

XERAWL CLASSICS ROLE-PLAYING GAME

BY BRENDAN J. LASALLE



XCC BETA RULES

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XCRAWL CLASSICS **BETA RULES**

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INTRODUCTION



THE XCRAWL BETA DOC

Fire in the sky! Blood on the moon! Xcrawl and Dungeon Crawl Classics join forces to bring you Xcrawl Classics! And here is a first look at what's to come, the Xcrawl Classics Beta Rules.

WHAT'S IN THIS BETA RULES DOCUMENT?

This document will let you run a few of the new classes up to 2nd level and has enough of the new rules to get you started in the world of Xcrawl. But this is just a small bit of what is to come. The full rules will allow you to take characters up to 10th level! Plus, you will have all the new classes, more than 50 new spells, five new patrons, enough new monsters to stock a half-dozen crawls, new rules for combat, wealth, and more! Not to mention ideas for adventures outside the arena, two full adventures and tips for creating your own Xcrawl dungeons, and way, way more! Trust us - this beta doc is only 10.5% of the word count of the final book. The XCC core book is going to be massive and jam-packed with all kinds of fun mayhem.

HOW DO I GIVE FEEDBACK?

If you do try the beta Xcrawl game I would love to hear how the game went, and your thoughts on the new rules, spells, and character classes. You can reach me directly at brendan@goodman-games.com and let me know your thoughts, or you can jump on the Goodman Games forums. In the Xcrawl section there's an Xcrawl Classics Beta Rules Discussion thread if you are into some public discussion.

HAVE I PLAYED THIS GAME BEFORE?

If you are familiar with DCC but not XCC:

- Xcrawl is both a game and a game-within-a-game. In the world of Xcrawl, players take the roles of superstar athletes participating in a modern death sport. Dungeon Judges create arena dungeon challenges full of monsters, traps, puzzles, and treasure. The dungeons are artificial, but nonetheless lethal.
- Xcrawl characters survive on teamwork, and the Mojo system represents the power of teamwork, allowing players to give bonuses to their allies when they need them the most.
- Xcrawl is very much about celebrity culture, and XCC includes rules for fame and wealth. Newbie crawlers can earn a few gold pieces shilling for a local bar; celebrity crawlers can earn millions endorsing everything from crossbows to car insurance.
- Xcrawl Classics will be completely compatible with Dungeon Crawl Classics and those systems based on it, including Mutant Crawl Classics, DCC Lankmar, and DCC Dying Earth.

Xcrawl Classics is based on one important principal: using the DCC rules to create the greatest version of Xcrawl. I've worked on this version of the rules for several years and I hope I have succeeded.

If you've enjoyed this beta doc, look for the full XCC rules set, coming soon to a Kickstarter near you!

XCRAWL CLASSICS BETA RULES



NEW CLASSES

ATHLETE

Tou were the most dynamic, acrobatic, unstoppable kid on the playground. You still are — only your new playground is full of things with claws and teeth and evil magic, things that were born and bred in dark places underground which mean to end your life. You live for the thrill of physically overpowering the kinds of nightmare beasts that the average person would run from screaming. You will dominate, you will conquer, and yes, you will have your face on that cereal box.

Hit points: An athlete gains 1d12 hit points at each level.

Weapon training: Athletes are trained in the use of the spear, club, dagger, quarterstaff, and javelin. They may wear any armor, but armor with worse than a -4 armor check penalty negates their movement bonus, their scramble ability, and their ability to critically hit with a grapple check. Athletes can use shields but must drop them in order to grapple. In addition, athletes can use appropriate sports equipment (hockey sticks, cricket bats, steel chairs, etc.) as improvised weapons with no penalty.

Alignment: Athletes can be any alignment. Lawful athletes tend to be heroic examples of the best of humanity, or obsessively disciplined self-actualizers out to prove that they are the most fit to survive. Chaotic athletes might be schemers and cheats, doing whatever they need to do to dominate and triumph, or could be unpredictable natural talents who won't let a coach do their thinking for them. Neutral athletes may be narcissists, radical fitness advocates, physically gifted idiots, Zen monastic disciples, or simple victims of the totalitarian system that forces poor children denied other opportunities into The Games to survive.

Training Die: Athletes train constantly to strengthen their bodies and improve their skills. The athlete's training die simulates the advantages of the intensive training they constantly undergo. At 1st level the athlete's training die is 1d3, and it increases as they level up (see Table 1-6: The Athlete). The athlete adds their training die to all skill checks that can reasonably be considered athletics. Broad examples include jumping, swimming, climbing, swinging on ropes, gymnastics, lifting heavy objects, and similar.

In addition, the athlete adds their training die to grapple checks and grapple damage (see Grappling, below).

Grappling: Athletes are master grapplers. An athlete's grapple check is:

1d20 + Strength modifier + training die

On every round that the athlete begins already grappling an opponent, they can make a grapple check (versus their opponent's grapple check) in order to inflict grapple damage against their opponent. This damage comes from constriction, joint locking, grinding, close-quarter blows, or similar techniques. The athlete decides if they want to inflict standard or subdual damage.

An athlete's grapple damage is:

1d4 + Strength modifier + training die result

The athlete only rolls the training die once; the result is both their bonus to grapple AND the bonus damage they do with the grapple that round.

For example, Slab Hardcheese, a level 2 athlete with a 15 Strength (+1 mod) successfully grapples a river fiend. On their next round, the athlete attempts to maintain the grapple and damage the fiend. He makes his grapple check, rolling a d20 (action die) +1 (Strength modifier) + a d4 (training

ATHLETE

Level	Attack	Crit Die/ Table	Action Dice	Training Die	Scramble	Move	Ref	Fort	Will
1	+0	1d8/III	1d20	1d3	+0	30	+1	+1	+1
2	+1	1d8/III	1d20	1d4	+1	35	+1	+1	+1

die). He rolls a 10 on his action die and a 3 on his training die, for a total of 14 (10 + 3 + 1). The judge rolls for the river fiend, who scores a total of 9. The athlete maintains the grapple and does damage: 1d4 (base athlete grapple damage) +2 (Strength modifier) + 3 (his training die score) points of damage.

Athletes with multiple action dice may inflict grapple damage multiple times against their opponent but must roll their grapple check every time to score damage.

In Xcrawl, the types of opponent an athlete may face are endless and endlessly varied. Grappling won't work against every type of creature, and some creatures will present specific challenges and/ or opportunities for wrestling. The judge will have to rule on specific instances, dealing with the vagaries of grappling creatures such as slimes, snakes, dire porcupines, etc.

Giant Killer: Monster's don't always come in convenient sizes. Athletes train to grapple large creatures as a part of their Xcrawl training. Large creatures only get half their normal size bonus against athletes (See Table 1-5 below).

Athlete Grapple size chart

Creature is...	Normal bonus	Versus Athlete
Double man sized	+4	+2
Triple man sized	+8	+4
Quadruple man sized	+16	+8

Instead of doing grapple damage, athletes can move a grappled opponent around the battlefield. Any combat round in which the athlete begins engaged in a grapple with an opponent, they can make a grapple check against their opponent to move them. If the athlete succeeds, they can move five feet, dragging their opponent with them. For every factor of 4 that he defeats their opponent by on this check, they can move themselves and the opponent an additional five feet, up to their maximum movement rate. For example, if the athlete scores a total of 20 on this check and their opponent scores a 12, they can move their opponent 15'. In this case the athlete can't also add a technique of wrestling prowess (see below) to the move – moving the opponent is the technique.

Athletes score a critical with maximum grapple check action die result. Having scored a critical grapple, they can roll on the Athlete Grapple Critical Hit chart, p. XX, to see what additional damage and effect they cause on their opponent. Grapple crits on larger/ smaller dice work the same as with standard attack roll crits (see Critical Hits for details). The Athlete's critical threat range increases to 19-20 at level 2 and continues to increase as shown on Table 1-7: Athlete Grapple Critical Threat.

Techniques of Wrestling Prowess: Wrestling is much more strategy than most onlookers realize. Wrestlers have to

**TABLE 1-7: ATHLETE GRAPPLE
CRITICAL THREAT**

Level	Threat Range	Crit Die
1	20	1d6
2	19-20	1d7
10	17-20	1d20+2

make dozens of decisions per moment on the fly, all with an eye toward dominating, locking up, and defeating their enemies. In Xcrawl this training is represented by Techniques of Wrestling Prowess, techniques for short.

Athletes can attempt to perform specific wrestling techniques in much the same way a brawler, dwarf, or half-orc can perform a Mighty Deed of Arms. Before making the grapple check, the athlete declares the kind of wrestling move they are going for. Examples might include a takedown, a tackle, a choke, a leg lock, or similar wrestling technique. If the athlete's scores a 3 or higher on their training die *and they win the grapple opposed check*, the technique works to some extent. The higher the check on the Training die, the more efficacious the maneuver.

Techniques do not increase damage but can have other combat effects: rendering a limb temporarily or permanently useless, knocking opponents into danger, etc. The judge al-





more difficult targets. At second level the athlete gains a +1 scramble bonus to their armor class, which increases as they level up. The scramble bonus applies as long as the athlete is able to keep moving. Athletes retain their scramble bonus while prone or grappling, but not when paralyzed, tied up, or are otherwise unable to move. Athletes in armor with worse than a -4 armor check penalty lose their scramble benefits; the armor is simply too heavy and cumbersome to allow them to move properly.

Fast movement: Athletes constantly train at running. Their movement rate increases as they gain class levels, as listed in the athlete class chart. In addition, their climbing and swimming movement rates are increased by 50%. Athletes lose their fast movement benefits if they are heavily encumbered, or if they wear armor with worse than -4 armor check penalty.

Athletic Durability: Athletes are tough and can ignore bumps and bruises that would flatten most people. Athletes ignore a number of points of subdual damage every round equal to their Athlete class level.

Mojo: An athlete earns a Mojo point for any creature they take out with nothing but grapple damage. Creatures forced to surrender or tap out earn the athlete a point of Mojo as well.

Luck: Athletes may choose to add their Luck modifier to Strength, Agility, and Stamina based skill checks.

Action dice: The athlete's action dice can be used for attacks or skill checks

ways rules on how any given technique effects combat.

See Techniques of Wrestling Prowess (p. XX) for specific examples.

Scramble: Athletes learn to scramble they weave, leap, and twist unpredictably in combat in order to make themselves

BLASTER

From a young age you felt the singing of magic in your blood, heard voices from the outer darkness that spoke to you in waking visions of power and dominance. But you aren't some pointy-hatted geek haunting libraries or trying to read spells in the clouds. Yours was not the path of memorization and dusty cosmic arithmetic. You connected yourself with the magical forces that exists around us every day, learned to sense their ever-tautening waveforms as they passed in and around your body.

In time, you learned to focus your will and weave those invisible threads into reality.

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: spellweaving, a will-driven tradition favored by bodyguards, assassins, and battlefield arcanists.

Hit Points: Blasters gain 1d5 hit points per level.

Weapon Training: Blasters are trained with the longsword, short sword, spear, club, dagger, and crossbow. They generally do not wear any armor as it effects their ability to cast spells.

Alignment: Blasters can be of any alignment.

Caster Level: Caster level (CL) is a measurement of a blaster's power in weaving magical energy together to create a spell effect. A blaster's CL is usually their blaster level. For example, a 1st level blaster usually has a CL of 1.

Spellcasting: Magic is mysterious, dangerous, and decidedly unnatural. It is always a dangerous practice—spellcasters face mystical corruption, unexpected side effects, and trafficking with treacherous magical entities that offer power in exchange for service that often leads to the destruction of body and soul. Blasters face terrifying risks in harnessing the chaotic forces of arcane power that exist in the universe, risks that would make most mortals quake with fear simply to consider.

On the other hand, it's so awesome to watch on TV! Who doesn't want to see a caster burn down a room full of chests with liquid fire? Or watch some noob screw up a spell, and POOF they have a donkey head? Give me that all day every day, says the Empire. Such is the demand for arcane action in the arena that there is never a short supply of those willing to take those risks for gold and prizes.

At 1st level blasters learn spellweaver blast and three randomly determined spells, with their beginning spell number modified by their Personality score as seen on Table 1-1:

THE BLASTER

Level	Attack	Crit Die/ Table	Action Dice	Blaster Die	Number of Spells Known	Max Spell Level	Ref	Fort	Will
1	+1	1d6/I	1d20	d3	4	1	+1	+0	+1
2	+1	1d7/I	1d20	d4	5	1	+1	+0	+1

Ability Score Modifiers (p. XX). New spells learned can be of any level for which the blaster is eligible, as shown on the max spell level column. The blaster chooses what spell level they wish to learn before rolling to see which spell they can learn. Higher-level spells are more powerful but harder to cast—and there are consequences for failure.

Blasters cast spells by making a spell check, which always uses their blaster die.

Blaster Die: The blaster rolls a die as part of their spell check, which represents the random fluctuation of magic which is the hallmark of spellweaver-style spellcasting. A Blaster spell check is:

1d20 + Personality modifier + blaster die

The blaster die begins at 1d3 and increases as the blaster levels up, as shown on Table 1-8: The Blaster.

Spellburn: Blood and pain fuels sorcery. Blasters learn to sacrifice a part of their soul energy in order to power their spellweaving, which can have amazing—and potentially di-

sastrous—consequences. Blasters can spellburn like a DCC wizard.

Supernatural Patrons: Blasters weave magic spells through technique and sheer force of personality. Some blasters make a pact with a supernatural being to help them increase their power and destroy their opponents, and in dire circumstances can request for the entity's direct intervention. This sort of request is called invoking a patron – its powerful magic and it can be dangerous, but most blasters believe that engaging a patron is worth it—right up until it destroys you.

To invoke a patron, the blaster must spellburn at least 1 point of an ability score (p. XX) and cast the spell invoke patron. There may be additional requirements depending on the specific circumstances. Presuming the patron deigns to attend to the blaster, the spellcaster can expect a quid pro quo: a promise exacted, a secret shared, a gift of magic, or perhaps even the demand for a quest to be performed.

While wizards are free to take demons, horrific ghosts, or unknowably destructive outerworld intelligences to be their patrons, the Adventurer's Guild reject blasters with patrons who aren't television friendly. Sorry pal, nobody wants to see you eat flies in a swamp on TV.

The most common patrons for Xcrawl blasters include:

- The Amazing Rando, first wizard to die in Xcrawl
- Circe, the immoral sorcerers who seduced Odysseus
- Medea, the Scorned Woman, who cured Heracles' madness to balance her terrible vendetta against Jason of Argos
- Barzodi, the American Necromancer who served under Emperor George Augustus, the first Emperor of the NAE
- Prometheus, the Titan who stole fire from the Gods

The Adventurer's Guild might be convinced to give Guild Status to a blaster with a patron not on this list, but this would be a process of careful vetting, arcane exploration, and at least one huge honkin' bribe. The process of choosing (or being chosen by) a patron is described fully in Supernatural Patrons, p. XX.

Pattern Focus: The physical discipline and force of personality required of a blaster to weave spell effects out of the air is nothing at all like the mental discipline and study required for traditional wizards. The blasters pattern focus imposes the following restrictions: even if they find an arcane scroll that would normally allow them to do so, they can never



summon permanent magical helpers (i.e., familiars), or create permanent magic items. Blasters are also not able to scribe scrolls, although they can use arcane scrolls scribed by other practitioners of arcane magic, actually weaving the residual nimbus of magic that surrounds such writings into the intended effects, rather than cast the spell like a wizard.

Mojo: A blaster earns a Mojo point for participating in the defeat of an enemy that can cast spells or utilize magic abilities.

Luck: A blaster applies their Luck modifier to Corruption and Mercurial Magic checks.

Action Dice: A blaster's first action die can be used for attacks or spell checks, but their second action die can only be used for spell checks. At 6th level the blaster can cast two spells in a single round, the first using a d20 and their second with a d14.



JAMMER

Jou are a superstar: monster slayer, rhyme sayer, DJ's worst nightmare, crowd favorite, stalwart ally, as dangerous with a word as you are with a weapon. Any Xcrawl squad that wants to get anywhere in this world needs you on their side and not helping out their rivals, because when the fight heats up and things look desperate, that's when you really start to jam.

Hit Points: The jammer gains 1d8 hit points per level.

Weapon Training: Jammers are trained in the longsword, short sword, rapier, hand axe, dagger, spear, and crossbow. Jammers can wear any armor but wearing armor with an armor check penalty lower than -4 negates the AC bonus from their chosen weapon (see below).

Alignment: Jammers can be any alignment.

Chosen Weapon: At 1st level, the jammer picks one melee weapon from their trained weapon list as to be their chosen weapon. This weapon, once chosen, cannot be changed. Thereafter when fighting with their chosen weapon they receive an AC bonus equal to their base Reflex save. The jammer receives this AC bonus as long as they can move (i.e., are not held, paralyzed, etc.). Wearing armor with a check penalty worse than -4 negates their chosen weapon AC bonus.

Performance: At 1st level jammers are trained in one performance specialty. This can be practically anything with judge approval: freestyle rapping, electric guitar, slam poetry, blues harmonica, comedy, jazz crooning, etc. The judge and player should work together to work out any combat or skill movement issues the jammer might incur from their chosen specialty (a tuba jammer might have extended sound range, for example, but may find fighting and climbing an issue).

For other character classes, a performance check is normally a 1d20 + Personality modifier. The jammer adds their class level to that check when using their performance specialty, making their full performance check:

1d20 + Personality modifier + jammer level

The jammer can pick up a new performance specialty for every level they earn. This doesn't necessarily give the jammer any additional combat effectiveness, but it does provide options and role play possibilities.

Disrespect: The jammer can use their performance specialty to lampoon, distract, detract from, and otherwise disrespect an opponent.

The target must be close enough to hear the jammer's performance. In an Xcrawl event this usually means just being in the same room/ hall/ arena, but circumstances might change this. Jammers receive a wireless mic for normal Xcrawl events so they can be heard clearly over the roar of the crowd.

The jammer spends a full round using their performance specialty to disrespect their opponent and makes a Performance check. The opponent must make a Willpower save against a DC equal to the jammer's Performance check. Failure means the opponent is disrespected for the jammer's CL +1d3 rounds. While disrespected, the opponent takes a penalty to attack rolls, spell check rolls, damage rolls, and Willpower saves as listed in Table 1-11: The Jammer.

Disrespect is ineffective against inanimate objects, slimes, and constructed creatures, such as golems. It does work against un-dead, even dim un-dead such as basic skeletons and zombies—the same instinct that tells them to attack with the pointy end of weapons and to bite humans and not pictures of humans lets them know they just got savaged. Affected creatures need not understand the jammers language to be disrespected.

Devastating Attack: The jammers combat prowess and performance excellence merge in their devastating attack. If the jammer makes a successful melee attack against a disrespected opponent, they add their devastating attack die to the damage, as indicated by Table 1-11: The Jammer. This can be a melee or ranged attack.

Lionize: The jammer can use their performance to bolster their allies, giving them a serious edge against their enemies. The

THE JAMMER

Level	Attack	Crit Die/ Table	Action Dice	Disrespect Penalty	Devastating Attack	Ref	Fort	Will
1	+1	1d8/III	1d20	-2	+1d3	+1	+1	+0
2	+2	1d8/III	1d20	-2	+1d4	+1	+1	+0

JAMMER LIONIZATION

Roll	Result
1	Bombs! Judge chooses an opponent to gain +1d on their next combat action.
2-11	No effect
12-13	+1 attack rolls
14-16	+1 attack rolls and Willpower saves
17-19	+1 Attack rolls, Willpower saves, and skill checks
20-22	+2 attack rolls, Willpower saves, Reflex saves, and skill checks
23-26	+2 attack rolls, Willpower saves, Reflex saves, and skill checks; +1 spell checks
27-30	+2 attack rolls, Willpower saves, Reflex saves, and skill checks; +1 spell checks and AC
31+	+3 attack rolls, Willpower saves, Reflex saves, and skill checks; +2 spell checks and AC

jammer uses a move action to make a performance check, making a particular ally the target of their lionization. If successful, the lionization benefits last for their class level in rounds. Thus, a 2nd level jammer who successfully lionizes an ally gives the bonus for two rounds. Check the performance check against Table 1-10: Jammer Lionization to see its effectiveness. On any

lionize check of a natural 1 the jammer flubs their performance that it actually gives their opponents a boost.

Mojo: Jammers earn a point of Mojo for every failed attack or spell check by disrespected opponents. In addition, the jammer has special Mojo abilities: unlike members of every other class, the jammer has the ability to boost their ally's attack rolls, spell checks, or skill checks with Mojo points from their own pool after the die roll. In such circumstances, they can (with permission) even draw Mojo points from their teammates and give them to a teammate in need, on a 1 for 2 basis, after the die roll.

Example: A messenger rolls a fail result on a Holy Act roll to Turn Unholy, putting the team at a disadvantage and raising their disapproval to a dangerous level. Before the result, the jammer declares that they want to add all 3 of their remaining Mojo points to the result. The roll is still short by two, so the jammer asks if they can have four points from the party half-orc for the roll. That character's player agrees, so the half-orc's 4 points of Mojo become a +2 on the messenger's check, so they make the check. Whew!

Luck: Jammers add their Luck mod to Performance checks. Jammers may choose to add their Luck modifier to their AC.

Action Dice: Jammers can use action dice for combat or performance checks.

GNOME

Gou are a born superstar. Attractive, funny, clever, and hard to beat. You are kin to the fey world, and the magic that runs through your veins is older than language. And Xcrawl is... well, fun. Trouble is fun. Danger is fun. And your common gnomes, the nine to five worker drones who might go their whole life without so much as pranking the least dangerous enemy, think you are insane for using your talents to slay monsters and win treasure—and their scorn might be the most fun thing of all! So you practiced your magic, your sneaking, your swordplay, and your insults, and now you are the heart and soul of your Xcrawl team. You put your life on the line for your teammates, you trade safety for stardom, and you have a joke for every drop of blood you spill on the arena floor. Fun!

Hit Points: Gnomes gain 1d6 hit points per level.

Weapon Training: Gnomes are proficient in the short sword, dagger, crossbow, bow (any), and quarterstaff. Gnomes tend to wear light armor, as heavy armor negatively affects both their specialist abilities and their spellcasting.

Alignment: Gnomes can be of any alignment, although they tend towards Neutrality. Gnomes can see both sides of the

joke, and they see the wisdom of balance and avoiding the big cosmic conflict. Gnomes like to see anyone who gets too big for their britches receive their comeuppance, including their fellow gnomes. Especially their fellow gnomes.

Caster Level: Caster level (CL) is a measurement of a gnome's power in channeling a spell's energy. A gnome's CL is usually their character level. For example, a 2nd level gnome usually has a CL of 2.

Gnome Magic: Gnomekind originated in the Twilight Realms of the fey, and as such, they have an innate connection with the fey world. Fey creatures are an extension of nature, and gnomes draw from that endless wellspring of power in the natural world. Gnomes discover spells in natural phenomena: written in the clouds, hidden in patterns of mushrooms in the forest, whispered by cicadas at twilight.

Level 1 gnomes learn 2 randomly determined spells, that number being modified by their Personality modifier as seen on Table 1-1: Ability Score Modifiers (gnomes always begin with a minimum of 1 spell). Gnomes discover the formula for their magic somewhere in nature, perhaps spotted in the pattern of bark on an alder wood tree or heard in the

THE GNOME

Level	Attack	Crit Die/ Table	Action Dice	Spells Known	Team Mascot	Ref	Fort	Will
1	+1	1d6/II	1d20	2	1d3	+1	+1	+1
2	+2	1d8/II	1d20	3	1d3	+1	+1	+1

GNOME SPECIALIST SKILLS

Skill	1	2
Sneak Silently*:	+4	+6
Hide in Shadows*:	+5	+7
Pick Pocket*:	+3	+5

* The gnome's Agility modifier, if any, also modifies checks for these skills.

echo from a canyon. Higher level gnomes might learn new spells directly from an emissary of the Courts of the Fey, whose secret knowledge of the world give them insight into the destiny of all feytouched creatures.

Gnomes cast spells by making a spell check. A gnome's spell check is usually:

1d20 + Personality modifier + caster level

In some cases the gnome may roll a different die, or apply different modifiers, depending on circumstance. Gnomes can apply spellburn to their spell checks if they choose.

See Chapter Seven: Magic for full details on spellcasting.

Draw Agro: Gnomes are masters of taunting opponents into making a mistake in combat. As a move action they can make a draw agro attempt at any sentient creature within 60'. The target creature must be able to see and hear the gnome's taunting in order for the attempt to work, although they do not need to understand the gnome's language in order to be affected.

The gnome's draw agro check is equal to 1d20 + Personality modifier + class level

The gnome makes its check and the target must make a Willpower save against that check. Failure means the target must

spend their next action attacking the gnome in whatever fashion they can, even if the attack is illogical or inefficient. If attacking the gnome would put the draw agro target into immediate danger (for example, they must leave their position in melee which will lead to free attacks from melee opponents), they may choose to remain in their position, but take a -1d penalty for combat actions in their next round. When the gnome reaches 5th level this penalty is increased to -2d.

Small Size: Gnomes are 2½ to 4½ feet tall, and normally weigh between 40 and 90 pounds.

Slow: Gnomes have a base movement speed of 25'.

Specialist Skills: Gnomes learn the following skills, which work exactly as the Specialist skills do: hide in shadows, pick pockets, and sneak silently, gaining bonuses with these skills as seen in table 1-22: Gnome Specialist Skills.


Team Mascot: Gnomes become the heart and soul of their teams. They have two special Mojo abilities. First, whenever they roll a natural 20 on an attack roll or spell check, they earn extra Mojo points. A 1st level gnome earns 1d3 points of Mojo on a natural 20, rather than 1 point like most characters, and this die increases as the gnome levels up as per Table 1-18: The Gnome. Second, when a character rolls a 1 that causes the team to lose all of their Mojo points, the gnome automatically gains 1 point.

Mojo: Gnomes earn a Mojo point for every victim of their draw agro that successfully changes their target to the gnome.

Luck: Gnomes may choose to add their Luck modifier to all draw agro attempts.

Action Dice: Gnomes action dice may be used for attacks or spell checks.

HALF-ELF

 Our elf side of the family shake their head at the "childer of indiscretion," talk about how hot-headed and uncouth you are. Your human side fam are worse—they treat you like an alien creature, all the while being openly jealous of your longevity and striking looks. America in general doesn't know what to make of you and with the exception of your circle of friends and trusted confederates they either patronize you like your magic might rub off on them, or give you a wide berth. What they don't get about you is the feeling in your blood—that need for excitement and danger. America may not get you, but it built you the greatest playground in the world—Xcrawl. You mean to get out there with your sword and your magic and show the world who you are.

Hit Points: Half-elves earn 1d7 hit points per level.

Weapon Training: Half-elves are trained in long sword, short sword, longbow, short bow, and dagger. Half-elves must choose their armor carefully, as they share their fey ancestor's intolerance for iron, and any armor can hinder their spellcasting abilities.

Alignment: Half-elves can be any alignment, but they trend towards Neutrality. Half-elves from the North American Empire typically revere both Aiiia Gesilvala and the Gods of Olympus.

Caster Level: Caster level (CL) is a measurement of a half-elves power in channeling a spell's energy. A half-elf's CL is usually their character level. For example, a 2nd level half-elf usually has a CL of 2.

Magic: Half-elves tap into the innate magic of their ancestors, rather than spending hours studying ancient tomes or

THE HALF-ELF

Level	Attack	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Charisma Die	Ref	Fort	Will
1	+1	1d6/II	1d20	2	1	1d2	+1	+1	+1
2	+2	1d8/II	1d20	3	1	1d3	+1	+1	+1

HALF-ELF ADVENTURING SKILLS BY LEVEL

Skill	1	2
Acrobatics*	+1	+3
Backstab	+0	+1
Sneak Silently*	+3	+5
Hide in Shadows*	+1	+3
Climb Sheer Sur- faces *	+3	+5

*The half-elves Agility Modifier, if any, also modifies checks for these skills

making pacts with strange arcane patrons. At first level they know two spells, one which is automatically cantrip. Half-elves make a Luck check whenever they gain a level: if they are successful, they may choose their new spell. Otherwise their spells are determined randomly. Gaining a new level, a half-elf may learn a spell from any spell level they are eligible for, choosing the level before they attempt their Luck roll.

Half-elves cast spells by making a spell check. A half-elves spell check is usually:

1d20 +Personality modifier +caster level

In some cases, a half-elf's spell check may have different modifiers, or even a different die.

Half-elves who obtain the patron bond spell may choose a patron as usual, and automatically receive the invoke patron spell.

Half-elves who play Xcrawl exclusively draw their spells from the blaster spell list, and are under the same restrictions as other pro-crawler arcane spellcasters (no demons or other "unwholesome personages" as patrons, must be members of the Guild of Magus). Half-elves who choose to study other traditions of magic exist, but are normally banned from Xcrawl events.

Half-elves who wear armor take the armor check penalty to spell checks.

Charisma Die: Living on the margins of human and elf society and not necessarily being accepted by either side forces half-elves to swiftly develop acute social skills. Half-elves have a charisma die, representing their extreme facility with social interaction. The charisma die is rolled and added to skill checks modified by Personality, inducing negotiation, deception, diffusing conflicts, and any application of the grandstanding skill. The charisma die is not added to spell checks.

Adventuring Skills: Half-elves are natural born adventurers and find themselves drawn to tricky and dangerous situations all of their lives. They develop certain skills that help them survive along the way.



Heavy armor hampers Adventuring Skills: a half-elves Armor Check penalty is applied to all of their Adventuring Skills, including backstab.

Half-elves can perform the following skills, adding their level as a bonus to the roll along with any modifiers listed below.

Climb Sheer Surfaces, Hide in Shadows, Sneak Silently: These work just like the specialist skills of the same name (see Specialist, p. XX)

Acrobatics: Half-elves are naturally stronger than their elvish ancestors, and naturally nimbler than their human parent, making them exceptional gymnasts. They gain the acrobatics skill, as defined in the specialist Acrobat section, p. XX.

Backstab: A half-elf can backstab like a specialist, albeit slightly less effectively. The half-elf adds the bonus listed on Table 1-21: Half-Elf Adventuring Skills by Level to all backstab attempts. On a successful backstab, the attack is an automatic critical, but the Crit die is -2d on the chain—unless they roll a natural 20 on their backstab attack roll, in which case the half-elf rolls their standard Crit die.

Resistance: Half-Elves have a touch of their elvish ancestor's resistance to certain magic's. Half-elves roll +1d for saving throws against magical sleep and paralysis effects.

Vulnerability: Half-elves have a measure of their elvish ancestor's sensitivity to iron. Wielding cold-iron weapons give them a -1 penalty to hit, and wearing armor made from cold-iron gives them a -1 AC modifier.

Luck: A half-elf's may choose to apply their Luck modifier to all saving throws. The modifier does not change as the half-elf's Luck score changes.

Languages: Half-elves from the NAE automatically speak English and Elvish.

Action Dice: Half-elves use their action dice for attacks and spells.

HALF-ORC

You were born in the Zura'ah'zurah, little more than a slave. You were smaller than your pack mates, and they beat you mercilessly every chance they got. But you were smarter, and soon your aggression, guile, and willingness to escalate every confrontation to bloodshed earned you the respect of your peers.

One day you and your packmates were brought to the surface world, the hated North American Empire, where you would be trapped in one of their little Xcrawl encounters, waiting for the adventurers to come and slay you all. At the last minute your handler realized that you were half-human, and in that instant your life was turned inside out. The Adventurer's Guild made you a Ward of the Empire and stuck you in with a team of surface-soft competitors—now you would be an adventurer, standing shoulder-to-shoulder with full-blooded humans and even elves.

Hit Points: Half-orcs gain 1d14 hit points per level.

Weapon Training: Half-orcs are proficient in the use of axes (any), bows (any), crossbows, daggers, javelins, lances, pole-arms, spears, swords (all), and warhammers. Half-orcs can wear any armor and use shields.

Alignment: Half-orcs can be of any alignment. The majority of half-orcs are neutral, striking a balance between their chaotic orcish forbears and the nominally civilized society of the North American Empire they find themselves thrust into.

Attack Modifier: Half-orcs have a deed die, like brawlers. Note that the half-orc's deed die progresses differently than

other classes. Their deed die is both their bonus to hit and damage on any given round, and their chance to perform a Mighty Deed of Arms.

Mighty Deed of Arms: Half-orcs can perform Mighty Deed of Arms like a brawler. See Brawler, p. XX, for full details on the use of this ability.

Reckless Attack: Half-orcs fighting in melee may forgo defense and leave themselves open and in danger of an additional attack from a given opponent, goading their enemy into taking a free attack, which gives them a chance at an additional strike. A reckless attack can only be with a melee weapon against an opponent who is fighting in melee (i.e., not using magic or missile attacks).

At the end of the half-orcs normal attack, they may choose to make a reckless attack. Choosing to do so means their target gets the option to take a free single attack against the half-orc with whatever weapon, natural weapon, or hand-to-hand strike they used during their last attack. This free attack is made before the half-orc makes their reckless attack. Opponents unable to attack may never be targeted by a reckless attack, including enemies who are paralyzed, charmed, bound, unconscious, or simply unaware of the incoming attack.

The half-orc's reckless attack is always an additional attack using their deed die. Half-orcs can only make one reckless attack per round regardless of how many action dice they have.

The opponent must "take the bait": intelligent opponents may choose to forgo the free attack, which prevents the half-orc from taking their reckless attack. Clever uses of their



THE HALF-ORC

Level	Deed Die	Crit Die/ Table	Action Dice	Reckless Threat Range	Ref	Fort	Will
1	1d3	1d10/III	1d20	19-20	+1	+1	+1
2	1d4	1d12/III	1d20	19-20	+1	+1	+1

Mighty Deed of Arms might allow the half-orc to deceive or otherwise goad intelligent enemies into taking their free attack.

If the half-orc is incapacitated or even slain by their opponent's blow, they can still deliver their reckless attack before they fall. The judge might rule this is impossible under certain circumstances (e.g., they are swallowed whole or disintegrated).

Reckless attacks are potentially devastating. The half-orc has a greater chance of scoring a critical hit with their reckless attack, as shown on the table below.

Infra-vision: A half-orc can see in the dark up to 60'.

Robust: Half-orcs are hearty and tough. Half-orcs make saving throws against disease effects at +1d. In addition, they heal two hit points and two physical ability points per night of rest (Strength, Agility, or Stamina), and three hit points and three physical ability points for complete day of care and bed rest.

Languages: Half-orcs speak English and Orcish. If their Intelligence allows them to learn additional languages one of them may be Dimtongue, the simple trade language most denizens of the Zura'ah'zurah speak.

Mistrusted: Half-orcs are considered by most to be outsiders worthy of keeping an eye on. Citizens of the Empire tend to view them with fear and mistrust. Orcs and other creatures of the Zura'ah'zurah consider them to be traitors. In social situations out in the "real world," half-orcs take a -1d penalty on any skill checks modified by Personality. There are many exceptions to this rule:

- Grandstanding
- Dealing with other half-orcs
- Dealing with Xcrawl professionals, including agents, event staff, and referees
- While in the city of Reno, which has become extremely used to seeing half-orcs.

Being mistrusted actually aids the half-orc in some respects. A half-orc's attempt to frighten, bully, or intimidate are at +1d. Half-orcs using their Mighty Deed of Arms to frighten or intimidate foes get a +1 to their deed die result which does not add to their chance to hit or damage they score.

The mistrusted penalty fades once the half-orc reaches 3rd level. At that point the majority of the Empire considers them one of their own, and their underground brethren consider them either too dangerous or clever to challenge. The bonus on intimidation never fades.

Non-citizens: Half-orcs begin the game as non-citizen spe-

cial visitors who are allowed to work in the Empire on a special athletic visa. This creates many challenges: half-orcs are not allowed to own real estate, possess a driver's license, etc., but are still expected to pay taxes and respect the laws of the Empire. Half-orcs (who don't live in Reno) aren't allowed to leave their homes without escort, so most live with a teammate or agent.

Half-orcs who survive long enough to reach 4th level begin to be considered for citizenship. This is a long process that involves getting letters or recommendation, a citizen sponsor, taking citizenship classes, etc. Simplified: the half-orc must pay (10 + 1d6 - Luck mod) thousand gp in bribes in order to be made a full citizen of the NAE.

Luck: Half-orcs may choose to add their Luck modifier to both the attack roll and damage of their reckless attack.

If a half-orc rolls a fumble, they may choose to spend 1 point of Luck to avoid the negative consequences of their fumble check. See Combat, p. XX, for complete rules on fumbles.

Mojo: Half-orcs earn a Mojo point for every solo kill they make; they must score all of the damage against the opponent.

Action Dice: Half-orcs always use their Action die for attacks.



SKILLS

GRANDSTANDING

Grandstanding is the art of working the crowd.

Grandstanding Check = 1d20 + Personality modifier + character level

The DC for this check is referred to as Crowd DC. The average Crowd DC is 14—circumstances can raise or lower this DC. For example, a hometown crowd eager to cheer on their local team might be DC 10, while a hostile crowd could be DC 15 or higher. While crawlers can grandstand whenever they feel like whipping the crowd up, twice per combat encounter they can earn a Fame point (see below) with a successful Grandstanding attempt.

- Once during an ongoing combat. Characters can Grandstand as a move action on their turn. A successful check means they earn 1 point of Fame.
- Once the round immediately after combat ends. Success means they earn 1 point of Fame.

A grandstanding attempt can be done at the same time as a move action, attack, or spell check. As an optional rule, the GM may award 2 fame points for a Grandstanding check result of 20+.



MOJO

Mojo represents the unconscious power of teamwork that makes the team greater than the sum of its crawlers.

At the start of play, every PC of at least 1st level begins with 1d3 Mojo points. Points from the Mojo pool can normally be added to the following dice rolls: action dice for attacks or spellcasting (including a messenger's Holy Acts), skill checks, or ability score checks.

Points from the Mojo Pool are added on a one-to-one basis, and there is no limit to how many points you can give out. For example, if a PC has three Mojo points and their specialist is about attempted to disarm a dangerous trap, you can give them one, two, or all three of your Mojo points, which then becomes a +1, +2, or +3 bonus on their *Disarm Traps* check.

The Catch: you can never take points from the Mojo Pool for yourself; you can only give them to your teammates!

Mojo points must be given on the recipients turn before the die roll. Luck points can be spent after the die roll, but not Mojo.

Players are not permitted to ask for points out of the Mojo pool—that's just not how team synergy works. Those that forget and ask for Mojo points are blocked from receiving Mojo points for the remainder of the current encounter.

Mojo Points can NEVER be added to the following rolls: saving throws, critical checks, fumble checks, corruption checks, damage rolls, or deity disapproval checks.

The following events add points to the Mojo pool:

- While in combat, any natural 20 on an attack roll, spell check, ability check, or skill check earns that character +1 Mojo.
- Successfully completing a room, either by defeating all the opponents or successfully achieving the rooms objectives, earns everyone on the team +1 Mojo.
- Each *Xcrawl Classics* character class has special circumstances that earn them Mojo points. See the individual character class descriptions for details.

The judge can use Mojo as a reward for generalized coolness: great tactics, wonderful game moments, or fantastic role play. The judge can also dangle Mojo points as temptation to try wild stunts that could lead to amazing game moments, or horrifying failures ("Tell you what, Evie, if you do swing from the trapeze over the giant and successfully drop-kick the sorcerer, I'll give you three Mojo points!").

As a judge you can be extremely generous with Mojo points because...

During combat, any roll of a 1 on an attack roll, spell check (including Holy Acts), skill checks, or ability checks drops EVERYONE'S Mojo points to zero.

WEAPONS

Weapon	Damage	Range	Cost in GP	Special
Battleaxe	1d10	--	20	Two-handed
Club	1d4	--	3	
Combat Soaker	special	15/30/45	60	Two-handed
Crossbow	1d6	80/160/240	60	Two-handed, Reload
Crossbow, Hand	1d4	20/40/60	250	Reload
Crossbow, Repeating	1d6	80/160/240	600	Two-handed
Dagger	1d4/1d10	10/20/30	10	Backstab, Hurl
Flail	1d6	--	25	
Javelin	1d6	30/60/90	10	Hurl
Handaxe	1d6	10/20/30	5	Hurl
Lance	1d12	--	40	Mounted
Longbow	1d6	70/140/210	150	Two-handed
Longsword	1d8	--	50	
Mace	1d6	--	35	
Nunchaku	1d5	--	20	
Polearm	1d10	--	35	Two-handed
Pick, Military	1d10	--	40	Two-handed
Quarterstaff	1d4	--	5	
Rapier	1d5	-	125	Agility
Scimitar	1d6	--	80	
Shield	1d3	-	30	
Sling	1d4	40/80/120	10	
Short bow	1d6	50/100/150	55	Two-Handed
Short sword	1d6	--	35	
Spear	1d8	-	10	Two-handed
Stiletto	1d3	10/15/20	10	Concealable
Scythe	1d10	--	50	Two-Handed
Trident	1d8	--	60	Two-Handed
Two-Handed Sword	1d10	--	80	Two-handed
Whip	1d4	--	25	Agility, Stretch
Wrist Rocket	1d4	40/80/120	20	Two-handed

Agility: The wielder of this weapon uses their Agility modifier to hit and damage instead of their Strength modifier.

Backstab: A specialist's does the higher damage indicated with a successful backstab.

Concealable: Easier to conceal than most hand-to-hand weapons. It can be hidden in a pocket.

Hurl: Strength modifier for damage applies with this weapon at close range only.

Mounted: This weapon inflicts double damage on a mounted charge.

Reload: It takes a movement action to reload this weapon.

Stretch: This weapon can strike targets up to 10' away.

Two-handed weapon: Characters using two-handed weapons use a d16 on initiative checks and may not wield a second weapon or a shield while using it.

AMMUNITION

Ammunition	Cost in GP
Arrow, Linemaster	5
Arrow, Silver	15
Arrow, Skyfire	50
Arrow, Stunner	2
Arrows, 24	20
Crossbow Bolts, 24	20
Hand Crossbow Bolt	2
Sling Bullets, 24	10

ARMOR

Armor	AC Bonus	Check Penalty	Speed	Fumble Die	Cost in GP
Unarmored	+0	--	3		-
Sexy Leather	+1	15/30/45	60	Two-handed	200
Armored Jacket	+1	80/160/240	60	Two-handed, Reload	40
Leather	+2	20/40/60	250	Reload	60
Halfling Leather	+2	80/160/240	600	Two-handed	200/600
Micromesh Clothing	+2	10/20/30	10	Backstab, Hurl	200
Composite Sport, Light	+3	--	25		30
Hide	+3	30/60/90	10	Hurl	20
Micromesh	+3	10/20/30	5	Hurl	850
Sexy Chainmail	+3	--	40	Mounted	1000
MiniLynx, Light	+4	70/140/210	150	Two-handed	750
Chainmail Shirt	+4	--	50		100
Composite Sports, Heavy	+5	--	35		300
Chainmail	+5	--	20		250
Titanium Chainmail	+5	--	35	Two-handed	750
Breastplate	+5	--	40	Two-handed	400
Titanium Breastplate	+5	--	5		1200
Sexy Half Plate	+5	-	125	Agility	800
Elfmake Chainmail	+5	--	80		Special
Banded Mail	+6	-	30		300
MiniLynx	+6	40/80/120	10		1300
Half Plate	+7	50/100/150	55	Two-Handed	600
Dwarvish Plate	+7	--	35		5,000
Plate Mail	+8	-	10	Two-handed	2225
Titanium Plate Mail	+8	10/15/20	10	Concealable	7,000
Shield	+1	--	50	Two-Handed	30



Mojo points can normally only be used in The Games. However, the judge may allow use of Mojo points outside of Xcrawl—for example, if the team's brawler gets into a bar fight with the heavy weight boxing champion of the world and the rest of the bar's patrons start to cheer and make wagers, the judge may rule that the brawler's team mates (assuming they are at the bar with them) can spend Mojo points on their actions. This works both ways: if the brawler rolls a natural 1 to smash their beer mug over that palooka's head, the entire team's Mojo drops to zero.

Luck vs Mojo: Luck and Mojo can be added to the same roll. Mojo must be added before the die roll; Luck can be added either before or after the die roll, but never both. For most characters, spending Luck is permanent loss, but Mojo regenerates during the adventure.



COMBAT

TECHNIQUES OF WRESTLING PROWESS

Performing a technique: Techniques of Wrestling Prowess are much like Mighty Deeds of Arms and follow similar rules.

- The athlete must declare their technique before the attack roll. If they roll the dice before declaring what technique they attempt, then no technique takes place, even if they roll well on their training die.
- The technique must be within the reasonable ability of the athlete to perform, given the circumstances and the target's anatomy. Xcrawl gives athletes the opportunity to face all manner of opponents, not all of which have the kind of physical form that is subject to every wrestling technique. June Jitsu can roll on the mat with her trainer ten thousand hours, but she still can't arm bar the dire cobra. The judge decides what techniques can work in any given circumstance.
- The technique succeeds at the most basic level if the grapple is successful and the training die is a 3 or higher. The attack inflicts normal damage and the technique takes place. The higher the training die, the greater the technique. The judge may still allow the enemy a saving throw or require an opposed check of some kind, depending on circumstances.
- Note that a technique does not interfere with a crit and may enhance a grapple crit if the player makes a good technique roll and a grapple crit. If the technique and the result of a grapple crit are very different, the judge and player should work together to decide if one or the other takes place, or if they wind up with some kind of never-before-seen hybrid technique that will go down in the books with that character's name on it.

ARM BAR

Xcrawlpedia defines the arm bar as "a single or double joint lock that hyperextends, hyperflexes, or hyperrotates the elbow joint or shoulder joint." That hobgoblin who got caught slipping better describes the experience as "Ahhh let me go! Uncle! UNCLE!" A properly executed arm bar can effectively end a combat for its unlucky recipient.

Athlete Die	Arm Bar Result
3	The target's arm is trapped in the athlete's clutch, although both opponents remain on their feet. The target must make a grapple check at -1 penalty if they wish to free their arm. The target is at -1d for attack rolls with their free limbs, and spellcasting is normally not possible.
4	The target falls prone and has their arm cranked. The target makes grapple attempts to break free at -1d. If the target gets free, any attack they make with the injured arm is at -1d, and shield use with that arm grants no AC mod until the arm is healed.
5	The target is prone and pinned and the athlete has their arm bent at a dangerous angle. The target makes grapple attempts to break free at -1d. On the next round, the athlete can make a grapple check. If successful, the target must make a Fortitude save (DC = 10 + athlete level + training die result), or the arm is dislocated. The athlete can attempt to force the target to surrender—they must succeed in a morale check at -2, or tap out. See Morale and Surrender, p. XX.
6	The target gets a Fortitude save (DC = 10 + athlete level + training die result). Failure means the limb is dislocated and useless until healed.
7+	The athlete traps the arm, takes their pinned opponent prone, and efficiently dislocates the limb. The opponent's limb is useless until healed.

CHOKING

In a world with magical broadswords and arcane fire spells, the humble choke-out gets nowhere near the respect it deserves. Cutting an opponent's wind off puts paid to all sorts of problematic situations. Note that spellcasters cannot normally cast their spells while being choked.

Athlete Die	Choke Result
3	The target is grappled, and their breathing and speech are impaired.
4	Carotid artery choke! Every consecutive round the athlete can maintain the hold the target must make a DC 12 Fortitude save (DC increases by 1 per round the hold is maintained) or pass out for 2d3 rounds.
5	Full choke: The target is suffocating and takes subdual damage equal to the athlete's full grapple damage every round until they escape.
6	Deadly choke: The target is suffocating and takes damage equal to the athlete's full grapple damage every round until they escape.
7+	Endgame: The target immediately greys out and is helpless; the athlete can choose to let them go, leaving the target stunned for the athlete's level in rounds, or can continue the choke.

FAME

In the world of Xcrawl, the dungeon is only part of the point. Sure, you want to slay the monster and go home with the treasure, but what's really at stake? Fame. Play your cards right and you could be a celebrity athlete that crosses over into movies, television, and your own line of designer handbags. But first, you have to survive long enough to get famous.



Fame measures a character's popularity, their media status and the value of their public persona. In short, Fame measures how 'Hot' a property your character is.

Earning Fame Points: The following accomplishments all carry a standard award:

Standard Fame Point awards:

- +1 Fame point for successfully completing an Xcrawl dungeon level.
- +1 Fame point for successfully Grandstanding during combat, earnable up to one time per dungeon encounter.
- +1 Fame point for successfully Grandstanding in the round immediately following combat, earnable up to one time per dungeon room.
- +1 Fame point for winning a multi-level Xcrawl dungeon.

See Grandstanding, p. XX, for the full system rules.

Standard Fame Point Penalties

- -1 Fame Point for "losing" a dungeon
- -2 Fame points for being disqualified from a dungeon.
- -2 Fame points for fighting with teammates in front of an audience or on camera.

Losing a dungeon means either not completing it or having to escape through a NoGo door. In some Xcrawl events it could also mean not earning enough points to beat a rival team going through the same event for the top spot.

Disqualification can happen for many reasons. See The Imperial Rules of Xcrawl, p. XX for more details.

Optional Fame Awards: The judge may consider giving Fame awards or penalties for actions outside the Xcrawl arena, provided there is sufficient media coverage. For example, defeating a hoard of zombies that charge into a Peoria steak house might be worth 1 point of Fame for each participant if the battle gets caught on camera (if the entire event turns out to be a staged publicity stunt and gets discovered, then that's a 2 point Fame penalty plus a strongly-worded letter from the Necromancer's guild).

The basic rule for awarding Fame points: if nobody sees it, it's not worth any points. Naturally, as live televised events, Xcrawl is seen by nearly everyone.

USING FAME

A character's Fame score has many uses

1. Instant Recognition

Your Fame score is your percentage chance of being instantly recognized in your country of origin (normally the NAE). When you encounter people outside the Crawl the judge 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 an Xcrawler (“Juno bless me, you are that sword lady from the TV!”).
- If the check is successful by 10 points or more the individual also knows your name and class (“Oh hey, I know you. Shadowthumb, that Specialist. You did that dungeon I watched last year.”)
- If your check is successful by 30 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. (“Yeah, I remember you, Bru-Tal, from the Magnum Enforcers. Yeah, I liked you better before you shaved your moustache.”)

If you are recognized by an individual, then you may receive your Fame modifier on Personality related skill checks against that individual (see below).

The judge 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 the High Priestess of Lava in her underground temple that gets zero television reception).

2. Fame Modifier

FAME MODIFIER

Fame	Modifier
0-20	No Modifier
20-40	+1
41-60	+2
61-80	+1d
81+	+2d

Use character’s fame to figure their Fame modifier. A character’s Fame score gives them a bonus on the following skill checks in the following circumstances:

- You can always add your Fame modifier to all Grand-standing checks in professional Xcrawl.
- You can sometimes add your Fame modifier to Personality based skill checks outside of The Games.
- Information seekers gain your Fame modifier to THEIR checks to learn information about you.

Fame tends to sway people in your favor. You add your Fame modifier to Personality based checks to people who realize and are impressed by the fact that you are famous. Whether or not your Personality check is modified depends on who your target is.

The judge 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 Personality-based skill checks dealing with: Xcrawl fans, most commoners, low-ranking nobility, wait staff, 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 Personality-based skill checks dealing with: high-ranking nobility, most crawlers, elves, gnomes, Xcrawl personnel, policemen.
- You NEVER get your Fame modifier score to Personality-based skill checks against: people who don’t recognize you, Xcrawl haters, celebrities and crawlers 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.

FAMEBURN

In addition to the other benefits of Fame, players may choose to burn points of Fame to affect the outcome of some events.

FAMEBURN

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 stay 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 ensure 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 ensure a story in the media has a positive spin	5 points
To receive a complimentary stay in a 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 minor guild award	10 points
To automatically be nominated for a major guild award	20 points

Notes on Fameburn:

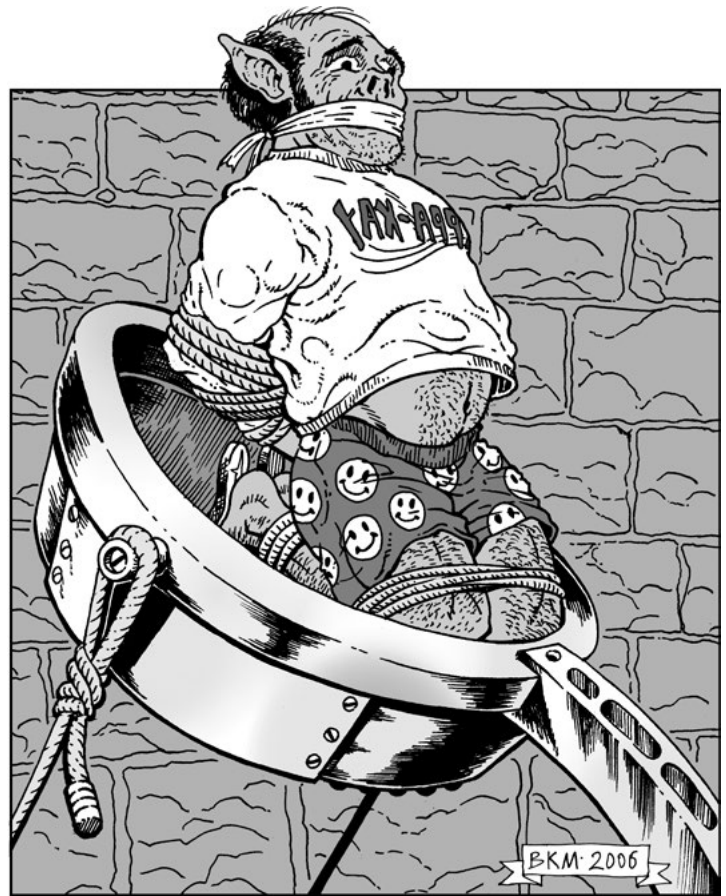
Celebrity Xcrawlers seeking other kinds of preferential treatment not listed here may do so at the judge's discretion. Using the above chart as a guide, the judge assigns the appropriate Fame cost.

Generally, use of Fameburn constitutes a "gimme" – as long as combat isn't affected, the players should receive what they want with no roll necessary. For difficult or extreme situations (angry waiters, prejudiced ref's, hostile cops), those opposed to helping the budding Xcrawl celebrity get their way can make a Willpower save (DC = 10 + Fame points spent + crawler Fame modifier before they spent those points). A successful saving throw means the crawler has spent the points and still not received the perk they wanted.

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 character is sitting in a hotel hot tub or hiding in a dungeon break room.

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. Felonies, 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. XX), unless the crawler has a specific target sponsor in mind when they spend the points, in which case this must be worked out between player and judge, who might ask for the expenditure of a few additional Fame points if it seems appropriate.

Guild awards are a VERY big deal in the world of Xcrawl. Being named Blaster of the Year or Most Dedicated Specialist adds not only prestige to the character's brand, but it will certainly create opportunities for them to advance, professionally and socially.



SPELLS

BLASTER SPELLS

ARCANE ASPECT

Level: 1 Range: Self Duration: 1 turn or longer Casting time: 1 Action Save: See below.

General The caster creates a mystical effect around their person, marking them as a being that can command powerful forces. At higher spell results, the *arcane aspect* can protect the caster as well as add to their combat effectiveness.

Multiple castings of this spell do not “stack” – higher results subsume or cancel lower results.

This spell can normally be canceled by the caster with a thought.

On a successful spell check, the caster may choose to invoke any effect of equal to or less than their spell check, allowing a range of options with every successful casting to produce a weaker, but possibly more appropriate, result.

Manifestation Roll 1d4: (1) A snatch of the caster’s theme music plays as the effects emerge; (2) The caster spins around like a television superhero; (3) a blast of arcane smoke engulfs the caster for an instant, when it clears the caster has transformed; (4) The caster takes a step through a shimmer in the air – as their body passes through they are transformed.

Corruption Roll 1d4: (1) Something about the caster is just strange and off-putting – they gain a permanent -1 on grandstanding and other Personality based skill checks (not spell checks); (2) The caster no longer casts a reflection in mirrors, possibly arousing the suspicions of the superstitious; (3) The caster’s appearance permanently changes, as if the actor playing them in their life was replaced mid-season. Choose a new random actor to portray the character; (4) The caster loses the ability to cast their highest level of spells if they do not have an arcane aspect effect ongoing.

Misfire Roll 1d4: (1) The caster and all of their equipment turns beige from head to foot for 1 minute; (2) The caster flees in terror for 1d6 rounds; (3) A random enemy gains a powerful magical aura, gaining +2 to attacks, damage, AC, and Will saves for the remainder of the combat; (4) The casters hands catch up with green flames, doing 1d3 points of damage until the caster takes a full round action to put them out.

1 Loss, Failure, and (1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.

2-11 Loss + Failure

12-13 The caster develops one cool arcane feature for 1 minute. For example they could have glowing eyes, their hair could blow about in a wind that only affects themselves, instantly grow a wizard’s beard, their outfit could change to a blue robe with embroidered stars and a pointy hat, etc. These changes are cosmetic only and have no direct effect on combat or spellcasting – the caster can’t have their hand catch on fire, so they do more damage with a punch, for example.

14-17 The caster develops a fearsome arcane aspect for 1 minute.

Their entire body could be wreathed in blue light, ghosts or fairies could dance about their person, their body could appear to be a cascade of numbers, etc. These changes are cosmetic only and have no effect on combat or spellcasting – the caster can’t grow fighting blades for more combat effectiveness, for example.

18-19 The caster develops a fearsome arcane aspect that lasts for CL minutes.

Their entire body could radiate rainbow energy, translucent demons could caper about their person, their body might appear to be constantly wreathed in an icy mist, etc.

The caster gains a +2 AC from this effect, but other than that the changes have no effect on combat or spellcasting – the caster can’t grow fighting blades for more combat effectiveness, for example.

20-23 The caster’s arcane aspect is a shocking display of power lasting for CL minutes.

Arcs of lightning could appear over their head, their words float over their heads in comic book speech bubbles, they transform into a were-creature or other magical humanoid, etc. The display can extend up to 5' away from the caster – e.g., they could appear to be standing in their own personal thunderstorm that never musses their hair.

The caster gains a +3 AC, and one of the following traits, chosen when this result occurs:

- +2 attack rolls
- +2 damage rolls (including spell damage)
- +2 Reflex saves

In addition, the caster is at +1d on all Personality checks for intimidation.

24-27 The caster's arcane aspect is a bewildering display of power, lasting for 1 turn.

The caster could appear to be entirely made of candy or spiders, riding a wave, transformed into a painting, etc.

The display can extend up to 10' away from the caster – for example, infernal back-up singers could appear in the background, lauding the caster's every action.

The caster gains +4 AC and one of the following traits:

- A bonus to all Reflex saves equal to CL+2
- A natural melee attack doing 1d4+ CL damage.
- A bonus on either non-spell melee or ranged damage equal to CL+2

In addition, the caster is at +1d on all attempts to intimidate foes.

28-29 The caster's arcane aspect is an awe-inspiring display of power, lasting for CL turns.

The caster could appear to be entirely made of moonlight or ice, coasting along on a talking skateboard, transform into a demigod in a toga, etc.

The display can extend up to 10' away from the caster – e.g., menacing spider-legs could appear to have sprung from the caster's back.

The caster gains a +5 AC and chooses one of the following effects:

- A bonus to all Reflex saves equal to CL+4
- A natural melee attack doing CL+ 1d6 damage.
- A bonus on either non-spell melee or ranged damage equal to CL+4

In addition, the caster is at +2d on all attempts to intimidate foes.

30+ The caster's arcane aspect is a terrifying display of power.

The caster could appear to as be made of dragonfire or colored smoke, be a huge snake from the waist down, transform into a movie hero, etc.

The display can extend up to 10' away from the caster – e.g., the caster could appear to be hovering over a moving patch of molten lava.

At this level, the *arcane aspect* has benefits beyond the cosmetic. For CL turns, the caster gains a +8 AC, a +4 bonus to all saves, a natural melee attack doing CL +1d6 damage, and a bonus on either non-spell melee or ranged damage equal to CL+4

The caster also chooses one of the following effects:

- Once per round one of the caster's melee weapons can fly about and attack independently of the caster, striking an opponent up to 10' away with an attack roll of the caster's level + base attack+ their blaster die.
- The caster radiates an aura of terror in 15'. Opponents with HD less than the CL must save vs. spell check or flee in terror for 1d6 rounds.

In addition, the caster is at +2d on all Personality checks to intimidate foes.

DUNGEON DRONE

Level: 1 Range: Varies Duration: Varies Casting time: 1 Action Save: None

General This spell creates a *dungeon drone*, a tiny magical extension of the caster's perception and will, that can fly ahead and scope out the landscape. The caster can see things through the drone, as if they were standing wherever the drone is. It takes a move action to control the movement of the drone, although it can hover in place without costing the caster an action. If the caster moves out of the drone's range, the drone is "pulled along" with them at the end of its maximum range.

If the caster is somehow blinded, they can continue to see through the *dungeon drone*. However, the drone can be thwarted by darkness, obscuring spells such as *baffling haze*, and similar effects (see below for exceptions). The caster is not affected by gaze attacks, such as the petrifying gaze of a basilisk, through the *dungeon drone*.

The drone is small enough to fit through a hole the size of a baseball, about 3" in diameter. The drone is vulnerable to attack, although at higher levels it is invisible if the caster so chooses. The drone is small and nimble, making it extremely difficult to hit—it has an AC equal to the spell check and the same hit points as the caster. If the drone is destroyed the spell ends prematurely and the caster takes 1d6 points of damage from magical feedback.

At higher levels the caster can cast certain spells through the *dungeon drone*. In this case the spell's range is considered to begin at the drone's position.

Manifestation Roll 1d4: (1) The drone looks like a floating eye; (2) The drone looks like a glowing golden orb with tiny wings; (3) The drone looks like a tiny caricature of the caster's head; (4) The drone looks like a bejeweled dragonfly

Corruption Roll 1d6: (1) The caster loses 1 hit point and gains a black eye, both permanent; (2) The caster's vision becomes black and white; (3) One of the caster's eyes becomes a huge ruby; This doesn't affect their sight but might attract treasure hunters; (4) The caster peers into their own soul and sees themselves with all their imperfections and faults highlighted. After the current adventure they must take 1d3 months off for some introspection; (5) One of the caster's eyes becomes a cluster of eyestalks; (6) The caster becomes a peep hole through which a demon can spy on our world. Among other effects, the caster has an infernal taint to their aura that might attract the attention of holy men and demon hunters.

Misfire Roll 1d4: (1) One of the caster's eyes explodes, doing 1d6 points of damage and rendering them blind in that eye. The eye can be fixed with 3 HD of healing; (2) The drone appears on one level of Pandemonium, showing the caster unimaginable visions of horror and despair. The caster must make a DC 13 Willpower save or loose 1d6 rounds to recoiling in awed terror; (3) The caster goes blind for 1d6 rounds; (4) The drone appears as a tiny WWI bi-plane, and it flies around the caster, peppering them with machine gun fire until destroyed, or it runs out of fuel in an hour.

Biplane Drone: Init same as caster; tiny machine gun +3 missile fire (1 pt); Crit die/ Table 1d6/ I; Fumble d6, AC 13; HD 1d4+1; MV Fly 30'; Act 1d20; SP none; SV Fort +0, Ref +3, Will+0; AL N.

- 1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.
- 2-11 Loss + Failure
- 12-13 The *dungeon drone* is visible and lasts for 1d6 rounds. The drone floats with a movement rate of 30', and must stay within 30' of the caster. The caster can see through the drone by focusing on it.
- 14-17 The *dungeon drone* is visible and lasts for CL +1d6 rounds. The drone floats with a movement rate of 30', and must stay within 60' of the caster. The caster can see through the drone by focusing on it.
- 18-19 The *dungeon drone* is visible and lasts for lasts for CL +2d6 rounds. The drone floats with a movement rate of 60' and must stay within 120' of the caster. The caster can see and hear through the drone by focusing on it.
- 20-23 The *dungeon drone* is lasts for CL minutes. While the drone begins visible, the caster can turn it invisible by spending a move action in concentration. The drone floats with a movement rate of 90' and must stay within 180' of the caster. The caster can see and hear through the drone by focusing on it. In addition, the drone can create two tiny lights like headlights so that the caster can see up to 30' in the dark, although the position of the lights give away

the dungeon drone's location.

24-27 The *dungeon drone* lasts for 1 turn, and the caster can make it invisible or visible at will. The drone floats with a movement rate of 90' and must stay within 180' of the caster. The caster can see and hear through the drone by focusing on it. In addition, the drone can create two tiny lights like headlights so that the caster can see up to 30' in the dark, although the position of the lights give away the *dungeon drone's* location.

28-29 The *dungeon drone* lasts for CL turns, and the caster can make it invisible or visible at will. The drone floats with a movement rate of 90' and must stay within 180' of the caster. The caster can see and hear through the drone by focusing on it. In addition, the drone has 60' infravision.

30-31 The *dungeon drone* lasts for CL +1d6 turns, and the caster can make it invisible or visible at will. The drone floats with a movement rate of 90' and must stay within 180' of the caster. The caster can see and hear through the drone by focusing on it. The drone has 60' infravision and allows the caster to automatically spot and target invisible creatures.

In addition, the caster can cast a 1st level spell through the drone, although doing so renders the drone visible for the remainder of the spell's duration. When casting a spell through the *dungeon drone*, a failed spell check means the drone is destroyed, ending the spell prematurely and causing 1d6 feedback damage to the caster (along with any other consequences of the failed spell check).

The caster can cast a total number of spells through the drone equal to their Personality modifier (minimum 1).

32+ The *dungeon drone* lasts for CL +2d6 turns, and the caster can make it invisible or visible at will. The drone floats with a movement rate of 90' and must stay within 180' of the caster. The caster can see and hear through the drone by focusing on it. The drone has 60' infravision and allows the caster to spot and target invisible creatures.

In addition, the caster can cast a 1st or 2nd level spell through the drone, although doing so renders the drone visible for the remainder of the spell's duration. When casting a spell through the *dungeon drone*, a failed spell check means the drone is destroyed, ending the spell prematurely and causing 1d6 feedback damage to the caster (along with any other consequences of the failed spell check).

The caster can cast a total number of spells through the drone equal to CL.

ELDRITCH ESCAPOLOGY

Level: 1	Range: Personal, or see text Save: None	Duration: Instantaneous, or see below	Casting time: 1 Action
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General The caster can free themselves from bonds, grappling opponents, paralysis effects, or traps with but a word, gesture, or thought.

On a successful spell check, the caster may choose to invoke any effect of equal to or less than their spell check, allowing a range of options with every successful casting to produce a weaker, but potentially more useful, result.

Manifestation This spell always manifests as the caster or their allies miraculously escaping whatever hold, bonds, or trap they find themselves in.

Corruption Roll 1d6: (1) A devil claims the caster's soul, and must be somehow appeased, bargained with, destroyed, or outwitted to save their shade from perdition. An unbreakable chain and unpickable lock appear about the caster's neck, a symbol of the devil's claim; (2) Anything the caster locks — apartment door, car, etc. — automatically unlocks itself 1 minute later; (3) The caster develops severe claustrophobia, and panics if forced to spend any time in a small, enclosed space, including elevators and small cars, and suffers -1d on all checks until they can escape; (4) The caster's eyebrows knit into a unibrow, that regenerates in one round after being plucked or shaved; (5) A former friend, significant other, or family member (non-PC ally) locks their heart to the caster, loathing and mistrusting them evermore. Every time this result is rolled it effects a different relationship; (6) Keys disappear at the casters touch, hiding themselves somewhere devilishly clever in their immediate vicinity. The caster can never drive or unlock a door unassisted again.

Misfire Roll 1d4: (1) The caster is paralyzed for 1d3 rounds; (2) Each ally of the caster within 60' must make a Will-power save versus a new spell check, failure means they are rooted for 1d3 rounds, able to act but not to move; (3) One further randomly determined spell escapes from the caster's mind and is lost until the next

day; (4) One of the character's fingers painfully ties itself in a knot, screwing up the flow of their magic. The finger must be broken, reset, and healed – until then they are -1 on all spell checks that requires gestures.

- 1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.
- 2-11 Loss + Failure
- 12-13 Failure, but spell is not lost.
- 14-17 With just a word, the caster is +1d at all attempts to escape a grapple for CL rounds.
- 18-19 With just a word, the caster automatically escapes from any grapple. Further, the caster is +2d on any checks they make to escape a grapple for CL rounds.
- 20-23 With just a thought, the character escapes any confining trap or bonds that has caught them. This can include being stuck in pits, held fast by adhesives, chained by handcuffs and similar restraining devices, pinned under rocks, or similar. The caster is instantly freed and outside of the devices "danger zone."
- 24-25 With just a thought, the character and up to CL allies escape any confining trap that has caught them. This can include being stuck in pits or behind trap doors, held fast by adhesives, chained in manacles, being pinned under rocks, or similar. The caster and affected allies are instantly free and outside of the devices "danger zone."
- 26-27 With just a thought, a paralyzed caster can instantly move again, and is immune to paralysis for a CL rounds.
In addition, at this level the caster can escape from the gullet any creature that has swallowed them with just a thought, appearing in a safe location up to 30' from the creature in a puff of smoke.
- 28-29 With just a thought, a paralyzed caster and any paralyzed allies within 60' are freed from the paralysis effect, and are immune to paralysis for CL rounds.
Alternately, the caster can free an ally who has been swallowed by a creature. The ally appears in a safe location up to 30' from the creature in a puff of smoke.
- 30-31 With only a thought, the caster is instantly reverted from any transformed state back to their original self. This works if the caster is turned to stone, polymorphed into a different creature, transformed into a "were"-creature, or transformed to any other unnatural form.
Alternately, the caster can free up to CL allies who have been swallowed by a creature. The ally appears in a safe location up to 30' from the creature in a puff of smoke.
- 32+ With only a thought, the caster and any allies within 120' are instantly reverted from any transformed state back to their original selves. This works if the caster and their allies are turned to stone, polymorphed into a different creature, transformed into a "were"-creatures, or transformed to any other unnatural form. This effect works even if the caster and their allies are suffering different transformations, e.g., the caster is turned to salt, and their allies are turned to swine.
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HOWITT'S FLEXIBLE FORM®

Level: 1 Range: Self Duration: 6 rounds/CL Casting time: 1 Action Save: None

General The caster gains the ability to stretch, shape, and mold their bodies. *Howitt's Flexible Form*® effects the caster's clothing and worn items, making them flex along with them as long as it remains on the caster's person.

At higher levels this caster can use this spell to rearrange and repair damage to their body, but not damage caused by spellburn.

Manifestation Roll 1d4: (1) The caster's garments turn all primary colors;; (2) The character's nose twitches, then their body unglutes into a stretched-out version of itself; (3) The character crackles their knuckles and neck obscenely deeply, and then twists their body into a new shape; (4) The character blows up like a ball, then stretches out in all directions.

Corruption Roll 1d6: (1) The caster's features are forever malleable. Being struck or even just poked or pinched in the face changes their appearance as if they were made out of modeling clay, and they have to carefully reset their appearance every day; (2) The caster's torso elongates 6", but their limbs, head, etc. stay the same size and they don't gain any weight, giving them a strange appearance; (3) One of the caster's arms grows a foot longer, while the other grows a foot shorter; (4) Bludgeoning damage makes caster vibrate for a full round like a speed bag, giving them a -1d on attack rolls until the vibrations cease; (5) The casters hair ceases to grow or change, and takes on a plastic look; (6) The caster shrinks 1-6".

Misfire Roll 1d6: (1) The caster and their equipment turn into an amorphous blob, incapable of acting, for 1d3 rounds; (2) The caster's body cracks like a whip, flinging all of their equipment 10-30' away; (3) One of the caster's limbs turns limp like a wet noodle for 1d6 rounds. Roll a d4 – (1) right arm, (2) left arm, (3) right leg, or (4) left leg; (4) A painful ripple goes through the caster's semi-transformed body, causing 2d6 damage and leaving them at -10' move and -1d on all Stamina checks for 1d6 rounds; (5) The caster's spine bends 90 degrees to the left or right for 1 hour. There is no pain, but considerable inconvenience which could affect all kinds of actions; (6) The caster transforms into a caricatured cartoon version of themselves for 1d7 rounds. They can bounce around and communicate in a silly way, but can neither cast spells nor fight effectively. Any attack against the caster during this time puts them out of action for a full round, cartoon-style, in addition to any other damage effect they get mashed like an accordion, their face gets knocked around to the back of their head, etc.

1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.

2-11 Loss + Failure

12-13 The caster becomes extremely flexible. They can easily wriggle out of standard bonds to escape from being tied up, and pass through any space they can fit their head through. The caster receives +4 on any attempts to escape being grappled.

14-17 The caster becomes hyper flexible. Their body can bend in previously impossible ways. They are effectively immune to being grappled or held by ropes and bonds and can pass through any space at least 5" in diameter. The caster receives a +1 AC bonus.

18-19 The caster becomes fully malleable. Their body can bend, stretch, and compress in previously impossible ways. They are effectively immune to being grappled or held by ropes and bonds, can slip through narrow cracks, and pass through any opening at least ½" wide. Sticky bonds, such as spider's webs, simply slide off their impossible to grip form. The caster receives an AC bonus equal to CL.

20-23 The caster becomes fully malleable. Their body can bend, stretch, and compress in previously impossible ways. They are effectively immune to being grappled or held by ropes and bonds, can slip through narrow cracks, and pass through any opening at least ½" wide. Sticky bonds, such as spider's webs, simply slide off their impossible to grip form. The caster receives an AC bonus equal to CL +1.

In addition, the caster can stretch their legs and arms up to 5', allowing them to reach things 10' further away than normal. The caster magically retains their Strength and full hit points no matter how thin they stretch themselves.

24-27 The caster becomes impossibly malleable. Their body can bend, stretch, and compress in previously impossible

ways. They are effectively immune to being grappled or held by ropes and bonds, can slip through narrow cracks, and pass through any opening at least the size of a pinhole. Sticky bonds, such as spider's webs, simply slide off their impossible to grip form. The caster receives an AC bonus equal to CL +2.

In addition, the caster can stretch their legs and arms up to 10', allowing them to reach things 20' further away than normal. The caster magically retains their Strength and full hit points no matter how thin they stretch themselves.

- 28-29 The caster becomes impossibly malleable. Their body can bend, stretch, and compress in previously impossible ways. They are effectively immune to being grappled or held by ropes and bonds, can slip through narrow cracks, and pass through any opening at least the size of a pinhole. Sticky bonds, such as spider's webs, simply slide off their impossible to grip form. The caster receives an AC bonus equal to CL +3.

In addition, the caster can stretch their legs and arms up to 20', allowing them to reach things 40' further away than normal. The caster magically retains their Strength and full hit points no matter how thin they stretch themselves. They can now reform their extremities into blunt or spiked weapons (morningstars, for example), giving them a 1d8 natural attack.

The character can now re-arrange their bodies to such an extent that they can heal themselves as a movement action. They can heal a maximum amount of hit points of damage equal to CL, and may spread that healing out over the duration of the spell (e.g., a 3rd level caster could heal two points in one round, and 1 more point before the spell's duration ends).

- 30-31 The caster becomes impossibly malleable. Their body can bend, stretch, and compress in previously impossible ways. They are effectively immune to being grappled or held by ropes and bonds, can slip through narrow cracks, and pass through any opening at least the size of a pinhole. Sticky bonds, such as spider's webs, simply slide off their impossible to grip form. The caster receives an AC bonus equal to CL +5.

In addition, the caster can stretch their legs and arms up to 40', allowing them to reach things 80' further away than normal. The caster magically retains their Strength and full hit points no matter how thin they stretch themselves. They can now reform their extremities as oversized blunt or spiked weapons (hammers, for example), giving them a 1d10 natural attack.

The character can now re-arrange their bodies to such an extent that they can heal themselves as a movement action. They can heal a maximum amount of damage equal to their CL +1d6, and may spread that healing out over the duration of the spell (e.g., a caster could heal five points in one round, and the rest of their healing potential before the spell's duration ends).

- 32+ The caster becomes a superhero-level stretching entity. Their body can bend, stretch, and compress in previously impossible ways. They are effectively immune to being grappled or held by ropes and bonds, can slip through narrow cracks, and pass through any opening at least the size of a pinhole. Sticky bonds, such as spider's webs, simply slide off their impossible to grip form. The caster receives an AC bonus equal to CL +8.

In addition, the caster can stretch their legs and arms up to 60', allowing them to reach things 120' further away than normal. The caster magically retains their Strength and full hit points no matter how thin they stretch themselves. They can now reform their extremities as comically oversized blunt or spiked weapons (wrecking balls, for example), giving them a 1d12 natural attack.

The character can now re-arrange their bodies to such an extent that they can heal themselves as a movement action. They can heal a maximum amount of damage equal to their CL +3d6, and may spread that healing out over the duration of the spell (i.e. a caster could heal five points in one round, and the rest of their healing potential before the spell's duration ends). The caster can immediately repair broken bones and crushed organs, and is immune to Strength, Agility, and Stamina damage for the spell's duration (this has no effect on spell burn).

SPELLWEAVER BLAST

Level: 1 Range: 30' or more Duration: Instantaneous Casting time: 1 Action Save: None or vs spell check, see text

General The blaster weaves magic in the air into a coherent blast directed at their foes. The blast of destructive energy automatically hits and allows no saving throw. The damage is always a die (or dice) designated by the table plus the result of the blaster die.

Spellweaver blast gains special effects on higher rolls. Some of these effects do require saving throws—in this case target must make a Willpower save versus the spell check to resist the special effect.

Special effects that are based on the caster's blaster die use the same die roll that the caster scored when he rolled their spell check.

In some cases, the caster has to choose from multiple effects—in this case they must choose different effects (i.e. the caster can't choose +1d6 damage twice). Given the choice of two, the caster can choose two types of damage (e.g., fire and cold). In this case the damage is considered to be both types of damage at once.

The altered effects are listed below:

- Medium Range: The blast has a range of 60'
- Long Range: The blast has a range of 120'
- Fire: The blast does fire damage.
- Cold: The blast does cold damage.
- Stun: Targets must save or be stunned for 1 round.
- 15' / 30' / 45' radius: The blast explodes in the listed radius, effecting all targets in the area.
- Glitter: Targets are coated in luminescent glitter for a number of rounds equal to the caster's Spell Weaver die check, rendering invisible targets visible and reducing all attempts at sneaking or hiding by -2d. No saving throw.
- Sonic: The blast does sonic damage.
- Acid: The blast does acid damage.
- Divine wrath: The blast does divine/ holy energy damage. The divine energy is of the same alignment as the caster, and might have additional effects against demons, un-dead, or other creatures.
- Wall: The blast forms a barrier, formed of a number of 5' x 5' panels equal to the caster's blaster die + their Personality bonus. Any creature passing through the wall takes damage as if the blast was directed at them, plus any other special effects (making saving throws as applicable). The wall lasts for CL + 1d6 rounds
- Enigma: The target must save or they lose the power of speech for a number of rounds equal to the caster's blaster die.

Manifestation *Spellweaver's Choice.* The *spellweaver blast* can look like anything the caster chooses, as long as it has no physical combat effects—this is appearance only, although that appearance could enrage, intimidate, or possibly misdirect. At 1st level the spell has a single manifestation chosen by the caster. At 3rd level the blaster can make their *spellweaver blast* manifest in multiple appearances, all along the same theme, e.g., all flame or all insect-based. At 5th level the Spellweaver can have any appearance the caster wishes, and it can be changed for every blast.

Corruption Roll 1d10: (1) Caster's hair color changes to match the color/ look of their spellweaver blast; (2) Caster grows an extra finger on one hand, possibly preventing them from using certain magic items; (3) Caster's eyes permanently glow—not enough to see by, but bright enough to be spotted in the dark; (4) Caster's skin gains a strange sheen, making them look as if made of plastic; (5) One of the caster's eyes turns a completely different color; (6) Purple smoke issues from the caster's mouth whenever the caster speaks; (7) Character's skin breaks out in magical symbols, which occasionally re-arrange themselves; (8) Character's skin becomes scaly and tough, granting them +1 AC but greatly diminishing their sense of touch; (9) Character's physicality completely changes—re-roll their Strength, Agility, and Stamina; (10) Character's grows emaciated and is forever scrawny no matter how much they eat, losing 1 point of Stamina permanently.

Misfire Roll 1d6: (1) Blast reverb randomly destroys one non-magical item carried or worn by the caster's nearest ally (determine item randomly); (2) Caster blasts self for 1d3 dam/ CL; (3) Blaster catches on fire, taking 1d6 damage per round until they spend 1 round themselves out; (4) The miscast spell blows out the caster's fingertips, doing 1d6 points of damage and leaving them unable to lift or grasp with until the wound is healed;(2 dice magical healing); (5) Roll spell check again—blast now targets randomly determined ally; (6) Character blows themselves forward in time, disappears from the battle field for 1d3 rounds, re-rolling initiative when they reappear.

- 1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.
- 2-8 Loss + Failure
- 9-11 Blaster die result + 1d3
- 12-13 Blaster die result + 1d4 + medium range
- 14-15 Blaster die result + 1d5 + medium range + CHOOSE: fire
- 16-17 Blaster die result + 1d6 + medium range + CHOOSE: fire or cold
- 18-19 Blaster die result + 1d7 + medium range + CHOOSE: fire, cold, or stun
- 20-21 Blaster die result + 1d8 + medium range + CHOOSE: fire, cold, stun, or 15' radius
- 22-23 Blaster die result + 1d10 + long range + CHOOSE: fire, cold, stun, glitter, sonic, or 30' radius
- 24-25 Blaster die result + 2d6 + long range + CHOOSE 2: fire, cold, stun, glitter, sonic, acid, 30' radius, wall or +1d6 damage
- 26-27 Blaster die result + 3d6 + long range + CHOOSE 2: fire, cold, stun, glitter, sonic, acid, 30' radius, wall, or +2d6 damage
- 28 Blaster die result + 4d6 + long range + CHOOSE 2: fire, cold, stun, glitter, sonic, acid, divine wrath, 30' radius, or +2d6 damage
- 29 Blaster die result + 5d6 + long range + CHOOSE 2: fire, cold, stun, glitter, sonic, acid, divine wrath, 30' radius, or +3d6 damage
- 30 Blaster die result + 6d6 + long range + CHOOSE 2: fire, cold, stun, glitter, sonic, acid, divine wrath, 45' radius, enigma, or +3d6 damage
- 31+ Blaster die result + 6d6 + long range + CHOOSE 3: fire, cold, stun, glitter, sonic, acid, divine wrath, 45' radius, enigma, or +3d6 damage
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WAR GEAR

Level: 1 Range: Self Duration: Varies, see below Casting time: 1 Action Save: None

General The caster summons enchanted armor to protect and aid them in combat. *War gear* never adds to encumbrance, reduces movement rate, or gives a spell check penalty. The gear can have whatever armor look the caster likes. *War gear* never “stacks” with itself – higher result castings block or cancel lower result castings.

Manifestation Roll 1d4: (1) An 80’s song plays while the caster puts their gear on, one piece at a time, in a time-lapse montage; (2) A curtain appears around caster, then falls to reveal the caster in full gear; (3) the caster seems to unzip themselves from head to toe, and their old appearance falls away to reveal them in their war gear; (4) The caster points, and all enemies look to see what they are pointing at. But when their foes look back... Bam! *War gear!*

Corruption Roll 1d4: (1) The caster’s skin turns camo; (2) The caster develops a terrible allergy to all fabrics other than summoned magical clothing, e.g., clothes created by war gear or weave. The itching and irritation inflict a -1 penalty on spell checks; (3) Mundane weapons the caster possesses disappear from their person as soon as the caster’s attention is elsewhere; (4) Terrible Mars takes the caster’s possession of this spell as a personal affront. Make a Luck check whenever war gear is cast – on a failed check Mars evens the odds by giving a randomly-determined enemy a special weapon or attack, and sets the subject’s heart on destroying the caster.

Misfire Roll 1d3: (1) Roll again with a minimum result of 13 – the resulting war gear appears on one of the caster’s opponents, specially tailored to fit their form; (2) 1d3 pieces of the caster’s equipment randomly disappears, only to be found much later after the caster has no more use for it; (3) An article of the caster’s clothes begins to choke them out, causing 1 point of damage per round until the caster can remove the offending article with a DC 13 Strength check or by some other means.

- 1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.
- 2-11 Loss + Failure
- 12-13 The caster conjures a basic protective suit, granting +1 AC for 1 minute.
- 14-17 The caster conjures a protective armored suit, granting a +3 AC for 1 minute.
- 18-19 The caster conjures some very decent *war gear*, granting a +4 AC for CL minutes. In addition, the gear comes with built-in climbing spikes, granting a +1 on any climb checks.
- 20-23 The caster conjures some very decent *war gear*, granting a +4 AC for 1 turn. In addition, the gear comes with built-in climbing spikes, granting a +1 on any climb checks. The armor is also magically silenced and camouflaged against whatever area the caster stands against, granting a +1d on all attempts to hide or sneak.
- 24-27 The caster conjures some top shelf *war gear*, granting a +4 AC for CL turns. The gear grants +1d on all attempts to hide, sneak, or climb, magically adapting itself to assist in either task.

In addition, the *war gear* is covered in pouches, and the caster can attempt to retrieve up to 3 pieces of standard equipment from them over the duration of the spell. The caster must make a Luck check – success means they find the equipment they seek, with a failed attempt counting as one of their three possible pieces. The equipment can be no weapon other than a dagger, be no larger than a first aid kit, and can only be equipment that is permissible for a standard Xcrawl event, e.g., no acid, lockpick guns, etc. Specific items, such as a key that would unlock a specific door, cannot be conjured.

The gear also comes with a built-in weapon – a retractable claw that pops out of the back of the glove/ gauntlet. The caster is proficient with the claw for the duration of the effect. The claw does 1d6 damage on a successful strike.

- 28-29 The caster conjures some amazing *war gear*, granting a +5 AC for CL turns. The gear grants +1d on all attempts to hide, sneak, climb, or swim, magically adapting itself to assist in those tasks as needed.

In addition, the *war gear* is covered in pouches, and the caster can attempt to retrieve up to 6 pieces of standard equipment from them over the duration of the spell. The caster must make a Luck check – success means they find the equipment they are seek, with a failed attempt counting as one of their six pieces. The equipment can be no weapon other than a dagger, be no larger than a 50’ coil of rope with a grappling hook, and can only be equipment

that is permissible for a standard Xcrawl event, e.g., no acid, lockpick guns, etc. Specific items, such as a piece of paper with the answer to a riddle that is giving the team a hard time, cannot be conjured.

The *war gear* also comes with a built-in weapon—a launcher that fires sharp bladed whirling projectiles shaped like the caster's personal symbol. Attacking with the launcher is a standard ranged attack with a range of 40'/60'/80' for 1d6 damage, and the launcher never runs out of ammo. The caster is proficient with the launcher for the duration of the effect.

- 30-31 The caster conjures some top shelf *war gear*, granting a +6 AC for CL turns. The gear grants +1d on all attempts to hide, sneak, climb, swim, or zip line, magically adjusting itself to assist in those tasks as needed.

In addition, the *war gear* is covered in pouches, and the caster can attempt to retrieve a number of pieces of equipment equal to their Personality score from them over the duration of the spell. The caster must make a Luck check—success means they find the equipment they are seek, with a failed attempt counting as one of their allotted pieces. The equipment can be no weapon other than a dagger, be no larger than a brawler's shield, and can only be equipment that is permissible for a standard Xcrawl event, e.g., no bombs, vials of poison, etc. Specific items, such as a compromising photo of a referee, cannot be conjured.

The *war gear* also comes with a built-in weapon—a prehensile scorpion-like tail with a wicked piercing blade that attacks any target within 10' of the caster independently of the caster, allowing the blaster to cast spells or perform other actions. The tail strikes once per round with a +CL to hit bonus and doing 1d6 + CL damage.

- 32+ The caster conjures some over-the-top *war gear*, granting a +8 AC for CL turns. The gear grants +1d on all attempts to hide, sneak, climb, swim, zip line, or batter down doors, magically adjusting itself to assist in those tasks as needed. In the event of a fall greater than 10', the war gear breaks out in shock pancakes, reducing falling damage by half.

In addition, the *war gear* is covered in pouches, and the caster can attempt to retrieve a number of pieces of equipment equal to their Personality score from them over the duration of the spell. The caster must make a DC 10 Intelligence check—success means they find the equipment they are seek, with a failed attempt counting as one of their allotted pieces. The equipment can be no weapon other than a dagger, be no larger than a brawler's shield, and can only be equipment that is permissible for a standard Xcrawl event, e.g., no power tools, medusa heads, etc. Specific items, such as a map that shows where all the traps in the dungeon are, cannot be conjured.

The *war gear* also comes with a built-in weapon—a shoulder-mounted automatic needle launcher manned by a tiny homunculus in an armored turret, which attacks independently of the caster. The launcher can fire thrice per round at a range of 60'/90'/120', receiving a +6 to hit and doing 1d6 damage on a successful strike.

GNOME SPELLS

CREATURE COMPANION

Level: 1 Range: 30' Duration: Varies Casting time: 1 Action Save: None

General The caster summons a magical being in the shape of an animal hybrid. This spell is unique in that the creature summoned is always the same magical being, with its own name and personality, that appears in different forms and with different abilities depending on the power the caster managed to put together when they summoned it. The creature is extremely loyal to the caster, willing to fight and be destroyed in the discharge of its duties. The *creature companion* can be destroyed again and again in our world, but it can eventually reform itself and return to once again aid its allied arcane caster.

The *creature companion* can be summoned as many times a day as the caster can cast the spell until it is "killed" (brought to zero hit points). Once it has been destroyed, the caster cannot summon their creature companion again until the next day after they regain their spells. The caster can never have more than one companion summoned at one time.

The *creature companion* always acts on the same initiative as the caster. The summoned being has a natural attack that can be a bite, a claw, a wing buffet, etc., depending on its anatomy. The *creature companion* speaks one language that the caster knows (chosen at the time of first summoning). It retains its memories from manifestation to manifestation, so it can act on knowledge it gained during an earlier summoning.

The *creature companion* has the same saving throws and alignment as the summoning caster. It possesses average intelligence.

The player can choose the creature's name and general look the first time the caster uses *creature companion*. *Creature companions* can look like a single animal, or a hybrid, or any other reasonable manifestation that the player chooses. It cannot look like a humanoid, but other than that it can be outrageous: an eagle with the head of a bear, a balloon animal, a pantomime horse, etc. While its appearance is always the same, the creature grows larger depending on its hit dice.

On a successful spell check, the caster may choose to invoke any effect of equal to or less than their spell check, allowing a range of options with every successful casting to produce a weaker, but potentially more useful, result. However, if the caster chooses a lower result the duration of the creature's manifestation changes to that of the result rolled. For example, on a check of a 20, the caster could choose a 1 HD cat-sized manifestation, but have it remain in our world for a full turn.

The caster can dismiss their *creature companion* at any time before the end of the spell's duration with a word and a gesture.

Manifestation Roll 1d4: (1) The creature appears to pop out from behind the caster; (2) A burst of smoke and pyrotechnics appears for a moment, and the creature bursts into our reality; (3) The creature emerges from the casters hat, sleeve, or other traditional vehicle of mundane prestidigitation; (4) There is a flash of rainbow light, which morphs to the shape of the creature companion.

Corruption Roll 1d6: (1) The creature develops a supernatural hunger for soul energy, and the caster must use 1 point of spellburn whenever they summon their creature companion going forward; (2) The creature becomes a magic disruptor, and summoning it gives the caster a -1 penalty on spellcasting until it disappears; (3) The caster's appearance change, and they begin to look like their *creature companion*; (4) The caster becomes dependent on the company of their *creature companion*, becoming increasingly unhinged for every day they cannot summon their friend and share secrets; (5) Caster spontaneously develops a unique language that only the *creature companion* and themselves speak. While the companion is summoned, they can only speak this unique language, and must resort to pantomime or other substitutes for speech to communicate with the world until the companion disappears; (6) The casters eyes change, and now look exactly like those of the *creature companion*.

Misfire Roll 1d6: (1) The caster is summoned to the creature companion's bizarre dimension rather than the other way around, fully disappearing for 1d6 rounds; (2) The *creature companion* arrives dead, and the spell cannot be recast (even by use of spell burn) until the next day; (3) The caster accidentally summons a *creature antagonist*, which has the same statistics and abilities of a spell result of 20-23, but instantly joins with the caster's foes. The *creature antagonist* always has the same name, appearance, and personality, and its ex-

istence is dedicated to destroying the caster; (4) The two dimensions are unaligned, causing 2d6 magical backlash damage to the caster; (5) A phantom inter-dimensional monster bites off one of the caster's fingers, causing 1d6 points of damage and giving them a -1 penalty to spell checks until it is healed; (6) Cosmic interference prevents the caster from casting spells for 1d4 rounds.

- 1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.
- 2-11 Loss + Failure
- 12-13 The creature companion manifests for CL + 1d6 rounds as a cat-sized creature:
Attack +0 melee (1d3); Crit die/ table 1d4/ M; AC 11; HD 1d6; MV 20'; Act 1d20; SP stealth.
At this level the creature is strong enough to lift a coin pouch.
At this size, the creature makes a wonderful sneak, giving it a +5 on chances to hide and move silently
- 14-17 The creature companion manifests for CL +1d8 rounds as a dog-sized creature:
Attack +1 melee (1d4); Crit die/ table 1d8/ M; AC 12; HD 2d6; MV 25'; Act 1d20; SP stealth.
At this level the creature is strong enough to lift a backpack.
At this size, the creature makes a decent sneak, giving it a +3 on chances to hide and move silently.
- 18-19 The creature companion manifests for CL +1d10 rounds as a gnome-sized creature:
Attack +3 melee (1d6); Crit die/ table 1d8/ M; AC 13; HD 3d6; MV 30'; Act 1d20; SP defend master.
The human-sized creature is as strong enough to lift a gnome.
If the creature companion stands adjacent to the caster, it can as a full round action defend them in combat, giving them a +2 AC versus melee attacks.
- 20-23 The creature companion manifests for 1 turn as a human-sized creature:
Attack +4 melee (1d6+2); Crit die/ table 1d8/ M; AC 15; HD 3d8; MV 30'; Act 1d20; SP defend master.
At this level, the creature is strong enough to lift a full treasure chest. The gnome can choose to ride the creature, but the creature cannot carry a rider and attack at the same time.
If the creature companion stands adjacent to the caster, it can as a full round action defend them in combat, giving them a +3 AC versus melee attacks.
- 24-27 The creature companion manifests for CL turns as a pony-sized creature:
Attack +6 melee (2d6+4); Crit die/ table 1d10/ M; AC 16; HD 4d8; MV 30' or fly 60'; Act 1d20; SP defend master.
At this level the creature is strong enough to lift a human.
If the creature companion stands adjacent to the caster, it can as a full round action defend them in combat, giving them a +4 AC versus melee attacks.
- 28-29 The creature companion manifests for CL +1d6 turns as a horse-sized creature:
Attack +7 melee (2d6+5); Crit die/ table 1d10/ M; AC 18; HD 5d8; MV 30' or fly 60'; Act 1d20; SP defend master.
At this level the creature is strong enough to lift two humans.
If the creature companion stands adjacent to the caster, it can as a full round action defend them in combat, giving them a +6 AC.
- 30-31 The creature companion manifests for CL +1d8 turns as a warhorse-sized creature:
Attack +8 melee (3d6+6); Crit die/ table 1d12/ M; AC 18; HD 6d8; MV 30' or fly 60'; Act 1d20; SP defend master.
At this level the creature is strong enough to lift a motorcycle.
If the creature companion stands adjacent to the caster, it can as a full round action defend them in combat, giving them a +6 AC.
- 32+ The creature companion manifests for CL + 8 turns as an ox-sized creature:
Attack +0 melee (1d3); AC 20; HD 8d8; MV 30' or fly 60'; Act 1d20; SP defend master.
At this level the creature is strong enough to tip over a small car.
If the creature companion stands adjacent to the caster, it can as a full round action defend them in combat, giving them a +6 AC.

Hocus Pocus

Level: 1 Range: 30' or more Duration: Varies, or see below Casting time: 1 Action
Save: See text

General You make items, allies, or even yourself vanish with a word and a flourish. The caster can see the people or things they turn invisible, except in the case of a misfire (see below).

If an item made invisible with hocus pocus is used to attack or otherwise hamper an opponent, it immediately becomes visible. For example, a dagger may be made invisible, but if it is hurled at an opponent it becomes visible after it strikes, even if it misses.

Invisible objects used as weapons gain a +2 to hit.

Manifestation Roll 1d4: (1) A drum roll plays while the caster flourishes their hands, ending with a cymbal crash; (2) An explosion of purple and green smoke hides the disappearance; (3) A yellow curtain covers the target, the curtain falls away and the target is gone!; (4) The subject appears to spin, faster and faster, until it blurs and disappears.

Corruption Roll 1d6: (1) The caster no longer casts a reflection in mirrors or reflective surfaces, likely invoking superstitious fear; (2) One of the caster's extremities (left or right hand or foot) becomes permanently invisible; (3) Whenever the caster falls asleep, they must make a successful Luck check or they disappear and wake up/come to someplace strange (but not instantly dangerous), e.g., back in the green room, on the roof of a hot fish franchise, on their ex's couch, etc.; (4) One kind of object is always invisible to the caster [roll 1d6: 1- arrows and bolts, 2- rope, 3- AVS screens, 4- maps, 5- horses, 6- gold]; (5) The caster's eyes change in appearance to perfect mirrors, but function normally; (6) The caster turns invisible whenever they are reduced to zero hit points, and remain invisible until they are healed, or they die.

Misfire Roll 1d6: (1) You turn a randomly determined enemy invisible for 1d3 rounds, or until they attack; (2) A random object on the caster's person disappears forever; (3) Caster disappears and instantly reappears behind enemy lines; (4) Every living creature within 60 feet becomes invisible until they attack or otherwise interact with another creature. The caster remains visible; (5) A glitter cloud follows the caster for 1 turn, making stealth nearly impossible; (6) The caster grows severely nearsighted for 1 hour, giving him a -1d penalty on missile fire and any checks to spot or find items or objects.

- 1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.
- 2-11 Loss + Failure
- 12-13 The caster makes one small object within 30' invisible for up to 1d3 rounds. The object must be small enough to fit into a 2' cube.
- 14-17 The caster makes one large object or ally within 30' invisible for up to CL +1d6 rounds. If this is cast on an object, the object must be able to fit inside a 4' cube. If the spell is cast on an ally, that ally must be human-sized or smaller. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion) or otherwise take action against an opponent.
- 18-19 The caster makes one large object or ally within 45' invisible for up to CL +2d6 rounds. If this is cast on an object, the object must be able to fit inside a 10' cube. If the spell is cast on an ally, that ally must be human-sized or smaller. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion), or otherwise take action against an opponent.
- 20-23 The caster makes one large object or ally within 60' invisible for up to 1 turn. If this is cast on an object, the object must be able to fit inside a 15' cube. If the spell is cast on an ally, that ally must be human-sized or smaller. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion), or otherwise take action against an opponent.
- 24-27 The caster makes one huge object, a group of smaller objects, or a number of allies equal to their caster level within 75' *invisible* for up to 1 turn. If this is cast on an object, the object or objects must be able to fit inside a 25' cube. A group of objects can be a group of individual arrows or sling-stones, or a patch of marbles on the floor. If the spell is cast on an ally, that ally must be horse-sized or smaller. Individual objects become visible if they are used to attack or hamper an opponent, as above — so if the spell were cast on a quiver full of arrows, only the arrows fired become

visible. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion) or otherwise take action against an opponent suddenly become visible.

- 28-29 The caster makes one colossal object, a large group of smaller objects, or themselves and a number of allies equal to their caster level within 90' invisible for up to 1 turn. If this is cast on an object, the object or objects must be able to fit inside a 50' cube. A group of objects can be a group of individual arrows or sling-stones, or a patch of marbles on the floor. If the spell is cast on allies, those allies must be ogre-sized or smaller. Individual objects become visible if they are used to attack or hamper an opponent, as above – so if the spell were cast on a quiver full of arrows, only arrows fired become visible. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion), or otherwise take action against an opponent suddenly become visible.
- 30-31 The caster makes one colossal object, a large group of smaller objects, or themselves and a number of allies equal to CL within 90' turn invisible for up to 1 hour. If this is cast on an object, the object or objects must be able to fit inside a 50' cube. A group of objects can be a group of individual arrows or sling-stones, or a patch of marbles on the floor. If the spell is cast on an ally, that ally must be giant-sized or smaller. Individual objects become visible if they are used to attack or hamper an opponent, as above – so if the spell were cast on a quiver full of arrows, only arrows fired become visible. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion) or otherwise take action against an opponent suddenly become visible.
- 32+ The casters can make objects, groups or objects, or allies invisible with a gesture for up to one hour. The object or objects must be able to fit inside a 50' cube, but allies may be up to dragon-sized. The caster can make any given object or ally invisible once, and once they become visible they cannot be turned invisible again. The caster can turn themselves invisible at will for the duration of this spell – whenever they attack or cast a spell they become visible for one round, then become invisible again.

JINX

Level: 1 Range: 10' + 10' per CL Duration: Varies, or see below Casting time: 1 Action
Save: Will vs. Spell Check

General Jinx is a minor curse that gives an opponent a brief – or not-so brief – penalty.

Manifestation Every caster has their own version of the somatic component of this spell; for example, waggling the fingers while making a power face and vocalizing mockingly, pointing at the subject with forked fingers, making the hands into claws and rending the air, etc.

Corruption Roll 1d6: (1) Caster's luck reduced by 1d3 points; (2) The caster's hair and eyebrows turn into short intricately patterned grey and brown feathers, reminiscent of the wryneck bird; (3) A particular piece of bad luck strikes the caster, either immediately or in the very near future, derailing their plans and putting themselves and their allies in great danger (judge's discretion); (4) Whenever the caster rolls a 1 on a spell check, they additionally lose the ability to cast spells for 1d3 rounds; (5) The caster develops a second mercurial effect with this spell, rolled on a d50; (6) Going forward the caster may only cast this spell by spending one point of spellburn.

Misfire Roll 1d6: (1) The caster, confused and off-balance, loses their next action; (2) The caster takes a -2 penalty to AC for 1 turn; (3) The caster takes a -1d penalty on an upcoming attack roll, skill check, or spell check, chosen by the judge to take place at the most dangerous or inconvenient time; (4) The caster has bad luck casting this spell, taking a -2 penalty, until they give away all of their wealth to their poorest blood relation; (5) The caster's favorite weapon turns to dust; (6) The caster takes a -1d penalty on all saving throws that lasts until they successfully make a saving throw.

1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.

2-11 Loss + Failure

- 12-13 Choose an effect:
- -10' movement rate for CL rounds.
 - -1 on an attack.
 - -1 on their next saving throw.
 - -1 on a spell check.

- 14-17 Choose an effect:
- -10' movement rate for CL rounds.
 - -2 on next attack.
 - -2 on their next saving throw.
 - -1 on next spell check.
- 18-19 Choose an effect:
- Movement reduced to 5' for CL+1d3 rounds.
 - -2 on next attack.
 - -2 on their next saving throw.
 - -1 on next spell check.
 - Target drops 1 item held (determine randomly if multiple items).
 - Target's non-magical armor malfunctions, -1 AC until repaired.
- 20-23 Choose an effect:
- Target loses an action but can defend itself.
 - -1d on all attacks for 1 round.
 - -1d on all saving throws for 1 round.
 - -2 on next spell check.
 - Target drops 1 item held (determine randomly if multiple items).
 - Target's non-magical armor malfunctions, -2 AC until repaired.
- 24-27 Choose an effect:
- Target loses an action but can defend itself.
 - -1d on all attacks for CL rounds.
 - -1d on all saving throws for CL rounds
 - -1d on next spell check.
 - Target inadvertently flings one held item 20-30' away (determine randomly if multiple items) in direction caster chooses.
 - Target's non-magical armor malfunctions, -4 AC until repaired.
- 28-29 Choose TWO effects:
- Target loses an action, cannot defend itself, takes -4 penalty on AC for 1 round.
 - -2d on all attacks for CL rounds
 - -2d on all saving throws for CL rounds.
 - -1d on spell checks for CL rounds.
 - Target inadvertently flings one held item 20-30' away (determine randomly if multiple items) in direction caster chooses.
 - Target's non-magical armor falls apart, rendering it useless until repaired.
 - Non-artifact magical item on target's person becomes inert for 1d3 rounds.
- 30-31 Choose TWO effects:
- Target loses an action, cannot defend itself, takes -4 penalty on AC for 1 round.
 - -3d on all attacks for CL rounds.
 - -3d on all saving throws for CL rounds.
 - -2d on spell checks for CL rounds.
 - Target flings one item (chosen by caster) away – if it is a weapon, caster can force them to make an automatic attack check with it against a second target of caster's choosing.
 - Target's non-magical armor turns into dust.
 - Non-artifact magical item on target's person becomes inert for 1d5 rounds.
- 32+ Choose TWO effects:
- Target loses all actions for CL rounds, cannot defend itself, takes -4 penalty on AC.
 - -3d on all attacks for CL rounds + any roll of a 2 treated as a 1
 - -3d on all saving throws for CL rounds.
 - -2d on spell checks for CL rounds + any roll of a 2 treated as a 1.
 - Target flings one item (chosen by caster) away – if it is a weapon, caster can force them to make an automatic attack check with it against a second target of caster's choosing.
 - Target's non-magical armor turns into dust.
 - Target flings non-artifact magic item they possess to (not at) the caster.

SMOKE AND MIRRORS

Level: 1 Range: Varies, see below Duration: Varies, or see below Casting time: 1 Action Save: See text

General Smoke and Mirrors is a suite of illusionary tricks, designed to create confusion and mayhem on the battlefield.

On a successful spell check, the caster may choose to invoke any effect of equal to or less than their spell check, allowing a range of options with every successful casting to produce a weaker, but potentially more useful, result.

Manifestation Each tier of the spell manifests differently, as described below.

Corruption Roll 1d6: (1) The caster may only speak one word per caster level per day other than to cast spells; (2) A zipper appears in the back of the caster's head. If ever pulled, the caster's skin falls off like a discarded garment, never to be put back, and they have a new, shockingly different appearance underneath; (3) The caster's face takes on a permanent expression, appearing like they are wearing a mask; (4) The caster takes a -1 on all spell checks until they can construct a magic wand for themselves, which costs 100 gp / CL. The wand must be remade every time the caster gains a level of experience; (5) The caster's ears become huge rabbit ears; (6) One of the caster's (non PC) friends, allies, or family members transforms into an illusion that fades away the first time they physically interact with the caster. Only extremely powerful magic can ever restore them.

Misfire Roll 1d6: (1) A random enemy *teleports* from their location to right behind the caster; (2) A random enemy becomes invisible for 1d3 rounds, remaining *invisible* even while attacking; (3) A randomly determined ally is compelled to try to hit the caster with whatever weapon they have at hand for 1d3 rounds, yelling "Ta-Daa!" if they are successful; (4) An additional spell from the caster's repertoire vanishes from their mind, they regain it normally the next day; (5) All enemies the caster faces at the time of casting this spell take the exact appearance of the caster. The illusion lasts for 1 hour or until they are defeated; (6) Abraca-whoops! A misfire from one of the caster's other spells chosen randomly goes off.

1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.

2-11 Loss + Failure

12-13 Strange smoke and swirling lights surround the caster. Successful ranged attacks against the caster have a 50% chance to miss. The effect lasts CL + 1d6 rounds.

14-17 The caster makes one ally look like an enemy, or vice-versa. Neither subject can be more than twice as big as the other. The illusion cannot mimic voices or other sounds, or powers, ability, or movement modes. The target covered by the illusion—friend or foe as the caster chooses—must be within 60' of the spellcaster. Physically interacting with the target—including attacking them—instantly reveals the illusion, although it doesn't mitigate any of the damage the subject took from said attack. The illusion lasts for CL + 1d6 rounds.

18-19 The caster turns temporarily *invisible*, and an illusionary double of them takes their place. The double may only stand still—it makes no sound or actions. Any physical interaction with the double, attacking it, for example—immediately reveal it to be an illusion, and dispels the casters *invisibility*. The illusion lasts for CL +1d6 rounds.

20-23 The caster makes an item that a target up to 60' away holds, wears, or carries disappear, and reappear hidden on their own person. The caster can only target objects that weigh no more than 5 pounds /CL. The purloined object can be in a pocket, a backpack, or held behind the caster's back or otherwise out of view, but wherever it is placed must be large enough to hide the item. The target must make a Reflex save versus spell check to avoid the effect, success meaning they don't lose the item. If they fail the first save, they must make a Willpower save versus spell check; failure means they do not immediately realize that the item is missing, even if it had been held in their hand.

24-27 Once the spell is cast, the caster can step into a magical door in any wall or the floor/ ground and instantly reappear from another magical door in any wall/ floor within 60' of the first magical door. The effect lasts 1 turn or until the caster invokes the effect, whichever comes first.

28-29 Once the spell is cast, the caster can make an injury to themselves or an ally appear fatal. The effect lasts 1 turn or until the caster actually invokes it, whichever comes first. Any time an ally is injured the caster can instantly invoke the effect. The illusion is extremely effective at a distance—the target might appear to be decapitated, burned to death, eviscerated, or deceased in any other such visually-obvious manner. Physical interaction with the "de-

ceased” instantly proves the effect to be an illusion. The target is instantly aware of what happened, and only need to keep still in order to allow the illusion to work (they seem to be prone, but actually stand in place). While “dead” the target can act on themselves – including drinking a potion, cast a spell on themselves, untangling their armor, etc., without breaking the illusion. The target can cancel the effect at any time simply by moving or attacking. Once evoked, the illusion can last up to 10 rounds.

- 30-31 The caster turns temporarily *invisible*, and an illusionary double of them takes their place. The double is a perfect illusion – it can move, speak, has the correct scent, etc. The illusion effects its environment to maintain the deception – for example, if the illusionary double steps into a puddle, the puddle appears to ripple naturally, and if the illusion is struck it changes to appear wounded or dead. It can act in a programmed way (e.g., stand there and hurl darts, run away from targets, appear to be working on a huge spell, etc.), or the caster can control the doppelgänger’s actions and movement as a move action. The caster can even cast spells which appear to come from the illusory double, provided that the spell cast has enough range to do as intended from the caster’s real distance. As long as the caster can make their attacks seem to come from the double, the illusion holds and their actual person remains invisible. Physically interacting with the illusion, including attacking it, gives the interactor a Willpower save versus spell check – failure means the subject realizes that they are interacting with an illusion, and the effect is automatically dispelled. The effect lasts for CL + 1d6 rounds.
- 32+ The caster disappears for up to CL rounds, then reappears at a new location within sight of their original location. While they are disappeared, they are actually in a nearby pocket realm, safe from harm and able to watch all that transpires on the battlefield. The caster can dispel this effect on their action, instantly stepping back into normal reality still able to perform a full action. While in the pocket realm the caster may cast spells on themselves, drink potions, change outfits, or perform any other action they choose with the spells and equipment they have at hand when entering the magical realm.

MONSTERS OF XWORLD

FLENSER

Flenser: Init +1; Atk claw +10 melee (3d6+5), bite +9 melee (1d8+5) or tongue lash +6 melee (1d6 + grab, 20' range); Crit die/ Table 1d16/ M; AC 19, HD 10d10+20; MV 20'; Act 1d20; SP terrifying howl, tongue grab, poison sacs, flensing, music hater; SV Fort +6, Ref +6, Will +6; AL C.

The beast of sweeps week! A flenser is a horrifying creature imported exclusively from the Australian Zura'ah'zurah. They are four-legged monsters, 20' tall at the shoulder and weighing over ten tons, with a thick bone carapace reminiscent of an armadillo, shaggy limbs ending in sharp claws, a wide spiky head like a giant horned toad, pink eyes, and the curved teeth of a nightmare predator. Their tongues are 20' long, spiked, and coiled, and unfurl like a chameleons to strike. Flensers famously only eat the skin of their victims, leaving the rest to rot. Their lairs are invariably haunted by legions of scavengers, from giant ants to ghouls.

The flenser is a terrifying engine of destruction. They begin combat with their terrifying howl: creatures within 120' of the creature must make a DC 15 Willpower save or be shaken, taking a -1d penalty on attack rolls and spell checks for 1d3 rounds. The flenser's tongue can strike at targets up to 20' away. If a victim is struck with a tongue attack, they must make a Strength check (vs. the beast's check of 1d20+5) or be grabbed and drawn back to the creature's maw in one round.

The flenser has a bloated poison sac under each eye. Once per day it can fire a burst of contact poison in a 15' hemispherical burst from its poison sacs. Creatures in range must make a DC 14 Reflex save or take 1d6 points of Stamina damage.

If a flenser has a 0 hp or helpless opponent, it takes a full round to slash the unfortunate's skin to ribbons with its sharp teeth, and slowly draws its skin of its body. It takes the flenser 2 rounds to remove the skin from a victim, after which it will wave the skin about triumphantly for a moment before devouring it. Xcrawl producers live for moments like that, making these creatures special favorites.

Flensers are driven to insane fury by music. Any music at all, from the simplest drum rhythms to birdsong, drive it into a murderous rage. It will seek to root out the source of the sound, ignoring all other targets until it destroys the offending noise. If attacked it will react, but if left alone it will seek out and destroy the source of the music.

EMPIRE VAMPIRE

Empire Vampire: Init +3; Atk claw +10 melee (1d8+2), bite +4 or grapple +8; Crit die/ table 1d12/ U; AC 15; HD 8d8+16; MV 30', glide 40'; Act 1d20; SP heightened senses, stealth, un-dead traits, blood taking, vulnerabilities; SV Fort +6, Ref +9, Will +4; AL C.

It vexed the Emperor that he couldn't have traditional vampires in Xcrawl.

Guild Master Sykes of the Necromancer's Guild explained over and over how vampires were beyond control and containment. He illustrated likely scenarios—vampires turned into mist escaping and terrorizing the backstage staff, vampires destroying a DJ's entire menagerie to slake its unending bloodlust, vampires charming referees and forcing them to inflate scores to cover the spread while their minions placed monstrously huge bets in Vegas.

"Just make it happen!", said the Emperor. So the guild made it happen. Sykes commissioned the creation of a new hybrid un-dead type only for use in The Games, a three-year undertaking costing millions of gold pieces.

Empire vampires are humanoid nightmares with the heads of enormous wolves, black-furred bodies and inverted knees like werewolves, short unretractable scalloped wing-flaps that hang between their arms and back, long claws, and glowing red eyes. Their needle-pointed teeth jut from their mouths both upward and downward.

Empire vampires have extremely sharp senses: they can smell warm-blooded creatures from up to 100' away, can automatically find secret doors simply by running their claws over a wall, and can see perfectly in even deepest magical darkness. Initially these creatures were given heightened hearing as well, but they proved to be easily distracted by crowd noise and music, so this was corrected in later models. However their creators specifically made them susceptible to bright lights, so empire vampires are at -1d to hit in such conditions and will flee to darkness if at all possible. Obviously, DJs make sure any room with them is dimly lit at best.

Empire vampires tread lightly with their digitigrade legs, and do not breathe nor make sounds unless they wish to. They can Hide in Shadows and Sneak Silently like a specialist, with a +9 on both checks.

After a successful grapple, the empire vampire can make a bite attack at +1d, and if successful they do damage and begin to drain blood from their victim, costing them 1 point of Stamina per round until they can be detached. Creatures losing blood must make a DC 13 Willpower save, failure meaning they have succumbed to an ecstasy-induced paralysis from the pain/pleasure of the vampire's bite. Victims may make a new save against the effect each round, but the DC increases by 1 with each attempt. Dwarves are immune to the paralysis effect.

The empire vampire's wings are bat-like but not large enough to allow true flight. They can glide down from a height in perfect silence.

Empire Vampires are un-dead, consuming only blood. They do not need to sleep or drink water and are immune to sleep, charm, and paralysis effects. They are immune to poison and disease. Per Emperor Ronald I's specific orders, a wooden object, such as an arrow, crossbow bolt, or wooden spear, thrust into their heart's renders them inert—they fall into a comatose-like torpor until the object is removed. The minimum score on a Mighty Deeds of Arms required to pierce their heart while the vampire can still defend itself is 5. Likewise, if they are exposed to real sunlight their bodies turn black and calcify and they fall inert, remaining so until stored in perfect darkness for several days. Fire does double damage to empire vampires. They are immortal and remain animated as long as they get enough mammalian blood every week. After a week without sustenance, empire vampires fall inert. They sleep hanging from their feet during the day.

Empire vampires are savage, brutish creatures. They are cunning but cannot speak, instead growling, howling, and hissing when they make sounds at all. Trainers control them with blood, rewarding or withholding as necessary.

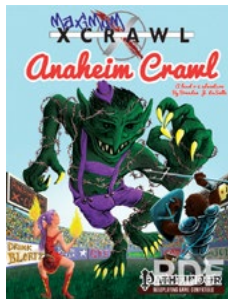
AUTHOR'S POSTSCRIPT

I hope you had as much fun with the Xcrawl Beta Rules as I did creating them!

Next step: play your first Xcrawl adventure! Create your own or try one of the Xcrawl adventures created using DCC Rules. Visit our PDF store at goodman-games.com/store/pdf. There you can find a PDF version of the following Xcrawl adventures written for DCC rules:



Dungeonbattle
Brooklyn



Anaheim Crawl



Boston Crawl



Louisiana Rising



New Year's Evil

These adventures were written while the XCC rules were still in early playtests. There are some discrepancies between the rules as presented in the older DCC-edition Xcrawl adventures and in this Beta document, particularly how Mojo works. Obviously use the rules as presented here!

Got questions, comments, feedback? Feel free to write to me directly at brendan@goodman-games.com. I'd love to hear your thoughts!

Get ready for XCC! Make sure to sign up for the Goodman Games newsletter so you'll be informed the minute it launches.

GET READY TO CRAWL!