



NEW YORK CRAWL



XCRAWL TOURNAMENT
MODULE ONE 2003

Credits

XCRAWL: New York Crawl Tournament Module

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Back by popular demand:

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NOTICE

Xcrawl is a game. It isn't real. Real swords, real arrows, and real wounds are real dangerous. So, have fun, but DON'T keep it *real*; keep it fantasy.

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Now, go have fun!

Are you still reading this?



THE NEW YORK CITY INVITATIONAL CRAWL

This adventure in the world of Xcrawl is designed for a team of 4-6 players with a maximum 20 combined levels. The crawl also requires the players to adhere to the following rules: standard equipment restrictions, a maximum 3 potions per player, a maximum 40 arrows or quarrels for archers, a maximum of 15 levels of scrolls for spellcasters, and magical weapons may not exceed +1 damage. Alchemist's fire or any other incendiary is prohibited due to the historical nature of the buildings the crawl runs through.

The scoring for the crawl is based upon two variables: how many statues did the team recover and how long did it take. The number of statues recovered determines the winner. If there is a tie, time becomes the deciding factor. Time includes all penalties and bonuses, but does not include the time in-transit in each of the break rooms. Once the subway car has stopped, however, the timer restarts. Penalties of +30 seconds are incurred for each fame point lost and bonuses of -30 seconds are awarded for each fame point gained. As this is not an in-game mechanic, the gamemaster must make teams aware of the stipulation before play begins.

There is a real-world time limit of three hours for the entire module. After the three hours is over, if the module has not been completed, follow the scoring above to determine the team with the highest score.

Note to the gamemaster: Due to the non-linear nature of this adventure, please read the entire crawl before running the game.

BACKGROUND

The New York City Invitational is one of the year's major tournaments. The largest city in the Empire goes all out for this crawl each year and spares no expense. Not to say that the city loses money. On the contrary, the Invitational is one of the most profitable crawls in the country. Expectations each year grow higher and higher. The average lifespan of an Invitational DJ's job is barely over one year due to the demands placed on him. This year brings a new DJ and a new attitude to the Crawl.

Hometown fan favorite Giovanni "Johnny the Neck" Calabresi was named the new DJ this year, after a disastrously crippling injury caused him to retire early from active crawling. Johnny was deep in PhiladelphiaCrawl and was the last living member of his team. In a battle with DJ Liberty's





favorite combatant, Seelenkollektor, Johnny fought to a bloody draw. Both men refused surrender, but both were beaten into unconsciousness. Johnny's refusal to quit made him legend in New York, especially since he had been able to survive in the hated city of Philadelphia. While Seelenkollektor was seriously injured, Johnny was hamstrung and, even with magical healing, had limited range of motion in his legs. Both men recovered in the same suburban Philadelphia hospital, but Johnny would never step into a Crawl again.

With his increasing fame and his desire to be a part of his beloved Xcrawl again, Johnny jumped at the chance to DJ the Invitational, looking to return the flamboyant and extravagant Crawl back to its roots: hardcore battle and mayhem, New York City style. And so, DJ Grinder was born. A massive advertising campaign has begun and the Crawl is shaping up to be the best in years. Johnny hired Seelenkollektor away from DJ Liberty – much to her chagrin – and made the gladiator his second in command. Using the almost limitless funds available and the contacts both men made over the years, they created a devastatingly deadly Crawl, one to make the citizens of New York proud.

DJ: Giovanni “Johnny the Neck” Calabresi, aka DJ Grinder, Male human Expert

Man-at-Arms: Seelenkollektor, Male human Expert

DJ Grinder's staff also includes the following:

Referees: Keith Parker, Molly Silvertree, Michael McGinley

Paramedics: Bob Johnson, Vinny Napoli, Martha Vogel

GM Info: This crawl is very non-linear. There are many different paths that the crawlers can take. If they begin wasting too much time, have Grinder remind them of the time limit. The crowd is a tough New York audience with a crowd DC of 30. The atmosphere of this crawl is very important. Imitating the accents of Grinder and Seelenkollektor will make this crawl much more intriguing for the players. Due to the non-linear nature of the crawl, if the players retrieve the final statue edit the text to fit as per the following:

As you lift the final statue, the crowd begins to cheer your names. Grinder himself claps as you finish his crawl. Seelenkollektor stands as stoically as ever, but a small smile lifts at the corners of his lips.





"Congratulations on winning folks. You got me my statues and made it mostly in one piece. Enough with the formalities. Let's go get that beer."

Introduction

You arrive in New York through LaGuardia Airport and handlers immediately shuffle you and your luggage onto a bus. The flight landed late and you are needed at the arena almost immediately. Your agent is on the bus with the briefing in his hands.

"Morning everybody. Here's the schedule. You're headed into the crawl <insert crawl order here> thanks to the lucky name draw I took care of yesterday. This DJ Grinder is a tough customer. He's somehow kept all leaks completely shut down. I don't have any information for you other than that this will be tough, and it'll be a timed event. Any questions?"

The team's agent answers any questions he can, but he has no more information on the content of the crawl.

"Now, if there's anything that any of you need for this, tell me now and I'll see what I can come up with in the next little while. Oh, we're here. I'll run and take care of a few things and will see you in the green room."

As you step off the bus, you see Grand Central Station directly in front of you, rising out of the concrete jungle of New York. A smaller building to your left is marked with a large banner reading "New York City Welcomes Xcrawl" and seems to be the place to go.

Upon entering the building, you are recognized and hurriedly rushed to the green room by the stage manager, Athenasia Melios. The frazzled woman looks at you with a deep scowl on her face.

"I don't want to hear whose fault it is that you're late. You have fifteen minutes before your time slot starts. If you're not ready, you'll forfeit. Do you get me? Good. Green room's on your left. You'll be briefed inside."

Melios takes one last look at your team and shakes her head. She whips her head around towards a stagehand suddenly and yells at him for spilling some coffee.





People are buzzing around backstage, but no one will stop to talk to the team. If the team does not enter the green room shortly, Melios will return to yell at the more forcefully. If they do not make it into the room in 15 minutes they forfeit their slot in the tournament. GM should time this and make sure the players abide by their instructions.

Green Room

The room is nearly unfurnished, decorated with only a few couches. A variety of street signs hang on the walls pointing in various directions. Great double doors are closed in front of you.

A Spot check (DC 20) notices that the brickwork in the room is fairly old and reminiscent of the work on Grand Central Station.

As the portal behind you slides shut an AVS appears, superimposed on top of the double doors. The grinning face of DJ Grinder comes into focus along with Seelenkollektor, his second-in-command, standing right behind him. Grinder's face is worn and has an old scar on the chin. His black hair is tussled and his goatee is in need of a trim.

"Well, glad to see that you made it on time." Grinder's thick Bronx accent makes each word sound much sharper than his tone inflects. "And, no, we're not on yet. This is just a little welcome I like to give teams before we go live. I've been where you are and I know how it is to be tense and on camera all the time. That being said, I think that me and my Soul brother back there really enjoy being on this side of the wall. So don't think for a second that I'm going to go easy on you. I gots a job to keep to, right? Anyways, here's the rules breakdown for ya's."

Grinder motions to the large man behind him to step forward. Grinder noticeably limps back out of sight and the large braces on his legs are prominent. Seelenkollektor looks sternly at the team over a small pair of glasses that look shockingly out of place on his hulking figure. He reads from a sheet in a muted German accent.

"Zis crawl vill be on a time limit. Zere are eleven glass statues zat we want brought back to us. It is up to you to find zem. Ze team at ze end with ze most statues vill be ze vinnners. In case of a tie, ze vinner is determined by time, plus or minus any time bonuses or penalties. All rules of ze Adventurer's Guild apply here. If any rule or zituation alters zis ve vill inform you. Are zere any questions before ve go?"





Seelenkollektor answers any questions as tersely as possible. The more questions asked, the more irritable he gets. After all questions are answered he steps aside for Grinder.

Seelenkollektor steps out of the way as Grinder painfully comes back into view. He smiles.

"Well, that's all for the pleasantries. We need to go live. Best of luck to you. As soon as the indicator light comes on, we're on opposite sides of this. Once it's over, maybe I'll buy you a beer." Noticing a stern look from his second-in-command, Grinder rolls his eyes. "Ok," he says, adopting a terrible German accent, "ve vill prrroceed out und purchase a zzzuperior Deutsches Lager." He chuckles at the expense of his partner. "Good luck kids, but remember...if you die, you die."

A red light winks on in the corner as the view of the AVS changes to a live crowd shot in the arena. The throngs are in bleachers that sit on balconies surrounding a marble-tile floor.

A Spot check (DC 20) sees the same brickwork exists surrounding the crowd as is in the green room.

The announcer's overlay begins.

"Ladies and Gentlemen, welcome to the Big Apple! New York City is proud to present ehhhhhhhhhX-Crawwwwwwl!!!"

The Xcrawl theme begins to play along with a video of various teams and events from around the country. As the video and song play, the voice-over continues.

"Tonight, DJ Grinder brings you the hardcore action from the greatest city in the world! Many teams will enter, but only one can win the New York Invitational! And now, for those live in attendance and the millions at home, DeeeeeeJaaaaaaay Grrrinder!"

Lights flare up on a dais set above the floor on the same level as the crowd. Pyrotechnics fly up from around the staged area. A hole opens in the floor of the stage and the hulking form of DJ Grinder raises up on a platform along with Seelenkollektor. Grinder stands strong despite needing the aid of hand crutches. He smiles, closing his eyes and listening to the cheers. The roar of the crowd revitalizes and energizes him. His eyes flash open and his face appears on AVS's throughout the arena.





"New York City! Welcome to the new New York Invitational. This isn't the flashy, namby-pamby crawl that you might get in some other cities. This isn't some tricked-out waste of space like the one down in Philly. This isn't the quick and easy BostonCrawl. I'm not that joker down in Pittsburgh. My name is DJ Grinder. This is my home...my crawl. This is a uptown, downtown, east side, west side beat down! You want fluff and show? Take it to Baltimore. You want nobility and honor? Head to Washington. You want hardcore, nonstop action? Then you've found it. New York! Let's welcome the crawlers!"

The crowd gets more and more excited as Grinder speaks. Upon his final words, the doors in front of you jar open and reveal a staircase that goes up. At the top of the staircase you can hear the crowd chanting "Grinder, Grinder". This will be a true test.

1. Grand Central Station

A Spot check (DC 15) tells that this is the temporarily cleared out Grand Central Station itself with portable bleachers set on the balconies. Doors with a variety of colors above them lead to different subway tunnels.

Upon entering the arena, the crowd continues to chant for Grinder. From across the room on the dais he looks down on you and grins deeply. After seeing the malicious look on his face, the crowd erupts in cheers for the hall-of-famer. He motions with a single crutch to signal for silence and speaks.

"Welcome team. This is New York City through and through. From here you have a short amount of time to do the task assigned: collect eleven statues for me. Simple enough, right? Well, there's a bit of a catch. You see, I didn't just build this crawl about New York City...I built it within New York City. You'll be traveling all over through our lovely subway system. Don't get lost though. Nasty things live down in those tunnels. I know we sure didn't clean them out. Sound simple enough? Well then I guess I should let you get to it."

Grinder steps back slowly and the crowd begins cheering again. Some cheer for you, some for Grinder, and some for the large doors opening in front of you. A pack of large and vicious rats storm out, followed by crocodile snapping viciously.

Sewer (Dire) Rats (3): CR 1/3; Small Animal ; HD 1d8+1 (Animal); hp 5; Init +3; Spd 40, Climb 20; AC 15; Atk +1 base melee, +4 base ranged; +1 (1d4, Bite); SA: Disease (Ex); SQ: Scent (Ex); AL N; SV Fort +1, Ref +3, Will +1; STR 10, DEX 17, CON 12, INT 1, WIS 12, CHA 4.





Crocodile: CR 2;Medium Animal (Aquatic); HD 3d8+9 (Animal); hp 22; Init +1; Spd 20, Swim 30; AC 15; Atk +6 base melee, +3 base ranged; +6 (1d8+6, Bite); +6 (1d12+6, Tail slap); SA: Improved grab (Ex); AL N; SV Fort +6, Ref +4, Will +2; STR 19, DEX 12, CON 17, INT 2, WIS 12, CHA 2. Skills: Hide+7, Listen+6, Spot+2.

After the final creature falls, the crowd cheers, excited by your victory. In a ticket booth the glass statue of a subway car is pushed forward through the opening. Along with the statue sits a pair of bracers. Over loudspeakers you hear the broadcasters' commentary.

KENNY: "Well, Tom, that certainly was an exciting start to things here in New York."

TOM: "Absolutely Kenny. I hope they enjoy those Bracers of Defense. From here the team gets to crawl through our own subway system moving from landmark to landmark along the way. Let's see how they do."

Two doors at the far end of the room slide open. One is marked Purple and the other Green.

Bracers of Defense, +1 defense modifier

2. Wall Street

Down the subway tunnel you come upon an open area with monitors in clusters hanging from the ceiling. Above the room is a glass area filled with audience members. This crowd is much more subdued compared to the last. They sit with delicate drinks in their hands and they look more curious than actually excited. Their dress is much more proper than the earlier crowd's and smacks of nobility. They applaud lightly as you enter. Meandering around the floor is a minotaur in a pinstriped three-piece suit. He holds the leashes of a pair of black bears. Upon seeing you a grin comes to his face. A bell rings from up near the gallery. Grinder stands up on a platform with a banner beneath him reading "Welcome to Wall Street." The minotaur bellows while you are distracted and releases the bears.

Black Bears (2): CR 2;Medium Animal ; HD 3d8+6 (Animal); hp 19; Init +1; Spd 40; AC 11; Atk +6 base melee, +3 base ranged; +6/+1 (1d4+4, 2 Claws; 1d6+2, Bite); SQ: Scent (Ex); AL N; SV Fort +5, Ref +5, Will +3; STR 19, DEX 13, CON 15, INT 2, WIS 12, CHA 6. Skills: Climb+7, Listen+5, Spot+5, Swim+8.





Minotaur in a Three-Peice Suit: CR 4; Large Monstrous Humanoid ; HD 6d8+12 (Monstrous Humanoid); hp 42; Init +0; Spd 30; AC 14; Atk +9 base melee, +5 base ranged; +9 (1d8+6, Gore); SA: Charge (Ex); SQ: Natural cunning (Ex), Scent (Ex); AL CE; SV Fort +4, Ref +5, Will +7; STR 19, DEX 10, CON 15, INT 7, WIS 10, CHA 8.

Skills: Heal+4, Intimidate+10, Listen+4, Search+5, Spot+4. Feats: Iron Will, Toughness.

The crowd politely claps as the battle ends. Grinder rings the bell again to celebrate your victory. A light glows on the eastern wall of the room, illuminating a glass share of stock in the Imperial Arms Hotel Company. In addition to the share of stock, a 500 gp note is tucked in the frame of the share. Three doors open in the room. On the north wall, Green and Blue doors each open and, on the west wall, a Red door springs ajar.

3. Times Square

If the PCs entered this room from the secret passage in the Blue tunnel, then skip down to 3a. If they entered by any other means, continue reading here.

Upon entering the room you immediately are assaulted by the noise of hundreds of people crammed into this square room. Lining the walls are video screens and advertisements for a multitude of products. The room is a scaled down replica of Times Square, bustling somewhere above you. The people in the room begin to slowly turn and look at you. All of them wear large Non-Com badges on their chests. They are packed in like sardines. Many of the crowd are wearing sparkly top hats and carry noisemakers. Across the room is a glass ball slowly descending from the ceiling.

The people in this room are so closely packed in that it will take quite a while for the team to cross the room and cross back. Every person in the room carries a Non-Com badge and if even jostled too hard they disappear. This will provide more room to maneuver, but decreases the party's fame points (as per the **Xcrawl Core Rulebook**).

Upon reaching the glass ball, the crowd cheers heartily and lights flash all around the room. Three doors slide open, all on the east wall. One is marked Purple, one Orange and one Red. A smaller passage, also marked Orange opens on the north face. The people in the room begin to file out through a No-Go door that opened in the south wall. Within a few minutes the room is empty except for your team.





3a. Times Square

If the team has completed room 3 and later enters through the Blue door, the room is completely empty. If they have not completed room 3, read on.

After entering the secret passage you are immediately assaulted by the noise of hundreds of people all crammed into this square room. Lining the walls are video screens and advertisements for a multitude of products. The room is a scaled down replica of Times Square, bustling somewhere above you. The people in the room begin to slowly turn and look at you. All of them wear large Non-Com badges on their chests. They are packed in like sardines. Many of the crowd are wearing sparkly top hats and carry noisemakers. On your left is a glass ball slowly descending from the ceiling.

Upon reaching the glass ball, the crowd cheers heartily and lights flash all around the room. Three doors slide open, all on the east wall. One is marked Purple, one Orange and one Red. A smaller passage, also marked Orange opens on the north face. The people in the room begin to file out through a No-Go door that opened in the south wall. Within a few minutes the room is empty except for your team.

4. Port Authority

As you approach the door, a superimposed AVS appears. The stark face of Seelenkollektor glares from behind the miniscule frames of his glasses.

"You vill notice zat ze camera lights are off. Zis is between us und you. Zis next room is not vhat ve vished. Zese kobolds have got it in zere heads zat if ze players can have ze Adventurer's Guild, zen zey can have a Monster's Guild. Zese creatures are trying to unionize! I have been asked to bring zis to your attention zo you do not believe that zis is our intention. Take care of zis for us und zere may be zomsink thrown in for you."

The screen fades out and the camera lights come back on. The door slides open and the strong smell of the Atlantic Ocean assaults your senses. You stand on a large dock jutting out into the sea. A sign above reads "Port Authority." Crates stand about the area, some draped with netting. Up ahead on the docks marches a group of kobolds with hastily drawn signs. The signs read, "Pay for fight," "Kobold Locle 1," and "Down wit Grinder." They see you and stop marching. Facing you, they wave their signs and chant "Onion, onion!" One of them looks thoughtful and yells, "No! Union!" Murmurs of "Oh, right," precede a new and fevered chant of "Union, Onion!" The one who cried out shakes his head and speaks.





"We are new Kobold Fighting Union! Part of new Monster's Guild. You say you like us on TV and we give you glass fishy." He holds up the glass statue of a large-mouth bass. "You no help and we break it!"

The statue is indeed glass, but is extremely solid and there is nothing nearby that could harm it. This is made apparent through an Appraisal check (DC 20) or a Spot check (DC 26). The kobolds will give up the statue if the PCs endorse the new union on television. If the players refuse, the kobolds will not attack until attacked. If the PCs endorse the union publicly, Grinder will be extremely perturbed and will increase the number of random monsters in the subway tunnels (see *Appendix A* for details).

Kobold Picket Line (25): CR 1/6; Small Humanoid (Reptilian); HD 1/2d8 (Humanoid); hp 2; Init +1; Spd 30; AC 13; Atk -1 base melee, +2 base ranged; SQ: Darkvision (Ex), Light sensitivity (Ex); AL LE; SV Fort +2, Ref +1, Will +0; STR 6, DEX 13, CON 10, INT 10, WIS 10, CHA 10. Skills: Craft (Trapmaking)+0, Hide+5, Profession (Miner)+2, Search+2. Feats: Dodge.

You pick up the fish out of the pile of kobolds and add it to your collection. An AVS appears and Grinder's smiling mug graces the screen.

"Thanks for the help. Now, after this is all done, don't let me forget that I owe you a beer. If you survive, that is."

He disappears as swiftly as he came and a crate falls open next to you. Lying inside is a wand and three potions. The wand is labeled "Magic Missile" and the potions are all labeled "Health".

Treasure: Wand of Magic Missile with ten charges, three potions of Cure Moderate Wounds

5. Lincoln Center

The door of the subway tunnel slides open you hear the beautiful strains of Beethoven's Fifth Symphony carry through the main hall of Lincoln Center. The musicians sitting on stage are playing enthusiastically. The rest of the hall appears empty, but for the loge above which is filled with concertgoers. As you stand in the doorway the conductor turns towards you. The leering face of a goblin stands, conducting with a glass baton. With a sharp bark of command, the musicians jump up and sixteen goblins, bedecked in tuxedos, attack with all manner of violins, violas, trumpets and trombones in their hands.





Goblin Musicians (16): CR 1/4; Small Humanoid ; HD 1d8 (Humanoid); hp 4; Init +1; Spd 30; AC 12; Atk +0 base melee, +2 base ranged; SQ: Darkvision (Ex); AL NE; SV Fort +2, Ref +1, Will +0; STR 8, DEX 13, CON 11, INT 10, WIS 11, CHA 8.

Skills: Hide+5, Move Silently+5. Feats: Run.

Treat all instruments as normal clubs dealing 1d4 damage. All instruments are hand-held and easily used as weaponry.

As the last goblin squeaks out his final note, the balcony above erupts in applause. The conductor grasps the glass baton in a death grip. On the conductor's stand lies a stack of five compact discs from the New York Symphony and a set of season tickets for each player.

Upon retrieving the baton an AVS appears on stage. Our announcers Tom and Kenny sit with beaming smiles upon their faces.

TOM: Why, look Kenny. It's our fine team.

KENNY: You're right Tom. They're looking fantastic so far. I hope they enjoy the prizes that the symphony left.

TOM: Absolutely. Well, team, DJ Grinder sent us to talk to you for a second and mention what a great job you've been doing. The audience is thrilled and ratings are rising. Keep running strong and you might just win!

The AVS turns off, opening the door behind you and ending on Kenny and Tom's grinning mugs.

6. Rockefeller Center

When the tunnel portal opens this time, a chill is in the air. You stand amidst the towering skyscrapers of New York at one of the most popular tourist spots in the city: Rockefeller Center. The large ice skating rink is as frozen as ever with figures skating upon it. AVS's pop up all around the rink and directly in front of you. The screens surrounding the rink stand ten feet high. The commentators sit with hats and scarves on. Kenny's reads "Xcrawl Official merchandise".





KENNY: *Welcome to historic Rockefeller Center, folks.*

TOM: *Our sponsor for this room, Kelding Snowshop, wanted us to let you know that they are really pulling for you here. Through a generous donor, we've acquired a rare specimen for you to battle here today. Should be fun.*

KENNY: *Absolutely. And they've also provided an extra prize for you if you complete the battle and recover the statue.*

TOM: *And for you folks at home, Kelding Snowshop is your one-stop shop for everything cold weather. Whether it's snowboards, snowshoes, ice skates, or the special, limited-edition polar bear skinning knife, you'll find it at Kelding.*

After the gratuitous plug from the announcers the AVS's fade into a looped reel of snow falling. The figure on the ice continues to skate, oblivious of what is going on around the rink.

A Spot check (DC 18) sees that the skater is not human, but appears to be made of ice. Once the team is within ten feet of the rink, it is easy to tell that this is a creature of solid ice. Also at the ten-foot mark, another skater, made from ice as well, joins the first. They will do nothing but skate beautifully until the team steps onto the ice. The statue is imbedded in one of the creatures and is nearly invisible. It will take a Search check (DC 28) to find the statue within the fallen creature. Frozen inside the other creature is a *Crystal Sword of Wounding*. The Search check for this is lower (DC 22) due to the sword's larger size.

As you approach the rink, another skating figure enters the ice from opposite you. Together, they skate wonderfully. Awestruck sounds come from speakers set around the rink pumping in crowd noise.

Ice Skaters (Ice Constructs) (2): CR 3; Large Construct ; HD 4d10 (Construct); hp 22; Init +0; Spd 20; AC 14; Atk +5 base melee, +2 base ranged; +5 (1d8+4, Slam); AL N; SV Fort +1, Ref +1, Will -4; STR 16, DEX 10, CON --, INT --, WIS 1, CHA 1.

Upon finding the Icicle-shaped shard of glass, the AVSs wink out and the subway doors re-open.





7. Museum of Natural History

The door opens into a large gallery filled with historical artifacts. Two fossilized dinosaur skeletons tower over everything in the room. Above is a balcony filled with cheering fans. Grinder stands on a platform dressed in safari gear.

"Welcome to the Museum of Natural History. Now, I can honestly tell you that I didn't visit this place much as a kid. I really wasn't into the whole "history" thing. But now, man if it were this way when I was younger I would of come here all the time. I'm looking forward to this one."

He grins and waves to the crowd. A creaking and groaning sound starts from the dinosaur skeletons as they begin to move from their pedestals. Sightless eye sockets glare down at you as the dinosaurs begin their attack.

A Spot check (DC 25) sees the Egyptian exhibit set-up in the Northeast corner of the room. A sarcophagus stands prominently in the center of the exhibit and it is slightly open. When the PCs are engaged in combat, the mummy attacks the players. The glass statue is nowhere to be seen in the room.

Dino-skeletons (2): CR 2; Huge Undead ; HD 6d12 (Undead); hp 39; Init +1; Spd 40; AC 13; Atk +5 base melee, +2 base ranged; +5 (1d8+4, 2 Claws); SQ: Undead, Immunity: Cold (Ex), Half damage from piercing (Ex), Half damage from slashing (Ex); AL NE; SV Fort +4, Ref +3, Will +5; STR 18, DEX 12, CON --, INT --, WIS 10, CHA 11. Skills: Concentration+2. Feats: Great Fortitude.

Mummy: CR 3; Medium Undead ; HD 6d12 (Undead); hp 39; Init -1; Spd 20; AC 17; Atk +6 base melee, +2 base ranged; +6 (1d6+4, Slam); SA: Despair (Su), Mummy rot (Su); SQ: Undead, Resistance: Blows (Ex), Vulnerability: fire (Ex); AL LE; SV Fort +4, Ref +1, Will +7; STR 17, DEX 8, CON --, INT 6, WIS 14, CHA 15.

Skills: Hide+5, Intimidate+6, Listen+8, Move Silently+3, Spot+6. Feats: Endurance, Great Fortitude.

Bones are piled around you and the cheering throng above loves every minute of it. Grinder grins down at you.

"Haven't found the statue yet? Well, this is a museum. Should be lots of statues. Choose wisely."





The walls around the room begin to move. Panels slide down and reveal hundreds of beautiful glass statues of all different shapes and sizes.

A Spot check (DC 25) will reveal that the sarcophagus opened further as well. Located inside the sarcophagus is a glass replica of the Pharaoh's Scepter. This is the glass statue Grinder wants. All other statues are oddly shaped with no real form or function. Choosing any other statue and touching it results in the player being hit with a shock (as per *Shocking Grasp* spell) due to the electricity running through the shelves. Getting too near (as in placing one's hands on a statue) causes the spark to jump. If the PCs choose the correct statue first then another sarcophagus opens containing the Pharaoh's Eye, an opal worth 750 gp.

Grinder himself applauds as you pick up the Scepter. The doors on either side of the room open revealing a red pathway and an orange/blue path.

8. Central Park

The tunnel door slides away, revealing a beautiful New York skyline shining over the greenery of Central Park. Trees dot the landscape amid what seems to be acres of green space. The Bethesda Terrace is to the east with the glorious Angel of the Waters Fountain sparkling in the center.

There are no AVS's set up in the park. Grinder wants the team to figure this one out on their own. A Spot check (DC 20) notices that a glass angel has replaced the angel statue on top of the fountain. A Listen check (DC 18) reveals that there is no sound in the park. No birds, no wind, nothing. When the team steps onto Bethesda Terrace the assassin vines growing among the ivy of the entry staircase will attack. There is one vine on each rail. From the trees on the other side of the fountain the Twig Blights attack. They know enough to wait until the assassin vines attack to begin advancing.

Bethesda Terrace is a grand spectacle in the middle of lawn in the park. The grand staircase leading down to the fountain is a massive construction of concrete. Ivy strings down each rail wrap lovingly around, making the scene truly a fine spectacle to behold.

Assassin Vine (2): CR 3; Large Plant ; HD 4d8+12 (Plant); hp 30; Init +0; Spd AC 15; Atk +7 base melee, +2 base ranged; +7 (1d6+7, Slam); SA: Entangle (Su), Improved grab (Ex), Constrict (Ex); SQ: Camouflage (Ex), Immunity: Electricity (Ex), Resistance: Cold (Ex), Resistance: Fire (Ex), Blindsight (Ex); AL N; SV Fort +7, Ref +1, Will +2; STR 20, DEX 10, CON 16, INT --, WIS 13, CHA 9.





Twig Blights (3): CR 1/3; Small Plant ; HD 3d8+3 (Plant); hp 16; Init +1; Spd 20; AC 15; Atk +2 base melee, +4 base ranged; +2 (1d2-1, 2 Claws); SA: Poison (Ex); SQ: Plant, Half damage from piercing (Ex), Low-light vision (Ex); AL CE; SV Fort +4, Ref +2, Will +1; STR 8, DEX 13, CON 12, INT 5, WIS 11, CHA 5. Skills: Hide+6, Move Silently+6, Spot+2.

9. Harlem

This door is spray-painted with graffiti reading “Abandon all hope” and “Death to da Gangstaas”. After some pushing, the door opens on a basketball court in downtown Harlem. The goals and backboards have been removed but the keys are still painted on the blacktop court. Across the court from you is a gang of street thugs. An AVS appears on the wall behind them. DJ Grinder is on, grinning as usual.

“How do you like everything so far? Well, this isn’t going to be pleasant. The crowd seems to be missing however. Let’s see if we can drum up some support.”

Grinder whistles loudly and almost on cue, windows from buildings surrounding the courts open and hundreds of heads lean out to view the scene.

“Here they are. Meet my family and friends. There’s Ma up on the sixteenth floor. Hey Ma! This is that team I was telling youse about. What does everybody think of em?”

From her perch, Grinder’s mother bellows down, “Go suck an egg!” The rest of the people boo and jeer you.

“That’s my Ma. Oh, this guy down here is one of my best pals, Charlie Fiatti and his gang. Charlie’s doing me a favor and he’s gonna try and take you out. All you gotta do is get past these guys and get the glass basketball.”

An alcove in the wall behind the thugs slides open and reveals a gorgeous basketball made entirely of glass.

“But don’t think that grabbing it will end everything. You gotta get these guys beat down or to submit. I’m really not sure that either one’s gonna happen. Oh, and don’t forget. These are my friends. They know the rules, but don’t be adding insult to injury or I might get upset. Have at it kids.”





The AVS remains on and Grinder shows every intention of hanging out to watch the match while visible to you. The crowd around you begins to cheer as Charlie and his gang advance.

The crowd here is decidedly against the team (DC 45). They are staunch supporters of Grinder and Charlie's gang, and it will take a superhuman feat to even get their approval. If Charlie's gang is killed or knocked unconscious, a separate door in one of the buildings opens and paramedics come out to help the fallen. If the team does not allow the paramedics to aid the fallen, Grinder is extremely upset and increases the amount of wandering monsters in the subway tunnel as per Appendix A.

Charlie Fiatti: Male Human Ftr4; Medium Humanoid ; HD 4d10+8 (Fighter); hp 38; Init +4; Spd 30; AC 10; Atk +6 base melee, +4 base ranged; AL N; SV Fort +6, Ref +1, Will +5; STR 14, DEX 11, CON 14, INT 13, WIS 14, CHA 12. Possessions: Weapons: Chain, spiked. Skills: Intimidate+7, Jump+5, Ride+5, Swim+10.

Feats: Combat Reflexes, Exotic Weapon Proficiency: Chain, spiked, Improved Initiative, Iron Will, Power Attack, Toughness.

Charlie's Gang (3): Male Human Ftr3; Medium Humanoid ; HD 3d10+6 (Fighter); hp 28; Init +5; Spd 30; AC 11; Atk +5 base melee, +4 base ranged; AL N; SV Fort +5, Ref +2, Will +1; STR 15, DEX 13, CON 14, INT 9, WIS 10, CHA 10.

Weapons: Chain, spiked. Skills: Intimidate+6. Feats: Combat Reflexes, Exotic Weapon Proficiency: Chain, spiked, Improved Initiative, Power Attack, Toughness.

10. Yankee Stadium

The grandeur of Yankee Stadium looms around you as you step out of the subway tunnel directly onto the hallowed field. The big screen AVS comes to life with the faces of our announcers, Tom and Kenny.

TOM: Yankee Stadium, Kenny. Home of champions.

KENNY: And now home to Xcrawl, Tom. The task is simple enough: get the glass statue.

A glass baseball bat begins to rise up out of the pitchers mound completely encased in a glass case. The sunlight sparkles through its intricate facets as it finishes.

TOM: How beautiful. Grinder really has outdone himself here.





KENNY: Baseball is – well at least, it was – the national past time. But, this is Xcrawl. Our sponsor, Mizullo, would like you to know that the bat is built precisely to regulation specs. It's just a bit more fragile than a regular bat.

TOM: Don't forget the balls Mizullo provided. Hundreds upon hundreds of brand new Mizullo balls arrived just the other day.

As Tom speaks, whirring is heard from every direction in the stadium and goblins, holding machines, rise from the stands.

KENNY: Of course, we did what any good baseball team would do. We took some sandpaper, a bunch of mud from the Delaware River and scuffed them up real good to improve grip on the ball.

TOM: Then we mounted sixty pitching machines around the stadium in fixed positions. Now, team, don't worry. There's no chance that one is pointed at the statue, but everywhere else on the field is fair game.

The machines all snap on at these words and the goblins stand ready to load the first round.

KENNY: Oh, and to open the glass case, you do have to run the bases. Did we forget that part? And, not just one of you... all of you. I think I might get to running. More than a few of those are aimed at home plate. One more thing. Don't forget the rules. No running outside the base path and you must complete the run in the order you began. Anyone steps out of the path or tags a base before the previous person does and you're out. Each person called out must start over. After three outs, the statue will disappear back from whence it came and you lose. Enjoy! I know we will.

The AVS cuts to crowd shots from somewhere far away. The incessant whirring of the machines is all you hear until Grinder's voice comes over the loudspeaker.

GRINDER: Three, two, one! Fire!

The goblins gleefully load the first ball into the pitching machine and all of them fire at once.

These 60 machines are in fixed positions aiming towards the infield, but none aim at the pitcher's mound. Fifteen aim at each base (1st, 2nd, 3rd and home) and they fire once every other round. The distance between each base is ninety feet and it is sixty feet, six inches from home to the pitcher's mound. The players must make a Dex check every other round (DC 25) to avoid being hit by a ball. Each ball is traveling at upwards of eighty miles per hour and carries a serious impact. The balls inflict 1d4+1 damage each. After twenty rounds, if the team has not all finished running the bases, one of the goblins manages to remove his machine from its stationary position and is firing at the glass case. He also can fire each round. There is a 10% chance each round that he will hit and shatter the case. The second confirmed hit shatters the baseball bat statue. Upon destruction or retrieval of the statue, the machines power down. If the team attempts to circumvent the task and break the rules, the statue immediately drops back into the pitcher's mound, becoming irrecoverable. If the team completes this challenge with no outs they are rewarded with season tickets for each team member and a personal congratulations from Lord Brunner Stein, owner of the team.





11. Bronx Zoo

The smell of animals assaults your senses. Spaced along beautifully landscaped cement pathways are large, empty cages. A sign to your right reads "Bronx Zoo." A crowd of fans and tourists stand on platforms twenty feet above the ground. The stone wall at the base of each platform looks new, but solid. In his safari gear, standing in an alcove overlooking the scene, is DJ Grinder holding a microphone.

"Welcome to the Bronx! Man, it feels good to be home. Anyways, this one's pretty straightforward. I thought that it wouldn't be a trip to NYC without a visit here. And what better to bring into NYC than a big monkey? And, because I know you love a challenge, I made sure I got a biggun. Enjoy!"

A wrenching sound arises from the large brick building on the far side of the arena. A cage door swings open towards you. Above the opening, an AVS blinks on, flashing the word "King" over and over. From the blackness inside the cage a guttural roar emerges, followed by a huge ape searching for prey.

King, Dire Ape: CR 3; Large Animal ; HD 7d8+14 (Animal); hp 45; Init +2; Spd 30, Climb 15; AC 15; Atk +10 base melee, +6 base ranged; +10/+5 (1d6+6, 2 Claws; 1d8+3, Bite); SA: Rend (Ex); SQ: Scent (Ex); AL N; SV Fort +4, Ref +4, Will +3; STR 22, DEX 15, CON 14, INT 2, WIS 12, CHA 7. Skills: Climb+15.

After the ape breathes its last, the crowd cheers wildly for you. Grinder, a wry grin on his face, motions for silence.

"Congratulations team. I know that was tough. Now you just have to find the statue."

The statue is a glass banana that rests in King's cage among a pile of food. It will take a Search check (DC 23) to discover it.

Upon finding the banana, two subway doors tear open quickly, one green and one orange, both containing portals to your next task.

Break Rooms

The following descriptions are for the three break rooms located in the various color-coded tunnels. Time spent in these rooms does not count against the time limit of the dungeon, but it does still count against the real-world time limit for the module.





Blue/Orange Subway Breakroom: Little Rome's Pizza

Upon entering this tunnel you step onto a subway train, rather than into the open tunnel. When the door closes, candlelight illuminates a quaint pizza parlor. A man in an apron stands awaiting your order. His nametag reads "Paulie."

As the train stops in the station, Paulie lets you know that you are free to remain as long as you need to recover.

Green Subway Breakroom: Happy Panda

This door leads onto a subway car decorated as a Chinese restaurant. Dragons and pandas painted upon the walls, entwined within each other. A waiter stands by a large table and bows to you as the doors close. His nametag reads "Lo-Pan." He invites you to sit and waits to take your order.

As the train stops in the station, Lo-Pan lets you know that you are free to remain as long as you need to recover.

Red Subway Breakroom: Coney Island Hotdogs

You step into a subway car that is decorated like a barker's stand at a carnival. A smiling man with a handlebar mustache stands ready to serve you. The nametag on his red suspenders reads "Bob." The smell of hotdogs and sauerkraut fills the air.

As the train stops in the station, Bob lets you know that you are free to remain as long as you need to recover.

Appendix A: Subway System Breakdown

Because of the magnitude of this crawl distance-wise, actual subway cars will be used on three occasions. They function as break rooms and are considered out of play. From the moment the team enters each car to the moment it pulls into the next station, time is paused. Once the doors open again, the timer is restarted. The Blue/Orange line begins at the Museum of Natural History and drops off in Harlem. The Red line begins at Lincoln Center, bypasses the Museum and drops off at the Bronx Zoo. The Green line picks up at the Bronx Zoo and ends at Grand Central Station.





All other subway tunnels are to be traversed on foot and are considered fair game for the wandering Dire Rats and Crocodiles in the dungeon. There is a 5% chance each turn that the party will encounter either 3 Dire Rats or 1 Crocodile. There is a 1% chance of encountering both at the same time. If the team has upset Grinder in either of the two encounters notated previously, raise these percentages to 15% and 5%. Also, add a 5% chance that the team will encounter a Gelatinous Cube.

Gelatinous Cube: CR 3; Huge Ooze ; HD 4d10+16 (Ooze); hp 58; Init -5; Spd 15; AC 3; Atk +1 base melee, -4 base ranged; +1 (1d6, Slam); SA: Engulf (Ex), Paralysis (Ex), Acid (Ex); SQ: Blindsight (Ex), Transparent (Ex), Immunity: Electricity (Ex); AL N; SV Fort +5, Ref -4, Will -4; STR 10, DEX 1, CON 19, INT --, WIS 1, CHA 1.

Grinder has not placed any traps in the tunnel; he believes that traps are unfair in such a lengthy distance. He will not let the team know this, however. This is a timed crawl after all, and if the teams were to just dash through he'd be out of a job.

Description of all tunnels:

This tunnel is identical to all the tunnels you have entered so far. The circular walls reach twenty feet high and twenty feet wide. The tracks beneath your feet are solid iron and stretch throughout the tunnels. The tunnel color stripe runs on both walls throughout.



