

# Credits

XCRAWL: The Inaugural Celebrity Pro/Am Crawl Adventure 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!

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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.

