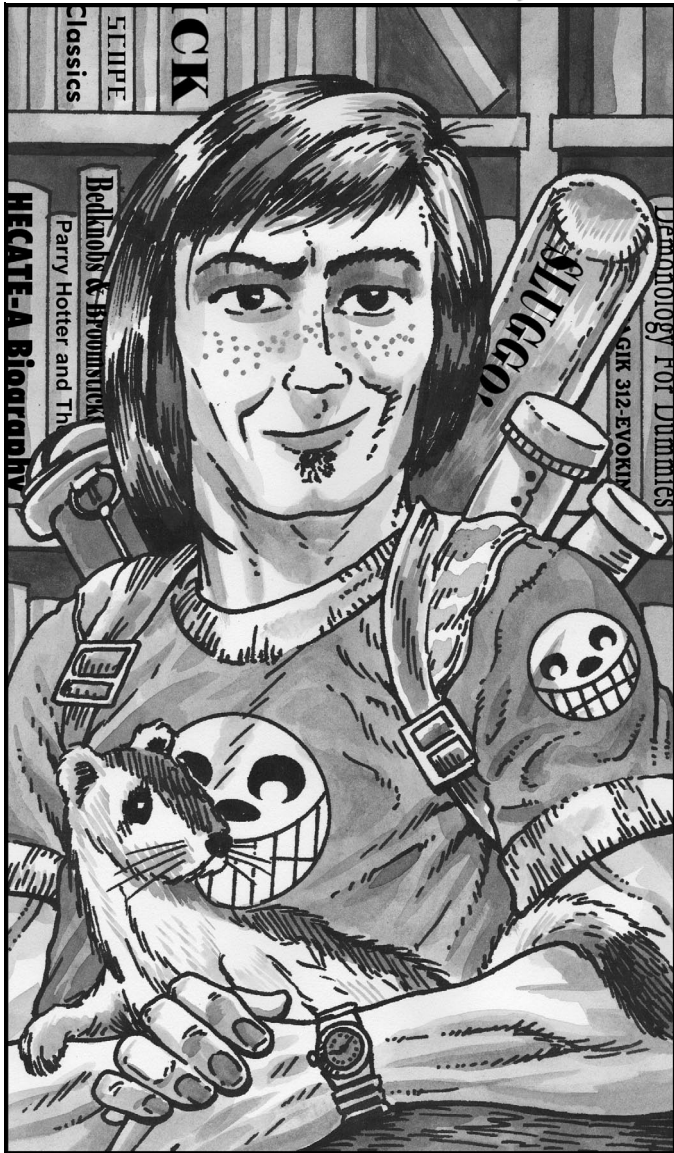


DUNGEONBATTLE brooklyn



RICHARD "MAYDAY" HAYDEN

Leibrock found many qualified volunteers to play this dungeon from every specialty except arcane magic. All the applicants had already completed their studies and were technically ready for the more difficult Division III – significantly more powerful than the commissioner wanted. He finally made arrangements with the Guild of Magi to release any students from final exams who agreed to participate in the dungeon. Hayden saw his chance not to repeat his senior year and took it.

Richard "Mayday" Hayden, 1st level male human evoker: Medium humanoid; Fame 0; HD 1d4+1; hp 5; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk club +0 melee (1d6) or light crossbow +3 ranged (1d8/19-20); Full Atk club +0 melee (1d6) or light crossbow +3 ranged (1d8/19-20); Space/Reach 5 ft./5 ft.; SA–; SQ empathic link, share spells, weasel familiar; AL NG; SV Fort +1, Ref +5, Will +4; Str 11, Dex 17, Con 13, Int 17, Wis 15 Cha 12

Skills and Feats: Concentration +5, Decipher Script +7, Knowledge (arcana) +7, Knowledge (astronomy) +7, Knowledge (Xcrawl) +7, Listen +4, Spellcraft +7, Spot +4, Tumble +5; Alertness (when familiar is within 5 feet), Combat Casting, Scribe Scroll*, Spell Focus (evocation).

Wizard Spells Prepared (4/3, DC = 13 + spell level, 14 + spell level for evocation spells): 0 – acid splash, detect magic, ray of frost, resistance; 1st – color spray, burning hands, magic missile.

Barred Schools: Abjuration, Enchantment

Possessions: Club, light crossbow, 20 bolts, 2 flasks of alchemist fire, waterproof backpack, waterproof scroll case, water proof sports watch, scroll of mage armor, scroll of shocking grasp, scroll of burning hands.

Spellbook: 0 – all; 1st – burning hands, color spray, expeditious retreat, mage armor, magic missile, shocking grasp

Flip (Weasel Familiar): Tiny Magical Beast; HD 1d8; hp 2; Init +2; Spd 20 ft., climb 20 ft.; AC 15, touch 14, flat-footed 13; Base Atk +0; Grp -12; Atk bite +4 melee (1d3-4); Full Atk bite +4 melee (1d3-4); Space/Reach 2 ½ ft./0 ft.; SA Attach; SQ Improved evasion, low-light vision, scent; AL NG; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Concentration +4, Decipher Script +2, Knowledge (arcana) +2, Knowledge (astronomy) +2, Knowledge (Xcrawl) +2, Hide +10, Move Silently +8, Spellcraft +2, Spot +3, Tumble +4; Weapon Finesse.

SA – Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.



DUNGEONBATTLE brooklyn



SHALEA "SUNBURN" STEELWAGON

Shalea just may be the most ostracized dwarf of our time – both a worshiper of a non-dwarven deity and a crawler. Her parents banished her the day she became an adult. Undaunted, Shalea went on to join the Olympian temple and became the first dwarven Olympic cleric of Apollo in the NAE. Xcrawl is her way of demonstrating the glory of the Golden Archer to all of the world.

Shalea "Sunburn" Steelwagon, 1st level female dwarf cleric: Medium humanoid; Fame 0; HD 1d8+2; hp 10; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +0; Grp +2; Atk heavy mace +2 melee (1d8+2) or light crossbow +0 ranged (1d8/19-20); Full Atk heavy mace +2 melee (1d8+2) or light crossbow +0 ranged (1d8/19-20); Space/Reach 5 ft./5 ft.; SA Greater turning 1/day, turn undead (+2, 2d6+4), turn water creatures (+2, 2d6+4); SQ Darkvision 60 ft., dwarven traits; AL NG; SV Fort +4, Ref +0, Will +5; Str 15, Dex 11, Con 14, Int 13, Wis 17 Cha 15

Skills and Feats: Concentration +5, Heal +5, Knowledge (arcana) +2, Knowledge (religion) +2, Knowledge (Xcrawl) +2, Spellcraft +5; Improved Turning.

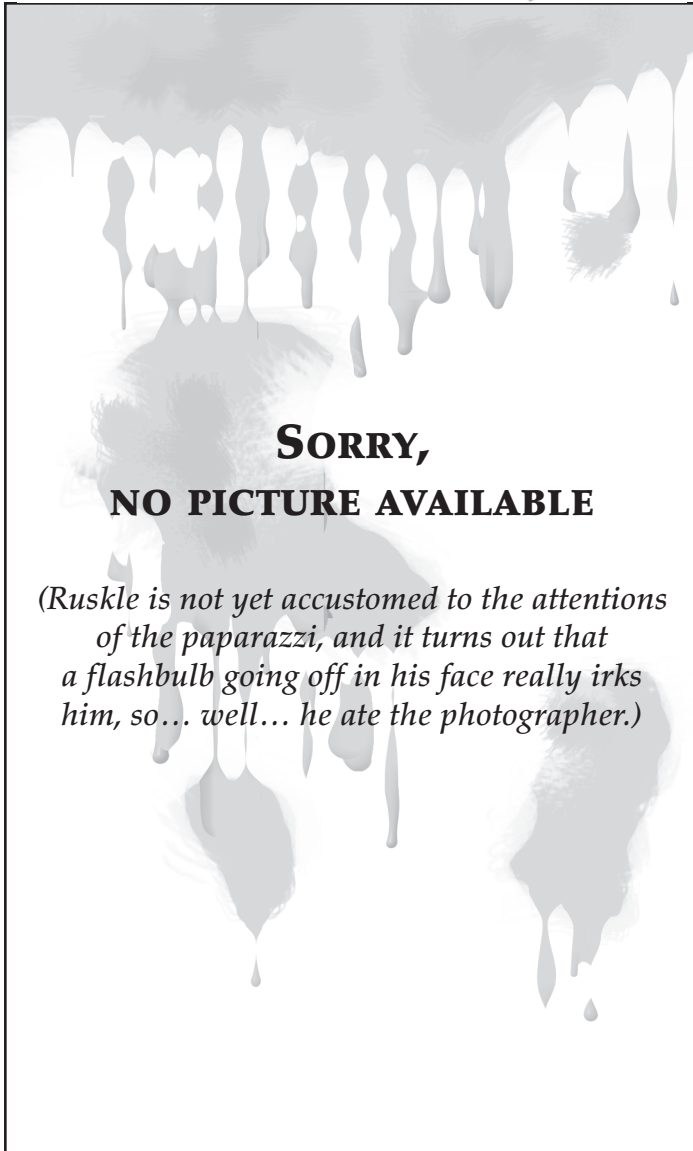
Cleric Spells Prepared (3/2+1, DC = 13 + spell level): 0 – detect magic, guidance, virtue; 1st – bless, burning hands*, doom.

Domains: Fire, Sun

Possessions: Heavy mace, light crossbow, 20 bolts, titanium breastplate, heavy wooden shield, 3 vials of holy water, sliver holy symbol, backpack, rope (50 ft.), grapple, scroll of cure light wounds (3).



DUNGEONBATTLE brooklyn



SORRY,

NO PICTURE AVAILABLE

(Ruskle is not yet accustomed to the attentions of the paparazzi, and it turns out that a flashbulb going off in his face really irks him, so... well... he ate the photographer.)

RUSKLE, "THE CARNIVORE"

Ruskle is a conscript from Orc City 2. He was supposed to appear in area 1-5 alongside his fellow clansmen but a savvy handler recognized him as a half-orc, pulled him from his group, gave him a nickname and some equipment, and arranged for him to be on the PC team. Fighting alongside humans (and possibly elves!) is the ultimate egress for someone of his clan. His only choice is to survive and win – he would be summarily executed if he ever showed his face in the Zura'ah'zura again.

Ruskle, "The Carnivore", 1st level half-orc barbarian: Medium humanoid; Fame 0; HD 1d12+3; hp 15; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +4; Atk greataxe +4 melee (1d12+4/x3) or shortspear +4 ranged (1d6+3); Full Atk greataxe +4 melee (1d12+4/x3) or shortspear +4 ranged (1d6+3); Space/Reach 5 ft./5 ft.; SA Rage 1/day; SQ Darkvision 60 ft., fast movement, illiteracy, half-orc traits; AL N; SV Fort +5, Ref +3, Will +1; Str 17, Dex 17, Con 17, Int 11, Wis 13 Cha 9

Skills and Feats: Climb +6*, Jump +10*, Listen +5, Swim +5*; Power Attack. *Includes -1 armor check penalty

SA – Rage (Ex): Once per day, Ruskle can enter a state of fierce rage that last for 8 rounds. The following changes are in effect as long as he rages: AC 14 (touch 11, flat-footed 11); hp 17; Atk +6 melee (1d12+7, greataxe) or +4 ranged (1d6+5, shortspear); SV Fort +7, Will +3; Str 21, Con 21; Climb +8, Jump +12. At the end of his rage, Ruskle is fatigued for the duration of the encounter.

Possessions: greataxe, three short spears, two daggers, studded leather armor, bandolier, ratty adventurer's outfit, canteen



DUNGEONBATTLE brooklyn



HANK "AJAX" TYBALT

Hank isn't a brawler – he is a born warrior. Since childhood those close to him have seen in him the qualities of the heroes of legend – courage, aggressiveness and competitiveness chief amongst them. He has been looking forward to his first kill since childhood. He plans to use Xcrawl as a means of training himself until he eventually goes off to seek his fortune in the world like an adventurer of old.

Hank "Ajax" Tybalt, 1st level male human fighter: Medium humanoid; Fame 0; HD 1d10+3; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk heavy flail +5 melee (1d10+4/19-20) or javelin +3 ranged (1d6+3); Full Atk heavy flail +5 melee (1d10+4/19-20) or javelin +3 ranged (1d6+3); Space/Reach 5 ft./5 ft.; SA–; SQ –; AL NG; SV Fort +5, Ref +2, Will +1; Str 17, Dex 15, Con 17, Int 12, Wis 13 Cha 11

Skills and Feats: Climb +5*, Jump +5*, Spot +3, Swim +3*; Cleave, Power Attack, Weapon Focus (heavy flail).

*Includes –2 armor check penalty

Possessions: Heavy flail, 3 javelins, chain shirt, multi-purpose knife, sports watch, water bottle.



DUNGEONBATTLE brooklyn

SORRY, NO PICTURE AVAILABLE

(Okay, two photographers in one day might be a new Xcrawl record – but in Ruskle’s defense, he was awfully smitten with Tina, and he thought “da purty haff-elf gurl” was being attacked. Ruskle offers his sincere apologies for the unfortunate misunderstanding.)

(That is, for BOTH unfortunate misunderstandings.)

(In any event, our lawyers would like to remind the paparazzi that they DID sign waivers before being allowed inside the stadium.)

TINA “SUPERNOVA” GOSLING

Tina auditioned for the Brooklyn crawl for better or for worse after she was in a fight with her boyfriend Roger, who forbade her to try out and told her she wasn’t good enough to compete. Still a year away from completing her arcane studies, Tina has given herself the grandiose nickname “Supernova” to help bolster her confidence.

Tina “Supernova” Gosling, 1st level half-elf sorcerer: Medium humanoid; Fame 0; HD 1d4+5; hp 9; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp +1; Atk shortspear +1 melee (1d6+1) or light crossbow +3 ranged (1d8/19-20); Full Atk shortspear +1 melee (1d6+1) or light crossbow +3 ranged (1d8/19-20); Space/Reach 5 ft./5 ft.; SA –; SQ Empathic link, half-elven traits, low-light vision, share spells, toad familiar; AL NG; SV Fort +2, Ref +3, Will +5; Str 12, Dex 17, Con 15, Int 11, Wis 13 Cha 17.

Skills and Feats: Bluff +5, Concentration +4, Diplomacy +5, Gather Information +5, Knowledge (arcane) +2, Listen +4, Search +1, Spellcraft +2, Spot +4; Alertness (when familiar is within 5 ft.), Improved Initiative

Sorcerer Spells Known (5/4, Save DC = 13 + spell level): 0 – daze, detect magic, light, prestidigitation 1st – color spray, magic missile

Possessions: 3 short spears, light crossbow, quiver with 24 bolts, backpack, adventurer’s outfit, waterproof pouch, multipurpose knife

Emiril (Toad Familiar): Diminutive Magical Beast; HD 1d8; hp 4; Init +1; Spd 5 ft.; AC 16, touch 15, flat-footed 14; Base Atk +0; Grp -17; Atk touch +4 melee touch (spell effect); Full Atk touch +4 melee touch (spell effect); Space/Reach 1 ft./0 ft.; SA --; SQ Amphibious, improved evasion, low-light vision, scent; AL NG; SV Fort +2, Ref +3, Will +5; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Bluff –1, Concentration +2, Hide +21, Knowledge (arcana) +0, Listen +4, Spellcraft +0, Spot +4; Weapon Finesse.



DUNGEONBATTLE brooklyn



ZASTERIAL "FORESTER" STILLSTAR

Zasterial is the most talented, charismatic, and nimble young specialist to come along in years – just ask him. Highly confident in his abilities, Zasterial is just doing Xcrawl until he can cross over into acting and perhaps, one day, politics. Known for his smart outfits and his long silver hair, Zasterial wants fame and fortune at any cost.

Zasterial "Forester" Stillstar, 1st level male elf rogue: Medium humanoid; Fame 0; HD 1d6+1; hp 7; Init +4; Spd 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk +0; Grp +1; Atk rapier +4 melee (1d6+1/18-20) or longbow +4 ranged (1d8/x3); Full Atk rapier +4 melee (1d6+1/18-20) or longbow +4 ranged (1d8/x3); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ Elf traits, low-light vision, trapfinding; AL CG; SV Fort +0, Ref +6, Will +0; Str 13, Dex 19, Con 11, Int 17, Wis 11 Cha 12

Skills and Feats: Balance +8, Climb +5, Disable Device +7, Escape Artist +8, Jump +5, Listen +6, Move Silently +8, Open Lock +8, Search +9, Spot +6, Tumble +8; Weapon Finesse.

Possessions: Rapier, longbow, 20 arrows, leather armor, thieves' tools, combat flashlight, multipurpose knife, rope (50 ft.), grapple, water bottle.

