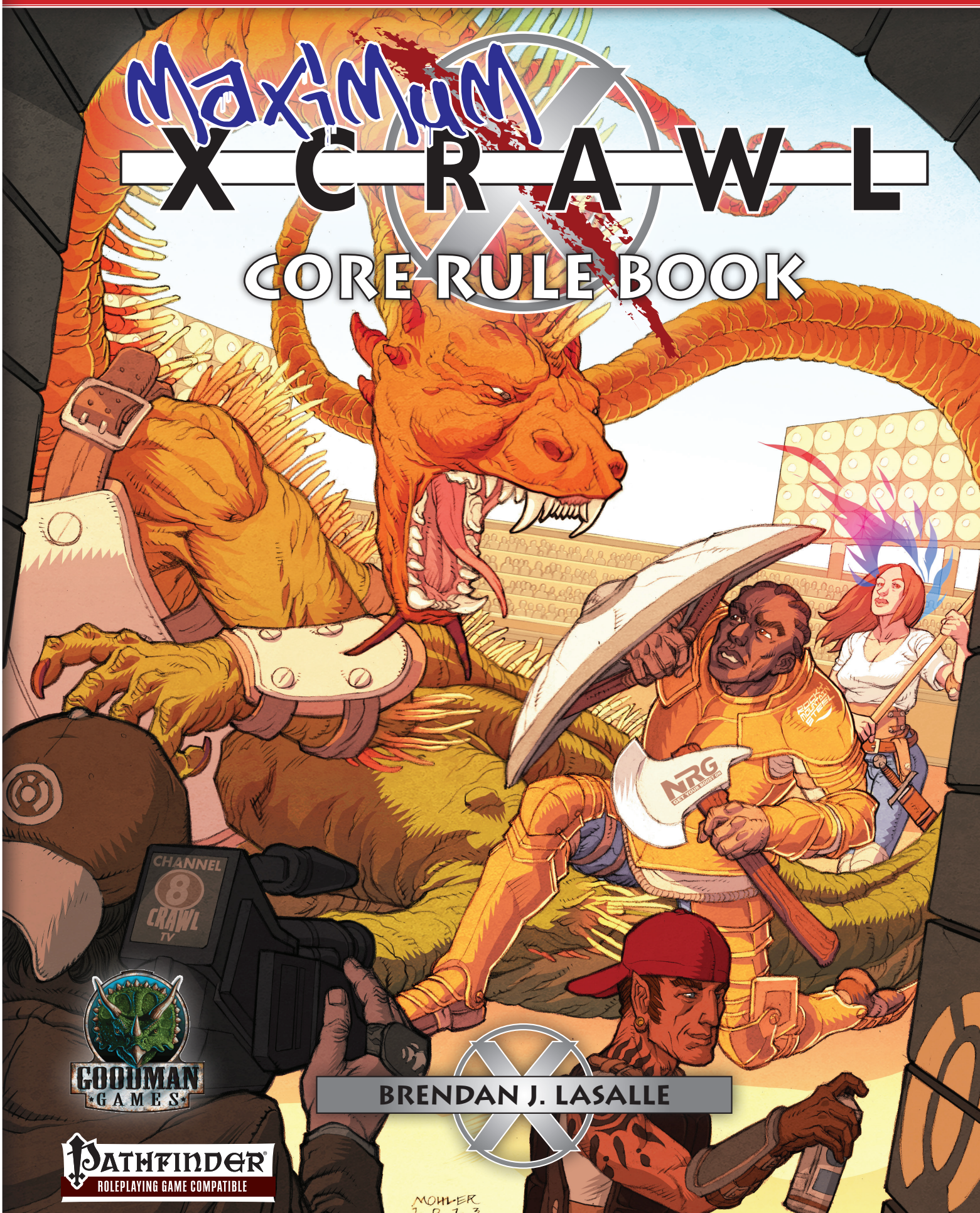


ADVENTURES IN THE WORLD OF XTREME DUNGEON CRAWL!

Maximum X-CRAWL CORE RULE BOOK



BRENDAN J. LASALLE

MOHLER
2013



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This book is for Mom and Dad and Lex and Jason



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CONTENTS

THE WORLD OF XCRAWL 4

KEY ELEMENTS OF THE XCRAWL WORLD 4

PLAYING MAXIMUM XCRAWL 6

- CREATING XCRAWL CHARACTERS 6
- DETERMINE ABILITY SCORES 6
- CHOOSE A RACE AND CLASS 6

XCRAWL RACES..... 7

- DWARVES 7
- ELVES 9
- GNOMES 10
- HALF-ELVES 12
- HALF-ORC 13
- HALFLINGS 14
- HUMANS 15

XCRAWL CLASSES..... 17

- ATHLETE 17
- BLASTER..... 24
- BRAWLER 31
- JAMMER 33
- MESSENGER 38
- SPECIALIST 46

SKILLS 50

- NEW SKILLS 50
- CHANGED SKILLS 54

FEATS..... 55

- XCRAWL FAME FEATS 58

EQUIPMENT 67

DESCRIPTION & ACTOR..... 87

RELIGION 88

- OLYMPIC DEITIES 89
- NON-OLYMPIC DEITIES OF AMERICA 93

NEW SYSTEMS: MOJO, FAME, AND MORE.... 95

- THE MOJO POOL..... 95
- FAME..... 97
- USING FAME 98

GAMEMASTERING XCRAWL I: RUNNING XCRAWL 100

WHERE XCRAWL DIFFERS FROM STANDARD FANTASY GAMING 100

- CAMPAIGN OPTIONS 102
- CAMPAIGN VARIANTS 104

TIPS FOR GOOD XCRAWL..... 106

EASY STEPS TO 108 XCRAWL GAME MASTERY

GAMEMASTERING XCRAWL II: THE WORLD OF XCRAWL 109

THE NORTH AMERICA EMPIRE 109

NPC CLASSES..... 114

- AMERICAN COMMONER..... 114
- AMERICAN ARISTOCRAT 115
- PROFESSIONAL 116
- PRO MONSTER..... 117
- SOLDIER 118

GAMEMASTERING XCRAWL III: THE GAMES 119

A BRIEF HISTORY OF XCRAWL..... 119

MODERN XCRAWL 120

- XCRAWL DIVISIONS 120
- XCRAWL AND TELEVISION 122
- FIGURES AND FEATURES OF XCRAWL 123

DESIGNING YOUR OWN DUNGEON CRAWLS..... 126

THE IMPERIAL RULES OF XCRAWL 129

BACKSTAGE AT THE CRAWL 133

REWARDS 136

EXPERIENCE POINT REWARDS..... 136

FAME POINT REWARDS 137

GOLD, PRIZES AND MAGIC ITEMS..... 139

RANDOM FAME REWARDS 142 DEFINITIONS

APPENDIX N: INSPIRATIONAL READING/ JAMMING/ GAMING/ WATCHING 152

INDEX 153

OGL 156

THE WORLD OF XCRAWL

Ancient Rome meets Smash TV meets Gangster Rap? WTF?

—From an EN World Forum posting by member “jdrakeh” regarding *Xcrawl*

Xcrawl is a blend of unexpected genera elements combined to create a highly original, offbeat adventure game that combines strategic dungeon crawl action in a harsh dystopic setting of absolute authoritarianism and rigid class conflict with a quirky alternate modern history with a carnival mirror view of the strange world we live in; and a treatise on the phenomenon of fame in our celebrity-worshipping culture. It's a grand strategic challenge that forces out-of-the box thinking by presenting crawlers with improbable situations that they simply could not discover in a standard fantasy setting. Most of all, *Xcrawl* is fun – monster-slaying, sports-car-winning, crowd-pumping, face-on-the-cereal-box fun!

In short, it's not your grandma's dungeon crawl.

KEY ELEMENTS OF THE XCRAWL WORLD

THE GAMES

Xcrawl is a live on pay-per-view death sport. The players take the roles of professional athlete adventurers: amazingly bad-assed Athletes, weapon-mastering Brawlers, spell-weaving Blasters, lethally sneaky Specialists, divinity-channeling Messengers, and house-rocking Jammers. They face the challenges set forth by the Dungeon Judge, or DJ, who designs a dungeon full of dangerous creatures, perilous traps, deadly obstacles, and incredible treasure.

FAME

Celebrities play a special role in the social hierarchy of the *Xcrawl* world. Adored by commoners and bored aristocrats alike, celebrities cross an otherwise impenetrable social barrier. Crawlers begin the campaign as relative unknowns, but if their careers go well they become more and more popular until they become media superstars. Fame is a stat all *Xcrawlers* have, and it represents both how recognizable they are and how “hot” their current career is in the public eye. Characters with a high Fame score get preferential treatment, bonuses to charisma-keyed skill rolls and earn more money for personal appearances. Characters earn Fame Feats that give can earn them more gold or situational advantages during a Crawl or in their daily lives. Fame, even more than personal skill or victories, is the true measure of success in The Games.

EMPIRE

The characters all hail from the North American Empire (NAE), the nation that spawned *Xcrawl*. The Empire stretches from real-world Alaska all the way to the Panama Canal. It is the most powerful Empire in the world, with a massive military force, a thriving economy, and a tightly controlled populace. Emperor Ronald I rules America with an iron fist, although it is rumored that his health is waning and only daily applications of magic keep him alive and lucid.

RELIGION

The Olympic pantheon, ruled by mighty Jupiter and all-seeing Juno, is the official religion of the NAE. All other religion is banned, with two exceptions: the ancestral deities of the various non-human races that enjoy American citizenship, and the nature deity revered by the barely-tolerated Druidic sects. The Native Americans also worship an outlawed pantheon of spirits and powers led by the great Wankan Tanka, but these so-called “barbarians” are non-citizens and the practice of their savage religion is largely ignored. Religion is a major part of the life of American citizens, who are expected to choose a patron deity at some point during their lives. Major cities are dotted with temples and shrines to the various Olympic powers. Collectively referred to as the Olympic Temples,



they wield great power and influence over the citizens of the Empire. Apollo is the official patron of Xcrawl and most Games begin with an invocation for his blessing.

HIERARCHY

Society in the North American Empire is extremely stratified. Most folks are commoners, with no title or lands of their own. Their freedom is limited. They may not travel out of the country without special permission. Commoners have no right to privacy and are subject to random search and seizures. What rights commoners do have exist at the whims of their betters. The highest tier of society is the aristocracy: the dukes, barons, lords and ladies who come from old and recognized families. The aristocracy is notoriously greedy and ruthless, and more than willing to victimize commoners and lower tiered nobility. Those few with sympathy for the lot of the commoner find their voices quelled by popular opinion.

CORRUPTION

The world of Xcrawl is largely governed by corruption, nepotism, cronyism, and graft. Bribery is such a key element of society that it is not even recognized as a social evil, much less a criminal offense. A big enough "donation" to the right individual or organization or person can pardon nearly any offense, open any door and remove pesky obstacles such as fair play and justice. Indeed, the

only incorruptible institution in the modern world is Xcrawl, which has become the last bastion of honor in a decadent world. Crawlers inevitably encounter situations that will require they grease a few palms to get what they need, but never within the Games themselves.

CITY STATES

The NAE is composed of large walled, self-sufficient cities nestled within seemingly endless expanses of unspoiled land. This arrangement is a necessity forced by the existence of dragons, who do not abide large settlements that crop up in their territories. While there is an interstate highway system linking cities and towns, the routes are dangerous, and Imperial citizens generally travel from city to city in huge caravans for protection. Outside the walled cities are Native American tribes who still live in harmony with nature as they have for thousands of years, paying no taxes and recognizing no Emperor. There are also monsters of every size and description, that tend to cluster around the territories of dragons in a state of mutual resistance against human encroachment.

PLAYING MAXIMUM XCRAWL

As fond as we are of our little fantasy death sport RPG, we would never assume that it is the first or only game you play. For sake of brevity we assume that Xcrawl players and GMs alike are familiar with role-playing games and the dungeon crawl tradition. If you plan to make Xcrawl your first RPG, we suggest you play a few “traditional” fantasy dungeon crawl adventure games first. This will help you develop an understanding of the genre that we take such extraordinary liberties with in this game.

CREATING XCRAWL CHARACTERS

1. DETERMINE ABILITY SCORES
2. CHOOSE A RACE AND CLASS
3. CHOOSE SKILLS
4. CHOOSE FEATS
5. SPELLCASTERS CHOOSE SPELLS
6. CHOOSE A PATRON DEITY
7. BUY EQUIPMENT
8. PICK WHAT ACTOR WILL PLAY YOUR CHARACTER IN THE MOVIE BASED ON YOUR ADVENTURE
9. GET TO THE DUNGEON AND GET PAID!

For standard campaign play, players should create characters that start at 3rd level of experience and begin the game with zero experience points using the medium advancement table in the Pathfinder Core Rulebook. They should accumulate experience points (XP) normally and

CAMPAIGN VARIANT

Allow the characters to begin at first level. You will have to be careful with the types of adventures you create: too difficult and the players will likely need to re-roll characters, too easy and they will become bored. You could even attempt to run the players through some Division IV (Non-Lethal) play. The GM will have to work hard to maintain a sense of adventure in a game where there is no chance of the characters being killed but it is possible, particularly if their off-field activities are explored, including the hazards of American Imperial life.

after reaching the minimum XP for 4th level they progress normally thereafter. This represents the characters as veterans of nonlethal Divisions and ready to begin lethal Xcrawl play in Division III, and will stretch out their lower level careers to allow them to get a feel for their characters before they advance on to higher levels.

DETERMINE ABILITY SCORES

POINT BUY OPTION

We recommend using the Point Buy system as per the Pathfinder core rulebook. For standard play you should consider an allotment of 20 points, maybe going to 22 for anyone who brings pizza on character creation night.

DICE OPTIONS

If you prefer a more unpredictable method of generating characters, you may wish to use, for a potentially lethal game like Xcrawl, choose one of the following rolling methods:

Roll 4d6 for each statistic, keeping the highest three die results, placing the scores in the order that they are rolled. Allow the players to roll seven times, using the highest six scores.

Roll 4d6 six times, keeping the highest three die results. Allow the players to place their statistics as they please.

CHOOSE A RACE AND CLASS

The following races commonly participate in Xcrawl. The GM may add other race and class options as they see fit.

XCRAWL RACES

DWARF
ELF
GNOME
HALF-ELF
HALF-ORC
HALFLING
HUMAN

XCRAWL CLASSES

ATHLETE
BLASTER
BRAWLER
JAMMER
MESSENGER
SPECIALIST

XCRAWL RACES

DWARVES

*"Don't you DARE ask me that! You left me no choice BUT Xcrawl! I had to be the one to humiliate my clan and participate in this farce to prove that our people aren't afraid of the scum of the underground! I had to be the one to do it so my useless cousin could retain ownership of his good-for-nothing dirt mine! I had to be the one to embarrass our clan for ten generations just so I could bring in gold for the two years that you all had nothing but hardtack and water! There! Are you satisfied now, you stone-hearted harpy? *Sigh.*"*

Sorry for yelling mother but you know I get wound up before a dungeon. Wish me luck. And put Dad on the phone, I want to say hello."

—Dwarf Brawler Darva "Stone Pony" Chislerock, checking in with her folks before the big match

When Emperor George Augustus invited the Dwarves of all the major clans to settle the amazing North American mountain ranges, many of these immigrants believed that the New World might be the Dwarf Home of prophecy, the mythical land where, as the legends claimed that all dwarves will come together and live as one race, indivisible and unconquerable. They were also impressed with an early gesture of friendship that the Emperor made: he awarded Lodar Findlespur, a charismatic young dwarven warrior chieftain, the position of Duke of Telluride, granting him and his family lands throughout the rocky Colorado region. But the Emperor shattered the dream of the Dwarf Home when he assigned Findlespur to collect taxes from all the dwarves in the region and dissolved their promised right to self-rule. Dwarves that exist in the NAE today tend to be resentful, mistrustful of the Emperor, and disdainful of the Empire. Rather than fight an outnumbered war when the nearest reinforcements were a dangerous ocean away, the transplanted dwarves finally submitted to human rule.

Dwarves are one of the Great Elder Races that predated mankind. Tough, stoic and famously set in their ways, Dwarves endure the struggle of keeping their culture and traditions alive in a world that seems to have left them behind. Colorado is still the major center of dwarvish population, but isolated groups can be found living and working in every city in the Empire. Old Findlespur's son, the unpopular regent Duke Edmond Findlespur, is the new Baron of Telluride and he strives to overcome the stigma of his heritage among the American elite while still fairly ruling the dwarves of Colorado. Thus far he has failed.

NOTE ON BONUS SKILLS

In Maximum Xcrawl, the characters' race grants bonus skills. A character's bonus skills represent the general skills and knowledge inherent in the character's non-Xcrawl background. A few notes on bonus skills:

- Ranks in Bonus Skills can be used to augment Class Skills but they do not allow a character to have more ranks in the skill than the character's level. Xcrawl characters lower than 3rd level will gain their three bonus ranks one at a time as they gain levels until they have reached their maximum.
- Bonus skills do not stack with one another. If characters have an opportunity to choose two knowledge skills as bonus skills, for example, they must choose two different knowledge skills.



The majority of American-born dwarves are police officers, craftsmen, technical tradesmen, miners, and engineers. Dwarf architects and mechanics are highly valued, and command huge fees for their work. There are very few American dwarf noblemen, all of them relations or intimates of the Findlespur line.

Dwarves have a reputation for stubbornness, pugnacious attitudes, contrariness, and a deep well of inner strength and courage. Dwarf friendship is rarely and carefully given, but those who count dwarves as friends enjoy unwavering loyalty. Even in our modern, media age, Dwarves maintain a deep racial hatred of their natural enemies: the orcs, goblins and giants that they have traditionally competed against them for underground supremacy. Dwarves tend to be accepted by all the other Elder Races as well as humans, but they prefer company of their own kind. Dwarves often develop deep bonds with their comrades in battle, and thus may even share friendship and loyalty with half-orcs from their own crawl teams.

American dwarf Messengers come from the line of Dumakrüm almost exclusively. Dumakrüm is a lesser power from the old Dwarvish pantheon that transplanted dwarfkind revere as the chief deity of the dwarves of North America.

PHYSICAL DESCRIPTION

Dwarves average between four and four and a half feet tall and are extremely stocky, weighing between 150 and 230 pounds on average. They reach maturity at 40 years old and can live beyond 250 years. Males pride themselves on their beards, and often braid, bead, or otherwise style them as a sign of strength, individuality and a reverence for tradition.

ROLE IN XCRAWL

The majority of American dwarves publicly express disdain for Xcrawl and the media sensation it has spawned. However, there is a small minority of dwarves who are drawn to The Games for many reasons – gold, fame, and perhaps the chance to kill a giant chieftain amongst them.

ALIGNMENT

Dwarves tend to revere law over chaos and good over evil. Dwarf PCs can be any alignment.

DWARF RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Charisma: Dwarves aren't usually overburdened with people skills – the phrase “people skills” does not, in fact, exactly translate into the Dwarven language, the closest transliteration being “shouting with your inside voice.” They are proudly gruff, disdainful, and blunt spoken – traits which do not usually endear them to the other races. On the other hand dwarves make excellent crawl team members, being typically tough, hardy, deep-thinking, and perceptive.

Slow and Steady: Dwarves are medium sized and have a base speed of 20 feet, but their speed is never modified by armor or by encumbrance.

Darkvision: Dwarves can see in the dark up to 60 feet.

Defensive Training: Dwarves get a +4 dodge bonus to AC against monsters with the giant subtype.

Eye for Quality: Dwarves gain a +2 racial bonus on Appraise skill checks made to determine the pre-magical price of any goods that contain precious metals or gemstones. They can detect fake gold, silver, or gems with a DC 15 Appraise check.

Hatred: Dwarves receive a +1 racial bonus on attack rolls against orcs and goblinoids.

Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning: Dwarves receive a +2 bonus on Perception checks to notice unusual stonework, including secret doors, hidden trap doors, unusual materials, built-in flaws, and other such constructions. Man-made stone-based substances, such as concrete or cement, count as stone for the purposes of this racial ability. Xcrawl dungeons are generally constructed of modern materials so the GM should give careful consideration as to whether or not this ability applies to a given circumstance.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers. They treat any weapon with the word “Dwarven” in it as a martial weapon.

Bonus Skills: 3 ranks in Profession (miner, stonemason, construction, engineer – choose one), 3 ranks in Craft (any), 3 ranks in Knowledge (dwarf culture)

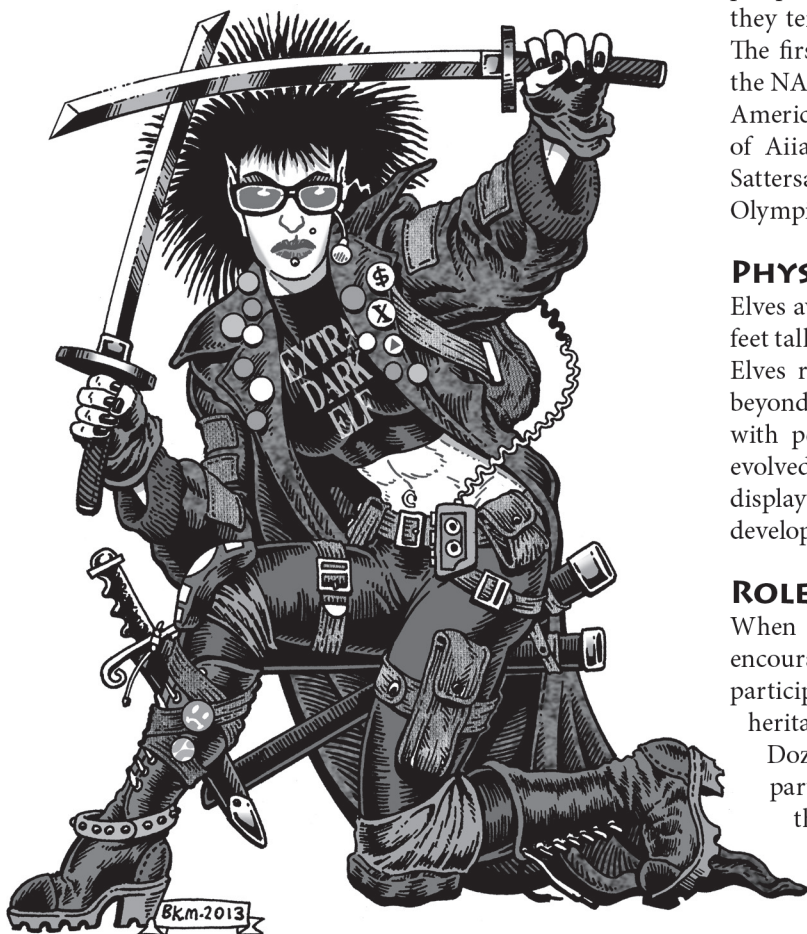
Languages: American born dwarves begin speaking English and Dwarven, and can choose any humanoid or human foreign language as bonus languages for high intelligence.

ELVES

“And I’ll tell you something else about General Washington – oops, I mean Emperor George Augustus, forgive me, I met him before the Revolution. Anyway, he was a magnificent dancer. Truly. When we met at that party for Antonio Barzodi he swept my sister off her feet. They had the whole ballroom watching. He was an awe inspiring human, like Napoleon or DJ Outrageous Fortune – it’s no wonder they made the nimble fellow Emperor.”

— Uululo Sheehan, Elven Warrior and incorrigible historic namedropper

Elves came to the NAE with the very earliest settlers. Stories of this untamed land captured their collective imagination, and early elven pioneers set out to find a perfect place to create a North American elven province. After scouting nearly all the way to the Pacific Ocean, they were amazed to discover there were Native American elves who had been living here for centuries. There was no power struggle or rift between the elves of the old world and the new – they were extremely excited to discover their long lost kinsmen and learn and admire all of the songs, stories and crafts.



The chief American elven city is Sattersala, the fabled City in the Trees, set in the canopy of the giant redwood forest they call the Orick. American elves typically have no philosophical problem with living in the human-controlled North American Empire – after all, the Empire is only a few hundred years old. Who knows what the next thousand years might bring, and the ten thousand after that? American elves enjoy a social status on a par with their human Aristocratic brethren – indeed, many of the Ancient Ones have received noble titles and land from the Emperor, who constantly courts their favor. Human-elven intermarriage is almost always between noble houses and a bloodline peppered with Elder Race status can bring both honor and a reputation for strangeness to aristocratic families.

Elves can be found in all the major cities but they favor the New England and California districts. Their art, music, and literature is highly prized – it is the rare upper class home that does not proudly display at least a few elf-made objects d’art. Elves likewise appreciate many aspects of human culture, especially the art and architecture of the Renaissance, American jazz, and folk music.

Elves have a reputation for aloofness, curiosity, and arcane strangeness that they come by quite honestly. Their perspective on the flow of time is famously long term and they tend to plan in terms of decades rather than years. The first generation of European elven children born in the NAE are just maturing into adulthood.

American elven Messengers tend to come from the line of Aiiia Gesilvala, the traditional deity of the elves of Sattersala, although they may choose the Gods of the Olympic Pantheon as well.

PHYSICAL DESCRIPTION

Elves average between four and a half and five and a half feet tall. They typically weigh between 90 and 120 pounds. Elves reach maturity at age 110 years and can live on beyond 450. They tend to be slender, poised and attractive, with perfect skin, hair, and attractive physiques. Elves evolved near every major human culture so they may display similar characteristics with nationalities that developed alongside them in any part of the world.

ROLE IN XCRAWL

When the Games were first introduced, elven elders encouraged their children and grandchildren to participate as a means of understanding their proud heritage of warrior culture and dungeon exploration.

Dozens of elf Brawlers, Blasters and Specialists participated in several teams. An all-elf Xcrawl crew, the Grandfather Harlequins, began their career in the first ever Xtreme Dungeon Crawl event and still compete in an Unlimited Class dungeon every four years or so.

Elves often find themselves singled out in dungeon combat by the orcs and goblinoids. The undergrounders' hate for their ancient enemies is profound and unwavering. A common belief of the sub-men of the Zura'Ah'Zura is that Xcrawl is entirely created, financed for and beholden to the elves of North America, who are attempting to segregate, subjugate, and humiliate their orcs and goblins. A humanoid participating in Xcrawl who manages to return to the locker room with a pair of elf ears is conceded highest honor by his foul brethren. Smart teams learn to use humanoid enmity to strategic advantage.

ALIGNMENT

Elven PCs can be of any alignment, but generally favor chaos over law and good over evil.

ELF RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Constitution: Elves are long lived but they tend to break easier than the other races. On the other hand, they are renowned for using speed to avoid blows and strike with precise attacks. Their hand-eye coordination is legendary. In addition, they are clever, quick-thinking, and cunning.

Medium Size, 30' Movement

Low-Light vision: Elves can see twice as far as humans in conditions of dim light.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Keen Senses: Elves receive a +2 racial bonus on Perception skill checks.

Weapon Familiarity: Elves are proficient with all bows, longswords, and rapiers, and treat any weapon with "Elven" in its name as a martial weapon.

Bonus Skills: 3 ranks Craft (bowyer/ fletcher), 3 ranks Knowledge (elf culture), 3 ranks Knowledge (home city)

Languages: American elves automatically speak English and Elven, and can choose any humanoid or human foreign language or Draconic as bonus languages for high intelligence.

GNOMES

"Of course we're happy – we get the joke."

— Gnomish proverb

Once Emperor George Augustus, the first ruler of the North American Empire, had betrayed and overthrown the Messianics who originally settled the NAE, he began making overtures to every major gnomish population in Europe and Asia, promising opportunities for profit and self-rule in the New World. This edict heralded the mass immigration of gnomes into America that took place in the years between 1781 and 1810 that is now known as the Hilltop Migration. In modern times there are more gnomes living in the NAE than in any other empire, kingdom or city-state in the whole world.

After untold generations of living together in mutual benefit in the Old World and the New, the gnomish and human cultures have dovetailed for so long that each accepts the other as near social equals. Every human city has a gnomish section with families that have usually lived on the American continent nearly as long as the descendants of the original human population. There is only one city that has a gnomish majority, Metairie. Metairie is the home of the famous Blueskins Jeans Co., making America's most famous denim TM since 1898. Gnomes tend to work in the technical trades – indeed, many American guilds choose to create restrictions on the maximum number of gnomes allowed in a given guild to preserve tech sector jobs for humans.

Gnomish entertainers are extremely popular. There are more gnomes on TV and in the movies than all of the other

NON-HUMAN DIVERSITY

Regional variety for the races is a given in the world of Xcrawl. Players should feel free to play any sort of race / nationality combination that pleases – African dwarves, Asian elves, even Micronesian halflings (which is just asking for jokes but hey, it's your character). This does not extend to demi-human races such as orcs, goblinoids or the alfar who all have different physical variations dependant on tribe and geographic origin. The elder races displaying uncommon regional traits normally do not suffer any extra social prejudice in the NAE – but they don't suffer any less, either.

elder races combined. Gnomish puppetry is a particular favorite with children, and such shows play for huge audiences throughout the empire. Gnomish bards tend toward either strict traditionalism, playing handcrafted instruments and singing centuries-old songs, or ultra modern jamming, adopting the styles of rock, pop and hip-hop.

Gnomes worship all their ancestral deities, but in America Jakeo Jeweeyes rises to singular prominence.

PHYSICAL DESCRIPTION

Gnomes average between 3 and four feet, weighing between 35 and 50 pounds. They tend to have merry eyes, pronounced noses and thick eyebrows.

ROLE IN XCRAWL

There aren't too many gnomish crawlers, but the ones who survive the high attrition of the first year typically are on their way to superstardom. Gnome jammers are a staple of the Xcrawl circuit. There are dozens of the songslingers who work the circuit, often as an adjunct to a recording or touring musical career. Many wind up in the movies or in TV.

ALIGNMENT

Any. The most common gnomish alignments are any good, or lawful neutral, but they can be any alignment.

GNOME RACIAL TRAITS

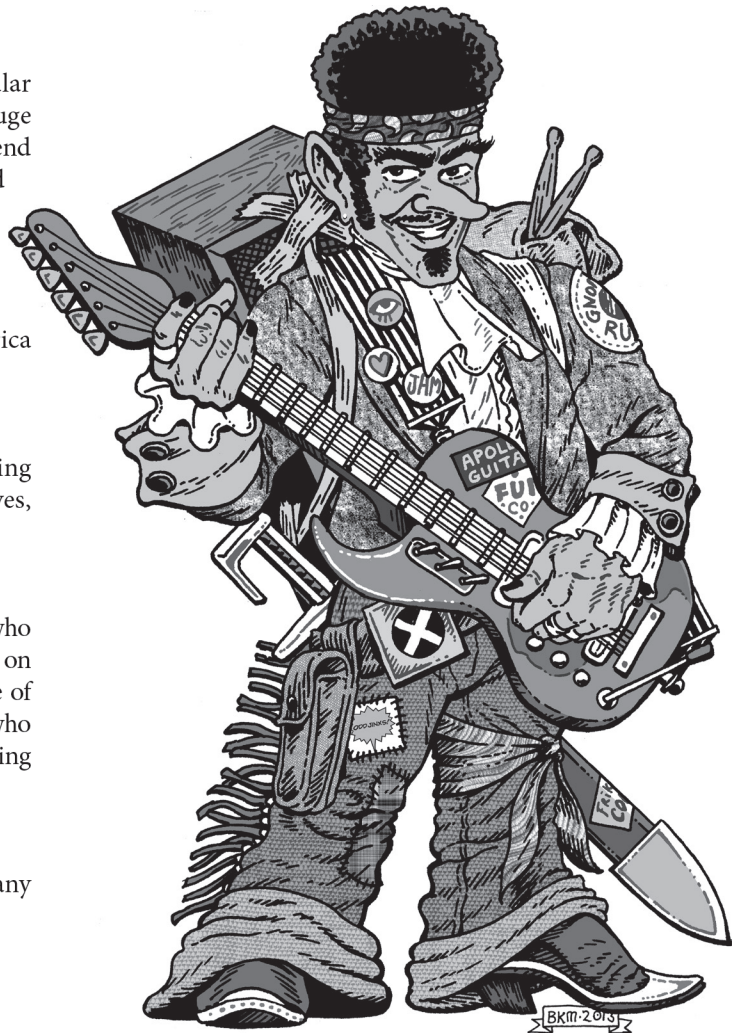
+2 Constitution, +2 Charisma, -2 Strength: Gnomes are tiny folk, and are particularly unsuited for feats of strength. However, small though they may be, they are astoundingly tough and extremely resistant to toxins and disease. And let's just face it – gnomes are just cute. They are funny and clever, and hard to stay mad at even after they dump a pail of whitewash over your head. Which they just might do.

Small, 20' Movement: Gnomes are small creatures and gain a +1 size bonus to their AC, a -1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth attacks. Gnomes have a base speed of 20 feet.

Low-Light Vision: Gnomes can see twice as far as humans in conditions of dim light.

Defensive Training: Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic: Gnomes add +1 to the DC of any saving throws against illusion spells they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1x/day – dancing lights, ghost sound, prestidigitation, speak with animals. The caster level for these effects is equal to the



gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

Hatred: Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoids subtypes.

Illusion Resistance: Gnomes get a +2 racial saving throws bonus against illusions and illusion-based spells and effects.

Keen Senses: Gnomes receive a +2 racial bonus on Perception skill checks.

Obsessive: Gnomes receive a +2 racial bonus on a single Craft or Profession skill of their choice.

Weapon Familiarity: Gnomes treat any weapon with the word "Gnome" in its name as a martial weapon.

Bonus Skills: 3 ranks Profession (any), 3 ranks Craft (any), 3 ranks Knowledge (gnome culture)

Languages: Gnomes begin play speaking Common and Gnome, and can choose any humanoid or human foreign language or Sylvan as bonus languages for high intelligence.

HALF-ELVES

"So? So maybe I do have something to prove. Maybe this about showing my father and his oh-so-high-and-mighty family that I have what it takes. So what? I'm here and I have my sword, my bow, my wand and my chain mail. Am I on the Pluto-damned team or not?"

— Half-elf Blaster/ Brawler Whit "Slam Dog" Loresis, confronting stereotypes

While half-elves are but a tiny minority in America and the greater world at large, they make up an extremely significant proportion of Xcrawl players. The adventuring life has always called to half-elves, who perhaps seek to gain some of the acceptance from both the human and elvish communities who typically hold them as a breed apart. There are more half-elves in Xcrawl then there are dwarves and gnomes put together.

Half-elves live in every community, and enjoy a level of notoriety and reputation – while they tend to be well liked

and even popular they are always considered somehow marked as outsiders. While marginal they are regarded as sturdy, adaptable and graceful. Zimble, the legendary bard whose magical blade Warsong sparked the pre-cataclysm craze that spawned Xcrawl, was a half-elf, a fact which gives half-elves everywhere a claim to the adventuring heritage.

Half-elves generally show fealty to the ancient elven gods as well as the Olympic Pantheon, and choose a patron deity from either side of their ancestry.

PHYSICAL DESCRIPTION

Half-elves tend to be between five and six feet tall, well proportioned and hardy. They often embody the finer points of both halves of their mixed heritage, making them extremely comely.

ROLE IN XCRAWL

Half-elves are ubiquitous in The Games, both as crawlers and in support roles on staff. To date there are no half elven DJs but this is most likely only a matter of time. Half elven Brawler-Blaster or Brawler-Specialists are so common as to be as a stereotype of the mixed breed race.

HALF-ELF RACIAL TRAITS

+2 To One Ability Score: Half-elves can be like either their elf or human parent, as is demonstrated by their varied natures.

Medium Size, 30' Movement

Low Light Vision: Half-elves can see twice as far as humans in conditions of dim light.

Adaptability: Half-elves receive Skill Focus as a bonus feat at 1st level

Elf Blood: Half-elves count as both elves and humans for any effect related to race.

Elven Immunities: Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Multitalented: Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Bonus Skills: 3 Ranks Knowledge: Elvish Culture, 3 Ranks Knowledge (Home City), 3 Ranks Professional Skill (Any)

Languages: Half-elves automatically speak common and elven, and can choose any humanoid or human foreign language as bonus languages for high intelligence.



HALF-ORC

“Officer – I understand what you’re saying – now understand me. I will not be disrespected! Not in my own city! And certainly not by some . . . some pretender in a tinsel crown who ran out of chicken tenders on a Friday night. What’s he even supposed to be the king of?”

— Half-orc Brawler Idgar “Money Axe” Akarorken, explaining why he destroyed the drive-through speaker

The current politically correct term in vogue in the NAE is “the Unfortunate Ones.” In every nation in all of recorded history, there have been half-orcs who take to the adventuring life as a way of both distancing themselves and ingratiating themselves in a society that has no real place for them.

Nearly every half-orc is born of some terrible tragedy. Most are born in the Zura’Ah’Zura in either Orc City 1 or Orc City 2, the two great North American population centers with such a high rate of warlord attrition and political overthrow the surface world simply calls them by the generic names mapmakers give them; traditionally the current reigning warlord renames the city, and it keeps that name until his inevitable overthrow.

Most half-orcs who come to America renounce their Orcish heritage and adopt American custom, religions and dress. A few stay true to their Orcish traditions, worshiping their ancestral deities. The most popular Orcish deity in the NAE is crafty Exofah, a minor power of the Orcish pantheon who has effectively become the patron of American half-orcs.

PHYSICAL DESCRIPTION

Half-orcs are generally between six and a half and seven feet tall and weigh between 200 and 250 pounds. They have many of the physical features associated with their Orcish heritage – pointed ears, wide foreheads, a tendency towards overdeveloped canine teeth and a generally savage look. They are unusually robust and healthy but they tend to retain the uncouth and coarse dispositions of their subterranean forebears.

ROLE IN XCRAWL

Emperor Ronald I initially decreed that half-orcs would not be allowed to participate in The Games. This meant that he would have to negotiate with the sly leadership of the Zura’Ah’Zura to grant Visa status to visiting half-orcs, an act that the regent found extremely distasteful. DJ Herobane, the first Xcrawl DJ, desperately wanted half-orc participation. After all, if there weren’t any half-orcs, then it just wasn’t live action Dungeonbattle, and then what was the point? He hatched a clever plot, using the table-top Dungeonbattle RPG game that he ran for the Emperor’s



nephews. The DJ introduced a sympathetic NPC, a gruff but misunderstood half-orc with a heart of gold who constantly put the needs of the team in before his own. Once the kids were hooked, Herobane informed them that their Uncle was going to disallow half-orcs to play Xcrawl. The Imperial Nephews went ballistic. Two weeks later Ronald capitulated and sent emissaries to Orc City 2 to negotiate an athletic visa agreement.

Half-orcs are primarily Brawlers, although the occasional half-orc Messenger joins the games. Young fans love them and the major half-orc crawlers have fan clubs just as large as their human counterparts. While they do not generally receive as much money from endorsement and sponsorship deals as humans or elder race adventurers, they can still make an extremely comfortable living for themselves with careful career management.

ALIGNMENT

Any. American half-orcs tend towards neutrality, while their cousins in the Zura’Ah’Zura tend towards evil and chaos.

HALF-ORC RACIAL TRAITS

+2 to One Ability Score: Half-orcs can be like either their orc or human parent, as is demonstrated by their varied natures.

Medium Size, 30' Movement

Darkvision: half-orcs can see in the dark up to 60'.

Intimidating: Half-orcs receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood: Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity: Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Weapon Familiarity: Half-orcs are proficient with greataxes and falchions and treat any weapon with the word "Orc" in its name as a martial weapon.

Bonus Skills: 3 ranks Knowledge (American half-orcs), 3 ranks Knowledge (Zura'Ah'Zura), 3 ranks Tactics

HALFLINGS

"The Tall Folk have taken everything from us. Our homelands. Our dignity. Our freedom. But he can't keep us down forever, and one day we shall all be one people in the Endless Shire, where nothing shall ever be taken from us again!"

— The Halfling known as Threefoot, addressing the crowd at a secret Nation of Ellahmina meeting.

George Augustus, the first Emperor of America, signed the Treaty of Sardinia after the American Revolution and the National Counterstrike. As the news spread to the world, Halfling populations immigrated to America by the thousands, lured by the promise of a higher level of freedom and respect then they had ever enjoyed in any of the Old World's nations. The good news: American halflings did indeed find a better life in the New World. The bad news: they still don't have it so great.

Halflings occupy the lowest strata of American social class. There are no halfling noble families in the NAE, and more than half of the criminals and indentured convicts in the

nation are under three foot six. Even human commoners look down upon halfling society, although poor humans and halflings share the same basic economic strata.

Halflings have a reputation among the civilized nations of the world: sneaky, opportunistic, clannish and given to larceny and petty theft. This reputation has become a more or less self-fulfilling prophecy, as the marginalized and oppressed halflings find legitimate opportunities scarce and must look to the extra-legal to earn a living.

Halflings generally look out for one another. While halfling society is as stratified and divided as any modern ethnic group, they have learned from centuries of inequality and prejudice that if they cannot rely on one another for support, their fragile place in the modern world is doomed. When halflings do conflict with one another, they always settle matters amongst themselves whenever possible, preferring not to involve "outsiders." And a move against one is always considered a move against all.

Halflings can be found in every major city and small town. They are the second most populous sentient species in the NAE, behind humans. There is no halfling homeland or even a major city. American halflings generally worship Ellahmina, which is the American name for the traditional patroness of the halfling pantheon.



PHYSICAL DESCRIPTION

Halflings average between 2'9" and 3'3" tall, and generally weigh between 25 and 35 pounds. Halflings are considered adults at age 20. While the odd individual lives to be 120 years or more, the ugly factors of poverty such as lack of health care and the hazards of living in the poorest neighborhoods in any given city take its toll, causing their average lifespan to be closer to 85 years.

ROLE IN XCRAWL

Halflings are well represented in Xcrawl. While most are Specialists, there are several extremely successful Halfling Brawlers and Blasters who work the circuit. Many Halflings find that Xcrawl is the best chance of earning a respectable place in American society. Others just view it as a way to earn tons of money, to cross over into an acting or consulting career, or just a way to meet hotties.

ALIGNMENT

American halflings are pragmatic survivalists, tending towards neutrality. Individuals of every creed and outlook exist, of course, although there are very few truly evil halflings.

HALFLING RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Strength: Halflings are little folk who obviously lack the muscle strength and lifting power of their larger brethren. They make up for it with outstanding nimbleness, hand-eye coordination, and balance. They are also above average in social graces, being naturally gregarious, friendly, and empathic. Halflings are also masters at the art of the bluff and use it to best effect whenever possible.

Small Size, 20' Movement: Halflings are small creatures and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, and a -1 penalty to their CMB and CMD, and a +4 size bonus on stealth checks. They have a 20' movement speed.

Reckless: Halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Halfling Luck: Halflings receive a +1 racial bonus on all saving throws.

Keen Senses: Halflings receive a +2 racial bonus on Perception skill checks.

Sure-Footed: Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Weapon Familiarity: Halflings are proficient and slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Bonus Skills: 3 ranks Profession (any), 3 ranks Knowledge (halfling culture), 3 ranks Craft (choose cooking, leatherwork, or locksmithing)

Languages: American halflings begin play speaking English and Halfling, and can choose any humanoid or human foreign language as bonus languages for high intelligence.

HUMANS

"I'm loyal to every bit of it – to the Empire, to Ronald, to Marietta, and to my family. But my Xcrawl squad comes first and if you have a problem of that you can stop talking, draw your sword and see what happens."

— Xcrawl veteran Jasmine "Nail Bomb" Brooks,
drawing a line

American humans are as they are everywhere. In the NAE the vast majority of humans are commoners, without a drop of noble blood. For the most part they live in large cities, working hard and struggling to get by. Commoners pay extremely high taxes, rarely own land, have no rights to privacy or protections against search and seizure of property, and have few chances for social advancement. The best chance for commoners to get ahead is to join the military, find some way to become rich or, in recent times, participate in Xcrawl.

Conversely, the American aristocracy lives exceedingly well. They are generally affluent, many being fabulously rich. They are not exactly above the law but for any offense lesser than murder they can normally buy their way out of trouble with a few properly placed bribes. They may travel freely outside the Empire and many spend much of their time vacationing in exciting spots around the world.

American humans are required by law to worship the Olympic Pantheon; anything else is treason. However, there is a secret Messianiac movement in the NAE that grows every year. This so-called One God Cult is considered an aberration by the powers that be, and those who believe in the Savior do so in secret or risk the most severe penalties.

PHYSICAL DESCRIPTION

Humans average between 5'6 and 6'6 tall, and 140 to 225 pounds. Commoners tend to live into their fifties; aristocrats often live into their seventies and older.

ROLE IN XCRAWL

Any and all.

ALIGNMENT

Any.

HUMAN RACIAL TRAITS

+2 to One Ability Score

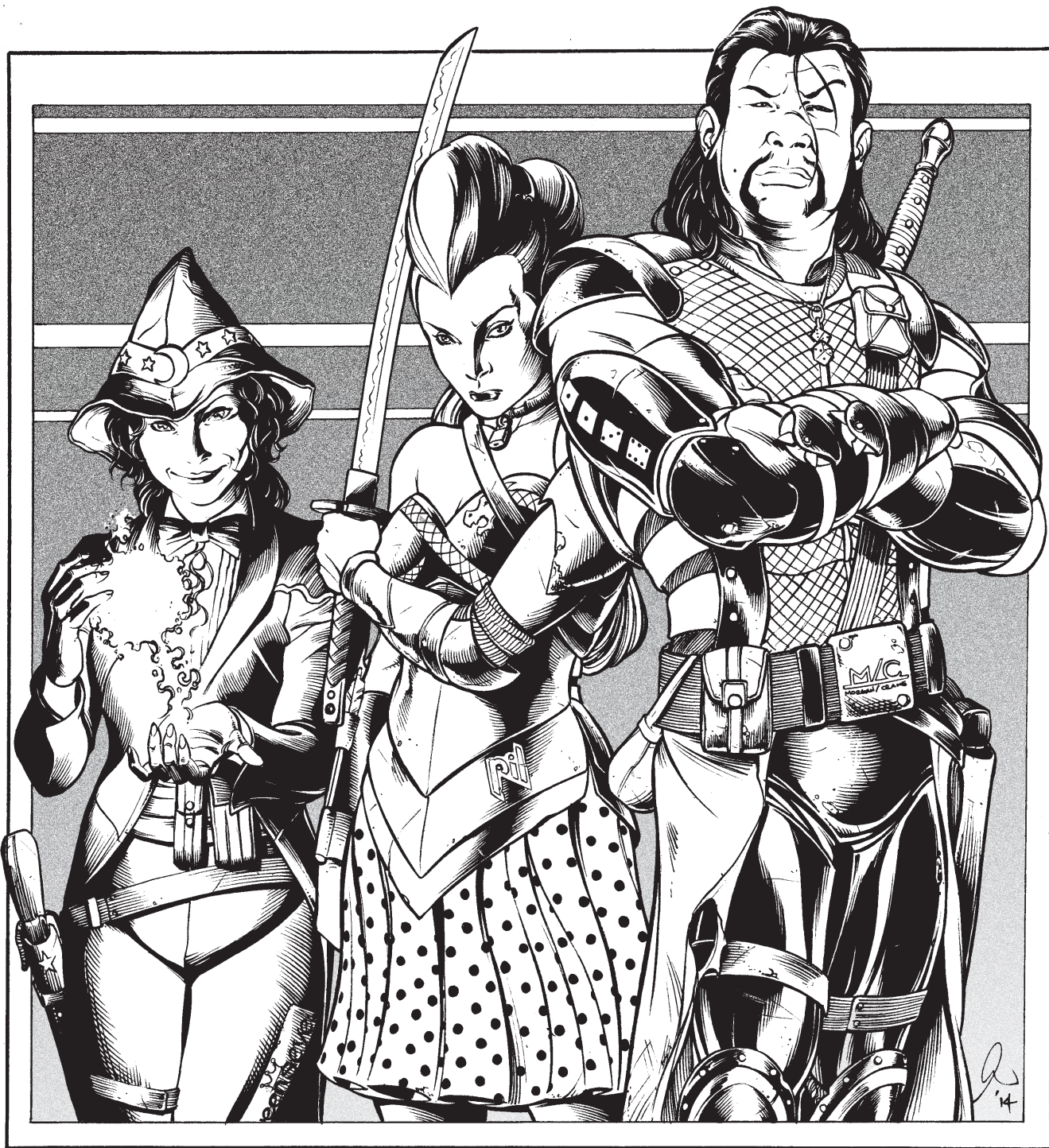
Medium Sized, 30' Movement

Bonus Feat: Humans select one extra feat at 1st level.

Skilled: Humans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.

Bonus Skills: Craft (any) 3 ranks, Profession (any) 3 ranks, Knowledge (any) 3 ranks

Languages: American citizens speak English, and American Nobility also know Latin. Humans with high Intelligence can begin speaking any humanoid languages.



XCRAWL CLASSES

You have several options for character classes in your Xcrawl game:

Option One: Use the standard character classes from the Pathfinder Core book or whatever other compatible character classes you feel would be appropriate for your campaign.

Option Two: Use the Xcrawl specific character classes that follow.

Option Three: (Recommended) Use both Xcrawl specific and the Pathfinder core classes – either picking and choosing your favorites, or including them all. Hell it's your game – add pirates, ninjas, and space pimps if you like.

The base Xcrawl character classes are:

ATHLETE

PHYSICALLY PERFECTED WARRIOR WITH A LETHAL INSIDE GAME.

BLASTER

ARCANE SPELL CASTERS WITH MORE THAN A FEW TRICKS UP THEIR SLEEVES.

BRAWLER

MODERN GLADIATORS WITH AN ARSENAL OF TECHNIQUES.

JAMMER

A WIZARD OF WORDS FIGHTING WITH THE MIGHT OF MUSIC.

MESSENGER

DRAWING ON HIS DIVINE BLOODLINE, THE MESSENGER HAS A DIRECT LINE TO MOUNT OLYMPUS.

SPECIALIST

A STEALTHY WARRIOR WITH THE SKILLS TO PAY THE BILLS.

ATHLETE

"In a story straight out of Homer's day . . . comes Bob "Grab a Guy and Snap the Arm" Schultz, the new kid, the dark horse, on his way to being the best grappler ever in the sport . . . of Xcrawl . . . He's killed, I donno, about one hundred ninety...nine goblins in this room alone, single handedly, and now he faces one last goblin. A story right out of Homer, he's going for . . . it's a collar-and-elbow tie up . . . oh my . . . he's got him, I think that . . . it's over, the Goblin is down. The crowd is on its feet, probably tears in their eyes, as they cheer this former Track coach, as he ascends into Xcrawl history!"

— Bob "No Nickname As Of Yet" Schultz,
in the gym when he thought
nobody was listening

The first several years of Xcrawl were, to say the least, messy. There was no Adventurer's Guild to regulate the lethality level of dungeons, no restrictions on the kind of hazards DJs could use, and while the excitement of the audiences was extremely high, no one really knew what to expect from The Games.

Attrition among crawlers was extremely high, to say the least. And the hardest hit category of crawler were the professional athletes that attempted to transition from traditional Empire sports, such as football, soccer, baseball, and hockey. The combative aspect of The Games turned out to be a major deficiency in the training of traditional athletes. The nation watched in fascinated horror as many of the strongest, toughest, and most agile athletes of the age were eaten alive. Or burned beyond recognition. Or blown apart by booby traps. And on and on . . .

Like participants all of the other disciplines, athletes quickly realized that if they wanted to compete in Xcrawl they would need to radically change their training. And they began by looking back to the athletes of antiquity,

OPTIONAL SYSTEM: TRAINING TIME

Xcrawl characters are assumed to be in constant training when they are outside the games. The Adventurer's Guild offers free classes from in-house experts, as does the Guild of Magi, the Specialist's Guild and the North American Olympic Temple. As an optional system, you might require your players to spend a certain amount of time doing

nothing but training in order to gain a new level of experience. Each listed class has an approximation of how long it takes a zero-level individual to gain the 1st level in that class. If you wish to require characters to go through a training period in your game, consider requiring a 1-4 week training time per each new level in an existing class obtained.

those who participated in the earliest Olympic games. They refocused on learning the classic disciplines of the old world, focusing on grappling.

The modern Xcrawl athlete is a tough as nails competitor that relies on a strict training regimen to keep his edge in The Games. They learn to run faster, to hit harder, to use leverage and teamwork to keep their opponents off balance. This training varies from athlete to athlete – some specialize in strength or stamina, some in hurled weapons, still others in wrestling. All of them work to maximize their bodies' potential through physical discipline and training.

Many of the traditional Xcrawl competitors began to take athletics seriously in the last several years as more and more “traditional” athletes have made their mark in The Games. Modern blasters and specialists realize that taking the time away from their traditional training and spending a few more hours a week running laps or working on their mat technique might be the difference between life and death. As such, the athlete class is the most common crossover discipline for any crawler.

ATHLETE

Athletes are a versatile force in Xcrawl. They support their brawlers, defend their blasters, help specialists spring traps, and give messengers a recipient for their ally-enhancing abilities. They shine as part of a team, shoving opponents, pinning them, and blocking them from attacking their weaker allies.

Alignment: Any

Hit Die: d12

Class Skills: The athlete's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Grandstand (Cha), Intimidate (Cha), Knowledge (Athletics), Knowledge (Xcrawl), Profession (Wis), Swim (Str), and Tactics (Int).

Skill Ranks per Level: 4 + Int modifier.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	GRAPPLE DAMAGE	TRAINING	FAST MOVEMENT	SPECIAL
1st	+0	+2	+2	+0	1d6	+1	+5 ft.	Improved Grapple
2nd	+1	+3	+3	+0	2d6	+2	+10 ft.	Special Ability
3rd	+2	+3	+3	+1	2d6	+2	+10 ft.	The Zone
4th	+3	+4	+4	+1	2d6	+2	+10 ft.	Special Ability
5th	+3	+4	+4	+1	3d6	+3	+15 ft.	Cross Training
6th	+4	+5	+5	+2	3d6	+3	+15 ft.	Special Ability
7th	+5	+5	+5	+2	4d6	+3	+15 ft.	Conditioning
8th	+6/+1	+6	+6	+2	4d6	+4	+20 ft.	Special Ability
9th	+6/+1	+6	+6	+3	4d6	+4	+20 ft.	Improved Conditioning
10th	+7/+2	+7	+7	+3	5d6	+4	+20 ft.	Special Ability
11th	+8/+3	+7	+7	+3	5d6	+5	+25 ft.	
12th	+9/+4	+8	+8	+4	6d6	+5	+25 ft.	Special Ability
13th	+9/+4	+8	+8	+4	6d6	+5	+25 ft.	Advanced Conditioning
14th	+10/+5	+9	+9	+4	6d6	+6	+30 ft.	Special Ability
15th	+11/+6/+1	+9	+9	+5	7d6	+6	+30 ft.	Greater Conditioning
16th	+12/+7/+2	+10	+10	+5	7d6	+6	+30 ft.	Special Ability
17th	+12/+7/+2	+10	+10	+5	8d6	+7	+35 ft.	
18th	+13/+8/+3	+11	+11	+6	8d6	+7	+35 ft.	Special Ability
19th	+14/+9/+4	+11	+11	+6	8d6	+7	+35 ft.	Supreme Conditioning
20th	+15/+10/+5	+12	+12	+6	9d6	+8	+40 ft.	Special Ability, I am the Champion



CLASS FEATURES

Weapon and Armor Proficiency: Athletes are proficient with all simple weapons, light armor and shields (except tower shields). In addition, athletes never take an attack penalty for using sports equipment as improvised weapons.

Improved Grapple: Athletes train in the physics and techniques of wrestling and learn to use power and leverage to their advantage. At 1st level, an athlete gains Improved Grapple as a bonus feat even if they do not possess the prerequisites. Their skill at wrestling allows them to use their Athlete class level as their modifier for CMB and CMD instead of their base attack bonus for the purpose of grapple attacks only.

In addition, athletes deal more damage while grappling. At first level the Unarmed damage they deal while grappling increases to 1d6. This damage increases to 2d6 at 2nd level, and increases as per the table above to a maximum of 9d6 at 20th level. Athletes can choose to do lethal or non-lethal damage while grappling at no penalty. Note that this damage is only for unarmed damage during a grapple.

Small athletes do less damage when grappling and large athletes do more, as demonstrated on the following table:

SMALL OR LARGE ATHLETE GRAPPLING DAMAGE

LEVEL	SMALL ATHLETE GRAPPLING DAMAGE	LARGE ATHLETE GRAPPLING DAMAGE
1	1d4	1d8
2-4	2d4	2d8
5-6	3d4	3d8
7-9	4d4	4d8
10-11	5d4	5d8
12-14	6d4	6d8
15-16	7d4	7d8
17-19	8d4	8d8
20	9d4	9d8

A grappling athlete counts as both a manufactured weapon and as a natural weapon for the purpose of spells and effects that enhance or improve weapons. Such spells and effects do not affect other kinds of attacks within their duration if they would not do so normally, but do not lapse as potential bonuses until their normal duration ends.

Training: Athletes train constantly to improve and maintain their physical condition. They employ coaches

and trainers to push them to new extremes of perfection. This training allows them to push their physical statistics far beyond normal. At first level, athletes receive a +1 training bonus to an ability, choosing from their Strength, Dexterity, or Constitution. The athlete training bonus increases to +2 at 2nd level and continues to increase as listed in the table above to a maximum of +8. They may divide this bonus to their abilities listed above as they choose.

Athletes may reassign Training bonuses through a rigorous and total training ordeal that takes six weeks.

The athlete trains constantly to maintain his physical edge. They generally engage in a grueling two-hour routine every day that features running, weights, leaping, and combat training. If they are ever forced to go without training for longer than three days, they begin to lose their training bonus. On the fourth day without a solid workout the athlete loses one point of Training bonus from a physical stat, starting with their highest assigned bonus. They lose an additional point of training bonus per day until they either have opportunity to train again or they reach zero bonuses. For game purposes, assume that the athlete can train without a coach or gymnasium access – as long as he has enough space to do push-ups, sit-ups, and jumping jacks he can be considered to have fulfilled his training requirement.

Lost Training bonus points can be regained by returning to the strict workout regimen athletes generally stick to. One lost point of Training Bonus returns per three days of two-hour training sessions.

Fast Movement: Running is a universal skill and practice for athletes and the basis of most sports. At 1st level the athlete gains a 5 foot bonus to his land speed. This speed increases throughout the athlete's career as listed in the athlete class table above. In addition, athletes train for running in pads and other protective gear and take no reduction in movement for wearing medium armor or carrying a shield other than a tower shield.

The athlete's Fast Movement bonus stacks with any Fast Movement bonuses he gains from other class levels, as long as he abides by the restrictions of each class.

Special Abilities: Athletes gain special abilities through training and focus. Note that some special abilities have prerequisite listed in their descriptions that the athlete must have before taking that ability.

Some athlete special abilities are listed as Training Dependent. This means that the athlete must have at least a +1 training bonus in effect at the time in order to perform this special ability. If the athlete is not able to train for long enough for him to retain his training bonus, he cannot



use special abilities so listed until he can get back into his training routine and recover his bonus.

Basic Boxing (Ex): Many athletes work on improving their Xcrawl prowess by studying the sweet science. Athletes with the Basic Boxing special ability have their unarmed hand-to-hand damage increased to 1d6. The damage increases to 2d6 at 8th level and 3d6 at 15th. Prerequisite: Improved Unarmed Strike.

Bonus Feat: An athlete may take one of the following feats in place of a Special Ability, provided he has any necessary prerequisites: Acrobatic, Acrobatic Steps, Agile Maneuvers, Athletic, Born Athlete, Can of Whoop Ass, Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Greater Bull Rush, Greater Disarm, Greater Feint, Greater Grapple, Improved Bull Rush, Improved Disarm, Improved Feint, Improved initiative, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Martial Weapon Proficiency, Nimble Moves, Run,

Toughness, Xcrawl Special, Zen Athlete, Zone Brute, Zone Leap, Zone Sprint, Zone Tactician, Zone Terror.

Cheap Shot (Ex): Is the Ref looking? While grappling the athlete can make a Cheap Shot against her opponent. The athlete can make a successful Cheap Shot attack a number of times per day equal to 3 + his Int bonus. The athlete must make a successful Combat Maneuver check, as normal, to do damage as part of the grapple. If the attack is successful it does the athlete's normal grappling damage, but in addition the victim must make a Fort save (DC = 10 + damage done). Non-humanoid opponents receive a +4 bonus to this saving throw. Failure means the opponent is stunned for 1 round. The number of rounds the victim is stunned for increases to 2 at 10th level and 3 at 15th level. Creatures that are immune to critical hits are immune to being stunned by a Cheap Shot.

Choke Hold (Ex): A grappling Athlete that has an opponent pinned can apply a choke hold. When an athlete successfully pins an opponent, he can begin a Choke Hold





as a standard action. To do so he must make a successful grapple check to initiate the Choke Hold. During the choke hold the athlete does nonlethal damage equal to his normal grapple damage per round. In addition, the victim begins suffocating (see Pathfinder Core Rulebook, Environment), and continues to do so until the pin is broken. The athlete maintains the grapple normally while doing nonlethal damage during a Choke Hold.

Athletic Evasion (Ex): The athlete can avoid unusual attacks with amazing agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. This special ability cannot be performed if the athlete is helpless. An athlete's special training allows her to use Evasion while wearing light armor.

Feat of Strength (Ex, Training Dependent): As a standard, an athlete can steel himself and perform amazing feats of physical power. At 1st level an athlete gains a +4 bonus on one Strength check. This can be a physical feat such as lifting an object, breaking down a door, or carrying multiple allies away from danger. The Feat of Strength bonus can be added to melee damage, grapple damage, or damage from a hurled weapon as well. A feat of strength lasts one round and can be performed a number of times per day equal to 3 plus the athlete's Constitution bonus. At 6th level the athlete's Feat of Strength bonus increases to +6, at 11th level it increases to +8, and at 16th level it increases to +10.

Giant Killer (Ex): Opponents of up to one size category larger than yourself do not gain their Special Size Modifier to their CMB or CMD against you while grappling.

Improved Evasion (Ex): The athlete's evasion ability improves to the point where while she still takes no damage on a successful Reflex save, but also only takes half damage against such attacks on a failed save. Prerequisite: Athletic Evasion or Evasion class ability.

Kip up (Ex): You may stand up from prone as a swift action that does not provoke an attack of opportunity.

Leaping Attack (Ex): Off the top ropes! An athlete with the Leaping Attack ability can perform devastating but potentially dangerous shots when jumping on opponents from a high vantage. A leaping attack may be done with a melee weapon or with an unarmed strike if the athlete has the Improved Unarmed Strike feat. The maximum height allowable for the beginning of a Leaping Attack equals the athlete's class level x 5 feet. Leaping attacks gain a +2 to hit bonus. If the strike is successful the athlete hits for his normal damage plus a bonus of 1d6 damage for every 10' of the leap's height. In addition, the victim must make a Fort Save (DC = 10 + Damage Done) or fall prone. If the

strike fails the athlete falls prone and takes normal damage from falling (1d6 damage per 10' fallen, with no chance to mitigate the damage with an Acrobatics check).

Marathon Training (Ex, Training Dependent): Some athletes push themselves past all physical norms and train for the ultimate endurance race: the Marathon. Athletes with the Marathon Training special ability can run at a double move for ten minutes per (athlete level + Con bonus). After running long distances, the athlete is fatigued for ten minutes for every hour she ran.

Mat Training (Ex): Athletes learn very quickly how to fight from a prone position. Athletes with the Mat Training special ability take no penalty on melee to hit rolls while fighting prone, and only a -2 penalty to AC against melee attacks. This has no effect on AC bonuses against ranged attacks. The Penalty to AC is reduced to -1 at 7th level, and zero at 14th.

Pole Vault (Ex, Training Dependent): Pole Vaulting is the art of leaping over a tall obstacle with the aid of some kind of apparatus, usually a flexible pole. A pole vault requires a minimum of a 20 foot running start in order to perform a pole vault. The pole should be a flexible pole light enough to be carried easily in two hands. The athlete makes an Acrobatics check against a difficulty of 20. If successful, he may pole vault over an obstacle 10' high. This height increases as the athlete levels, to 15' at 10th level, 20' at 15th level, and 25' at 20th level. The pole must be at least as tall as the barrier to be leapt over. *Prerequisite: Strong Leaper*

Reversal (Ex): You don't stay pinned for long. Using the Reversal maneuver, an athlete with the pinned condition can turn the tables on his attacker. On a round where the athlete begins with the pinned condition, he may make a Bluff check against his opponent (DC = opponents grapple CMD). If his check is successful he can make a grapple check as a swift action. If his grapple check is successful, his opponent becomes pinned, the athlete is no longer pinned, and the athlete may act normally for the rest of the round. The athlete may perform a reversal a number of times equal to 3 + his Int bonus per day.

Roll with the Hit (Ex): This special ability allows the athlete to sacrifice part of her next action to avoid damage. She must declare that she is Rolling with the Hit after being struck in combat. Once declared, the full damage for the strike is determined normally. The athlete then makes an Acrobatics check (DC = 5 + Damage Done). If the check is successful then the Athlete takes only half damage from the attack; however, the Roll with the Hit action uses a move action during the athlete's next turn. The athlete can attempt to Roll with the Hit a number of times per day equal to 3 + her Dexterity bonus, and never more than once in a single combat round.



Skill Mastery (Ex): The athlete chooses a number of skills equal to 3 + his Intelligence modifier. He may choose to take a 10 on any skill check when using these skills. The athlete must choose skills for this ability that are modified by Strength, Dexterity, or Constitution, or the Tactics skill.

Slam (Ex): When the athlete performs a Throw or Summersalt Throw, the victim takes the athlete's grapple damage plus Strength bonus damage.

Sleeper Hold (Ex): "Just go to sleep . . . it's easier this way." The athlete applies a special choke hold to an opponent that causes unconsciousness rather than killing. This special ability can only be taken against creatures that need to breathe, and that are size appropriate for the athlete to successfully grapple. It requires a successful grapple check to catch an opponent with a sleeper hold. The victim takes normal grapple damage. In addition, after three continuous rounds the victim must make a Fortitude save (DC = 10 + Athlete's level) every round until the hold is broken. If the victim fails once he passes out for 1d3 rounds, as if asleep. The victim may make normal checks to escape the grapple and break the sleeper hold for as long as he remains conscious.

Sprint Charge (Ex, Training Dependent): The athlete explodes off the blocks like an Olympic sprinter. He can perform a charge against an opponent with only 5' of movement. This attack is in all other aspects a standard Charge attack.

Strong Climber (Ex, Training Dependent): Strong Climbers use their Fast Movement bonus when calculating their climb movement speed. In addition, athletes with this ability do not fall unless their Climb skill check fails by nine or more. For example, if a climb DC for a wall is 20, the athlete hangs on if his check is a 12 – if it is 11 or less he falls. Once the athlete reaches 11th level, he retains his Dex bonus to AC while climbing.

Strong Leaper (Ex, Training Dependent): Strong Leapers add their class level to all Acrobatic checks made to jump. In addition, athletes with this ability do not take an armor check penalty to Acrobatics rolls for jumping.

Strong Swimmer (Ex, Training Dependent): Athletes with this ability use their Fast Movement bonus when calculating their swim speed. Athletes with this special ability do not need to make a swim check to move normally in the water if the check DC is less than 20. In addition, athletes with this ability may swim for a number of hours equal to their Constitution bonus before having to make Swim checks against non-lethal damage. After swimming a number of hours equal to their Con bonus, athletes must check once per hour to avoid damage as per normal.

Submission Hold (Ex): The sweetest word in the English language is "Uncle!" The athlete has to have the victim pinned in order to use this maneuver. At that point he declares he is using a Submission hold. He does his grapple damage per round. If he does half or more of the victims total full hit points under the submission hold (in a single attack) the victim must make a Will save (DC = 10 + athlete level) or he gains the *shaken* condition for 1d4 + athlete's Charisma bonus in rounds (minimum 1) and involuntarily indicates surrender as best as he can communicate it. Nothing prevents the victim from renewing his attack the athlete accepts his surrender and turns him loose, but if this takes place during Xcrawl the referee generally calls the creature out.

Somersault Throw (Ex): The athlete has a surprise in store for charging opponents. As long as he has a readied action and both hands free he can perform a Somersault Throw against a charging opponent. He interrupts the opponent's attack with a grapple check as if an attack of opportunity once the opponent is within 5 feet. If his grapple attempt is successful, he throws his opponent into a square located in a straight line on the far side of the opponent once they entered range, doing 1d6 damage. The athlete and his opponent both gain the prone condition, and the opponent loses his attack. If the athlete's grapple attempt fails he loses his attack of opportunity and his opponent attacks normally. An athlete may attempt a Somersault Throw up to 3 + Intelligence modifier times per day.

Tackle (Ex): When combat begins you try for the first down. The athlete charges an opponent. His charge must end in a grapple attempt, and if your check is successful you and your opponent are both prone.

Throw (Ex): Alley OOP! The athlete makes a throw attempt against an adjacent opponent. A Throw attempt is resolved as a Combat Maneuver, with the same limits and consequences as the trip maneuver. If the throw is successful the victim also takes 1d6 damage plus Strength bonus and is prone. Neither attacker nor target have the grappled condition. Feats, traits, and other effects, such as weapon qualities that specifically affect trip attempts do not aid throw attempts, unless otherwise stated.

Tough Wrestler (Ex): You can only be body slammed so many times before you stop feeling it. Tough Wrestlers gain a DR 2 against grapple damage, bludgeoning attacks, and falling damage (including damage from athlete throws). The DR increases to 4 at 5th level, 6 at 10th level, and 8 at 15th level.

Weave (Ex): The athlete learns to keep her body in motion to make herself a difficult target. Weaving is a move action. Weaving gives the athlete a +1 circumstance bonus to AC that lasts until his next round. This bonus increases to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level.

The Zone: Athletes learn to achieve a mental state they call The Zone. While in The Zone the athlete subsumes his ego, ignores distractions, and ceases conscious thought. In their own words, they stop playing the game and become the game. Time seems to slow down for the athlete and he begins to act on instinct with little or no conscious thought. The Zone represents a trained athletes ability to achieve this mental state.

At 3rd level, an athlete that rolls a 20 during combat gains a +2 zone bonus on attack rolls, CMB checks, acrobatics checks, climb checks, and swim checks. This bonus lasts until the athlete fails a check that The Zone bonus applies to, or if the athlete does not make one of these checks for a number of rounds equal to $\frac{1}{2}$ his Athlete level. During this time, the Athlete is referred to as being "in the zone."

Amazing things happen to an athlete in The Zone. If an athlete rolls a second 20 for one of the checks listed above while in The Zone, the Zone Bonus increases to +4. If he rolls a third 20 while in The Zone, the Zone bonus increases to its maximum of +6.

Example: Brunie "Zap" Burgos is a 3rd level athlete. She confirms a crit against a hooga-bungaroo and is in The Zone. She receives the +2 zone bonus on her further attacks against the creature. If she tries to leap over it, or to use acrobatics to avoid attacks of opportunity while moving around it, she receives a +2 zone bonus on the appropriate skill checks. In her second round of combat she rolls a second 20 and her zone bonus increases to +4. She fights successfully against the creature for three rounds (gaining the +4 bonus on every attack), but then fails an attack roll: at this point she is no longer in The Zone, and her next attack or skill modifier does not receive any zone bonuses.

Cross Training: The unique training regimen of the athlete allows for great deal of flexibility. Beginning at 5th level, athletes may choose to take an athlete special ability in place of the normal feat gained every other character level. The athlete must still have any prerequisites for any given special ability.

Conditioning (Ex): Athletes constantly strive for physical perfection and control over their bodies. This control allows them to ignore some of the deleterious effects of combat, given time. At 7th level he may ignore the effects of the *fatigued* or *staggered* conditions for a number of rounds per day equal to 3 + his Constitution bonus. Conditioning does not dispel the afflicting condition; it simply allows the athlete to act without penalty for the given number of rounds. If these conditions persist beyond the rounds that

the athlete can ignore them their negative effects return. Conditioning is Training Dependent.

Improved Conditioning: At 9th level the athlete's Conditioning bonus improves. At this point the athlete is immune to the *fatigued* condition, and may ignore the effects of the *staggered* and *exhausted* conditions for a number of rounds per day equal to 3 + his Constitution bonus. Improved Conditioning is Training Dependent.

Advanced Conditioning: At 13th level, the athlete's Conditioning bonus improves dramatically. At this point the athlete is immune to the *fatigued* and *staggered* conditions, and may ignore the effects of the *exhausted* and *nauseated* conditions for a number of rounds per day equal to 3 + her Constitution bonus. Advanced Conditioning is Training Dependent.

Greater Conditioning: At 15th level the athlete is a tough customer indeed. He is immune to the *fatigued*, *staggered*, and *exhausted* conditions and may ignore the effects of the *nauseated* and *stunned* conditions for a number of rounds per day equal to 3 + his Constitution bonus. Greater Conditioning is Training Dependent.

Supreme Conditioning: At 19th level the athlete is a paragon of health, stamina, and self-control. She is immune to the *fatigued*, *staggered*, *exhausted*, and *nauseated* conditions, and may ignore the effects of the *stunned*, *paralyzed*, and *confused* conditions for a number of rounds per day equal to 3 + her Constitution bonus. Supreme Conditioning is Training Dependent.

I Am the Champion (Ex): A 20th level athlete enters The Zone whenever they roll a 18 or greater on an attack roll or skill check in combat. They must roll a 20, however, to get further bonuses.

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BLASTER

"Hot enough for you, Chester?"

— Blaster Brandon "Smoking Gun" Crawford,
flaming the competition

The blaster is not a new spellcasting phenomenon; rather, the rise of the blaster is a revival of an ancient arcane tradition with its roots in ancient Greece. In those days of antiquity such practitioners were known as spellweavers, and they were traditionally bodyguards, assassins, and battlefield wizards. Briefly popular, the spellweaver fell into disfavor with arcane

philosophers over time, largely due to its anti-intellectual bent and its lack of emphasis on the highest levels of arcane power. It was a popular art for less than two hundred years. Since those days spellweaving was considered a novelty: a minor school of magic from antiquity, of interest only to historic scholars and a few esoteric practitioners.

In the year 1997 the single extant school of spellweavers, the Alica Textor Textrix school of Rome, entered their top students into an exhibition Xcrawl event in Barcelona. The school's Master, the illustrious Adrastos Ioannou, had long tried to convince the world that this ancient school of magic was perfect for The Games, and on that day in Spain the world learned to respect his opinion. The spellweavers

BLASTER

Blasters play much of the same role as other arcane spellcasting classes in a professional Crawl team. They are powerhouse damage dealers, monster de-buffers, anti-spellcaster bulwarks, and of course agents of arcane mayhem.

Alignment: Any

Hit Die: d6

Class Skills: The blaster's class skills are Acrobatics (Dex), Bluff (Cha), Fly (Dex), Grandstanding (Cha), Intimidate (Cha), Knowledge (Arcana), Knowledge (Xcrawl), Perform (Cha), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Spellweaver blast, Mystify, Pattern Focus, Cantrips
2nd	+1	+0	+0	+3	Blaster Technique (1)
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	Blaster Technique (2)
5th	+2	+1	+1	+4	Greater Mystify
6th	+3	+2	+2	+5	Blaster Technique (3)
7th	+3	+2	+2	+5	
8th	+4	+2	+2	+6	Blaster Technique (4)
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	Blaster Technique (5)
11th	+5	+3	+3	+7	Advanced Technique
12th	+6/+1	+4	+4	+8	Blaster Technique
13th	+6/+1	+4	+4	+8	Utterly Mystified
14th	+7/+2	+4	+4	+9	Blaster Technique
15th	+7/+2	+5	+5	+9	Advanced Technique
16th	+8/+3	+5	+5	+10	Blaster Technique
17th	+8/+3	+5	+5	+10	
18th	+9/+4	+6	+6	+11	Blaster Technique
19th	+9/+4	+6	+6	+11	Advanced Technique
20th	+10/+5	+6	+6	+12	Supreme Blaster Technique

dominated the action and electrified the crowds with their explosive battlefield tactics. Within weeks every member of the Roman team had their pick of multiple offers to teach in Arcane schools all over the world, bringing this nearly forgotten art to new prominence.

In the North American Empire, spellweavers are simply called blasters. Blasters learn arcane spells, but they can also attack with pure bursts of arcane force that they weave out of the fabric of reality with intricate, seemingly random, gestures and atypical vocalizations. Their spellcasting, while certainly atypical, is not unstructured by any means – it is an extremely complicated way of creating patterns that turn random magical energy into the desired effects.

Blasters pay a price for the many advantages of the spellweaving tradition: they are not able to scribe scrolls, create magic items, or have familiars. In addition, they learn fewer spells of the higher levels and none of the highest. And while these are great disadvantages to the traditional wizard, they do not overmuch hamper the blaster, who is a committed professional athlete and adventurer rather than scholar of arcane mysteries or power-mad Archmage. While there are still plenty of wizards and sorcerers who

participate in Xcrawl, the vast majority of new participants in the last several years have all been all blasters.

OUTSIDE THE GAMES

Outside the games, blasters are found in some of the same roles as their traditional counterparts. They can be found in military or police forces, acting as arcane support for combat, government troubleshooters, or private security agents. Some work as bodyguards for important officials. Blasters who find success in Xcrawl are in demand for endorsements, entertainment cameos, and training positions, like all other crawlers.

TRAINING

Blasters generally train for anywhere from eighteen months to two years before they become first level. In the NAE their training takes place under the oversight of the Guild of Magi, who control all aspects of arcane forces in the Empire.

RACES

While any race can train to become blasters, the most common by far is humanity. Elves and gnomes are also natural candidates for spellweaver training but they

BLASTER SPELLS PER DAY

BLASTER LEVEL	SPELL LEVEL								
	O	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH
1st	3	1	—	—	—	—	—	—	—
2nd	4	2	0	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—
4th	4	3	2	0	—	—	—	—	—
5th	4	3	2	1	—	—	—	—	—
6th	5	3	3	2	0	—	—	—	—
7th	5	4	3	2	1	—	—	—	—
8th	5	4	3	3	2	0	—	—	—
9th	5	4	4	3	2	1	—	—	—
10th	5	4	4	3	3	2	—	—	—
11th	6	5	4	4	3	2	1	—	—
12th	6	5	4	4	3	3	2	—	—
13th	6	5	5	4	4	3	2	1	—
14th	6	5	5	4	4	3	3	2	—
15th	6	5	5	5	4	4	3	2	—
16th	6	6	5	5	4	4	3	3	—
17th	6	6	5	5	5	4	4	3	1
18th	6	6	6	5	5	4	4	3	2
19th	6	6	6	5	5	5	4	3	3
20th	6	6	6	6	5	5	4	3	3

generally retain the ancient prejudices against spellweaving, seeing it as coarse and unrefined.

GUILD STATUS

Blasters must train with the Guild of Magi and be a part of the Adventure's Guild in order to actually participate in Xcrawl events.

MULTICLASSED BLASTERS

The Blaster class dovetails nicely with the Specialist, both focusing on nimbleness and hand-eye coordination. Blaster-Brawlers are rare but not unheard of.

CLASS FEATURES

Weapon and Armor Proficiency: Blasters are proficient with all simple weapons, plus one light melee weapon martial weapon, chosen at the time they take their first level of blaster. Once chosen, this weapon cannot be changed. Their chosen martial weapon is a special focus of their training, and they gain an attack bonus with that one weapon: +1 at levels 1–5, +2 at levels 6–10, +3 at levels 11–15, and +4 at levels 16–20. They are not proficient with any type of armor or shield. As with most arcane spellcasters, the blaster's ability to cast spells are hampered by wearing armor.

Spells: A blaster casts arcane spells chosen from the Sorcerer/Wizard spell list. Blasters maintain and study a spell book like wizards, and must choose their spells ahead of time. However, the process of study and selection is different in the blaster school. A blaster can know any number of spells, but chooses the spells she can currently

cast when she studies his spell book. Any time a blaster wishes to change the spells in her repertoire of Spells Known she must study her spellbook for a number of hours equal to (1/2 the total spell levels, added together, of all the spells changed in Spells Known, e.g., if changing a 6th and 3rd level spell, 4½ hours). These hours don't necessarily need to be consecutive – indeed it can take days for a high level blaster to completely change her spell repertoire.

Blaster spells are drawn from the Sorcerer/Wizard spell list. Starting blasters have a number of spells in their spellbook equal to twice the number of spells they can cast per day. She also begins with all the standard arcane cantrips. She can add spells to her book through normal arcane research, which is a slightly different process in the world of Xcrawl (see Arcane Research p. 30).

A blaster can change the spells in her repertoire as often as she likes by studying her spellbook, but studying her spellbook has no effect on how many times per day she can cast her spells.

Blasters gain bonus spells per day for a high Charisma score.

A blaster's spell casting ability is based on force of personality, arcane intuition, strength of will, and carefully honed physical technique. Each day a blaster must rest for a full eight hours (not necessarily consecutive) and practice for a full hour in order to refresh the amount of times they can cast their spells. This practice consists of exercising the mind, body, and voice.





Blasters can learn from scrolls or borrowed spell books with the same penalty as a Wizard.

To learn, prepare, or cast a spell, the blaster must have a minimum Charisma score of $10 + \text{the spell level}$. Saving throws against blaster spells are likewise based on the blaster's Cha bonus ($10 + \text{blaster's Cha bonus} + \text{Spell Level}$).

A blaster can cast a number of spells per day as listed on the Blaster Spell level table. The Spellweaver school of arcane magic studied by blasters gives them great potential for casting low level magics, but hampers them at the highest levels. Indeed, the most powerful arcane spells are unreachable for blasters as those spells are simply too complex to weave their effects.

Spellweaver Blast: The blaster can substitute a prepared spell for an explosive eldritch attack. The standard Spellweaver blast has a 30' range, does damage in a 5' burst radius, and does 2d6 points of magical energy damage per level of spell burned for the Spellweaver Blast. Victims may make a Reflex save ($DC = 10 + \text{the substituted spell level} + \text{the blaster's Cha bonus}$) for half damage. Using Spellweaver blast is a standard action that provokes an attack of opportunity.

Spellweaver blast is a supernatural ability. Spellweaver blast requires a verbal and somatic component like a spell. Countermagic may not be applied to a Spellweaver blast. Situations and conditions that would require a spellcaster to make a concentration check for them to cast a spell (such as driving a car at high speeds, or during a powerful storm) require a Concentration check to perform a Spellweaver blast, with the same DC as it would take to cast a spell of the same level as the one being sacrificed for the blast.

The blaster can apply applicable metamagic feats that he knows to his Spellweaver blast ability as if it were a spell. The metamagic feats add to the level of spell that must be sacrificed to perform the Spellweaver blast. Applying metamagic feats increases the time it takes the blaster to evoke his Spellweaver blast, making it a full round action.

Mystify: Blastors take a different approach to arcane magic than the average book-and-classroom trained wizard or innately-based sorcerer. Blastors weave effects out of existing streams of magic, feeling their way instinctively. They alter their gestures and the words of the spell in accordance with the extant flow of magic in their vicinity and weave the spell from background magic rather than casting it like a standard arcane spellcaster. This process makes it difficult for other arcane practitioners to know what they are doing. Anyone attempting to determine what spell a blaster is about to cast or has cast, if its effects are not immediately apparent, takes a -4 penalty to their Spellcraft or Knowledge (arcana) check.

Pattern Focus: The physical discipline and willpower enhancement required of a blaster to weave spell effects out of the air is nothing at all like the mental discipline and study required for wizards, nor is it anything at all like the spontaneous spell mastery of sorcerers. Their physical focus of Blastors imposes the following restrictions: they can never summon familiars, create Magic Items using Item Creation Feats, or take the Still Spell or Silent Spell feats. Blastors do not specialize in a school of magic. Blastors also cannot scribe scrolls, although they can use arcane scrolls scribed by other practitioners of magic. If a blaster takes levels in another spellcasting class she can use the above prohibited abilities, but her blaster levels do not stack with other arcane spellcasting classes for purposes of these abilities.

Cantrips: Blastors learn a number of zero level spells as listed in the table above. These spells are cast like any other spell, but they do not consume any slots and may be used again. Blastors can know any number of cantrips, but must trade them in and out of their repertoire like any other spell. A cantrip counts as a 1st level spell for purposes of determining how much study is required to exchange the 0 level spells in their current repertoire.

Blaster Technique (Su): Blastors learn various techniques to enhance their spellweaver blast ability. At 2nd level the blaster learns a new technique that allows him to shape, enhance, or alter the effects of his Spellweaver blast. He learns a new technique as per the chart above.

It takes a swift action to apply Blaster Techniques to an Spellweaver blast. The blaster can add any number of Techniques to any given Spellweaver blast, as long as he has enough dice of damage to "pay" for them, and each Technique he knows may only be applied once. Techniques that add to the amount of damage an Spellweaver blast technique add that much more dice to use to add other techniques. A Spellweaver blast must have a minimum of 1d6 damage after all Blaster Techniques have been applied.

Example: Shanon "Trauma Queen" Smith is a ninth level blaster who knows the following Blaster Techniques: Ray Technique, Blinding Technique, Dazzling Technique, and Damage Technique. As a standard action, she can sacrifice one of her fifth level spells and throw a 10d6 Spellweaver blast at an opponent. If the situation permits, she could take a swift action beforehand and add any number of the Blaster Techniques she knows to the Spellweaver blast. She could apply her Damage Technique, Ray Technique, and Blinding Technique to the attack: this would produce a ray attack that would require a ranged touch attack to hit, would not allow a saving throw against the damage but would require a saving



throw against the blindness effect, and would do 9d6 damage (+1d6 for Damage Technique, -2d6 for Blinding Technique). She could instead choose to apply her Force Technique and Dazzling Technique – this Spellweaver blast would do 10d6 damage in a 5' radius (+1d6 for Damage Technique, -1d6 for Dazzling Technique), and victims would be allowed a saving throw against the damage and the dazzled effect.

Techniques that change the effect radius cannot be applied at the same time – specifically Ray Technique, Cone Technique, and Radius Technique. Some Blaster Technique combinations create redundant effects – for example, while nothing stops you from applying Precision Technique and Ray Technique to a Spellweaver blast, there is no point in doing so. Blaster Technique effects are applied concurrently, so that if a blaster uses a Spellweaver blast with Blinding Technique and Dazzling Technique, a victim who failed both saves would be blinded and dazzled the first round.

Keep in mind that some Blaster Techniques have prerequisites (see the individual description for details).

Barrier Technique: A use of your Spellweaver blast becomes a barrier, similar to a wall of fire. The barrier is either a wall of eldritch energy up to 50' long, or a ring of eldritch energy with a 15' radius. In either form the barrier is 15' high and opaque. The blaster chooses one side of the wall – that side erupts with eldritch energy for the duration of the all, causing the blaster's Spellweaver blast damage to creatures who move through the barrier, and 1d6 damage to creatures per round that they are within 10' of the damaging area. If the barrier is created in squares with creatures in them those creatures take damage that round as if they were passing through the barrier. An Spellweaver blast with Barrier Technique lasts for a number of rounds equal to 3 + the blaster's Cha bonus. It subtracts 4d6 total damage when you apply the Barrier Technique to an Spellweaver blast.

Blinding Technique: Your Arcane Blast explodes in a nimbus of mystical light. Above and beyond any and all other damage, each victim must make an additional Reflex save (DC = original Spell Save DC) or be blinded for one round. Blinding Technique costs 2d6 of your Spellweaver blast damage.

Clarion Technique: The blaster's Spellweaver blast emits an ear-splitting sound blast. Above and beyond any and all other damage, each victim must make an additional Fortitude save (DC = Spell Save DC) or be deafened for 1d4 rounds. A Spellweaver blast modified with the Clarion Technique can be heard up to a mile away. Using the Clarion Technique costs 1d6 of Spellweaver blast damage.

Cone Technique: You learn to fire your blast as a cone that originates at your hands, rather than as an area effect attack with range. The blaster can scale this technique. The base range is 15' at a cost of 2d6. For an additional 2d6 the range is increased to 30'. At 13th level the range per expenditure doubles – 30' for 2d6, and 60' for 4d6. The blaster can reduce the size of his cone at no penalty.

Dazzling Technique: On top of any and all other damage, targets affected by your Spellweaver blast must make a second saving throw or be dazzled for a number of rounds equal to your Charisma bonus. At 11th level the duration of the dazzled condition lasts an additional 5 rounds. Using the Dazzling technique costs 1d6 of your Spellweaver blast damage dice.

Devitalization Technique: On top of any and all other damage, targets affected by your Spellweaver blast must make a second saving throw or take 1d3 ability damage. You choose which ability is to be affected when you choose this technique, and the choice is permanent. You can take this Technique multiple times; each time it affects a different ability. Debilitating Technique costs 4d6 of your Spellweaver blast damage.

Force Technique: You gain +1d6 Spellweaver blast damage. You may learn this technique up to three times, each time adding an additional 1d6 when you apply it to your blast.

Glamour Technique: You can change the appearance of your Spellweaver blast. You can give your blast nearly any appearance, such as flames, flying skulls, a bolt of ice, or any other reasonable appearance. This technique alters the sound of your blast as well. This technique cannot make the effect invisible or silent – your spellweaver blast is always a visible and audible power effect. Many Blasters create a signature Glamour Technique appearance that becomes their trademark. Glamour Technique never provides a combat advantage, but clever use might trick an enemy into making a tactical mistake. Using the Glamour technique costs no Spellweaver blast damage dice.

Impact Technique: In addition to any and all other damage or effects, targets may be thrown back by the force of the Spellweaver blast. The Impact Technique does a bull rush against every target that failed its initial save. This effect has a CMB of 5 + damage dealt; (Acrobatics check DC = the Spellweaver blast SV DC). Targets are pushed away from the center of impact if the Spellweaver blast is a burst effect, away from the caster if the Spellweaver blast is in a Cone or Line effect. Either way targets must make an Acrobatics check (DC = Spellweaver blast SV DC) or be knocked prone. Impact Technique costs 3d6 of your Spellweaver blast damage.



Pandemonium Technique: On top of any and all other damage, victims of the Spellweaver blast must make a Will 28 Save (DC = Spellweaver blast DC) or be confused for 1d3 rounds. Pandemonium Attack costs 6d6 of Spellweaver blast damage.

Precision Technique: You can choose one target in the area of effect of your Spellweaver blast that is not affected. At 10th level you can choose a number of targets equal to your Int bonus to not be effected by your Spellweaver blast. At 15th level there is no limit to the number of targets you can choose to have ignored by Precision Technique. Applying the Precision Technique costs 2d6 of Spellweaver blast damage dice.

Radius Technique: The area of the Spellweaver blast increases to a 10' radius. At 9th level the area increases to 20', and at 15th level it increases to 30'. Applying the Radius Technique costs 2d6 of Spellweaver blast damage dice.

Range Technique: The maximum range of your Spellweaver blast is increased to 60'. At 11th level this increases to 90', and at 16th level this increases to 120'. Range Technique cannot be combined with Cone Technique. Applying range technique to an Spellweaver blast does not cost any damage dice.

Ray Technique: You can fire your Spellweaver blast as a ray rather than an explosive blast. The ray is a ranged touch attack that does your Spellweaver blast damage. The attack has a range of 30' + 5' per caster level. There is no saving throw against the damage of an Spellweaver blast with the Ray Technique, although the victim can save normally against any other techniques applied to the blast. Applying the Ray Technique costs 2d6 Spellweaver blast damage.

Greater Mystify: At 5th level, the blaster's mystify ability improves. He can now create his own "spell phrases" to cast spells, effectively allowing him to choose the "magic words" that he must speak aloud to cast his spells. Many blasters choose to make these phrases personal, humorous, intimidating, or even paeans to their teammates or sponsors. He can completely alter the somatic components, hiding the spell's original gestures within extremely complicated, or extremely simple, gestures. In addition, while he must still use the material components required to cast a spell (assuming he lacks the Eschew Materials feat), he need only have them on his person at the time of casting, making it even more difficult to guess at what she is doing. At this point, individuals with arcane training take a -8 on all Spellcraft or Knowledge: (arcana) checks made to determine what spell the Blaster is about to cast.

Advanced Techniques (Su): At 11th level, the blaster learns his first Advanced Technique. These are the truly staggering

abilities of the Spellweaver blast, designed to cause chaos on the battlefield. She learns new Advanced Techniques as per the above chart. The blaster can choose to take a standard Blaster Technique in place of an Advanced Technique.

Binding Technique: In addition to its standard damage, each target must make a second Reflex save or be bound by gleaming bands of eldritch energy. Bound creatures fall prone and are incapable of movement or defending themselves. Bound creatures may make a CMB or Escape Artist each round to escape (Binding CMD = damage done). Attempting an escape attempt is a full round action. Once a creature escapes its bonds the bonds shrink to nothingness and disappear. If victims do not escape on their own, the bonds disappear by themselves after a number of rounds equal to the blaster's Cha bonus. Creatures whose physical forms cannot be bound or knocked prone, such as oozes, are not affected by this technique. Flying creatures that use physical means to fly such as wings bound by this technique plummet to the ground and take falling damage as normal. Applying the Binding Technique to an Spellweaver blast costs 5d6 of total damage.

Dispelling Technique: Along with any and all other damage, each victim of a Spellweaver blast with the Dispelling Technique are also effected by a targeted dispel magic. Using the Dispelling Technique costs 6d6 of your total Spellweaver blast damage.

Energy Technique: The blaster chooses one of the following energy types: acid, cold, fire, lightning, sonic. He may then choose to substitute up to half of the dice of his Spellweaver blast attack to that energy type. You may take this technique multiple times – each time you choose a different energy type. Energy Technique does not cost any dice of damage from your total Spellweaver blast damage.

Enigma Technique: In addition to its standard damage, each target must make a Will save (Save DC = Spell Save DC). Failure means the victim loses his language facility for a number of rounds equal to the blaster's Cha bonus. During this period victims can neither speak any language, nor read or write any language. This disallows spell casters to cast any spells with a verbal component, or use any spells from a scroll. A break enchantment or remove curse automatically ends the effect. A Spellweaver blast modified by the Enigma Technique is considered a mind-affecting effect. Applying the Enigma Technique to a Spellweaver blast costs 6d6 of blast damage.

Mindbending Technique: You channel the power of your Spellweaver blast into a devastating mental attack. The saving throw becomes a Will save, and the damage done is purely mental. In addition, the blaster can choose one of the following special effects, each of which requires a second



Will save by the victims to avoid: slow for 1 round, shaken 29 for a number of rounds equal to the blaster's Charisma bonus, or dazed for one round (effect chosen at the time of the attack). Unless the victims are specifically shielded against mental attacks, using the Mindbending Technique circumvents normal Damage Resistance. A Spellweaver blast used with the Mindbending Technique is considered a mind-affecting effect. The Mindbending Technique costs 5d6 of the blaster's total Spellweaver blast damage dice.

Ultimate Mystify: At 13th level it becomes almost impossible to predict the blaster's spellcasting. She may now use pseudo-random or original words and phrases instead of the "magic words" normally used to cast a spell each time he casts them. She may likewise substitute any gestures for the standard gestures used to cast a spell. Characters take a -12 penalty on

ARCANE RESEARCH

In the world of Xcrawl, arcane spellcasters use the same basic method to add spells to their spellbooks as their standard Pathfinder counterparts, but the resources available to them are different.

To legally practice magic in the NAE you must be a member of the Guild of Magi. Guild members have access to the libraries and research labs of the Guild. In order to learn new spells members of the guild can use the guild facilities. The more difficult the spell, the rarer the books and materials required for the guild research.

Spell levels 1 through three can be researched at any local guild chapter. Every major city has a chapter house where low level arcane spellcasters can do research.

Spell levels 4-6 require that the wizard, blaster, or other guild magic user go to one of the seven largest guild halls for their research. These halls are located in Austin, Chicago, Mexico City, New York, San Francisco, Vancouver, and Washington DC. There can be a waiting list for up to a week to gain access to certain materials.

Arcane spells of level 7-9 can only be researched the Guild of Magi's private facility in New York City.

all Spellcraft or Knowledge: Arcana attempts to determine what spell he is casting. In addition, she can substitute a verbal component for a spell that normally only has a somatic component, or a somatic component for a spell that only has a verbal component.

Supreme Technique (Su): At 20th level the blaster gains mastery over one of the following techniques that allow him to use his Spellweaver blast in unprecedented ways. The blaster can substitute any Blaster Technique or Advanced Blaster Technique for her Supreme Blaster Technique.

Improved Energy Technique: The blaster may now substitute as many dice as he wishes of his Spellweaver blast for one of the energy types he chose when he took Energy Technique. If he knows multiple Energy Techniques he may mix the dice of his energy blast damage any way he chooses, for example, half fire and half sonic. Improved Energy Technique does not cost any damage dice. *Prerequisite: Energy Technique.*

Omega Force Technique: The blaster gains +3d6 Spellweaver blast damage. *Prerequisite: Force Technique.*

Retribution Technique: This is a powerful technique that allows the blaster to damage many foes and escape. The blaster's Spellweaver blast is centered on himself at its largest possible area. He gets a bonus of +3d6 to his Spellweaver blast damage. In addition, the blaster can choose to move himself and up to six allies via dimension door to any safe location the blaster can sense. The allies must be within range of the Arcane Blast to be transported. This technique cannot be combined with Ray Technique or Cone Technique. *Prerequisite: Radius Technique.*

Tempest Technique: The blaster can substitute one of his spells for his Spellweaver blast as normal. However, the Spellweaver blast becomes a ravaging tempest, like a continuing storm of arcane energy. This storm fills the area of effect and does its full damage and effect each round to any targets in this area. Allies in the area of effect may be protected with Precision Technique or Supreme Precision Technique, and after the first round they may move freely in and out of the area unharmed by the Tempest Spellweaver blast. Once placed this, the Blast effect may not be moved, and the Blaster cannot use other Blaster Techniques as long as the Tempest storm rages. The Tempest Technique does not require Concentration to maintain its effect. The Tempest Technique lasts a number of rounds equal to the Blaster's Charisma bonus. This technique cannot be combined with Ray Technique or Cone Technique.

BRAWLER

“Well, you have to love the morningstar, the battle axe, and, you know, swords are always great – nothing like a two-hander for gutting a giant, that’s for sure – but my favorite? Man, I just love to go bare knuckle. I mean, in the middle of all the weapon play and arrows whizzing by – Pow! Pow! Pow! That’s what I’m talking about.”

— Brawler Joe “Death Blow” Bryant, talking shop

The advent of Xcrawl revived the archaic warrior tradition like no other event in modern times. In the first years of Xcrawl thousands of hopefuls lined up day and night to be considered for Adventure’s Guild training. Within years, there were dozens of talented fighters who could rival any of their heroic counterparts of the Age of Wrack.

After a few years of professional Xcrawl, trainers started turning out a new breed of warrior. The first trainer who used the term “brawler” to describe this new breed of melee combatant was Jim “Dinosaur” Green, retired Xcrawl pro and full time Adventurer’s Guild trainer. He saw a need to train modern combatants in a tradition closer to the

BRAWLER

Up front, on point, and in the thick of things. The Brawler is the front line – he engages the enemy in combat and concentrates on putting them down before they can get to his teammates. The Brawler plays the same role as the traditional fighter in the adventuring party, using his particular skills to drive his team to victory. Some Brawlers concentrate on missile weapons but even they get up front to mix it up now and again.

Alignment: Any **Hit Die:** d10

Class Skills: The brawler’s class skills are Acrobatics (Dex), Climb (Str), Grandstanding (Cha), Intimidate (Cha), Knowledge (Xcrawl), Profession (Wis), Swim (Str), and Tactics (Int).

Skill Ranks per Level: 2 + Int modifier.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+0	Improved Unarmed Combat, Bonus Feat
2nd	+2	+3	+0	+0	Bonus Feat
3rd	+3	+3	+1	+1	Combat Pool 2
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+1	+1	Combat Pool 3
6th	+6/+1	+5	+2	+2	Bonus Feat
7th	+7/+2	+5	+2	+2	Combat Pool 4
8th	+8/+3	+6	+2	+2	Bonus Feat
9th	+9/+4	+6	+3	+3	Combat Pool 5
10th	+10/+5	+7	+3	+3	Bonus Feat
11th	+11/+6/+1	+7	+3	+3	Combat Pool 6
12th	+12/+7/+2	+8	+4	+4	Bonus Feat
13th	+13/+8/+3	+8	+4	+4	Combat Pool 7
14th	+14/+9/+4	+9	+4	+4	Bonus Feat
15th	+15/+10/+5	+9	+5	+5	Combat Pool 8
16th	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17th	+17/+12/+7/+2	+10	+5	+5	Combat Pool 9
18th	+18/+13/+8/+3	+11	+6	+6	Bonus Feat
19th	+19/+14/+9/+4	+11	+6	+6	Combat Pool 10
20th	+20/+15/+10/+5	+12	+6	+6	Bonus Feat, Combat Mastery



ancient gladiators of the Classical Age. As Xcrawl drew inspiration from the classic age of the Coliseum death sport, so did this new breed of fighter need to embrace the spirit of the age.

The Brawler is a warrior specially trained for Xcrawl. Fast and aggressive, he forgoes some of the training of the traditional fighter or modern soldier, including weapon specialization and firearms, and concentrates on overall technique and flexibility in combat. In addition, all Brawlers study barehanded fighting since it is extremely handy in a game where the DJ loves to destroy your gear.

OUTSIDE THE GAMES

Brawlers are in demand as cops, soldiers, bouncers, bodyguards and professional boxers. Brawlers tend to be the most popular players on any given Xcrawl squad and as such generally have very little difficulty picking up movie cameos and endorsement deals.

TRAINING

Brawlers usually train for anywhere from six months to a year before they are considered first level. During their career they train more or less constantly to keep their skills up, to keep their bodies strong and fit and to learn new fighting techniques.

RACES

Any. The majority of Brawlers are humans, dwarves, and half-orcs, but every race is represented in this new fighting tradition.

GUILD STATUS

All Brawlers must be full members of the Adventurer's Guild. Brawlers who lose their Guild status are ineligible to participate in Xcrawl. In addition, brawlers are generally a member of a School or Stable.

MULTICLASED BRAWLERS

Brawler is a fine second class for any adventurer who wants a bit more power in hand to hand combat. The most common secondary class for Brawlers is Specialist.

CLASS FEATURES

Weapon and Armor Proficiency: Brawlers are proficient with all simple and martial weapons, with all armor, and all shields except tower shields. Brawlers do not begin the game with firearms proficiency.

Improved Unarmed Combat: Brawlers receive the Improved Unarmed Combat feat for free at 1st level.

Bonus Feat: At first level and again at every even level the brawler gains a bonus Combat feat. He cannot choose a feat he does not have the necessary prerequisites for. Combat Feats may be drawn from the Maximum Xcrawl book, the Pathfinder Core Rule book, and any other source that the GM wishes to include in his campaign. The GM may choose to exclude some combat feats that do not fit in with the scenario.

Combat Pool (Ex): Brawlers learn to adapt to the endlessly varied combat situations they face in Xcrawl. This training

is represented by their Combat Pool. Beginning at third level, the brawler has a combat pool that she can draw from to aid herself in combat. The brawler's combat pool begins at 2 points and increases by 1 every 2 levels thereafter. At the beginning of her round she chooses where to assign the points in her combat pool. Once allotted, these points cannot be changed until the beginning of her next combat round. Points from the brawler's combat pool can be added as a Combat Pool bonus to the following rolls: Attack rolls, Weapon damage rolls, Armor Class, or Willpower Saving Throws. The amount of points the brawler can assign to any one roll are limited as follows:

COMBAT POOL POINTS

COMBAT POOL ASSIGNMENT	MAXIMUM POINTS ALLOWED
Attack Rolls	Brawler's Base Attack Bonus (minimum 1)
Weapon Damage Rolls	Brawler's Strength bonus (minimum 1)
Armor Class	Brawler's Dex bonus (minimum 1)
Willpower Saves	Brawler's Base Will Save (minimum 1)

Points allotted to attack rolls are added to every attack roll the brawler makes during that turn, including attacks of opportunity. Points allotted to damage rolls are added to every successful hit the brawler makes that turn. Points allotted to Armor Class are applied to every attack made against the brawler that turn. Points added to Will saves are added to every Will save the brawler is forced to make that turn.

Any circumstance that denies the brawler his Dex bonus disallows his putting any points from his Combat Pool towards Armor Class. He cannot reassign combat pool points until his next turn.

Combat Mastery: At 20th level the brawler is all but a force of nature: tough as iron, fast as mercury, deadly as razored steel. His Combat Pool increases to 10 + his Intelligence bonus, and there are no longer any restrictions as how many of his Combat Pool points he can assign to any roll in any given round. Circumstances that deny him his Dex bonus still disallow his putting any Combat Pool points towards his Armor Class.

JAMMER

*"Xcrawl overlord
With the three-foot sword
Take down giants and goblins
With a strike and a word!
Drop the gold and start running
When you see my crew coming
Ain't no stopping this B-boy
When I'm up in your dungeon!"*

— Jammer Darnell "Double X Crimesayer" Williams,
in the dungeon

There was a schism in the American bardic tradition in the early '90s. A group of young would-be Adventurer's Guild bards, influenced by modern music, the media age, and Xcrawl, started moving away from the more arcane aspects of the bardic tradition to concentrate on their music and an unusual sword fighting style from the Wudong mountains in the Empire of China.

Enter the jammer. The jammer, sometimes referred to as Killer MCs, Killer Bs, or B-Boys/B-Girls, is the Xcrawl bard of the new millennium. They have broken with the music-magic tradition of their forebears to concentrate on humiliating enemies, developing martial arts prowess, and making themselves rich.

While the traditional bard versus jammer beef has never completely gone away, the modern bard generally admits that the Jammer reflects a new and worthy aspect of music and adventuring. Likewise, the Jammer has learned to revere his bardic roots and work alongside bards in the same adventuring party.

OUTSIDE THE GAMES

The Jammer is the archetypal crossover success. They use The Games as a springboard to fame and fortune, usually beginning in the recording and performance industry and branching out to movies, fashion, and talent production.

TRAINING

Jammer training is a long and rigorous ordeal, and most begin in their teens, if not younger. Would-be initiates must first prove themselves worthy of the training with an existing Jammer crew. Training takes anywhere from two to five years, during which the B is considered an apprentice and spends lots of time as a roadie, go-fer, street crew member, and door security. When they are finally deemed worthy of the mantle, the actual Jammer training takes two to three years.



RACES

The Jammer began as a human phenomenon, but modern gnomes, elves, and halflings have embraced the tradition as well. To date there are no Dwarvish Jammers but given time and greater acceptance anything is possible.

GUILD STATUS

The Jammer must be a member of the Adventurer's Guild in order to be eligible for Xcrawl. In addition, most Jammers are associated with a "crew," a loosely-defined group of their peers who train and perform together. Crews notoriously conflict with one another, often resulting in an exchange of insults, dis records, and, all too often, extreme violence.

MULTICLASED JAMMERS

The Jammer crosses over well with the Messenger.

CLASS FEATURES

Weapon and Armor Proficiency: The Jammer is proficient with all simple weapons. In addition, at first level she may choose one weapon from any category, and this becomes her Special Weapon type, and receives proficiency in that weapon. This must be a specific weapon but is normally a longsword or shortsword. Jammers are also proficient with handguns and shotguns (note that firearms are still not permitted in Xcrawl). Jammers are proficient with light armor, medium armor, and shields, but not tower shields.

JAMMER

The Jammer is largely a support character, using their music to bolster allies and wither their opponents. However a Jammer is also a tough melee combatant with a reservoir of inner power they can tap for amazing effects. A dangerous and unpredictable opponent, the Jammer is a new force in Xcrawl.

Class Skills: The Jammer's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Songwriting) (Int), Diplomacy (Cha), Drive (Dex), Grandstanding (Cha), Intimidate (Cha), Knowledge (Xcrawl) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str), Tactics (Int), and Use Magic Device (Cha).

Alignment: Any

Hit Die: d8

Skill Ranks per Level: 6 + Int modifier.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+2	+2	Street Knowledge, Jammer music, Combat Rock +1
2nd	+1	+0	+3	+3	Battle, Move the Crowd
3rd	+2	+1	+3	+3	Ki pool, Devastating Attack +1d6, Disrespect -2
4th	+3	+1	+4	+4	Combat Rock +2
5th	+3	+1	+4	+4	Devastating Attack +2d6, Lionize, Shake 'Em Up
6th	+4	+2	+5	+5	Bonus Feat, Disrespect -4
7th	+5	+2	+5	+5	Fear
8th	+6/+1	+2	+6	+6	Combat Rock +3
9th	+6/+1	+3	+6	+6	Bonus Feat
10th	+7/+2	+3	+7	+7	Devastating Attack +3d6
11th	+8/+3	+3	+7	+7	Terrorize
12th	+9/+4	+4	+8	+8	Combat Rock +4, Disrespect -6
13th	+9/+4	+4	+8	+8	Bonus Feat
14th	+10/+5	+4	+9	+9	Mindbender
15th	+11/+6/+1	+5	+9	+9	Devastating Attack +4d6
16th	+12/+7/+2	+5	+10	+10	Combat Rock +5
17th	+12/+7/+2	+5	+10	+10	Bonus Feat
18th	+13/+8/+3	+6	+11	+11	Disrespect -8
19th	+14/+9/+4	+6	+11	+11	Shut 'Em Down
20th	+15/+10/+5	+6	+12	+12	Combat Rock +6, Devastating Attack +5d6, Pop Immortal

Street Knowledge (Ex): The jammer is a product of his environment. He draws strength and wisdom from the lessons he learned on the streets of his hometown. They learn to be tough and smart, and reading people and situations becomes second nature to them. Jammers add their jammer levels to all Knowledge (home city) and Sense Motive checks while in his home city.

Jammer Music: The jammer is a music warrior who can use music to bolster his friends and wither his foes. His music transcends standard excellence, existing in a realm where the power of his art has truly mystic abilities.

The jammer can use his Jammer Music abilities a number of times per day equal to their jammer level + their Charisma bonus + 4. This can be invoked by singing, rapping, playing an instrument, playing drums, shouting poetry slam-style verse, jamming on an electric guitar, etc. Some Jammer

music abilities require concentration, which means it costs the B a standard action each round to maintain the ability. A Jammer with the deafened condition have an automatic 20% chance to fail each time they attempt to use a Jammer music ability, and failed attempts still count as one of their Jammer music uses per day.

Starting Jammer Music is a standard action, but it can be maintained each round as a free action. Changing which Jammer Music power is being used requires the jammer to end the previous effect and begin a new one. Note that his allies still get the benefit of Combat Rock (see below) any round that he begins or maintains any Jammer Music effect. Jammer Music can be performed while performing other actions, such as walking or fighting. Jammer Music cannot be performed while silenced, or while using the voice for other actions (such as using command words or shouting your phone number to someone in the crowd).



The Jammer's Music ability is an arcane ability based on summoning arcane forces using tone, meter and rhythm. Its effects are not dependent on victims speaking the jammer's language, or even having the power of speech. All of the Jammer Music Abilities are sonic, mind-affecting Supernatural Abilities.

Combat Rock (Su): At 1st level, the Jammer can inspire her allies on to greater skill in battle. Allies within 30' of the performing Jammer gain a +1 morale bonus to hit and on damage, and a +1 bonus on Will Saves against compulsion and fear effects every round they can hear the jammer perform. Spells and effects that render allies deafened prevent this bonus. The bonus increases to +2 at 4th level, +3 at 8th level, +4 at 12th level, +5 at 16th level and finally +6 at 20th level.

Combat Rock works differently than any other application of Jammer music. As long as the Jammer is using any of her Jammer Music abilities, all allies within hearing range receive the benefits of the Combat Rock power. For example, a the allies of a 12th level Jammer Triggadawg all get a +4 on attack and damage rolls and on Will saves against fear and compulsion abilities while he uses his Shake Em' Up ability against a clique of hobgoblins. In this case, the bonuses last either the three rounds after the Jammer uses her Music ability.

Battle (Ex): At 2nd level, the Jammer can use his abilities to counter sonic effects directed at his allies and himself. Each round he uses

Battle he must roll his relevant Performance check. Any ally within 30' of the Jammer that is affected by a sonic or language-dependent magical attack may use the Jammer's Perform check result in the place of his saving throw, if, after the saving throw is rolled, the Perform check result proves to be higher. Allies already under the effects of the sonic attack can make a second throw using the Jammer's Perform check as his saving throw bonus. Battle only works against effects that require Saves.

Move the Crowd (Ex): After finishing off an Xcrawl room, you raise your teammates and yourself to new heights in the minds of your audience. The round after combat ends, you give an encounter-ending musical burst, congratulating your teammates and asserting your amazing prowess. The Jammer makes a performance check, adding his Fame Bonus, against the Crowd DC – if you are successful you and all of your allies that participated in the room's challenge receive an extra point of temporary fame for defeating the room.

Disrespect (Su): The Jammer believes that the best defense is a good offense. She bolsters her allies by verbally ripping apart her enemies, foiling their concentrations and draining their confidence.

The Jammer chooses a foe within 30'. The Jammer makes an Intimidation check versus the target, substituting his Performance check for Intimidation. This check is made every round, and the Jammer can choose a new target every round. Every round that the Jammer makes his check the target receives a -2 penalty to attack rolls, damage rolls, skill checks and Will saves for as long as the Jammer maintains the ability. This is a sonic mind-affecting effect. The penalty remains constant (i.e. does not stack on itself with every roll). The Jammer can perform other actions, such as fighting or movement, while maintaining the Disrespect ability.

The Jammer's disrespect skill increases as he gains character levels. The penalty increases to -4 at 6th level, -6 at 12th level, and -8 at 18th level.

Note that the Jammer can use any performance mode to disrespect her foes. By playing inappropriate popular tunes, or songs with embarrassing titles, or simply discordant notes designed to distract and humiliate he can produce the desired effect. The target creature need not speak the Jammer's language.

Lionize (Su): The Jammer is a bulwark to his allies, boosting their confidence and morale in the face of danger and travail. During combat, the B can pick an ally and concentrate his musical efforts on supporting that one individual in order to help them achieve victory over their foes. To use the Lionize ability, the Jammer chooses an ally that can hear him within

30', using specific lyrics or a musical motif that symbolizes that individual. The ally in question then receives double the Jammer's Combat Rock bonus (i.e., +6 at 8th level, +8 at 12th level, etc) as a morale bonus on all to hit rolls, damage rolls, and saving throws off any category until the Jammer's next action.

At 10th level the maximum range of Lionize is increased to 60', and at 15th level it increases to 90'.

Shake 'Em Up (Su): At 5th level the Jammer gains the power to instill fear in his foes. He makes a Performance check, and enemies within 30' that can hear the B's music must all make a Will save (DC = Jammer performance check). Failure renders them *shaken* for a number rounds equal to the Jammer's Cha bonus.

At 10th level the maximum range of Shake 'Em Up is increased to 60', and at 15th level it increases to 90'.

Fear (Su): At 7th level the Jammer can frighten a single opponent with a few choice notes, lyrics, or beats. The Jammer makes concentrates her music on one of her enemies within 30' that can hear him. That enemy makes a Will save (DC = 10 + ½ the Jammer's level + Jammer's Cha bonus) or becomes *frightened* for 1 round.

Terrorize (Su): At 11th level the Jammer learns to blow his enemies minds with his awesome musicianship and brain-bending lyrics. When he uses the Terrorize ability all foes within 30' that can hear him must make a Will save (DC = 10 + ½ Jammer level + Jammer Cha bonus) or become *frightened* for as long as they can hear the jammer perform.

Mindbender (Su): The Jammer can, at 14th level, eventually make a lyric or musical riff so complicated and jarring that it can send an opponent into a temporary fit, wherein he loses control over himself and becomes a liability to his allies and himself. When the Jammer employs the Mindbender, he chooses one opponent within 30' that can hear him. He then uses a specialized bit of music that forces his opponent to make a Will save (DC = 10 + ½ Jammer level + Jammer Cha bonus) – failure renders the opponent *confused* for a number of rounds equal to the Jammer's Cha bonus.

Shut 'Em Down (Su): by 19th level the Jammer's music is nearly a force of nature. Her amazing musical talent gains the ability to stop her opponents in their tracks utterly, leaving them temporarily helpless. When the Jammer uses the Shut 'Em Down ability, every opponent within 30' must make a Will save (DC = 10 + ½ the Jammer's level + the Jammer's Cha bonus) or fall both *prone* and *paralyzed* for a number of rounds equal to the Jammer's Cha bonus.



Ki Pool (Ex): The jammer practices his specialized martial art, a combination of ancient Wushu sword fighting combined with modern street brawl techniques, from the day he begins his training. Eventually he learns to martial his inner force, or Ki, into a pool of power that gives him a distinct combat edge. At 3rd Level the jammer gains a Ki Pool representing a reservoir of inner power he can draw from as needed. The Jammer's pool size equals his Cha bonus + ½ his jammer level.

As long as the Jammer has at least one point in his Ki pool he can empower his Chosen weapon to help him fend off attacks, including melee, ranged, magical touch, and ray attacks. While he wields his Chosen Weapon, the Jammer gains a Deflection bonus to his armor class, as listed in the following chart:

KI DEFLECTION BONUS BY LEVEL

LEVEL	KI POOL DEFLECTION BONUS
3rd	+2
6th	+3
9th	+4
12th	+5
15th	+6
18th	+7

The jammer can spend points from his Ki Pool as a swift action. The jammer can spend points from his Ki Pool for various effects:

- He can spend one Ki Point during a round in which he uses the Full Attack action to gain an additional attack at his highest attack bonus.

- He can spend one Ki Point to gain a combat feat that he does not possess for one round. The Jammer must qualify for any combat feat he uses with this ability.
- He can spend one Ki Point to gain a +5 bonus on a single Acrobatics check. This bonus increases as the Jammer gains levels: +10 at 5th level, +15 at 10th level, +20 at 15th level, and +25 at 20th level.

The Jammer's Ki replenishes itself after 8 hours of rest (it need not be continuous). If the Jammer possesses levels in another class that grants points to a Ki pool, Jammer levels stack with the levels of that class to determine the total number of Ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class is gained, and once made, the choice may not be altered. The jammer can now use points from this pool to power the abilities of every class he possesses that grants a Ki Pool.

Devastating Attack (Su): The jammer's martial prowess dovetails with his uncanny musical abilities. This results in the Devastating Attack: the jammer's attacks, empowered by the effect of his music, strike like thunder. The Jammer makes Devastating Attacks against any opponent that is under the sway of one of the following applications of his Jammer music power: Disrespect, Shake 'Em Up, Fear, Terrorize, Mindbender, Shut 'Em Down. The opponent must have failed his save and been actually affected by the power, i.e. they cannot be immune to the Jammer's music abilities. The Jammer adds his Devastating Attack damage of +1d6 to any melee attack he makes using his chosen weapon against an opponent affected by one of the above powers. This damage increases as the B gains levels: 2d6 at 5th level, 3d6 at 10th level, 4d6 at 15th level, and 5d6 at 20th level.

Bonus Feat: The Jammer gains Bonus Feats from the following list at 6th, 9th, 13th, and 17th levels. The Jammer must still have any prerequisites for any feat he chooses. The bonus feat must be chosen from the following list: Acrobatic Steps, Agile Maneuvers, Born Athlete, Combat Expertise, Combat Reflexes, Dazzling Display, Dodge, Extra Jammer Music, Extra Ki, Greater Disarm, Greater Feint, Improved Disarm, Improved Feint, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Nimble Moves, Quick Draw, Skill Focus, Spring Attack, Step Up, Weapon Finesse, Weapon Focus, Whirlwind Attack, Xcrawl Special.

Pop Immortal (Ex): rumors of your death are greatly exaggerated. Whenever you die due to hit point loss and your body is not completely and irrefutably destroyed, you may return from the dead 2d6 months later, after a secret convalescence, so long as your Fame score exceeds 50. This ability does not grant immunity to aging or death effects.

MESSANGER

"You want me to do what? This has got to be a joke. Seriously am I on TV? Where's the camera? I can take a joke but, you know, come on – this is ridiculous!"

— Housewife Eileen Roi, speaking to Blessed Apollo Himself, after being informed that she is a direct blood descendant of Mount Olympus

In the year 2009, housewife Eileen Roi made a startling statement to the Priestess of the Temple of Apollo: Immortal Apollo himself appeared to her in person. Apollo told Eileen that she was a distant child of his own Sacred Bloodline, and as such would be awarded Divine Power and Responsibility. However, Apollo did not wish the startled mortal to live a life behind temple walls; rather, the Jonesboro PTA mother was given an unforeseen task: "You are to participate in the contest men call Xcrawl and dedicate your every victory to the Glory of Immortal Apollo and his Olympian Kin."

MESSANGER

The messengers role tends to be defined by his chosen domains, which are a function of the deity whom he is linked to through divine blood. While all take a support role to some degree, messengers with domains such as War, Destruction and Strength tend to take a larger role in combat, while those with the Protection and Healing domains are more likely to take on support roles. Domains are not everything, of course, and the messenger's Holy Act power gives them enough flexibility to take on many roles in combat. Whatever the messenger's role in battle, they make great leaders and many Xcrawl teams look to them for inspiration in The Games.

Alignment: The Messenger's alignment must be within one step of his patron deity's along the good/ evil axis, or law/ chaos axis

Hit Die: d8

Class Skills: The Messenger's class skills are: Diplomacy (Cha), First Aid (Wis), Grandstanding (Cha), Knowledge (Religion) (Int), Knowledge (Xcrawl) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+0	+2	Spontaneous Casting, Tasked, Holy Blood, Domains, Orison, Holy Act
2nd	+1	+3	+0	+3	
3rd	+2	+3	+1	+3	
4th	+3	+4	+1	+4	
5th	+3	+4	+1	+4	
6th	+4	+5	+2	+5	
7th	+5	+5	+2	+5	
8th	+6/+1	+6	+2	+6	
9th	+6/+1	+6	+3	+6	Divine Intervention
10th	+7/+2	+7	+3	+7	
11th	+8/+3	+7	+3	+7	
12th	+9/+4	+8	+4	+8	
13th	+9/+4	+8	+4	+8	Portent
14th	+10/+5	+9	+4	+9	
15th	+11/+6/+1	+9	+5	+9	
16th	+12/+7/+2	+10	+5	+10	
17th	+12/+7/+2	+10	+5	+10	
18th	+13/+8/+3	+11	+6	+11	
19th	+14/+9/+4	+11	+6	+11	
20th	+15/+10/+5	+12	+6	+12	Chosen



Since time immemorial, the Gods have chosen mortals to become messengers, which generally meant a quiet and protected life of divine revelation and revealing sacred proclamations. Since ages past, there have only ever been a very few messengers at any given time, perhaps three or four in the world. Since the curious case of Eileen Roi in 2001, there have been hundreds of messengers chosen by the Gods and given the same destiny: Xcrawl. No one knows for sure why this is happening, but none may deny it. The Olympic Temples test each and every messenger, and those found to be shams are executed as traitors and heretics.

Messengers are all distant descendants of the Gods themselves, generally from the Heroic and Classical era when the Olympic deities spent much of their time in amorous pursuit of their favorite mortals. While no such union has taken place for thousands of years (that we know of!), the bloodlines continue. Not every blood relative is chosen to become a messenger. No man understands the logic of the Gods, who may choose one out of several brothers and sisters, or none, or all.

The Olympic Temple, and society at large, are not sure just how to deal with this new phenomena, called the Age of the Messenger by some. While some hail it as the beginning of

a new classical age others fear that it may be the harbinger of some holy war that will engulf the whole world in apocalyptic flame. Messengers are not afforded any official status in the Temple of their respective deities, though all are considered “revered personages.” Some priests and priestesses are jealous of the special status that Messengers receive without having to go through the years of training and schooling that Templars must, and mistrust the messenger on principle. The aristocracy has a similar problem. Although mercifully every messenger of Mighty Jupiter has been of noble birth, what happens when the King of Olympus chooses a commoner? It is a delicate subject with the American aristocracy to say the least.

Messengers are spoken to directly by their Patron Deity, and are told exactly what to do – and usually they are told to participate in Xcrawl, although no one knows why. They do their best to win Xcrawl competitions, to protect and bolster their teammates and represent their Patron Deity. And Olympus help those who fail . . .

OUTSIDE THE GAMES

Messengers can have any job or career outside of the games – they all did something with their lives before their deity revealed the truth of their divine kinship. Messengers tend to quit their day jobs and become full time Xcrawl players

MESSENGER SPELLS PER DAY

SPELL LEVEL										
MESSENGER LEVEL	0	1	2	3	4	5	6	7	8	9
1st	3	1+1	—	—	—	—	—	—	—	—
2nd	4	2+1	—	—	—	—	—	—	—	—
3rd	4	2+1	1+1	—	—	—	—	—	—	—
4th	5	3+1	2+1	—	—	—	—	—	—	—
5th	5	3+1	2+1	1+1	—	—	—	—	—	—
6th	5	3+1	3+1	2+1	—	—	—	—	—	—
7th	6	4+1	3+1	2+1	1+1	—	—	—	—	—
8th	6	4+1	3+1	3+1	2+1	—	—	—	—	—
9th	6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10th	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11th	6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12th	6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13th	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14th	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15th	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16th	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17th	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18th	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19th	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20th	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1



as their deity commands. Some keep their careers but find it fraught with new difficulties (tricky situations like when the dishwasher you were about to fire turns out to be a direct descendant of Discordia come up far too often). Messengers are often invited to perform dedications of temples, shopping malls, and the like. Their usual endorsements include weapons and armor, food products, religious books and artwork, and causes significant to their divine ancestor.

While they are officially “revered personages,” they are not officially given Temple positions. In other words, in most cases they do not draw an income from the Olympian Temple. In the early stages of their careers many find sponsors – rich patrons who give them room and board for the honor it brings the house. The messenger phenomenon is still too recent to guess how all these individuals will turn out in the long run, or what place they will find in society.

TRAINING

Messengers do not train, per se. At some point in their lives their Patron Deity appears to them directly, usually in an awe-inspiring display of power and majesty. The Deity announces that the individual has been chosen as a messenger and gives them their instructions, and the powers are simply his. One of the deity’s servants appears soon after and trains them in the use of weapons and armor and divine magic – this training often happens in a dream that seems to last for grueling months, but when the Messenger awakens, only one night has passed.

RACES

Soon after the Eileen Roi incident, Messengers of all the Olympic Pantheon, the non-human deities, and even the gods of the Native Americans began to appear and make themselves known. Most Xcrawl messengers are human, as most participants are human, but every year there are more elven, dwarven, and even half-orc Messengers. Any race of character can be a messenger of any deity, although it is extremely uncommon for Messengers of the racial deities to be anything but a member of their representative race. Many are the stories of ancient times wherein the Gods take on whatever form would allow them to seduce a mortal. This means, in theory, an elf could conceivably be a messenger of Apollo, and a human could in fact be an messenger of Jolly Jakeo Jeweleyes (and what a prank that would be!).

GUILD STATUS

Messengers receive free Adventurer’s Guild membership out of respect to their divine bloodline. They must retain their Guild status in order to remain eligible to participate in Xcrawl.

MULTICLASSED MESSENGERS

While any class can be multiclassed with the messenger, the character must begin their career with levels in the messenger class. Established characters who wish to add a bit of divine power to their repertoire should take levels in cleric instead. Messengers CAN multiclass with the cleric class – it’s natural that one who shares the bloodline of



a deity might want to become an actual templar of their ancestor. There are only two restrictions: they must take the same Domains as cleric as they did as Messenger (gaining no additional Domain abilities or bonuses for this except for receiving their bonus Domain spell in their cleric spell list) and the must be a cleric of the same deity they are an messenger of – that is unless they are utterly immune to divine lightning from above . . .

CLASS FEATURES

Weapons and Armor Proficiency: The messenger is proficient in his deity's favored weapon, and all simple weapons, armor and shields except for tower shields.

Aura (Ex): A messenger of a chaotic, evil, good, or lawful deity has a faint aura corresponding to the deity's alignment.

Domains: A messenger chooses two of his deity's domains like a cleric. The messenger may select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain. These domains grant the messenger a number of domain powers and a bonus spell for each spell level. The messenger may gains one domain spell slot for each level of Divine spell he can cast, and can prepare and cast one spell from either of their domain spell lists in that slot.

Orisons: Messengers can prepare a number of 0-level spells (orisons, to the initiated) as listed in the above chart. These spells are cast like other spells, but they are not expended when cast and may be used again.

Holy Blood (Su): A messenger is a direct bloodline descendant from her deity, and as such her blood has magical properties. If the messenger ever finds herself without a holy symbol, she may cut herself while speaking a special invocation to her deity as a standard action. This cut must do a minimum of one point of damage. The blood from this cut glows with divine light, and the wound becomes the equivalent of a holy symbol (for purposes of spell casting and all special abilities) for 10 combat rounds (1 minute).

Spells: A messenger casts divine spells that are drawn from the cleric spell list. His alignment may prevent him from casting spells of opposing alignments and beliefs, like a cleric. The messenger must choose and prepare his spells in advance, and may prepare a number of spells per day as listed in the Messenger Spells per Day table. The messenger gains bonus spells per day for a high Wisdom score.

The messenger must spend time each day in reverent awe of her divine bloodline in order to regain spells. She may spend this time in prayer, meditation, or researching their holy genealogy by reading the classics, or transcribing holy texts. Every deity seems to want something slightly differently from each messenger, so the player and GM

should work together to come up with the details of their character's meditation time. During this time the messenger decides which spells to prepare for the day.

To prepare or cast a spell, a messenger must have a Wisdom score equal to at least 10 + the spell level. The DC for a saving throw against a messenger's spell is 10 + the spell level + the messenger's Wisdom modifier.

Spontaneous Casting: Messengers can lose prepared spells for spontaneously cast "cure" or "inflict" spells as a cleric, with the same alignment restrictions.

Tasked: Messengers are servants, even more beholden to their deities for power than their clerical counterparts. Once the messenger's deity reveals himself to the messenger in question, the holy power details his wishes for the Messenger's task. To date, every Messenger granted power by any divine agent has been tasked with joining, or forming their own, Xcrawl squad, and playing to win every competition they can possibly participate in.

A messenger who is not actively pursuing their task loses the use of the following abilities: Holy Act, Divine Intervention, and any Domain Powers they may have. They may still cast their spells (including domain spells) normally in any situation, but a deity who is truly vexed with their Messenger may strip this ability from them as well (as they might for any unfaithful divine spellcaster). Indeed, deities tend to be extremely oppressive with their agent Messengers and those who flat out refuse to perform the tasks they are given are just asking for divine lightning from heaven.

In game terms, this will generally mean that any messenger may use his Holy Acts, Divine Interventions, Domain Powers, and Spells during an Xcrawl match, but outside of the games they may only cast their spells.

A messenger who wants the full range of his powers in a situation that he has not been tasked to do (for example a real dungeon or a rescue mission, for a messenger who is tasked with Xcrawl) may appeal to his deity for Special Dispensation. This appeal takes a minimum of one hour, during which the messenger may attempt to sway the feelings of his patron deity by prayer, pleading, song, gifts, promises, sacrifice, groveling, or any other act which might sway a given deity. The success or failure of a request for Special Dispensation is always up to the GM, given the whimsical and capricious nature of the Gods. The following factors should be taken into consideration by the GM when deciding whether or not a given deity honors a given request for Special Dispensation from a given messenger: the deity's alignment, domains, and philosophy: the messenger's current favor with his deity, the nature of the task which the messenger means to undertake, and to what degree the task being requested for

OLYMPIC PANTHEON DEITIES

DEITY	AL	DOMAINS	WEAPON	WORSHIPERS
Apollo	CG	Art, Good, Knowledge, Travel	Bow	Artists, Xcrawlers, Bards
Bacchus	CG	Chaos, Good, Protection, Wine	Club	Revelers, Brewers
Ceres	N	Earth, Fertility, Healing, Plants	Sickle	Mothers, Farmers
Cupid	CN	Chaos, Charm, Luck, Good	Bow	Lovers, Romantics
Diana	LN	Animal, Law, Plant, Protection	Bow	Rangers, Centaurs
Discordia	CE	Evil, Magic, Trickery, War	Whip	Anarchists, Corrupt Officials
Faunus	CN	Animal, Chaos, Fate, Protection	Crossbow	Hunters, Animal Handlers
Fortuna	CN	Chaos, Healing, Luck	Rapier	Specialists, Gamblers
Furaie	LE	Death, Destruction, Evil, Law	Morningstar	Brawlers, Soldiers
Horae	N	Animal, Law, Plant, Weather	Staff	Ranchers, Animal Trainers
Juno	LG	Good, Healing, Law, Protection	Mace	Lawyers, Officials
Jupiter	LG	Air, Destruction, Nobility, Weather	Long Spear	Nobility, Army Officers
Kharites	NG	Good, Healing, Knowledge, Magic	Staff	Arcane Spellcasters
Mars	CE	Chaos, Death, Destruction, War	Broad Sword	Soldiers, Mercenaries
Mercury	LN	Healing, Law, Luck, Travel	Club	Messengers, Travelers
Minerva	LN	Healing, Knowledge, Magic, War	Long sword	Military Families, Medics
Mora	CN	Chaos, Luck, Knowledge, Fate	Broad sword	Scholars, Doctors, Scientists
Neptune	CN	Destruction, Earth, Water, Weather	Trident	Sailors, Seafarers
Pluto	NE	Darkness, Death, Fire, Magic	Battle axe	Necromancers, Killers
Sol	LG	Good, Sun, Fire, Travel	Lance	Farmers, Outdoorsmen
Trivia	NG	Decision, Good, Knowledge, Magic	Torch	Scholars, Wizards, Deciders
Venus	NG	Charm, Good, Chaos, Healing	Short spear	Beautiful People, Lovers
Vesta	LN	Earth, Fire, Healing, Protection	Short spear	Homemakers, Midwives
Vulcan	LN	Artifice, Fire, Strength, Earth	Hammer	Craftsmen, Engineers

will interfere with the messenger performing her actual task. A messenger who requests Special Dispensation too often, or for frivolous or unworthy tasks, might just find herself stripped of all powers and abilities, or even destroyed outright for particularly egregious offences!

In an Xcrawl campaign where the major action takes place outside the games, messengers can have any number of tasks assigned to him by his deity. These might include destroying a certain monster or type of monster, joining a quest to find some ancient artifact, or some other act important to the god. The GM should work with the player to find an interesting task. It should not be too vague ("destroy all evil monsters" or "defend the faith," for example) or too specific ("sail to Rome and liberate my temple from the evil spirits which dwell there.").

Holy Act (Su): The messenger can channel the power of the divine for a number of purposes. The Messenger can perform a Holy Act a number of times per day equal to 3 + his Wisdom bonus. Performing a Holy Act is a standard action. The Holy Act has a number of different applications:

Channel Energy: The messenger can release a burst of positive energy as a standard action by directly channeling his deity's power through their holy symbol (or by using their Holy Blood ability, as above). This energy can be used to heal allies, or harm opponents. Good-aligned messengers channel positive energy and can use it to heal allies or cause harm to undead creatures. Evil messengers channel negative energy and can either harm their enemies or heal undead creatures. A neutral messenger chooses to channel positive or negative energy at character creation, a decision that may not be changed. Note that the neutral messenger's

NON-OLYMPIC PANTHEON DEITIES

DEITY	AL	DOMAINS	WEAPON	WORSHIPERS
Aiia Gesilvala	CG	Art, Chaos, Magic, Protection	Longsword	Elves
Dumakrüm	LG	Earth, Law, Protection, Rune	Warhammer	Dwarves
Ellahmina	NG	Community, Fertility, Healing, Protection	Short Sword	Halflings
Exofah	CN	Chaos, Strategy, Trickery, War	Bastard Sword	Half-orcs
Jakeo Jeweeyes	CG	Artifice, Good, Protection, Trickery	Rapier	Gnomes
Kaiseka	N	Air, Animal, Earth, Plant, Water	Scythe	Druids
Wankan Tanka	LN	Law, Nature, Sky, Survival	Long spear	Native Americans

choice of positive or negative must be the same as his ability to cast spontaneous cure or inflict spells.

The energy burst effects all creatures in a 30' radius. The amount of damage dealt or healed is equal to the half the messenger's level, rounded down, in d6 (minimum 1d6). Thus, a 9th level messenger cures or causes 4d6 damage when Channeling Energy. Creatures that take damage from channeled energy make a Will save for half damage (DC = 10 + ½ messenger's level + messenger's Cha modifier).

Safeguard Ally: A messenger can give an ally a sacred bonus (profane bonus if the Messenger channels negative energy) to armor class bonus equal to one half her Messenger level, rounded down. This protective shield lasts for 3 + the messenger's wisdom bonus in rounds. The messenger must touch an ally with her holy symbol to invoke Safeguard Ally. Safeguard Ally takes a standard action.

Smite: The messenger can smite a creature with divine wraith. Good-aligned messengers smite evil creatures, evil-aligned messengers can smite good aligned creatures, and neutral messengers smite either good or evil creatures (good if they choose to channel negative energy during character creation, evil if they chose positive). The messenger chooses his enemy, using a swift action to activate the smite. The messenger gains a divine bonus on hit rolls against the designated creature equal to his Charisma bonus, and a divine bonus in damage equal to his messenger level. Smite attacks ignore any DR the creature might have. The smite lasts for a number of rounds equal to the messenger's level + 3. A messenger's smite must be with his deity's favored weapon. The messenger can only have one smite target in effect at any given time.

Summon Weapon: The messenger can summon a masterwork version of her deity's favored weapon as a standard action. The weapon is always beautiful, classically styled,

thousands of years old, and in perfect condition, but non-magical. The weapon appears in the messenger's hand and lasts for 24 hours before returning to its place in the armory of the deity's home plane. She may create and sustain multiple weapons if she needs. If the favored weapon is a bow or other missile weapon it arrives with a quiver or pouch with 24 arrows or appropriate projectiles. The messenger may use the weapon herself or give it to an ally.

Divine Intervention (Su): At 9th level the messenger's deity blesses him even more, allowing his servant to call directly on his power for amazing effects. The messenger can call for Divine Intervention once per day per point of his Cha bonus. Divine Intervention can have any of the following effects:

Mass Divine Healing: This works exactly like the Channel Energy ability, but the healing effect is maximized, as per the metamagic effect. All feats which affect Channel Energy also affect this ability.

Otherworldly Favor: The messenger spends a standard action invoking the power of her deity. All allies within 60' at the time of the invocation gain a +2 sacred bonus (profane if the messenger channels negative energy) to all attack rolls, damage rolls, saving throws, caster level checks, and skill checks for a number of rounds equal to one half the messenger's level. This ability can affect a maximum number of allies equal to the messenger's level. **Reweave Fate:** The messenger's patron sends his power directly to an injured ally. The messenger touches his ally while evoking his deity as a standard action. The ally is immediately healed of all damage, including ability damage caused by poison, disease or other effects, and the following conditions: blindness, deafness, and paralysis.

Summon Legendary Weapon: As a standard action, the messenger can summon an enchanted +1 version of her

deity's favored weapon. At 12th level the weapon's bonus is +2, and at 15th level it is +3. The weapon appears in the messenger's hand when she invokes the power. She may use it in battle or lend it to an ally, and may create and sustain multiple weapons as she needs. The weapon lasts for 1 hour before it returns to her deity's private arms stock. If the deity's favored weapon is a bow or other missile weapons it appears with a quiver or pouch of 24 arrows or appropriate projectiles.

Wrath of the Deity: The messenger calls a burst of divine energy from the heavens, which strikes his foes, indoors or outdoors. The bolt strikes a 10' x 10' area, doing 1d6 damage per messenger level to all within its range. Targets are allowed a Reflex saving throw for half damage (DC = 10 + messenger level + the messenger's Cha bonus).

Portent (Su): At 13th level the messenger becomes one of the trusted servants of her deity's inner circle. As such the deity may occasionally choose to speak through the messenger, issuing prophecy, advice, or demands as the god sees fit. In the original Greek the words of the deity were called khresmoi, but the modern NAE English term is portent. The Portent generally takes the form of a dream, or a sign in nature, but whatever form it takes, its meaning is unmistakable to the messenger.

The messenger does not have control over this ability. The Messenger does not decide when she receives a portent from his deity, or what the subject matter may be. She is simply valued enough that her deity might choose to speak through her, or give her specific instructions or advice. In recent years, messengers have received instructions to lead their team to this or that specific Xcrawl event, to help those in need, punish specific evil-doers, confound specific do-gooders, or to give specific advice or instructions.

If the messenger's deity gives her a specific task, quest, target, or other instructions, the messenger is considered Tasked while she performs that duty and may use the full range of his powers to do so (see Tasked, above).

The GM should use this ability carefully and sparingly. Some messengers may never receive a Portent through their deity in their entire lifetime, while others may have one vision a year. The messenger may choose to ignore simple advice, but if her deity gives her specific instruction she ignores such instruction on pain of Divine Thunderbolt from Above. Portents are a good way of introducing new adventures to your Crawl team but they should not be overused.

Chosen: The messenger becomes a special mouthpiece of her god, such as a prophet or pythoness. The messenger receives DR 10/magic and SR 10 + her Wisdom bonus, as she is under her god's personal protection.

NEW DOMAINS

ART DOMAIN

Deities: Aiiia Gesilvala, Apollo

Granted Powers: You can restore art with a touch and cloak your allies in a tableaux of greatness.

Curator's Blessing (Su): You can cast a special prestidigitation spell at will. It can only be used to clean and restore art to its original quality and perfection. The effect is not instant - it takes ten minutes to clean and restore a dusty painting, an hour to make a disinterred statue shine like new, several hours to restore the pages of a codex found in the sea to dryness and legibility. Objects utterly destroyed can not be restored with this power. To qualify as art an object must be hand-made and created with the primary intention of communicating the artist's creativity and vision.

Dazzling Aspect (Su): At 8th level, you can draw upon the power of classical art to infuse yourself and any allies within 30' with magnificent presence, as might be seen in the iconic works of those who depicted the hallowed heroes of antiquity. For three rounds you and your allies gain a +2 Art bonus to Charisma. You can do this once per day at 8th level, and one additional time per day for every 2 levels beyond that.

Domain Spells: 1st—*identify*, 2nd—*make whole*, 3rd—*stone shape*, 4th—*greater magic weapon*, 5th—*fabricate*, 6th—*animate object*, 7th—*statue*, 8th—*symbol of insanity*, 9th—*refuge*

DECISION DOMAIN

Deity: Trivia

Granted Powers: Your faith makes you decisive and proactive. You cast divination spells at +1 caster levels.

Touch of Determination (Su): Your touch fills an ally with self-assurance and zeal. Your ally gains a +2 bonus on attack rolls, skill checks, ability checks, and willpower saving throws for a number of rounds equal to ½ your divine spellcaster level (minimum one). In addition, your ally is granted immunity to enchantment and sleep effects for the duration. You can do this a number of times per day equal to 3 + your Cha modifier.

Hero's Pact (Su): You and up to one ally for every divine spellcaster level you possess all agree to fight a specific foe or group of foes to the finish. Your allies must all touch hands in a circle while you invoke your deity (takes a standard action). After this your allies each gain a +2 competency bonus on all attack rolls and damage rolls until either you and your allies or your foes are defeated. If any of your allies flees the battle of their own volition, the pact is broken and the pact instead takes a -2 morale penalty on attack and damage rolls until the end of the fight. This power cannot be used against a group of foes (such as all bugbears), but rather is used against a specific group (the bugbears in a specific room). You may use Heroes

Pact one time per day. You may only have one Hero's Pact in effect at any given time.

Domain Spells: 1st—*divine favor*, 2nd—*augury*, 3rd—*speak with dead*, 4th—*divination*, 5th—*commune*, 6th—*stone tell*, 7th—*true seeing*, 8th—*discern location*, 9th—*foresight*

FATE DOMAIN

Deity: Faunis, Morae

Granted Power: You change the destiny of friends and foes alike with divine power.

Reweave Fate (Su): You curse an enemy within 30' by negatively rewriting his immediate fate. For the next round, any time any of your enemies d20 checks for any attack roll, skill check, or saving throw, he must roll two dice and take the lower result. You can use this ability a number of times a day equal to 3 + your Wisdom modifier.

Alter Fate (Su): You manipulate destiny, giving an ally a chance to redo a failed action. You can allow an ally within 90' a re-roll on any d20 check they made after the result is seen. You can do this a number of times per day equal to 3 + your Wisdom modifier.

Domain Spells: 1st—*entropic shield*, 2nd—*bane*, 3rd—*bestow curse*, 4th—*death ward*, 5th—*mark of justice*, 6th—*slay living*, 7th—*resurrection*, 8th—*binding*, 9th—*miracle*

FERTILITY DOMAIN

Deity: Ceres, Ellahmina

Granted Powers: Gain +4 divine bonus on all Heal or First Aid skill checks when dealing with females of any species.

Gravida Sense (Su): You instantly detect pregnant creatures within 60'. In addition, with a one minute (10 round) examination, you can determine the sex of the offspring, the health of the offspring (healthy, ill, in danger), and how long until the pregnant creature is to term.

Bless Offspring (Su): Once per day you may bless the as yet unborn offspring of a pregnant creature. The unborn infant is immune to disease until it is born, and when it reaches the age of young adulthood it gains a permanent +2 bonus to one ability score as long as it does not have an alignment diametrically opposed to that of the messenger or cleric's deity.

Domain Spells: 1st—*deathwatch*, 2nd—*calm emotions*, 3rd—*remove blindness/deafness*, 4th—*remove disease*, 5th—*restoration*, 6th—*hallow*, 7th—*heal*, 8th—*greater restoration*, 9th—*glyph of warding*

STRATEGY DOMAIN

Deity: Exofah

Granted Powers: First win the battle, and then you can discuss principals of honor and chivalry over a bonfire of your fallen foes. You gain Tactics as a class skill.

On My Signal (Su): Your deities' divine power allows you and your allies to synchronize in combat, possibly turning the tide of battle. At the beginning of the combat round (regardless of your initiative score), you declare that you are using On My Signal. For that combat round, you and a maximum number of allies equal to your Wisdom bonus + ½ your class level can all act on the highest initiative check result of anyone of your allies. For example, if the highest initiative in your party is 17, every one of your chosen allies can act on initiative 17 that round. On the following round, everyone's initiative goes back to normal. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Scramble Forces (Su): At 7th level, you can call on the power of your deity to help you confound your foes with a surprise maneuver. As a standard action, you invoke your deity, at which point you can exchange the positions of your allies on the battlefield, instantaneously teleporting them to one another's position. You can move a maximum number of allies equal to 3 + your levels in the character class that possesses the strategy domain, no two of which can be more than 5' apart per your character level. You may position everyone as you see fit, but every switched ally must occupy a space previously held by another ally. You can Scramble Forces a number of times per day equal to your Wisdom bonus.

Domain Spells: 1st—*grease*, 2nd—*fog cloud*, 3rd—*haste*, 4th—*hallucinatory terrain*, 5th—*passwall*, 6th—*move earth*, 7th—*hold person*, 8th—*earthquake*, 9th—*foresight*

SURVIVAL DOMAIN

Deity: Wankan Tanka

Granted Power: You spurn civilization, embracing instead life a life of freedom and purpose in the wilderness. You treat Survival as a class skill, and gain the Track feat for free at 1st level.

Hunter's Blessing (Su): With a touch you grant an ally a bonus equal to one half your level on attack and damage rolls against creatures of the Animal type for a number of rounds equal to your Wisdom bonus. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Survivor's Grace (Su): At 8th level you can exist in the wild with only the barest of equipment. You can go without food or water for a number of days equal to your Wisdom bonus without feeling any ill effects. On the day after that, you begin to suffer the effects normally.

Domain Spells: 1st—*detect animals or plants*, 2nd—*create food and water*, 3rd—*plant growth*, 4th—*repel vermin*, 5th—*commune with nature*, 6th—*find the path*, 7th—*control weather*, 8th—*sympathy*, 9th—*foresight*

WINE DOMAIN

Deity: Bacchus

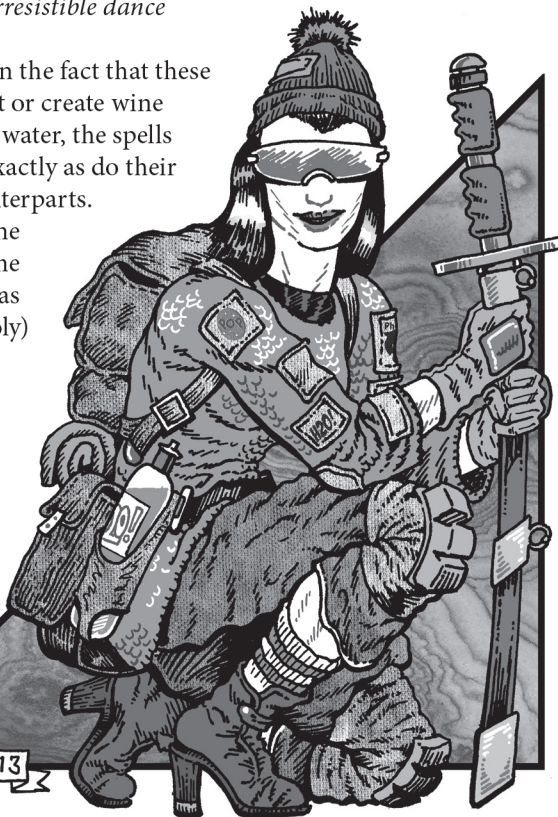
Granted Powers: Wine is proof that the Gods want you to be happy! Your capacity for drink is remarkable, and you never take more than a -2 on any check due to intoxication.

In Vino Veritas (Su): You can ask any creature that speaks your language and has had a drink in the previous hour a question, and can automatically detect any lies he tells. You may use this power for a number of minutes per day equal to your cleric or messenger level. These minutes need not be consecutive, but must be spent in minute increment.

Wine's Delirium (Su): At 8th level you can intoxicate your enemies until they have almost no control over their actions. You must make a hand to hand touch attack against your opponent, who must make a Will save (DC + 10 + ½ your cleric/ messenger level + your Wisdom bonus) or be confused for a number of rounds equal to your Wisdom bonus. You can use Wine's Delirium a number of times per day equal to your Wisdom bonus + 3.

Domain Spells: 1st—*create wine**, 2nd—*bless wine**, 3rd—*goodberry*, 4th—*random action*, 5th—*hideous laughter*, 6th—*righteous might*, 7th—*neutralize poison*, 8th—*mind fog*, 9th—*irresistible dance*

*Other than the fact that these spells effect or create wine other than water, the spells function exactly as do their water counterparts. Blessed wine has the same properties as blessed (holy) water.



SPECIALIST

"Stop don't move!. Mike, take it easy. Don't freak out. No! Don't move - just listen. I think you are standing on a pressure plate. No, no, no! Take it easy. Let me look. Oh yeah, that's rigged to explode. Don't freak out, I can jimmie it, just take it easy and don't move... And while I got you here, can you loan me about five large? My cousin in Sheboygan is getting married, I want to fly in for the wedding."

— Halfling Specialist
Mackie "Sure Shot" Wheatwinder,
getting upgraded to first class.

A specialist is a Guild-trained adventurer specializing in stealth, surprise attacks, acrobatics, and defeating mechanical security. The specialist holds an important role in Xcrawl, as dungeons are generally stocked with booby traps, trip wires, locked doors and the kind of sticky situations that only criminals are really cut out to handle.

When Xcrawl was first organized DJ Herobane, the first ever DJ, wanted real rogues who could do all the things that the thieves in Dungeonbattle could. After all, if you couldn't stock your dungeon with poison needles and pressure plate deadfalls, then it wasn't really Dungeonbattle, and then what was the point? The problem was finding that much talent - there were very few qualified applicants at first. To solve this problem, Herobane asked the Emperor to conduct a massive crime sweep. The NAE Police Force arrested thousands of criminals and suspects who had the skill set he was looking for, guilty or not. All were offered a choice - harsh unfair prison sentences in the most daunting facilities in the nation, or Xcrawl.

The new generation of specialists were trained by the older, "true criminal" specialists that were rounded up in the Emperor's sweep. These modern specialists were raised on Xcrawl and their skills are all based around their survival and success in The Games.

OUTSIDE THE GAMES

Specialists find employment as security experts, private investigators, Specialist's Guild trainers, and dungeon construction consultants. Successful specialists often find themselves endorsing tools, adventure's gear, athletic apparel and weapons.

TRAINING

Specialists train for 2-4 years before they are considered 1st level. They train in locks, traps, and stealth with the Specialist's Guild and in combat with the Adventurer's Guild.

RACES

The Specialist tradition is the only Xcrawl class with a human minority. There are more halfling specialists than humans, and the number of halfling specialists is greater than the number of elf, dwarf and gnome specialists combined. In many ways Xcrawl is the best way for a halfling to improve their social status, and the specialist is the most natural class for them.

GUILD STATUS

Specialists must be members of the Specialist's Guild and the Adventurer's Guild in order to remain eligible for Xcrawl.

MULTICLASSED SPECIALISTS

Specialists are a good pairing for the blaster class. Both rely on quickness and hand eye coordination, and the specialist may find that the blaster abilities nicely compliment his own. The brawler-specialist is also a good combination, especially for a character that wants to specialize in ranged weapons.

SPECIALIST

The specialist is the lock, trap, and stealth man (or woman). No one else can do what he can do, making his safety of vital importance to his group. In combat the Specialist defines his role by the special abilities he chooses. The Specialist's Guild training has a built in flexibility to it, allowing the Crawler to evolve along with the game.

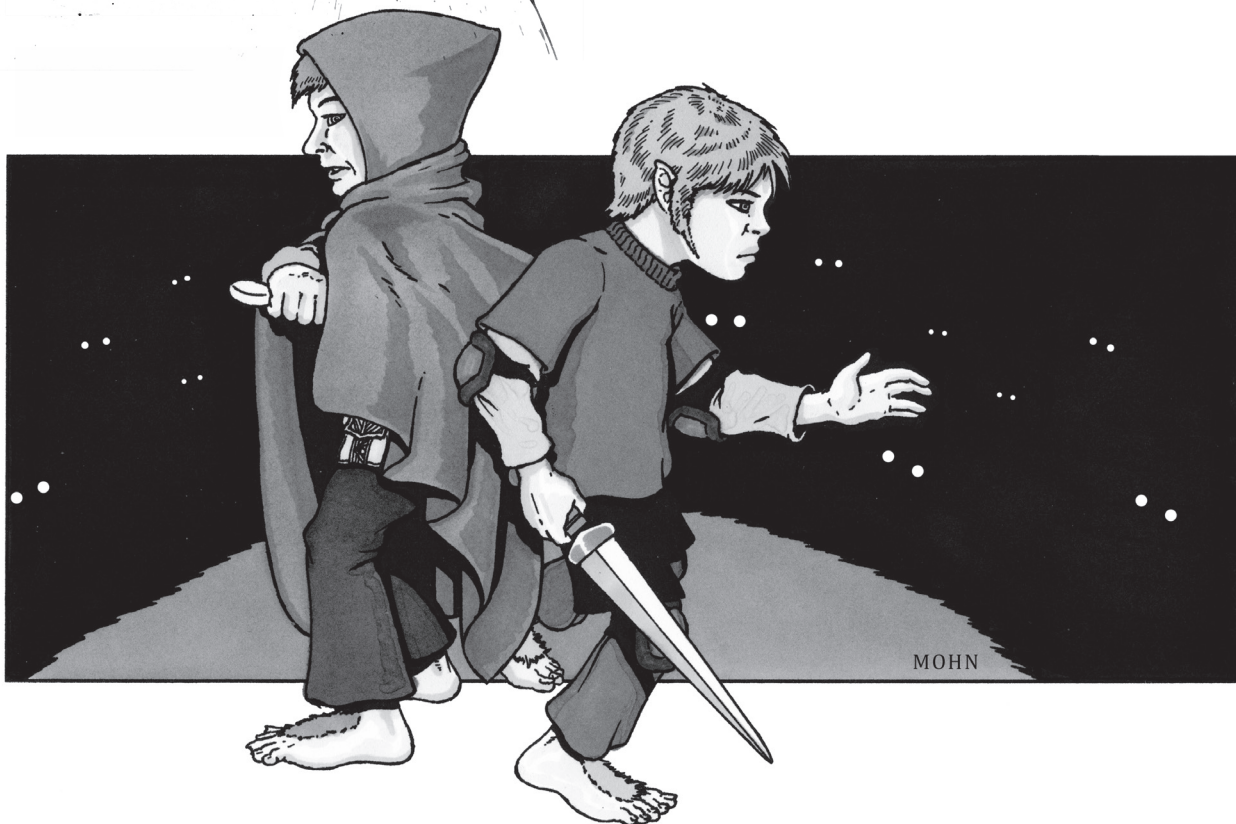
Alignment: Any. Specialists traditionally tend towards neutrality and chaos, but you can find specialists of every temperament and outlook supporting their Xcrawl squads.

Hit Die: d8

Class Skills: The specialist's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), First Aid (Wis), Grandstanding (Cha), Knowledge (Xcrawl) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), Tactics (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int modifier.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+2	+0	Sneak Attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion, Tier 1 Special Ability
3rd	+2	+1	+3	+1	Sneak Attack +2d6
4th	+3	+1	+4	+1	Tier 1 Special Ability, Uncanny Dodge
5th	+3	+1	+4	+1	Sneak Attack +3d6
6th	+4	+2	+5	+2	Tier 1 Special Ability
7th	+5	+2	+5	+2	Sneak Attack +4d6
8th	+6/+1	+2	+6	+2	Tier 1 Special Ability
9th	+6/+1	+3	+6	+3	Sneak Attack +5d6
10th	+7/+2	+3	+7	+3	Tier 2 Special Ability
11th	+8/+3	+3	+7	+3	Sneak Attack +6d6
12th	+9/+4	+4	+8	+4	Tier 2 Special Ability
13th	+9/+4	+4	+8	+4	Sneak Attack +7d6
14th	+10/+5	+4	+9	+4	Tier 2 Special Ability
15th	+11/+6/+1	+5	+9	+5	Sneak Attack +8d6
16th	+12/+7/+2	+5	+10	+5	Tier 2 Special Ability
17th	+12/+7/+2	+5	+10	+5	Sneak Attack +9d6
18th	+13/+8/+3	+6	+11	+6	Tier 2 Special Ability
19th	+14/+9/+4	+6	+11	+6	Sneak Attack +10d6
20th	+15/+10/+5	+6	+12	+6	Tier 2 Special Ability, Like a Ghost



CLASS FEATURES

Weapons and Armor Proficiency: Specialists are proficient in all simple weapons and three martial weapons chosen at character creation. Specialists are proficient with light armor but not with any type of shield.

Sneak Attack: A specialist deals extra damage under any circumstances where his opponent would be denied their Dex bonus to AC (whether or not they have one), or when the rogue flanks his target. This extra damage is +1d6 at first level, and it increases by 1d6 every odd level until it reaches +10d6 at 19th level. A rogue can make a ranged sneak attack if his target is within 30' and denied its Dex bonus to AC. A specialist can perform a sneak attack with a weapon that does nonlethal damage.

Note that extra damage dice are never multiplied if the attacker makes a successful critical attack.

Trapfinding: A specialist adds ½ her class level to Perception checks made to locate traps and to Disable Device checks. A specialist can use Disable Device to disarm magical traps.

Evasion (Ex): A specialist with Evasion training is extremely hard to hit with area affect and similar attacks. If the specialist makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion automatically fails if the specialist is wearing armor other than light armor, or is helpless.

Special Abilities: Beginning at 2nd level, the specialist begins to learn a number of special abilities. Abilities are divided into Tier 1 and Tier 2 Special abilities, with Specialists being able to take Tier 2 special abilities at Level 10. Note that the Specialist can always take a Tier 1 ability in the place of a Tier 2 ability, but the reverse is not true. Special abilities are chosen from the list below:

Tier 1 Special Abilities

Cross Discipline: The Specialist can take a Rogue Talent that they qualify for, treating their total Specialist and Rogue levels as Rogue levels, in place of one of her Tier 1 Special Abilities.

Fast Movement (Ex): The Specialist's base speed increases by +10. The specialist can take this special ability up to three times.

Great Leap (Ex): When using his Athletics skill for leaping, the specialist takes a +4 training bonus on all checks.

Improved Evasion (Ex): This ability works like evasion, except that while the Specialist still takes no damage on a successful Reflex saving throw, she henceforth takes only half damage on a failed save. A helpless specialist does not gain the benefit of Improved Evasion.

Improved Uncanny Dodge (Ex): The specialist can no longer be flanked. This defense denies another Specialist the ability to sneak attack the character by flanking him, unless the attacker has at least four or more specialist or rogue levels

than the target does. Rogue and specialist levels stack to determine their ability to flank or be flanked.

Quick Pick (Ex): The specialist can take a 10 on any Disable Device check made to pick a lock with a DC of 30 or less as a full round action, regardless of circumstances. The Disable Device check still provokes an attack of opportunity.

Silence Discipline (Ex): The specialist can move up to her normal movement speed while using the Stealth skill at no penalty for fast movement.

Sixth Sense (Ex): This specialist is naturally adept at avoiding ambushes. He receives a +4 bonus on all Perception rolls to detect incoming ambushes. In addition, during an actual Xcrawl match he receives an automatic Perception check to detect an ambush in any room, hallway, passageway, or other area in which an ambush waits for you. An ambush is a hidden attack made by creatures that mean to attack from surprise – a mechanical trap or deadfall never counts as an ambush.

Slow Fall (Ex): If a specialist falls from a height while within 5' of a wall she can use the wall to slow her decent, taking damage as if the fall were 20' shorter than it is. This effect stacks with the use of the Athletics skill to reduce falling damage.

Trap Radar (Ex): If a specialist moving at his normal movement rate or slower comes within 5' of a trap he gets an automatic roll to see if he notices it, even if he does not declare he is actively looking for traps. The GM should make a secret Perception check for the specialist. If the check is successful, he detects that there is a trap nearby but not the nature of the trap. He must make a second Perception check to actually discover the precise location of the trap. The specialist may take a 10 on the second check if he wishes.

Trap Sense (Ex): The specialist develops an intuitive sense that alerts her to danger from traps, giving him a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps. The Specialist can take this ability multiple times: each time it adds an additional +2 bonus to the above Reflex save and armor class.

Tier 2 Special Abilities

Note on Tier 2 Abilities: The specialist may not take any Improved version of a Special Ability if they do not have the unimproved version of the Special Ability in question. And, quite frankly, we are shocked that you even asked.

Bonus Feat: The specialist may take a Standard or a Fame Feat in place of a Tier 2 Special Ability.

Improved Cross Discipline: The specialist may take an Advanced Rogue Talent in place of one of his Tier 2 abilities.

Improved Great Leap (Ex): The specialist's Great Leap bonus for jumping improves to +8.

Improved Quick Pick (Ex): The specialist can now take a 20 on any Disable Device check against any lock with a DC of 45 or less as a full round action.

Improved Silence Discipline (Ex): The specialist can double move or move at any slower speed without taking any penalties on her Stealth check.

Improved Sixth Sense (Ex): The specialist's Sixth Sense bonus increases to +8. In addition, if he successfully detects the ambush, he may take an automatic Surprise action before initiative is rolled.

Improved Slow Fall (Ex): The specialist's Slow Fall ability improves to where a successful check reduces the distance of her fall for the purpose of determining damage by 40'.

Improved Trap Radar (Ex): The specialist's Trap Radar improves dramatically. Now the specialist can be moving as quickly as a double move and still get his Trap Radar check. In addition, he need only be within 20' of a trap to receive his automatic check. Lastly, the GM now makes the secret Perception check at no penalty.

Invisibility Radar (Ex): The specialist get an automatic chance to perceive any invisible creature or moving object that comes within 15' of her. She makes a contested Perception check versus the creature or object's Stealth check. If the specialist is successful she pinpoints the creature and can attack it, even targeting it with a ranged weapon. The specialist still takes the -4 to hit penalty for the creature's concealment. Invisible creatures do not receive any bonus to strike a specialist that successfully detected them using this ability. The Specialist must make her contested Perception check to pinpoint the invisible creature or object if it moves on its turn.

Silent Kill (Ex): If a specialist takes out a target who is unable or has failed to sense her with a melee sneak attack, he can make a free stealth check versus a DC of 10 + the target's hit dice or levels + its Special Size Modifier. If the check is successful then the specialist puts his opponent down without making a sound, and its allies nearby may not notice the attack at all, depending on circumstances.

Like a Ghost (Ex): This specialist is now a seemingly uncanny and utterly confident Crawler. They substitute a 20 for their roll 3 times per day during combat, or under unfavorable conditions while using the Acrobatics, Disable Device, Perception, Sleight of Hand, or Stealth skills.

SKILLS

Note that some skills are included in this section but will rarely, if ever, come up in The Games. They may become life or death skills in the world of Xcrawl outside of the games, and players should design their characters for the campaign they are playing.

Xcrawl uses the basic Pathfinder skills with the following additions and changes: Xcrawl adds Drive, Grandstanding, and Tactics. The Knowledge skill's fields of study are changed. Heal is replaced by First Aid.

NEW SKILLS

DRIVE (DEX, TRAINED ONLY)

You know how to drive a vehicle. Commoners in the NAE are much more likely to make use of the free mass transportation the government provides than own a vehicle, but some commoners do learn to drive, generally for jobs like driving trucks or operating tractors where it is required of them. Most Noblemen learn to drive at a young age and own cars as adults. The NAE requires a Writ of Vehicle Operation to legally drive.



The Drive skill is actually several different skills. When you take the Drive skill you must choose what vehicle it applies to. This is generally an automobile or a motorcycle, although it might be a more exotic vehicle like a tractor trailer or a forklift. You may take the Drive skill multiple times; each time it pertains to a different Drive skill.

Passenger cars and automobiles in the world of Xcrawl are all manual transmission alcohol burners. Shifting gears uses a clutch and is tricky – untrained drivers who attempt to go

for a spin invariably stall the car out. Generally, operators can only drive vehicles that are sized for them. Most cars and motorcycles are designed for Medium sized drivers, although special cars for Small humanoids are available. A Medium sized vehicle can be modified to allow a Small driver to operate, but it will always be awkward (-2 penalties for all Small humanoid drivers using a vehicle designed for a Medium humanoid). It may be impossible for certain creatures to operate certain vehicles (GM's discretion).

Check: Simply taking your car around the block does not require a Drive check. A Drive skill check might be required for any dangerous maneuver or hazardous situation.

Typical DCs For Difficult maneuvers are as follows:

- | | |
|-------------------------------------|-------|
| • Hard swerve in traffic | DC 20 |
| • Full stop to avoid collision | DC 20 |
| • Swerve to avoid head-on collision | DC 25 |
| • Swerve to a 180° turn | DC 30 |

Failure can mean a collision, stall, or other difficult depending on the situation.

Hazards such as difficult terrain, weather and low visibility and add 5, 10 or even 20 to the DC of some maneuvers, depending on the extremity of the situation.

Note that these rules are extremely basic: Xcrawl is not a driving game and it is extremely likely that driving will not come up at all in an Xcrawl Campaign. Feel free to add to these rules, or to import an entirely different OGL Driving rules system as you see fit.

Most individuals with the Drive skill may only choose Automobile or Motorcycle. If you want your character to know how to drive a more exotic vehicle you should ask your GM's permission and come up with a plausible explanation for the character's training.

FIRST AID (WIS)

A character with the First Aid skill is adept at binding wounds and treating injuries, burns, toxic attacks and other health hazards on the scene.

Check: The DC and effect of a First Aid check depends on what you are trying to do:

- | | |
|-------------------------------------|-------|
| • Stabilize | DC 18 |
| • Treat Wound with First Aid Kit | DC 20 |
| • Treat Wound without First Aid Kit | DC 25 |



SKILLS (X = CLASS SKILL)

SKILL	ATH	BLA	BRA	JAM	MES	SPE	UNTRAINED	ABILITY
Acrobatics	X	X	X	X		X	Yes	Dex
Appraise							Yes	Int
Bluff	X	X		X		X	Yes	Cha
Climb	X		X	X		X	Yes	Str
Craft						X	Yes	Int
Diplomacy					X		Yes	Cha
Disable Device						X	No	Dex
Disguise						X	Yes	Cha
Drive				X			No	Dex
Escape Artist						X	Yes	Dex
First Aid					X	X	Yes	Wis
Fly		X					Yes	Dex
Grandstanding	X	X	X	X	X	X	Yes	Cha
Handle Animal							No	Cha
Intimidate	X	X	X	X			Yes	Cha
Knowledge (athletics)	X						No	Int
Knowledge (arcana)		X					No	Int
Knowledge (religion)					X		No	Int
Knowledge (Xcrawl)	X	X	X	X	X	X	No	Int
Linguistics				X			No	Int
Perception				X		X	Yes	Wis
Perform		X		X	X	X	Yes	Cha
Profession	X	X	X	X	X	X	No	Wis
Ride							Yes	Dex
Sense Motive				X	X	X	Yes	Wis
Sleight of Hand						X	No	Dex
Spellcraft		X			X		No	Int
Stealth				X		X	Yes	Dex
Survival							Yes	Wis
Swim	X		X			X	Yes	Str
Tactics	X		X	X		X	Yes	Int
Use Magic Device		X		X		X	No	Cha

Stabilize: You can stop an unconscious character from dying. If an ally has negative hit points and is losing hit points, or if he is losing hit points due to bleed damage, you can make him stable. Stable creatures do not regain any hit points but are no longer losing hit points.

Treat Wound: If a player has a First Aid Kit (see Equipment, p. 82) or equivalent medical supplies, he can attempt a DC 20 First Aid check on an injured individual. A successful check means that the injured party regains one hit point plus one hit point for every hit die they

possess. Note that the number of hit points regained are based on the injured party's level, not the caregiver's.

If a player has no First Aid Kit nor access to equivalent medical supplies, he can attempt a heal check using improvised bandages and the like. The DC for a First Aid check with no medical supplies is 25. If successful, the injured party heals 1 hit point.

Note that the Heal skill is not used in Xcrawl. Players who wish to simulate real medical training (i.e. knowledge of disease and medicine beyond the scope of basic first aid) should buy



Profession (Medical Doctor) or similar professional skills as well as the First Aid skill.

Action: A Stabilize check is a standard action that provokes attacks of opportunity. Treating wounds with a First Aid kit is generally a complex action that takes two minutes. Treating wounds without a First Aid Kit takes a minimum of five minutes.

Try Again: Yes. Further attempts at First Aid takes the same amount of time that the original attempt took.

Special: The world of Xcrawl offers an amazing variety and depth of ways that characters can get mangled, burnt, impaled, partially digested, etc., ad nauseum. The GM can assign DCs for tasks plausibly possible for the trained first responder as the situation dictates. For example, removing spikes from an ally's feet to correct damage done to his movement rate might require a 25 DC First Aid check and five minutes, while using a razor to dig out the dire glowworm eggs subcutaneously implanted into the player's specialist might take a DC 30 check and half an hour. The GM should use the skill as written as a guideline for any and all injuries that one might try to treat.

GRANDSTANDING (CHA)

Grandstanding is the art of working the crowd. You learn to use gestures, facial expressions, voice, and attitude to get the crowd to support you by cheering, chanting, or otherwise demonstrating their favor.

Check: Successful grandstanding can get the crowd behind you, an important skill in a game where the famous and well liked become rich and powerful, and the awkward and poorly received do not get invited to do the DVD commentary track.

Grandstanding DC = Crowd DC

Grandstanding is always checked against the Crowd DC (see sidebar). If your check is successful the crowd gives you a round of applause.

You can Grandstand whenever you want just to stimulate the crowd. However, up to twice per combat encounter you can earn a temporary point of Fame with a successful Grandstanding check. Grandstanding earns you a twice per encounter temporary Fame point under the following circumstances:

- Once during any given combat as a Move Action
- Once in the round immediately following a successful battle

A successful Grandstanding check during these circumstances grants you one temporary point of fame, making a total

CROWD DC

Grandstanding checks are made against the crowd DC. Crowd DC represents how difficult it is to get a crowd excited. The average Crowd DC is 20 – this represents a good natured crowd who is ready to cheer the team on and have a good time. A hometown crowd might be as low as a DC 10 – when the Chicago 7-Siders play the Chitown Crawl, the fans show up in team colors, ready to party. A hostile crowd might be DC 30 or higher – if the last time the Goldaholics played in Boston they insulted the Red Socks, they could be facing a DC 40.

of two points of temporary Fame that can be earned per room in this manner. (see Fame, p.97, for the complete fame rules.)

Many factors can change boost or penalize your Grandstanding chances:

CIRCUMSTANCE	CHECK MODIFIER
Third or more grandstanding checks in a given room	-2
Grandstanding when you should obviously be helping an ally	-4
Ally has died during the combat	-5
Round after you single-handedly take out an enemy	+1
Round after a particularly cool move	+2
Round after an unforgettably cool move	+4

How “cool” a move is is entirely up to the GM.

Action: Grandstanding is normally a move equivalent action.

Try Again: You only get two attempts to earn a temporary Fame Point by grandstanding. However, you can try to attempt to get the crowd to cheer whenever you like. Multiple failures may cause the audience to grow tired of your antics, and the GM may impose penalties to reflect this (for example, a -2 cumulative for every additional failed attempt once the audience has grown restless and unimpressed.

Special: Some Fame Feats allow you to earn Fame points during circumstances other than those listed above. (See Fame Feats, p. 60, for a listing and description of Fame Feats.)



TACTICS (WIS)

Make a tactics roll to get clues the facts of a battlefield.

Check: The difficulty of a Tactics check depends on the information sought:

- | | |
|--|-------|
| • Discern strongest/ weakest creature in a given mob | DC 15 |
| • Discern which creature in a mob is the leader | DC 15 |
| • Discern the most likely spot for an ambush | DC 20 |
| • Estimate numbers in massive enemy deployment | DC 25 |
| • Discern the hidden spellcaster in a mob of humanoids | DC 30 |

A Tactics roll can does not normally give information about the location of hidden traps and obstacles, but certainly will give information on likely spots ambushes and tactical danger zones.

The GM may determine that two opponents with the Tactics skills may have to make opposing skill checks to resolve certain situations.

Note that discerning a given circumstance of a battlefield does not automatically mean that the players will automatically catch what they are looking for. Battlefield tactics are a complicated art. Consider the following example:

Xcrawler Darren “Edgewise” Smith is leading his party through a dungeon battlefield room. They turn a corner and see a network of ladders, ledges and arcades. The enemy could be anywhere. Edgewise requests a Tactics roll to determine the most likely spot for an ambush. He rolls a 24 and discerns that the top ledge, which is very difficult to get to and provides excellent cover. He points to tell the group where he believes the enemies are.

Little does he know that the GM made the same roll earlier for the enemy commander. Knowing that the top ledge was the most likely spot for an ambush he choose a lower one to give them the advantage of surprise.

The GM will have to play the Tactics skill carefully. Make it a significant factor, but make sure that a successful Tactics check does not necessarily mean assured victory.

Action: A Tactics roll called for by a player to assess a given situation generally requires a move action. A GM might call for a tactics roll from a player to determine if he notices something of tactical import on the battlefield, which should be a free action.

Try Again: No, unless the situation on the battlefield changes somehow.

CHANGED SKILLS

KNOWLEDGE (INT, TRAINED ONLY)

Use the standard rules for the Knowledge skills. The major Knowledge skills that will pertain to your game will likely be:

- Arcana (artifacts, constructs, dragons, magical mysteries, artifacts, spell theory, constructs, dragons)
- Aristocracy (lineages, personalities, hemophilia)
- Athletics (sport superstars, athletic rules)
- Racial Culture (the following would all be separate skills: Dwarvish Culture, Elvish Culture, Gnomish Culture, Orc Culture, Zurah'Ah'Zurah culture, and so on)
- History (wars, historical figures, exploration, treaties, colonization)
- Local (Home city, town, or region)
- Nature (animals, plants, weather, plant creatures, fey, vermin)
- Pop Culture (bands, trends, memes, critics)
- Religion (Gods and goddesses, foreign pantheons, classical mythology, undead, outsiders)
- Xcrawl (Historic matches, aberrations, Famous players, DJs)

The fields of Dungeoneering, Engineering, Geography, and Nobility are generally replaced by Xcrawl, Local, Racial Culture, or Aristocracy in Xcrawl, while the Planes are covered by Religion.

There are endless fields of study, and the GM should allow a character to have knowledge skills not listed here as long as there is a plausible explanation for how they came to be knowledgeable in any given field.

PERFORM (CHA)

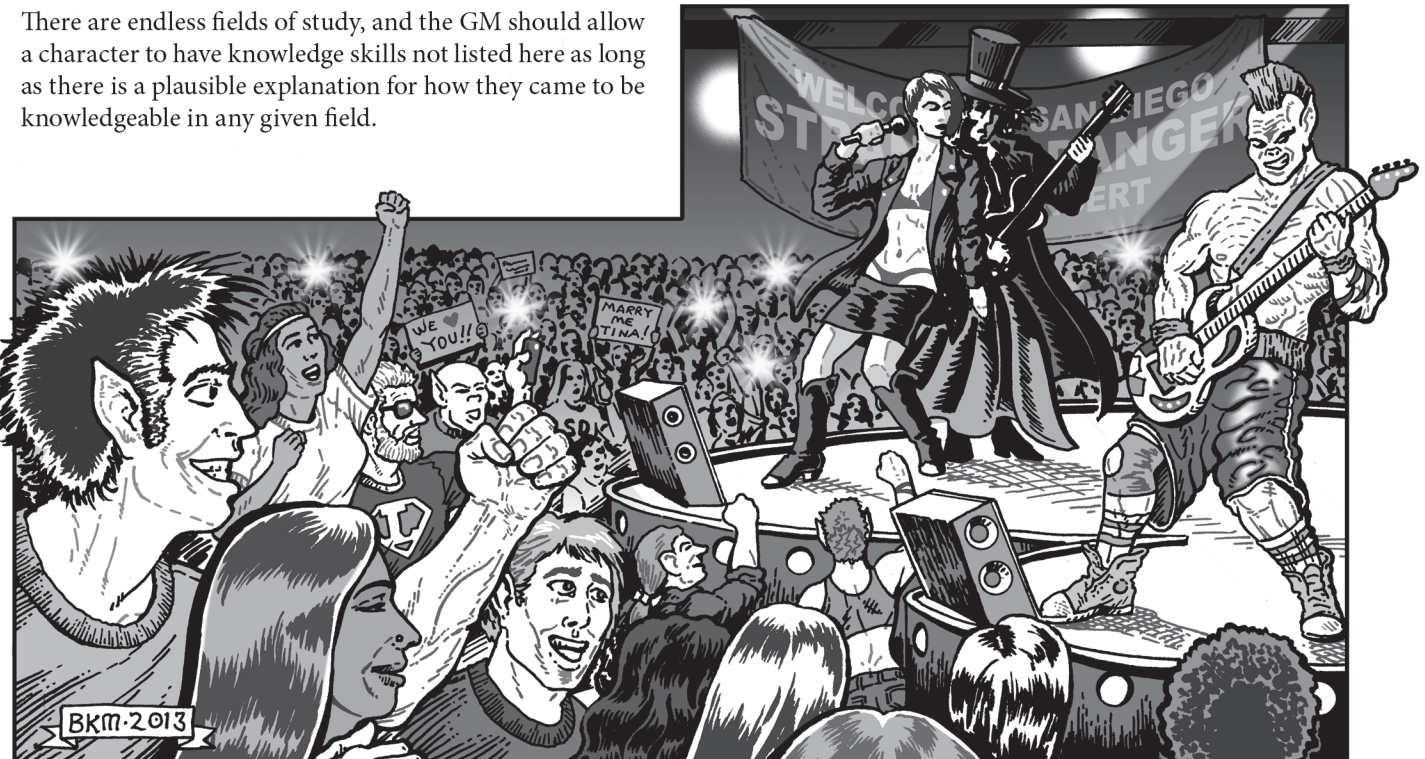
The modern world has found many more ways for man to entertain man, but the basic Perform skills as listed in the Pathfinder Core Book still sum the basic categories up nicely:

- Act (improvisation, naturalized, method)
- Comedy (mime, schmuck talk, stand up)
- Dance (jazz, interpretive, tap)
- Keyboard (accordion, electric piano, turntable)
- Oratory (interview, punditry, talk show)
- Percussion (glockenspiel, timpani, xylophone)
- Sing (beat box, rap, slam poetry, soul)
- String Instruments (bass, electric guitar, steel pedal)
- Wind Instruments (harmonica, saxophone, tuba)

The amount of money you can earn performing in the world of Xcrawl varies much too wildly to delineate here (think of the difference between street busking and cutting a hit pop album), and should always be determined by the GM. A character's Fame score will always affect the amount of money he earns performing (see Standard Appearance Fee, p. 99).

PROFESSION (WIS, TRAINED ONLY)

How much you can earn doing a given job in your Xcrawl campaign should be determined by your GM. A character's Fame score can definitely impact the amount of money he earns doing his job (see Fame, p. 97).



FEATS

Feats are those little tricks and talents that can mean the difference between life and death or, more importantly, between being a rich superstar adored by millions and being working the late shift at the local Deal-A-Meal.

The feats in Maximum Xcrawl expand on those in the Pathfinder Core Rulebook. The format and types are the same. Note that this book also features Fame Feats, a new system, separate but with some crossover, that can be found on p. 57.

As the GM, you should determine which of all the feats available for the Pathfinder game and its many supplements you will allow in your game. You should allow your players to select any feats that fit the theme of the game and make the action more fun for everyone.

ARCANE CROSSHAIRS

You can take off an enemy's eyelash with your Arcane Blast ray.

Prerequisite: Arcane Blast class ability, Ray Technique class ability

Benefit: You gain a +2 bonus to hit with your Spellweaver Blast when applying the Arcane Ray technique.

BLESSING OF OLYMPUS

All the tithing finally paid off: your patron deity expands your repertoire of spontaneous spells.

Prerequisite: Wisdom 16+, ability to cast domain spells

Benefit: You may choose one spell that you can spontaneously cast as if it were a cure spell. The spell must come from one of your domain spell lists. The highest level spell you can choose is two levels below your maximum spell level at the time the feat is taken. For example, a ninth level Messenger can cast fifth level spells. If he takes the Blessing of Olympus feat, he can choose a spell as high as third level to spontaneously cast. Once this spell is chosen, it may never be changed. This feat may be taken multiple times; each time it is taken a new spell is chosen.

BORN ATHLETE

Your first sentence was "Put me in, Coach!"

Benefit: You gain Athlete as an additional Favored Class.

CAN OF WHOOP ASS

After you are struck in combat, you unload on your opponents with unmatched ferocity.

Prerequisite: +3 Base Attack Bonus, 13 Con

Benefit: You can crack open a metaphorical can of whoop ass at any time during combat after you have taken damage equal to at least two times your Con bonus (normal damage or nonlethal are the same for purposes of this feat). Once you declare that you are cracking the can, you receive a +2 damage bonus on all melee attacks for a number of rounds

equal to your Charisma bonus. You may only use this feat one time per encounter and must be accompanied by a colorful threat, pithy catchphrase, or a thundering battle cry.

COMBAT POOL ACROBATICS (COMBAT)

You develop an acrobatic style of combat that keeps enemies on their toes.

Prerequisite: Combat Pool class feature, trained in Acrobatics

Benefit: You may now put Combat Pool points into a bonus on Acrobatics checks. The maximum points that may be assigned to this bonus on Acrobatics checks is equal to your Dex bonus (minimum 1).

COMBAT POOL INTIMIDATION (COMBAT)

You diligently train in the art of scaring the crap out of opponents.

Prerequisite: Combat Pool class feature

Benefit: You may now put Combat Pool points into a bonus on Intimidate checks. The maximum points that may be assigned to the bonus is equal to your combined Strength and Charisma bonus (minimum 1).

COMBAT POOL MANEUVERS (COMBAT)

You are going to have to get up close and personal with a chester at some point – why not train for it?

Prerequisite: Combat Pool class feature

Benefit: You may now put Combat Pool points into a CMB bonus. The maximum points that may be assigned to the bonus is equal to your Strength bonus (minimum 1).

COMBAT POOL MANEUVER DEFENSE (COMBAT)

Half of grappling is learning to not grapple unless you want to.

Prerequisite: Combat Pool class feature

Benefit: You may now add Combat Pool points into your CMD bonus. The maximum points that may be assigned to the bonus is equal to your combined Strength and Dexterity bonus (minimum 1).

COMBAT POOL REFLEXES (COMBAT)

Because nobody wants to be the last one to duck when the fireball hits.

Prerequisite: Combat Pool class feature

Benefit: You may now put Combat pool points into a bonus on your Reflex save. The maximum points that may be assigned to the bonus is equal to your Dexterity bonus (minimum 1).

SPELLWEAVER CANTRIP

You always have an Spellweaver Blast ready.

Prerequisite: Spellweaver Blast class feature

Benefit: You substitute one of the cantrips in your prepared repertoire for a minor, special-case spellweaver blast, which is used as a spell. This special minor spellweaver blast has a range of 30', requires a ranged touch attack to hit, and does 1d6-1 damage (minimum one point). You cannot apply any blaster techniques to the Spellweaver Cantrip.

EXTRA CANTRIP

Hey, don't knock the minor magic. You never know when they will save your life!

Prerequisite: The ability to cast arcane cantrips.

Benefit: You add one cantrip to your repertoire. Like your other cantrips it is not expended once cast.

EXTRA DIVINE INTERVENTION

The Divine powers deign to help you even more. Aren't you special?

Prerequisite: Divine Intervention class ability

Benefit: You can use Divine Intervention one additional time per day.

Special: You can take Extra Divine Intervention multiple times. Its effects stack.

EXTRA DOMAIN POWER

Your devotion to your deity powers you up like a pagan Winter Solstice Tree.

Prerequisite: Access to Domain Powers

Benefit: Any domain power you possess with a maximum frequency of 3 + Wisdom modifier times per day, can now be performed an additional time per day.

EXTRA HOLY ACTS

The gods must really want your team to make it to the Emperor's Cup. Lucky you!

Prerequisite: The Holy Act class feature

Benefit: You may perform 2 additional Holy Acts per day.

Special: You may take Extra Holy Acts multiple times. Its effects stack.

EXTRA JAMMER MUSIC

You go on and on until the break of dawn.

Prerequisite: Jammer Music class ability

Benefit: You may perform Jammer Music an additional 4 rounds per day.

Special: You may take Extra Jammer Music multiple times. Its effects stack.

EXTRA ORISON

It's like a high five from Mount Olympus!

Prerequisite: The ability to cast orisons

Benefit: You can choose one extra orison you can prepare per day. Like other orisons, it is not expended when cast.

IMPROVED SPELLWEAVER RANGE

You weave the pattern that much farther.

Prerequisite: Spellweaver Blast class ability

Benefit: The maximum range of your Spellweaver Blast ability is increased by 30'.

INTERIOR PLAYER (COMBAT)

You are one mean mother in the gullet.

Benefit: You may always use a Medium sized weapon to attack when swallowed whole, and you gain +5 to all damage rolls while swallowed.

IT'S WHERE YOU'RE AT ... NOT WHERE YOU'RE FROM.

Prerequisite: Street Knowledge class feature

Benefit: After spending a week in any city where he speaks the native language and may spend time exploring and meeting people, the crawler gains insight into the new location. From that point on the character receives the benefits of his Street Knowledge skill while in the new city.

JAMMER DUO

You rock as a solo artist, but in a group? Watch out!

Prerequisite: Devastating Attack class ability

Benefit: You may make Devastating Attack against opponents who are under the influence of Jammer Music from someone other than yourself.

STUNNING SHOT

You can use a stunner arrow to make a ranged stunning attack.

Prerequisites: Point Blank Shot, Precise Shot, Base Attack Bonus +5, Dex 15+

Benefit: When firing a stunner arrow, you can make a special attack to attempt to stun an opponent. The maximum range for a Stunning Shot is two times your point blank range (normally 60'). The shot is at -4 to hit. A successful hit means that your opponent must make a Fortitude save (DC = 10 + weapon damage) or be stunned for one round. A Stunning Shot is a full round attack action which provokes an attack of opportunity. Creatures who are immune to critical hits are likewise immune to a Stunning Shot.

TWO-FISTED HEALING

Two holy hands, no waiting!

Prerequisite: the ability to cast cure spells, divine spellcasting

Benefit: A divine spellcaster may divide the benefits of a spell with cure in the title between two recipients. The divine spellcaster must have both hands free and be able to touch both injured parties. The cleric or messenger rolls normally for the amount of damage healed, and the total is split evenly between both parties, with the odd point going to the cleric's choice.

XCRAWL SPECIAL

Choose one from column A and one from column B.

Prerequisite: GM Approval

Benefit: You can add a +2 bonus on any skill checks for two skills you can pair up under a tidy label. You must prove their logical connection to the satisfaction of your GM in order to take this feat.

Special: You may take this feat multiple times. Each time it must be applied to two different skills.

ZEN ATHLETE

Be the crawl, Danny. Be the crawl.

Prerequisite: Training class ability.

Benefit: In addition to your physical stats, you can now add points from your training bonus to your Wisdom stat.

ZONE BRUTE

When you get someone wrapped up in the 27" constrictors – watch out!

Prerequisite: The Zone class ability

Benefit: While in The Zone you gain a +1d6 bonus on all Grapple damage.

ZONE LEAP

You stop thinking, you stop being, and you become motion itself.

Prerequisite: The Zone class ability

Benefit: While in The Zone you add your class level to all Acrobatics checks.

ZONE SPRINT

Fast as the wind!

Prerequisite: The Zone class ability

Benefit: While in The Zone you gain +10 to your base speed.

ZONE TACTICIAN

Your allies see your Zen nature and find enlightenment.

Prerequisite: Any other Zone feat

Benefit: While in the zone, you may forgo your Zone bonuses and give them to an adjacent ally, or an ally you are flanking with. Only one ally may receive your Zone bonuses. You may change the ally to whom you give your Zone bonuses at the beginning of your turn every round as a free action.

ZONE TERROR

"I'm just saying it's not safe to push a race horse into the red!"

Prerequisite: The Zone class ability

Benefit: While in The Zone you add your Athlete class level to any Intimidation checks you make.

FAME FEATS

Xcrawl players aren't just a pack of sanctioned monster slayers – they are also famous athletes who become celebrities as their careers progress. As their reputation grows they can cash in on many of the benefits of fame. Fame Feats represent the effect of Crawlers constantly working on their image, look, attitude or media savvy during their careers. They give benefits, sometimes involving money, or combat, or simply getting more famous.

Crawlers receive their first Fame feat at 3rd level. After that the players earn a bonus fame feat on every level divisible by 2.

Note that players may take a Fame feat as a standard feat, but may NOT take a standard feat for a fame feat.

PERSONNEL CHANGES

The following feats attract NPCs to you: Demanding Coach, Entourage, Excellent Agent, Fanatic Xcrawl Groupie, Grueling Trainer, and Sidekick. These are all similar to henchmen or hirelings; they are loyal companions who join you and support you in your adventures, although they are normally noncombatants. It is conceivable that in the course of an adventure something untoward might befall some or any of the NPCs that you have "bought" with fame feats. If this happens you do not lose the benefits of the feat. Rather, a new NPC swiftly arrives to take the place of lost ones. Coaches quit, groupies fall for rock drummers and sidekicks get their own spin-off series, but once you have paid for the feat, it is yours. The exception is if you use the Reinvention feat to eliminate the Fame Feats that draw the NPC's to you. In that case those folks are gone for good.



MONSTER FAME FEATS

As a rule of thumb: if an individual creature has a Fame score, or if it has three or more hit dice and is a member of a clique which has a Monster Mojo Pool, then those individuals gain Fame Feats. Choose their feats normally from the list below, using its hit dice and/ or character levels to determine how many they have and which ones they are eligible for.

FAME FEATS BY LEVEL

LEVEL	FAME AWARD
1	—
2	—
3	Bonus Fame Feat
4	Bonus Fame Feat
5	—
6	Bonus Fame Feat
7	—
8	Bonus Fame Feat
9	—
10	Bonus Fame Feat
11	—
12	Bonus Fame Feat
13	—
14	Bonus Fame Feat
15	—
16	Bonus Fame Feat
17	—
18	Bonus Fame Feat
19	—
20	Bonus Fame Feat

FAME FEATS VS. STANDARD FEATS

Players may freely take a Fame Feat in the place of a Standard Feat, but may NEVER take a Standard Feat in the place of a Fame Feat. Nuff Said!

XCRAWL FAME FEATS

BADASS

You are an infamous tough guy who isn't intimidated by pain.

Benefit: Gain 1 point of temporary Fame for a successful saving throw against massive damage. You can gain this bonus up to one time per dungeon encounter.

BATTLE CRY

Your war cry inspires your friends and terrifies your foes.

Prerequisite: Base Attack Bonus +5

Benefit: Once per dungeon encounter you may roar your terrible Battle Cry, frightening your foes and bolstering your allies. Sounding your Battle Cry is a move equivalent action. For a full round after you roar your Battle Cry, your allies gain a +1 confidence bonus on damage rolls, and a +1 bonus to saving throws against fear effects.

BRING THE MANIA

You drive the crowd wild, and their excitement gives your team the boost it needs.

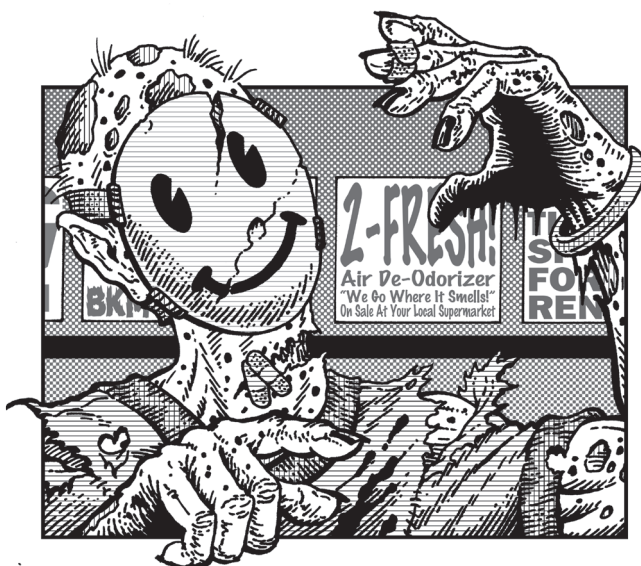
Prerequisite: Bring the Noise

Benefit: You attempt to get the crowd to scream and cheer like madmen and their efforts spur your team on. You make a Performance: Grandstanding check versus the Crowd DC as a move action in an attempt to get the crowd to go wild. This roll must be made during combat. If your roll is successful the crowd cheers like mad and your team receives +4 bonus points to the Mojo pool. This feat does not increase the maximum number of points you can have in your Mojo Pool. You may attempt to Bring the Mania one time per dungeon level but if your Grandstanding check fails you can make further attempts.

BRING THE NOISE

The roar of the crowd electrifies your team.

Benefit: Once per dungeon level you may attempt to get the crowd to Bring The Noise, screaming and cheering and generally raising hell in support of you and your team. You make a Performance: Grandstanding check against the Crowd DC. This roll can only be made during combat. If this roll is successful the crowd cheers madly and your team receives +2 bonus point to the Mojo pool. You may



only gain this benefit of this fame feat once per dungeon level but if your roll fails you can make further attempts.

BRING THE THUNDER

The crowd so loud its gonna raise the roof!

Prerequisite: Bring the Mania

Benefit: You to drive the crowd into a deafening cheer which boosts your teams morale terrifically. You make a Performance: Grandstanding check against the Crowd DC as a move equivalent action. This check can only be made during combat. If your check succeeds, your team's Mojo Pool is instantly raised to its maximum. The player may only gain this benefit for this team once per dungeon level but if his roll fails he may make further attempts.

CELEBRITY

There is no denying it – you have arrived!

Prerequisite: Any three fame feats, a minimum of 5 Fame points

Benefit: When you take this feat five of your temporary Fame points automatically become permanent Fame points.

CROSSOVER ARTIST

Oh sure, you are a savage whirlwind of professional bloodletting now, but you eventually want to direct.

Benefit: You gain a new Performance category at your highest Performance Skill Ranks. For example, if you had 9 ranks in Performance (Comedy), you now take a new category such as Keyboard or Sing, and have 9 ranks in it. If you wish to advance this new performance category, you must spend skill points on it normally.

Special: You may take this fame feat multiple times. Each time you gain a different Performance category at your highest current Performance Ranks.

CROWD FAVORITE

You are a true hero.

Benefit: You receive a +2 circumstance bonus on all Grandstanding attempts after a victorious battle, even if the creatures surrender with none of them killed.

CROWD SYMPATHY

Aw you poor thing – you got knocked the heck out!

Benefit: Gain one point of Temporary Fame when your character is knocked out or otherwise taken out of a fight. If you are killed you receive a point of permanent fame. You can receive this benefit up to one time per Dungeon Level.

DEMANDING COACH

Your fame attracts the services of a demanding coach, a member of the Adventurer's Guild who chose you because he sees your potential. The Coach pushes you on to greater success than you could ever achieve alone. You train 20-30 hours a week with your Coach and follow his teachings as best you can.

Prerequisite: Five character levels in a given class, one Xcrawl competition completed (not necessarily won)

Benefit: Add one point to the maximum Mojo pool size of any Xcrawl team you share. Note that it still takes six weeks of training with a team to share in their Mojo Pool.

DIVINE PRESENCE

You are blessed of Olympus and the crowd loves you for it!

Prerequisite: Ability to cast divine spells

Benefit: Whenever you use divine magic to bring a team mate back from zero or less hit points you can spend a move equivalent round giving thanks and praise to your deity for the benefit of the crowd. Make a Grandstanding check – if the check is successful you gain two points of temporary fame. You may receive this benefit one time per dungeon level.

ENDURING CELEBRITY

You are an Icon, and you will never completely be out of the public's attention.

Prerequisite: Celebrity, ten temporary Fame points

Benefit: When you take this feat, ten of your temporary Fame points become permanent Fame points.

FACE VS. HEEL

Face and Heel are not mutually exclusive feats. Many Xcrawlers walk the line and go between their Face and Heel aspect, depending on the situation.

As a rule of thumb a character with both the Face and Heel feats must choose which aspects they are showing during any given dungeon. He gets only the benefits of the aspect he chooses for a particular dungeon, and this extends to the feats with either Face or Heel as a prerequisite. For example, a character with both aspects chooses to begin the dungeon as a Face. He gets no benefits from the Heel feat, nor any of the other Fame Feats he has which have the Heel feat as a prerequisite.

Players may switch between their Face and Heel aspects between adventures. Optionally, generous GM's may allow them to switch ONCE during the course of an Xcrawl dungeon. To do so the Crawler should perform some act specific to the aspect he wants to show in an unmistakable and memorable way (showing mercy to a creature begging to be spared or throwing the bloody severed head of same into the crowd are great ways to show off your change in attitude).

FAME FEATS

BONUS FAME FEAT	BENEFIT
Badass	Bonus fame for surviving massive damage
Battle Cry	Battle Cry strikes fear into enemies
Bring the Mania	Grandstanding greatly increases Mojo Pool
Bring the Noise	Grandstanding increases Mojo Pool
Bring the Thunder	Grandstanding maximizes Mojo Pool
Celebrity	Five Temporary Fame points become permanent
Crossover Artist	You gain extra Performance Specialties
Crowd Favorite	Bonus Fame for room victory
Crowd Sympathy	Bonus fame for being downed by enemy
Demanding Coach	Training brings increased Mojo bonuses
Divine Presence	Bonus Fame for bringing back fallen ally
Enduring Celebrity	Ten Temporary Fame points become Permanent
Entourage	Gain supportive non-combat Entourage
Exalted Warrior	Bonus Fame for praying after slaying
Excellent Agent	Increased chance of Fame Awards
Face	Bonus Fame for honorable actions
Fan Club	Gain a Fan Club
Fanatic Xcrawl Groupie	Gain a Fanatic Groupie
Fearsome Presence	Reputation frightens foes
Finesse the Ref	Chance to force Ref to change a ruling
Free Agent	Immediately share Mojo with new team
Grueling Trainer	Chance to reroll one failed check per session
Heel	Bonus fame for dishonorable actions
Hottie	Bonus on Charisma rolls against those who might possibly find you sexually attractive.
If They Go . . . I Go!	Earn fame bonuses for teammates
Improved Signature Spell	Increase power of Signature Spell

ENTOURAGE

The posse has your back!

Prerequisite: Sidekick, a willing group of NPCs

Benefit: Your fame attracts a small group of admirers, who dedicate themselves to helping you out and furthering your career and goals – as long as you pick up the tab, of course. You have a maximum number of official members of your entourage equal to your Charisma bonus (minimum 1), although these groups often attract posers, would-bees and hangers-on. Members of your Entourage are enthusiastic about your career and are quite loyal. Your Sidekick is the unofficial “leader” of your entourage (although he does not count towards its maximum members), and can coordinate their efforts. Members of your Entourage have a parasitic Fame score equal to your Fame divided by 4, rounded down. Your Entourage looks out for you and will listen to you or your sidekick, but will not normally put themselves in way of lethal danger or incur legal or financial trouble on your behalf. They will back you up in a bar fight (unless it gets lethal, at which

point they want to shove you in the limo and get the heck out of there), help you network, coordinate your hotel and travel arrangements and make excuses for you when you flake. Most Crawlers find a way to put their Entourage on the pay roll – it’s easier than just loaning them money all the time. You should work with your GM to come up with names, personalities, and professions for your Entourage. Keep in mind the fact that if they were too useful they wouldn’t be in an Entourage. Acceptable members would include superfans, stylists, retired crawlers, and similar. Unacceptable members would be actual Xcrawlers, policemen, mercenaries, and similar.

EXALTED WARRIOR

You are a holy terror!

Prerequisite: Ability to cast divine spells, Base Attack Bonus +2

Benefit: Once per dungeon level you can spend the turn after you deliver the deathblow to an enemy giving a public prayer, dedicating your victory to your Patron Deity. You



FAME FEATS (CONT.)

BONUS FAME FEAT	BENEFIT
Improved Signature Strike	Increase power of Signature Strike
Intimidator	Reputation intimidates foes
Lets Give 'Em a Hand!	Bonus Fame for your team
Legendary Allure	Sex appeal crosses species lines
Loveable Losers	Bonus Fame for Team when you are defeated
Must . . .Do It . . .For Fans!	Spend Fame to recover consciousness
Primitive	Connect with Primitive fan archetype
Rally	Spend Fame to energize team
Refined	Connect with Nobility fans
Regular Guy	Connect with Commoner Fans
Reinvention	Utterly recreate your image
Revenge	Bonus fame for defeating successful monsters
Rock the Crowd	Lower Crowd DC with Grandstanding Check
Rock Star	Bonus fame for successful performance checks
Sex Symbol	Further bonus on Charisma checks versus those who might possibly be sexually attracted to you.
Sidekick	Gain a noncombat sidekick
Signature Spell	Spell grants bonus fame when successful
Signature Strike	Attack grants bonus fame when successful
Slayer	Bonus Fame for ignoring surrender
Slick	Bonus Fame for avoiding traps
Steal Thunder	Bonus Fame for defeating famous opponents
Table Top Player	Connect with Dungeon Battle Geeks
The One They Love to Hate	Do something awful for Fame Modifier Bonus
Profile	Bonus Fame for delivering deathblow
Upstage	Steal Fame points from Teammates
West Coast Strut	Sexy walk briefly entrances victim

need not deal all the damage to the creature but you must deal the death blow. You earn two temporary Fame points for spending the turn after you slay the creature in prayer.

EXCELLENT AGENT

Your fame attracts the services of an agent who wants to take you to the top!

Benefit: An excellent agent is an NPC who works to get you the best endorsement deals and sponsorships. While you have your excellent agent, you get a +4 on any Random Rewards roll you receive, and a bonus Random Rewards roll for every dungeon you successfully complete (see Random Fame Rewards p. 142). Your excellent agent takes a percentage of your total income, depending on your character level.

1st-5th:	5%
6th-12th:	10%
13th+:	15%

Agents are extremely useful NPC's, finding you deals and getting you invited to the best Xcrawl events. The more you earn the more he earns, so he works hard to get you the best gigs. Note that the agent's fee is calculated from your complete legal income – dungeon prize money, endorsement deals, movie cameo rolls, etc. Obviously treasure and cash that your Agent never finds out about is what it is. But your Excellent Agent is sharp and if he catches you in double-dealing there may be consequences (at the GM's discretion).

FACE

You are a certifiable Xcrawl hero.

Prerequisite: Crowd Favorite

Benefit: Earn up to 2 Temporary Fame point per dungeon level by demonstrating honorable action. This can be a sacrifice you make for your teammates, accepting a surrender when the death of your enemies seems assured, or simply thanking the DJ for creating such interesting challenges. You should work with your GM to decide what constitutes



honorable actions in a given situation. Note that acting dishonorably during other parts of the challenge can negate this bonus (GM discretion).

FAN CLUB

Prerequisite: Crowd Favorite, five temporary Fame points
Benefit: You have a Fan Club that worships the ground you walk on. They have an organized structure and members receive newsletters, club discounts, opportunities for tickets, and exclusive memorabilia. Upon gaining a Fan Club, five of your temporary Fame Points become permanent Fame Points. Your Fan Club costs you a bit to maintain as they ask you to supply memorabilia, and occasionally ask you to make personal appearances for them. Assume that the average cost of your Fan Club is:

100 gp x your total character level/ year

You immediately pay the above amount when you take this feat and annually thereafter. If you ever stop paying this fee, five Permanent Fame Points revert to five temporary ones until you start paying the fee again.

FANATIC XCRAWL GROUPIE

Your fame attracts the attention of a Groupie who worships you completely.

Prerequisite: Any three Fame Feats

Benefit: Your groupie loves you! Your groupie waits back stage, tells you how awesome you are and spends whatever quality time with you your busy schedule allows. Your groupie is almost famous in her (or his) own right. She receives a parasitic Fame score equal to one-half your own. Your Groupie can never earn or lose your fame points, but her parasitic Fame score rises and falls with your own. Once per dungeon level, you can call upon your groupie's love to give you a special bonus – a +2 saving throw bonus that can be added to your die roll AFTER you receive a fail result, potentially changing a close fail to a success.

FEARSOME PRESENCE

Stories of your prowess have spread, and they give the bad guys the willies!

Prerequisite: The Profile, attack bonus +5, Intimidate 6 ranks

Benefit: Once per dungeon level you can spend a move action displaying just how terrifying you are. This can be done by shouting threats, posing menacingly, giving intimidating stares and the like. You can effect a number of creatures equal to your character level plus your Fame Modifier, with a maximum hit die of half your character level, rounded down. You effect the closest creature to you first, and have a maximum range of 30'. Each effected creature must make a Will save (DC= Your ranks in Intimidation + your Charisma bonus + your Fame Modifier). Creatures which fail are shaken for one round (-2 to attack rolls, saving throws, skill checks and ability checks).

Fearsome Presence can only be used on creatures with an Intelligence of 3+ and who are not immune to fear or mind-affecting effects.

FINESSE THE REF

You have learned the specialized art of bugging the referee until he caves to your demands.

Prerequisite: Diplomacy 12 ranks OR Intimidate 12 ranks

Benefit: Once per Xcrawl room you can make a Diplomacy or Intimidate check to get the referee to change a decision, or make a controversial call in your favor. Add your Fame Modifier to this check. The DC depends on the outrageousness of your request. Examples:

- | | |
|---|-------|
| • Take back a warning given a character | DC 20 |
| • Allow you to gather equipment from slain foes | DC 25 |
| • Convince Ref that blatant cheap shot was really in self defense | DC 30 |
| • Rescind a teammate's disqualification | DC 35 |

It is up to the GM to decide on the difficulty of any use of the Finesse the Ref, including whether or not there is any chance for it to work at all.

FREE AGENT

If you can't be with the team you love, love the team you're with.

Benefit: You can join any Xcrawl team and instantly share in their Mojo Pool.

Normal: Normally you must train with a team for six weeks to share in their Mojo Pool.

GRUELING TRAINER

You attract the services of an Adventurer's Guild trainer who means to mold you into living up to your true potential.

Prerequisite: Demanding Coach

Benefit: The Grueling Trainer works you just until you pass out – then lets you run six more laps, do a few defense drills and then hit the showers. He is paid by the Adventurer's Guild but takes a special interest in you, sensing a dedication and inner strength that can potentially be crafted into something extraordinary. After training with a Grueling Trainer for six weeks, you gain the ability to re-roll one failed attack roll, saving throw, Athletics check or Tactics roll up to once per dungeon level. You may keep the higher of these two results.

HEEL

They may all boo you, but they never forget you.

Prerequisite: The Profile

Benefit: Gain 2 Temporary Fame points up to once per dungeon level when you demonstrate a bad attitude, disdain for the rules or a bloodthirstiness that overshadows any claim to honor. This can be achieved in many ways, for example disrespecting your team mates, refusing to accept

an honorable surrender, talking back to a referee, or just plain acting selfishly. In addition, the crawlers with the Heel feat do not lose fame for being disqualified from a competition or fighting with teammates. You should work with the GM to determine what constitutes such behavior in your campaign. Note that this feat does not protect you from the unintended consequences of your actions, such as the ever looming possibility of Disqualification, but the true heel tends to get a lot of leeway from officials due to their popularity and the boost their controversial behavior gives them to the TV ratings.

HOTTIE

Sexy, confident, and personally powerful. That's you.

Prerequisite: Charisma 15+

Benefit: You gain a +2 confidence bonus to Charisma keyed skill checks when dealing with humanoids who might be sexually attracted to you.

IF THEY GO . . . I GO!

You are a team player to the end, and demand that they receive the same offers you do.

Prerequisite: Celebrity

Benefit: Any time you receive an offer to do a cameo, personal appearance, to have a sponsorship or endorsement deal, you can choose to negotiate to have your entire team included in the contract. You must make a contested Diplomacy roll (modified by your Fame score Modifier) against the negotiating parties relevant Professional Skill roll. If you succeed your entire team must be brought on board at a minimum of half the amount of money you are offered.

IMPROVED SIGNATURE SPELL

Your spell combo has a burger named after it.

Prerequisite: Signature Spell

Benefit: You add a second spell to your original Signature Spell, making it a combination that can drive the crowd wild. You cast your original Signature Spell normally, making the Grandstanding roll as proscribed in the Signature Spell feat. You must choose what spell will be the second spell in the Improved Signature Spell combination, and the decision is permanent. If your Grandstanding roll and Signature Spell are successful, you can throw your second signature spell after it to complete the combo. If both spells are successful (i.e. they cause at least some damage and/ or successfully cause the effects you wanted) it is considered a successful Improved Signature Spell. Once per dungeon room, a successful Improved Signature Spell earns you two points of Temporary Fame. In addition, if you take a creature (or creatures) out with your Improved Signature Spell it adds one to the Mojo pool, up to its maximum. This feat can be taken multiple times to enhance multiple Signature Spell feats.

IMPROVED SIGNATURE STRIKE

Your signature move becomes more complex, more lethal, and waaaaaaay cooler.

Prerequisite: Signature Strike

Benefit: You add a second move to your signature strike, making it a combination of two moves. The first move is your original Signature Strike, which must be preceded by the successful move action Grandstanding attempt. If your Grandstanding attempt and your first attack are successful, you can go for the Improved Signature Strike. You must make both attacks back to back, not moving or taking another attack in between. You gain a +2 confidence bonus on your second attack roll. The additional attack can be a second attack, which may be a full round attack or a standard action attack. If both attacks connect and do damage or cause their desired effect, the Improved Signature Strike is considered successful. Once per room a successful Improved Signature Strike earns you 3 temporary points of Fame. In addition, if you take a creature out with your Improved Signature Strike it adds one to your Mojo Pool. This feat can be taken multiple times to modify multiple Signature Strike feats.

INTIMIDATOR

Your reputation alone terrifies your enemies.

Prerequisites: Fearsome Presence

Benefit: Once per dungeon room you can attempt to intimidate a foe through the sheer force of your infamous reputation. You can make an Intimidate (demoralize foe) check as a move action, and gain +2 to the check. This can only be done in front of an audience.

LET'S GIVE 'EM A HAND!

You get the crowd to give your teammates a standing ovation.

Benefit: To perform the Let's Give 'Em A Hand feat, you spend one Fame point, then spend a full round action getting the crowd to cheer for your allies. Make a Grandstanding attempt – if it is successful, all of your teammates (excepting yourself) gain one temporary point of Fame. You can only use LGEAH once per dungeon level, and only one member of your team can successfully use the Feat in any given room.

LEGENDARY ALLURE

You are the object of a thousand crushes and exude sexual magnetism.

Prerequisite: Sex Symbol, Charisma 19+

Benefit: You gain a +6 confidence bonus on Charisma based rolls when dealing with individuals potentially sexually attracted to you. In addition, your sex appeal is so strong it crosses species lines, effecting even non-humanoids.

LOVEABLE LOSERS

You tried your best and lost. But the fans still love you!

Prerequisite: Crowd Sympathy

Benefit: Any time you are defeated, taken out, or knocked unconscious, you and all of your teammates earn one point of temporary Fame. If you are killed you and your team each receive one point of permanent Fame. These benefits stack with those of Crowd Sympathy.

MUST . . . DO IT . . . FOR FANS!

The power of the crowd brings you back from the brink of death.

Prerequisite: Enduring Celebrity

Benefit: When you are reduced below zero hit points but are still alive, you can spend Fame Points to regain hit points, on a one for one basis, to raise themselves to a maximum of three hit points over zero. For example, an Enduring Celebrity at -4 hit points can spend 7 points of Fame to increase his hit points to 3. This power is not true regeneration or divine magic. Rather, it is akin to a renewal of vital energy. As such it may not reattach severed limbs or affect ability damage. Alternately, you may stabilize yourself by exchanging one fame point for a single hit point.

PRIMITIVE

All that modern junk just gets in your way.

Benefit: You gain a +2 bonus to Charisma-based skill checks when dealing with the Primitives fan type (see Xcrawl Fans, p. 123).

RALLY

When the chips are down you motivate your team to do their very best.

Prerequisite: Crowd Favorite

Benefit: Once per encounter you can spend 3 temporary fame points to energize your team. You can spend call for the Rally at any time – it need not even be your action turn. Once you call for the Rally you spend three temporary Fame Points and your teammates have a +1 confidence bonus to hit, on damage, and on saving throws for three rounds.

REFINED

You are that rare elegant kind of monster killer that gets invited to fancy parties.

Benefit: You gain a +2 confidence bonus on Charisma checks while dealing with aristocratic Xcrawl fans (see Xcrawl Fans, p. 123).

REGULAR GUY

Aw shucks, you ain't nothing special. Just a poor boy from the Empire who managed to make good!

Benefit: You gain a +4 Confidence bonus on Charisma checks while dealing with commoner fans. However, your homespun charm puts off the elite – you receive a -1 penalty on Charisma checks against the Nobility.

REINVENTION

You can completely remake yourself in the public eye.

Prerequisite: Enduring Celebrity, Charisma 17+

Benefit: Once you take the reinvention feat you can completely change yourself in the eyes of the public. After a period of absence (minimum three months) from the public spotlight for introspection, retraining, soul-searching, and perhaps a dalliance with esoteric philosophies, you can change all of your fame feats. You actually lose the

CURRENT FAME

Current Fame = your Temporary Fame OR Permanent Fame score, whichever is higher.

fame feats you have and gain all new ones. In addition, at this time you may optionally choose to change your, alignment, spouse, and even sexual preference at this time with no media backlash (divine spellcasters and characters with alignment restrictions are not immune to the backlash from their deities, however). The change seems to the whole world as a natural progression. You are born again and forgiven the sins of your old life. Reinvention costs 5 Temporary Fame points.

Once you choose this feat you can Reinvent yourself every five years, although the GM may allow for some circumstances to hasten your opportunity (GM discretion).

REVENGER

Nobody hurts one of your friends and gets away with it!

Benefit: Gain an automatic point of temporary fame for taking out an enemy that downed one of your teammates.

ROCK A CROWD

The fans get all twisted up in your game.

Benefit: You can lower the Crowd DC in a given room with a successful Grandstanding check. You spend a move action getting the crowd riled up. The room must have a live audience to Rock a Crowd, and your check must be made during combat or up to one round after it ends. Make a Grandstanding check – if your roll is successful you lower the Crowd DC by one point per point of your Charisma bonus. You may Move The Crowd once per dungeon room, although if your initial check is not successful you may make repeat checks until you are successful.

ROCK STAR

It's a long way to the top if you want to rock the Crawl.

Prerequisite: Charisma 15+, Performance 8 ranks

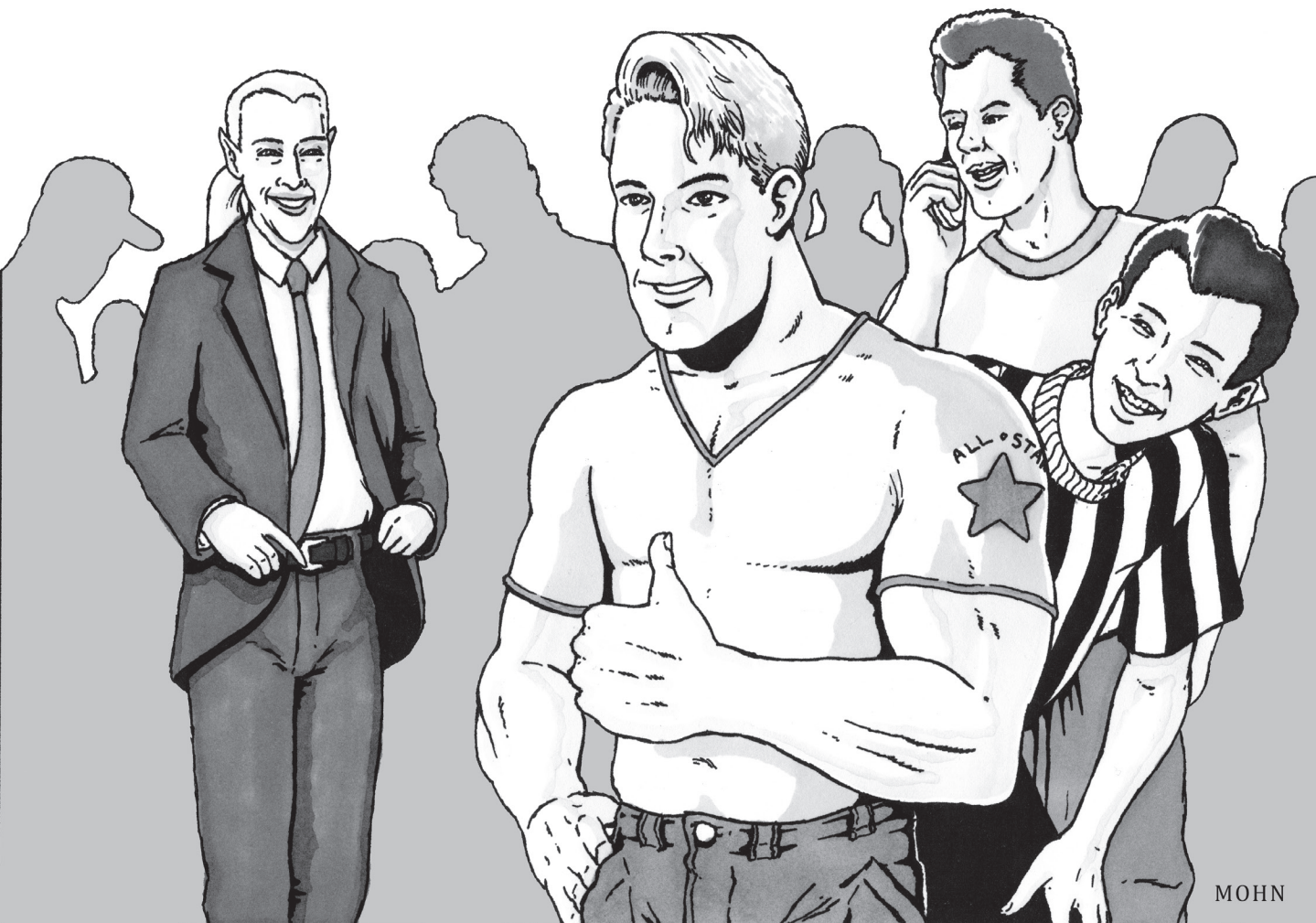
Benefit: Once per dungeon level you can make a Performance skill check in a room with a live audience (Target DC = Crowd DC). This obviously must be a perform check that you are able to perform at that time – you can't make a Perform (keyboard) check if you have no keyboard. If your check is successful you gain two Temporary Fame points.

SEX SYMBOL

Everyone wants you or hates you, but nobody ignores you.

Prerequisite: Hottie, Charisma 17+

Benefit: You gain a +4 confidence bonus to Charisma keyed



MOHN

checks when dealing with humanoid members of who might possibly be sexually attracted to you.

SIDEKICK

Everybody needs one!

Prerequisite: Any two Fame feats, a willing NPC pal with 15+ Cha

Benefit: Your fame draws one of your friends into being your Sidekick, who can help you with the mundane aspects of your life as a celebrity. Your Sidekick gains a parasitic Fame score equal to your current Fame divided by two, rounded down. Your Sidekick's fame is always based on your own – he cannot gain or lose his own Fame points, nor can he ever gain or lose them for you. Your Sidekick is a handy friend, happy to arrange your travel, introduce you to hotties from the crowd after the show, offer advice, or run interference with the paparazzi. Most Crawlers find a way to put their Sidekick on the payroll – otherwise they will just keep borrowing money. Your Sidekick will not put himself in the way of lethal harm or act in such a way as to get him in serious legal or financial troubles, but will always do her best to comply with your reasonable requests (GM's discretion).

SIGNATURE SPELL

Monsters watch out - its time for your patented game-ending arcane move!

Prerequisite: Demanding Coach, the ability to cast an attack spell

Benefit: You choose an attack spell from your repertoire, then make it your specialty by adding a crowd call. To perform a Signature Spell, you spend a move action Grandstanding for the crowd before you cast. If your Grandstanding check is successful, you cast the spell with a +1 confidence bonus to the spell's saving throw DC (if it is a spell which requires a save), or with a +1 confidence bonus to hit (if the spell requires an attack roll). You earn a bonus point of temporary fame if the spell is successful (i.e. hits and does damage, or the victim fails to save versus its effects) up to one time per dungeon level. In addition, if you take a creature out with your Signature Spell it adds one point to your Mojo Pool. For purposes of this feat, Spellweaver Blast counts as a spell, however in order to be considered a "signature move" it must have the same Blaster Techniques applied to it every time. For example, your Signature Spell could be an Spellweaver Blast with the Blinding and Ray techniques applied to it (in which

case the bonus would be a +1 to hit) or an Spellweaver Blast with the Impact and Force techniques (in which case the bonus would be to the Saving Throw).

This feat may be taken multiple times. Each time it goes towards a different spell or Spellweaver Blast combo.

SIGNATURE STRIKE

Here comes the pain!

Prerequisite: Demanding Coach, Base Attack Bonus +3 or better

Benefit: You become known for a specialty attack. You must define and name this attack when the Signature Strike feat is taken. This can be a standard weapon attack, a combat maneuver (such as a disarm), an unarmed strike or a sneak attack that can be performed as a standard action. To set up your Signature Strike you spend a move action making a Grandstanding check against the Crowd DC. If your roll is successful you can make your Signature Strike. You gain a +1 confidence bonus to hit with said attack. One time per dungeon level a successful Signature Strike earns you one point of Temporary Fame. In addition, if you take a creature out with your Signature Strike you earn a point for the Mojo Pool.

This feat may be taken multiple times. Each time you take it is for a new attack.

SLAYER

You may be many things, but soft on monsters? Never!

Prerequisite: Heel

Benefit: Gain a +2 bonus to Charisma keyed checks when dealing with Anti-Monster fans (see Xcrawl Fans, p. 123).

SLICK

Can't touch this!

Benefit: After you make a successful saving throw against a mechanical, electric or other Dungeon trap (but not an ambush or surprise creature attack), you can spend a move action Grandstanding for the crowd, showing them just how untouchable you are. If your check is successful you gain one temporary point of Fame, up to once per dungeon level.

STEAL THUNDER

The fans will remember who really won this fight!

Benefit: Any time your team defeats an opponent with a positive Fame score, you gain two temporary Fame points.

TABLE TOP PLAYER

You are an old school pen and paper Dungeonbattle player.

Benefit: You gain a +2 bonus on Knowledge (Xcrawl) skill checks and a +2 circumstance bonus on all Charisma rolls made with fans who identify themselves as Dungeonbattle Geeks (see Xcrawl Fans, p. 123).

THE ONE THEY LOVE TO HATE

You do what you likes, and you likes what you do.

Prerequisite: Heel.

Benefit: Once per dungeon, you do commit a despicable act that makes the fans wish they were as tough and unbowed as you. The act you commit should be something unmistakable, violent, and crude. For example, you could strike a teammate, knock over a table in the break room, insult a ref or the crowd, or similar. Whatever action you commit should be in full view of cameras and/ or live audience. Once you do you gain a +4 Fame Modifier Bonus for the remainder of whatever dungeon event you are participating in.

THE PROFILE

Anyone who looks in your eyes knows you are a natural born killer.

Benefit: You get a +2 on all Grandstanding rolls the round after you slay an opponent. You do not have to do all the damage to the creature but you must deliver the death blow in order to gain the benefits of The Profile.

UPSTAGE

You are the "I" in Team.

Prerequisite: Heel

Benefit: At the completion of any Dungeon Level you may make a contested Charisma check, adding your fame modifier, against each one of your teammates. This represents your spinning the closing coverage to make it look like you were obviously the Most Valuable Crawler in the dungeon. Every successful check drains a point of temporary fame from the victim and bestows it on you.

WEST COAST STRUT

They love to watch you walk.

Prerequisite: Sex Symbol, Cha 16+

Benefit: You can instantly gain the attention of an NPC by giving him a bit of your sexiest walk. This may not be performed in combat conditions, or in any circumstances more hostile than a normal social atmosphere. The target can only be someone who would conceivably see you as a sexual creature – the West Coast Strut is powerless against the wrong sexual preference, asexual monsters and creatures, or radically different species. The target must make a Will save (DC = 15 + your Charisma bonus). If the saving throw fails, the target cannot help but notice you and either stare at or follow you for 1-4 rounds (GM discretion). The West Coast Strut only works on a given victim once per day, but nothing stops folks from following you of their own volition.

EQUIPMENT

Standard Xcrawl characters begin the game at 3rd level of experience with zero experience points and the following starting gold:

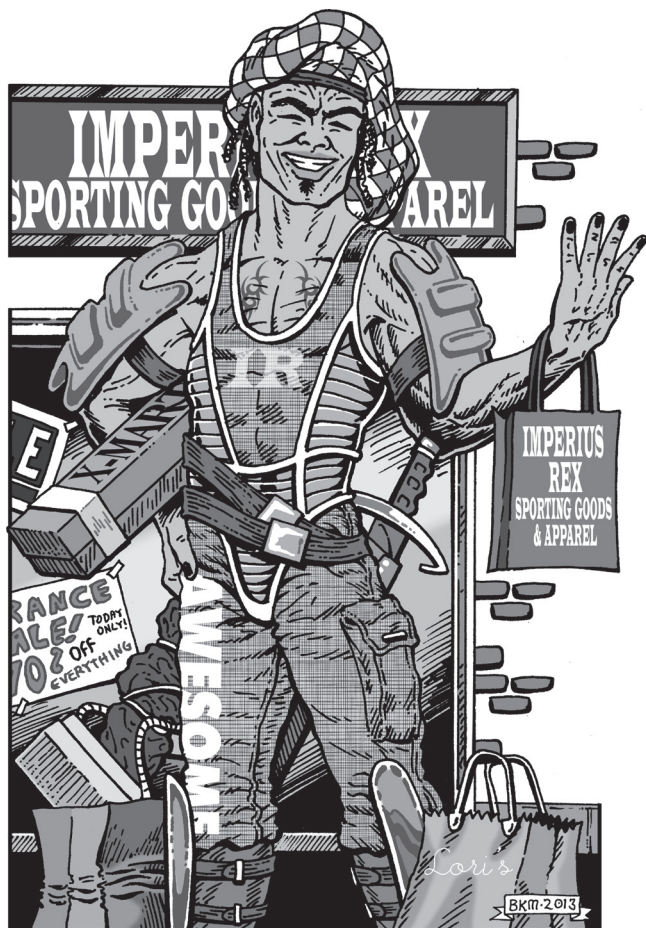
Starting Gold = 500 GP + 50 gp per Charisma bonus modifier

Thus a starting Specialist with a 16 Charisma (a +3 bonus) would begin the game with $(500 + 50 \times 3)$ 650 gp. This represents the character winnings from his Division IV career. Characters with a Charisma penalty take a -50 gp hit per point of penalty on their starting gold.

In addition, characters begin the game with the following:

- An apartment or rented house and enough savings to afford it and moderate food for one year.
- Several suits of clothing and boots, not including specialty gear or armor.
- One year paid membership in every Guild they must belong to in order to participate in Xcrawl.

Players do not begin the game owning a vehicle.



CURRENCY NAMES AND EXCHANGE RATES

The NAE uses gold (eagles), silver (crowns) and copper (pennies) coins for day-to-day trade. Coins are, of course, unwieldy for large transactions. The NAE issues Treasury Notes for large denominations of money. Gold Piece Notes are carefully drafted on sturdy vellum, with bright colors and artwork depicting historic events, famous places and past emperors. They always have a gold piece equivalent which represents an amount of gold held in trust by the National Treasury. Treasury Notes of any denomination can be drafted, and are considered legal tender for all debts in the North American Empire. Thus, a citizen might use a one hundred gold piece note to pay for his rent, while a countess might have a seven hundred fifty gold piece note scribed for her by the bank to pay a debt. Counterfeiting treasury notes is extremely difficult and a capital crime. Banks also extend credit, and citizens can pay debts by check or credit card.

1 gold piece equals ten silver pieces, and one silver piece equals ten copper pieces.

1 gp = 10 sp = 100 cp
1 sp = 10 cp

When comparing Xcrawl money to the real world 1 gp is worth \$3.00, more or less. Use this conversion whenever a player wants to buy items that are not listed in the equipment section or the Core Rulebook. Your wizard wants to buy a skateboard? Look up its real world price and divide it by three to figure its cost in gold. Remember that some items are simply not available - there are no digital cameras, laptop computers, or cell phones. This is a handy formula but not an absolute one - don't feel you must change prices for listed equipment because your players can find bargains in the Real World. Remember, Xcrawl has no online auction houses!

SIMPLE WEAPONS

UNARMED ATTACKS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Cestus	15	1d3	1d4	x2	—	1	B&P, *
Gauntlet	*	1d2	1d3	x2	—	1	B, *
Helmet	*	1d3	1d4	x2	—	5	B, *
Unarmed Strike	—	1d2	1d3	x2	—	—	B, N

LIGHT MELEE WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Gauntlets, Spiked	20	1d3	1d4	x2	—	1	P
Knife, Combat	10	1d3	1d4	19-20/x2	—	2	S/P
Knife, Concealed	5	1d2	1d3	x2	—	1	S/P

ONE HANDED MELEE WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Bat, Aluminum	80	1d4	1d6	19-20/x2	—	2	B
Club	3	1d4	1d6	x2	—	3	B
Mace	35	1d6	1d8	x2	—	8	B
Morningstar	35	1d6	1d8	x2	—	6	B&P
Spear, Short	3	1d4	1d6	x2	20	3	P

TWO HANDED MELEE WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Quarterstaff	5	1d4	1d6	x2	—	4	B, D
Spear	10	1d6	1d8	x3	20	6	P
Spear, Long	15	1d6	1d8	x3	—	9	P, R

RANGED WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Axe, Throwing	10	1d4	1d6	x2	20	2	S
Crossbow, Hand	225	1d3	1d4	19-20/x2	30	2	P
Crossbow, Heavy	60	1d8	1d10	19-20/x2	120	8	P
Crossbow, Light	35	1d6	1d8	19-20/x2	80	4	P
Crossbow, Double X	150	1d8	1d10	19-20/x2	120	10	P, *
Crossbow, Repeating Heavy	600	1d8	1d10	19-20/x2	120	10	P, *
Knife, Throwing	5	1d3	1d4	19-20/x2	10	1	P
Wrist Rocket	10	1d3	1d4	x2	30	1	B

WEAPON NOTES CODES:

B = Bludgeoning Weapon

B&P = Bludgeoning and
Piercing Weapon

P = Piercing Weapon

S = Slashing Weapon

P/S = Piercing or Slashing Weapon

R = Reach Weapon

D = Double Weapon

N = Nonlethal Weapon

* = Special rules, see weapon
description

All cost is given in gp. All weight is given in pounds. All ranges are given in feet.



MARTIAL WEAPONS

LIGHT MELEE WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Handaxe	5	1d4	1d6	x3	—	3	S
Pick, Light	10	1d3	1d4	x4	—	3	P
Sap	10	1d4	1d6	x2	—	2	N
Shield, Light	*	1d2	1d3	x2	—	3	B
Spiked Armor	*	1d4	1d6	x2	—	*	P
Spiked Shield, Light	*	1d3	1d4	x2	—	*	P
Sword, Short	20	1d4	1d6	19-20/x2	—	2	P

ONE HANDED MELEE WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Battleaxe	20	1d6	1d8	x3	—	6	S
Broadsword	35	1d6	2d4	19-20/x2	—	4	S
Flail	25	1d6	1d8	x2	—	5	B, *
Longsword	35	1d6	1d8	19-20/x2	—	4	S
Military Pick	25	1d4	1d6	x4	—	4	P
Rapier	40	1d4	1d6	18-20/x2	—	2	P
Scimitar	25	1d4	1d6	18-20/x2	—	4	S
Heavy Shield	*	1d3	1d4	x2	—	*	B
Trident	40	1d6	1d8	x2	10	4	P
Warhammer	20	1d6	1d8	x3	—	5	B

TWO HANDED MELEE WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Flail, Heavy	40	1d8	1d10	19-20/x2	—	10	B, *
Glaive	12	1d8	1d10	x3	—	10	R
Great Axe	65	1d10	1d12	x3	—	12	S
Great Club	5	1d8	1d10	x2	—	10	B
Great Sword	80	1d10	2d6	19-20/x2	—	8	S
Halberd	25	1d8	1d10	x3	—	12	P/S
Lance	30	1d6	1d8	x3	—	10	P, *
Scythe	35	1d6	2d4	x4	—	10	P/S

RANGED WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Longbow	150	1d6	1d8	x3	100	3	P
Longbow, Composite	200	1d6	1d8	x3	110	3	P
Shortbow	55	1d4	1d6	x3	60	2	P
Shortbow, Composite	80	1d4	1d6	x3	70	2	P



EXOTIC WEAPONS

LIGHT MELEE WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Bayonet, Wand	30	1d3	1d3	x2	—	1	P, *
Spur	25	1d3	1d4	19-20/x2	—	2	S, *

ONE HANDED MELEE WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Bastard Sword	75	1d8	1d10	19-20/x2	—	6	S, *
Dwarven War Axe	60	1d8	1d10	x3	—	8	S, *
Whip	15	1d2	1d3	x2	—	2	R, *

TWO HANDED MELEE WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Axe, Orc Double	150	1d6	1d8	x3	—	10	S, D
Chain, Spiked	50	1d6	2d4	x2	—	10	S, *
Double Bladed Sword	200	1d6	1d8	19-20/x2	—	8	S, D
Dwarven Urgrosh	150	1d6/1d4	1d8/1d6	x3	—	12	S/P, D, *
Gnome Hooked Hammer	70	1d6/1d4	1d8/1d6	x3/x4	—	6	B&P, D, *

RANGED WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRIT	RANGE	WT	NOTES
Bolas	15	1d3	1d4	x2	10	2	B, N, *
Combat Soaker	60	—	—	—	10	4	*
Net	40	—	—	—	10	6	*

FIREARMS

COMMON FIREARMS

WEAPON	COST	DMG	CRIT	CAPACITY	RANGE	STR MIN	WT	NOTES
Pistol, .25	100	1d8	19-20/x2	10	30	11	3	P
Pistol, .35	150	1d10+1	19-20/x2	10	30	12	3	P
Pistol, .45	225	2d6+2	19-20/x2	10	30	14	4	p
Revolver, .25	75	1d8	19-20/x2	6	30	11	4	p
Revolver, .35	125	1d10+1	19-20/x2	6	30	12	4	P
Revolver, .45	175	2d6+2	19-20/x2	6	30	14	5	P
Revolver, .50	250	2d8+3	19-20/x2	6	30	15	5	P
Rifle, .30-06	150	d28+1	19-20/x2	10	60	12	6	P
Shotgun, 16GA	150	4d6*	19-20/x2	6	15	13	5	P

AMMUNITION

BULLETS

AMMUNITION	COST
.25, box of 50	10
.35, box of 50	20
.45, box of 20	35
.50, box of 50	50
.30-06, box of 50	20
16GA shells, box of 20	10

ARROWS

AMMUNITION	COST
Arrow, Barbed	3
Arrow, Linemaster	5
Arrow, Longbow	1
Arrow, Shortbow	1
Arrow, Skyfire	20
Arrow, Stunner	2

BOLTS

AMMUNITION	COST
Bolt, Heavy Crossbow	1
Bolt, Light Crossbow	1
Bolt, Hand Crossbow	1

WEAPON EXTRAS

ITEM	COST
Masterwork Weapon	+300
Custom Weapon	+500
Weapon Balancing	+100

BOW EXTRAS

ITEM	COST
Quiver	10
Scope +4	155
Scope +6	325
Strong Composite Bow +1	+50
Strong Composite Bow +2	+100
ZeroGee Quiver	80

NOTES ON FIREARMS

Firearms are their own Weapon Group, like Simple Weapons or Exotic Weapons. Firearm ownership is highly regulated in the NAE. Commoners may own a rifle or shotgun, provided they pay the annual 50 GP fee for a Writ of Weapon Control. Commoners may never lawfully own any sort of hand gun, with the exception of police, military forces, and licensed security personnel. Members of the aristocracy may freely own and carry firearms, as may their agents and security personnel. Firearms are never permitted in legal Xcrawl competition, although all referees and monster wrangler personnel carry heavy handguns.

Pistols and revolvers require only one hand to fire, but two hands to load. Rifles and shotguns require two hands to fire and two hands to load.

The Strength Minimum listed for firearms is the minimum strength score required to effectively operate that firearm. Individuals who attempt to use them without meeting the Strength Minimum take a -4 penalty on all to hit rolls.

Firearms may be crafted as Masterwork Weapons for the normal masterwork price, or Custom Weapons for 1000 gp. Custom Dueling pistols are popular with the rich and famous.

SELECT WEAPON DESCRIPTIONS

Arrow, Barbed: Barbed arrows are lined with thorny protrusions, making them difficult to remove from an opponent. If the damage die rolled for a barbed arrow attack is 4hp (before modifications) or better, the arrow is stuck in the opponent. Removing the arrow causes an additional 1-3 points of damage as it rips the flesh. Painlessly removing a barbed arrow requires a successful First Aid check (DC 20) and three combat rounds, during which the subject must remain still.

Arrow, Linemaster: A linemaster arrow allows the player to fire an arrow with a special silk rope attached. The arrow itself is heavy, with special masonry barbs, allowing it to bite and catch in wood, stone, or concrete. A linemaster sticks in its target if the damage roll is 4 or better (before bonuses). An embedded arrow can take 200 pounds of pull pressure before

it dislodges itself (400 pounds if the attack roll was a critical). The line can be used to swing on, or to pull a tiny opponent. Linemaster arrows are tricky, and firing one is a full round action which provokes an attack of opportunity. Linemaster arrows have heavy tips and are further weighted down by the rope they trail, and have 1/2 of the range increment for an arrow of its kind. The maximum range of the linemaster arrow is the lesser of the length of its line or five increments.

Arrow, Skyfire: Skyfire Arrows: This is a stocky arrow with a self-contained charge of standard Alchemist's fire. Firing a Skyfire arrow is a full round action that provokes an attack of opportunity. On a successful hit it does 1-2 points of piercing damage and 1d6 fire damage. In addition, the fire burns for one additional round for an additional 1d6. The flames may be extinguished as a full round action with a successful DC 15 Reflex save – this avoids the second d6 damage. Skyfire arrows have half the range of their standard counterparts and are extremely fragile. GMs may require crawlers carrying Skyfire arrows during a fall or massive impact need to make an item saving throw (DC 19) or the arrows ignite prematurely, doing 1d6 points of damage for two rounds and destroying all the other arrows in the quiver.

Arrow, Stunner: Stunner arrows have a blunted tip causing bludgeoning damage rather than piercing damage. The range increment for a stunner arrow is two-thirds normal, due to decreased aerodynamics. Skilled users can use a stunner arrow to knock out an opponent if you have the Stunning Shot feat. Damage from stunner arrows is bludgeoning rather than piercing.

Bat, Aluminum: Aluminum bats were banned from NAE little league games as being more dangerous to use. The manufacturers quickly changed tact, and started marketing their wares as Xcrawl weapons. Their higher speed factor makes them more likely to land a lethal blow. A normal teak bat has the same stats as a club.

Bayonet, Wand: This is a slender blade of sharpened teak, designed to fit over the end of any wand. Wizards can mount a bayonet over their primary combat wand, allowing a desperate close quarters attack when a melee weapon is not at hand. Fighting with a wand bayonet is risky; on any attack roll of 1, the wand must save (DC 20) or it snaps in two, utterly destroyed. Wand bayonets cannot be made of metal of any sort, as it can hamper spellcasting.

Cestus: Cesti are leather fist wraps with studded knuckles that were favored by gladiators in ancient times. They are considered an honorable weapon of the classic period and are crowd favorites. Cestuses cannot be worn at the same time as gauntlets or gloves. It takes a minimum of two minutes (20 rounds) to put cestuses on properly. They deal lethal damage.

Combat Soaker: A combat soaker is a special heavy duty pump-action water gun made from aluminum, rubber, and polycarbonate plastics. It is a simple ranged weapon that can fire a stream of water as a ranged touch attack with a 5' range increment, firing a maximum of 5 increments. Firing a combat soaker does not provoke an attack of opportunity. Firing water by itself will just annoy the average opponent, but blasting undead and their ilk with holy water will give them something to scream about. A soaker attack with holy water does 2d4 points of damage per 'charge' to undead or evil outsiders, and the water is considered blessed. Holy water fired on incorporeal undead effects them normally. Each 'charge' of holy water costs 50 GP at any Olympic temple, and a soaker can hold up to six 'charges.' A combat soaker is a fairly delicate weapon that can only be repaired by an expert (hardness 3, hit points 10). A battery powered version of the combat soaker with double the range increment is available for an additional 100 GP. Battery powered combat soakers are banned from use in Xcrawl

Crossbow, Double X: This is a special crossbow that can be loaded with two bolts that are fired one at a time. The weapon has two crossbars set perpendicular to one another, each with its own firing trigger. A character with the Rapid Reload feat may load both quarrels as a move action. If you have the Rapid Shot feat you can fire both quarrels in a single round taking the standard penalties that go with that feat.

Crossbow, Repeating Heavy: This is a crossbow designed to fire multiple shots before needing to be reloaded. Repeating crossbows have a special five bolt magazine that feed into the firing slot using a spring mechanism. Loading a new magazine of bolts onto the crossbow is a full round action that provokes an attack of opportunity. If you have the Rapid Reload feat you can slap a new magazine on as a move action. You may use the Rapid Shot feat with a heavy repeating crossbow, firing to the extent of your magazine. You can fire one shot with this weapon using one hand but firing multiples or changing magazines takes both hands. The weapon as priced comes with one magazine; extra magazines can be purchased for 100 gp.

Custom Weapon: Custom weapons are specially crafted for one person, attuned to their body type, fighting style and even hand grip. You can't add the custom quality to a weapon after it is created; it must be crafted as a custom weapon. A custom weapon adds a +1 circumstance bonus to hit with all attack rolls when wielded by the individual it was customized for. Having a custom weapon adds 500 GP to the cost of the weapon. Crafting a custom weapon takes an extra 5 days for an expert craftsman. Ammunition may not be made custom.

Helmet: A helmet may be removed from the head and swung like a weapon in an emergency, or brought down

on an opponent in a head butting attack. Helmets do lethal damage. When removed and swung helmets count as an improvised armed attack, and no longer add to your armor class. When used in a head butt a helmet does lethal damage but is otherwise considered an unarmed attack. Helmets are included in the price of armor.

Knife, Combat: This is a stout fighting knife that is not designed for throwing.

Knife, Concealed: This is a tiny stiletto, butterfly knife or other thin blade. You get a +4 bonus to hide a concealed knife using the Sleight Of Hand skill.

Masterwork Weapons: A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls. You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon. The masterwork quality adds 300 gp to the cost of a normal weapon (or 600 GP to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 GP). Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it. All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic. Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

Scope: A scope is an optical device that can be added to a bow or crossbow that helps offset range penalties. A scope can only be mounted by an bowyer/ fetcher, a time consuming process that must take place in a workshop with a firing range. To receive the benefits of the scope, you must spend a full round action aiming at your target, remaining still. On your next action you can fire a single shot that receives the bonus listed (+4 or +6) which offset the negatives to hit modifier for range penalties. Scopes do not give a bonus to hit other than offsetting range penalties, so for example using a +6 scope at a range that gives a -4 range penalty does NOT give characters a +2 bonus to hit. Bow and crossbow scopes are not interchangeable, nor are they interchangeable with rifle scopes. Only the first shot fired after spending a round aiming through a scope receives the range modifier offsetting bonuses.

Shotgun, 16GA: Shotguns fire a pattern of expanding pellets rather than a standard bullet. The damage they do depends on the range – they do 4d6 at zero to one increments,

3d6 between one and two increments, 2d6 between two and three increments, and 1d6 beyond three increments. Shotguns fire to a maximum of 5 range increments.

Spur: Spurs consist of two sharp dagger-like blades attached to the back of the hand with a special glove. Using them is like fighting with claws and requires specialized skill. A character may fight with a different melee weapon while wearing spurs, although he may not use the spurs as a secondary or off hand attack if he is carrying a weapon in the hand wearing the spurs. You may not use a shield in a hand wielding a spur. Spurs give a +10 bonus to any roll to resist their being disarmed as they are attached to the hand. Spurs may be worn over gauntlets or gloves. It is dangerous to fire a stringed weapon while using spurs – on any attack roll of a 1 firing a bow, crossbow, or wrist rocket while wearing spurs the string or elastic is cut and the weapon is useless until repaired.

Strong Composite Bow: A strong composite bow has a more difficult pull which adds the Strength bonus listed on damage. You can't add the strong quality to a bow after it is created; it must be crafted as a strong composite bow. A strong composite bow also has a minimum strength to use: a +1 strong composite bow requires a 12 Strength, and a +2 strong composite bow requires a 14 strength minimum. Attempting to use a bow without the minimum strength rating required gives you a -2 hit penalty.

Weapon Balancing: Melee weapons can be balanced to increase their effectiveness as an improvised ranged attack. Weapon balancing reduces the penalties for throwing non-standard ranged hand-to-hand weapons from -4 to -2. In addition, the range increment for a balanced weapon increases from 10' to 15'. Weapon balancing can not be added after the weapon is created: it must be crafted as a balanced weapon.

Wrist Rocket: This is a powerful slingshot with an arm brace. It fires special bullets designed for high velocity and impact. It can also fire small stones with a penalty (-1 to hit, -10' range increment). Slings normally do not add your strength modifier to damage. Loading a sling does not provoke an attack of opportunity, and the user can fire multiple shots as with a bow. It takes two hands to load and fire a wrist rocket.

ZeroGee Quiver®: This specialized quiver has a foam bottom that you stick your arrows or quarrels. This prevents ammo from falling out, even if you are upside down, flying, hurled aside, or diving for cover. There is a ZeroGee Quiver® for every type of arrow or bolt permissible in The Games.



Skin Suit

Micromesh

MiniLynx

ARMOR

LIGHT ARMOR

ARMOR/SHIELD	COST	ARMOR BONUS	CHECK PENALTY	MAX DEX BONUS	SPEED 30'	SPEED 20'	WT	% ARCANE SPELL FAIL
Armored Jacket	25	+1	0	+7	30	20	8	10%
Micromesh Clothing	120	+2	-2	+4	30	20	10	10%
Skin Suit	100	+2	-2	+3	30	20	10	10%
Leather	30	+2	0	+6	30	20	15	10%
Composite Sports, Light	30	+3	-1	+4	30	20	15	15%
Studded Leather	40	+3	-1	+5	30	20	20	15%
MiniLynx, Light	750	+4	-2	+5	30	20	15	20%
Chain Shirt	100	+4	-2	+4	30	20	25	20%

MEDIUM ARMOR

ARMOR/SHIELD	COST	ARMOR BONUS	CHECK PENALTY	MAX DEX BONUS	SPEED 30'	SPEED 20'	WT	% ARCANE SPELL FAIL
Hide	20	+3	-3	+4	20	15	25	20%
Micromesh	850	+3	-1	+5	30	20	20	20%
Composite Sports, Medium	80	+4	-2	+4	30	20	20	25%
Scale Mail	100	+4	-4	+3	20	15	30	25%
Chain Mail	225	+5	-5	+2	20	15	40	30%
Breastplate	300	+5	-4	+3	20	15	30	25%
MiniLynx	1300	+6	-3	+4	20	15	25	25%

HEAVY ARMOR

ARMOR/SHIELD	COST	ARMOR BONUS	CHECK PENALTY	MAX DEX BONUS	SPEED 30'	SPEED 20'	WT	% ARCANE SPELL FAIL
Composite Sports, Heavy	300	+5	-4	+2	20	15	30	30%
Banded Mail	400	+6	-6	+1	20	15	35	35%
Half Plate	500	+7	-7	+0	20	15	50	35%
Full Plate	2225	+8	-6	+1	20	15	50	40%

SHIELDS

ARMOR/SHIELD	COST	ARMOR BONUS	CHECK PENALTY	MAX DEX BONUS	SPEED 30'	SPEED 20'	WT	% ARCANE SPELL FAIL
Buckler	20	+1	-1	—	—	—	5	
Shield, Light Wooden	5	+1	-1	—	—	—	5	
Shield, Light Steel	20	+1	-1	—	—	—	6	
Shield, Heavy Wooden	40	+2	-2	—	—	—	10	
Shield, Heavy Steel	50	+2	-2	—	—	—	15	

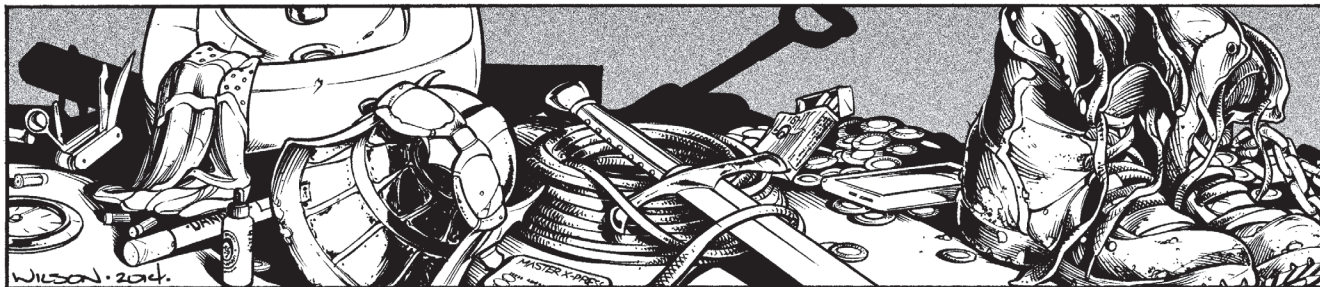
ARMOR EXTRAS

ITEM	COST
Armor Spikes	+70
Chemical Treating	+2000
Dwarvish Masterwork	+300%
Easy-Off, Heavy Armor	+300
Easy-Off, Light Armor	+50
Easy-Off, Medium Armor	+200
Elvish Masterwork	+500%
Gnomish Masterwork	+200%
Halfling Masterwork	+100%
Heat Resistant	+1000
Masterwork armor	+400
Masterwork shield	+200
Popknife	+50
Sexy	+100/ pt
Shield Spikes	+40
Stainless Steel	+50%
Titanium	+300%

NOTES ON ARMOR

All armor assumed to be worn with helmets. If you lose or remove your helmet you suffer a -2 penalty to AC. Wearing a reduced style helmet (i.e., Breastplate with a leather helmet) gives the wearer a -1 penalty to AC and a -1 to armor check penalties. Wearing a better helmet (i.e. a Titanium breastplate helmet with chain mail armor) gives a +1 bonus to AC and +1 to armor check penalties.

Armor created for the games is Modern Armor – the design tends to be sleek and easy to maintain. While modern plate mail and archaic plate mail cannot be mistaken for one another, they afford the same basic protection.



SELECT ARMOR DESCRIPTIONS

Armored Jacket: This is a fashionable leather jacket reinforced with a few key plates of steel. Popular with Crawlers outside the dungeon for any unforeseen close encounters they may experience.

Chemical Treatment: Acid and other corrosives are a fact of modern Xcrawl. Any metal armor can be chemically treated to improve its resilience to the effects of corrosives and chemical irritants. Chemically treated armor grants the wearer a +2 circumstance bonus to saving throws versus acid or other corrosive attacks. In addition, if the armor itself is the target of a corrosive attack (such as concentrated acid or a rust effect), the armor gains a +4 bonus to any item save it must make, and gains 8 points of resistance against the direct effects of the above mentioned attacks. Metal armor may be chemically treated at any time; the process takes a minimum of 48 hours. Armor may be heat resistant or chemical treated, but not both.

Composite Sports: Composite Sports Gear is similar to the sports padding worn by hockey or football players. It consists of rigid interlocked plastic plating for the chest, forearm guards, shin guards, a spine protection plate, a plastic helmet with mesh face mask, a groin protector and armored athletic shoes and shin guards. Composite sports gear can be purchased in light, medium or heavy configurations, which scale balance and maneuverability against increased protection. Composite Sports Gear cannot be made permanently magical, as plastic is particularly bad at retaining magical energy. The main advantage of this armor is that it is easy to customize to a specific humanoid, making it a popular choice with DJs for their humanoid troops.

Dwarven Masterwork: Dwarven-made armor is expensive, but worth it. Dwarven-made armor is always hand-constructed by master craftsmen who practice the ancient craft and spiritual discipline of forging metal. Dwarven-made armor has its armor check penalties reduced by two, even if this makes the armor check penalty zero. If the armor itself is ever attacked, it gains +2 to saves and has an additional two points of hardness. All dwarven armor carries a visible maker's mark – the personal rune, symbol, or logo of the craftsman. Many dwarves will not sell armor to Xcrawl players, but there are a few outfitters who will make armor for anyone. Only medium or heavy armor of steel or titanium can be dwarven masterwork. Dwarven masterwork replaces, and does not stack with, normal masterwork benefits.

Easy-Off: Sometimes survival depends on freeing yourself of armor. Easy-off armor is designed to be quickly removed, either in a fight or while submerged in water. Specific easy-

off features depend on the armor type; zippers, clever safety catches, and one-catch designs are all used by designers to give their armor quick removal action. The actual length of time it takes a skilled wearer to remove easy-off armor depends on its weight class: Light Armor: Two rounds. Medium Armor: Four rounds. Heavy Armor: Seven rounds.

Elven Masterwork: Elven masterwork is expensive, and it can take a craftsman take up to six months to make a custom suit. Elven masterwork armor is always beautifully wrought, form fitting, and flexible. Its armor check penalties are reduced by one, it does not reduce the character's movement rate, and the chance of arcane spell failure is reduced by 20% (minimum 5%). Only light and medium armor can be made in the elven masterwork style. Elven masterwork replaces, and does not stack with, normal masterwork benefits. Elven craftsmen do not label their armor with a logo or maker's mark, but each armor smith has his own unique style and design aesthetic, allowing a connoisseur a chance to know the maker simply by examining the armor (Appraisal check, base DC 30).

Gnomish Masterwork: Gnomish armor is designed to protect, carry, and baffle. Gnomish craftsmanship reduces the armor check penalty by one, and every piece is component based so it is relatively easy to replace a destroyed or missing piece, making any repair and maintenance costs half normal. In addition, gnomish armor has up to six hidden pockets (Perception DC 28 to discover), which are devilishly hard to pickpocket (+10 DC to any check against a rogue trying to notice or snatch items from gnomish masterwork armor pockets). Only leather, padded, studded leather or scale can be fashioned in the gnomish masterwork style. Gnomish masterwork replaces, and does not stack with, normal masterwork benefits.

Halfling Masterwork: The Halfling armor craftsman knows his market. Halfling masterwork armor reduces armor check penalties by one, and grants a +1 circumstance bonus to Stealth checks by concealing or blacking every metal stud, fastener, and hook that could possibly glint in low light. In addition, Halfling armor generally comes with custom separated-toe climbing boots, which add a +1 circumstance bonus for Climb checks for scaling ropes. Only leather or studded leather armor can be made in the Halfling masterwork style. Halfling masterwork replaces, and does not stack with, normal masterwork benefits.

Heat Resistant: Heat resistant armor is in high demand for Xcrawl, where fighters are often treated to an unwelcome burst of flame in the course of a crawl. The process is a combination of specially treated metals, heat retardant padding, and ventilated design. Heat resistant armor grants the wearer a +1 circumstance bonus on saving throws versus flame or heat based attacks. In addition, if the armor itself is

targeted it has an additional 8 points of hardness against fire damage. Full plate, half plate, breastplate, chain, and scale can be made heat resistant. Armor cannot retroactively be made heat resistant – it must be crafted that way.

Masterwork Armor Suit: A well-made suit of armor made by an expert craftsman. Masterwork armor reduces the armor check penalty associated with it by 1. Masterwork armor does not provide an extra bonus to defense or attack rolls.

Masterwork Shield: A well-made shield made by an expert craftsman. Masterwork shields reduce the armor check penalty associated with it by 1. Masterwork shields do not offer an extra bonus to defense or attack rolls, even when made with spikes.

Micromesh: Micromesh armor is composed of a layer of artificial leather over a layer of aluminum alloy chain mail. The individual links are less than an eighth of the size of standard chain mail links, giving the armor superior flexibility, while the special alloy makes the dense mesh exceedingly light. The armor consists of a body suit of micromesh material with high impact plastic breastplates, steel toed combat boots and a micromesh helmet. Micromesh armor cannot be made permanently magic due to the synthetic materials used in its construction.

Micromesh Clothing: This is micromesh armor designed to look like street clothes. High fashion custom versions are available from anywhere from 100-300% of the normal cost. You must be proficient with Light Armor to wear Micromesh Clothing without taking the armor check penalty to attack rolls. Micromesh clothing cannot be made permanently magical due to the synthetic materials used in its construction. Micromesh clothing does not feature head protection.

MiniLynx: Exclusively manufactured by the Blue Skin Jeans Co. of Metairie, MiniLynx® armor is a master of modern combat engineering. The armor consists of a thin layer of titanium alloy mail of interlocking rings, which is flexible, light and durable. The armor additionally protects vital areas with a layer of micro-spring padding that applies negative force against incoming attacks, helping to protect against the impact of heavy blows. Standard MiniLynx armor includes a shirt and breeches of MiniLynx over stretch denim, with combat boost and micro-spring padding over the chest, knees, elbows, and groin with a micro-spring helmet with built in mesh eye protection to leave the wearer's peripheral vision unobstructed. All MiniLynx armor has the Gnomish Masterwork quality built in (see the Gnomish Masterwork quality description), with all bonuses already built into the given statistics. MiniLynx armor cannot be made permanently magical due to the synthetic materials in its construction.

MiniLynx, Light: A lighter configuration of MiniLynx armor which exposes much more skin, including a fashionable half-helmet with eye protection. MiniLynx armor is considered to have both Gnomish Masterwork and Sexy (1 point) qualities, with all bonuses and penalties already built into the given statistics. MiniLynx armor can not be made permanently magical due to the synthetic materials in its construction.

Popknife: A popknife is a concealed blade worked into the armor design. Popknives can be fitted on an elbow, knee, gauntlet, the toe of the boot, or any other place the GM feels is reasonable. A simple flick of the appendage pops the knife out, and you are ready for action. A popknife is a simple weapon that may be used without penalty during a grapple. Its combat statistics are the same as a concealed knife, although they are attached to the armor itself and thus cannot be thrown. The first two popknives hidden in a suit of armor do not hamper movement, but each additional one gives the armor an additional -1 armor check penalty.

Sexy: Image conscious crawlers can have custom armor created for them that shows off their best attributes, at the cost of some protection. Sexy armor is rated in points: each point of Sexy costs 100 gp, reduces the protection by one point and grants a +1 to Grandstand checks made during Xcrawl and a +1 on all Charisma-based checks made against the targets that might possibly find the wearer sexually attractive. Two points of Sexy reduces the Armor Check penalty by 1 point and the Arcane Spell Failure chance by 5% (to a minimum of 5%), but further points of Sexy do not increase either of these bonuses. The maximum number of Sexy points that can be crafted into any armor are equal to half the armor's AC bonus, rounded down. The Sexy quality cannot be added to existing armor: it must be crafted with the Sexy quality. Shields cannot be made Sexy although they can certainly be extremely cute.

Shield Spikes: Spikes can be added to a shield when it is being crafted, turning it into a martial piercing weapon that increases the damage dealt by a shield bash by one damage category (i.e. 1d4 to 1d6, 1d6 to 1d8, etc).

Skin Suit: A skin suit is a one-piece skin-tight protective suit of reinforced rubber armor that affords an even layer of protection over the entire body. The suit covers the wearer from the neck down and includes fingerless gauntlets and tabi-style climbing boots, but no helmet or head protection. Skinsuits are designed for submersion; they dry extremely quickly, keeping the water away from protected body parts. The weight is evenly distributed, giving the skinsuit wearer no penalties to Swim or Athletics checks for climbing.

Stainless Steel: Stainless Steel is steel alloyed with chromium, making the metal more resistant to corrosion

JUST BECAUSE YOU CAN BUY IT DOESN'T MEAN YOU CAN BRING IT!

Note that not all of the equipment listed here will be necessary, or even legal, in the game within this game of Xcrawl. The rules of Xcrawl disallow you from actually bringing in all sorts of equipment including acid, poison, guns, and chainsaws. See **Equipment** in the **Rules of Xcrawl** section for specifics of what is you may actually bring to a dungeon (p. 129).

and stains. Stainless Steel armor resists corrosion better than standard armor. It shines brighter and cleans up easier than its standard steel counterpart. It is resistant to rust and decay, gaining a +10 hardness and a +4 to saving throws versus acid or corrosive attacks to the armor. This additional protection is not afforded to the wearer. If ever subject to a rust attack with no save possible, Stainless Steel armor still gets a saving throw (if no DC is listed use DC 15 for a standard rust saving throw). Stainless Steel armor can be made permanently magical. The following armors can be crafted of Stainless Steel: Banded Mail, Breastplate, Chain Mail, Chain Shirt, Full Plate, Half Plate, Scale Mail, Steel Shields. The Stainless Steel quality cannot be added to existing armor.

Titanium: Titanium armor is stronger and lighter than its steel counterpart, although prohibitively expensive. Titanium armor weighs 33% less than its steel counterparts and reduces the Armor Check penalty of any armor by 2, to a minimum of zero. It has +4 points of hardness versus any attack against the armor itself. It is resistant to rust and decay, gaining a +10 hardness and a +4 to saving throws versus acid or corrosive attacks to the armor. This additional protection is not afforded to the wearer. If ever subject to a rust attack with no save possible, Titanium armor still gets a saving throw (if no DC is listed use DC 18 for a standard rust saving throw). The following armors can be crafted from titanium: Banded Mail, Breastplate, Chain Mail, Chain Shirt, Full Plate, Half Plate, Scale Mail, Steel Shields. The Titanium quality cannot be added to existing armor. Structural armor extras such as spikes, easy-off, or pop knives and other additions for Titanium armor cost double their listed price.

GENERAL EQUIPMENT

Note on General Equipment: All costs given in gp, unless otherwise noted, and all weight is given in pounds.

XCRAWL EQUIPMENT

ITEM	COST	WT
Climbers harness	50	3
Compass	15	1
Crowbar	12	5
Flashlight, Combat	20	5
Flashlight, Headlamp	12	2
Goggles, Protective	20	1
Goggles, Underwater	15	1
Grappling Hook	5	5
Knife, Gnomish Third Hand	60	1
Knife, Multipurpose	10	1
Lighter, Masterwork	5	1
Lockpick Kit	30	5
Pen, Quality	3	1
Rope, Modern, 50'	20	5
Watch, Sports	10	1
Web belt	5	2
Whistle	3	1

SPECIALTY EQUIPMENT

ITEM	COST	WT
Alchemist Charge	50	1
Antitoxin, Alchemical	75	1
Antitoxin, Biological	120	1
ArcRage	200	1
ArcRenew	200	1
Bang Bomb	30	1
Combat Soaker Backpack	50	45
Dwarven Mirror Polish	25	1
Eyeblack	5	1
First Aid Kit, Modern	25	5
Flashbomb	20	1
Flashlight, Continual Flame	150	2
Shield Clock	1	—
Wolvesbane Capsules, 3-pack	125	—
X4 Smoke Bomb	30	1

ARCANE SPECIALTY EQUIPMENT

ITEM	COST	WT
Ink, Arcane Quality, 3 oz.	30	1
Parchment Paper, 100 sheets	20	1
Spellbook, Adventuring	200	5
Spellbook, Office	350	6

RELIGIOUS SPECIALTY EQUIPMENT

ITEM	COST	WT
Book of Scripture	3	—
Holy Symbol, Gold	2,500	—
Holy Symbol, Silver	30	—
Holy Symbol, Steel, Stiletto	50	1
Holy Symbol, Wooden	3	—
Holy Water, vial	15	1

ARCHAIC EQUIPMENT

ITEM	COST	WT
Candles, 20	1	3
Healer's Kit, archaic	65	1
Lantern	20	3
Rope, Hempen, 50'	2	10
Tinderbox	25	1
Torch, 10	2	5

BANNED EQUIPMENT

ITEM	COST	WT
Acid, Sulfuric, Vial	65	1
Alchemist's Charge, Sticky	80	1
Arrow, Tranquilizer	15	1
Caltrops	4	3
Chemical Spray	10	1
Dog Whistle	3	—
Hand Grenade, Fragmentation	130	2
Hand Grenade, Smoker	80	2
Handcuffs	15	2
Lockpick Gun	250	4
Radio, Handheld Transceiver	20	3
Shield, Tower	85	45
Shock Weapon	55	3
X7 Smoke bomb	45	1

CAMPING EQUIPMENT

ITEM	COST	WT
Backpack, Frame	20	5
Backpack, Waterproof	25	2
Canteen	3	1
Binoculars	30	3
Compass	20	1
Hiking Boots	15	4
Knife, Survival	10	2
Bedroll	2	6
Bedroll, Dungeon	20	8
Bedroll, Extreme Cold	30	10
Mess Kit	5	1
Mess Kit, Gnomish	25	1
Tent, 2-Man	40	5
Tent, 4-Man	75	10
Trail Rations, 1 day	2	1
Water Filter	8	1

MUSICAL INSTRUMENTS

ITEM	COST	WT
Guitar, Acoustic	50	6
Guitar, Electric	75	12
Harmonica	5	1
Brass Instrument	100	4
Woodwind Instrument	80	2
Bass, Electric	100	12
Microphone, Wireless	50	1
Microphone, Lapel	60	—
Violin	100	2

SELECT EQUIPMENT DESCRIPTIONS

Acid, Sulfuric, Vial: A glass vial with eight ounces of sulfuric acid. A vial of acid can be thrown as a ranged touch attack splash weapon. If the target is struck he must make a saving throw, as must his armor and clothing and any other exposed equipment the GM deems vulnerable. Individuals and their equipment struck take 2d8 points of acid damage the first round, and 1d4 points of damage per round for the next three rounds (Reflex Save DC 16 for half damage to person and equipment). In addition, wounds caused by sulfuric acid that are not magically healed within 3 rounds leave horrible, permanent scars that can only be removed with the following spells: limited wish, regeneration, or wish. Sulfuric acid eats through flesh, metal and bone with ease. Acid attacks other than magical spells with an acid effect are banned from player use in The

Games, although DJs may use acid under tightly regulated conditions.

Adventurer's Gear: This is a standard costume for Xcrawl. The details can vary as much as the players – leather and studs, sleek tights, jeans and t-shirts – you'll see many styles in The Games.

Alchemist's Charge, Sticky: Banned from the games, the Sticky Alchemist's charge conforms to the rules for the standard alchemists charge with the following changes: the burn does an initial 1d6 fire damage, then does 1d4 fire damage for the following 6 rounds. This fire burns for the full 6 rounds even if immersed in water or sand.

Alchemist's Charge: Dungeonbattle, the table top RPG that became the basis of Xcrawl, had a highly flammable substance of questionable historic accuracy available to players that became a standard weapon against creepy crawlies who didn't like fire: the Alchemist's Charge. When DJ Herobane began to organize the games he commissioned Axis Alchemical Supplies to create such a thing for players to use in the Games. Fantasy has become reality and now the Alchemist Charge is a ubiquitous part of Xcrawl. An Alchemist's Charge is a ceramic grenade weapon filled with a viscous goo that burns hot and bright when exposed to air. The Charge can be thrown as a ranged touch attack with a range increment of 10'. The target struck takes 1d6 fire damage, and everyone within 5' takes 1 point of splash damage. The second round after it hits, the primary target takes another 1d6 fire damage. The primary target can spend a full round action extinguishing the flames if it chooses to avoid the additional d6 damage – this requires a DC 15 Reflex save.

Antitoxin, Alchemical: This is a special substance that helps detoxify dangerous substances that find their way into the body. Drinking a vial of alchemical antitoxin grants you +4 on saving throws against poison effects for one hour.

Antitoxin, Biological: This is a specially distilled tincture of several natural subsistence that have a powerful detoxifying effect on the human body. Taken within 1 minute of being poisoned, it allows the drinker to take a second saving throw against the poison. If this saving throw is successful, the subject takes no further damage



from the poison and any ability damage taken begins to return at a rate of one point per hour.

ArcRage™: Introducing ArcRage, the amazing magical sports drink that turns you into a berserk fighting machine! Drinking an ArcRage is a full round action that provokes an attack of opportunity. For one hour after drinking an ArcRage you have the ability to go into a minor rage. Your rage lasts 1+ Con bonus rounds (minimum 1). While in this state you gain a +2 bonus to Strength, a +2 bonus to Constitution, a -2 penalty to AC and you lose the ability to use any skills which are not Strength or Constitution based. You may not end your rage prematurely, and if your opponents are all dead by the end of your rage you must make a Will save (DC 16) to prevent yourself from taking a punch at your nearest ally. At the end of your rage you must make a Fortitude save (DC 14) or you become nauseous for one full round. Drinking more than one ArcRage per 24 hour period does not grant the minor rage effect, instead making you jittery and nervous, the physical equivalent of being shaken for (8 - Con bonus) minutes.

ArcRenew™: From the makers of ArcRage – ArcRenew! The arcane soft drink that brings you back from the brink! Drinking an ArcRenew is a full round action that provokes an attack of opportunity. Once per day it dispels the effects of fatigue from the imbiber. It works for up to an hour – if the fatigue effect is persistent it returns after the hour passes. Drinking more than one ArcRenew per day does not confer the fatigue dispelling effect, and it causes a terrible persistent headache that lasts for three hours (-2 to all skill checks for the duration of the headache).

Arrow, Tranquilizer: Banned from Xcrawl, these special arrows are designed to deliver a chemical injection upon striking an opponent. Opponents struck take normal arrow damage. If they take any damage from the shot (i.e. that bypasses any Damage Reduction the creature might have) the target must make a Fort Save DC 15. Failure means the creature falls into a temporary coma, and must make a new save after every hour that passes to awaken from their coma. Creatures in a coma are obvious to anything going on around them, are helpless and prone and do not awaken when struck. There are tranquilizer arrows made for every size bow, and tranquilizer bolts for crossbows. Custom tranquilizers can be made with different effects and greater costs than the ones described here.

Backpack, Frame: This is a carefully constructed backpack that distributes weight evenly across the body. It consists of an aluminum frame, a backpack with several convenient pouches and straps that snap across the chest and waist. Wearing a frame backpack gives a +2 circumstance bonus to Strength with regards to encumbrance carried in the backpack only. A frame backpack holds up to 2 cubic feet of material.

Backpack, Waterproof: This is a sturdy nylon backpack, which holds up to 2 cubic feet of material, with waterproof seams covering the zippers and other openings. The sturdy bag fully protects its contents from rain and other light soaking. Even fully submerged, the backpack will protect its contents for up to half an hour before water begins to penetrate the seal.

Bang Bomb: This is a small grenade-like weapon that detonates like a clap of thunder. The weapon can be thrown with a range increment of 10', and need not hit a target to affect it. Consider a specific 5' section of floor as having an AC of 5. It can be thrown at the ground or any hard object to create its effect. When it strikes, it cracks and explodes with a deafening sound, although it does not do significant explosive damage. When it explodes, each creature within 15' of the impact must make a DC 15 Fortitude save or be deafened for ten minutes. Deafened creatures take a -4 penalty on initiative and have a 20% chance to lose any spell with a verbal component they attempt to cast.

Bedroll, Dungeon: This heavy sleeping bag is padded and reinforced with leather. Besides being a warm comfortable place to sleep, it gives a +2 Armor Class bonus to anyone inside. It is extremely inconvenient to fight from the inside of a bedroll, giving a -2 to attack penalties in addition to penalties from fighting prone and making many actions impossible. A bedroll is large enough for one medium or two small creatures.

Bedroll, Extreme Cold: This thick bedroll allows the sleeper to rest warm and comfortably at temperatures as low as -10°.

Binoculars: Standard binoculars have a 10:30 viewing ratio (making objects 30' away seem appear as if they were only 10' away). They give a +4 bonus on Spot Checks to see objects at a distance.

Boots, Heavy Dungeon: These are hard leather boots with excellent treads. They have an interior sheath to hide a Concealed Knife, and a tiny exterior pocket with a zipper that can hold as much as 10 coins.

Business Suit: The standard attire for office wear. This includes a modern styled suit jacket and slacks.

Casual Outfit: This is a sport coat or blazer, slacks and a button down shirt (for men) or a one piece fashionable dress (for women).

Cheerleader's Outfit: This brightly colored uniform comes in your school or team's colors, ranges from somewhat modest to quite daring, and comes with a set of pom-poms (women's) or a cardstock bullhorn (men's).

Chemical Spray: Chemical irritant spray is not a permissible Xcrawl weapon, although handlers and staff often keep it on their person when dealing with monsters. Using it is a ranged touch attack with a range increment of 5', and a maximum range of three increments. On a successful hit, the target must make a Fortitude save (DC 18) or become nauseated for 1d4 rounds. In addition, victims receive a -2 penalty to Perception checks and attack rolls until the effect wears off (usually two hours). An irritant sprayer contains four doses. Attempting to wash the spray off makes the effects worse (submerging or washing the face requires another Fortitude save or add another 1-4 rounds of nausea).

Combat Soaker Backpack: This is a heavy nylon backpack designed to hold holy water. It has a hose to connect it with a Combat Soaker. It can hold up to 50 charges of holy water.

Commoners Outfit: Commoner casual wear. This is either jeans and a shirt, inexpensive shoes and a sweater or sweatshirt (men's) or a plain skirt and blouse with inexpensive shoes (women's).

Dog Whistle: Banned from Xcrawl, this whistle emits a shrill blast pitched so high that only creatures with ultrasonic hearing (such as dogs and wolves) can hear it. The sound is generally unpleasant for such creatures and they normally seek out the source of the sound. A dog whistle can be heard by creatures with ultrasonic hearing within 90'.

Dwarven Mirror Polish: This is a special metal polish that can give swords, shields and armor a high reflective shine. Mirror polished equipment can be used to look around corners, to signal using reflected light, or to reflect a gaze attack back at its caster. Reflected gaze attacks receive a -2 saving throw to their DC due to the imperfect reflection created by mirror polish. It takes five minutes to apply one use of mirror polish. Polishing a sword or similar hand weapon requires one use, a shield requires two, and a suit of metal armor requires five. A tin of mirror polish has five applications, each enough to do one weapon or shield. It takes five minutes to buff a metal weapon to a mirror shine using the polish and a cloth.

Electroshock Weapon:

The hand held electroshock weapon is banned from The Games. Law enforcement officers carry them, as well as some aristocratic ladies. Using the electroshock weapon against an opponent is a hand to hand touch attack that provokes an attack of opportunity. Victims must make a Fort save DC 15 on a successful hit: failure means the individual takes 2d6 nonlethal electrical damage and are paralyzed for 7-12 rounds. Once the paralysis wears off, creatures are considered shaken for one hour. If the save is successful the victim takes 1d6 points of nonlethal electrical damage. Creatures of Large size or larger do not suffer the paralyzing effects of a standard electroshock weapon. An electroshock weapon can fire three times before it needs a new battery.

Eyeblack: Eyeblack is an oil-based black cosmetic, worn under the eyes to reduce glare. If players are ever faced with a light or glare attack, eyeblack gives a +2 circumstance bonus to saving throws against its effects. One container contains ten double applications (one double application is enough to put under each eye).

First Aid Kit, Modern: A modern first aid kit includes sterile bandages, burn cream, aspirin and other necessities of modern medicine.

Flashbomb: This is a small grenade like weapon that erupts in a flash of dazzling light when smashed. A flashbomb is a grenade like weapon with a 10' increment. It can be thrown at a target, or it may be thrown at the floor or other hard surface. Treat a 5'x5' square as having AC 5. When the flashbomb strikes, all targets within 20' must make a Reflex Save at DC 13. Failure means the targets are dazzled for one round after the bomb goes off. Creatures with a vulnerability to sunlight are dazzled for five rounds after impact. Creatures with no visual ability, such as blind creatures, are unaffected by flashbomb attacks.

Flashlight, combat: This is a heavy steel flashlight with a safety glass lens. It can be effectively used in combat with the same statistics as a club. A combat flashlight can shine for up to ten hours with new batteries, shining a 20' cone of light.

Flashlight, Continual Flame:

This is a hollow tube with a continual flame spell cast into its depths, so that it shines a cone of light from its tip. It has a cap that allows it to be fully darkened. A continual light flashlight shines a cone of arcane light 30'.

Flashlight, Headlamp:

This is a light-weight headband that fixes a tiny lamp over the forehead. It shines a cone of light 15', and can shine for up to 4 hours with new batteries.

Formal Wear: This is either a stylish woman's evening gown or dress costume (women's), or a tuxedo with tie and cummerbund (men's).

Formalwear, Relic: This is an archaic woman's dressing gown with bodice and snood (woman's) or a archaic dress outfit with doublet, pantaloons, low soft boots and blousy shirt (men's).

Goggles, Protective: This is a pair of fitted eye lenses designed to keep dust and other particulates. The GM must rule how they help in a given situation, although a +1 to +2 bonus to appropriate saves and checks is average. They do not offer any armor protection.

Goggles, Underwater: These goggles are designed to offer maximum sight underwater. Characters wearing underwater goggles have their normal vision under the water's surface. Goggles are not proof against other underwater vision obstacles, such darkness or murky water.



Hand Grenade, Fragmentation: This is a military weapon, normally only available on the black market. A hand grenade is a small bomb with a firing pin. The grenade has a range increment of 10', and it need only hit a hex to affect it (consider a 5' x 5' square of floor as having AC 5). The effective blast radius is 30'. The grenade does 6d6 explosive damage at 0-5', 5d6 explosive damage from 6-10', and drops a d6 every 5 feet until its maximum range of 30'. To determine the hand grenade's damage at any given range, roll all 6d6 at once and arrange them highest to lowest. The highest damage die is for the immediate 5' from impact, with the second highest die being the next 5' and so forth. Example: the individual dice scored for a hand grenade attack are as follows: 6, 6, 5, 3, 3, 2. That means that targets within 5' of the blast area take 25 points of damage, 6'-10' away takes 19 points, 11'-15' takes 14 points, all the way down to 26-30' away taking only 2 points of damage. Targets in the area of a hand grenade may attempt a Reflex save DC 20 for half damage only if they have available cover (see the rules on Cover for more details). Fragmentation damage cannot be healed until the fragments are removed from the wound (Heal DC check 20, operation takes 2 minutes per point of Fragmentation Damage incurred). Hand grenades can be set with a delay from 2 to 10 seconds.

Hand Grenade, Smoker: This grenade creates a column of smoke at its area of impact. The grenade releases a 40' x 40' x 40' cloud of smoke that lasts a full three minutes (30 combat rounds) before dissipating.

Handcuffs: This is a pair of manacles connected by a chain that can be used to bind the limbs of a creature. The price given is for handcuffs that can confine a medium sized creature: they are also available for Small (10 gp) and Large (30 gp) creatures. Cuffing one limb requires a touch attack and is a full round action that provokes an attack of opportunity, and is easiest done to a grappled, helpless or otherwise subdued target. A handcuffed creature may attempt to slip out (Escape Artist check DC 33), or an extremely strong individual may attempt to break the chain that attaches them (Str check DC 24 if hands are bound in front of the body, 26 if hands are bound in back of the body, 26 if legs are bound). Each individual manacle has its own lock (DC 28 to pick, GM's discretion whether or not confined individual may attempt to pick his own handcuff lock and at what, if any, penalty). Handcuffs have a hardness of 10 and 15 hp.

Healer's Kit, Archaic: This is a healer's kit from the dungeon exploration days of yore, including cloth bandages, unguent, herbal remedies and the like. A successful First Aid check with an archaic healer's kit heals less than when using its modern counterpart (2 hp total).

Hiking Boots: High edged water resistant boots, perfect for a march through the woods.

Holy Symbol, Steel, Stiletto: This is a holy symbol with a hidden spring-assist knife, designed for a close quarter surprise attack. Needless to say, this is not okay with deities of the Good or Lawful persuasion.

Ink, Arcane Quality: This is the minimum quality ink for scribing scrolls.

Knife, Gnomish Third Hand: This amazing device has all the tools of a standard multipurpose knife, as well as a small clamp, universal eating utensil, pop off hollow breathing tube that expands to 6' and magnetic stud finder. The main blade is self-sharpening. Its complicated design makes the gnomish third hand more fragile than a standard multipurpose knife – even 1 hp of damage renders 1-4 of its devices unusable. If a rogue lacks lock picking tools a Gnomish Third Hand reduces his penalty on Disable Device checks from -2 to -1.

Knife, Multipurpose: This is a handy versatile tool, typically with a tiny blade, a screwdriver, scissors, small saw, bottle opener, awl, toothpick and tweezers. If a rogue lacks lock picking tools he can use a multipurpose knife to lower his Disable Device penalty from -2 to -1.

Knife, Survival: This is a special combat knife with a compass built into the handle. The compass unscrews to reveal a small space where survival items such as matches or a suture kit can be stored.

Lantern: This is a modern battery powered lantern that sheds light in a 20' radius. It can shine for up to 10 hours on new batteries.

Lighter, Masterwork: This is a refillable sturdy steel lighter with a flip top.

Lockpick Gun: While banned from use in Xcrawl, a lockpick gun can be an invaluable aid in breaking and entering. Lockpick guns come in a kit with several vibrating tumbler rakes. A lockpick gun gives a +4 circumstance bonus to Disable Device checks to unlock conventional (non-electronic) locks, and reduces the time needed to pick a lock in half (the normal time for a lock pick check is 5 minutes). In addition, a lockpick gun can replace standard thieves tools. A lockpick gun does not allow an untrained Disable Device check.

Lockpick Kit: The standard toolkit for Specialists. You receive a -2 penalty on Disable Device checks if you do not have a lockpick kit.

Mascot Costume: Some Xcrawl teams hire a performer to wear a mascot costume and work the crowd in their behalf. The costume generally consists of an oversized head, a comically rotund body, giant feet, and mitts. Mascot costumes are universally hot and uncomfortable and the headpiece generally restricts all peripheral vision.

Mess Kit: A standard camping mess kit with plate, knife, fork and cup.

Mess Kit, Gnomish: The Gnomish mess kit is a cunningly constructed self-contained kit with a plate, fork, bowl, spoon, knife, chopsticks and tongs. It has a built in stand that converts it into an emergency camp stove.

Radio, Handheld Transceiver:

A standard battery operated two way radio that allows communication over a distance. The handheld transceiver's normal "dungeon condition" range is 500'. Range in a standard urban environment is 2 miles, while the range in outdoor wilderness conditions is 15 miles. Fully charged batteries allow two hours of communication.

Rope, Hempen, 50': This is old-fashioned woven rope. It has 2 hit points and can be burst with a DC 23 Str check.

Rope, Modern, 50': Modern climbers rope has 1 point of hardness, 4 hit points and can be burst with a DC 25 Str check.

Shield Clock: This is a tiny digital clock with stopwatch capability with an adhesive backing. It is designed to stick on the inside of a combat shield.

Spellbook, Adventuring: This is a blank book with high quality parchment pages, the minimum quality needed to properly record and recall spells. An adventuring spellbook has 50 pages. A spell takes up one page per level to record. Zero level spells take up one page.

Spellbook, Office: This is a weighty home version of the adventuring spellbook. It has 250 pages.

Temple Vestments: These ceremonial robes have symbols of a chosen deity, including special colors and patterns. It is treason for a non-templar to wear temple vestments.

Trainers: A standard pair of athletic shoes.

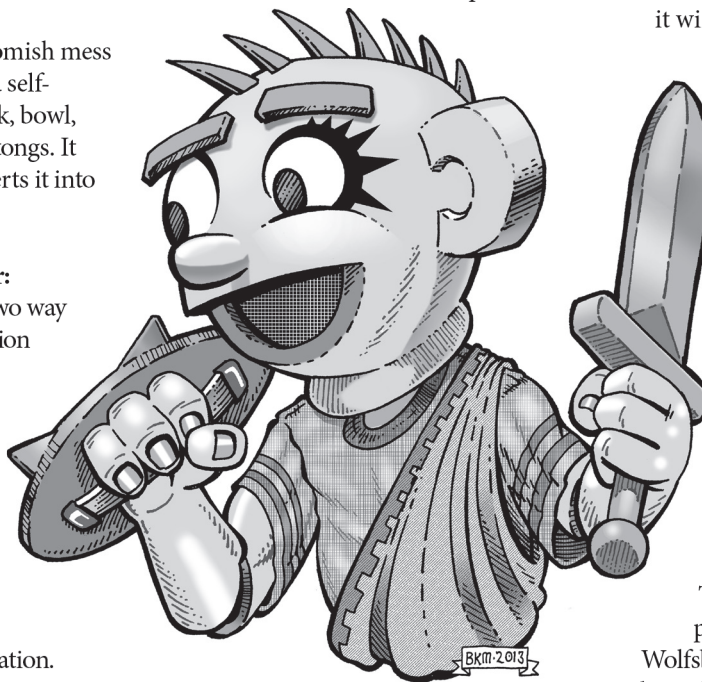
Watch, Sports: This digital watch has stopwatch capabilities and is highly resistant to water and impact (Hardness 4, hp 5, can remain underwater for up to 1 hour and still function).

Water Filter: This tiny filter strains impurities and parasites from water, making it drinkable. Note that it will not make salt water potable.

Web belt: A military style belt, very handy for attaching weapons and equipment.

Whistle: Blowing a whistle makes a shrill noise which can signal your teammates. Many Xcrawl squads develop whistle signals for combat. Coaches and referees both carry one as part of their uniform.

Wolfsbane, Hypoallergenic: This is a carefully standardized, purified capsule of concentrated Wolfsbane. Taken within one hour of a lycanthrope's bite attack, a Wolfsbane capsule allows a second saving throw to avoid contracting Lycanthropy.



X4 Smoke Bomb: Xcrawl Specialists have been demanding smoke bombs for some time. After several homemade versions turned out to be toxic fire hazards, the Adventurers' guild commissioned the R&D team at Kai Burbank to develop a standard smoke bomb for use in Xcrawl. The result is the X4, the standard permissible smoke weapon for Xcrawl. An X4 is a small pressurized projectile that looks like a golf ball wrapped in gauze bandages. Upon impact, it releases chemicals that react with the air to make a dense gray smoke. It can be hurled at one's feet, or at a distance, to make a 15' x 15' smoke cloud lasting for three combat rounds before dissipating. The smoke cuts visibility, allowing players to hide or take other unseen actions. Note that the user is not immune to the visibility reducing effects of the X4.

X7 Smoke bomb: Banned from Xcrawl. The X7 Smoke Bomb is similar to the X4, but with the following differences: the smoke cloud is 30' x 30' x 30' and lasts for a full minute before dissipating.

OTHER GOODS AND SERVICES

COMMON MAGIC ITEMS

ITEM	COST
Potion, <i>Cure Light Wounds</i>	100
Scroll, Divine: <i>Bless</i>	25
Scroll, Arcane: <i>Magic Missile</i>	25
Scroll, Divine: <i>Cure Light Wounds</i>	50
Scroll, Arcane: <i>Detect Magic</i>	25
Magic Weapon, +1	+2,000
Magic Armor, +1	+1,000
Magic Shield, +1	+1,000
<i>Bracers of Armor</i> +2	4,000
<i>Ring of Protection</i> +1	2,000

Note on Common Magic Items: These are the only magic items that commoners are permitted to buy and/ or possess. There are no restrictions on owning magical items that one has personally won in Xcrawl, but they must remain possessions of a member of the Adventurer's Guild for them to remain legal in the NAE. Items with a price listed with a plus sign before their cost add that amount in gp to the cost of the base item.

MAGICAL SERVICES

ITEM	COST
Remove Disease	1,000
Remove Curse	5,000
Mass Teleportation (Domestic)	20,000
Mass Teleportation (International)	30,000
Restoration	1,000
Cure Insanity	5,000
Stone to Flesh	3,000
Teleportation (Domestic)	10,000
Teleportation (International)	15,000

Note on Magical Services: Magical services can be difficult to come by – the GM will have to rule on their availability as the situation dictates. As a rule, Arcane spellcasting services will be easier to procure in large cities than in small ones, and the GM may rule that they may not be available at all in a given locale. Divine spellcasting services can usually be found in any city with a temple, but the prices may be higher if you are looking for help from a temple of other than your own patron deity, severely so if the deity's alignment or temperament is diametrically opposed to your own.

VEHICLES

ITEM	COST	WT
Automobile, Sedan	4,000	3,300
Automobile, Luxury Sedan	12,000	3,800
Automobile, Sport Mini	6,000	2,750
Automobile, Fashionable SUV	15,000	5,000
Automobile, Light Duty Pickup	4,000	3,800
Automobile, Heavy Duty Pickup	6,000	5,500
Motorcycle, Touring	1,000	450
Motorcycle, Heavy	1,250	550

Note on Vehicles: Legally owning and driving an automobile in the NAE requires a Writ of Vehicle Operation, which costs 25 gp per year and requires passing a written and practical test.

FOOD AND LODGING

ITEM	COST
Beer, Domestic	5 sp
Coffee, Domestic	2 sp
Glass of Wine, Domestic	10 sp
Groceries, one week	20
Meal, Fast Food	2
Meal, Luxury	10
Meal, Sit Down	3

GOVERNMENT SERVICES

ITEM	COST
Adventurer's Guild Membership, one year	100
Guild of Magi Membership, one year	1000
Lawyer, per day	50
Marriage License	10
Specialist Guild Membership, one year	65
Witnessed Contract	50
Writ of Vehicle Operation, one year	25

CELEBRITY SERVICES

ITEM	AVG COST
Bodyguard, per day	10 gp/ Body Guard Level
Celebrity Wedding	20,000
Clip, Acceptable	3,000
Clip, First Rate	10,000
Ghost Written Biography	5,000
Limousine Service, per day	40
Press Conference	50

SELECT GOODS & SERVICES DESCRIPTIONS

Bodyguard: A bodyguard follows you everywhere and watches your back. He is a combat mercenary who will risk his life to protect yours (note that he is not suicidal, and will not sacrifice himself foolishly). Bodyguards are usually Brawlers, are always licensed by the Protective Services Guild and are generally licensed to carry firearms.

Celebrity Wedding: This is a massive all day affair with all the frills. Includes huge dinner with open wine bar, flowers, photographs, rented tuxedos, a limousine and a decent band or excellent disc jockey.

Clip, Acceptable: Your clip is a montage of your best Xcrawl moments, usually set to music and enhanced with graphics. Many Crawl producers will not even consider inviting a squad to a crawl if their members do not have clips.

Clip, First Rate: This is a masterwork edit of your best moments, set to the perfect music and graphics. The GM may consider giving you bonuses when seeking new opportunities if you have a first rate clip (GMs discretion).

Ghost Written Biography: You pay a professional writer to secretly pen your biography. He hands the work over and never takes any credit. A Ghost Written Biography is worth a one time Permanent fame bonus of +2. You can only ever receive the fame bonus for any written biographical works once, unless you use the Reinvention Fame Feat which allows you to earn this bonus again.

Limousine Service: A fancy limo drives you around. The only way for the real celebrity to travel!

Press Conference: You gather reporters from the news and entertainment media. The cost listed includes food, coffee, and bribes.

BUYING/ SELLING REAL ESTATE

There are two ways to buy a home: cash or financing.

Buying a home in cash means you have all the necessary money up front. You simply pay the amount of gold and voila! Homeowner.

Few can afford such a huge expenditure at once, so most finance. This means you pay 300% of the normal sale price of a house, but you can spread your payments over 30 years. For example, a 100,000 gp house financed costs 300,000 gp, with an annual payment of 10,000 a year. Upkeep will generally run about 1% of the home's value per year.

Add 5,000 gp in fees and bribes to the cost of any Real Estate transaction.

BASE REAL ESTATE

ITEM	COST
Apartment, Studio	200/ month
Apartment, 2 Bedroom	300/ month
Apartment, 3 Bedroom	350/ month
Country Estate	120,000
Five Bedroom Home	100,000
Mansion	500,000+
Three Bedroom Condo	20,000
Three Bedroom Home	40,000
Two Bedroom Condo	15,000
Two Bedroom Home	30,000

SELLING PRIZES

GMs may allow players to sell Xcrawl prizes they don't want for cash. Some DJs take offense at this, and the GM may have to create role playing consequences for so easily giving away what is earned – for example, a DJ might be so offended that he refuses to invite the Crawlers back for a second dungeon, or may give them terrible or worthless prizes the next time around. The GM has final ruling on whether or not certain prizes can be sold. Selling prizes generally nets 50% of their original value. Money earned from selling prizes cannot legally be used to purchase Xcrawl equipment.

DESCRIPTION & ACTOR

Your character's description is essential to good role play. When you create a new character there are several descriptors that you want to decide upon to transform him or her from a list of numbers on a page into a work of imaginative character creation.

WHAT ACTOR?

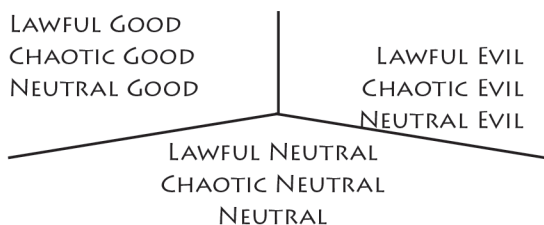
The ultimate shortcut to role-playing: decide which actor will play your character in the movie made of your game and Voila! Instant character. It is entirely fair to choose actors from those living and dead, and even to choose a time in their career (for example, your Brawler could be Alfre Woodard circa *Extremities*, or your Messenger might be Ben Affleck, pre-*Reindeer Games*). Everyone should have a different actor – while a party full of Samuel L. Jacksons is a great conversation starter it might get a little old after a while, especially after they get the motorscootin' snakes out of the motorscootin' dungeon.

PHYSICAL CHARACTERISTICS

Decide the following for your character and record: Sex, Age, Height, Weight, Marital Status, Family Status, Home City, and any other data you find relevant for the character. All of these factors should be appropriate for your characters. You might decide to write up a brief history of your character, about his early life, his decision to become an adventurer, his training, etc.

ALIGNMENT

Choose one of the standard alignments for your character:



Alignments are a less important part of the Xcrawl game than in a traditional fantasy setting. This is not to say that they do not matter – your character's alignment certainly defines their worldview. But this is the modern world and your actions, not your attitudes, define the Self. The North American Empire is a fairly repressive place, and law breakers find little in the way of mercy or second chances. Your neighbor may be chaotic evil, may spend every day hating the world and wishing to rain death and destruction on his enemies, but chances are he is a law abiding citizen like most other folks. Of course, if he ever sees an opportunity for mischief he will almost certainly

PLAYING AN AMERICAN ARISTOCRAT

You may want to have an aristocratic background for your character. While this is permissible there are some special considerations.

Aristocrats by and large love watching Xcrawl but avoid becoming participants. Besides the obvious dangers to life and limb that are absolutely unnecessary to the children of nobility it is considered a rather *déclassé* profession. For one aristocrat to call another an 'adventurer' is an insult of high magnitude, implying that his family circumstances afford such poor opportunity that he must wander off in search of better.

Of course there are always exceptions: noblemen and noblewomen fight and die in The Games and have done so from their very inception. They participate for a variety of reasons – to prove their courage, satiate an inherent bloodlust, or just to find respite from the terrible ennui that besets the upper-upper class. You have a great deal of choices if you decide to make your character an aristocrat.

If you wish for your character to be of noble birth, you must begin the game with at least one level of the Aristocrat class (see The American Aristocrat, p. 115). The GM should work with the player to decide the character's family circumstances. This background should be worked out carefully – if his family is too wealthy and influential the character will have a sort of magic financial wand he can wave at any problem to make it go away. Too poor and lowly ranked, and the player likely won't enjoy playing a member of the nobility. As a rule, the more levels of American Aristocrat a player has, the more he is respected as a high ranking member of the aristocracy.

take it if he is fairly certain not to be caught.

In the world of Xcrawl, alignments tend towards neutrality. It is a hard, unfair world and a certain amount of moral flexibility goes a long way.

RELIGION

The North American Olympic pantheon has dozens of lesser powers and divinities – among them Candelifera the Goddess of Childbirth, Fornax the Goddess of the Oven, and Consus the God of Horse and Mules – but the twenty-five listed below are the major powers that the North American Empire's citizens commonly choose as patrons.

While there are dozens of world-wide pantheons with literally hundreds of gods, demi-gods and minor powers that draw power from worship and can grant miracles, intervention and divine spells, the Olympic Pantheon is the only legal religion for human citizens of the NAE, with a few notable exceptions. The Elder Races are all allowed to worship their ancestral deities. Native Americans are basically ignored and may worship as they please. North American Druids are tolerated even though they revere the strange, old powers of nature and the animal spirits, but humans who look outside the Olympic pantheon and the above exceptions for spiritual guidance are considered traitors in the NAE. With extremely rare exceptions citizens discovered giving praise and worship to outsider deities receive no mercy and are often sentenced to death by Xcrawl.

The spheres of influence of the Gods of the Olympic Pantheon overlap – there are several powers that represent war and fire, for example. Different deities with the same Domains tend to represent different aspects of the sphere. For example, travelers who journey towards some lofty goal are likely to invoke Apollo, while travelers who want a safe and swift journey tend to call upon Mercury and those who travel from sheer wanderlust revere bright Sol.

RELIGION IN THE NAE

The American Olympic Temple formally broke with Rome on September 9th, 1776. While there was open animosity between the two factions for the first hundred years of the schism, reconciliation took place in 1882 when Mighty Jupiter sent his priests omens and signs. The auguries pronounced that the separated temples of the Kingdom of Rome, the Kingdom of Greece and the North American Empire must put aside their differences and come together in one mighty sacred union, now known as the Ilium Celebrate. This alliance exists under the control of the three Masters of Temples, one from each participating nation. The Master of Temples of the NAE is always the Emperor.

The worship of the Olympic Pantheon in America has evolved from that of the original Roman church it is based upon, but it is fundamentally the same religion worshipping the same ancient powers. The American Temple uses the

same Roman names for the deities of the Pantheon, as opposed to their classical Greek names (Jupiter instead of Zeus and Juno instead of Hera, for example, although these are the same deities). Some of the deities are given “charge” of different spheres of influence in America that reflect the Empire's revolutionary beginnings and expansionist and warlike ways. American temples also revere different symbols, sacred animals, styles of ritual and versions of sacred texts than temples of other nations.



Religion is a major part of day-to-day life in the NAE. There are holy days throughout every month, and constant sacred obligations that shape life in America. While every human citizen of the NAE is legally obliged to pay homage and worship to the entire Olympic Pantheon, each individual chooses a specific Patron at some point in his or her young life. Some individuals choose a patron by their rank or station in society, some by their profession or personal proclivities, while others receive actual signs and omens from the deities. Messengers hear the voice of direct agents of the divine – they do not choose their patron but rather are chosen. Many are the cases when a Messenger is selected by a totally unexpected deity, though their alignment will still be within one step of their patron's alignment. The general flock of worshipers need not be the same alignment as their patron deities.

OLYMPIC DEITIES

APOLLO

Alignment: CG

Domains: Art, Good, Knowledge, Travel

Favored Weapon: Shortbow

Sacred Days: Feast of Apollo (Feb 9th), May 18th, the 7th of every month

Honored Apollo is the patron of the arts, music and literature, as well as scholarly pursuits and the quest for human perfection. His position amongst the gods is unique: he is the channel between the mortal and immortality, the force that pushes mankind to achieve more and more until their glory rivals even that of the Gods themselves. In modern times he is considered the patron of Xcrawl in its role of driving men to achieve glory and honor. The few elves that worship the Olympic Pantheon tend to revere Apollo. His sacred animal is the dolphin, his sacred bird is the crow, and his sacred tree is the laurel.

BACCHUS

Alignment: CG

Domains: Chaos, Good, Protection, Wine

Favored Weapon: Club

Sacred Days: Festival of Bacchus (March 16th)

Happy Bacchus is the patron of wine, mirth and revelry. Messengers of this minor deity are often maligned for their casual, celebratory approach to religion. Bacchus has few templars and even fewer Messengers, but celebrants often pour a libation in his honor. Las Vegas DJ Outrageous Fortune has caused somewhat of a comeback in the formalized traditions of Bacchus by making them a staple of his immensely popular dungeon crawl event. His sacred animal is the elephant.

CERES

Alignment: N

Domains: Earth, Fertility, Healing, Plants

Favored Weapon: Sickle

Sacred Days: Cerealia (April 12th- April 19th)

Ceres, gentle and terrible, giver and destroyer, is the goddess of farming, agriculture, and patron to mothers and midwives. Farmers invoke her for good weather and bountiful harvests, and expecting mothers leave offerings at her shrine to insure healthy children and swift delivery. Her festival, the Cerealia, is celebrated with athletic contests (especially wrestling and long-distance running), parades, feasting, and equestrian events. Her sacred animal is the horse, and her sacred plant is wheat.

CUPID

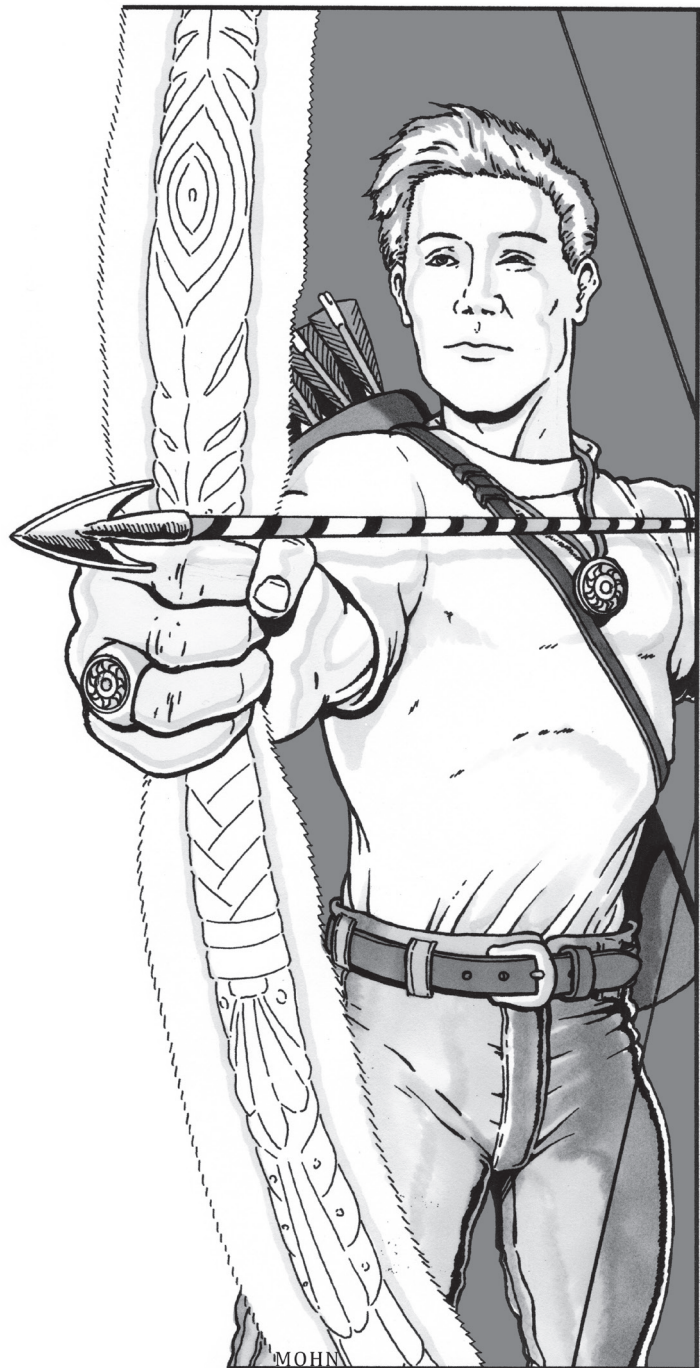
Alignment: CN

Domains: Chaos, Charm, Good, Luck

Favored Weapon: Shortbow

Sacred Days: The 4th of every month

Cupid fires his arrows of Love blindly at victims, breaking hearts and accounting for the chaotic nature of human affection. Cupid is not so much worshiped as placated – his name is invoked as a prayer for new love, and the romantically “stung” and the lonely leave offerings of flowers, wine and gold at his temple to curry his favor.



DIANA

Alignment: LN

Domains: Animal, Law, Plant, Protection

Favored Weapon: Shortbow

Sacred Days: February 12th, April 11th, Festival of Diana (August 17th), the 6th of every month, every night of the full moon

Mighty Diana is the goddess of the wilderness, hunting, animal fertility, and the moon. She has one major temple in the NAE, the Temple of the Moon in Vancouver, and hundreds of small shrines built by rangers and centaurs in the deep wilderness. Her Messengers tend to be fanatics, and many also secretly revere the ancient animal and earth spirits that guide the secretive Druidic sects.

DISCORDIA

Alignment: CE

Domains: Evil, Magic, Trickery, War

Favored Weapon: Whip

Sacred Days: Day of the Dead (third Sunday in October)

She is the mistress of strife, the mother of conflict, and midwife of vendetta. Discordia is hailed by some as an agent of change but many too many of her worshipers love only death and mischief. Evoking Discordia in public is a minor affront – her Clerics, Priestesses, and Messengers, who are few, tend to keep their beliefs discreetly and their rituals unseen. Oddly, a disproportionate number of Xcrawlers follow Discordia – perhaps the constant death and confusion of the battlefield calls to her faithful.

FAUNUS

Alignment: CN

Domains: Animal, Chaos, Fate, Protection

Favored Weapon: Crossbow

Sacred Days: Lupercalia (Feb 15th), The Feast of Faunus (Dec 5th)

Faunus is the mad god of the wilds, whipping men and women into animal fury. There are many stories of this wily deity chasing wood nymphs and generally allowing his libido to get him into trouble. While revered by cattlemen and shepherds, Faunus only has minor temples in the NAE. His major worldwide temple is in Sydney, Kingdom of Australia.

FORTUNA

Alignment: CN

Domains: Chaos, Healing, Luck

Favored Weapon: Rapier

Sacred Days: Festival of Fortuna (April 5th), June 11th, Fors Fortuna (June 24th), October 12th

Second only to Mighty Apollo in sending Messengers to Xcrawl, blessed Fortuna is the patron saint of the brave and

the foolish. Gamblers, scoundrels and wayfarers are her main body of worship. While there are very few temples to Fortuna in the NAE she is almost always invoked by those needing fortune's favors, making her a very popular deity among American commoners. Fortuna is also the patron deity of the city of Las Vegas. Her sacred animal is the ermine, and her sacred bird is the magpie.

THE FURIAE

Alignment: LE

Domains: Death, Destruction, Evil, Law

Favored Weapon: Morningstar

Sacred Days: Day of the Dead (third Sunday in October), every night of the new moon

Three sisters that make up the Furae – Tisiphone, Alecto, and Megaera – are the personifications of justice, punishment and revenge. While they themselves are evil natured, justice, vengeance and the destruction of enemies fall within their purview and as such many of their followers are good natured and civic-minded individuals. The Furae are the patronesses of the NAE Police Forces, and officers proudly wear their three faces on a silver shield as their insignia. Their sacred animal is the war dog, and their sacred bird is the finch.

THE HORAE

Alignment: N

Domains: Animal, Law, Plant, Weather

Favored Weapon: Quarterstaff

Sacred Days: Every equinox, every first day of the season

The three Horai – Eunomia, Eirene, and Dike – are the personification of the changing of the seasons. While all the faithful invoke them at the correct times of year, few choose them as their personal patron. Farmers revere them and pour wine to the three sisters, daughters of mighty Jupiter himself, for long growing seasons and good weather. Horae-inspired jewelry and tattoos are extremely popular with young people. Their sacred animal is the buffalo, and their sacred bird is the swallow.

JUNO

Alignment: LG

Domains: Good, Healing, Law, Protection

Favored Weapon: Mace

Sacred Days: New Years Day (Jan 1), Feast of Juno (Feb 2nd), Festival of Juno (Feb 13th–14th), Festival of Jupiter and Juno (April 22nd)

Juno is the patron of the nobility, and the majority of America's aristocrats choose her as their personal patron. As the wife of Mighty Jupiter she is the queen of the Olympic Pantheon, and she holds dominion over the day-to-day affairs of the chosen of Olympus. She has a temple in every city in the NAE, and they are often the tallest and

most beautiful buildings in any given locale. Her sacred animal is the cow, and her sacred bird is the peacock.

JUPITER

Alignment: LG

Domains: Air, Destruction, Good, Weather

Favored Weapon: Longspear

Sacred Days: New Year's Day (Jan 1st), Festival of Jupiter and Juno (April 22nd)

Jupiter is the god of the sky, the father of lightning and the storm, and the leader of the Olympic pantheon. It was he who led the rebellion against the Titans that allowed the Gods to ascend to Olympus and take their place as the shepherds of mankind. He is also the personal patron of Emperor Ronald I and the protector deity of the NAE. While all Americans respect and honor Mighty Jupiter, only the highest ranking officials dare call the King of Olympus their personal patron. The sky god's sacred animal is the bull and his sacred bird is the eagle.

THE KHARITES

Alignment: NG

Domains: Good, Healing, Knowledge, Magic

Favored Weapon: Quarterstaff

Sacred Days: Midsummer Night (June 23rd)

The Kharites – Euphrosyne, Aglaia and Thalia – guide mortals to grace through knowledge, wisdom and scholarly pursuit. Many wizards and sorcerers invoke The Kharites, praying for guidance and perseverance in their studies. Their adherents say that The Kharites protect the magical power of mankind from those deities and powers who would steal knowledge of the arcane away from mortal man in an effort to keep them forever subjugated to the Gods. The Kharities are minor deities and they do not have any public temples in the NAE.

MARS

Alignment: CE

Domains: Chaos, Death, Destruction, War

Favored Weapon: Battle axe

Sacred Days: Invocation Day (March 23rd), Feast of Mars (May 29th)

Terrible Mars is the official patron of the Legions, the fighting forces of the NAE. Mars is the personification of battle and he calls all soldiers to glory and honor. His sacred weapon is the battle axe but in modern times he is often depicted riding in a tank and saluting with a celestial carbine. Mars is not a god of officers, strategists or logistics specialists – he is the patron of the life takers, the rank and file who do the actual bloodletting. The sacred animal of Mars is the wolf; his sacred bird is the woodpecker.

MERCURY

Alignment: LN

Domains: Healing, Law, Luck, Travel

Favored Weapon: Club

Sacred Days: Feast of Mercury (May 5th), the 4th of every month

Mercury is the messenger of the gods, as well as their chief physician. He has many followers among doctors, merchants and messengers. He is the patron of the NAE's Imperial Postal Service. His sacred animal is the falcon. During the Feast of Mercury shop owners traditionally sprinkle their wares with water blessed by his Templars.

MINERVA

Alignment: LN

Domains: Healing, Knowledge, Magic, War

Favored Weapon: Longsword

Sacred Days: Minerva's Birthday (Feb 19th), The Quinquateria (March 19th–23rd), Festival of Minerva (Dec 4th),

Minerva is the Goddess of Wisdom and Battle. She is favored by military commanders, heroes, and the heads of corporations. Her primary American temple is in San Francisco, and every major city has a worship center sacred to her. She is the patron of the American Military Academy in Knoxville as well. In the media age it has become tradition to watch the holiday movie classic *It's A Glorious Life* on TV with family and friends on her birthday (Feb 19th). Her sacred animal is the stag, and her sacred bird is the osprey.

MORA

Alignment: CN

Domains: Luck, Protection, Knowledge, Fate

Favored Weapon: Two-bladed sword

Sacred Days: Oct 5th

The patron of science and discovery, Mora is a much-maligned minor power who is rarely invoked. Academics and futurists tend to revere Mora, as do mathematicians, architects, inventors, and lab researches. She has only one major temple in the NAE, a rather drab building in Boston on the campus of the private Boston University.

NEPTUNE

Alignment: CN

Domains: Destruction, Earth, Water, Weather

Favored Weapon: Trident

Sacred Days: Feast of Neptune (December 9th), the 8th of every month

Mighty Neptune is the powerful god of the sea, weather, storms and earthquakes. Neptune is a vengeful god and sailors never fail to invoke him before embarking and at

every landfall. His priests sacrifice a bull to him on the 8th of each month at his massive temple in Los Angeles, hoping to receive good weather and safe passage for the American Naval Forces. His sacred animal is the horse, and his sacred bird is the pelican.

PLUTO

Alignment: NE

Domains: Darkness, Death, Fire, Magic

Favored Weapon: Battle Axe

Sacred Days: Day of the Dead (third Sunday in October)

Dark Pluto is the feared guardian of the dead. Pluto is often invoked by those in mourning, who ask that their loved ones be well taken care of in the underworld. He is the patron of the American Necromancer's Guild, and they hold great festivals in his honor every year.

SOL

Alignment: LG

Domains: Good, Sun, Fire, Travel

Favored Weapon: Lance

Sacred Days: Festival of Sol (August 15th)

Invincible Sol is an important deity, but not a popular one in America. His only major temple in the NAE is his worship center and sacred observatory in Flagstaff. Many pilots take him as their personal patron and ask for good fortune when they enter his domain. The Temple of Sol has a special branch called The Chariot dedicated to hunting down uncontrolled undead creatures. His sacred animal is the salamander; his sacred bird is the rooster.

TRIVIA

Alignment: NG

Domains: Decision, Good, Knowledge, Magic

Favored Weapon: Blazing Torch

Sacred Days: Festival of Trivia (August 13th), the 29th of every month, every night of the new moon

Trivia is the goddess of the crossroads and the dark side of the moon. The lost and indecisive often pray to Trivia for a gift if insight. She is the goddess of knowledge and learning, and a patron of intellectuals, leaders and wizards. The faithful of Trivia scour the world finding ancient and original texts to store in the great temple libraries. Her sacred animal is the frog, and her sacred animal is the lark.

VENUS

Alignment: NG

Domains: Charm, Good, Chaos, Healing

Favored Weapon: Short spear

Sacred Days: July 19th, Festival of Venus (August 8th – 9th, sunset to sunset), the 4th of every month

Beloved Venus is the patroness of human sexuality and the fertility of the earth. While she ranks far below mighty Jupiter and Juno, she is a favorite subject of artisans and songwriters and her image and story live and breathe through uncountable thousands of ballads, sculptures, paintings and art objects. Few choose Venus to be their patron deity, and those that do so are often the most beautiful and seductive of individuals. She is an extremely popular minor deity who is often invoked to mend relationships in crisis and broken hearts.

VESTA

Alignment: LN

Domains: Earth, Fire, Healing, Protection

Favored Weapon: Short spear

Sacred Days: Feast of Vesta (Jan 15th), May 15th, Festival of Vesta (June 9th)

Vesta has the largest formal following of any power of the Roman Pantheon, with major temples in every city and locality. As the goddess of the Hearth and the fires of home, of health and light, her blessing is sought after by anyone wishing a happy home and bountiful children. She is also the patron of bakers and cooks and her feast days always involve traditional food and beverages. May 15th is sacred to the Hearth Mother and many couples choose to get married on that date to honor her. Vesta is the patron to nearly every Halfling that worships the Roman Pantheon, though most Halflings revere Ellahmina.

VULCAN

Alignment: LN

Domains: Artifice, Fire, Strength, Earth

Favored Weapon: Warhammer

Sacred Days: The Volcanalla aka Feast of Vulcan (Aug 23rd), the 6th of every month

Crafty Vulcan is the god of steel and the forge, of armor, and the combustion engine. He is the patron of blacksmiths, steelworkers and engineers. In modern times traditional worship of Vulcan is becoming more popular thanks to all the attention traditionally made armor and weapons get in The Games. It is considered unlucky not to cook out on the Volcanalla no matter what the weather. The few dwarves that revere the Roman Pantheon tend to invoke Vulcan.

NON-OLYMPIC DEITIES OF AMERICA

Deities outside of the Olympic Pantheon whose worship is not treason in Xcrawl America fall into three basic categories: nonhuman deities, Native American shamanistic powers, and the Druidic nature personification Kaiseka.

The NAE granted the Elder Races the freedom to worship their ancestral deities soon after the Declaration of Empire in 1776. Emperor George Augustus, devoted as he was to his half-elven mistress, declared himself Master of Temple (the highest religious rank there is in the Olympian tradition) and immediately granted a Writ of Amnesty to the Temples of the elves, gnomes and dwarves. Some hundred years later, Emperor Anthony I grudgingly granted the halfling temples the same freedom as part of a complicated bargain over non-human property rights and taxation.

Native American spirits are revered by the many Native American tribes that live outside the protective walls of the city-states of the North American Empire. There are literal hundreds of spirits and powers revered by the Native Americans, but the chief of all these is mighty Wankan Tanka.

Also listed below is Kaiseka, the great nature spirit, worshiped by American Druids and certain agrarian cultures. Kaiseka worship is tolerated by the Olympic Temple, largely due to the 'folk hero' status that Druids tend to hold in popular culture.

AIIA GESILVALA

Alignment: CG

Domains: Art, Chaos, Magic, Protection

Favored Weapon: Longsword

Sacred Days: Spring Equinox, Midsummer's Eve, The Gesileria (Sept 7th)

Aiia Gesilvala has been worshiped by the native elves of North America since time immemorial. She is the patron of the elven city of Sattersala, and in some ways the entire city is a temple-monument to her grace. Aiia Gesilvala loves music and beautiful things, and her priestesses each compose songs and create objects d'art in her honor as a sacrament. She is the only non-human deity of North America to claim a sizable human segment of worshipers.

DUMAKRÜM

Alignment: LG

Domains: Earth, Law, Protection, Rune

Favored Weapon: Warhammer

Sacred Days: Feast of Dumakrüm (January 19th), Situational days

Dumakrüm, called the Hammer Lord and the Forge of Will, is a lesser deity in the pan-European Dwarvish Pantheon who has been raised to chief patron status in the American Dwarvish temple. Legend says that it was Dumakrüm himself who called to the first dwarves who decided to venture across the seas to America. Messengers of Dumakrüm nearly all come from the great mine in Telluride, the location of the Hammer Lord's main temple



in the NAE. Other than the Feast of Dumakrüm, the Forge of Wills holy days are dictated by situations. For example, a Messenger of Dumakrüm may declare a holy festival the day after the discovery of a rich patch of ore, or to commemorate a great victory or healthy childbirth. Dumakrüm's sacred animal is the mountain goat.

ELLAHMINA

Alignment: NG

Domains: Community, Fertility, Healing, Protection

Favored Weapon: Short sword

Holy Days: Wintermeet (January 3rd), Ellahmina's day September 22nd

Ellahmina is the Americanized name of the chief Goddess of the Halfling Pantheon. She is the Fertility Goddess whom all halfling women prey to for bountiful offspring and easy pregnancy. Generations of oppression in the NAE have radicalized her priestesses somewhat, and a part of their modern doctrine is the inherently wicked nature of the America and the prophesy of the Endless Shire, which says that someday one Chosen Halfling will discover a peaceful and safe paradise where all the world's halflings will live forever in brother and sisterhood. Ellahmina's sacred animal is the goose, and her sacred plant is garlic.

EXOFAH

Alignment: CN

Domains: Chaos, Strategy, Trickery, War

Favored Weapon: Bastard sword

Sacred Days: Chosen Randomly

Exofah is an extremely minor deity in the Orcish pantheon whose worship has been embraced by the vast majority of North American half-orcs. Originally he was the patron of suicide troops and hopeless missions. American half-orcs revere Exofah as the god of glorious victory stolen from the jaws of seemingly inevitable defeat. Exofah, called The Great Workaround by his American followers, is an outlaw in the Orcish pantheon, which may explain his popularity with half-orcs. He is the patron of battlefield strategy, the father of cunning. Each year his Templers use sacred knucklebones to randomly choose what calendar days will be holy to Exofah that year, to prevent his enemies from discovering a pattern. His sacred animal is the albino tunnel rat.

JAKEO JEWEEYES

Alignment: CG

Domains: Artifice, Good, Protection, Trickery

Favored Weapon: Rapier

Sacred Days: The 19th of Every Month, March 1st

Jolly Jakeo Jeweeyes is the laughing patron of North American gnomes, sometimes said to be the son of the High Deity of the entire gnomish pantheon, sometimes described as a new incarnation of the ancient deity. Jakeo Jeweeyes gets The Joke and teaches his worshipers to keep their prospective in an increasingly dark world. His followers use jokes and pranks to keep one another from taking themselves too seriously, and their greatest benediction is laughter. Jakeo's sacred animal is the raccoon, and his sacred plant is poison ivy.

KAISEKA

Alignment: N

Domains: Air, Animal, Earth, Plant, Water

Favored Weapon: Scythe

Sacred Days: Every Full and New Moon

Kaiseka the All-Mother is an ancient power representing the cycle of life and death and the interconnectedness of all life on the planet. Kaiseka is primarily worshiped by North American Druids but her symbols are a common sight on idealistic and rebellious teens. Kaiseka has no true temples but in several places there are holy groves or rings of standing stones that are sacred to her. All plants and animals are sacred to Kaiseka.

WANKAN TANKA

Alignment: LN

Domains: Law, Nature, Sky, Survival

Favored Weapon: Long spear

Sacred Days: Autumnal Equinox

All Native American tribes revere the spirit the Sioux people refer to as Wankan Tanka, or "the Great Spirit." Although Wankan Tanka has as many names as there are Native American tribes, all consider him the great creator spirit that benevolently governs all the lesser spirits and powers of their tradition. Native Americans invoke Wankan Tanka before the hunt, and shamans invoke him in prayers for favorable weather, during childbirth and as a part of their traditional marriage ceremony. His sacred bird is the great thunderbird, and his sacred plant is sage.

NEW SYSTEMS: MOJO, FAME, AND MORE



THE MOJO POOL

The Mojo Pool is a bonus pool that the character team can share from. It represents the intangible power of teamwork and can be used to push Xcrawl teams to amazing successes.

THE BASIC MOJO RULES

- Points from the Mojo Pool can be added to any d20 rolls on a one to one basis except for saving throws.
- The Mojo Pool can normally never be lower than zero nor higher than 12, although some feats and circumstances will increase the maximum pool size.
- The main mechanic: points from the Mojo Pool can only be freely given to your teammates, or to you by your teammates. You can never ask for points out of the pool – teamwork simply doesn't work that way. Asking for points out of the pool disqualifies you from receiving any Mojo points for the remainder of the encounter.
- Mojo normally only works inside the Xcrawl events. Mojo can never be used outside of an Xcrawl on downtime activities (exceptions at the GMs discretion).

STARTING MOJO

Roll for the team's beginning Mojo pool at the start of every Xcrawl event. Starting Mojo is equal to $1d6 +$ the Cha bonus of the individual with the highest Cha bonus on the team that is present and participating in the event. The minimum Mojo pool size is zero, and the maximum pool size is normally 12.

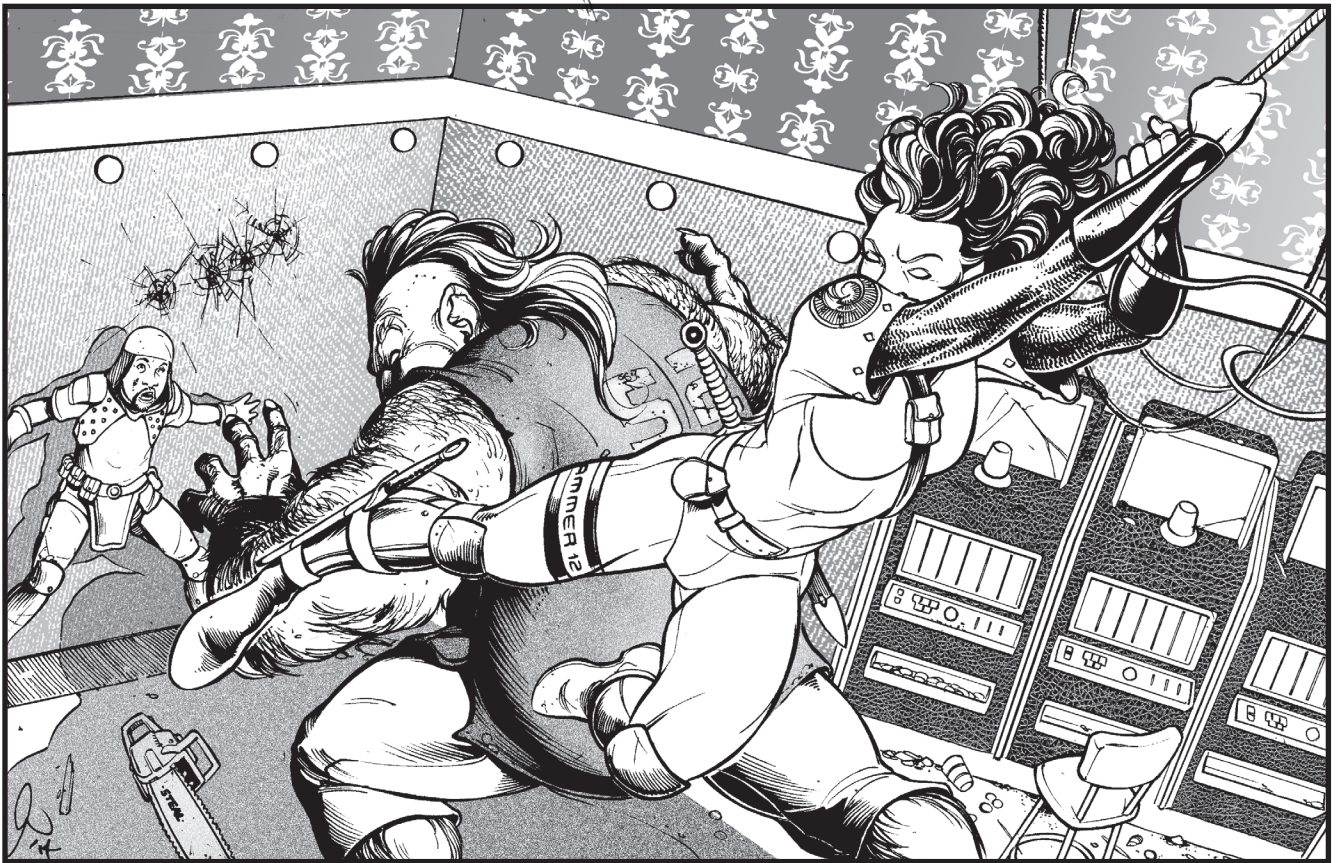
There are three Special Mojo Cases:

- **Destiny:** Any roll of a Natural 20 on a check involving team Mojo is called Destiny. The player gains all the bonuses of using the Mojo, but no Mojo points are subtracted from the pool. One point of Mojo is added to the pool for achieving Destiny.
- **Choke:** Any roll of a Natural 1 on a check modified by Mojo Points is a Choke. The player automatically fails, wastes the Mojo used and loses 2 additional Mojo from the pool.
- **Last Man Standing:** If all teammates save one are killed or incapacitated the last man standing gets three free Mojo Points he can give himself, even if they push the Mojo pool higher than its normal limit. Once the encounter is over in which the character became the last survivor, those three points go away if they have not been used.

MOJO GENERATION

The following PC actions and situations add or subtract from the Mojo Pool during an Xcrawl Event:

- +1 per natural 20 in combat
- +1 per room victory
- +1 for exceptional action (GM discretion)
- -1 for any disqualification
- -1 for any fumble in combat
- -3 for party infighting (GM discretion)



EXAMPLE OF THE MOJO POOL IN PLAY

Haden (spectacular blaster) and Stephanie (crafty specialist) of the St. Louis Blacklisters are in a tight spot in a room in the Las Vegas Crawl. Stephanie's specialist swings on a rope across the room for a sneak attack on the ogre that has Haden cornered. The team needs this one badly. The GM rules Stephanie must make a successful Acrobatics check to swing into position.

Haden: Okay we need this one. Take two from the Mojo pool for the Acrobatics check.

Stephanie: Thanks. (rolls) With the +2, I get a 21.

GM: Well done. You swing into position and are set for the sneak attack. Subtract two from the Mojo pool and roll for the sneak attack.

Haden: Take another two out of the pool for the sneak attack.

Stephanie: Awesome. (rolls) I dropped a 20!

GM: Sweet! That one was Destiny, so don't subtract any points from the Mojo pool, and add one point to the Mojo Pool for the natural 20.

Later in the dungeon the team finds itself in another encounter. Steph declares she is using her sneak attack again.

Haden: Go ahead and take two points from the pool for this sneak attack.

Stephanie: (rolls) Aw, no I dropped a 1.

GM: Ouch. That's a Choke – go ahead and subtract two from the pool, and an extra two for the choke for a total of minus four from the Mojo Pool.

Stephanie: Well that was terrible.

Haden: No worries – we'll win this dungeon yet!

FAME

The Fame System measures the popularity of the player characters. Fame is a measure of the character's popularity, their media status and the value of their public persona. In short, Fame measures how 'hot' a property your character is.

There are two kinds of Fame points: Temporary Fame and Permanent Fame. Temporary Fame is awarded to characters for working the crowd and performing memorable actions in Xcrawl. Fame is measured on a scale of 1 to 120. A character with a fame of 1 is a virtual nobody, perhaps well spoken of around the block where he grew up. A character with a fame of 120 is nothing less than a superstar, the hottest thing on the current market.

Starting characters normally begin the game at 3rd level of Experience with Zero Fame Points.

EARNING FAME POINTS

The following accomplishments all carry a standard fame award amount:

Standard Fame Point Adds:

- 1 Temporary Fame point for successfully completing an Xcrawl dungeon level.
- +1 Temporary Fame point for successfully Grandstanding during combat as a move action, earnable up to one time per dungeon room (see Grandstanding, p. 52).
- +1 Temporary Fame point for successfully Grandstanding in the round immediately following combat, earnable up to one time per dungeon room.
- +1 Temporary Fame point for winning an Xcrawl dungeon.

Standard Fame Point Penalties:

- -1 Temporary Fame Point for "losing" a dungeon
- -2 Temporary Fame points for being disqualified from a dungeon.
- -1 Temporary Fame point for fighting with teammates on camera.

In the above instance 'losing' a dungeon means failing to successfully complete all levels OR completing all levels but not being counted as the winning team for scoring or other reasons. This penalty stacks with the penalty for being disqualified from a dungeon.

OPTIONAL FAME AWARDS

The GM may consider awarding Fame awards or penalties for actions outside the Xcrawl arena provided there is sufficient media coverage. For example, defending a woman's honor in a barroom brawl that gets caught on camera might be worth 1 Temporary Fame Point. If the entire event turns out to be a staged publicity stunt and gets discovered, then that's worth a 2 Temporary Fame Point penalty.

THE BASIC RULE OF AWARDING FAME POINTS

if nobody sees it, it's not worth any fame points. Naturally, as live, televised events, grandstanding and winning an Xcrawl event is seen by almost everyone.

PERMANENT FAME POINTS:

Permanent Fame Points represent your characters long-term fame. A character with a high temporary Fame score may be nothing but the flavor of the month, and who briefly saturates the mass consciousness and then disappears, becoming a trivia stumper for future generations. A character with a high permanent Fame score is an unforgettable legend of the sport.

Players can purchase Permanent Fame Points when they have 5 or more points of Temporary Fame. One point of Permanent Fame costs Five points of Temporary Fame. In addition, there are feats that grant Permanent Fame points.

The GM may consider awarding Permanent Fame Points for extraordinary actions. GM's should think about this very carefully – only the most amazing circumstances and unforgettable action should merit a Permanent Fame Point award. Swinging from the rafters and somersaulting into the open mouth of a crawling horror to slay it from the inside is worth temporary fame (although if this actually happens, come on, give the sister three points with the somersault!). Saving the life of the Emperor by diving in front of a poisoned crossbow bolt on prime time merits a Permanent Fame Award.

USING FAME

Your Fame score has several uses.

INSTANT RECOGNITION

Your Fame score (Temporary or Permanent, whichever is higher) is your percentage chance of being instantly recognized in your country of origin (normally the NAE). When you encounter people outside the Crawl the GM rolls this check, trying to roll your Fame score or lower on percentage dice. The check gets the following results:

- If the check is successful then you are recognized. The individual knows your face and the fact that you are a Crawler.
- If the check is successful by 20 points or more the individual also knows your name and class.
- If your check is successful by 40 points or more the individual also knows your career highlights – teams you have played for, major victories, gossip about your character, etc. This does not necessarily mean that they are a fan.

If you are recognized by an individual, then you may receive your Fame Modifier on Charisma keyed skill checks against that individual (see below).

Your GM should use common sense to tell when there is no need for a roll as you will obviously be recognized (walking into the office of your fan club) or not recognized (meeting a foreign nobleman who has never heard of Xcrawl).

FAME MODIFIER

Use the player's Temporary or Permanent fame, whichever is higher, to figure their Fame Modifier. A character's Fame score gives him a bonus on the following skill checks in the following circumstances:

- You can always add your Fame Bonus to all Grandstanding checks in professional Xcrawl.
- You can sometimes add your Fame Modifier to Charisma based skill checks outside of the games.
- Information seekers gain your Fame Modifier to THEIR Diplomacy rolls to learn information about you.

Fame tends to sway people in your favor. You add your Fame Modifier to Charisma based skill checks to people who realize and are impressed by the fact that you are famous. Whether or not your Charisma based skill check



is modified depends on who your target is. Your GM must determine whether or not your Fame Modifier is applicable to any given roll. This can be a tricky determination that can involve social status, fan status, appropriateness of the situation and other factors. Use the reference below to help make this determination:

- You normally DO get your Fame Modifier score to Charisma based skill checks against: Xcrawl Fans, Most Commoners, Low Ranking Nobility, Most Halflings, Waitresses, Doormen, Bartenders, Taxi Drivers and Hotel Managers – provided they recognize you (see Instant Recognition, above).
- You normally DO NOT get your Fame Modifier score to Charisma based skill checks against: Xcrawl Haters, High Ranking Nobility, Most Celebrities, Elves, Gnomes, Xcrawl personnel, Policemen.
- You NEVER get your Fame Modifier score to Charisma based skill checks against: People who don't recognize you, Celebrities with a higher Fame score than you, Foreigners from a place where you are not famous, Dwarves, Half-orcs, the Alfar, Adventurers who have survived a real world dungeon.

FAME MODIFIER

FAME RATING	FAME MODIFIER
01-10	+0
11-20	+2
21-40	+3
31-60	+4
61-70	+5
71-80	+6
81-90	+7
91-100	+8
101-105	+9
106-110	+10
111-115	+11
116-120	+12

STANDARD APPEARANCE FEE

Your Standard Appearance Fee is a function of your fame. Use your Temporary or Permanent Fame to calculate your Standard Appearance Fee:

$$\text{Standard Appearance Fee} = (\text{Fame Rating at the time of negotiating contract}) \times 250 \text{ gp}$$

The Standard appearance Fee is the amount your character can normally charge for making a personal appearance. This includes acting in commercials, appearing in movie cameos, signing autographs at a car show, and other such appearances. Thus, a character with a 61 Fame score can command a maximum fee of (61 x 250) or 15,250 gp.

Remember that per the rules of the Adventurer's Guild, Xcrawl participants may only use money earned playing Xcrawl, i.e. from treasure and prizes, to buy Xcrawl equipment. Standard Appearance Fee loot is 'real world money' and CANNOT be used to buy new equipment, magic items, etc. Violators can be banned from the guild – and thus from the Games – for life. See the Rewards section of Maximum Xcrawl for more rules on the Standard Appearance Fee (p. 147).

FAME BUYS

In addition to the other benefits of Fame, players may choose to spend points of Temporary Fame to affect the outcome of some events.

You may not spend Permanent Fame points, but Permanent Fame gives you a number of "free" points of fame to spend per day equal to the characters Fame Modifier. For example, June "Sellsword" Jenkins has a Permanent Fame score of 21 (modifier +3). This gives her 3 points of Fame per day she can spend on whatever she likes, and she spends them before she spends any of her actual Temporary Fame points. These points do not accumulate – free Fame Points that are not spent on a given day disappear.

NOTES ON FAME BUYS

Celebrity Xcrawlers seeking other kinds of preferential treatment not listed here may do so at the GM's discretion. Using the above chart as a guide, the GM assigns whatever Fame cost he deems fit.

Generally use of a Fame buy constitutes a "gimme" - as long as combat isn't affected, the players should receive what they want with no roll necessary. For difficult situations (angry waiters, prejudiced ref's, hostile cops), those opposed to helping the budding Xcrawl celebrity get his way can make a Will save (DC = 10 + Fame points spent + Crawler Fame bonus).

Instantly grabbing a taxi assumes the celebrity is out on the street in a city that has cabs – this obviously cannot be purchased if the player is sitting in a hotel Jacuzzi or hiding in a dungeon breakroom.

Casino loans must eventually be paid back – even celebrities can have their legs broken.

Cops "looking the other way" generally means letting the celebrity go without charges being filed or a report being made. A minor infraction can include all manner of misdemeanor violations, such as public drunkenness, limited domestic spats, speeding tickets, or criminal trespass with no specific intent. Major infractions can include DUI, minor assault, weapon's charges, and inappropriate use of magic. Serious crimes, such as assault, murder, kidnapping, or treason can NEVER be whisked away by spending fame.

Automatic sponsorships should be rolled for randomly (see Random Sponsorship Chart, p. 144).

FAME BUYS

PURCHASE	FAME COST
To be instantly recognized in a public place	1 point
To instantly grab a taxi in a major city	1 point
To receive a complimentary meal from a restaurant	1 point
To receive a free upgrade to first class	1 point
To receive a 1K loan for casino credit	2 points
To receive a free night in a standard hotel	2 points
To receive a complimentary meal from a fancy restaurant	3 points
To receive an invitation to an aristocratic function	3 points
To have police look the other way for a minor infraction	5 points
To insure the team gets invited to a specific crawl	5 points
To secure a 10K loan for casino credit	5 points
To have a performance singled out by journalists	5 points
To insure a story in the media has a positive spin	5 points
To receive a complimentary five star hotel room	5 points
To have police look the other way for a major infraction	10 points
To gain an automatic sponsorship	10 points
To automatically be nominated for a guild award	20 points

GAMEMASTERING XCRAWL

I: RUNNING XCRAWL

Xcrawl makes for an interesting change of venue from traditional fantasy gaming. It has most of the familiar fantasy game tropes but an extremely different feel. Xcrawl is a brilliant game to run if:

- ... you love fantasy gaming but are eager to see a new twist on the old genera.
- ... you want to test your players with strategic challenges that would be highly improbable or even impossible in a standard linear campaign where the dungeons have to follow the laws of ecology, practicality, and/ or common sense.
- ... you are a fan of the alternate history and alternate modern genres, or you long to blend fantasy gaming with the modern world.
- ... you have a developed sense of humor and appreciate the ridiculous sides of heroic fantasy, celebrity culture, game shows, and professional athletics.
- ... you love the dungeon crawl concept and want to see it taken to the next level.

WHERE XCRAWL DIFFERS FROM STANDARD FANTASY GAMING

THE SETTING

Xcrawl is set in an alternate modern world. It is our world but with the inclusion of real magic, deities that intervene directly and unmistakably in the daily lives of their worshipers and enemies, horrifying monsters, ancient arcane artifacts, and generally accepted totalitarian governments, to name a few points of differentiation. You can blend in real world elements to your Xcrawl game to heighten the reality of the setting.

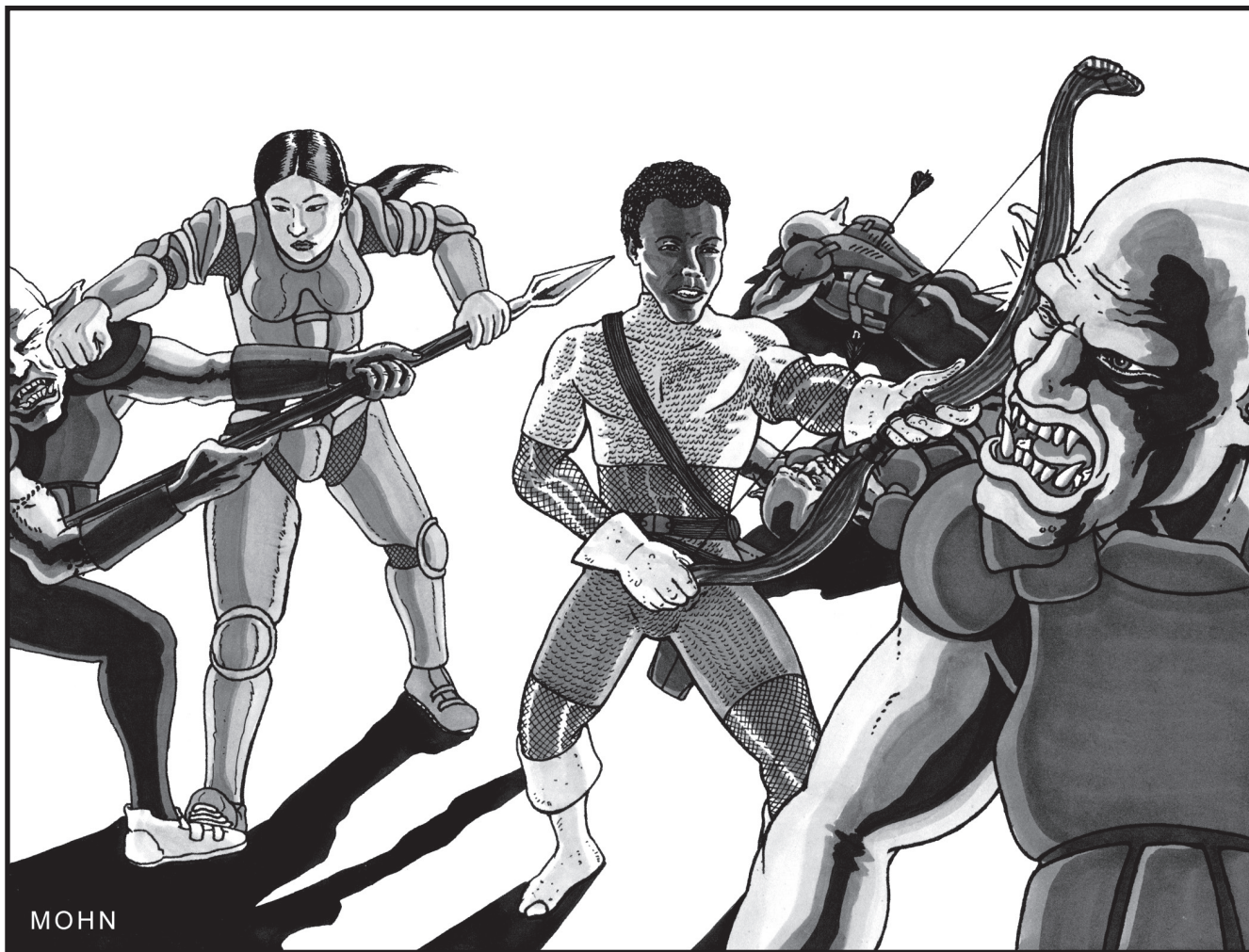
THE HOOK

Standard fantasy adventures generally come complete with one or several “hooks” to draw your players into the action. They find an old treasure map that leads to some labyrinthine ruin filled with monsters, a princess gets kidnapped by some foul beast, a dark lord rises and must be put down. Hooks can be problematic in a game where your players are free

to do whatever they choose. After all, perhaps that princess had it coming. In a standard Xcrawl campaign there is no need for the traditional hook – dungeon crawling is their job! The players take on the roles of professional athletes who kill and sometimes die on TV for the entertainment of the masses. While a robust and immensely entertaining campaign can take place in the world of Xcrawl but outside of the games, the Xtreme Dungeoncrawl League will always provide your players with a focus for their actions.

THE DJ

You have a man on the inside! The DJ, or Dungeon Judge, is your player-baiting proxy in the world of Xcrawl. The DJ designs the dungeons, decides what challenges the players will face, and distributes the treasure. The DJ allows you to do many things that you cannot normally do in fantasy gaming, such as put together theme rooms, take



countermeasures against the specific tactics of your gaming group and openly taunt and harass your crawlers without any hard feelings. DJs also give your PCs a focus for their energy and ire, and make wonderful long running nemesis.

CHALLENGE FOR THE SAKE OF CHALLENGE

Xcrawl dungeons exist to create challenges for the crawlers that are fun to watch on TV. The real motivation behind a dungeon is not to protect some treasure or to test the mettle of a crew of adventurers but to generate huge sums of cash through ticket sales, advertising revenue, corporate sponsorship, merchandising, and broadcast rights. No one makes money if the dungeon doesn't keep the audience captivated so DJs work hard to come up with more and more interesting obstacles and scenarios. This means that you never have to have a "logical" reason for a trap, lock, monster or hazard to exist in your dungeon – they are there to be traps, locks, monsters and hazards! Freed from having to come up with semi-reasonable explanations for things to exist in your dungeon, you can come up with outrageous, fun and lethal encounters that would be ridiculous in standard fantasy adventures.

CONVENIENCE DUNGEON

Many aspects of the Xcrawl dungeons make them extremely convenient for adventuring: break rooms with paramedics and showers, unambiguous magic items and so on. Because so much of the dungeon is straightforward and clearly delineated, you and your players get to focus their energy and attention on the task at hand, namely kicking ass and counting coin.

UNIQUE ROLE PLAYING OPPORTUNITY

Some would look at the Xcrawl scenario and suppose that it takes away opportunities for roleplaying. Quite to the contrary, Xcrawl creates many unique opportunities for roleplaying. The crawlers are celebrity hopefuls, facing the challenges of fame and social climbing. They can mingle with other celebrities, network with the aristocracy, talk schmack with other crawlers and perhaps even pass a few words with intelligent monsters after the buzzer sounds.

CAMPAIGN OPTIONS

The world of Xcrawl is a fully realized fantasy world that can be home to a myriad of adventure campaigns.

NOTHING BUT CRAWL

Xcrawl is perfect for a “nothing but dungeons” style of campaign. The players have a build in motivation to test themselves with adventure since dungeon crawling is their job! They don’t have to go look for work in a tavern, or find clues, or make extended plans for weeks of overland travel. You start in the green room, the DJ introduces the players and explains the rules, the whistle blows and its mayhem time. The treasure, gold and reward become flavor text and the only prizes that matter are magic items that enhance the party’s combat effectiveness.

Xcrawl is an excellent pick-up style game that you can use for occasional get together or breaks in your normal campaign. You could have a professional dungeon crawl going for nights when too many regular players can’t be there, or other sessions that might jar the normal flow of your game. For a quickie pick up game experience its hard to beat a one night game with wall to wall surreal dungeon action.

If this is the style of Xcrawl you play, consider making up several groups of pre-generated characters that you can hand out at a moments notice. If your normal campaign needs a break, you can whip out the pre-generated characters and have a great night of killing bad guys and piling up gold.

Xcrawl is also a great game for conventions as it absolutely lends itself to tournament style play. The game within a game aspect assures that you can have a built in scoring system that comes from and is relevant to the overall story.

FULL XCRAWL CAMPAIGN

The full Xcrawl Campaign can include any and all of the following elements:

- An Xcrawl team that begins as a brand new Division III squad that works its way up the ranks.
- An emphasis on Fame and celebrity. The quest for popularity and riches parallels the PC team’s going after championship crawls.
- Side adventures that derive from The Games. For example, the players might win prize vacation packages that turn out to be monster infested nightmares, or get hired on to help wrangle creatures for the games. The team might get hired as security for various high risk ventures, or get embroiled in the Machiavellian power plays of the American aristocracy. They could become elite Special Forces and fight the enemies of the Empire, or part of the underground movement to dethrone the Emperor.
- The ultimate goal of superstardom. Successful teams should become major celebrities and formidable forces in the dangerous world of Xcrawl. Alternately, there could be other goals such as outshining rival Xcrawl teams or battling a nemesis DJ to some career climax.

XWORLD ADVENTURE

You might enjoy the blend of fantasy, imperialism, and low-tech modernity that is the Xcrawl scenario and still not be into playing out the game within the game that is Xcrawl. So be it!



You have nearly infinite options for a campaign set in the world of Xcrawl that have nothing to do with the Games themselves. Private investigators, military special forces strike force, anti-imperial anarchists, freelance monster hunters, organized crime mobsters, Zura'Ah'Zura renegades, native American tribesmen – the possibilities are endless.

Imagine our world with all its conflicts and strife. Now add to that eldritch forces, an underground world full of monsters, an totalitarian state and all the other challenging aspects of the world of Xcrawl. You can see that with a little imagination you can run endless and varied adventures in the world of Xcrawl.

DIVISION IV

Think it would be fun to run around and participate in non-lethal events? Go for it! The players create 1st level professional adventurers, fresh out of high school (or even actual high school students!) and ready to begin their careers at the very bottom run of Xcrawl. The characters should begin as a college or semi-pro Division IV team with 100 gp of equipment. Since their Xcrawl career is not self-supporting yet the characters will normally be either full-time students or have a full time job out side of the games.

Division IV events abound – there is a full collegiate circuit, private events held in every city all throughout the year and even Division IV charity events. Since the crawls themselves will be non-lethal, the GM will have to be extremely creative to keep a sense of fun and adventure in a game since there will be a minimum of actual danger in The Games themselves. Eventually, all Division IV teams should advance to Division III and start lethal play.

ILLEGAL CRAWL CIRCUIT

The illegal Xcrawl circuit grows every day. Your players could become crime team superstars, playing for huge stakes in underground events around the world, all the while avoiding the law, forced into secret and often dangerous modes of travels and associating with dangerous gamblers, powerful crime syndicates and ruthless players who will stop at nothing to win – oh, and did we mention monsters and traps that don't have to get past the censors?

The players should create characters who are tough, ruthless and very comfortable with breaking the law. They could be from normal Xcrawl backgrounds, or learned their skills in the army or one of our nations fine correctional institutions. They might even be secret documentary filmmakers, hoping to expose the seedy underworld of underground Xcrawl while taking a few scalps for themselves. Messengers might be specifically told by their Patron Deity to skip the legal Xcrawl circuit and get dirty with the down crowd!

The Illegal Crawl campaign could be an adjunct or supplementary part of your Xcrawl game, or it could be the last resort for your crawlers once they have made one too many mistakes and had their Adventurer's Guild status revoked. And who knows – maybe your little desperados might see the light and go mainstream, perhaps keeping their dangerous criminal sensibilities with them? There's a box office draw if ever there was one!

If you are designing Illegal Crawl Circuit dungeons you should go completely insane. Guns, bombs, chainsaws, acid, dragons, demons – the gloves are completely off. That goes for your players as well – they should bring every piece of low down, despicable equipment they can get their larcenous hands on.

Fame may be tricky to play in the illegal campaign. The best solution may be to give your player two Fame scores – one for the legitimate world of Xcrawl (if they participate in the legal crawls at all!), and one for their masked illegal crawl persona that only effects encounters with gamblers. You may choose not to use the Fame scores at all, but if you do the players should still gain Fame Feats at the appropriate levels – the effects will only work in the world of Illegal Xcrawl, of course.

MILITARY

The players are part of the NAE Imperial Legions, the fighting men and women who sacrifice for the glory, honor and national security of America. The characters could be either members of the rank and file Legion, the rank and file that makes up the majority of America's fighting forces, or a Special Operations unit sent only on the most sensitive and dangerous missions. They could even be Military Intelligence, secretly spying on the enemies of the Empire or taking out select, difficult targets.

The NAE is always at war someplace – the Empire is aggressively expansive in an age where it is considered a great honor to invade and annex smaller nations. Internal threats are also a problem – especially when one considers that America lies entirely over the Zura'Ah'Zura, the underground empire that attempted to invade and conquer her during the War of Subterranean Aggression. You could base an entire campaign around the players dealing with the Alfar and their monstrous ally's attempts to bring down the Empire.

An all-military campaign will probably not include the optional Fame Rules.

CAMPAIGN VARIANTS

You may want to consider some of these possible campaign variants while creating your own Xcrawl campaign.

YOUR GAMING WORLD!

If you have an established campaign world that you enjoy you can simply use a modernized version of that campaign as your Xcrawl world. The old fantasy world that the players knew and loved grew up, discovered TV, and decided to put death sports on the air for fun and profit.

This variant could work either with your homemade campaign world, or your published campaign worlds. Either way your players will enjoy revisiting the sites that they are familiar with, exploring how the world's culture has changed in the time that it took to develop into the Media Age.

REAL WORLD FLAVOR

To add a quirky level of interest, you might consider making the world of Xcrawl more like the real world in your campaign. The PC's could interact with RPG versions of all the real celebrity athletes, corporations, media personalities and reality shows. You can enhance the real world flavor by having your players sponsored by and doing endorsements for RPG versions of your favorite products such as energy drinks, sporting equipment and lines of clothing.

In the most extreme version of this campaign, you could create some system of having they players play themselves as up and coming Xcrawl stars. You will have to decide whether to take your players at their words as far as the translations of their real world skills, abilities, talents and resources to the simplified versions of themselves as characters, or create some system that allows them to still roll randomly or choose their abilities. Be warned: an attempt at this kind of campaign with less than the most mature and well-adjusted role players could lead to real world hurt feelings and strained relationships – proceed with caution!

If you choose this campaign option, consider making the technology level of your world equivalent to that in the real world. This will allow your players to have access to that most indispensable part of the modern media experience, the internet. Give the players fame bonuses for well-designed (read: expensive) web sites and fan sites, or just go for it and create real world websites for your Xcrawl PC team (and for the love of Apollo send us the links: www.goodman-games.com/forum.htm).

ANCIENT XCRAWL

In a far-off world of fantasy, the evil sorcerer kings rise up, take power and then decide to create public spectacle death

sports based on the legends of the land. Groups of roving adventurers come from miles around for a chance to participate in this amazing challenge and the opportunity for glory and gold.

An ancient version of Xcrawl could make for a very interesting campaign. Some incredibly powerful forces set The Games in motion, creating spectator dungeons and loading them with prizes and rewards. You could still use slightly altered versions of many of the components of Xcrawl, including NonCom badges, AVS monitors and break rooms. Remember that an ancient version of Xcrawl will likely have less reliable security and therefore more “haywire” style encounters. Obviously you will have to change the formalized rules and the permissible equipment. An ancient Xcrawl world would be extremely easy to integrate with a standard dungeoneering campaign making it an extremely well supported campaign option overall.



DEATH PROOF!

In this campaign option the PC's are virtual immortals. Before each crawl, each player is given a special Panic Badge. Similar to the NonCom badges used by noncombatant crawl participants like referees and cameramen, this badge whisks the player off to the hospital when he either loses all of his hit points or calls out a special safe word. It will be quite a challenge to make a campaign with this greatly reduced level of lethality interesting. You might consider making the ultimate focus of the game the fame and fortune, with dying being only a rare occurrence that only ever happens to the

unluckiest of participants. Players who get “defeated” should lose an appropriate amount of fame (say -10 temporary Fame Points) to represent loss of face and advertising revenue.

This campaign variant has a clear advantage – it saves the time and heartache of losing beloved characters and rolling up new ones. Of course Xcrawl without the death sport aspect loses much of its original campaign flavor. But ultimately the goal is to have a fun evening with friends, and if a Death Proof campaign is the best option for you and your group than go for it. Another consideration is whether or not the monsters actually die, or if they have

Panic Badges as well. If not then you can play up long term relationships between your crawlers and the creatures they fight, a unique role-playing opportunity.

To be fair in this campaign variant, PC’s who do actually die in the game should still remain dead. Oh the extremely well-guarded, barely-in-danger-at-all-really humanity! Also you have to change the slogan from “And if you die – you die!” to something a bit more accurate. “Victory and fame or defeat and everyone laughs at you during the play by play.”

RESURRECTION IN XCRAWL

While there are Olympian Templers whom the Gods have granted power over life and death but this magic is not freely shared with others. It’s one of the stranger points of society in the NAE – since magic can conquer death, why not raise all who die in The Games? Why let anyone die at all?

Even non-corrupt, genuinely pious Olympic clerics are leery about returning the dead to life. Not all life deserves to be preserved – some should certainly go on to face whatever final judgment Pluto deems fit. Traditionally, the temple is only moved to return the dead to life under the following circumstances:

- A VIP dies an unnatural or untimely death.
- A heroic individual dies a self-sacrificing death at a young age
- An important temple figure dies an unnatural death.

In the modern NAE, resurrection is an extremely complicated business. The status quo feel that bringing souls back from the land of the dead is antithetical to its main goal – maintaining the status quo. After all, if death was a simple matter to resolve and reverse, what would the rich and powerful have to hold over the masses?

On the surface, resurrection has been made as complicated and painstaking a process as absolutely possible. Candidates must have friends and supporters willing to create a petition to have the victim returned to life. A council of high-level temple officials convenes to debate the life and death of the deceased. They ask

the hard questions: is this a life worth preserving? What would the benefit to society be if this particular individual was returned to life? What would the costs be? What would Apollo do? They can take weeks to decide a matter of this magnitude.

That is the appearance of the process on the surface. The truth of the matter is there is only one individual who has power over life and death in the NAE: Emperor Ronald I. The debates, the petition and the Temple council is all theater. The Emperor simply gives the thumbs up or the thumbs down, and that’s that. As Master of Temple, this is his right and privilege and while others may council him on this decision the matter is entirely in his hands.

Death in Xcrawl is an interesting conundrum for Ronald. He realizes that the mortal impact of The Games is diluted by having fatalities return for another season. However, the occasional act of mercy on his part cements and fortifies the love the common people have for their Emperor. Also, there is no greater thrill than the rush of power one feels after returning a dead man to life – it makes the Emperor feel he is the equal of the gods, an ideal he fully believes himself to deserve. Why shouldn’t he, the chosen of Olympus, choose who goes to the underworld and who stays? Besides, returning death to life makes for good theater. The ratings always surge when a player is returned to life.

Resurrection always costs a minimum of 100,000 gp in the NAE. This is a donation to the temple, 20% of which goes directly into the Emperor’s coffers. It is usually accompanied with a solemn ceremony, including an invocation to great Pluto, and the sacrificing of seven rams or one great steed.

TIPS FOR GOOD XCRAWL

ENTERTAIN YOUR PLAYERS

If gaming in general and Xcrawl in particular has a mandate, it is to provide a good time for all participants. Fun is the point, the ultimate point, the only point. Have fun. Don't ever feel obliged to sacrifice a good time to a sticky point in the rules, a sense of realism, or submission to the game as written. So over anything else have fun and make sure your players have fun.

The best GMs are like all great performers – they have energy, charisma, and an infectious sense of fun. You don't have to be a professional actor or storyteller to run a great game. But you should pay attention to great actors and storytellers to see how they operate.

FLOW LIKE TELEVISION

Xcrawl is very much a child of the Media Age and you should keep that in mind when you run a game. Make use of those thousands of hours you spent watching television to bring your game to life. Judicious use of the common TV voices – the announcer voice, the sportscaster voice, the man-on-the-street interviewee voice – bring a sense of realism.

Likewise you can have lots of fun describing the action by describing the reactions of everyone watching, in the way that TV gives moments weight with shots of onlookers.

Example: Daring specialist Whisper swings out of the rafters and crits a giant for an amazing 119 points of damage, easily killing it. It's a huge moment, saving the party and winning the Crawl. For the occasion the GM goes all out with his description of the action.

The GM: "Okay, all of you had lost track of Whisper during the fight when suddenly she swings down out of the lights – all you see is her silhouette for a moment then she disappears behind the giant. He gets a stupefied grimace on his face, looks down at his chest and notices the blade poking out of his sternum. It slumps down and the air horn blats – you just won the room! The crowd goes wild – you look up at the giant scoreboard AVS and see the camera panning over the stadium where the fans go wild, slap high fives and hug each other in excitement. Confetti falls down over you and your theme music kicks in over the stadiums massive speakers. The audience at home is going crazy. The family, watching during dinner time, the dad stands up and knocks over his TV tray – "Oh yeah baby! Whisper you are the all time greatest! All time greatest!! Whooooooo!" Whisper's old high school coach, watching at the retirement home gets up and does a dance with his walker – "I told her!



I told her! I told them all she'd be a star!" The two guys, watching from their corner bar – "Alright, alright, Lenny you win the bet but I don't care – seeing that move was worth it. Hey Al, one more round on my tab." The rivals, watching from the locker room – "Oh for Apollo's sake, how do we follow that up? Sigh. Mom was right, I should have stayed in dental school." Back in the arena you look out and see Whisper's husband and kids in the front row, he's hugging them both with tears in his eyes. Its sports history, folks, on its way to becoming legend."

You could go on and on, describing the next day's headlines, the sports commenter's glowing reviews and a million other details. Reaction shots are a huge part of professional sports and if you can describe things in TV-style panorama you will excite your players imaginations and utterly draw them in to the story you are telling.

YOU MAY HAVE TO WHACK SOME GUYS

Xcrawl is unhealthy for Crawlers and other living things. Period.

For all its safety nets and NoGo doors Xcrawl is a lethal scenario. Smart team players with a bit of luck on their side should do fine. Foolish players who make bad decisions and don't stick by their team eventually perish, no doubt. It is as simple as that.

If you have players who refuse to learn from their mistakes, who refuse to back one another up, who neglect the Mojo pool and just don't play smart will eventually go down hard. And you have to let them die – otherwise the scenario just won't work for them.

The dystopia of Xcrawl is even lethal outside of The Games. Imagine this scenario: one of your players creates a background for his character which gives him a hatred of the Emperor and a burning need to see him taken down a peg or two. At the end of a major crawl, he decides its time to go for it.

GM: The reporter holds the microphone out to you and says, "Butcher, how does it feel to finally..."

Guy playing Butcher: I snatch the mike from her. Do I have to roll?

GM: Er, no she doesn't resist.

Guy: Great. I look into the camera and cry "Death to Emperor Ronald! Freedom for the Empire! Bring down the usurper and burn him for his crimes!"

GM: Um, are you sure that's what you want to do? You know from personal experience that your actions will be considered treason, and that the Emperor has absolutely no sense of humor or proportion about personal insults. Want to rethink that?

Guy: Heck no! I'll never get a better chance than this to act on my character's need for revenge against the Emperor.

At this point you owe it to that player to terminate his character with all possible alacrity. Security guards should mob up, take him outside, there will be the report of rifle fire and it's over. If you want to give old Guy a semi-fighting chance, have him arrested and be sentenced to death by Xcrawl. Fast forward to the next crawl where he is installed as a denizen of room seven, leading a pack of poorly trained and armed goblinoids who hate his guts in a fight against twelve parties of adventurers, one after another, all of whom are one full division class ahead of the highest division Guy ever achieved.

The world of Xcrawl is a dark totalitarian state with extremely conservative standards of behavior. Some over the top action is completely accepted, even lauded – sex scandals, bar room brawls, and backstabbing your teammates during an interview might get you in very hot water with the Adventurer's Guild and offended parties (not to mention on the front cover of the tabloids) but not in fatal trouble. Other

social offences along the lines described above can absolutely get you killed. In particular offense to the sacred institutions of society – including the Emperor's person, the Nation itself or the Olympian Temple – are all considered treason. There is only one penalty for treason and no appeal.

If you don't kill off your player characters after an egregious transgression like those described above the story will stop working for your players. They will be snapped out of the narrative because the world setting will no longer be realistic to them. And while there are always exceptions, especially for well-connected top tier celebrities, there must always be consequences.

The flip side to this coin is obvious: it sucks when your character dies. A character's death early on in a session can ruin the evening for a player who has come to play, not to sit on the sidelines and watch his friends play. Absolutely be judicious when it comes to killing characters, and if you can find your way to giving them a second chance go for it. But remember that in a harsh scenario like Xcrawl there must be consequences for the game to stay real. If death becomes a real problem in your campaign consider the optional Substitution Rules (see Substitution Rules, p. 132).

PLAY UP THE ABSURDITIES

The world of Xcrawl is an extremely absurd place. Consider the reality of a world with state sponsored death sports which, rather than ignite the masses into a tide of anti-government riots, become the most significant pop culture phenomenon in the world. A world where a populace, blessed with deities who channel their power through the faithful to heal injury and dispel illness and wizards with control over reality itself, chooses to use its amazing potential to put on an extremely expensive sports competition that kills people.

Part of the absurdity is that it isn't all that absurd. Ancient Rome sponsored gladiatorial events that lasted weeks and sometimes months, killing and wounding thousands for the amusement of the masses. The fastest growing sport in America is the new ultimate style combat which, I need not mention, draws millions of dollars in sponsorship money every year.

Have fun with the strangeness of Xcrawl. Have little old ladies come ask the crawlers for autographs and speak pleasantly about how their favorite part of The Games is the evisceration of hobgoblins. Have sponsors ask if there were any way to work the word 'refreshing' into the battle cry the next time the blaster electrocutes an opponent. Talk about the sports commentators who can smilingly discuss death and dismemberment. It's a very strange scenario, and the more you play up the unique aspects of the world of Xcrawl the more unique your game becomes.

EASY STEPS TO XCRAWL GAME MASTERY

So you want to be an excellent game master for this and all the other fantastic RPG games out there? Here is a simple formula you can use to help you run the best possible game.

1. DECIDE WHAT YOU WANT TO ACCOMPLISH BY GAMING.
2. DECIDE WHAT YOU WANT TO AVOID IN YOUR GAME.
3. CHOOSE THE ELEMENTS OF YOUR GAME AND PLAY STYLE IN ORDER TO ACCOMPLISH THOSE GOALS.
4. RUN AN ENTERTAINING GAME WITH ENERGY AND ENTHUSIASM.
5. LISTEN TO FEEDBACK FROM YOUR PLAYERS AND TAILOR THE GAME TO MAXIMIZE EVERYONE'S FUN.

1. Decide what you want to accomplish by gaming.

Are you trying to tell a fantastic epic story, one that lives on in gaming group's legends forever? Do you want to create a difficult strategic challenge, one that tests the player's skill and creativity? Do you just want to make your friends laugh so hard they squirt Friki-Choo Cola out of their noses? There is no wrong answer, and every game master's answer is likely to have elements of all the above and more.

Make a physical list of the things you want to accomplish with your game. Number each point, ranking them from most important element to least important.

2. Decide what elements you want to avoid in your game.

Do you hate complicated rules? Do you love fairness and want to avoid every possible ambiguous situation possible by creating a more comprehensive rules structure? Do you hate certain kinds of monsters or encounters, or tactical situations? Make a physical list of the elements of gaming you want to avoid in your home campaign.

Consider what these elements mean to the players and be reasonable. For example, if you think healing potions are an unfair advantage for players you might want to stop and think about how difficult the game will be for the PC's in a world with no healing potions (personally, we here at Xcrawl World HQ would never do this to our players but the very idea makes us titter like schoolgirls). Don't forget that the most important aspect of roleplaying games is to have a good time with your friends – every other consideration is secondary.

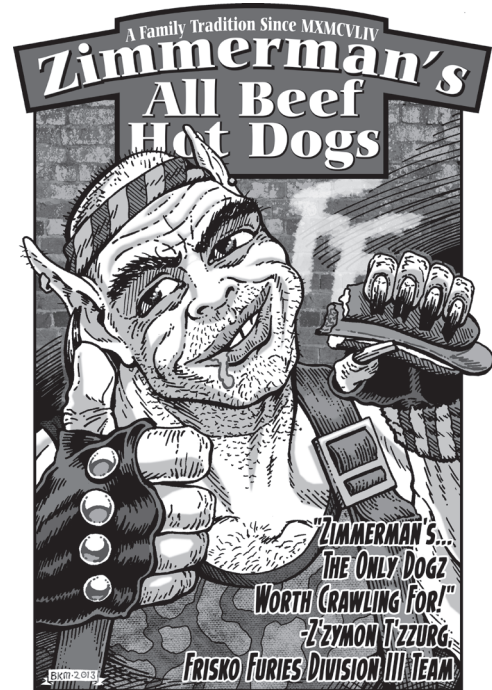
3. Choose the elements of your game and play style in order to accomplish those goals.

Once you have your list you simply make every element in your game work to accomplish those goals, eliminating elements that run counter to your game. Dull or distasteful elements that can not be eliminated should be cut to their

bare minimum, making more time for the game aspects you and your players enjoy. This technique is deceptively simple but it works. You mold the experience you want around the needs of your players and yourself. Compare your game to a good novel. The best novel you can ever read is one with the least amount of dull parts that you skim over to get to the good parts. Make your whole game the "good" parts and your game will be excellent.

4. Run an entertaining game with energy and enthusiasm.

Using all of the elements above, make your game great fun for your players. Put on your showmanship hat and make your game as entertaining as possible. Enthusiasm is contagious – if you are able to inject real excitement into your Xcrawl session your players will get excited and everyone will have a great time.



5. Listen to feedback from your players and tailor the game to maximize everyone's fun.

In between sessions, individually speak to your players about your game. See what their favorite parts were, what their least favorite parts were and ask about directions they want the game to go in. You shouldn't take verbatim requests from your players ("I want to fight a pair of flaming dire pigs on a rope bridge over a pool of lava!") because the surprise element is such an important part of fantasy gaming. But if your players feel strongly about kinds of encounters or a direction for their characters you should consider working them into your game. You can tailor your game into a fantastic experience that will become legends of your gaming group.

GAMEMASTERING XCRAWL

II: THE WORLD OF XCRAWL

The world of Xcrawl is a complete alternate modern fantasy setting, with a full history. Since word count grows tight we will give you the very briefest of overviews of the North American Empire.

THE NORTH AMERICA EMPIRE

The NAE, while among the youngest nation on the planet, is the dominant force in world politics, the wealthiest nation and its most powerful military force. North America was originally settled by Messianics, the outlawed One-God cult. The First Emperor of the NAE, George Augustus, at first united and worked with the leaders of the Messianic movement to repel their British masters. The union worked and the British surrendered to the forces of George Augustus on July 4th, 1776. The New Emperor immediately betrayed his Messianic Allies, executing all their leaders, and declared the One God-Cult outlawed. From then on America has been a full blown Authoritarian State, its social and political model a hybrid of the Roman and British systems.

THE MODERN EMPIRE

The NAE controls the entire North American continent. It is a rich nation with massive standing military forces. In an age where bloodshed is an utterly acceptable form of political diplomacy, the American Empire holds strong influence in politics around the globe. The NAE is broken into 26 Regions, each under the control of an Archduke or Archduchess. The vast majority of the population of the NAE lives in the hundreds of huge cities that dot the country. Much of the NAE is unspoiled wilderness, as vast tracts of land are claimed as the territories of the local dragons and cannot be developed without incurring their wrath.

CITIES OF THE NAE

Almost the entire population of the NAE lives in and around the major cities. The lands outside major population areas are simply too dangerous to settle so for the most part humankind stays close to urban areas. Most

cities are human majority, with a few exceptions: Metairie has a majority gnome population and Telluride is mostly dwarf. The Elves have their own city, Sattersalla, situated in California's Giant Redwood Forest.

TOP 10 CITIES OF THE NAE (RANKED BY POPULATION)

CITY	POPULATION (IN MILLIONS)
New York	8
Los Angeles	5
Chicago	3
Houston	2.5
Philadelphia	2.5
Phoenix	2
Detroit	1.75
Indianapolis	1.3
Jacksonville	1
Columbus	.9

INTER-CITY TRAVEL

Commoners generally travel from city to city by automobile caravan. Trucks, busses and private cars arrange a start time and all drive to the destination as a group for their mutual protection. Some caravans take place every week or even every day, and many hire professional security experts to protect against bandits and wandering creatures. The rich travel by commercial airliners and the super rich pay for teleportation. The highway system, ever dangerous and unpredictable, is patrolled by the Imperial Army and over flown by the Air Calvary. The greatest danger to

THE NORTH AMERICAN EMPIRE

1. Alaska
2. Yukon
3. Northwest Territories
4. Nunavut
5. British Columbia
6. Alberta
7. Saskatchewan
8. Manitoba
9. Ontario
10. Quebec
11. Newfoundland
12. Labrador
13. Oregon
14. Dakota
15. Illinois
16. California
17. Arizona
18. Louisiana
19. Texas
20. Mexico
21. Georgia
22. Virginia
23. Ohio
24. Columbia
25. New England
26. Nova Scotia



intercity travel is tribes of automotive bandits, made up of criminals and outcasts who live outside of society at large. Monsters are another huge issue – every year intercity travelers are carried off by the freakish denizens of the American wilderness.

THE EMPEROR

Emperor Ronald I has reigned since 1981, chosen by the Gods themselves after his predecessor was found to have assassinated his own predecessor. The Emperor is the Commander In Chief of the armed forces, the Leader of the Aristocracy and the Master of Temple, a secular title that gives him domain over all the Olympian Temples, and thus the religious life of all Americans. Ronald lives in constant fear of a foretold Usurper, one who will come and destroy the American way of life. The Emperor is ancient and is kept alive through constant medical care and a battery of daily magic spells. It was the Emperor who created Xcrawl as a way to keep the masses occupied while he ruthlessly destroys any he deems to be enemies of the Empire.

THE ARISTOCRACY

American noblemen are born into wealth and privilege. Most of their families trace back to the aristocratic

families of Europe and Scandinavia but over the years the Emperor has granted title and land to several commoners, generally exceptional generals or extremely wealthy and well-connected businessmen, so aristocrats can come from any background: there are even a few gnome, elvish and native American aristocratic families, although these are extremely rare. Aristocrats tend to be highly educated, well-traveled and wealthy.

THE COMMONERS

Commoners are the rank and file of American society. They are not allowed to travel internationally and generally stay very close to the city of their birth. Very few commoners own substantial property. American commoners have it very good in some ways – including free education through High School, free public libraries, free basic health care, and free inter-city mass transportation. On the other hand they have no protections for privacy, liberty or individual rights, no say in the government and huge tax burdens. Some commoners manage to advance their social station by becoming wealthy or famous and attracting the attention of the nobility, but it is rare. The easiest way for a commoner to advance is success in The Games. Xcrawl is responsible for much of the social mobility of the lower class.

THE NATIVE AMERICANS

Outside the protective sphere of cities there are tribes of Native Americans, who manage to live in balance with the terrible monsters that wander the land. These tribes, including the Chipewyan, Lakota, Ottawa and Sioux, form federations with their neighbors, although conflicts and outright warfare are not unheard of. The NAE considers these tribesmen savages, although a few have joined American society and even participate in Xcrawl.

ARISTOCRATIC TITLES AND WHAT THEY MEAN

Archduke/ Archduchess: There are twenty-six Archdukes in the NAE. Each controls a Region of the NAE, and each one is a blood relation of the Emperor's family. The rank of Archduke is the most coveted position in the Empire and those who hold it pay very careful attention to their enemies. Each Archduke is fabulously wealthy, utterly influential and extremely well guarded.

Duke/Duchess: A high ranking landed aristocrat with authority over an entire city. The Duke appoints a Mayor to oversee the day-to-day running of the city, and the Mayor in turn appoints a staff and bureaucracy. The Duke is usually the highest regional authority and is only subordinate to his Archduke and the Emperor

Baron/ Baroness: A Baron is a landed aristocrat. They may control huge tracts of farmland, or several city blocks, or even an entire city district. Barons are extremely wealthy, having the right to collect taxes and often rent revenues from their land.

Count/ Countess: A rare title in the NAE, it has come to mean a mid ranking nobleman with dynastic holdings in the financial sector. Most Counts control banks or lending institutions, and while they are rare they are unfailingly wealthy and influential. The title "Count" is used interchangeably with "Earl," although the wife of both is referred to as a Countess.

Lord/Lady: A title of respect for a nobleman. Lords and Ladies are generally unlanded, in other words their family does not own or control any real estate. They are often captains of industry, guild leaders or career military men.

MAGIC

Magic is tightly regulated in the NAE by the Guild of Magi. Lord Byford, head of the Guild and chief advisor to Emperor Ronald I, enacts extremely strict controls to insure that magic, especially scrying, is carefully restricted. Anyone wishing to lawfully practice the arcane arts in the NAE must be members of the Guild of Magi, a task which requires years of training and the sponsorship of a current guild member. There is a separate guild for Necromancers, which was once fully subordinate to the Guild of Magi but which has been propelled to great prominence and wealth by Xcrawl and its endless appetite for undead creatures and now stands as a more-or-less independent origination.



RELIGION

The Olympic Temple is the official state religion of the NAE. Much of the life of the nation is based on religion. There are temples to all the major deities of the Olympic Pantheon in every major American city. Templars, the priests and priestesses of the Olympic Deities, have a great deal of status in American society. While the Clerics of the Temple do have access to divine magic, they only share it with those who can afford to make a sizable donation to their Temple. In recent years, Messengers have become a new part of the American ecumenical landscape – only time will tell how the Age of Messengers will affect the Temples.

TECHNOLOGY

The world of Xcrawl has a slightly lower level of technology than our own, largely due to the presence of divine and arcane magic. There is no internet, no digital cameras or video, no cell phones, no nuclear power, and no space program. Computers are still extremely rudimentary and are almost never privately owned. Many of the old ways are still prominent: farmers still use windmills to grind wheat, newspapers still use moveable type, and most combustion engines are designed to run on corn-based ethanol rather than fossil fuels. Medical technology is extremely behind the standards of the real world – organ transplants and brain surgery are still in the experimental stages, doctors only have a basic knowledge of antibiotic substances, and there are no radiation treatments. In a few areas, specifically horticulture and metallurgy, technology is actually further along than in the real world.

THE ECONOMY

The Economy of the NAE is based primarily on manufactured goods and agricultural products. The NAE exports millions in machinery, farm equipment, vehicles and technology. It is illegal to export Military Equipment to nations outside the NAE, a rule in place due to the frequency of wars with rival nations. The NAE uses Gold (Eagles), Silver (Crowns) and Copper (Pennies) for day to day trade. Gold Piece Notes are also legal tender, and a common form of currency among the very rich.

THE MILITARY

The North American Legions are considered the greatest fighting force on Earth. The majority of the Empires budget goes towards military spending, and the Legions have excellent training and top notch weapons, equipment and vehicles. While the NAE is constantly in conflict somewhere in the world, there has not been a major war with a foreign power since the Brazilian Campaigns of 1968-9. The Military is broken into Divisions, each having its own Supreme Commander: Infantry, Armored Calvary, Air Calvary, Air Support, Arcane Support, Rangers, Navy, Intelligence. Domestic Law Enforcement and the International Intelligence Agency are also specialized branches the North American Legions.

THE GUILDS

The NAE has adopted the ancient Guild system to regulate professional groups. Guilds set quality and safety standards, negotiate contracts, offer apprenticeships and pensions, and generally act as watchdogs over their given industry. There are hundreds of Guilds – including a Pipefitters Guild, Teamsters Guild, Bakers Guild and the like. All Xcrawl participants must be members in good standing of the Adventurer's Guild, specialists all train at the Specialist's Guild and arcane spellcasters must belong to the Guild of Magi.

MEDIA

The NAE strictly controls all mass media. There are four Imperial TV channels and several newspapers and radio stations in each city, and while they compete for audience shares and counter-program against one another, they are all ultimately regulated by the Imperial Bureaucracy. TV News continually glorifies the Emperor's every word and action, and vilifies all opposition. Other TV programs are generally light comedy and dramatic shows that reinforce the values of the Empire: loyalty, fidelity, honesty, and hard work. Hours and hours of broadcast time are also dedicated to sports, including baseball, basketball, football, horse racing, gymnastics, and, of course, Xcrawl. There are also Pay TV networks, which are extremely expensive and generally require an AVS to watch.

CRIME

The violent crime rate tends to be extremely low in American cities, and the Media tends to turn a blind eye to what crime does occur. The NAE police force, which has nearly complete power and authority when it comes to criminal cases, is not burdened with small issues like due process, probable cause, and illegal search and seizure. Police Investigations can also call upon scrying and other magical investigative techniques in extreme circumstances. These facts, coupled with the Empires harsh sentencing and public execution, leads to fairly peaceful cities. There is one crime category virtually ignored by all: organized vice crime. Each city has competing syndicates that vie to bring drugs, pornography, prostitution, smuggled foreign goods, and gambling to a very eager market. While these criminal enterprises invariably lead to the inter-gang violence that is the hallmark of such operations, gangs and cartels are careful to bribe local law enforcement agencies in order to buy their immunity from prosecution. Very often these gangs have aristocratic ties, as the rich and often idle nobility is a huge consumer of illegal vice product and services, and these help keep them operating profitably and continuously.

DRAGONS

Outside the walls of the great cities of the NAE, dragons are the absolute sovereigns. These fiercely territorial creatures claim huge tracts of territory in America and throughout the world and destroy all attempts at permanent settlements near their lairs. It is illegal to hunt or kill dragons in the NAE for any reason other than self-defense, largely due to Emperor Howard I's disastrous campaign to reclaim the continent from dragons in 1913 that nearly lead to war with Japan and its half-dragon Emperor. The NAE has an informal arrangement with the Empire of Japan regarding Americans dragons – Dragons avoid cities and major population areas, and in turn mankind does not bring military or arcane force against them. Man-killing dragons in America are theoretically hunted down by their peers, their self-policing a part of the agreement with the Emperor.



MONSTERS OF THE NAE

While dragons do not permit settlement by humans in their territory, they ignore or actively encourage monsters and wild beasts to live in their territory. A population of dangerous creatures helps keep their lairs safe and private. The wilderness of the NAE has thousands of species of monsters, although free-roaming bands of humanoid, giants, and undead are not tolerated. For the most part monsters stay away from human settlement, and mankind avoids the dark places where monsters dwell. Creatures that wander into cities become a priority for law enforcement and the military, and often professional Crawlers are brought in to handle wandering horrors.

THE ZURA'AH'ZURA

Deep below the surface of the earth is the Zura'Ah'Zura, literally the "land beneath the land," the underground kingdoms of the hideous alfar. The alfar have been the enemies of mankind since the Age of Wrack. The American

Empire defeated the combined forces of the Zura'Ah'Zura in the War of Subterranean Aggression (1862-1868), forcing the alfar to pay huge war reparations, recognize the NAE as a sovereign nation, and to police all the underground territories to prevent any further humanoid incursion. For its part, the Empire declared the Zura'Ah'Zura "separate and insubordinate" to the NAE, pledging non-interference and establishing a trade relationship. The bitterness has never gone away, and many feel that the Undergrounders are just biding their time waiting for the perfect opportunity to strike. The Zura'Ah'Zura is a twisted labyrinth of winding caverns and underground cities. The capital of the North American alfar kingdom is Lathonicha'ah, miles beneath Montreal. There are four other huge alfar networks throughout the world. The alfar and other denizens of the Underground would be a much greater threat to the world if they could cease their endless infighting and internal intrigue. Most of the monsters and humanoids that fight in Xcrawl come from brokers in the Zura'Ah'Zura.

NPC CLASSES

AMERICAN COMMONER

American Commoners are the ordinary men and women of the Empire. Holding no title and rarely owning property, the Commoners work hard nearly their whole lives, raising family and holding down jobs. Human commoners are allowed to retire at age 60 with a small government pension – sadly, few live to that advanced age. The commoner pays huge taxes (more than 50% for the average income), has limited educational choices, rights at the will of his betters and is not permitted to travel internationally. While they have an extremely hard lot, most commoners are proud, strongly nationalistic and very religious.

Hit Die: d8

Class Skills: The American Commoner chooses up to 6 skills as their class skills at first level. These class skill choices are permanent.

Skill Ranks per level: 4 + Int modifier

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE
1st	+0	+2	+0	+0
2nd	+1	+3	+0	+0
3rd	+1	+3	+1	+1
4th	+2	+4	+1	+1
5th	+2	+4	+1	+1
6th	+3	+5	+2	+2
7th	+3	+5	+2	+2
8th	+4	+6	+2	+2
9th	+4	+6	+3	+3
10th	+5	+7	+3	+3
11th	+5	+7	+3	+3
12th	+6/+1	+8	+4	+4
13th	+6/+1	+8	+4	+4
14th	+7/+2	+9	+4	+4
15th	+7/+2	+9	+5	+5
16th	+8/+3	+10	+5	+5
17th	+8/+3	+10	+5	+5
18th	+9/+4	+11	+6	+6
19th	+9/+4	+11	+6	+6
20th	+10/+5	+12	+6	+6

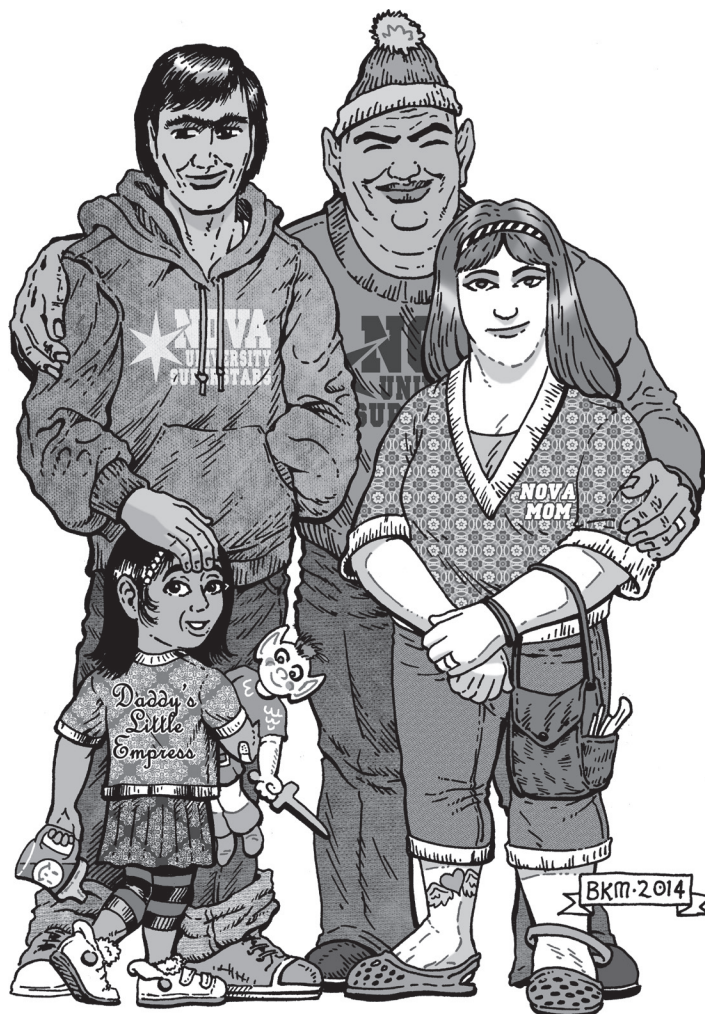
CLASS FEATURES

The following are features of the American Commoner NPC class.

Weapon and Armor Proficiency: Commoners are proficient with all simple weapons. They are not proficient with any other weapons, nor armor or shields.

Class Skill Bonuses: The American Commoner receives a +4 class bonus to the following skills: Knowledge (local city), Profession (any), and Craft (any).

Starting Gold: Commoners begin the game with 50 gp plus 10 gp per point of Charisma modifier. In addition, the commoner has a place to live, generally with family members, and the minimum basic tools to perform their profession (if any tools are required).



AMERICAN ARISTOCRAT

American Aristocrats live a life of privilege and refinement. As children they attend the best schools or have quality private tutors. They receive training in literature, diplomacy and some martial training as a part of their basic edification. They are allowed to travel internationally, and many have family and contacts throughout the world. Many noblemen and women are obsessed with station, and spend much of their time scheming on how to increase their status in the world.

Hit Die: d8

Class Skills: The American Aristocrat chooses up to 8 skills as class skills at first level. Class skill choices are permanent.

Skill Ranks per level: 6 + Int modifier

CLASS FEATURES

The following are features of the American Aristocrat NPC class.



Weapon and Armor Proficiency: American Aristocrats are proficient with all simple weapons, the rapier, and all pistols, rifles, and shotguns. Aristocrats are not proficient with any armor or shields.

Class Skill Bonuses: The American Aristocrat receives a +4 class bonus to the following skills: Appraisal, Diplomacy, Knowledge (the aristocracy), Knowledge (classic literature), and Knowledge (connoisseur culture).

Starting Gold: The starting American Aristocrat begins with 1,000 gp + 500 gp per point of Charisma modifier. In addition, characters who are American Aristocrats beginning at their first character level have an “income,” generally from the interest on old family money, equal to their Charisma bonus x 500 gp/ year. Aristocrats begin the game with a place to live and access to an automobile (a family luxury automobile).

Title: American Aristocrats begin the game as “Lord” or “Lady.” They can only rise in rank by circumstance – family ascension, favorable marriage, Emperor’s bequest or the like. This leads to what is more or less the defining feature of American nobility: constant social climbing.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Title
2nd	+1	+0	+0	+3	
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	
5th	+2	+1	+1	+4	
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	
8th	+4	+2	+2	+6	
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	
11th	+5	+3	+3	+7	
12th	+6/+1	+4	+4	+8	
13th	+6/+1	+4	+4	+8	
14th	+7/+2	+4	+4	+9	
15th	+7/+2	+5	+5	+9	
16th	+8/+3	+5	+5	+10	
17th	+8/+3	+5	+5	+10	
18th	+9/+4	+6	+6	+11	
19th	+9/+4	+6	+6	+11	
20th	+10/+5	+6	+6	+12	

PROFESSIONAL

Professionals manage to find a specialized, highly paid trade. Some are apprenticed to established members of their professions; some excel in academic studies and achieve success on their own merits, some advance through nepotism and bribery. Possible professions include accountant, advertising agent, bookbinder, chef, demolitions expert, engineer, florist, golf pro, haberdasher, income tax preparer, journalist, lawyer, merchant, nutritionist, physical therapist, plumber, stevedore, tracker, travel agent, undertaker, or zookeeper. Professionals have a higher social standing than other commoners but lower than nobility. There are some aristocratic professionals – law and medicine are considered worthy professions for the upper class – but they are uncommon.



MOHN

Hit Die: d8

Class Skills:

The Professional chooses up to 10 skills to be Class Skills at first level. Class skill choices are permanent.

Skill Ranks per level: 8 + Int modifier

CLASS FEATURES

The following are features of the Professional NPC class.

Weapon and Armor Proficiency: Professionals are proficient with all simple weapons. They are not proficient with any other weapons, nor with armor and shields.

Starting Gold: The Professional begins the game with 200 gp plus 25 gp per point of Charisma modifier. In addition, the professional has a place to live for one year, and the minimum basic tools to perform their profession (if any tools are required).

Skill Focus: The professional gets the Skill Focus feat at every level divisible by four.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	
2nd	+1	+0	+0	+3	
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	Skill Focus
5th	+2	+1	+1	+4	
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	
8th	+4	+2	+2	+6	Skill Focus
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	
11th	+5	+3	+3	+7	
12th	+6/+1	+4	+4	+8	Skill Focus
13th	+6/+1	+4	+4	+8	
14th	+7/+2	+4	+4	+9	
15th	+7/+2	+5	+5	+9	
16th	+8/+3	+5	+5	+10	Skill Focus
17th	+8/+3	+5	+5	+10	
18th	+9/+4	+6	+6	+11	
19th	+9/+4	+6	+6	+11	
20th	+10/+5	+6	+6	+12	Skill Focus

PRO MONSTER

Crawlers aren't the only ones with the benefits of modern training. The latest craze among DJ's is hiring professional Monster Trainers to come and whip the menagerie into shape. The result is the Pro Monster – a highly trained man slayer, skilled in combat and ready to kill.

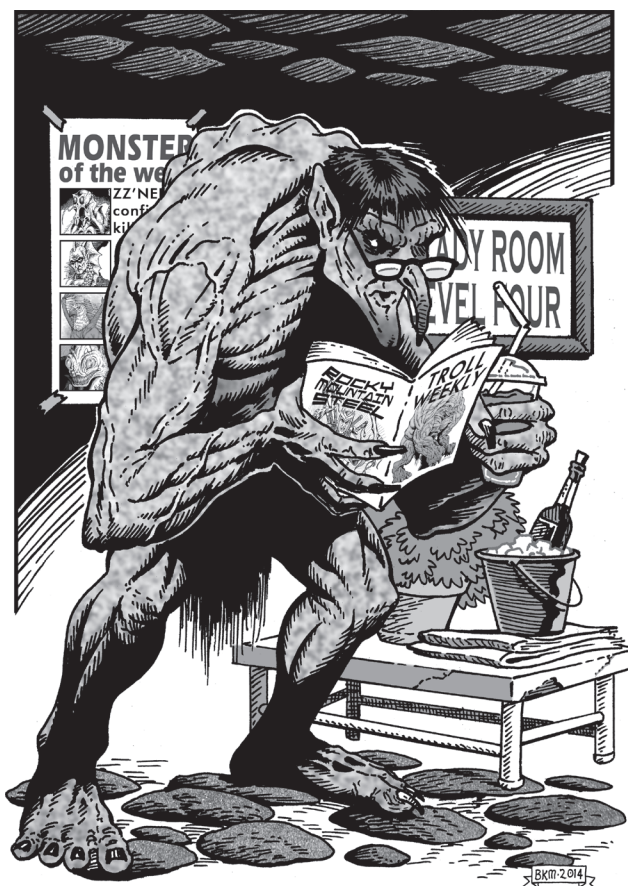
The Pro Monster is an easy way to add to a creature's power level. Remember that the creatures CR goes up by one for every level of Pro Monster it has, unlike other NPC classes.

This class is not appropriate for humans, demi-humans or humanoids, who should take levels of appropriate classes instead. This class should only be purchased for "trainable" monsters – i.e. they must have an Intelligence of 3 or higher and have the ability to respond to training (no undead, no constructs, no oozes, etc.).

Hit Die: d10

Class Skills: The Pro Monster's class skills are Athletics (Str), Bluff (Cha), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Stealth (Dex).

Skill Ranks per level: 4 + Int modifier



LEVEL	BASE ATTACK BONUS	GOOD SAVE	OTHER SAVE	OTHER SAVE	SPECIAL
1st	+1	+2	+0	+0	Bonus Feat
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	Bonus Feat
4th	+4	+4	+1	+1	
5th	+5	+4	+1	+1	Bonus Feat
6th	+6/+1	+5	+2	+2	
7th	+7/+2	+5	+2	+2	Bonus Feat
8th	+8/+3	+6	+2	+2	
9th	+9/+4	+6	+3	+3	Bonus Feat
10th	+10/+5	+7	+3	+3	
11th	+11/+6/+1	+7	+3	+3	Bonus Feat
12th	+12/+7/+2	+8	+4	+4	
13th	+13/+8/+3	+8	+4	+4	Bonus Feat
14th	+14/+9/+4	+9	+4	+4	
15th	+15/+10/+5	+9	+5	+5	Bonus Feat
16th	+16/+11/+6/+1	+10	+5	+5	
17th	+17/+12/+7/+2	+10	+5	+5	Bonus Feat
18th	+18/+13/+8/+3	+11	+6	+6	
19th	+19/+14/+9/+4	+11	+6	+6	Bonus Feat
20th	+20/+15/+10/+5	+12	+6	+6	

CLASS FEATURES

The following are features of the Pro Monster class.

Weapon and Armor Proficiency: Pro Monsters gain no additional weapons or armor proficiency.

Starting Gold: Pro Monsters do not begin the game with any starting gold. Trainers often use positive reinforcement techniques to encourage their creatures and for some this might include gifts of gold, although most creatures are better motivated with fresh meat or other such enticements.

Saving Throws: The Pro Monster decides the creature's training regimen. Choose one Save to be the creatures "good" save at creation. The choice of a good saving throw is permanent.

Bonus Feats: Pro Monsters get bonus feats according to the chart above. The GM should choose appropriate feats, in other words feats that the creatures are actually capable of performing and that make sense. The Pro Monster must have all of the prerequisites for any Feats it takes.

SOLDIER

Soldiering is an honorable and respected profession in the NAE. The Empire is always in conflict somewhere in the world and its need for trained fighting men is endless.

More than 99% of American soldiers are humans. Nonhumans in the American Legions tend to have support roles, such as engineers, intelligence operatives, and other non-combat positions. As of 2014 women are banned from active combat roles with the exceptions of Air Calvary pilots and Arcane Support.

The Soldier is an appropriate class to represent police, Xcrawl security, and bodyguards.

Hit Die: d8

Class Skills: Soldiers's class skills are Athletics (Str), Drive (Dex), Perception (Wis), Profession (Wis), Search (Int), Survival (Wis), Swim (Str) and Tactics (Int).

Class Skill Bonuses: The Soldier receives a +4 class bonus to the following skills: Drive, Knowledge (Military history), and Tactics

Skill Ranks per level: 4 + Int modifier



CLASS FEATURES

The following are features of the Soldier class.

Weapon and Armor Proficiency: Soldiers are proficient with Light and Medium Armor, all Shields including tower shields, all Simple Weapons and Firearms.

Starting Gold: Soldiers begin the game with 1,000 gp. In addition, they receive an annual salary based on their rank, specialty and level of seniority, with cash bonuses for any days spent in Combat.

Weapon Focus: Soldiers receive the Weapon Focus Feat for free at 3rd level.

Bonus Feats: Soldiers get bonus feats according to the chart above.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+0	Bonus Feat
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	Weapon Focus
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Bonus Feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	Bonus Feat
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	
15th	+15/+10/+5	+9	+5	+5	
16th	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Bonus Feat

GAMEMASTERING XCRAWL

III: THE GAMES

The evolution of Xcrawl from its earliest raw form to its current, well-organized and carefully controlled mode is worthy of an entire series of books. This section focuses on the modern crawl and its fans.

A BRIEF HISTORY OF XCRAWL

Long ago, in the days before The Cataclysm destroyed all record of the early history of mankind, there was a Heroic age. A time of great and mighty adventurers, dangerous quests, dark overlords and glory. The heroic age lasted hundreds of years and saw the rise and fall of many a mighty hero.

One such hero was Zimble. Zimble, a half-elven bard, was a roving adventurer who had a career that lasted nearly eighty years. He joined many bands of brave explorers and fortune-hunters, and when he wasn't actually on campaign he stationed himself in taverns across the ancient world singing songs and telling stories about all he had done and seen. He worked with hundreds of dungeon crawlers over the years but had one constant companion: Warsong, his intelligent talking sword.

Zimble found Warsong towards the end of his career and carried it until his death, and the sword listened to his every word on the subject of heroic quests and dungeon exploration. Without ever realizing it, Zimble would one day be revered as the Father of Xcrawl.

There can be no debate over what ended the Heroic Age: The Cataclysm. A great and terrible flood nearly destroyed the humanoid races altogether. Some say it was the result of a renewal of the war between the Gods and the Titans, while some say it was the mischief of Loki, the Norse trickster god. Whatever the cause the effect was devastating. Cities were reduced to rubble, entire civilizations disappeared and the culture of the age was all but forgotten. Artifacts from this era were almost entirely destroyed. Mankind clung to its existence by a thread.

In time, civilization grew once more. Humanity, as well as the other intelligent races, scraped together what they could from the detritus of the ancient world and began anew. Stories of the Heroic Age become legends, and eventually Myth.

Move forward some thousands of years. The Ancient World develops into our world, the world of mass media, mechanized warfare and polarized social classes. The North American Empire is now the most powerful nation on Earth. The American Legions are the most feared fighting force on the planet, and none dare challenge the sovereignty of the NAE. The economy is strong and the nation is sound. And the Heroic Age had passed to legends and what vague remembrances could be gleaned from the detritus of a thousand drowned civilizations.

All this changed in 1976, when archeologists from the University of Washington discovered the ancient blade Warsong during a dig in an ancient Sicilian fortress. The discovery was amazing for many reasons – most magical treasures of the Ancient World resided in the treasure hoards of the various dragons of the world that had a knack for finding and retaining such items. More so was the fact that Warsong could not only speak but was an expert on the history of the Heroic Age, thanks to his decades-long companionship with Zimble the Bard.

Warsong gave the world an entirely new perspective on history. After an intensive year of research and fact-checking, modern scholars had no choice but to declare that the sword gave an accurate depiction of events – if perhaps a bit skewed towards the importance of battles and adventures Zimble

personally took part in. Long accepted facts were disproved, historical theories were tossed out, and textbooks worldwide had to be rewritten.

While the new historical perspective was enlightening, what really captured the imagination of the world were descriptions of the actual “dungeons” that Warsong helped explore. People were spellbound by the blade’s tales of underground exploits. Warsong had personally participated in dozens of “dungeon crawls,” as he termed them, and knew the stories of hundreds more thanks to Zimble. These stories impacted popular culture immensely. Dozens of novels of the heroic age became best sellers. Movies and television shows quickly followed, and a small gaming company in North America created a hugely popular strategy game, called *Dungeonbattle*, which used miniatures and dice to simulate underground combat. The game grew staggeringly popular on college campuses, and soon it became an entire industry. Dozens of imitators sprung up with endless variations on the same theme. There were even conventions where players would get together and hold huge *Dungeonbattle* tournaments for prizes. The Heroic Age becomes a major focus point of a culture that reveres its heroes next to its Gods.

Cut to 1981, the first year of the reign of Emperor Ronald I. Newly appointed to the most powerful position in the most powerful nation on earth, Ronald was uneasy. Too many significant signs point towards upcoming upheaval. Ronald had been the Ducal mayor of Los Angeles for years before the assassination of his predecessor, James III. It was discovered that the Emperor had been poisoned by his cousin Henry Turbel, the Archduke of Virginia, and Turbel was executed for his treachery. The Royal Family sought out the Great Oracle of Key West, who quickly pronounced that Ronald should be the next Emperor of America.

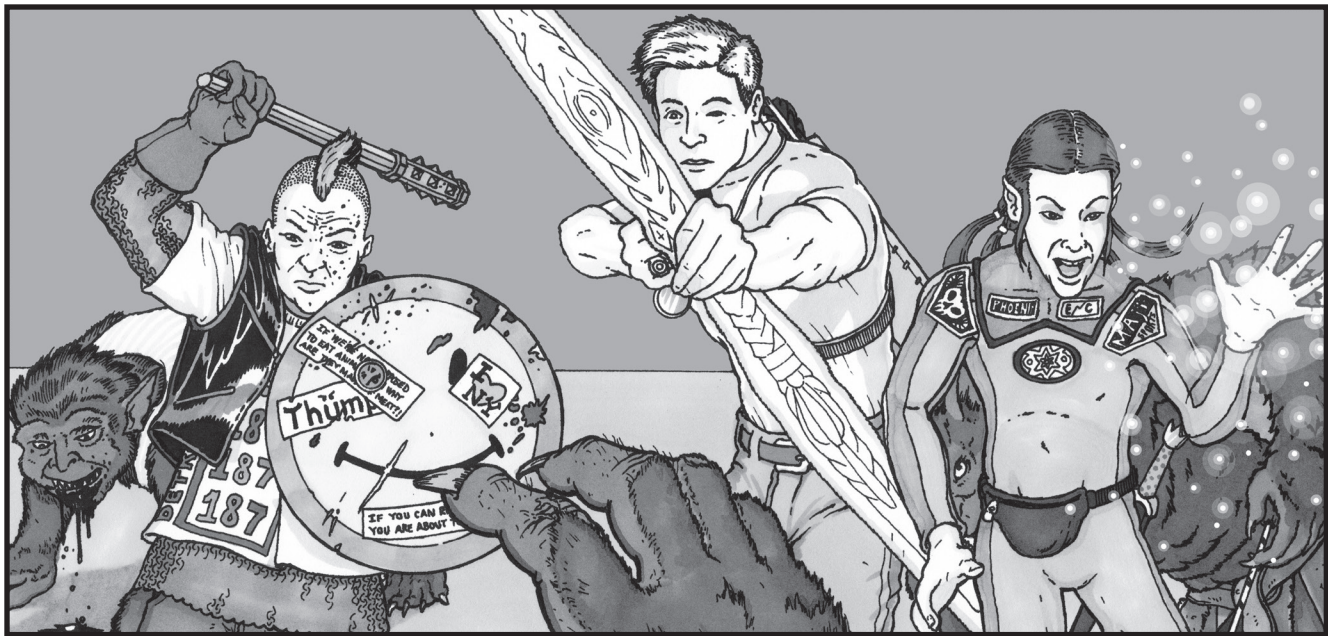
This was a difficult year for the status quo. The people of Zimbabwe recently overthrew their authoritarian ruler and replaced him with a parliamentary system, the first such event in a major nation in the world. The commoners of the NAE continually demonstrated signs of a growing dissatisfaction with their lot, and there were rumors of a secret rebellion forming. Worse, during the Emperor’s first official visit with the Great Oracle, he was warned of the coming of “one who will usurp the Empire,” who would appear during Ronald I’s reign. Ronald assumed that this usurper would be the foretold Messianic savior, and he began his plans to destroy the One God Cult utterly. He could destroy the cult and all his other enemies but he needed time and public support to do it. What he needed was a distraction – not a full out war, perhaps, that being the traditional means of keeping the population in line, but something that would keep the majority of his security and intelligence forces free for the purges he envisioned.

In October of 1981, the Emperor sat in his study brooding over what to do when he saw a most unusual report on Empire One TV News: a group of teen agers pretending to be *Dungeonbattle* adventurers had killed a group of real ghouls they had discovered while playing their game.

Will Fleeman, dropout of the Boston College of Magic, and a group of his friends had been playing *Dungeonbattle* since the very beginning. They loved the game (too much – his game addiction led directly to his dropping his Wizardry courses) but were becoming bored with the same old dungeon scenarios. Finally, on one dull night in October Fleeman had a flash of inspiration: it could be incredible to make some fake weapons and play a live-action version of *Dungeonbattle*! Trespassing an unfinished underground parking garage, he and his crew began to play a live version of *Dungeonbattle* with padded weapons and fake spells (Fleeman possessed some real magic power but was unlicensed and so could not legally use them). The game was more fun than ever until they came across a pack of real ghouls tunneling through the bottom level of the garage in an attempt to break into a nearby mausoleum. Using improvised weapons and Fleeman’s unsanctioned magical abilities, the group just barely managed to destroy the fiends.

The media ate up this amazing story. Kids pretending to be adventurers having a real life dungeon encounter! A wave of *Dungeonbattle* mania swept the nation. And Emperor Ronald I knew he had found just the distraction he needed. Even as the Ducal Mayor of Los Angeles he had mused over bringing back death sports in the manner of the gladiator combats of ancient Rome, to keep the commoners occupied while the ruling class did the work of ruling the Empire. He dismissed the idea, believing that the nation, with its pretense of civilization and modernist world view, would rise up against prisoners killing prisoners for sport. But heroes killing monsters – on television – and winning huge prizes? Well, who wouldn’t tune in?

Ronald I invited Fleeman and his gaming group to a Winter Solstice feast in their honor. In a public ceremony, Ronald I bestowed the George Augustus Medal of Honor upon each of them for their heroism. While acknowledging that confronting the ghouls and using magic illegally was imprudent and reckless, he praised them for their bravery and resourcefulness and issued Fleeman a full pardon for illegal use of magic. He then made an amazing proposition: would Fleeman and his group be interested in helping to create an entirely new sport based on *Dungeonbattle*? Once he was over his fainting spell, Fleeman accepted the position as the first commissioner of the sport that would come to be called Xcrawl, and when the first Emperor’s cup ran in 1983 the dropout wizard from Boston College had become DJ Herobane, the first *Dungeon Judge*.



MODERN XCRAWL

XCRAWL DIVISIONS

Xcrawl dungeons are broken into Divisions, like Collegiate Football. The system works as follows:

DIVISION V

Character Levels Zero to 1. Division V contests are for high school level crawl teams. They play with padded weapons and armor and no spell casting. The “monsters” are other Division V level players in masks. There are no hidden traps but there are obstacles like climbing ropes, shifting floors, and difficult terrain. The Prizes are generally trophies and t-shirts.

DIVISION IV:

This is collegiate and semi-pro Xcrawl. Crawlers arm themselves with padded weapons and armor, and non-lethal spells such as sleep. No real monsters participate. Prizes are small but a Division IV team can earn enough gold to make Xcrawl a fairly lucrative hobby. (Character Levels 1 to 2)

DIVISION III

This level has everything one expects from professional Xcrawl: players use lethal weapons and spells against actual monsters, face real traps, earn decent treasure and can absolutely die if they don't take care. A successful Division III team can earn enough to make Xcrawl their fulltime job and can earn side money from endorsements

and sponsorships. Division III is also the most lethal of all divisions, having the highest overall death rate that some blame on inexperienced warriors facing real danger for the first time. (Character Levels 4 to 6)

DIVISION II

Division II has all the elements of Division III with a higher degree of challenge and danger. Division II teams are on their way to the top, and generally earn enough from the Games and endorsement deals to live an extremely comfortable lifestyle. (Character Levels 7 to 10)

DIVISION I

Division I is The Show, the goal of all serious crawlers. Division I contests have incredibly dangerous monsters, intricate traps, and hazards and heavenly rewards. Division I players are superstars celebrities who live the high life. Many Crawlers play just a year or two of Division I, then retire from The Games and either coach younger crawl teams, do consultant work for dungeons or become full time media personalities. (Character Levels 11-15).

UNLIMITED CLASS

There is only one Unlimited Class event in American Xcrawl: the Texarkana Crawl, held once every three or four years. The event is sponsored by DJ Devastator, the only true monster granted legitimate DJ status. The event is an absolute nightmare of challenge and only the very best have a chance to survive. There are other Unlimited Class events held elsewhere in the world and they always welcome international teams. (Character Levels 15+)

XCRAWL AND TELEVISION

"Okay here goes the game. Every time a monster goes down take a drink. Every time the wizard makes fire take a drink. And if anyone gets electrocuted you have to drink 'til they get freed up or die."

—Xcrawl fan Patrick Sweeny, laying down the rules.

Xcrawl is by and for television. Most of the revenue that Xcrawl generates comes from television contracts and advertising. On the day of the crawl the Teams are all sequestered into their Green Rooms, waiting on the event

AVS MECHANICS

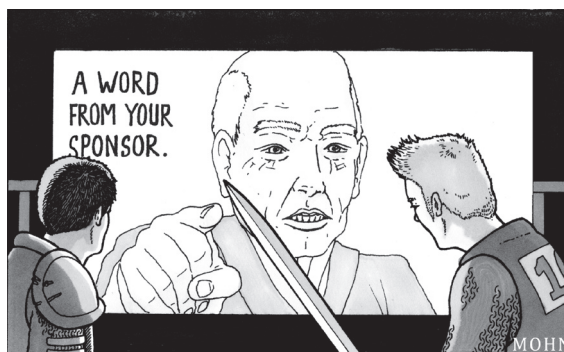
An AVS is a magical video screen with a visual and audio component; watching one is like watching a very expensive, high-definition television. The AVS is static (cannot be moved) and has a maximum screen size of 10" per spellcaster level. The screen can be as small as 1" or as large as a billboard. The screen levitates in the air with no support, and has only two dimensions (a perfect side angle makes it seem to 'disappear' – from behind you see the normal images, backwards). The screen can be tuned to any public broadcast using an AVS Network, or can be sent images from a specific camera (such as one in the DJ booth). Operators can also create graphic effects – slow motion, freeze frame, graphic texts are all very easy to do from an AVS Control Center.

The picture of an AVS is astoundingly clear, and the sound is perfect – as if you were sitting next to the cameraman. You have control over the volume (which can be as loud as a PA system, or completely silenced) and can make the AVS blank (showing a blue screen) or invisible at will.

Physical and most energy attacks pass through an AVS with no effect – you can pass your hand right through one and nothing happens. The following spells destroy an AVS instantly: Antimagic Field, Magic Missile and Spiritual Weapon. Dispel Magic has its normal chance to dispel an AVS. An AVS can be made permanent.

to start. Before each crawl there is a visual tour of the entire dungeon. The audience at home knows exactly what is in store for each team and it keeps them glued to their sets. The game begins "live," synched up with the television start time, but the feed of the game is continuously delayed for commercials. The match usually lasts several hours longer for the TV audience than it does for the live audience.

Every Xcrawl match is loaded with multiple AVS – Arcane Video Screens. These are magical two-way televisions that the DJ can communicate through. They generally are invisible throughout the dungeon, or show a single "static" advertising image, until the DJ needs to communicate through one. There are also giant hovering AVS scoreboards in major rooms, displaying stats and graphics and advertisements for the audience.

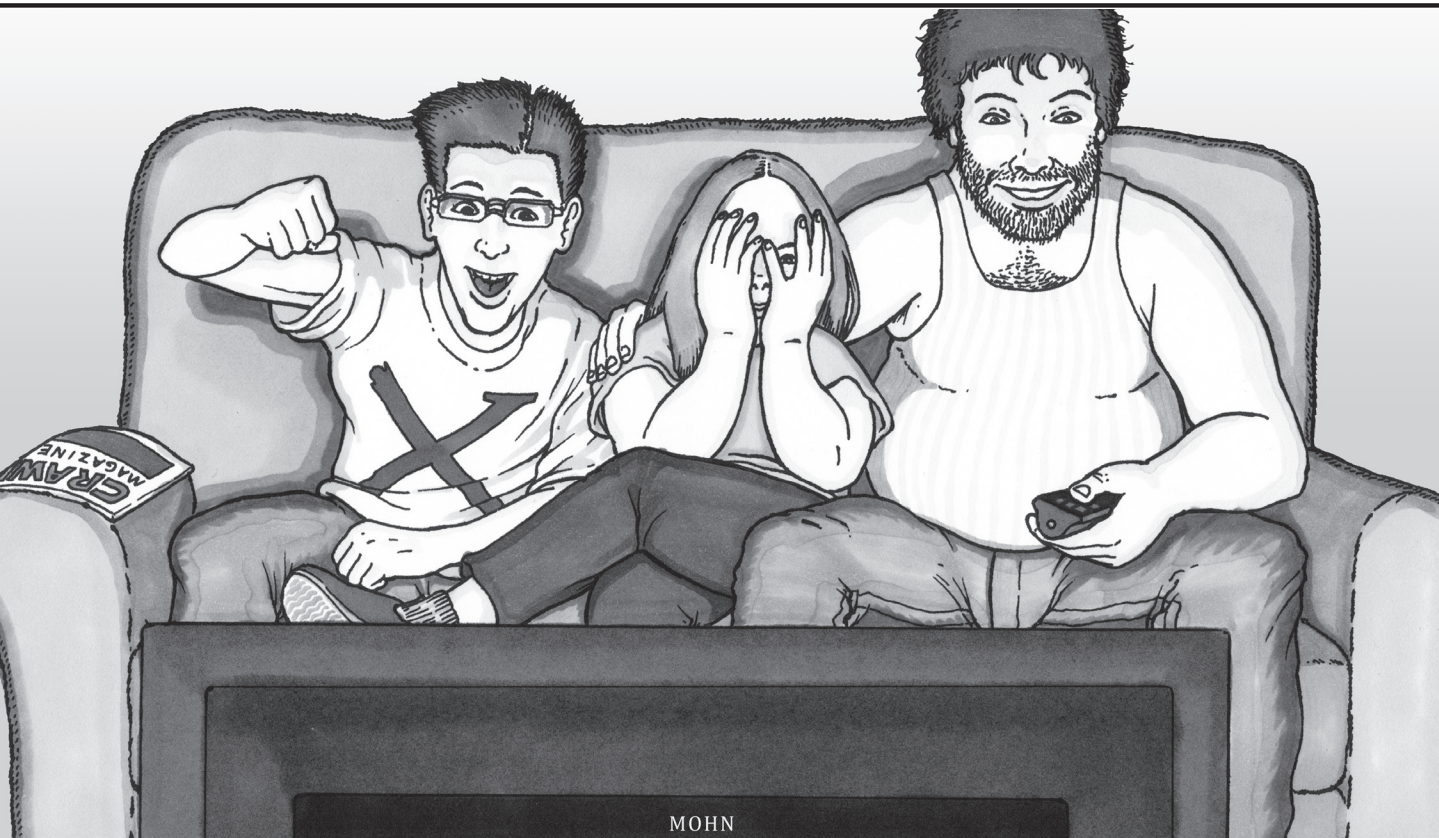


TELEVISION CLIPS

Every DJ and most seasoned players has at least one "clip" – a short video set to music demonstrating their skill and charisma. For example, DJ Cudgel Up! has a clip set to a moody minimal groove electronic funk piece. Her clip plays as follows:

Close up of Cudgel Up! looking over a map on graph paper and grinning. Cut to a longhaired thief getting electrocuted by a doorknob trap – his hat catches fire. Cut to an orc warrior grappling a messenger of Apollo – the orc bites her ear off and spits it out. Cut to a group of adventurers sneaking down a hallway. The last one in line is somehow sucked into the ceiling and his friends never notice. Cut to a group of adventurers running from a bunch of club wielding goblins who have taken control of the situation. The goblins ecstatically mug and give the forked fingers to the audience while they chase the team through a NoGo door.

Prices for having a clip made are listed in Equipment (p. 85). Have fun imagining your clips! Decide what music and what images play when they talk about you on the news, come up with a them, choose a few truly awesome moments from your player's Xcrawl adventures and voila! Give yourself an XMA award!



MOHN

FIGURES AND FEATURES OF XCRAWL

LIVE AUDIENCE

"Okay we just played 'I Picked A Lock' by Katy Swanson – you know what that means! Our tenth caller is going to win two tickets to the Major Event room at tomorrow's Third Annual Vegas Crawl! You're listening to Timbo and The Elf Boy on Empire Radio 106.5, Nevada's home of Xcrawl and the most classic rock hits!"

—Radio personality Timothy "Timbo" Oberman, paying the bills.

Almost every crawl has live audiences, but not every room has seating for a crowd. Generally every crawl has several rooms with stadium or box seating. The Audience is notified when the players are about to enter a major area, they take their seats before the encounter begins, and when it's over they move on to the next encounter area, perhaps stopping at the Wine Pavilion or a Snack Stand on the way.

Xcrawl is a high class affair. Generally only the Aristocracy, celebrities and extremely wealthy commoners have the necessary means and influence to score tickets to Division III or higher events. Division IV events are attended almost exclusively by commoners and the atmosphere is more in line with that of most sports: beer and hotdogs, shirtless fat guys in face paint, and The Wave.

All crawlers get tickets to events they participate in – how many they receive depends on how big the crawl is and how famous the players. Generally, the number is between 2 and 20, although newbie crawlers may get no tickets at all.

XCRAWL FANS

There are millions of fans worldwide, some of which can be lumped into the following categories. Listed below are common fan types, and things that might endear certain players to them (GM's discretion):

Anti-Monsters: Fans who hate monsters, and watch Xcrawl to simply see them destroyed. Players who show creatures no mercy and who don't respect surrenders receive a +2 bonus on Charisma based checks against Anti-monster fans.

Bodycounters: Fans who just watch to see how many players die. Crawlers who have had near death experiences may gain a +2 bonus on Charisma based checks against Bodycounters.

Dungeonbattle Geeks: Fans who love the original *Dungeonbattle* game. Crawlers who display some knowledge of the game get a +2 bonus on Charisma based checks against *Dungeonbattle* Geeks.

Monsterphiles: Fans who love monsters, and watch primarily to see new and exotic creatures. Half-orcs get a +2 bonus on Charisma keyed based checks against Monsterphiles.

Personality Cultists: Fans who are extremely dedicated to just one individual or team. The individual of the Personality



Cultists adoration gets a +4 bonus on Charisma based checks against them, and can take a 10 on any roll if they choose. All other Xcrawlers receive a -4 penalty on the same checks against Personality Cultists.

Primitives: Fans who love crawlers that refuse to use modern equipment. Crawlers who stick to the “ancient ways,” shunning modern equipment and techniques, receive a +2 bonus on Charisma based checks against Primitives.

Sophisticatos: High class fans who love live events. Players who display good etiquette and a proper amount of deference (Diplomacy check DC 20) receive a +2 bonus on Charisma based checks against Sophisticatos.

THE DJ

The Dungeon Judge is the dungeon. She designs the layout, chooses the challenges and picks all the monsters. She has a committee of trap and lock experts, monster wranglers, producers, graphic designers and security experts but she has the final say.

See Designing your Own Dungeons (p. 126) for more information on your DJ, and Backstage at the Crawl (p. 133) for more information on designing DJ's and choosing their background.

REFEREES

Xcrawl referees have a reputation for toughness that is absolutely deserved. They work with terrifying monsters and equally terrifying adventurers, trying to maintain order

and make sure everyone follows the rules. A true Xcrawl ref stands for integrity, courage and fair play. Each carries a whistle, a large caliber revolver and a NonCom Badge.

A crawl team can call for a Ref at any time to explain situations or clarify the rules of a challenge. If a Ref is called during combat the action will not stop except in the most unusual of circumstances. The Ref does have the ability to call “time out” stopping the clock and the action. However, there is no guarantee that the monsters are going to listen...

NONCOM BADGES

A NonCom badge is a special magic item made exclusively for Xcrawl. NonCom stands for non-combatant, and anyone wearing one is out of bounds for attack in Xcrawl. Any player intentionally attacking anything in a NonCom badge is instantly disqualified. NonCom badges are specially magicked – if a wearer is attacked or struck, even as hard as a good slap, they are instantly teleported to a nearby emergency facility.

NOGO DOORS

Xcrawl dungeons typically have NoGo doors in several areas. A NoGo door allows players to run backstage, essentially escaping the dungeon. There are always specially armed security guards stationed outside every NoGo door to prevent perusing monsters from escaping. Players that leave through a NoGo door survive but are disqualified – they may not return to the event, even if their team makes it to further levels in the dungeon.

DISQUALIFICATION

Certain actions – attacking non-combatants for example – provoke immediate disqualifications. More common are offenses such as excessive brutality, mutilation of enemies, ignoring officials or other inappropriate behavior in front of the camera – that will earn first a warning, then disqualification if the behavior persists. See the Imperial Rules (p. 129) for what merits disqualification.

BREAKROOMS

Most Xcrawl dungeons have at least one breakroom per level. Breakrooms usually have food, bathrooms with showers and a paramedic who can tend the players wounds. Breakrooms are NEVER trapped or stocked with monsters – by law they must be danger-free.

SURRENDER

Intelligent monsters have the option of surrender in Xcrawl events. While they are highly motivated not to do so – winners get gold bonuses and expanded privileges, and creatures that surrender too easily very often get killed in their cages by their fellow creatures – they will often surrender if the situation is obviously hopeless. DJs don't mind a good surrender since it conserves the creatures in their menagerie but those that surrender too easily can ruin a show. A Referee can declare surrender null if it is obvious that the creatures are simply being cowardly. Players are expected to respect a decent surrender. Those that don't may be warned, and those that persist in slaying parties of surrendering monsters may be disqualified.

Additionally, Referees may "Call" a room for the players if they are fighting unintelligent (or intelligent but overly stubborn) monsters who are in hopeless situations. He blows his whistle and the room victory goes to the players. Monsters are led back to their cages and the team can go forward with the dungeon. Not all monsters will understand that it is time to stop fighting, so GMs are encouraged to play room calls carefully. Don't ever make it too easy on your crawlers.

WIN CONDITIONS

Each Xcrawl dungeon has its own win conditions. Generally winning teams must complete all levels of the dungeon, defeating all monsters and bypassing all hazards, in the best possible time.

In the Real World of Xcrawl, there are hundreds of factors that would decide which team wins. In your game world, it's very simple: if your PC team finishes a level then they are the winner. As long as your players do not die, run away or disqualify themselves they should be allowed to go on to the next level – unless somehow it better serves your story to throw them a loss that somehow leads to even more adventure.

If you need an absolute scoring system for your game (for example if you are running a tournament with multiple teams of PCs) you can use the Lord Stableford System as your Default Xcrawl scoring system.

THE LORD STABLEFORD SYSTEM

Lord Stableford invented this scoring system that many crawls have adopted. Feel free to use or adapt it as you see fit. It is very common to use the Lord Stableford system as your base rules, then add other rules to add to or take away from the crawlers score as you see fit.

EVENT	SCORE
Clearing/ finishing a room	+8
Crawler wounded in room	-1 per Crawler
Successfully disarming trap	+2
Failing to locate trap	-2
Finding a hidden item or message	+3
Crawler is killed	-20
Forcing a monster to surrender	+1 per surrendering creature
Crawler disqualified	-15
Crawler escapes through NoGo door	-10 per escaped Crawler

DESIGNING YOUR OWN DUNGEON CRAWLS

The dungeon is the heart of the Xcrawl experience. If you are serious about running your own version of Xcrawl you will eventually want to design your own. Dungeon design is fun and rewarding and with a little forethought and planning can make for a fantastic gaming event with your gaming group.

Dungeon design is an age-old topic among gamers. You can find several quality dungeon design guides in your local game shop and on the web. As such this section will focus on what distinguishes an Xcrawl dungeon, and what you can do to best bring out the unique flavor of Xcrawl in your campaign.

THE DJ IS KING – AND YOU ARE THE BOSS OF THE DJ

One of the unique elements of Xcrawl is the Dungeon Judge. Your DJ is your proxy, your agent inside of the game and you can use him to great effect in your story. What you do pretend to do in the real world, he does for real in the pretend world of Xcrawl. When you design your dungeon you could use one of the established DJ's from previously published adventures and versions of the games, but you will likely want to create your own DJ.

If you design your own DJ take our advice – do NOT make your DJ a version of yourself. You want some distance between you and your creation. That distance is what allows you to be completely outrageous and utterly calloused to the travails of your crawlers but still be out to give your players a great evening.

Your DJ should have a unique personality that is reflected in his/your dungeon design. Create him carefully and consider that no two will be alike. Consider some examples from published Xcrawl dungeons:

- DJ Herobane is the father of Xcrawl and the very first DJ. He lives to put on epic contests, to inspire heroics and courage from his players and to surprise the crawlers and audience alike at every turn. He concentrates on making his dungeons as much like the original Dungeonbattle as possible.
- DJ Creature Feature is a human raised in the Zurah'Ah'Zurah, and her sensibilities are absolutely a product of her upbringing. She is utterly detached from human suffering and sets out to kill as many players as possible without losing her commission. She isn't a psychopath per se – she was simply raised in a culture where death and torture were commonplace events.
- DJ Sizzle was secretly an efreeti who used his vast wealth and business connections to attain Dungeon Judge status. His vanity and greed, along with his love of huge explosions and the smell of burning flesh, lead him to running a devious dungeon in which he himself was forced to fight in the last room. While decried by the Xcrawl Commissioner and the Adventurer's Guild, everyone had to admit that the evil elemental put on one hell of a show.





Have fun creating your DJ. Give them a background, a reason for wanting to take on the ambitious title of Dungeon Judge, an angle and a personality. Are they savvy businessmen, only out to earn huge money in broadcasting and merchandising? Are they devious psychopaths who live to cause mayhem and pain? Are they former crawlers, now seeking to use their insider knowledge to take the games to a whole new level? The possibilities are endless.

Becoming a DJ is an arduous process that includes social networking, months of negotiations and lashings of high priced gifts and bribery. For a detailed view of the process, see Backstage at the Crawl (p. 133).

DAMN THE ECOLOGY, FULL SPEED AHEAD

If you are designing a standard dungeon in a standard fantasy setting, you have to have a logical flow to the ecology or the adventure won't make sense. If there are creatures that have normal metabolisms, then there has to be a food source and water, not to mention nesting space. You can't place obstacles arbitrarily – for example you can't reasonably put traps and deadfalls in major foot traffic areas. If you want to place an oversized creature in a room you should at least have some idea of how it comes and goes (or has your huge beetle spent its entire life in Area 2-5?). And on and on, ad nauseum.

One of the beautiful points about designing an Xcrawl dungeon is that you can put the most bizarre, illogical, and absurd configurations of creatures, hazards and traps together without a thought to how creatures eat, drink, and survive alongside hidden death traps. The creatures are in the dungeon because the DJ wants them to be there. It is their job to be there. Creatures are fed and cared for by handlers, and if they can't temporarily move aside a few walls to put a gigantic monster in a space behind a teeny tiny hallway then the backstage crew can always teleport it in and out.

The same goes for challenges. You can put together monster combinations utterly unnatural and strange – just for the sake of the audience. Orcs riding hippogriffs launching glass balls full of ocher jelly? Why the hell not? If it makes a room interesting then have your DJ and his staff go for it.

You can always allow for the utter impracticality of Xcrawl to allow for any strange combinations of monsters, obstacles, hazards, traps and treasure. Try to put together fun, interesting challenges that your players would have no little or no chance of ever encountering outside of Xcrawl.

SOMETHING FOR EVERYONE

One thing Xcrawl does very well is providing specific challenges for every member of a party. A good dungeon has something for everyone – massive combats for the sword and shield types, a few impossible situations that only your spellcaster can circumnavigate, traps and tricks and stealthy situations galore for your specialist and of course plenty of wounds, diseases, toxins and curses for your Messenger to cure.

This concept works as part of the in-game Xcrawl world as well. A DJ who wants to put on a good show for the audience will have something that will call on the unique skills of each crawler. It may be the ability to stand up to four foes at a time in a corridor brawl, or turn incorporeal undead before they croak the whole team, or disarm an electrical trap while hanging upside down from the ceiling. The most fun and rewarding experience will be one that allows each of the players to shine.

If you are creating a dungeon for gaming group, a good way to tailor the dungeon to your party is to actually get copies of all the sheets and use them for a reference while you create your next dungeon level. Look at all of the resources that the party has at their command. This does not mean come up with a foolproof kill plan. Think of it as a way of insuring that each PC will get their own unique challenges that will allow them to take a turn at being the Most Valuable Player of the group.

REACT TO THE ACTION

One of the many convenient aspects of Xcrawl is that you have a DJ working the crawl who has a birds-eye view of the entire dungeon. Your DJ can react to the action in the crawl, making changes in order to make the dungeon more fun for all involved. This means the correct level of challenge for the team that guarantees that they are constantly in jeopardy. That never means hopelessly overwhelmed or bored from lack of challenge.

Having the DJ with a stocked menagerie and a staff of trap, lock, poison and obstacle men gives you carte blanche to dial the level of challenge in your dungeon up or down as you see fit. The goal should not be to demolish them with ease (any GM can manage that sad trick) or to hand over the keys to the treasure vault without a fight.

The best time your players will have is when they are up against a dungeon that is just right. The best possible outcome for every dungeon is an honest hard won victory.

See Backstage at the Crawl (p. 133), for an example of how your DJ can “react” to changing conditions in your dungeon.



DESIGN TO THE LIMIT

Xcrawl should be difficult. Period.

Think of all the assets that a PC team has in Xcrawl that it doesn't have in a standard dungeon:

- Break rooms where the party knows they are completely safe, that provide food and shelter and usually a paramedic.
- Automatic knowledge of exactly what magic items they are receiving, and what these items do.
- Freedom from having to carry off awkward or impractical treasure and from dealing with inconvenient non-combatants and rescued prisoners.
- No visiting the tavern before hand just in case the bartender has happened to have heard of a giant underground labyrinth with an incredible treasure just waiting for the right group of badasses to go get it.
- The NoGo door – the ultimate “get out of the dungeon” free card.
- The Mojo Pool.
- Lost player substitutions, if you choose that Xcrawl rules option (see Substitution Rules, p. 132)

All of these factors mean you can ratchet the danger level of actual encounters way up. The standard Xcrawl dungeon format allows you to test parties with creatures with much higher average Challenge Ratings. Experiment with your home group and you may be surprised at how a clever group of players with all of the assets of the Xcrawl dungeon to work with can handle situations that may at first seem much too difficult for them.

This is the Golden Rule of Xcrawl Dungeon Design: design your dungeon so smart players who act strategically and work together as a team can survive. Foolish players who make bad choices, or players who don't embrace team work should absolutely take their lumps – no take backs, no gimmies, and as many whammies as you can possibly cram in. Xcrawl, as a sport/game/institution is the Top Gun of dungeon adventure – if your players want to be the champions of it you should proudly make them work for it.

XCRAWL PARTIES

Obviously the size of your Xcrawl party is going to depend on the size of your gaming group. Handling different size parties is an art.

The average size Xcrawl party is usually 4-6. If you are running a more or less standard version of Xcrawl, you want to have all the basic positions covered (a blaster, a specialist, an Messenger and a brawler). Your standard Xcrawl dungeon will require all of their skills to survive: fighting ability, magical firepower, divine healing, dealing with mechanical hazards. You should encourage your gaming group to cover their bases, character-wise, when they are creating their team.

Of course, players being players they will not always listen to advice. If your gaming group doesn't cover any of the basic classes you can adjust the dungeon to make it survivable.

If your party lacks an arcane spellcaster: consider shrinking the size of parties of creatures the players face. You can make up for the lack of arcane power by substituting creatures who are primarily melee combatants for creatures that have lots of magical abilities, such as charm, petrification or invisibility that blasters, wizards, and sorcerers are particularly adept at countering.

If your party lacks a brawler or fighter: consider lowering the AC and hit points of most combatants, and the number of creatures in a room full of multiple opponents. Brawlers also tend to take the brunt of melee damage, so you should consider adding more healing potions and the like to treasure awards.

If your party lacks a divine spellcaster: Whoo boy. Add more healing potions and protective magic items to treasure awards. Consider replacing the traditional break room paramedics with Messengers with a limited repertoire of healing and restoration spells. Tone down encounters with undead.

If your party lacks a Specialist, rogue, or similar: this will hurt a team even more than not having a Messenger. You have to decide what to do about mechanical traps, door locks and the like. Consider replacing all of the traps with special challenges that the players must use to unlock treasure or turn off obvious traps. The nature of Xcrawl allows you a great deal of leeway in placing challenges: you might replace traps and locks with trivia questions, physical challenges, or even performance based challenges like singing and dancing contests.

Another consideration for groups who do not have the basics positions covered is treasure. The DJ is expected to give out useful treasure that will help the party in the current and future dungeon crawls. For example, if your party lacks an arcane spellcaster, don't place arcane wands and scrolls in the treasure. Substitute things that can benefit the party as it stands for items they cannot use. Only the worst DJ will give the party treasure that's useless to them.

THE IMPERIAL RULES OF XCRAWL

Xcrawl underwent a long transformation since its earliest days. In the first Games the rules were more or less up to the DJ, and the experience from dungeon to dungeon could vary widely for both participant and audiences. Some DJs were much more strict than others, running incredibly lethal dungeons that forced all the crawlers to flee through a NoGo door at some point. Others ran extremely regulated crawls that grew dull for the hardcore fans.

There were other rules disputes as well. What weapons were allowed, and which were banned? DJ's varied widely on what weapons and equipment were allowed and several points of consternation – including napalm, chemical defense spray, shock weapons and caltrops. Even permissible equipment was up for debate. How many scrolls were too many? Was a plastic riot shield permissible, or did the players have to use standard archaic shields? What about modern armor? The debates went on and on.

Then on July 15, 2003, Emperor Ronald I, who was determined not to let his brainchild die due to lack of regulation and falling audiences, issued a Formalized Rules edict that gave answers to all of these questions. The Formalized Rules is a massive document, paired down to its bare bones here.

THE PLAYERS

- Crawlers must be members of the Adventurer's Guild in good standing (not on prohibition for Guild rules violations, paid up on dues).

EQUIPMENT MAXIMUMS¹

- **Division III:** Up to 5 potions, one magical suit of armor or protective device such as bracers of armor, one shield, three wondrous items and two magical rings per crawler. Spell casters may carry up to one wand, one magical rod or staff and up to ten Spell Levels worth of scrolls for their own use.²
- **Division II:** Up to seven potions, one magical suit of armor or protective device as above, one shield, four wondrous items and two magical rings per crawler. Spellcasters may carry up to one wand, one magical staff or rod and up to twenty Spell Levels worth of scrolls for their own use.²
- **Division I:** Up to nine potions, one magical suit of armor or protective device as above, two shields, six wondrous items and two magical rings per crawler. Spell casters may carry up to two wands, one magical rod or staff and up to thirty Spell Levels worth of scrolls for their own use.²



- **Unlimited Class:** Up to 12 potions, one magical suit of armor or protective device as above, two shields, six wondrous items and three magical rings per crawler. Spellcasters may carry up to three wands, two magical rods or staves and up to 40 Spell Levels worth of scrolls for their own use.²
- Players can carry up to five X4 smoke bombs, 5 alchemist charges, 5 Bang Bombs and/or 5 Skyfire arrows or bolts each. Players may carry unlimited standard equipment, mundane archaic weapons, ammunition and standard hand-to-hand weapons.
- The following equipment is absolutely prohibited: poison, firearms, propulsion weapons such as air rifles or rockets, gas powered or electric weapons such as chainsaws and electric drill weapons, combustibles excluding alchemist's fire, acid or other corrosives, biohazard weapons such as poison smoke bombs or contaminants, unholy or blasphemous weapons or relics, magical extra-dimensional holding items (such as bags of holding), electronics equipment other than standard watches and flashlights.

MAGICAL SPELLS AND PROTECTIONS

- Crawlers may not enter into a dungeon with pre-cast magical protections, enhancements, enchantments or camouflage/ invisibility. They can have protective magic items, of course, but they must wait until the dungeon officially begins to start casting defensive or buff spells on one another.
- The exception is that each crawler may have exactly one permanent effect cast upon their person.

RETAINERS

- Each team may bring one retainer into the dungeon. The retainer may carry supplies including weapons and incidental equipment that the referee permits, offer advice and encouragement, offer non-magical first aid, feed helpless crawlers potions and otherwise aid the players in a strictly non-combat role and support role.
- Retainers are in play; the team is responsible for their safety from monsters, traps, hazards and obstacles. They need not stay with the players at all times (i.e. can be left in a hallway or sequestered in a break room) but the team is always responsible for their safety.
- Retainers shall be requisitioned a NonCom badge, but can optionally remove it at their own risk.



- A retainer may defend himself if attacked but if he enters combat aggressively then he is disqualified and removed from the event. Retainers who are killed or teleported out with a NonCom badge are removed from play, along with any equipment they carried.

DUNGEON JUDGES (DJ's)

- DJ's is an official status that can only be granted by the Adventurer's Guild.
- DJ's shall not disguise hazards, be they mechanical, living, or undead as referees, staff members, paramedics, attendants, cameraman, retainers, coaching staff, family and loved ones, event attendees, or rewards of any sort.
- The DJ constructs the dungeon and is charged with filling it with obstacles, monsters, traps, locked entryways and distractions as he sees fit.
- The Adventurer's guild retains oversight on all dungeon design and may choose to overrule a DJ's design in order to provide the Empire with the best possible contest.

REFEREES

- The job of the Referees is to insure that the players and monsters conduct themselves in a manner consistent with the rules of Xcrawl.
- The ruling of a Referee is final for the duration of the contest. Referee rulings are subject to Adventurer's Guild oversight and controversial calls may be reviewed and either overturned or confirmed by a special Guild hearing.
- Referees shall warn players of inappropriate behavior and actions; failure to comply can mean either full disqualification for the player or team, or other penalties as per the individual GM.
- A Referee shall always be available to clarify rules or goals of specific situations but may not offer aid or advice to the players in any manner.
- If during combat it becomes obvious that a monster shall be inevitably defeated by the crawlers, the Referee has the option of calling the monster
- Each Referee shall wear a NonCom badge at all times.

RULES OF ENGAGEMENT

- Players and monsters shall engage in combat, and it is understood by all parties that this combat may be lethal to any and all involved.
- The players agree to follow the instructions of the DJ and Referee at any and all times.
- A crawler's surrender need never be accepted by the DJ's creatures.
- Any of the DJ's forces may surrender, and players are honor bound to accept such a surrender*.
- Crawlers may use the weapons of fallen foes, but only for the remainder of that encounter. Crawlers may not strip fallen foes of weapons, armor or equipment to use in the rest of the dungeon. The exception is characters who need to replace a broken or lost weapon – such characters can ask Referee permission to remove weapons. Such weapons remain property of the Crawl after the event.
- Creatures may be charmed, mesmerized or otherwise compelled by magic to aid the Crawlers, but such creatures may only participate on behalf of the crawlers for the rest of that particular encounter – charmed creatures may not be brought to further rooms in the dungeon.

WIN CONDITIONS

- The DJ is free to set whatever win conditions he chooses for his dungeon.
- If a team fails at completing the final dungeon level, the teams with the second best time/ score/ most complete win conditions shall have the opportunity to finish the dungeon level after it is reset. If that team fails then the DJ has the option to declare the contest incomplete, or to give the third place team a chance to complete the level. Under extreme circumstances the DJ has the option of allowing a "remainders team" made up of the remaining members of teams with debilitated rosters to go through for a final attempt.

DEATH

- The death of any and all participants is always a possible outcome in Xcrawl. Players who die in The Games, and the families, friends, teammates and employers of deceased players forfeit their right to bring legal action against the DJ, the Xtreme



RULE OPTIONS: CRAWLER SUBSTITUTION

The lethality of Xcrawl can really slow down an evening. To help keep your games going steadily, consider this campaign option.

Using this Xcrawl rule option, the players each create a substitute teammate when they make up their original characters. The teammate needn't be the same class or race as the original character. The substitute character is held in reserve until one of the PCs dies or is otherwise permanently put out of action. Once a PC dies a Substitute comes and joins the team right before the very next encounter (the producers decide when substitutes may join, and there perfect knowledge of the crawl lay out allows them to call a time out and let the substitute join the group in time for whatever challenge comes next).

You might consider giving a maximum mortality level to continue on with a dungeon. For example, you could rule that if any given team loses 75% of its original personnel that team is still disqualified, no matter how many substitutes they have in reserve. At that point the team may no longer compete in that dungeon and they had better start training for their next event, which will of course have a new line up.

You have to decide whether or not a crawler disqualification merits a substitute coming off the bench and taking the place of the offending PC. If you decide that disqualified characters can be replaced then be prepared for a slew of "strategic rules

violations" by your PC team when they feel they might want to trade one character for another for whatever reason. If you do allow a DQ substitute you should also think of some sufficient penalty to assess the team for the sakes of game balance – teams that win with their original roster intact should receive higher rewards than those who must go to the substitutes. It is entirely appropriate for the portions of the dead characters treasure, including any magic items they were awarded or brought into the crawl, be forfeit and legal property of the crawl. Feel free to add additional penalties as you feel are appropriate.

As your PC team levels up your substitute roster should level up as well, albeit a bit more slowly. Start all the substitute characters out at the same level as the principal ones, and automatically advance them so they remain two levels behind the average level of the PC team. Once "activated," a substitute should be considered to have the minimum number of XP for their current character level (zero XP if they are 3rd level characters), only basic gear and no unearned magic items. Depending on your comfortable level of generosity you might allow them to have a few magic items, or allow them to use the dead players equipment. For added realism the team can update the equipment for all substitutes with money from the team funds between crawls. Truly beneficent game masters might even allow some or all of the slain crawlers XP to be donated to the up and coming substitute, especially if the PC died an especially heroic or memorable death.

Dungeon Crawl League, the Adventurer's guild, the deceased crawlers teammates, Dungeon staff, monster handlers, monsters and/ or the Empire. Those seeking revenge against aforementioned parties shall receive the maximum penalty for their actions.

- Nothing prevents the teammates, family, friends, and loved ones of the deceased from seeking out healing and resurrection for the fallen. However, even in the event of a player's resurrection he is still considered out of play and ineligible for the remainder of the event.

- A DJ with the approval of the Adventurer's Guild may provide a magical means of resurrection such as a scroll, potion or other magical item. However, if the item is unused it must be returned to the DJ after the event – it may not be taken away to resurrect a non-participant under any circumstances.

NOGO DOORS

- Players escaping the maze through a NoGo door is considered out of play, and is disqualified from participating in any more of the contest. The escaped character may not join the team for later levels of the same event.



BACKSTAGE AT THE CRAWL

The following is an example of how a dungeon works from the DJ's point of view, using DJ Hat Trick and the First Annual Anaheim Crawl.

THREE YEARS BEFORE THE CRAWL

Influential public relations consultant Jason Deas attends his first live Xcrawl match and it changes his life. He decides that Xcrawl DJ is his dream career and that he is going to make it happen.

He starts making all the contacts he can in the industry, getting to know the pivotal players. He gives out thousands of gold pieces worth of gifts to key politicians and aristocrats in his hometown, bringing himself to the attention of the true elite for the first time. He entertains the influential few who have the ear of the Emperor on matters of Xcrawl with lavish parties and exotic vacations.

Nine months after he went to his first Xcrawl match, Jason Deas writes Emperor Ronald I a carefully-worded letter humbly asking to be considered for a DJ position. He encloses it in an expensive box and sends it along with a passel of fancy gifts via courier to the Emperor's Palace in Washington.

He waits.

FIFTEEN MONTHS BEFORE THE CRAWL

DJ Metalburn, who was slated to run the first Anaheim Crawl, gets caught in a media scandal involving his wife's sister, a wrecked sailboat, and a super hero costume. Xcrawl Commissioner Leibrock forces him to quietly retire. That evening, the Commissioner asks the Emperor who should get the Anaheim crawl in Metalburn's stead.

The Emperor instructs a member of his staff to find out who sent him the lovely bath salts that his mistress can't stop raving about.

ONE YEAR BEFORE THE CRAWL

Deas receives a private courier at his Anaheim home, who presents him with an official letter. He reads it and shouts for joy. The Emperor finally approved his commission, and Jason Deas is now the newest Xcrawl DJ.

That week he organizes a huge catered event and invites wealthy businessmen, notable members of the aristocracy, a few celebrities and all the Xcrawl insiders he has connected with to date. He formally announces his DJ status and when the applause dies down he makes his pitch. He is looking for investors, sponsors, an insurance deal, and a facility to store his monsters so he can host

the First Annual Anaheim Crawl. He promises free promotional consideration, box seats, high-paying Xcrawl jobs the investors can hand out to their friends and other valuable considerations (in other words, favors and/or kickbacks) and a huge return on everyone's investment. After an arduous night of networking he manages to secure promises for several hundred thousand gold pieces worth of investment capital, connections to brokers who can sell him monsters, a lead on an empty facility with more than enough space to hold the kind of creature menagerie he envisions. He hires a few assistants and the very next day starts contacting monster talent brokers.

NINE MONTHS BEFORE THE CRAWL

Deas gets together with his staff for an all day planning session. The meeting is top secret, held in a special room at Anaheim City Hall that is proof against scrying and other forms of magical intrusion. After everyone has coffee, Deas announces that he has decided to call himself DJ Hat Trick. He spends some time presenting his vision of the Anaheim Crawl, discussing themes, challenges, marketing, security concerns, and celebrity guests. Thematically his idea is to make three choices a common theme – places where the characters have to choose between A, B and C. He also wants to feature cool hats as prizes and hazards as well as a few thematic rooms that feature hats. Hat Trick also wants to use plenty of his favorite monsters: dinosaurs, hobgoblins, hoogabungaroos and zombies. He has secured a venue: the Anaheim Sports and Media Complex, who ultimately offered the most lucrative percentage of the merchandising and food and wine concession.

Within a week Deas and his team have hammered out the first draft of the dungeon plan. That plan not only includes the initial ideas for monsters, hazards and strategic placement but a list of prizes and magic items, security and creature housing considerations, a guest list, a preliminary logo someone sketched on a pizza box, a scoring system, possible insurance carriers, catering, poison and trap specialists, and parking.

Deas assigns a staffer to start making a list of possible Xcrawl squads to invite to the dungeon.

SIX MONTHS BEFORE THE CRAWL

Deas submits the final Dungeon Plan to the Adventurer's Guild Fairness Committee in a secret meeting held in the same secure complex where the dungeon was designed. After several days of negotiation and bribes, the committee approves the plan.

Construction on the dungeon facilities begins in earnest. Deas has three parallel dungeons built so that he can run several heats at once. The physical structures of all three dungeons are unique, as the winning team will eventually go

through all three, once during each heat of the competition. All aspects of the crawl are now in full swing: monster trainers work with creatures to get them used to the kind of fighting they are going to be doing, trap engineers start finalizing designs and building the actual hazards, promotional material is created and distributed, television commercials are shot, security and medical arrangements are made, and a distributor for the video tapes is found.

THREE MONTHS BEFORE THE CRAWL

The list of Xcrawl squads is made, discussed, paired down and finally finalized. A representative contacts each of the chosen teams with contracts.

ONE MONTH BEFORE THE CRAWL

Deas and his staff have a huge meeting in the Capitol building's secure room. They make their final arrangements for the crawl.

The few monsters that died in captivity are replaced, causing last minute scrambles to train creatures and alter arrangements.

The final roster of Xcrawl teams participating in the event are released to the media, and the commentators start the hype machine rolling.

The dungeon facilities are under 24 hour mundane and arcane protection. All of the key designers are magically compelled into not releasing any information about the crawl prematurely.

A "test team" made of disavowed members of the Adventurer's Guild, some professional mercenaries, and a few death row inmates is assembled and they test all the rooms in the crawl. Casualties run extremely high. DJ Hat Trick is quite happy with the results.

THE NIGHT BEFORE THE CRAWL

All of the sensitive elements that make up the crawl are delivered under the highest possible security: monsters, poison, prizes, magic items, NonCom badges, and wine. Everything is carefully installed and tested. DJ Hat Trick has been at the facility for six full days and nights making sure everything runs smoothly. Certain monsters are given a chance to train in the actual room they will be fighting in.

DAY OF THE CRAWL

At ten o'clock the guards let the crowd in. There is a general hubbub as the aristocrats who managed to score tickets find their seats, take refreshment and mingle. There is pre-game entertainment: acrobats, musicians, comedians, and dancers. There are several luxury restaurants in the complex as well as unique gift shops and specialty stores. The wine pavilions open at eleven o'clock and business is brisk.



At twelve o'clock all the teams are sequestered in their green rooms, which are completely sealed off from the media – no TV, radio or telephones. The teams stretch out and warm up, eat, talk to reporters, who are vetted and instructed to keep any crawl secrets under wraps, sharpen weapons, and pray. They are not allowed to have any contact with the outside world from this moment onward.

At one o'clock the pre-game show begins. The Announcer welcomes everyone who is watching, introduces the DJ and gives a virtual tour of the dungeon. The Pre-game show is designed to get the audience excited, and every monster, trap, obstacle and treasure gets introduced. The Crawlers are all profiled and commentators discuss their chances.

At two o'clock betting locks up in Las Vegas and Reno.

At three o'clock the Announcer introduces DJ Hat Trick. The DJ greets the crowd, introduces the first teams, gives the formal invocation to the Gods and the Emperor, and starts the dungeon. He is legally bound to say this phrase: "At this point, I declare this contest open. From this moment forward, your lives are forfeit in the service of the state."

THE DUNGEON BEGINS

Most of the monsters are simply waiting in rooms for the players arrive. In some instances, the monsters are brought in at the last possible minute, either through NoGo doors or by *teleportation*. Some monsters are enhanced magically, and in these cases a team of arcane spellcasters are waiting until the players get close, at which point they cast their protective spells and exit. Some unintelligent monsters are under complete control: DJ Hat Trick's most expensive monsters, a pair of Tyrannosaurus Rexes, are being *dominated* from offstage by a pair of operators who have trained with the beasts and can fight logically and strategically with them.

At one point during the Crawl, Hat Trick realizes that the Albuquerque Desert Delinquents are using the same move again and again to get a look behind doors – they are turning the doors *invisible*, scoping out the rooms and then backing away and creating elaborate strategies. This tactic is slowing the game down considerably, screwing up the timing of every room, and the audience is growing visibly bored with their antics. The DJ decides to try and spice up the mix a bit. He makes an emergency call to Xcrawl Commissioner Leibrock's office, requesting permission to make a quick change to the dungeon to discourage this tactic. Leibrock's office faxes over written permission and the DJs production staff springs into action. The next time the Desert Delinquents turn a door *invisible*, they find a powerful basilisk behind it. The creature's gaze attack turns the offending blaster to stone. A moment later a

pack of hobgoblin warriors with sledgehammers appears from around the corner and the whole team has to defend their helpless blaster from being pounded into dust. The crawl team now has to handle this encounter, including the basilisk, without their blaster, making it much more difficult. Not being a complete bastard, Hat Trick also adds two potions of *stone to flesh* and some extra gold to the treasure pile for this particular room. The Delinquents decide to shelf that particular tactic, much to the great pleasure of DJ and audience. Watching from his office, Commissioner Leibrock declares the maneuver brilliant on the part of the first time DJ and makes a note to renew Hat Trick's commission for the next year.

DJ Hat Trick created a scoring system and the four highest scoring teams are invited back to try Level 2. The Desert Delinquents score high enough to advance to Level 2, but their blaster has a nervous breakdown and quits. Unable to find a last minute substitute, the team forfeits. This allows the next highest scoring team to advance. An official contacts the Not In The Face All-Stars, already on their way back to Indiana, and lets them know they are going to Level 2.

The crawl teams get three days to rest and recuperate before attempting the next level. The top scoring team out of those teams comes back and attempts Level 3. If the team attempting Level 3 is successful, they are declared the winners of the contest. If they fail, the second highest scoring team is invited back if it has survivors. In rare instances if there have been a high number of crawler deaths the survivors of all the teams are allowed to form a new "super team" and attempt the final level. This entire dungeon usually takes ten days, but in rare cases it can go much longer.

The final team – by coincidence it's the Not In The Face All-Stars – finishes the level in a hard won victory. They win the grand prize (a two week Caribbean vacation), receive the traditional red capes and laurels, and are lauded by press and audience alike as the next big thing. There is a parade and a huge after party held in the NITF All-Stars honor. The night after the crawl they go to DJ Hat Tricks home for the traditional dinner party with the DJ. There they meet celebrities, crawlers and nobility including the contact who gets them invited to the next big crawl.

At this point there is nothing else to do but divide the spoils, pay off the investors and start making plans for the 2nd Annual Anaheim Crawl.

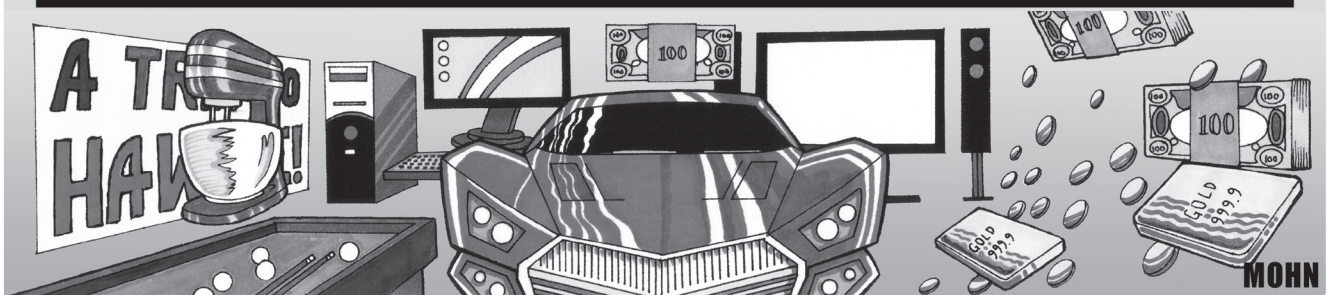


REWARDS

"Well it just seems a bit chintzy. I mean, I killed what, twenty-seven orcs? All those zombies? That thing with the horns? And I'm going home with a year's supply of frozen turkey dinners. Sigh. Well ... are you hungry?"

—Crawler Nancy "Quip" Fry, taking inventory

Xcrawl rewards include Experience Points, Gold, Prizes, Magic Items, Fame and Random Fame Awards.



EXPERIENCE POINT REWARDS

You should adjust the experience points earned in Xcrawl for the different degree of danger found in Xcrawl. While Xcrawl is certainly full of lethal situations it gives a tremendous amount of advantage to the Crawlers when compared with a real, uncontrolled dungeon. Players have access to breakrooms with provisions and paramedics, NoGo doors that allow them to escape with their lives, built-in breaks between levels allowing characters to fully heal and reequip and of course the Mojo Pool. There are no piles of awkward treasure to carry out, no non-combatant creatures to deal with and all magic items are specifically chosen for the competitors and the dangers of the contest. All of these factors should be taken into account when assigning experience points.

For a standard Xcrawl dungeon, consider the average party level to be two higher for purposes of determining experience points. For example, a party consisting of two fourth level characters, a fifth level character and a seventh level character would normally be considered to be a fifth level party for purposes of calculating experience points. For a standard Xcrawl dungeon, the same party should be considered to have an average of seven levels.

You may consider modifying this number depending on the circumstances. Some dungeons may have less amenities

for the team than others. For dungeons that do not have breakrooms, or that don't give breaks between levels, or have other factors that increase the difficulty, consider raising the average party level by only one for the purposes of assigning experience points.

Additionally, any "off the books" encounter that happens outside the control of the Crawl should be assigned standard experience point value. If monsters get loose, if the players are attacked in the breakroom or in the parking lot or in any other "haywire" circumstance the players should get full XP.

Limiting the amount of experience points a party earns has the added effect of making the campaign more like a simulated sports game rather than traditional adventure gaming. If you were to distribute experience points normally for all the players encounters, they would likely do only one Division III event, which would give them enough XP to try a Division II event. This, in turn, would likely give them enough experience to attempt a Division I event, and so on. The characters could conceivably be ready to retire after a single season. Stretching out the parties advancement over many dungeons gives the campaign a more "sports-like" feel – the players can have a career lasting for several seasons, retiring after perhaps fifteen or twenty events.

FAME POINT REWARDS

Fame Rewards should be given out throughout the course of the Xcrawl dungeon adventure. Here is a recap of the basic fame awards the GM should assign:

Standard Fame Point Adds:

- 1 Temporary Fame point for successfully completing an Xcrawl dungeon level.
- +1 Temporary Fame point for successfully Grandstanding during combat as a move action, earnable up to one time per dungeon room (see Grandstanding, p. 52).
- +1 Temporary Fame point for successfully Grandstanding in the round immediately following combat, earnable up to one time per dungeon room.
- +1 Temporary Fame point for winning an Xcrawl dungeon.

Standard Fame Point Penalties:

- -1 Temporary Fame Point for “losing” a dungeon
- -2 Temporary Fame points for being disqualified from a dungeon.
- -1 Temporary Fame point for fighting with teammates on camera.

In the above instance ‘losing’ a dungeon means failing to successfully complete all levels OR completing all levels but not being counted as the winning team for scoring or other reasons. This penalty stacks with the penalty for being disqualified from a dungeon.

In addition, the GM should consider awarding Temporary Fame Points for exceptional, heroic, hysterical, or memorable actions on the part of the PC team.

AVERAGE FAME SCORES FOR NPCs

Do not concern yourself overmuch with a system for how non-participants of Xcrawl earn, spend and lose fame. Rather use an average Fame score for NPC personages who are in the public eye. Add 5-15 points for exceptionally notorious figures, subtract 5-15 for figures who deliberately work to stay out of the spotlight.

AVERAGE NPC FAME

NPC	FAME SCORE
Lower Tier Unlanded Nobleman	5
Lower Tier Landed Nobleman	10
Upper Tier Unlanded Nobleman	15
Baron	30
Kin to Emperor	80
Emperor	100
Xcrawl DJ	60
Top Tier Xcrawl DJ	90
Famous Monsters	40-50
Popular Actor/ Musician	20
Hot Actor/ Musician	50
A-List Actor/ Musician	80
Famous Law Enforcement Agents	5-15
Military Heroes	10-30

DEATH AND FAME

*Could be poison that brings my evil day
Could be fire breath killed burned away
Might be an arrow, might be a knife
Eight million things could bring the end of my life.*

—Lyrics from the hit single “You’re Nobody ‘Til Something Tries To Eat You”
by Xcrawl Jammer Lady Ice

Dead celebrities retain a bit of their fame, and dead superstars are never truly forgotten. Death earns the player +10 points of Temporary Fame, which the player may use to increase his Permanent Fame score. The media flogs the story to death for a week or two, replaying highlight clips and exploiting the reactions of friends and loved ones. After one year the character’s Temporary Fame score is lowered to that of his permanent fame, even if his Permanent Fame is Zero. For every year after that the player loses one Permanent Fame point until they get down to one-half their highest ever Permanent Fame total, and remains at that level there until the end of Xcrawl and NAE pop culture.

OPTIONAL SYSTEM: NON-CRAWL FAME AWARDS

There is simply no such thing as bad publicity. If you are playing a full Xcrawl campaign your little superstars may just have a few adventures outside the crawl that catch the eye of the media. Using this approach, Fame is neither a good or a bad thing but simply a factor in the players lives. If you do use this optional system, the player’s will

certainly earn more Fame points over the same period of time. To balance this, you should consider playing up all the negative aspects of Fame, so Fame itself becomes less and less desirable as time goes on.

Whenever the character is involved in some event you think might make headlines, roll percentage (d100) against the character's Temporary Fame score to see if the media notices. You might assign bonuses or penalties to this roll depending on circumstance. For example, a brawl in a busy nightclub might give a +5 to the roll, while private acts of charity might give a penalty of up to -4 if there are no witnesses who care to share the story. You may decide that a character with a Permanent Fame score of 50 or more makes this check automatically – there is a level of celebrity whose every action becomes fodder for the gossip mill, and 50 points of Permanent Fame fits that bill.

If the roll is equal to or lower than the player's Fame score the media notices, there is either a scandal or wave of public approval (or both!) depending on the nature of the event, and the character receives a bonus to his fame.

NON-CRAWL FAME AWARDS

EXAMPLE EVENT	TEMPORARY FAME BONUS
Creating a scene	+1
Disturbing the peace	+1
Public insult	+1
Automobile accident	+2
Public drunkenness	+2
Act of valor	+3
Brawling	+3
Arrest	+5
Caught in a scandal	+5
Being in a pregnant couple	+5
Slaying real world monster	+5
Lethal brawl	+8

A public insult is defined as making disparaging remark about a public figure (i.e. one with a positive Fame score). A "scene" is defined as a demonstrative and memorable public event, which might involve flaring tempers, raised voices, public insults, drink hurling, or all of the above.

OPTIONAL SYSTEM: LOSING PERMANENT FAME

If you are running an extremely long campaign – for example, one that spans decades with lots of fast forwarding, you can demonstrate the dwindling of popularity that happens to figures that leave the limelight with this optional system.

After one year completely out of the public eye, the character's Temporary Fame is lowered to the same score as his Permanent Fame. For every year fully out of the public eye after that, the character loses one point of Permanent and Temporary Fame per year until they reach one half (rounded down) of the highest total they ever had. This represents how well recorded history in the media age is – the character's story and image will forever be trotted out a few times a year in retrospectives, end of the year lists and reruns.

Example: The dwarf brawler known as Thrashman (Temporary Fame 87, Permanent Fame 35), played by Mark, decides he wants to give up The Games so he can start exploring real world dungeons, and so retires at the peak of his fame and success (Permanent Fame 35). Mark records half of his permanent Fame score, 18. After one full year of being out of the public eye his temporary fame drops to 35, the same as his permanent fame. After that he loses one point of Permanent Fame and one point of Temporary fame per year. He can never drop below half of his highest ever Permanent Fame score rounded down, in this case 18.

THE PERFECT SYSTEM FOR XCRAWL FAME

Good roleplaying is really all you need. As citizens of our media-saturated world, you know all too well of the perils and pitfalls of celebrity – it is simply everywhere. Imagine the situations that your players get themselves into and imagine the public's reactions. You probably don't need to roll any dice to know that when an ultra popular Xcrawl team stops at a fast food place that currently displays their faces on their biggest MaxiDrink size cola cup the joint is going to go crazy, that fans will stick autograph books in their faces while they are trying to eat, that a regular might pick a fight with the team's brawler just to get on TV. The real effect of fame is going to be demonstrated the best in how your NPC's react to the characters. Play it for everyone's maximum enjoyment and you can't lose.

GOLD, PRIZES AND MAGIC ITEMS

What kind of dungeon crawl would it be if you didn't have any treasure? Gold and prizes are a huge part of the Xcrawl experience. Audiences love to see players receive cool prize packages and magical treasure almost as much as they love bloodshed.

A few rules on giving out treasure in Xcrawl: you can make getting the treasure difficult; put it in locked and trapped containers or behind any conceivable hazard or puzzle. However, **THE TREASURE ITSELF MUST ALWAYS BE SAFE!** Once the announcer says what the players get the players can collect their winnings with no further difficulty. This means no cursed magic items, no misrepresented items (i.e. a potion of healing which is actually poison) and no items that are an immediate danger to the party.

You have lots of leeway when it comes to giving out items. Here are a few examples of the acceptable, followed by a few unacceptable:

The players defeat a room full of creatures and find a secret door on the far wall. Behind the door are three locked treasure chests. One has a magical blindness trap, one has a kobold inside with a rapid shot crossbow, and the third has the treasure. **Acceptable!**

The players finish a challenge and find a door marked Treasure Chamber. The room behind it is one massive puzzle, concentric circles that must be lined up correctly to avoid random energy damage. The treasure is handed over once the puzzle is complete. **Acceptable!**

The party finishes off a terrifying beast and is awarded the treasure. Little do they know that one of their potions is a fake, rigged to explode once outside the room. **Unacceptable!**

The party receives a magical +3 great axe. Little do they know that the first time it scores a critical the wielder is teleported to a remote location of the dungeon where he must wait and be rescued by his teammates. **Unacceptable!**

Another thing to remember about treasure is that there is zero ambiguity in Xcrawl treasure hoards – participants know exactly what they receive. The following is an example of how treasure is normally distributed in Xcrawl:

Big Al and the Hitmen are almost done with a room in the Second Annual Bay Area Crawl.

Big Al: . . . and I roll a 19, that's a crit. Total is . . . carry the one . . . thirty-seven points of damage.

GM: Amazing shot! Your last slash decapitates the creature, it falls to the floor and the buzzer sounds. You have won the room!

Big Al: Rock on!

GM: The crowd all stands up and cheers. The DJ's face appears on the huge overhead AVS screen. "Well done, Hitmen! Didn't think you had it in you! Now, lets see what they won!" The image changes to a pile of gold. "Five Thousand Gold Pieces!" The crowd gives a big cheer. "A Year's Supply of California Valdiguie Wine from the Imperial Vineyards!" The crowd cheers politely, the camera pans over a few people making iffy gestures. "And last but not least, the magical bow known as The Downtowner!" A supermodel comes in through the NoGo door with the bow on a tasseled purple cushion. She smiles and poses for a few pictures with you before handing the bow over and exiting. That's a +3 distance longbow."

Big Al: Fantastic!

In the world of Xcrawl, they know all about magic items and their properties. So while they do not use terms like '+2 weapon' or 'vorpal' players can tell by the level of craftsmanship how good the items are. You should not hold back item powers, or force them to use spells like identify or legend lore to determine the properties of items they find in Xcrawl. Now, items they find in real life adventures are a completely different story . . .

In the above example the players received the following: 5,000 gp, a year's supply of wine and a +2 *distance longbow*. They only actually receive the bow during the game – the team will receive the gold after the dungeon. Prizes are given out in an appropriate manner – in this case, they get a mixed case of wine to take home and a phone number for a PR rep for the Imperial Vineyards, who ships them a case whenever they run out. Players normally do not get bulky prizes to carry around with them during a dungeon, although specific DJs may make that part of a challenge for a specific encounter. This should be done extremely sparingly.

TREASURE AMOUNTS

Deciding how much treasure to assign is tricky. Here are a few guidelines to help you find just the right amount.

- Don't worry about giving out a fair amount *per room* so much as giving out a fair amount *per dungeon level*. It is completely appropriate to give out smaller amounts for the earlier rooms and load them up with a huge hoard in the final encounter.
- Don't count non-magic item prizes when considering the gp value. As fun as it is to give out dishwashers, vacation packages, and car wax they rarely if ever have any impact on the character's survival and thus can be cheerfully overlooked.
- Consider giving out specific items to help the players survive/ recover from specific challenges. For example, if you have monsters that can *petrify* with a gaze, consider giving *stone to flesh* potions. You don't necessarily have to have a cure for every possible ill in your dungeon but it should be a consideration.
- Consider traps and hazards as encounters with their equivalent CR for treasure purposes.

TREASURE BY CHALLENGE RATING (CR)

CR	GP EQUIVALENT	CR	GP EQUIVALENT
1	300	11	7,500
2	600	12	9,800
3	900	13	13,000
4	1,200	14	17,000
5	1,600	15	22,000
6	2,000	16	28,000
7	2,600	17	36,000
8	3,400	18	47,000
9	4,500	19	61,000
10	5,800	20	80,000

Use the above table to figure out how much treasure you should give out in your dungeon. For example, a Division III Dungeon Crawl level has, for the sake of argument and easy math, five rooms with the following total EC levels: CR 7, CR 8, CR 5, CR 6, CR 9. It also has three traps with the following CR: 7, 7, 8. Each trap gets counted as an encounter for treasure assignment. This makes the total approximate amount of the treasure from Level 1 (22,700 gp total – not very much but our example dungeon is extremely small, and the encounters are not very difficult).

Using this example you could assign the following treasure:

Room 1: 2000 gp, *scrolls of cure light wounds* x3, and a year membership in a local gym (Total gp amount 2,075 gp)

Room 2: 2000 gp, a suit of +1 *leather armor*, a 500 gp coupon for tattoo work for each crawler (Total gp amount 3,000)

Room 3: No Treasure (Total gp amount Zero)

Room 4: 2,000 gp, a *wand of magic missiles*, an Empire Classic Blender for each crawler (total gp value 4,250)

Room 5: 5,000 gp, a +2 *sword*, and a week-long vacation prize package for each player (total gp value 13,000)

This makes the total value of all treasure of Level One of this Division III Crawl 22,325 gp – fairly close to the 22,700 gp amount we were aiming for. Note that in the above example none of the mundane prizes (vacations, tattoo work, etc.) were added into the value of the treasure awards. In consideration of this, prizes should never be combat useful – although they might lead to further adventures. Who knows what evil and intrigue might be waiting at their vacation destination?

GOLD

As has been stated before in these rules, Xcrawl prize money is the **ONLY** money players can use to buy new Xcrawl equipment. The Adventurer's Guild received too many complaints of members who would neglect their family financial obligations, skipping on things like groceries and medical care for children, so they could stockpile *potions of healing* and other crawl essentials, so they created strict rules and accounting practices regarding. The Guild keeps careful tabs on this and violators risk losing their Adventurer's Guild status.

Gold should be given out in round amounts (five thousand, ten thousand, twenty thousand etc) or it will just sound strange. Players do not normally receive actual gold pieces or notes at the time of the adventure, but might in for a special occasion. Imagine the final room of the dungeon, the last monster falls, the buzzer sounds and down from the roof falls a shower of gold pieces!



PRIZES

Prizes can be simple window dressing, or they can be subtly useful, or they can lead to further adventures.

One of the key things that Xcrawl prizes do is *heighten the sense of irony* that is a part of the Xcrawl genre. You and your group go into a room, to face a party of lizardfolk. In vicious combat you slay them with arrows, bolts of arcane energy and the divine power of the Gods of Olympus. Your lives are on the line. And then, over a pile of their fallen corpses the announcer says you have won . . . a microwave oven.

Prize situations like the above help you underscore just how decadent and depraved society in the world of Xcrawl is. The Games are a death sport and players take and lose lives for trinkets. It's plenty of fun to role play, but a real world with institutionalized death sports would be a dark place indeed.

The dearth and variety of prizes you can give out is nearly endless. Watch a few old game shows for some ideas. What you want to keep in mind is a sense of *scale*. Xcrawl has three divisions, and the prizes should get better as the division challenges increase. A Division III vacation prize might be a weekend all expenses paid in Las Vegas. A Division II vacation prize might be a week paid vacation in Hawaii. A Division I vacation prize might be two weeks on the French Riviera. Keep the sense of scale in mind when you give out prizes and you won't snap people out of the action with an inappropriately lavish prize.

MAGIC ITEMS

"I'm Eatin' At SubChieftan!"

—The trigger phrase to activate the arcane fire ability on Pecos Pete's +2 *flaming heavy flail*

Every magic item given out in Xcrawl should actually benefit the party. If you are designing an Xcrawl scenario you should not include any magical treasure, or for that matter mundane dungeon equipment, that your party can not specifically use. If you are using a published Xcrawl scenario, you should replace magic items that your party can't use.

If you were designing a mundane dungeon you might very well include a few items that the party cannot immediately use for realism – it would be too covenant if every bit of treasure in a dungeon seemed tailored to fit a parties need. Not so in Xcrawl.

Magic items generally come from sponsors, and they tailor the items to the party going through the individual team. The sponsors very much want the PC team to do well so they lobby the DJ to give out the best items possible (it never looks good if the team you are supporting all get eaten by a dire gnu).

RANDOM FAME REWARDS

"Got to get a Friki-Choo. Got to get . . . a Friki-choo soda. Got TO get a FRIKI-CHOO. Got to get me a . . . Friki-CHOO! Yeah, that time was good. That was the bomb! Guess were done here, mister director?"

—Bryce "Loony Toon" Norbit, giving a director fits

If they could have their choice of endorsement gigs, Xcrawlers would all go after the big five: weapons, armor, automobiles, soft drinks, and long distance phone service. These are the most secure, long term paying advertisement work you can get in the Empire. But it isn't always that easy – even the normal attrition of The Games won't guarantee an open slot with one of the favored choices. Sometimes you have to settle for what the market bears.

There are different kinds of offers an Xcrawler can receive, each with its own advantages and disadvantages.

EQUIPMENT SPONSORSHIP

An equipment sponsorship means that some manufacturer of some kind of Xcrawl equipment has chosen the team to represent its wares. Generally, equipment sponsors donate equipment, but not money, to the team.

Equipment sponsors demand you use their equipment exclusively. For example, if you are sponsored by AArrow Brand Arrows, the folks at AArrow expect you to use nothing but their arrows during the crawl. Noncompliance ends the contract, and makes it more difficult for your team to draw the best equipment sponsors in the future (teams get a permanent -3 penalty rolling on the Equipment Sponsor each time they break this rule). They replace any existing magical arrows you have with an enchanted version of their own arrows. During a crawl, they watch to make sure that sponsored archers shoot nothing but AArrow, and raise hell if they don't like what they see. This goes for equipment across the board - whatever equipment type is being donated must be the exclusive brand of that item to be carried. Thus, it does not behoove characters who possess magical equipment of a certain type to take sponsorships of that type (although nothing makes a sponsor happier than a party who enhances their brand name equipment with magic during the crawl, using spells such as magic weapon – it makes their equipment look that much better).

Teams can voluntarily break their sponsorship at any time between crawls with no penalty, but if a team begins an event with a sponsor they are expected to complete a crawl with a sponsor. Generally, low level teams can benefit greatly from equipment sponsors, but higher level teams find the contracts restrictive as they accumulate more and more magic equipment.

SPONSORSHIP

Sponsorship means a corporate or civil entity underwrites part of the expenses of your dungeon in exchange for promotional consideration. Generally, sponsors expect teams to mention them during the crawl, wear their corporate logo, and generally represent the company to the public.

Money earned from sponsors can be used to cover the team's expenses per crawl including travel, lodging, entrance fees, and personnel costs.

Sponsors generally expect their teams to follow simple behavior guidelines – after all, the team represents the sponsor. This generally means avoiding bad publicity which might make consumers view the sponsor in an unfavorable light; avoiding public scandals and arrest are key to maintaining a good working relationship with a sponsor. Sponsored teams are basically expected to keep their noses clean – at least in the public eye.

ENDORSEMENT

Endorsement means the team actively appears in commercial advertisements for the corporate entity. This means the individual or team appears in print, radio, or television advertising. This can also mean that the team or individual players makes personal appearances on behalf of the company at events such as trade shows, awards ceremonies, or product demonstrations.

Endorsement deals are nonexclusive, and teams can do ads for several corporations at once. The exception to this is competitive companies. Shilling for competing products – such as two kinds of soft drink or luxury automobiles – at the same time is considered highly taboo. Crawlers attempting to do ads for competitors will likely be dropped by both parties.

PERSONAL APPEARANCE

Personal appearances are how you promote yourself. This includes doing TV and radio talk shows, mall openings, trade shows, movie and TV cameos, and other public events. Personal appearances can earn you fame and money.

SPECIAL

These are the other opportunities that become available to the celebrity Xcrawlers. Not all of these are strictly Xcrawl related, and some are not strictly legal. See the separate entries below for details.

Follow the following steps to determine what, if any, offers the team receives after each successful crawl. For purposes of these charts, a successful crawl is defined as an Xcrawl

event where the players go on to at least the second level, don't have more than one casualty, and are not disqualified – or in the case of a heel team, are disqualified at the most dramatic moment.

- **Step 1:** Roll a d20 once for each team member to determine what kind of offers are forthcoming.

RANDOM OFFER TABLE

D20	FAME OFFER
1-10	Equipment Sponsorship
11-13	Sponsorship
14-16	Endorsement
17-19	Personal Appearance
20	Special

- **Step 2:** Roll on the sub tables to see what specific offers the team receives. Roll a d20 + the character's Fame modifier + the character's Charisma bonus to determine offers. Players with the Excellent Agent Fame Feat get a +4 on any Random Rewards roll you receive, and a bonus Random Rewards roll for every dungeon they successfully complete.
- You cannot take a ten or a twenty on any Fame table rolls.

ALL FOR ONE? ONE FOR ALL? SOMETHING FOR EVERYONE?

Most of the offers listed below are for the entire team. Some are obviously meant for only one individual – your fighter may never abandon his wizard during a battle, but it's unlikely he'll bring the old geezer along on his arranged celebrity date. In cases where the offers are only for a single individual, the team member who rolled that specific offer gets it.

If at any time you roll a result that is inappropriate for your team, work backwards along the chart until you find one more suitable.

If your player receives an inappropriate roll (for example, a Blaster receiving an Armor Sponsorship), choose an appropriate Random Fame Reward lower down on the chart for that player.

RANDOM EQUIPMENT SPONSORSHIP TABLE

RESULT	OFFER	SALARY
01-15	No appreciable offers forthcoming	—
16	General Equipment, 1 Event	Equipment
17	Ammunition, 1 Event	Equipment
18	Weapons, 1 Event	Equipment
19	Armor, 1 Event	Equipment
20	Magical Equipment, 1 Event	Equipment
21	Specialized Equipment, 1 Event	Equipment
22	General Equipment, Limited Contract	Equipment
23	Ammunition, Limited Contract	Equipment
24	Weapons, Limited Contract	Equipment
25	Armor, Limited Contract	Equipment
26	Magical Equipment, Limited Contract	Equipment
27	Specialized Equipment, Limited Contract	Equipment
28	General Equipment, Open Contract	Equipment
29	Ammunition, Open Contract	Equipment
30	Weapons, Open Contract	Equipment
31	Armor, Open Contract	Equipment
32	Magical Equipment, Open Contract	Equipment
33	Specialized Equipment, Open Contract	Equipment
34	General Equipment, Lifetime Contract	Equipment
35	Ammunition, Lifetime Contract	Equipment
36	Weapons, Lifetime Contract	Equipment
37	Armor, Lifetime Contract	Equipment
38	Magical Equipment, Lifetime Contract	Equipment
39	Specialized Equipment, Lifetime Contract	Equipment
40	General Equipment, Signature Equipment	Equipment + per annual premium
41	Ammunition, Signature Equipment	Equipment + per annual premium
42	Weapons, Signature Equipment	Equipment + per annual premium
43	Armor, Signature Equipment	Equipment + per annual premium
44	Specialized Equipment, Signature Equipment	Equipment + per annual premium

RANDOM SPONSORSHIP TABLE

RESULT	OFFER	SALARY
01-15	No offer of appreciable worth	—
16	Patch, 1 Event	200 gp/ Event
17	Patch, Limited Contract	250 gp/ Event
18	Patch, Open Contract	275 gp/ Event
19	Patch, Lifetime	275 gp/ Event
20	Premium Patch, 1 Event	450 gp/ Event
21	Premium Patch, Limited Contract	450 gp/ Event
22	Premium Patch, Open Contract	500 gp/ Event
23	Premium Patch, Lifetime	550 gp/ Event
24	Cash Sponsor, 1 Event	600 gp/ Event
25	Cash Sponsor, Limited Contract	650 gp/ Event
26	Cash Sponsor, Open Contract	700 gp/ Event
27	Cash Sponsor, Lifetime	800 gp/ Event
28	Product Sponsor, Limited Contract	1000 gp/ Event
29	Product Sponsor, Open Contract	1100 gp/ Event
30	Product Sponsor, Lifetime	1250 gp/ Event
31	Team Sponsor, 1 Event	3000 gp/ Event
32	Team Sponsor, Limited Contract	3500 gp/ Event
33	Team Sponsor, Open Contract	3750 gp/ Event
34	Team Sponsor, Lifetime	5000 gp/ Event

RANDOM ENDORSEMENT TABLE

RESULT	OFFER	SALARY
01-15	No offer of appreciable worth	—
16	Minor Local Entity, 1 Event	1/4 Standard
17	Minor Local Entity, Limited Contract	1/4 Standard per appearance
18	Minor Local Entity, Open Contract	1/4 Standard per appearance
19	Minor Local Entity, Lifetime	1/2 Standard per appearance
20	Minor Local Entity, Spokesperson	1/2 Standard per appearance
21	Major Local Entity, 1 Event	1/2 Standard per appearance

RANDOM ENDORSEMENT TABLE (CONT'D.)

RESULT	OFFER	SALARY
22	Major Local Entity, Limited Contract	1/2 Standard per appearance
23	Major Local Entity, Open Contract	3/4 Standard per appearance
24	Major Local Entity, Lifetime	3/4 Standard per appearance
25	Major Local Entity, Spokesperson	Standard per appearance
26	Minor National Entity, 1 Event	Standard per appearance
27	Minor National Entity, Limited Contract	Standard per appearance
28	Minor National Entity, Open Contract	Standard per appearance
29	Minor National Entity, Lifetime	1 1/2 Standard per appearance
30	Minor National Entity, Spokesperson	1 1/2 Standard per appearance
31	Major National Entity, 1 Event	Standard per appearance
32	Major National Entity, Limited Contract	1 1/2 Standard per appearance
33	Major National Entity, Open Contract	1 1/2 Standard per appearance
34	Major National Entity, Lifetime	1 3/4 Standard per appearance
35	Major National Entity, Spokesperson	2 Standard per appearance
36	Minor International Entity, Single Event	1 1/2 Standard per appearance
37	Minor International Entity, Limited Contract	1 1/2 Standard per appearance
38	Minor International Entity, Open Contract	1 3/4 Standard per appearance
39	Minor International Entity, Lifetime	1 3/4 Standard per appearance
40	Minor International Entity, Spokesperson	2 Standard per appearance
41	Major International Entity, Single Event	2 Standard per appearance
42	Major International Entity, Limited Contract	2 Standard per appearance
43	Major International Entity, Open Contract	2 Standard per appearance
44	Major International Entity, Lifetime	2 1/2 Standard per appearance
45	Major International Entity, Spokesperson	2 1/2 Standard per appearance

RANDOM PERSONAL APPEARANCE TABLE

RESULT	OFFER	SALARY
1-15	No offer of appreciable worth	—
16	Unpopular group meeting MC	—
17	Charity appearance	1 pt Temporary Fame
18	Guest auctioneer, farm auction	100 gp
19	Used car lot appearance	125 gp
20	Wet t-shirt contest MC	Premium
21	Father Winter role at local kiddy mall	100 gp
22	TV outtake show special guest	500 gp
23	Celebrity talent show special guest	1,000 gp
24	Cover of <i>Dungeonbattle</i> crossover book	Premium
25	Album, unknown producer	1 pt Fame + 5,000 gp
26	Guest on controversial talk show	1d3 Fame
27	Guest on local radio show	1d4 Fame
28	Trade show MC	300 gp
29	Guest on syndicated radio show	1d6 Fame
30	Mall opening	325 gp
31	Xcrawl convention panelist	1d3 Fame + Premium
32	Walk-on role in a sitcom	1d3 Fame + 5,000 gp
33	Pictorial interview in celebrity magazine	1d4 Fame
34	Special commentator, Xcrawl event	1d3 Fame + 10,000 gp
35	Marshal of Remembrance Day parade	1d4 Fame + Premium
36	Guest on late night TV talk show	1d4 Fame + Premium
37	Face on cereal box	1d4 Fame + 10,000 gp
38	Pictorial/interview in celebrity magazine	1d4 Fame + 12,000 gp
39	Xcrawl convention, special guest	1d6 Fame + Premium
40	Walk-on role in a movie	1d3 Fame + 15,000 gp
41	Xcrawl convention, guest of honor	1d4 Fame + Premium
42	Album, major producer	1d6 Fame + 20,000 gp
43	Starring role in TV sitcom	1d6 Fame + 30,000 gp

RANDOM PERSONAL APPEARANCE TABLE (CONT'D.)

RESULT	OFFER	SALARY
44	Named Person of the Year by major sports periodical	1d8 Fame
45	Starring role in A-List movie	1d8 Fame + 50,000 gp
46	Named in All-Time Top 100 list of Xcrawlers	1d8 Fame + Premium

RANDOM SPECIAL OFFER TABLE

RESULT	OFFER	SALARY
01-15	No offer of appreciable worth	—
16	Invitation to A-List party	Premium
17	Job offer: Bodyguard	Varies
18	Arranged date, minor celebrity	1 pt Fame
19	Portrait painted by major artist	1 pt Fame
20	Invitation to important wedding	1 pt Fame
21	Arranged date, major celebrity	1d3 Fame
22	Job Offer: Personal Wizard/ Church Assignment	Varies
23	Song written about team	1d3 Fame
24	Arranged date, minor nobility	1d4 Fame
25	Movie of the week	1d4 Fame/ Team
26	Groupie	Varies
27	Job Offer: Criminal	Varies
28	Invitation to awards ceremony	1d4 Fame
29	Tell-all bio written about team	1d4 Fame each
30	Job Offer: Trapper	Varies
31	Arranged date, major nobility	1d6 Fame
32	Job Offer: Adventuring, sanctioned	Varies
33	Invitation to Hollywood premiere	1d6 Fame
34	Job Offer: Adventuring, unsanctioned	Varies
35	<i>Dungeonbattle</i> supplement based on team	1d6 Fame, Premium
36	Nomination/ Golden Axe award	1d8 Fame
37	Job Offer: Xcrawl, Handler	Varies
38	Audience with local nobility	1d8 Fame
39	Job Offer: Xcrawl, DJ	Varies
40	Audience with Emperor	1d10 Fame + Premium
41	Xcrawl convention, guest of honor	1d4 Fame + Premium
42	Album, major producer	1d6 Fame + 20,000 gp

DEFINITIONS

CONTRACT TYPE

One Event: The offer is for a single event, appearance or advertisement. Since the contract does not renew, the players are not bound to follow any obligations for longer than that single event.

Limited: This is a short-term contract, very often for one season or one year. The players are bound to honor the terms of the contract for its duration.

Open Contract: This is an "at-will" contract, which the corporation may choose to cancel at any time. Very often these contracts will have a minimum number of appearances or events attached (one to three is standard).

Lifetime: The contract is renewed in-perpetuity until the corporation or the crawlers break it off. Generally there is a penalty clause for breaking such a contract. Employers who break it often must pay an early termination fee to the players – 1,000-5,000 gp is a fairly common amount. Players who break the contract are generally cut off from receiving any more compensation from the company, including what is owed to them for appearances, endorsements or services already rendered.

Spokesperson: Spokesperson is a semi-permanent position where one individual is appointed the public "face" of a corporation, or a line of product. An individual can only have one spokesperson position at any given time. A spokesperson is expected to make several public appearances a year, and lend her face and voice to multiple print, radio, and television advertising campaigns per year.



NOTE ON RANDOM FAME REWARD TABLES

The Random Fame Reward Tables are to Xcrawl what random encounter charts are to old school role playing games: a useful guide if you don't have anything planned, but not a proper basis for a campaign. These tables can be helpful, but should not be considered the end all, be all of fame in Xcrawl. You are the captain of your game's destiny; you know their style and their ways, and can make the best determination on what kinds of extra-dungeon work comes looking for them.

We suggest using this table to establish the player's fame, and then move away from it as your game develops. If you think of a good adventure that begins with your players getting parts in a Hollywood production, then by all means make that happen. If your would like to run a non-Pro Dungeoncrawl League adventure, then allow that offer to come to their attention, and make it irresistible. Ultimately, fame is too elusive and chaotic to be reigned in by random charts. Use these charts as a guideline, and then move on.

SALARY

Gold: Coin of the realm. Note that this is not Xcrawl treasure, and thus may not be used to purchase new equipment or magic items for use in the crawl.

Fame: Fame points earned through personal appearances are always temporary.

Premium: Premium means that the gig comes with a non-cash reward that must be specified by the GM. It almost always includes complimentary hotel room, meals, and air transport (when appropriate). For example:

- An Xcrawl convention panelist gets free airfare, a free hotel room, complimentary food and drinks for the entire convention, a free pass to the convention and a big bag of Xcrawl freebies.
- The marshal of a Remembrance Day parade will likely get a commemorative plaque or even the key to the city, a sumptuous meal at the reception, and complimentary air faire.



- An invitee to an audience with the Emperor gets to meet the most powerful person on Earth and a score of lesser VIP's, a story in the national news and may receive the attention of others who want access to the Emperor.

Standard: A character's standard appearance fee equals his current Fame score multiplied by 250 gp. Fees for endorsement are a function of this number. Figure your standard appearance fee, and then use the salary listing to see what percentage of it you will be offered in a standard contract.

EQUIPMENT SPONSORSHIP

General Equipment: The sponsor provides the players with one type of equipment, gratis. Common arrangements of this type include backpacks, boots, clothing, rope, healer's kits, sports drinks, ration bars, or similar general equipment. The sponsor donates as much of this equipment as the team reasonably needs. If masterwork versions of the equipment in question are available, then the company donates masterwork equipment. Every piece of such equipment has a visible logo.

Armor: An armor studio sponsoring an adventuring party will provide it with all the masterwork armor and shields

it can reasonably use in a crawl. If the players win a suit of armor or a shield in the dungeon, that armor or shield will be a magicked version of the Armor Studios masterwork armor. Every set of armor and every shield has a prominently displayed company logo.

Weapons: Sponsored weapons are always masterwork quality, and each one proudly displays the manufacturer's logo. Generally, weapon's studios specialize in a few types of weapons (swords and daggers, axes and pole arms, bows and crossbows, etc.). If the player wins a magical weapon in an Xcrawl event, that weapon will be a magical version of a their Sponsors weapon, and will have their logo on it clearly.

Magical Equipment: The sponsor can't simply hand magic items over to their clients. Rather, the items are loaded into the player's next dungeon. The benefit is that the players can choose the exact equipment – potions, weapon types, armor types, etc. – that will be found. Items placed in the dungeon should be at approximately the same power level as those that the GM already intended to include. The GM should work with the players to make sure this is a beneficial, but not excessive arrangement.

Specialized Equipment: This includes items like alchemist's fire, thieves' tools, climbing kits, and the like. A sponsor will choose a team for its suitability in using their product, so when rolling this result you should choose a type of specialty equipment that the party actually uses (or has the ability to use). The sponsor will provide the team with as much of their product as they need for a given crawl.

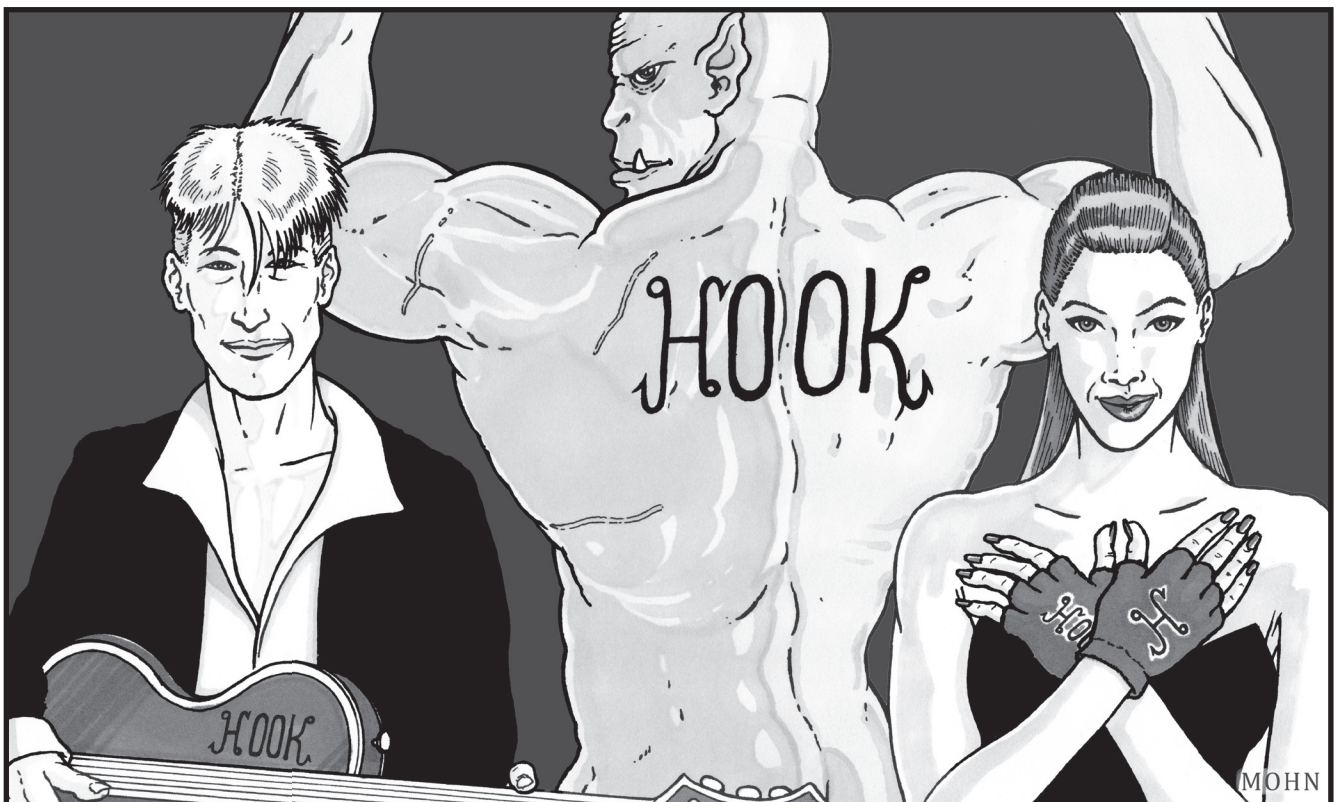
Signature Equipment: An equipment manufacturer offers to create a line of equipment bearing a player's name. A research and development team will work with the player during its design phase, using his experience to help make it as useful, reliable, and specialized as possible. This equipment is always masterwork, and the individual whom it is named after gains an additional +1 circumstance bonus on skill checks or attack rolls as appropriate when using his signature equipment. It generally takes four to six months from conception to product roll out, and the player is required to put two to three weeks into working with the designers and engineers.

SPONSORSHIP

Patch: A patch is a small adhesive or sew-on patch displaying a corporate logo. A medium size adventurer can wear up to twelve patches and one premium patch; a small adventurer can wear up to eight patches and one premium patch. Patches are the most common way for advertisers to sponsor Xcrawl. If a patch is destroyed or rendered illegible during a dungeon level, a replacement will be provided for the adventurer before the next level begins.

Premium Patch: Sponsors often refer to "prime real estate," the part of the adventurer's body that naturally gets the most camera time during the game. Premium patches are larger than normal patches that take advantage of a player's prime real estate. Prime real estate locations change from individual to individual:

- **Messengers:** Shield. If the Messenger doesn't use a shield, then his Chest
- **Brawler:** Shield. If the Brawler doesn't use a shield, then his back.
- **Blaster:** Hat. If the Blaster doesn't wear a hat, then his back.
- **Specialist:** Back of gloves. A specialist's prime real estate is the back of both hands (since the camera tends to focus there when he is picking locks or disarming traps). Specialists are required to wear an identical patch on the back of each glove for them to be considered premium.
- **Jammer:** Primary instrument. If the jammer works acapella, then it's on his chest.
- **Other:** The default for other adventurers is the shield (if they use one) or their back.





Cash Sponsor: A cash sponsor donates money to the team, but doesn't require a patch. Rather, they are often included on scorecards, in programs, or in banners hung through the audience gallery during a dungeon. Cash sponsorship is common for squeamish companies who want to take advantage of the Xcrawl crowds, but don't want their name actually associated with the blood and violence of The Games.

Product Sponsor: These are companies who advertise their non-adventuring related products with patches on adventurers. This includes common items like automobiles, clothing, and dish soap. Each product sponsor provides the team with patches, which count against the maximum numbers of patches they can wear.

Team Sponsor: Teams can have several minor sponsors, but only one Team Sponsor. If several members are offered Team Sponsorship then the Team must choose which one will be their sponsor (and a smart team plays would-be sponsors against one another in negotiations). A team sponsor adds its name to the team's name in exchange for a large fee to be paid for each event; for example: the WyldBurger Masters of Disaster. Their name is listed along with the team's name wherever it is recorded during the crawl. Team sponsors all expect that their teams wear their logo in all their premium positions (see Patches, p. 148), so a team cannot have a team sponsor and sport other premium patches as well.

Many teams refuse to take a team sponsor, calling the practice degrading, but no one argues that its cheaper than paying for the plane tickets out of pocket.

ENDORSEMENT

Minor Local Entity: A minor local entity is a small company doing business exclusively in a small locality. Examples include large restaurants, farming conglomerates and small manufacturing corporations.

Major Local Entity: A major local entity is a large-scale corporation marketing or doing business in one specific region exclusively. Examples include regional trucking and hauling corporations, real estate consortiums, weapons manufacturers and seaports.

Minor National Entity: A minor national entity is a corporation with branches or distribution channels throughout the nation. Examples include restaurant chains, large sword and armor studios, publishing companies, and soft drink manufacturers.

Major National Entity: A major national entity is a large-scale corporation that markets and distributes all throughout the entire Empire. This includes most major banks, automobile manufacturers, airlines, and telecommunications providers.

PERSONAL APPEARANCES

Note on Personal Appearances: Do not feel compelled to use to the specific offers listed on this chart! There are only so many farm auctions begging for an Xcrawl MC. Use the offers listed on this table as a basic guideline for the kind of offers that players receive. For example, playing Father Winter in a mall could be any embarrassing public appearance, including boxing ring round girl, man-on-the-street interviewer for a shock jock radio prank, or embarrassing movie cameo.

Use the offers listed as a guideline to the types of offers the crawler's receive. For example, your Brawler, who has no musical talent, rolls and you see that he is going to get offered a record contract. Instead of cutting an album, the player could be asked to sell the rights to his life story to a publisher or TV movie of the week producer. Or the contract could be to use his voice for an audio book cassette series. Or it could be voice over work. Use this chart as a guideline and tailor the specific offers to your players individual wants, needs, and capabilities.

Album: Talent is never the first consideration; name recognition is the key to sales. The money that people spend on records simply because they are familiar with the artist spends just as well as money earned from quality music. You can choose a genre in accordance with your characters tastes or roll randomly (d20):

RANDOM MUSIC GENRES

RESULT	MUSIC STYLE
01-04	Pure Pop
05-08	Ballads / Standards
09-12	Country
13-16	R&B
17-19	Hip Hop
20	Other

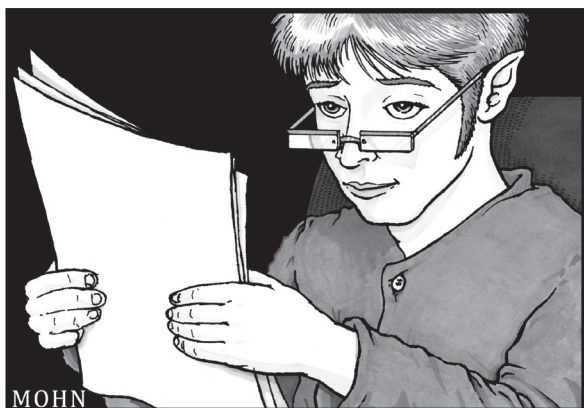
Players can make a Charisma check (or a Perform skill check with a relevant specialization, such as singing, rap or guitar) to see how well their record is received: a 10 is a flop, 20 is a decent but forgettable record, a 25 is well written and performed, 30 is a great record and 40 or higher is a classic. Unknown producers give a -2 penalty to this roll; well known producers grant a +2 bonus. It normally takes 2-8 weeks to record an album, but it could take even as long as several years if you are a washed up rocker who should have hung up his bandana long ago.

Walk-on Role: Xcrawl is famous for producing more walk-on actors than any other sport. A walk-on role is a one-time deal, usually taking one day to one week to film. If the player has performance: acting, he can roll to see how



well his role is received: 15 is a poor showing, 20 is decent but forgettable, 25 is a scene-stealer, 30 is classic and 40 or higher means you might have found your new career.

Starring Role: A starring role in a movie or TV show is similar to a walk-on role. A starring role in a movie takes 4-10 weeks to film; a starring role in a TV show takes 1-4 weeks. A starring role in a sitcom means the player films for 3-5 months out of the year, earning their Standard Appearance Fee per week. Sitcoms generally last 0-2 years – at least the ones starring crawlers rather than actors do. Players get paid for a full year, even if they get canceled after a few episodes.



SPECIAL

Job Offer: A group or individual is so impressed by your Xcrawl record that you are offered a job. It is up to the GM to determine the perimeters of this job: salary, location, duration, and whether or not it can accommodate your Xcrawl schedule. Some of the jobs listed are illicit - these should pay very well, but put the character and his career into danger.

Arranged Date: The rich and famous become easily infatuated with dangerous and dashing Xcrawlers. This could be an important social contact if the selected individual plays his cards right.

Invitation: An invitation to a celebrity or aristocratic event can be a wonderful opportunity to make contacts for the right individual. The GM may choose to role-play the event, requiring etiquette rolls where appropriate, or simply decide the outcome with a few skill checks. A good showing at one of these can make a career. A poor showing could mean professional disaster.

Groupie: Your exploits have attracted the attention of a fanatic fan, who wants to become a part of your life for a week or two. The Groupie stays with the crawler for One Dungeon Level, during which he gains the benefit of the Fanatic Groupie Fame Feat (See Maximum Xcrawl Players Guide for information on Fame Feats).

OPTIONAL SYSTEM: INCOME

Rather than create and manage the details of the player's endorsement merchandising deals, you can use this optional system to determine the overall value of his fame. In this system, every PC is considered in constant negotiations for endorsements and sponsorships and the details

Note that this system takes the place of the normal system for endorsements and merchandising, including the Standard Equipment Fee, but NOT gold and prizes earned in individual dungeons. Also remember that only money earned inside the game can be used to purchase new equipment.

All Income figures are given in gp.

FAME AND YEARLY INCOME

FAME SCORE	YEARLY INCOME	FAME SCORE	YEARLY INCOME
1-10	1 K	98	700 K
11-20	5 K	99	750 K
21-30	10 K	100	800 K
31-35	20 K	101	850 K
36-40	30 K	102	900 K
41-45	50 K	103	1.0 M
46-50	75 K	104	1.5 M
51-55	100 K	105	2 M
56-60	120 K	106	2.5 M
61-65	150 K	107	3 M
66-70	175 K	108	3.5 M
71-75	200 K	109	4 M
76-80	225 K	110	5 M
81-85	250 K	111	6 M
86-87	275 K	112	7 M
88-89	300 K	113	8 M
89-90	325 K	114	9 M
91	350 K	115	10 M
92	400 K	116	11 M
93	450 K	117	12 M
94	500 K	118	13 M
95	550 K	119	14 M
96	600 K	120	15 M
97	650 K		

K = Thousand, M = Million

APPENDIX N:

INSPIRATIONAL READING/ JAMMING/ GAMING/ WATCHING

It is this author's hope that Xcrawl proudly wears its influences for all to see. Here is a list of the biggest influences in Xcrawl in Movies, TV, Video Games, Music, and Pop Culture. May you find it all inspirational and fun.

MOVIES & TV

Blood of Heroes (1989, directed by David Webb Peoples)

ESPN Sports Center

Gladiator (2000, directed by Ridley Scott). Really, every *Gladiator* movie is a bit of an influence

Spacehunter, Adventures in the Forbidden Zone (1983, director Lamont Johnson)

Sports Night (TV Series, 1998-2000, created by Aaron Sorkin)

Star Trek Episode 54, *Bread and Circuses* (1968, directed by Ralph Senesky)

VIDEO GAMES

Smash TV (1990, Williams/ Acclaim Entertainment, Designer Eugene Jarvis)

Gauntlet (1985, Atari, Design credits under dispute)

Golden Axe (Sega, 1989, designer Makoto Uchida)

POP CULTURE

Advanced Dungeons and Dragons (Gary Gygax, Dave Arnsen, et al)

American Gladiators (1989 – 1997)

Dungeons and Dragons 3rd Edition (2000, Monte Cook, Jonathan Tweet, Skip Williams)

Professional Wrestling (Forever - Present)

Star Wars d20 (2002, Bill Slavicsek, Andy Collins, JD Wiker). The final monster of the first ever Xcrawl dungeon was the Rancor.

MUSIC

Fat Man and Team Fat: *Flabby Road*, *7/11*, etc.

Jock Jams, Jock Rock, ESPN Presents Jock Rock, et al.

Judgment Night: Music from the Motion Picture (Soundtrack, 1993)

Onyx – *Bacdafucup*. (Jam Master Jay Records, 1993)

Propellerheads

Ronnie James Dio – *Firehead* is Melsenschlap the Wizard's official theme music.

The Red Hot Chili Peppers – *Mother's Milk*, etc

THANK YOU ONE AND ALL!

INDEX

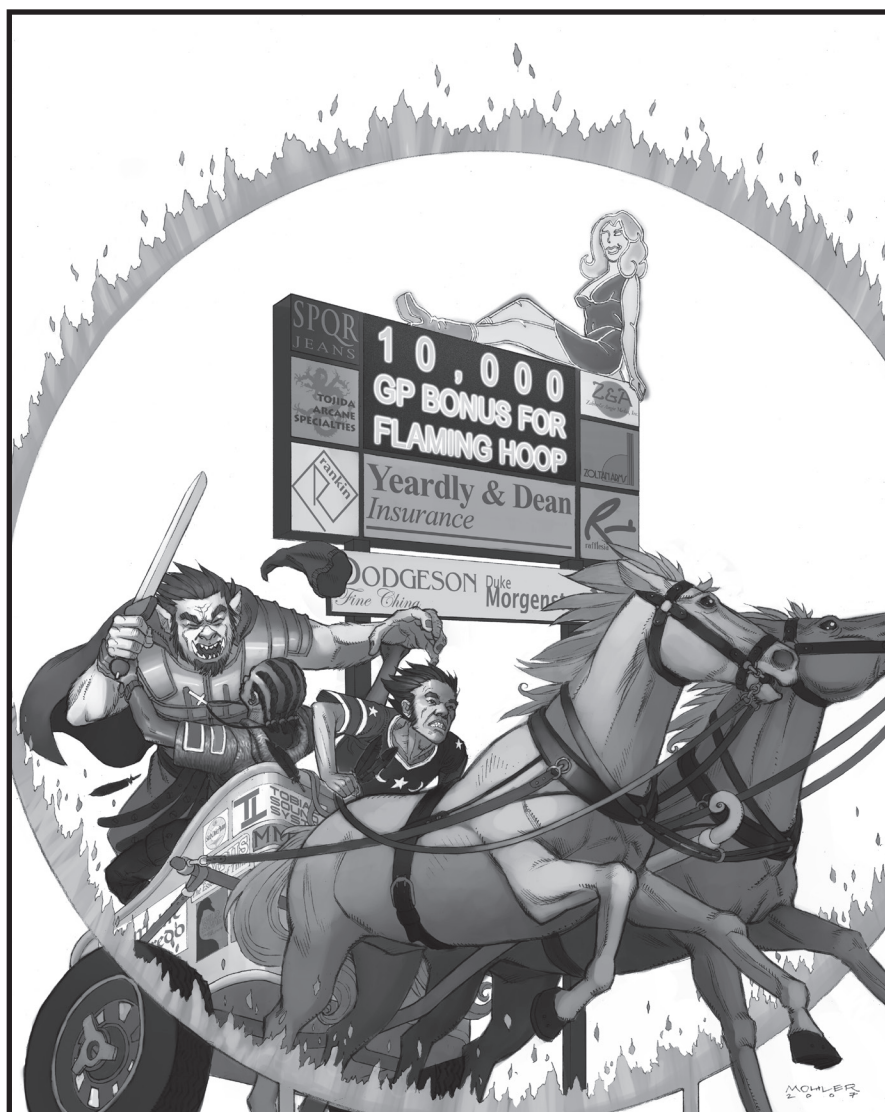
ability score options	6	combat pool acrobatics.....	55	exalted warrior.....	60
advanced conditioning	23	combat pool intimidation.....	55	excellent agent.....	61
advanced techniques (blaster)	29	combat pool maneuver defense.....	55	Exofah	94
Aiia Gesilvala	9, 93	combat pool maneuvers.....	55	experience point rewards	136
alignment.....	87	combat pool reflexes	55	extra cantrip	56
alter fate	45	combat rock.....	35	extra divine intervention	56
American aristocrats (NPC class)	115	common magic items.....	85	extra domain power	56
American commoner (NPC class)	114	commoners.....	110	extra holy acts	56
Apollo.....	89	conditioning.....	23	extra jammer music.....	56
arcane crosshairs.....	55	cone technique	28	extra orison	56
arcane research.....	30	contracts	146	face (fame feat).....	61
arcane video screen (AVS).....	122	cross discipline.....	48	face vs. heel.....	59
aristocratic titles.....	111	cross training.....	23	fame	4, 97
aristocrats	87, 110	crossover artist.....	59	fame buys.....	99
art domain	44	crowd DC	52	fame feats.....	57
athlete.....	17	crowd favorite	59	fame feats vs. standard feats	58
athletic evasion	21	crowd sympathy.....	59	fame modifier.....	98
aura.....	41	Cupid.....	89	fame point rewards.....	137
Bacchus.....	89	curator's blessing.....	44	fame rewards	137, 142
backstage at the crawl	133	current fame.....	64	fame, and death.....	137
badass.....	58	dazzling aspect	44	fame, using fame.....	98, 99
barrier technique	28	dazzling technique.....	28	fan club.....	62
basic boxing.....	20	decision domain	44	fanatic Xcrawl groupie.....	62
battle.....	35	demanding coach	59	fast movement (athlete).....	19
battle cry	58	devastating attack	37	fast movement (specialist).....	48
binding technique.....	29	devitalization technique	28	fate domain.....	45
blaster.....	24	Diana.....	90	Faunus.....	90
blaster techniques.....	27	Discordia	90	fear (jammer)	36
bless offspring	45	dispelling technique	29	fearsome presence	62
blessing of Olympus.....	55	disqualification	125, 129	feat of strength	21
blinding technique	28	disrespect	36	feats.....	55
bonus skills.....	7	divine intervention	43	fertility domain.....	45
born athlete	55	divine presence	59	finesse the ref.....	62
brawler	31	DJ.....	100, 124, 130	firearms	71
breakroom	125	DJ Hat Trick	133	first aid	50
bribery.....	5, 116, 127	domains	41, 44	Fleeman, Will.....	120
bring the mania.....	58	dragons.....	112	force technique	28
bring the noise	58	drive (skill)	50	Fortuna.....	90
bring the thunder	59	Dumakrüm.....	93	free agent	62
campaign options	102	dungeon design.....	126	Furiae	90
campaign variants.....	104	dwarves	7	giant killer.....	21
can of whoop ass.....	55	earning fame points.....	97	glamour technique	28
cantrips	27	Ellahmina	94	gnomes.....	10
celebrity (fame feat).....	59	elves	9	gold.....	67, 140
Ceres.....	89	Emperor.....	110	grandstanding	52
channel energy.....	42	endorsement.....	142, 149	grapple damage (athlete)	18, 19
cheap shot.....	20	enduring celebrity	59	gravid sense	45
choke hold	20	energy technique	29	great leap.....	48
chosen	44	enigma technique	29	greater conditioning.....	23
chosen (messenger).....	44	entourage	60	greater mystify	29
clarion technique.....	28	equipment.....	67	grueling trainer.....	62
combat mastery.....	33	equipment descriptions	67-86	guilds.....	112
combat pool.....	32	evasion	48	half-elves.....	12

halflings.....	14	Lord Stableford System.....	125	real estate	86
half-orcs	13	loveable losers	63	referees	124, 131
heel	62	magic items.....	85, 141	refined	64
hero's pact	44	magical services.....	85	regular guy.....	64
Herobane	13, 120, 126	marathon training	21	reinvention	64
history of Xcrawl	119	Mars.....	91	religion	4, 88, 111
holy act.....	42	mass divine healing.....	43	resurrection	105
holy blood.....	41	mat training.....	21	retainers	130
Horae	90	Mercury	91	retribution technique	30
hottie	63	messenger	38	revenger	64
humans.....	15	military.....	103, 112	reversal	21
hunter's blessing.....	45	mindbender.....	36	reweave fate	45
I am the champion	23	mindbending technique	29	rock star	64
if they go . . . I go!	63	Minerva.....	91	rock a crowd.....	64
illegal Xcrawl circuit.....	103	mojo	95	roll with the hit	21
impact technique	28	monster fame feats	58	safeguard ally.....	43
improved conditioning	23	Mora	91	scramble forces	45
improved cross discipline.....	49	move the crowd.....	36	sex symbol	64
improved energy technique	30	must . . . do it . . . for fans!	64	shake 'em up	36
improved evasion	21, 48	mystify.....	27	shut 'em down	36
improved grapple.....	19	Native Americans	111	sidekick	65
improved great leap.....	49	Neptune	91	signature spell	65
improved quick pick.....	49	NoGo doors.....	124	signature strike.....	66
improved signature spell.....	63	non-com badges	124	silence discipline.....	49
improved signature strike.....	63	non-human diversity.....	10	silent kill	49
improved silence discipline.....	49	non-olympic deities.....	43, 93	sixth sense.....	49
improved sixth sense	49	North American Empire.....	109	skill mastery	22
improved slow fall	49	Olympic pantheon.....	42, 89	skills.....	50
improved spellweaver range.....	56	omega force technique.....	30	slam	22
improved trap radar	49	on my signal.....	45	slayer.....	66
improved uncanny dodge.....	48	orison	41	sleeper hold	22
in vino veritas.....	46	otherworldly favor	43	slick.....	66
income, optional system	150	pandemonium technique	28	slow fall	49
inter-city travel.....	109	pattern focus.....	27	smite	43
interior player.....	56	perform	54	sneak attack	48
intimidator	63	permanent fame.....	97	Sol	92
invisibility radar.....	49	personnel changes	57	soldier (NPC class).....	118
it's where you're at	56	physical characteristics	87	special ability (athlete).....	19
Jakeo Jeweleyes.....	94	Pluto	92	special ability (specialist).....	48
jammer.....	33	point buy option	6	specialist.....	46
jammer duo	56	pole vault	21	spellweaver blast	27
jammer music	35	pop immortal	37	spellweaver cantrip.....	56
Juno	90	portent.....	44	sponsorship	142, 148
Jupiter.....	91	precision technique.....	29	spontaneous casting	41
Kaiseka	94	primitive	64	sprint charge.....	22
Kharites.....	91	prizes	86, 141	standard appearance fee	99
ki deflection bonus	37	pro monster (NPC class)	117	starting gold	67
ki pool	37	profession	54	starting mojo.....	95
kip up	21	professional (NPC class).....	116	steal thunder.....	66
knowledge skills.....	54	profile	66	strategy domain	45
leaping attack	21	quick pick	49	street knowledge.....	35
legendary allure	63	radius technique	29	strong climber	22
let's give 'em a hand!.....	63	rally.....	64	strong leaper.....	22
like a ghost.....	49	range technique	29	strong swimmer	22
lionize.....	36	ray technique.....	29	stunning shot.....	56

submission hold.....	22
substitution.....	132
summersault throw	22
summon legendary weapon	43
summon weapon	43
supreme blaster technique.....	30
supreme conditioning.....	23
surrender	125
survival domain	45
survivor's grace	45
table top player.....	66
tackle	22
tactics	53
tasked	41
technology	112
television.....	106, 122
tempest technique	30
terrorize	36
the games.....	4
the one they love to hate	66

the zone.....	23
throw	22
touch of determination.....	44
tough wrestler.....	22
training (athlete).....	19
trap radar	49
trap sense	49
trapfinding.....	48
treasure by challenge rating	140
Trivia	92
two-fisted healing.....	56
ultimate mystify.....	30
upstage	66
Venus.....	92
Vesta	92
Vulcan	92
Wankan Tanka	94
Warsong.....	12, 119
weave.....	22
west coast strut.....	66

what actor?	87
win conditions	125
wine	46
wine domain.....	46
wine's delirium	46
wrath of the deity.....	44
xcrawl divisions	121
xcrawl fans	123
xcrawl rules	129
xcrawl special	57
zen athlete.....	57
Zimble.....	12, 119
zone brute.....	57
zone leap	57
zone sprint	57
zone tactician	57
zone terror	57
Zura'Ah'Zura.....	113



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CHARACTER NAME

PLAYER NAME

CLASS LEVELS

ALIGNMENT

DEITY

HOME CITY

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ACTOR PORTRAYING THIS CHARACTER IN THE MOVIE VERSION OF THE GAME

ABILITY	ABILITY SCORE	ABILITY MOD	TEMP ADJ	TEMP MOD
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP
HIT POINTS

MAX HP

DAMAGE REDUCTION

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE
MODIFIER

TOTAL

DEX MOD

MISC MOD

SPEED
LAND

FT

SQ

BASE SPEED

FT

SQ

WITH ARMOR

FLY

MANEUVERABILITY

SWIM

CLIMB

BURROW

OTHER MOVEMENT:

PORTRAIT

AC
ARMOR CLASS

= 10

TOUCH
ARMOR CLASS**FLAT-FOOTED**
ARMOR CLASS**FORTITUDE**
(CONSTITUTION)**REFLEX**
(DEXTERITY)**WILL**
(WISDOM)**BASE ATTACK BONUS****SPELL RESISTANCE****CMB****CMD****WEAPON**

ATTACK BONUS

CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON

ATTACK BONUS

CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON

ATTACK BONUS

CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON

ATTACK BONUS

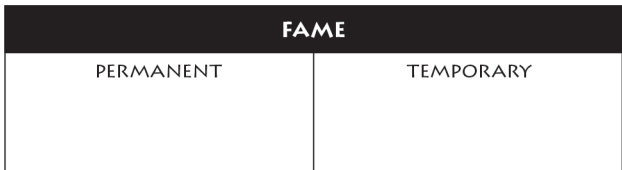
CRIT

TYPE	RANGE	AMMUNITION	DAMAGE

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LANGUAGES:

MONEY
CP
SP
GP
PP



$$\boxed{\text{TOTAL}} = \boxed{\text{FAME}} \times 250 \text{ GP}$$

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VACATIONS

	☐ PENDING ☐ TAKEN
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