:** A 500 GP note, a **Scroll of Remove Disease**, and the +3 **Dwarven Urgosh** known as "**Mattok's Pride**"





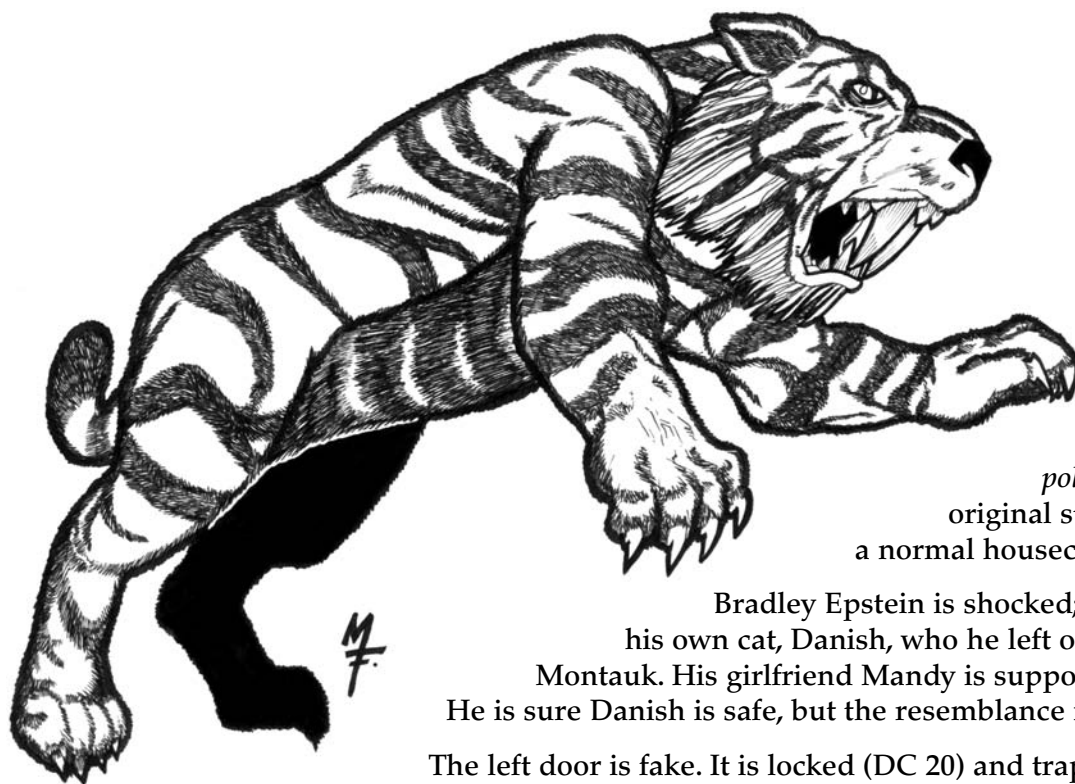


### Room 3–Tyger Tyger

The door to this room is trapped (DC 23/20). If the door is opened or bashed down without first disarming the trap, the door explodes into a million tiny fragments (the door is marbleized with a relatively unstable variant of plastique). Everyone in the 20' blast radius must save (Ref, DC 18) or take 3d4 damage from high velocity wood splinters. A successful save means half damage. The door is completely disintegrated.

This room is completely dark. Once the players have a light source read the following.

*This triangular room has large black tiles on the walls, ceiling, and floor. A faint musky smell hangs in the air. There are two doors on the north wall—the left one sits in the center of a floor to ceiling mural depicting an ancient battle between men and orcs. The right door is similarly set in the center of a dark mural, depicting the aftermath of the battle—women weep, while men limp about wounded.*



Hiding on a ledge high above the room is a saber tooth tiger. It will spring down and attack once players spend a moment or two in the room. The tiger's eyes are wild with madness, and it attacks with no concern for its safety. If the players kill the animal, it

*polymorphs* back to its original state, a normal housecat.

Bradley Epstein is shocked; the cat is identical to his own cat, Danish, who he left on his house boat in Montauk. His girlfriend Mandy is supposed to be watching it. He is sure Danish is safe, but the resemblance is uncanny.

The left door is fake. It is locked (DC 20) and trapped (DC 22/ 18). If the door is opened before the trap is disarmed jets will pump poison gas into the room (Fort save DC 15 or 1d3 con damage).

**Saber Tooth Tiger**—70, AC 18 (includes bonus +4 from *mage armor* spell) see Appendix B pp24.





### **Room 4–Breakroom**

The secret door to this breakroom is extremely difficult to detect (DC 27).

*This is a typical Xcrawl breakroom. There are six comfortable chairs, an AVS monitor, a cushioned medical table, and a cooler filled with drinks. Two doors seem to lead to male and female bathrooms. A third door has a star on it and the name Brad Epstein.*

There is a paramedic here, Matt Pittman (total heal roll normally +11 [modern healers kit included], currently +9 due to extreme fatigue). Matt looks exhausted, and if asked he relates that he kept waking throughout the night to car alarms going off in the parking lot.

Brad's private dressing room has a large mirror, a long makeup counter, fresh flowers, bottles of expensive water, and a private bathroom. If Brad makes it to this room he goes in and comes out in disgust—he is extremely allergic to these particular flowers (Tennessee White Geraniums). He can't even abide to be in the room with them.

### **Room 5–The Crypt**

*This room has been designed to look like an underground crypt. The walls are faux cavern, including stalactites hanging from the ceiling. There are a dozen prop coffins here, each with its own fake tombstone. In the south west corner is a tall and fearsome idol to a strange power.*

A successful Knowledge: Religion roll tells the players that this idol represents Set, Egyptian God of the night. It is not a prop; it is an actual marble statue. Brad is surprised to see all of this, he expected a solitary lizard man.

This entire area is under the effect of a *Desecrate* spell. Once all of the players have been in the room for a round or two, the coffins open and out amble twelve zombies, each wearing a latex mask. Brad starts raving: the masks are a perfect likeness of his mother, who died in a mysterious car accident a few weeks ago.

Once the zombies are defeated, a panel in the wall slides open and reveals a treasure case.

**Zombies:** hp 8, 9, 9, 8, 8, 10, 9, 8, 9, 9, 10, 8

**Treasure:** 1000 GP note, **+2 Short Handled Shovel**, a **Potion of Truth**, and a certificate for a free massage at Chago's, a local spa.

**+2 Short Handled Shovel:** +2 to hit, 1d6+2 dam (includes magic), 20, small weapon. Gives a +2 bonus on skill rolls that involve digging.







## Room 6–Hobgoblin Acid Test

Eight hobgoblins await in this passageway (Mojo Pool 1d6+2). This clique has made a pact with Carley Danger allowing them to escape once the crawl falls into chaos in return for maiming Brad. The hobgoblins are well equipped: each one has a masterwork mighty longbow, a masterwork short sword, two thunderstones, two vials of alchemist's fire, masterwork bonded armor, a set of masterwork thieves tools, and a vial of powerful acid. In addition, they each received a *Cat's Grace* and a *Bull's Strength* spell right after the crawl began. Their job is to successfully leave a horrible acid scar on Brad, preferably somewhere extremely visible.

In the first round, they will throw thunderstones to hamper spellcasting, then fire arrows from behind the cover of the corners of the corridor, falling back if necessary. When they feel the time is right, the hobgoblins will charge Brad, hurling vials of acid at him. Two await at the first corner, two await at the second, and the last four lurk in the room, waiting for players to enter. Once one or two of the hobgoblins successfully hit Brad with acid, they surrender. If, by this point there are no referees coming to lead them away, the players have to take matters into their own hands. One of the hobgoblins speaks broken English, and negotiates for the safety of his men. If allowed to leave, the hobgoblins raid the breakroom, kill the paramedic, steal his car keys, and any medical supplies they can get their hands on, and try to escape.

If players take a wound from the acid, they must receive magical healing within three rounds or receive a permanent scar that can only be removed with a *Regenerate* or *Wish*.

Players entering the otherwise featureless room will note that there was a door here that has been lifted off its hinges. The door leans against the wall in the southwest corner of the room. In the northwest corner of the room are fake prop manacles, where Maid Geena was held—one of the hobgoblins slapped her to activate her NonCom badge. By this point, the party should be very suspicious, if not thoroughly convinced that things are going wrong.

**Hobgoblins:** hp, 8,7,9,5,7,8,7,6. AC 17 (increased dex), masterwork short sword +2 (1d6+2), masterwork short bow + 6 (1d6+2), vial of acid x5 (ranged touch attack), does 2d4 points of damage on impact and 1d3 points the following two rounds.

**Treasure:** 100 GP note, a defective **Wand of Summon Monster I** (50 charges), a **Potion of Truth**, and a certificate for individual Mernece Ice Cream Makers (250 GP value each). Due to a magical accident, the wand can only summon a celestial dove or an infernal lop-eared bunny, both of which are useless for combat purposes (50-50 chance for either). This property of the wand will not be known until a caster uses it for the first time.

## Room 7–Pyramid Power

*This arena room is surrounded on four sides by audience members, who sit cheering and waving small flags. There is a large scoreboard hanging from the center of the arena; it is dark except for the staring visage of DJ Carley Danger looking down at you.*

*In the center of the room is a pyramid, fifty-feet high and painted to look made of gold. Sparking red and green spotlights sweep the room.*





The people in this room have been kept clueless throughout the crawl, getting to see fake highlights of another team running a separate crawl. The audience is protected by invisible walls. There are two NoGo doors, but if anyone tries to exit, they find the doors have been welded shut and barricaded from the other side.

The players have one chance (spot DC 20) to notice a strange occurrence in the audience: an older woman waves desperately to get their attention. She holds up a makeshift sign: "GET OUT SHE CRAZEE." Two hooded guards pull her away from the door a round after she is spotted.

Once the players are assembled in the room, a door opens in the side of the pyramid facing the players. Smoke pours out of the open door, and the arena lights dim. A criospinx bursts forth, flanked by four hobgoblins with halberds. Before they attack, the criospinx (who wears a hidden mike) calls out: "A riddle for you all: why does Brad Epstein think its okay to sleep with his girlfriend's friends?" The creature's voice can be heard throughout the arena. The monsters attack without waiting for the answer.

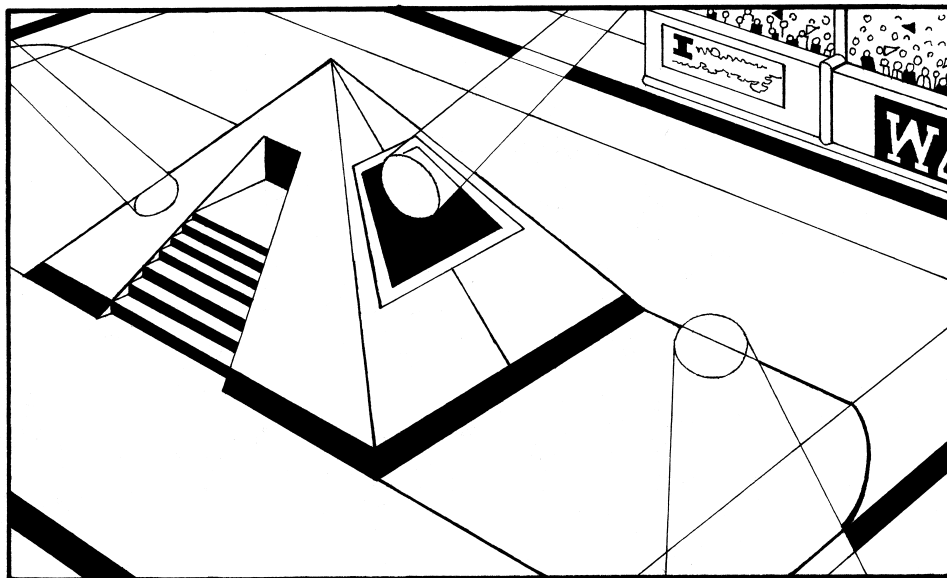
The sphinx surrenders if in immediate danger of death. It speaks English, and is actually rather amiable for one of its kind. If the subject comes up, he doesn't mind letting the players know that he is a volunteer, hired special by the DJ. Carley also wrote the riddle, which the sphinx feels is a very poor riddle, at best.

Once the creatures are defeated or surrender, a panel on the north wall opens to reveal the treasure case.

**Criosphinx:** 80 hp

**Hobgoblins:** 10, 11, 9, 12 hp

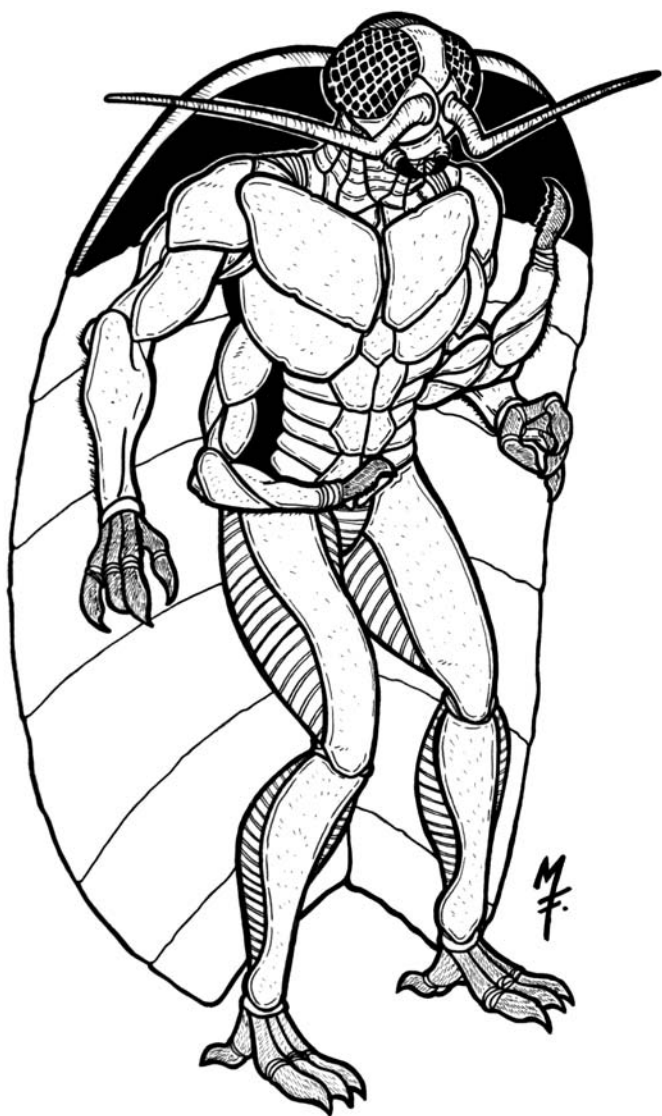
**Treasure:** Ten +2 **shurikan**, a **Potion of Truth**, and a box of mixed medium quality jewelry (total value 2000 GP). Brad can attest that the jewelry are all gifts he gave Carley while they were dating—if he completes the room.



## Room 8–Heap of Filth

The door to this room is trapped (DC 23/20). If the door is opened or bashed down before it is disarmed, a ninety decibel siren goes off near the doorknob. Players within ten feet must make a Fortitude save (DC 18) or be deafened for three rounds. The alarm also alerts the creatures that the enemy is on its way, giving them a chance to prepare.

*A sickening smell pervades this room, like rotting garbage on a hot day. It seems as if there are piles of garbage everywhere, against every corner and all over the floor. In the center of the room is a conveyer belt, running from the south wall and depositing trash into an open-mouthed furnace in the north end of the room. You can feel the intense heat of the furnace from the doorway. There are three ragged humans here, two women and one man, who are picking up trash and depositing it on the conveyer belt.*



The humans are all werecockroaches. Once the players come near them they transform and attack. They are fearless and do not surrender. Brad will likely run away once they transform—he has suffered a phobia of roaches since he was a small child. If he does run, at least one werecockroach will chase him.

Players who are in this room for more than three rounds must make a fortitude save (DC 15) or become nauseated for one round. They must make a new save each round. Players can leave the room for a full round to recover from the nausea.

Once all of the creatures are defeated, a hidden treasure panel opens up.

**Werecockroaches:** hp 38, 42, 33. (See Appendix B pp26.)

**Treasure:** An IOU for a 2000 GP note, a **Wand of Erase**, a gift certificate each for ten free Tango lessons from local dance studio Le Canticle, and a pair of **Red Slippers of Dancing**, giving the wearer a +10 competency bonus on any dancing performance check made while wearing them.





## Room 9-Adult Swim

*This room has the humid air of a spa. The floors are marble tile, the ceiling is vaulted and arched, and there are six Doric columns supporting the ceiling. In the center of the room is a fish pond. There are a dozen fish in the pond darting about in the water.*

Carley considers this room to be payback for the death of her goldfish. She named it Brad after her true love, and she flushed it down the toilet when the couple broke up. If Brad has made it to this room, the symbology will be lost on him as he is unaware that the fish died.

The ceiling is fifteen feet high at the apex of its arch, and 12' 3" along its edges. There is a water elemental hidden in the pool, waiting for the characters to assemble along the edge of the pool. The fish are dangerous piranha-like Swamp Devils. Once the players are in the room, the elemental will climb out with the Swamp Devils contained within its watery form. It will attempt to grapple opponents, and if it does, the fish bite the grappled player while he is held.

If the elemental is destroyed, the fish fall to the ground and suffocate in five rounds. Once this happens, the treasure panel opens on the far side of the pool.

**Medium Water Elemental:** hp 55

**Swamp Devils:** hp 3 each (See Appendix B pp25)

**Treasure:** 10 GP note, a **Potion of Stone to Flesh** and half a certificate for a 1000 GP shopping spree at local record store, Dimmak Music.



## Room 10–Aerie of Doom

*An empty audience gallery encircles the ominous feeling of this arena-sized room. What appears to be a towering, petrified tree stands in the center of the room, with three ugly creatures—a cross between a bat and a red skinned woman—sit in the barren limbs, laughing. The three creatures are captivated by a giant AVS screen, taking up the entire west wall. The AVS repeats a short clip of an adult film, over and over. The hideous female beasts laugh and laugh. Watching for a moment, you see the face of the male actor. You recognize him as an extremely young Brad Epstein.*



*A large gilded cage hangs from the largest limb of the tree. A woman in a business suit sits inside the cage, slumped against the wall, unconscious.*

The empty gallery is protected with invisible walls. There is a NoGo door on the south wall of this room, but it is welded shut and barricaded from the outside.

The creatures in the trees are harpies. If Brad is with the party, the hateful harpies single him out for ridicule and attack, choosing him over more logical targets.

The woman in the cage is the same woman who tried to warn the party with the homemade sign—Diane Brown, Carley's therapist. Carley got her free gallery tickets for the show. Diane understood early on that Carley was experiencing a breakdown, and thought she could save the day by warning the Xcrawlers. She was captured trying to get to her car by hobgoblins loyal to the DJ, and was put here in place of the last Maiden Fair. She is in shock from the horrible attentions of the harpies, and needs healing (she has four remaining hit points out of seventeen, and is under the spell of their singing).

If Brad is still with the party, he reacts extremely negatively to this old film of him being shown—such films are illegal in the NAE, and this is likely the end of Brad's career.

At this point, Brad's mind may begin to slip (GM's discretion).

Once all the harpies are slain, a hidden treasure compartment opens in the wall next to the south door. The treasure case is filled from top to bottom with cans of Turkish Delight.

**Harpies:** hp 33, 36, 42







### **Room 11–Breakroom?**

*Clutter and chaos are everywhere. Littering the floor are broken bottles, shattered furniture, and shreds of food. Someone or something has destroyed what appears to be a second breakroom for this level. A lone male figure lies face down in the middle of the room.*

This room has been ransacked and emptied. The medical supplies, food, and towels are all gone. A paramedic, Milton Shattuck, lies on the ground, beaten within an inch of his life. He needs medical attention quickly (zero hit points out of 22, but stable). If he is revived, he tells the party he was waylaid by a bunch of tough hobgoblins, one of whom stole his car keys and wallet.

If the players search the dressing room, they find a broken vase with Tennessee White Geraniums dashed on the floor.

### **Room 12–The Escape**

This was to be the last room of the first level.

*This is a small arena style room, with the floor painted to look like an enormous flag of the NAE. There is a small plush gallery along the south wall, perhaps large enough for fifty patrons. The galleries are empty now, and the scoreboard is dim. There are two cars in here, a Chromalon Buffalo XL—a huge shiny red brand new SUV—and an older station wagon that has seen better days. Red roses are scattered across the floor. On the east wall is an open NoGo door—you can plainly see backstage from where you stand. There are a group of hobgoblins, loading the trucks with their plunder. A hobgoblin sits behind the wheel of the SUV, engine running, ready to drive off. Just beyond the two cars is an exit; you can see daylight pouring in through the open door.*

There are a total of ten hobgoblins. They have managed to steal both the grand prize and Milton Shattuck's personal vehicle, and are currently loading it with everything they were able to grab on their way out. The hobgoblins have the same equipment as their compatriots in room 6, with the exception of the acid: each one has a masterwork mighty longbow, a masterwork short sword, two thunderstones, two vials of alchemists fire, masterwork bonded armor, and a set of masterwork thieves tools. Artuk-Artuk, their leader sitting in the SUV, has a .35 revolver he took from a murdered security guard.

The goblins have a filing cabinet, three masterwork office chairs, dozens of expensive coats stolen from the coat room, boxes of canned food, a case of longbow arrows (144 ct.), and 1228 GP in mixed notes and coin.

**2nd level hobgoblin warriors:** AC 16, hp 10,16, 18, 17, 15, 14, 12, 11, 16, 13

**Artuk-artuk, 3rd level hobgoblin warrior:** AC 16, hp 37, .35 revolver +4, damage 1d10, crit x3





### ***After the Crawl-Mummy Dearest***

As soon as the player's escape seems imminent, Carley Danger appears on every AVS in the dungeon. Her true madness now apparent in her wild eyes. She declares her undying hate for the heroes who dared to aid Brad Epstein, and pledges to destroy them one day. Provide a couple of minutes of banter to build the animosity between the players and the rogue DJ. Before she leaves, read the following:

*In the meantime, I leave you something to remember me by. Kiss kiss. Let's not make it too long this time, okay? Have fun, Brad. I'll remember you always...*

Carley Danger then says the code word to activate her non-com badge—which has been altered to teleport her to her sister's place in Montana. She leaves her hostage behind, unharmed but terrified.

At this point, the players will be attacked by Danger's last creature—a mummy. The mummy is instantly recognizable by both the party and Brad: it's the reanimated body of his dead mother. Carley had her killed, and then used connections to bring the body back in this hideously deformed state. The mummy is programmed to attack Brad directly, but will defend itself from others if needed. As soon as it appears, the mummy begins to repeat Brad's name over and over. The mummy has been enhanced with a *Mage Armor*, *Haste*, and *Bull's Strength* spells.

**Mummy**—hp 62, AC 25 (includes Mage Armor and Haste), slam +8, slam 1d6 +6

Surviving players are taken to local Police Headquarters, where they are questioned and debriefed. Each survivor earns a bonus of four fame points for defeating the rogue DJ. Their faces are all over the news, and they will certainly be asked to do many interviews and appearances to discuss this tragedy.

Brad may or may not recover from the psychological damage he has received today. Either way, his career is ruined, and he might even face arrest for performing in an adult video.

Organizer Ridel Walker personally apologizes for the unfortunate event and the player's distress. The future of the Celebrity Pro/Am Crawl looks very uncertain.

## **APPENDIX A: PRE-GENERATED CELEBRITY XCRAWLERS**

**EDMOND "DUSTY" PICCORILLO**, human male athlete 6th (fame 32), hp currently 44, Init+3, Spd 30, AC 21, attack club + 8, dam 1d6+4, crit 20, crossbow +9, dam 1d8, crit x3, AL NG, saves Fort +9, Ref +7, Will +5, Str 16, Dex 18, Con 18, Int 13, Wis 10, Cha 16 (bonuses for constant training already added in)

**Skills:** balance +7, bluff +6, climb +4, concentrate +2, drive +5, intimidate +6, jump +7, knowledge (sports) +5, perform +8 (grandstanding, mugging, interview, endorsement, cameo, guest host, juggling, color commentary), sense motive +5, spot +5, swim +7, tumble +7

**Feats:** Intensive Training (currently +2 con), Favored Sports: Tennis +2, Golf +1, Run, Iron Will, Skill Focus: Jump, Dodge, Endurance, Great Fortitude





*Equipment:* **+3 chain shirt, +2 club, +2 crossbow of speed, three potions healing**, twenty masterworks bolts, quiver, three bottles of PowerDrinkz Green, masterwork adventurers outfit, combat boots, boot knife

Edmond Piccorillo was the leading tennis champion of the NAE league eight years in a row. He has taken top honors at tournaments all over the world. He was a college Xcrawl player, but has never participated in anything other than Division Four events. Currently, he is anticipating the opening of his own private tennis school, where he plans to command huge fees teaching rich nobles how not to look stupid on the court. The Celebrity Pro/Am Crawl is part of his publicity tour. Edmond has a nearly pathological hatred of referees, and never misses a chance to browbeat one.

**Strategy:** Stick and move. Get in quick, do the damage, get out. Getting into the DJ's head, learning to anticipate what she'll do next. Play deep. At the first sign of real danger, use the recall badge to escape. After the crawl, dinner at Banno's and a show.

**Quote:** *"What are ya, blind? That arrow was in!"*

**FABRIZIO**, human male expert (model) 2nd/ Cleric of Cupid 2nd/ 1st level Master Celebrity, Fame 59, hp 30, Init +0, Spd 20, AC 21, attack longsword +6, dam 1d8+5, AL CG, Saves Fort +5, Ref +3, Will +10, Str 15, Dex 11, Con 14, Int 10, Wis 15, Cha 19.

*Skills:* balance +2, bluff +8, diplomacy +8, drive +3, concentration +5, heal +6, innuendo +10, intimidate +7, knowledge (modeling) +3, knowledge (religion) +4, Perform +12 (model, interview, endorsement, infomercial, catwalk, mugging, acting, classical piano, dancing, choreographed fighting, vogue, love poetry, preaching), Swim +6

*Feats:* Make It Look Natural, Turn Undead, Skill Focus: Perform, Lightning Reflexes, Extra Turning

*Spells Prepared:* 0 level–Light, Mending, Resistance, Guidance 1st level–Charm Person, Bless x3

*Spells on Scroll:* Bless x3, Invisibility to Undead, Sanctuary x4, Magic Weapon, Divine Favor

*Equipment:* **+3 longsword (known as The Scarlet Woman), +2 Breastplate, +2 large shield, Wand of Cure Light Wounds** (48 charges, 1d8+3), **three Potions of Cure Light Wounds**, wallet, masterwork super low necked entertainers outfit, stack of pre-autographed head shots, 450 GP in notes

Fabrizio is an internationally well known supermodel. His famous cheekbones have graced the cover of hundreds of magazines, paperbacks, and advertisements. Designers beg him to wear their clothes, and women throw themselves at him in public. Surprisingly, it hasn't gone to his head. Fabrizio is a very nice guy, down to earth and genuine. He feels extremely lucky for all his fortune and fame, and he tries to give back as much as he can to the community. He is extremely supportive of the Jose Villalobo's House, and he jumped at the chance to do his part. However, he is the only player on Bradley's Bruisers who has no Xcrawl experience. The famous model has no idea what he's getting himself into—he actually considered not bringing his healing wand because he didn't think he would need it. He believes that all he has to do is throw *Bless* spells and look good.





**Strategy:** Hang out in the back, throw *Bless* spells, look good. Use the Recall Badge at the first possible moment of danger or serious inconvenience. After the crawl, have a workout, massage, protein shake and a shot of wheatgrass juice.

**Quote:** *"I healed your wound twice already. I can't believe it's not better."*

**JUNA "THE MAGIC BOOK LADY" SPRIG**, human female bard 2nd/ wizard 3rd, Fame 25, hp 18, Init +6, Spd 30, AC 17, attack crossbow +6 dam 1d8+2 +1d6 frost damage, crit x3, dagger +4, dam 1d4+1, crit 19-20/ x2, AL NG, Saves Fort +2, Ref +6, Will +8, Str 8, Dex 14, Con 13, Int 16, Wis 14, Cha 18.

**Skills:** Alchemy +9, Bluff +7, Concentration +4, Diplomacy +7, Gather Information +6, Heal +3, Knowledge (arcana) +8, Knowledge (Astronomy) +7, Knowledge (Xcrawl) +8, Listen +4, Perform +12 (storytelling, singing, oral interpretation, folk dancing, debate, banjo, steel guitar, piano, puppetry, piccolo)

**Feats:** Summon Familiar, Scribe Scroll, Bardic Music, Bardic Knowledge, Improved Initiative, Brew Potion, Skill Focus: Perform. She has a familiar, an owl named Douglas MacArthur, but she didn't bring him to the crawl.

**Bard Spells Prepared:** 0 level–Mage hand, Prestidigitation, Mending, Daze 1st level–Hypnotism

**Arcane Spells Prepared:** 0 level– Light, Open/Close, Disrupt Undead, Ray of Frost 1st level Sleep, Color Spray, Mage Armor, Feather Fall 2nd level–Web, Mirror Image

**Spells on Scroll:** Identify, Shield, Obscuring Mist, Unseen Servant, Charm Person, Sleep, Ventriloquism, Jump, Shocking Grasp, Spider Climb

**Equipment:** +2 Frost Light Crossbow, +3 Ring of Protection, Wand of Burning Hands (20 charges), Bracers of Armor +2, +3 dagger, masterwork guitar, masterwork piccolo, 20 masterwork bolts, quiver, masterwork blue stars-and-moons wizard's robe, masterwork matching pointy hat, fake wand with *Nystul's Magic Aura*, keys to hotel room, coin purse with 20 silver pieces, her charge card, weekly pill reminder case (full)

"Good evening, girls and boys. Is everyone ready for magic?" Every Sunday night across the nation, millions of children tune in to Empire Radio One to hear The Magic Book Lady read them a bedtime story. Juna Sprig has been reading on the radio every Sunday for the past nineteen years, enchanting adults and children alike with her famously soothing voice. But her fans don't know her secret: Juna has secretly participated in two unsanctioned Brazilian Xcrawl events. She has a streak of murderous bloodlust in her, but she avoids the normal Xcrawl season to protect her child-safe image. When she heard about the Pro/Am Crawl, she jumped at the chance to participate—she believes that she can get away with playing here in San Francisco since it's a charity event. Her fans believe that she wants to help the unfortunate, and she does—but she really, really wants to kill something on National Television. Juna dyes her hair white and wears huge round glasses to make herself look older—this helps her grandmotherly image. She is actually a slight woman in her early forties, with curious blue eyes and a broad, disarming smile.







**Strategy:** Destroy anything in her way. She has borrowed a magical crossbow and is chomping at the bit to hear the sweet thwack of bolt piercing flesh. She wants to blast, burn, and nail down as many monsters as possible. She will hold off as long as possible before using the Recall Badge or a NoGo door to escape—if she is going to risk her carefully crafted wholesome image by liquidating a bunch of subhuman scum, then by Minerva, she intends to get her money's worth. She has a good working knowledge of Xcrawl and intends on being the team's battle leader. And if Brad Epstein thinks otherwise, things could get ugly. After the crawl, she intends to try tequila for the first time at the local seedy Xcrawl tavern, the Iron Ration.

**Quote:** *"Now, how do you think that made the monster feel?"*

**DEAN "DRIVER" DOWN**, human male rogue 3rd/ expert (stuntman)3rd, Fame 39, hp, 37 Init +4, Spd 30, AC 18, attack short sword +7 dam 1d6+3, crit 19-20/x2, wrist rocket +9, 1d4 +2 damage crit 20, AL LG, Saves Fort + 6, Ref + 12, Will +6, Str 15, Dex 19, Con 16, Int 14, Wis 11, Cha 13.

**Skills:** Appraise +4, Balance +10, Bluff +2, Climb +9, Disable Device +9, Drive +15, Escape Artist +6, Forgery +4, Hide +10, Intimidate +2, Jump +11, Listen +2, Move Silently + 10, Open Lock +9, Perform +5 (driving stunts, acting, falling stunts, fire gags, choreographed fighting), Profession (stuntman) +4, Search +15, Spot +2, Tumble +15

**Feats:** Sneak Attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC), Lightning Reflexes, Skill Focus: Drive, Skill Focus: Tumble

**Equipment:** +1 short sword of subtlety, +2 leather armor, +2 keychain of resistance, + 2 ring of protection, potion of Blur, 2 potions of invisibility, three Potions of Cure Light Wounds, masterwork wrist rocket, set of masterwork thieves tools.

Dean Down was a bad man. He was a small time crook and drug fiend who didn't care about anyone or anything, not even himself. After a bungled robbery took his partner's life, he saw the light. Dean got help with his substance problem, cleaned up his life and started going to Temple again. He moved out to California and started finding stunt work in Hollywood productions. He is currently riding the crest of a recent surge in his popularity; he gave a critically acclaimed performance as a killer who has to pull off one more job before he can give up "the life" in recent movie hit "Eight Guns To Kill You," which lead to his participating in this event.

**Strategy:** To not get hurt. Dean believes that Jupiter has given him a second chance at life, and while he is glad to help the charity out he has no intention of dying for it. Dean intends to stab from behind and fade into darkness. He will do his best to stay mobile and avoid becoming pinned down. He is relying heavily on his magic to keep him alive, and if things are getting too hot he fully intends to use his Recall badge to escape. After the crawl, dinner at SubChieftan Sandwiches and an AA meeting.

**Quote:** *"Yaaaaaaaaaaaaa!"* while running around on fire.







## APPENDIX B: NEW MONSTERS

### Saber Tooth Tiger

*Large Animal*

**Hit Dice:** 8d8+24 (48)

**Initiative:** +6 (+2 dex +4 improved initiative)

**Speed:** 40'

**AC:** 14 (-1 size, +2 Dex, +3 natural)

**Attacks:** 1 bite +8 melee 2 caws +4 melee

**Damage:** bite 2d8+3 (crit 19-20/ x2)  
claws 1d4+3

**Face/Reach:** 5'x10'/ 5'

**Special Attacks:** —

**Special Qualities:** —

**Saves:** Fort + 8, Ref + 9, Will + 2

**Abilities:** Str 23, Dex 15, Con 18, Int 2,  
Wis 10, Cha

**Skills:** Climb +7, Balance +5, Hide +8,  
Jump +5, Listen +3, Move Silently +8

**Feats:** Alertness, Improved Initiative, Improved Critical (bite), Improved Grab, Scent

**Climate/ Terrain:** Tropical Savanna (Africa, South America)

**Organization:** solitary

**Challenge Rating:** 5

**Treasure:** none

**Alignment:** always neutral

**Advancement:** 10-14 HD (huge)

The saber tooth tiger is a prehistoric carnivore still surviving in primitive places around the world. Trappers must brave the most remote and dangerous parts of Africa and the jungles of South America to find this rare and dangerous predator.

The saber tooth tiger generally stalks his prey silently, then mauls it with his massive bite. Victims are either devoured on the spot or dragged off to a hidden lair.





## **Swamp Devil**

**Small animal**

**Hit Dice:** 1d3+1 (3)

**Initiative:** +6 (+2 dex +4 improved initiative)

**Speed:** swim 30

**AC:** 16 (+2 dex,+2 natural,+2 size)

**Attacks:** 1 bite +5

**Damage:** 1 pt.

**Face/Reach:** 1'x3"/ 5"

**Special Attacks:** -

**Special Qualities:**-

**Saves:** Fort + 1, Ref + 4 , Will + 1

**Abilities:** Str 3, Dex 15, Con 11, Int 1, Wis 12, Cha 3

**Skills:** listen +5, spot +5

**Feats:** scent, alertness

**Climate/ Terrain:** freshwater (North America)

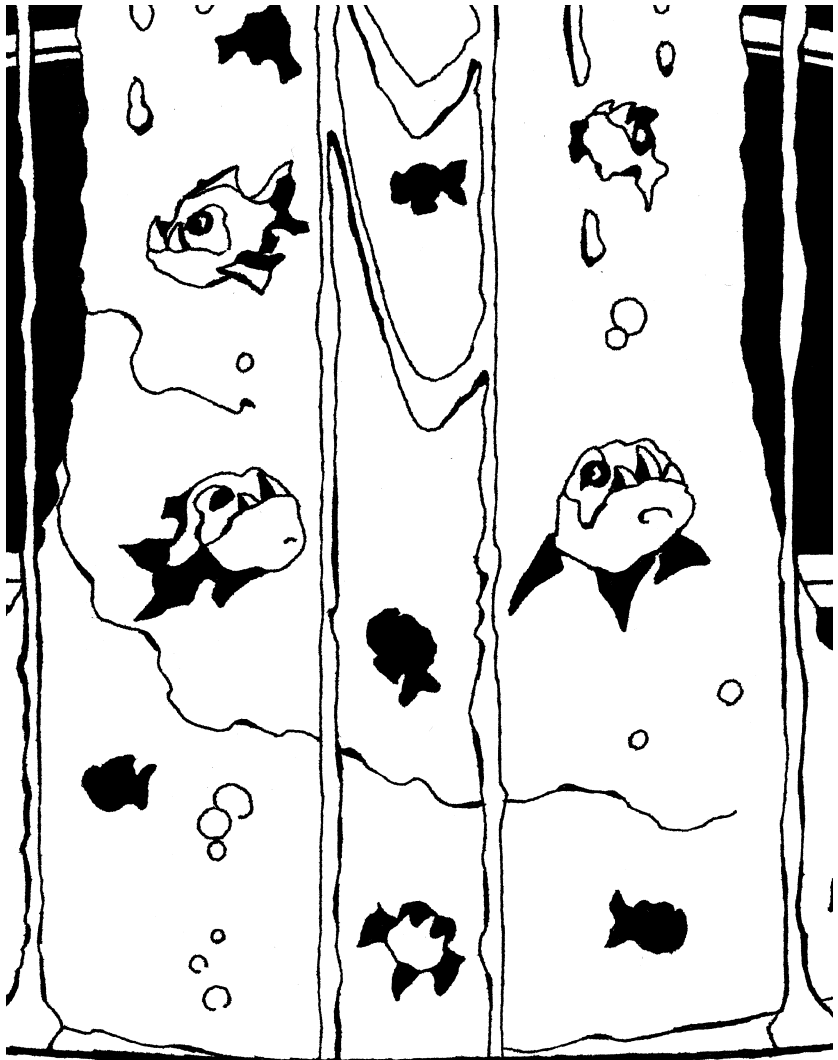
**Organization:** swarm (2-24)

**Challenge Rating:** 1/2

**Treasure:** none

**Alignment:** always neutral

**Advancement:** —



The Swamp Devil is an ornery fish local to the district of south Georgia. A pack of Swamp Devils can skeletonize a dog in less than a minute with their relentless biting. Fishermen hate them, as they can chew through nets with ease. Their hunger is bottomless—they can eat four times their weight every day in flesh. In combat, they swarm opponents and bite them to death





## Wercockroach

**Medium size**  
**shapeshifter**

**Hit dice:** 3d8+18 (31)

**Initiative:** +3

**Speed:** 50'

**AC:** 22 (+2 dex, +10 natural)

**Attacks:** 4 claws + 5 bite + 3

**Damage:** claws 1d3+2 bite 1d6+2

**Face/Reach:** 5x5/5

**Special Attacks:**  
metamorphosis

**Special Qualities:**

Damage Reduction 15/ silver or magic, clinging limbs, prehistoric toughness, immune to sleep spells and effects

**Saves:** Fort + 10, Ref + 10, Will + 7

**Abilities:** Str 15, Dex 13, Con 21, Int 10, Wis 9, Cha 8

**Skills:** Climb +20, hide +11, Listen +6, Move Silently +8

**Search** +10, Spot + 5,

**Feats:** Blind Fighting, Dodge, Mobility, Improved Grab, Improved Disarm, Scent, Multiattack

**Climate/ Terrain:** any

**Organization:** scout (1), clutch (2-5)

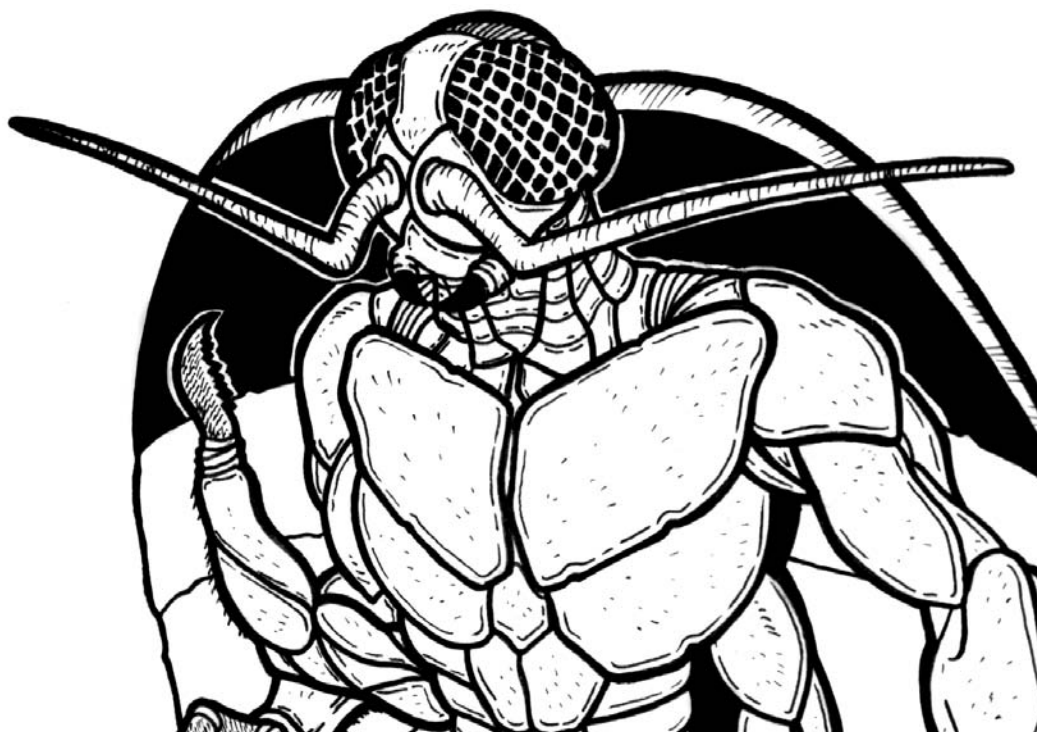
**Challenge Rating:** 4

**Treasure:** standard

**Alignment:** typically neutral evil

**Advancement:** as character type

The above stats are for the wercockroachs' hybrid form.





Wercockroaches are hideous shapeshifters who have lived amongst mankind since ancient times. Wercockroaches have two forms: man and hybrid. In their hybrid form, they walk upright, but have the hideous aspect and chitinous exoskeleton of a man-sized roach. They cannot become tiny cockroaches. They are clever and cautious, and often live in a civilized community for generations without being detected. When they are compelled to change on the nights of the full moon, they roam dark, back alleys and sewers looking for victims to kill and devour.

They can only use their improved grab feat after a successful claw attack.

**Metamorphosis:** Victims bitten by the wercockroaches do not become wercockroaches themselves—for these shapeshifters, their curse is passed through the blood rather than through the creatures bite. Instead, victims bitten must make a Fort save (DC 18) or they will psychosomatically transform into roaches on the night of the full moon—they will still retain their human forms, but will skitter about their neighborhood and try to bite and eat any who cross their paths as if they were giant cockroaches. Only a *Remove Curse* or *Wish* can cure afflicted individuals.

**Clinging Limbs:** Wercockroaches grow tiny sticking organs on their limbs when they transform. They can easily walk along walls and ceilings with no loss of speed.

**Prehistoric Toughness:** Wercockroaches receive a natural +4 to all saving throws. They are additionally immune to disease and the effects of long term exposure to radiation.

## APPENDIX C: SOUNDTRACK

For background music, we recommend you put the following five CDs on your changer and hit random:

**Alanis Morissette, *Jagged Little Pill***

**Ruby, *Salt Peter***

**EPMD, *Strictly Business***

**Joy Division, *Unknown Pleasures***

**Squirrel Bait, *Skag Heaven***

## APPENDIX D: ERRATA—DESCRIPTIONS OF THE DEITIES

**Apollo**— This beloved patron of the arts, music, and poetry has become the unofficial patron of Xcrawl. Almost all DJ's invoke Apollo's blessing before an Xcrawl match.

**Bacchus**— Clerics of this minor deity are often maligned for their casual, celebratory approach to religion. Bacchus has few clerics, but heavy drinkers often pour an extra glass in his honor.

**Ceres**— Ceres is the goddess of fertility and the harvest, and the patron of mothers and midwives. Ceres is a minor deity, but is invoked at all births and weddings.

**The Charities**— Many wizards and sorcerers invoke The Charities, praying for guidance and perseverance in their studies. The Charities are minor deities, and are looked down upon somewhat as unconventional and suspicious.







**Cupid**– The patron saint of romantic love, Cupid is the lonely hearts deity, and citizens who find themselves amorously stung make time to visit his temple and make an offering.

**Diana**– Goddess of hunting and patron of the wilderness, Diana's worshippers supplicate on nights of the full moon. There is only one major temple dedicated to Diana, located in Vancouver.

**Discordia**– While Discordia's place in the affairs of the gods is begrudgingly accepted by clerics, she is nigh universally hated as the creator of human strife. Worshippers of Discordia must do so in secret; the favored of Discordia are instantly suspect for all manner of foul and evil deeds, often rightly so.

**Faunis**– This minor god is invoked by druids, farmers, and shepherds. Faunis has only minor temples in the NAE; his major temple is in Sydney, in the Kingdom of Australia.

**Fortuna**– The patron of gamblers, neer'do-wells, and scoundrels. There are few clerics of Fortuna, but she is invoked by all those needing divine favor.

**Furaie**– Furaie is the official patron of the NAE's police forces. Her major temple is in Pittsburgh.

**Horae**– Horae represents the seasons, and her aspect changes along with the turn of the year. Many farmers honor Horae with sacrifices of flowers and wine during the year's equinoxes.

**Juno**– Mighty Juno is the patron of the nobility, especially noble women. Every major city has at least one temple dedicated to this goddess of home and authority.

**Jupiter**– It is considered an insult for commoners or the lowborn to choose august Jupiter as their patron. He is the patron deity of the NAE, and the personal patron of Emperor Ronald I.

**Mars**– Modern depictions of Mars, the god of War, often place him in a tank, carrying a celestial machine gun. The worshippers of Mars haven't changed much over the ages: soldiers, commanders, and warriors all pay him homage.

**Mercury**– The fleet footed messenger of the gods is the patron of the NAE's postal service. He is also worshiped by doctors and counselors; he is also the patron deity of the Thieves Guild.

**Morae**– Morae is the oft-ignored patron of science and discovery. A minor power, she is often invoked at university functions.

**Minerva**– Minerva is the goddess of wisdom and battle. She is favored by military commanders and the heads of corporations, as well as political powers and doctors. Her largest temple is in San Francisco.

**Pluto**– Pluto is the feared guardian of the dead. Pluto is often invoked by those in mourning, who ask that their loved ones be well looked after in the Underworld.

**Sol**– This minor deity is represented by a flaming chariot. There is only one temple to Sol in the NAE, in Flagstaff.

**Trivia**– The patron of intellectuals and leaders, Trivia promotes learning and good decisions. The lost and indecisive will often pray tribute to Trivia for a blessing of insight.

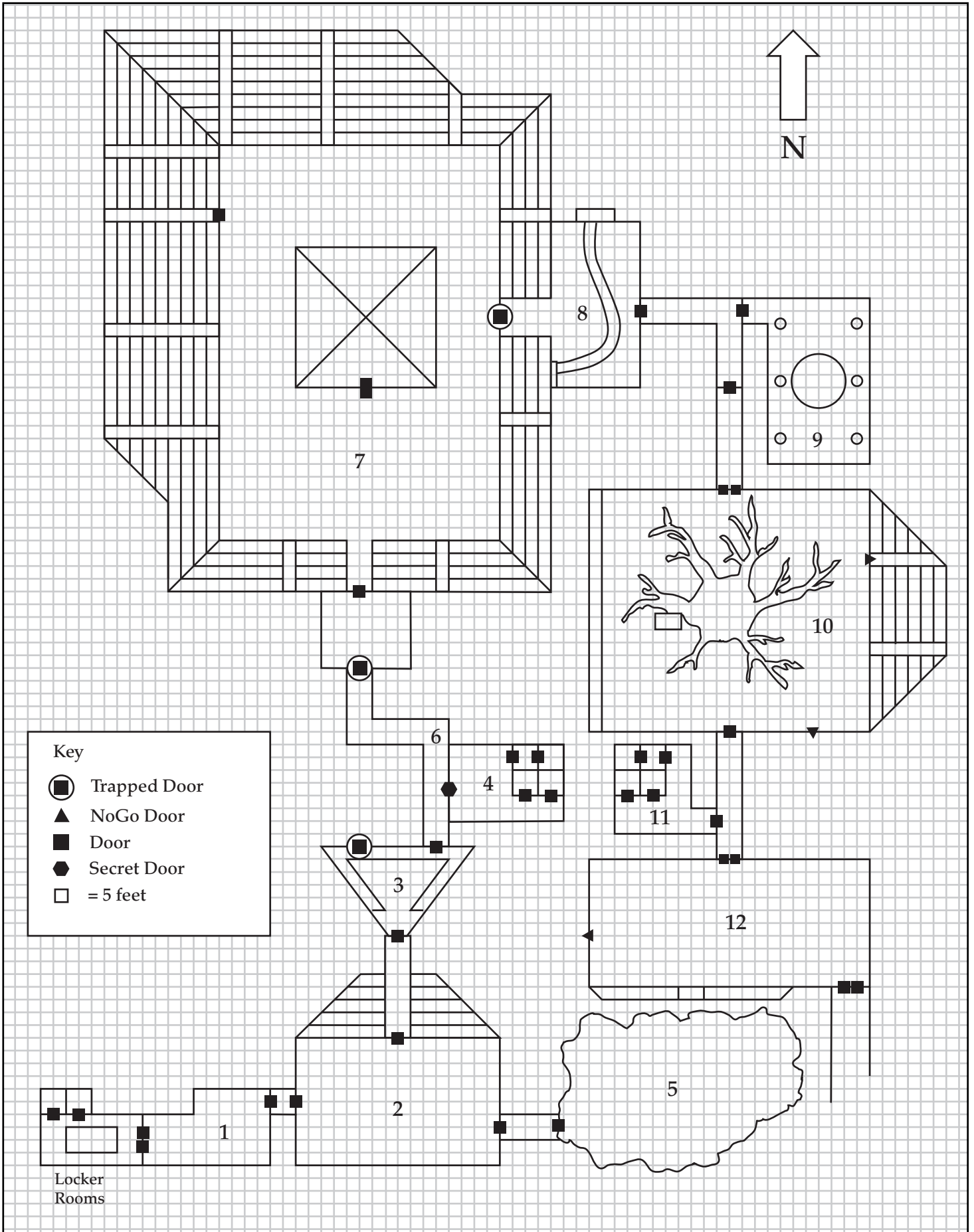
**Venus**– Beautiful Venus is called upon by lovers in strife and unwed maidens. Venus is an extremely popular minor deity, who is often invoked to heal broken hearts.

**Vesta**– The patron of commoners and the embodiment of the strong family, Vesta is beloved amongst the families of the NAE. Most homes keep a sacred broom as a symbol of Vesta's blessing.

**Vulcan**– In modern times, Vulcan is the god of industry and machines, as well as the forge and fire. The very few dwarves who respect the Olympians choose Vulcan as their patron.









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