

X CRAWL

SELL OUT!



AS SEEN ON
EMPIRE-1
TV



“Babe! It’s me, Marty! Have I got a deal for you!

No, no, nothing like that...it’s a book deal. Yeah, a real book. It’s loaded with stuff that you can’t live without!

Like what? Let me tell ya babe, this is the real deal. It’s got tons of rules. The stuff that you need to make your game the best it can be. Like new rules for Fame that lets you become a legend of The Games, and even spend Fame points to get you some special perks. It’s also loaded with guides for sponsorship and endorsements, as well as dealing with the life of the celebrity—which can be a real bear. But I don’t have to tell you about that, huh? It even has those hanger-on types like paparazzi, fans, and even groupies written up. Oh, and don’t forget all the info on managers and agents.

Yeah, yeah, it has all those things that you come to expect from a book like this, like new feats, new items and equipment—including some really clever magic items—and even those prestige classes. But let’s get right to the heart of the matter, okay?

Xcrawl is a sport, right? And what’s a sport without statistics? That’s right! So, this is the book that tells you how to keep stats in a crawl, so that you know how good you are against left-handed wizards on a Tuesday.

Oh, and by the executive decree of Emperor Ronald himself, this book has the complete rules for Xcrawl, all the way from the little kids in Action League to the dead-man-walking running through Unlimited Class.

And one more thing: you know what they say, right? If you die, you die. And this is the book that explains it in detail!

So, you in? Yeah...I thought you would be...”

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X CRAWL

SELLOUT!



April 03

A PLAYER'S HANDBOOK

Credits

Xcrawl: Sell Out!

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Did we mention Scott Knuchel? He's more awesome than Power-App!

Pandahead would like to thank all the little people who helped us get where we are, especially: Billy Barty, Herve Villachez, Frodo Baggins, and Napoleon Bonaparte.

Some parts of this book require the use of a calculator, unless you are much, much better at math than us, which is admittedly no big triumph.

A Bionic Frying Pan Thingie

Closed Course. Trained Driver. Good Boy!

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NOTICE

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

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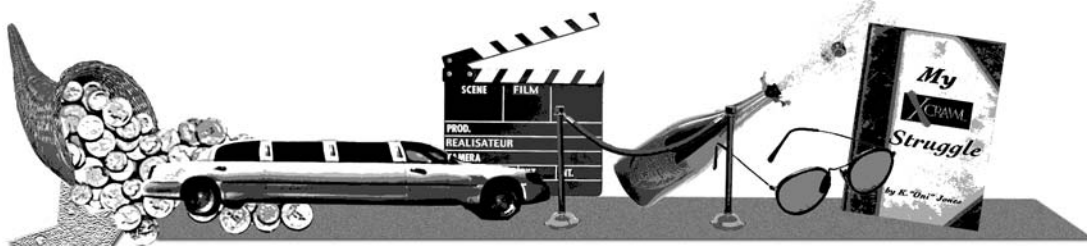
Hey, did anybody out there hear about Josh becoming an eight-foot dwarf? Well, see, someone cast Enlarge on him...

And this just in: Scott Knuchel is TOTALLY awesome! Just ask Brian. Again and again...

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EMPIRE-1
TV

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OUT ON HER ONI

Empire One Sports is playing on the 33" permanent AVS. Cliff Nelson and Monica Silverstring, appropriately polished, perhaps somewhat somber, present the Xcrawl news. Oni, unmasked and fresh out of the shower, sips a steaming mug of green tea. She watches in her thick robe, hair tied up in a towel.

"Ladies and gentlemen, you heard it first here on Empire 2 Sports: Oni, famous sneaksword and self-proclaimed backbone of the Dungguun Gangstaas lock-and-trap game announced that she is quitting her longtime teammates to pursue other opportunities. This announcement, coming only nine days before the highly anticipated Las VegasCrawl, seems to put them at a serious, perhaps fatal, disadvantage against DJ Outrageous Fortune. Monica?"

"Indeed, it looks grim for the Gangstaas, who may have to cancel their appearance in this upcoming event."

"Any chance we'll see Oni joining one of the other teams in Vegas?"

"It's doubtful. Sources close to the star claim she has no plans to do any Xcrawl in the near future."

Oni clicked the TV off, and lay back on her plush couch in the sun room. She glanced over at her cat, coiled on his special, custom-made chair. "Hear that, Sifu? There's no going back now."

The phone rang. Oni ignored it.

The answering machine bleeped obscenely. "Oni, baby did you hear that sound? That's the sound of the training wheels falling off your career. Ditching those second-stringers was the best thing you ever did—and if you keep following my advice, well... let's just say the sky's the limit. Call me for lunch Thursday—no, I'm meeting Will, make it Friday. Ciao, baby!"

The phone rang again. It was Nick, the Dungguun Gangstaa's other rogue. "You know, I have come to expect some low-down crap from you but this takes the cake. You tell Empire Sports before you bother letting your

teammates know that you're QUITTING THE DAMN TEAM THE WEEK BEFORE WE'RE SUPPOSED TO DO VEGAS! That's a doozie, even for you. On behalf of myself and honest thieves everywhere, I hope you break a thumb. Oh and Pete called me from the hotel. He tried to talk me into giving him a ride over to your place so he could kill you. I have never seen him so mad, so I would watch my ass. Get bent, you inconsiderate, mercenary bitch."

That went better than I expected. Now, Oni took the phone—it was time to play damage control. Her first call was to Coach Jackson, who had worked with the Gangstaas since her first crawl. If she could just nab him, her happiness would be complete. It was a long shot—he was terribly old fashioned—but she would take him if she could.

"So what now?" His voice was husky and distant. Oni could imagine him sitting in his living room, perhaps scanning the sports section as they spoke.

"So, now I'm freelance. I was going to do it eventually—I love the Gangstaas, you know I do. But the flexibility will really help my career."

The coach grunted.

"So, I guess there's no point asking if you want to strike out with me, right? Seriously, I'll make enough this year to at least double what you pull in from the DG's. You could be my personal trainer. Leave you plenty of time for fishing."

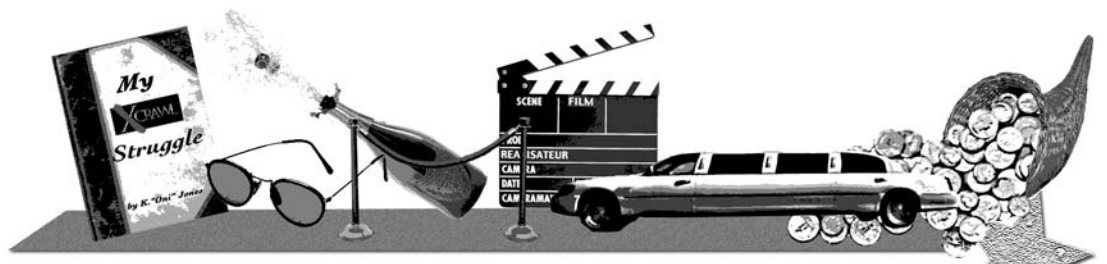
"You got one thing right—there isn't any point asking. Listen, I have to go. My Action League squad gets together in half an hour. Just do me a favor."

"Yeah coach?"

"Don't quit your running." Coach Jackson hung up the phone.

And just like that, the enormity of what she had done hit her. Oni hated running, but the coach was a fanatic—two siberians a day plus hurdles and windsprints. Now, there would be no more siberians after practice for dropped lockpicks or misread defenses. No more windsprints on the





beach with Stud, no more jogging and talking spirituality or chess with Messenger. Those days were over.

She willed herself to be tougher than her feelings, but she wasn't. She felt sad and nostalgic.



"Excuse me, Ms. Oni?"

Oni looked over her shoulder at the man fidgeting behind her. Standing there in the elevator was a man in his thirties. The comb-over and his ancient Oni t-shirt told the story: a fanboy. He was holding a black marker and a copy of the October 4698 *Manner Magazine*. Oni knew it well. It was her first cover.

"Could you make this out to Jerry?" he asked. His smile was slightly tinged with green. Oni's magic pen danced across the page in an eyeblink: TO JERRY, WATCH YOUR BACK—ONI. "Here you go."

He smiled. "You know, you and I are connected and you don't even know it."

"Oh? Are you from the fan club?"

Jerry's showed a bit of green teeth. "We went to high school together—Carol." The elevator door opened, and Jerry waddled off before Oni could speak.

Well, that was bizarre. Oni worked very hard at keeping her real name deep in her subconscious, far from prying wizards. When she was wearing the mask she was Oni, and it took an act of will to even recall her real name. But it wasn't Carol.

As soon as she turned the corner into the bar she spotted her agent, smiling and waving her over. He was in his inscrutable fifties, very white hair and teeth, very tan skin. He dressed industry, everything tactically casual.

"Must you wear the mask when we meet for lunch?"

"Yep. Did you order my salad?"

"Of course, babe! I wouldn't let you down." They drank. Oni sipped an orange juice, Marty a wine cooler. They chatted about the weather, traffic, and prospects for the New York Crawl that was about to

get underway. Once the waiters cleared their dishes it was time to talk business.

"So, what do you have for me?"

Marty sat back and smiled. "A very, very good July, followed by an excellent August, and an amazing rest of your career."

Oni smirked. "That sounds good."

"You're darn skippy it's good. I've got you two commercials, a movie cameo playing yourself, a slew of radio interviews and, to top it all off, the cover of *Xcrawl Monthly*."

"Again?"

"Yes, again. The last one was eight months ago. What's your problem? As hard as I worked to get all this publicity, you should be dancing your little 'just killed an orc' dance."

"Marty, I appreciate it. It's just..."

"Just what?"

"Well, you didn't mention any events. Am I going to do *any* Xcrawl this summer?"

Marty sat back, thought for a moment. "Well, the long distance commercial is set in a cave..."

Oni sighed. "Okay, but find me a dungeon for next season. Early next season, okay?"

"Darling I am shocked! I thought you couldn't wait to quit The Games. I thought you'd be happy with a few safe jobs."

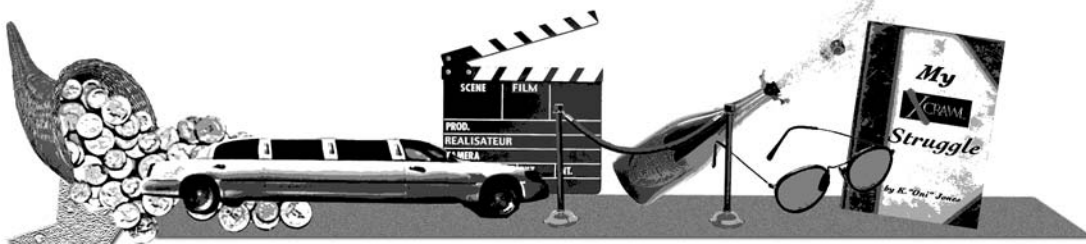
"I'm happy for the money. But I'm not quitting The Games. Just the Gangstaas. Keep the money coming in, Marty, it's what your good at. But keep me in front of the crowds."

"Hey, I'm glad to hear you say that. That whole crowd, live audience thing. I've been talking to some people—some very smart industry people—and all of them think you could do a talk show. Don't make that face! Think about it. Give it a second. We put you on with movie stars, get you a band and a sideman..."

"Marty, get me a new team."

A flashbulb popped nearby. It was Jerry Green Teeth from the elevator, pausing just a second to grin a chubby grin over





his disposable camera before he turned and ran into the foyer, upsetting a waitress carrying a tray full of pies as he went.



After much thought and consideration—and a couple of minor threats from the girl—Marty decided Oni needed her own team. They sat in the gymnasium, Oni with a cool towel draped around her neck. Marty read from a list he had written on a cocktail napkin. “ ‘Oni and her Kamikaze’s’—‘Oni’s Mask Squad’—I love that one, we put everybody in their own mask, continue the gimmick. ‘Oni’s Super Militia.’ Again with the face, okay we cross out Oni’s Super Militia, we never say the word ‘militia’ again. How about this—‘Oni and the Seven Dwarves?’ My cousin lives in Boulder and...”

“Marty, nobody names a team after one player, especially not the thief.”

“After this move makes you an asspile of gold, everybody will name their team after their biggest draw.”

Oni sighed. This was a bad, wrong idea. “Let’s just get started. Who’s first?”

Marty consulted his clipboard. “Mia Carloft. Goes by the name Hemisphere, whatever that means. She played Blaster...”

“For the Houston Moondogs. Let’s meet her.”

They met dozens. Brawlers, archers, wizards, and a few Specialists. Humans, halflings, and a lawyer representing a half-orc who couldn’t get a pass to let him leave his hotel. She watched people demonstrate their best moves, heard war stories, looked at video clips and scars. A few showed promise, and, by the end of the day, Oni had a list of callbacks, all of whom had a look and some skills and an interest in working with the ex-Gangstaa. But when Marty mentioned possible team names, every meeting went sour.

“Mardok is no woman’s back-up singer!”

“So, let me get this straight: I blow the monsters up, and you get top billing on the marquis? Exactly how good do you believe yourself to be?”

“ ‘Oni’s Raiders?’ No friggin’ way. I’d have to slay *myself*.”

By four o’clock they were exhausted, and Marty finally had to admit that the name needed some work. He wanted to catch cocktail hour at Zini’s and go over marketing strategy, but Oni just wanted to go home and slip into a hot bath.

At first she thought the cats had trashed the living room again. But she saw the broken glass and the clothes torn out of the closet, and knew it was a break in.

She checked the security camera. The tapes were gone. Whoever broke in knew security systems. She crept up to her bookcase, drew the secret sword she kept hidden behind a stack of first edition Lewis Carrols. She patrolled the house, looking for anything stolen. She secretly hoped she would find whoever did it—it would serve them right getting croaked. There was no call trashing the place like this. Besides, it would make great publicity.

On a pile of lingerie she found a photo of her—it was she and Marty, catching lunch at Spago’s. The look on her face was annoyed.

“Dumb, Jerry.” She said. “Very dumb.”



“... and last, but not least, let’s have a big hand for Oni, who will be helping the Razorbirds out with locks and traps.”

Oni, standing at the far left of the assembled Razorbirds, watched as the camera panned over a crowd of cheering nobility. She gave a confident nod.

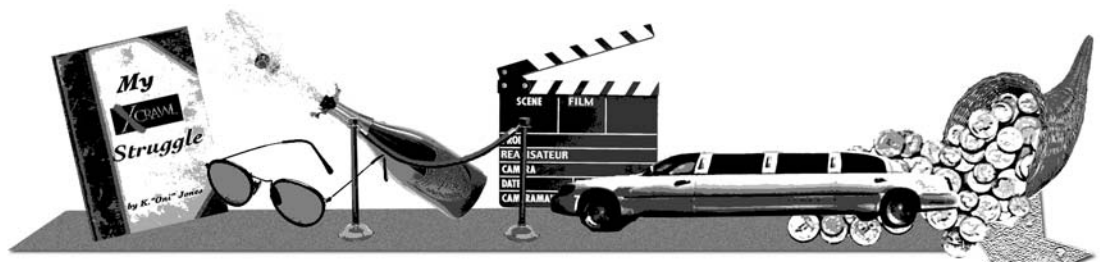
“This is your first crawl without the Gangstaas, Oni, and now you are playing against them in the first heat. How does that feel?”

Oni smiled. She had been waiting for this.

“The Gangstaa’s are a great team. I look forward to seeing them in action tonight. But I’ll tell you right now—me and the Razorbirds came to win.” There was a polite smattering of applause.

Five minutes later they were on an elevator, slowly descending into the dungeon. As the cleric





chanted and the Blaster placed protective spells on the team, Oni breathed and cleared her mind. The Razorbirds were decent, tight knit, and well practiced. On the field they accepted her as one of their own, trusting her to play her position, and taking her words on traps and locks. Outside of the practice hall they had been distant, even a little hostile. Part of her deal with the Razorbirds included a bonus in gold and first pick of the magic treasure, and they never let her forget it. She didn't resent them, not really, but she had hoped for a bit more camaraderie.

She thought of her old team, somewhere in the building, getting ready to fight for their lives just like she was. She prayed silently that they would lose, but make it home safe.

Roundhouse, The Razorbird's chief Brawler, looked Oni up and down.

"You ready for this?"

Oni decided formality would be the best policy. "Mercury willing, we'll all be ready."

The burly fighter rolled his eyes. "Whatever. Just don't forget: what you do outside the dungeon doesn't mean squat now. Screw your teammates over in here and somebody might accidentally burn you down."

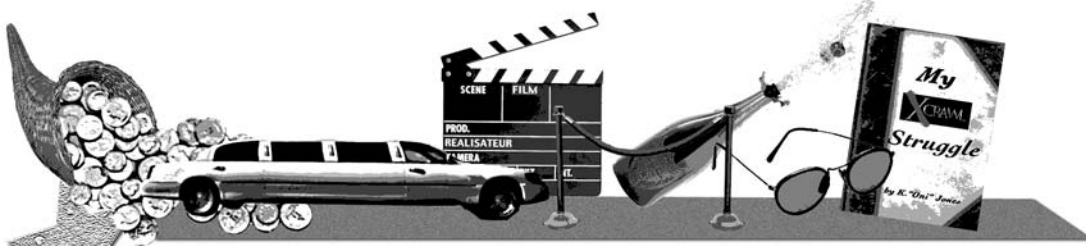
Oni wanted to say something pithy and sarcastic to the jerk, but the door opened. The battle cry went up. Oni pulled two daggers and went to work.



There was a knock on the door. Jerry, who was reading an old copy of Killer Celeb, put it down slowly. He wasn't expecting anybody.

As quietly as his bulk would allow, he crept over to the door. The door was bordered by small windows, and Jerry peeked out.





The glass exploded and he was struck in the face with the pommel of Oni's magic short sword. Jerry was stunned, blinded with pain. He fell back and landed hard, feeling tiny pricks of glass in his legs and buttocks. A gloved hand snaked in and unlocked the door.

When he could rub his eyes clear of spots of light and blood, Jerry saw Oni, in full gear and wearing a trenchcoat over her armor. He could barely see her sword because the tip was pointed directly at his eye, but he was reasonably sure it was the one she got from DJ Sun Lizard in Tucson two years ago. Even in pain, this excited him—she cared enough to bring her best blade. *She cared!*

Slow and steady, Oni forced him to scramble backwards into his kitchen at the point of her sword. In his panic he put his hand in a cat dish and upset an overflowing garbage pail. The phone began ringing—Oni slashed the cord and returned the sword point to its position near Jerry's face before the sound played out.

"Carol... please... don't. I just . . ."

"My name isn't Carol, and we didn't go to school together."

Jerry was in obvious pain, but he managed a green smile anyway. "You don't have to worry. I can keep a secret. We can hang out, be friends and stuff."

"Hang out? Your guts are getting ready to hang out of your body."

Jerry cried, screamed, and pleaded. He was loud.

"Listen, Jerry. Shut up and listen. You think you know who I am. Is that right?"

Jerry nodded, leaning up on one arm and wiping his bleary eyes.

Oni nodded, then lifted her mask.

In an instant Jerry's face went from delighted, to puzzled, to downright frightened.

Oni put her mask back. "If you want to keep telling folks that you knew me from school, fine. Tell them you took me to prom if you like. But stay out of my way. You don't know me, but I definitely know you. And if you say anything to anyone... anyone at all... no one will find your body. Are we clear, Jerry?" Jerry nodded, crying tears of gratitude.

Ten seconds later, Oni dashed across Jerry's ratty suburban lawn and hopped into the back of a limo. It sped off into the night.

Inside, Marty handed his star client a towel. "Did it go like you hoped?"

"He won't say anything. I could see it in his eyes. He's scared. And even if he did, no one will believe a fruitcake like him. We're covered, don't worry."

"I'm not worried. Its just my job to look out for you."

Oni smiled, pouring herself a tall flute of orange juice. "Well, you're getting ready to have a new job."

"Oh? What's that?"

"I want you to start making arrangements for me—I'm going to be an owner."

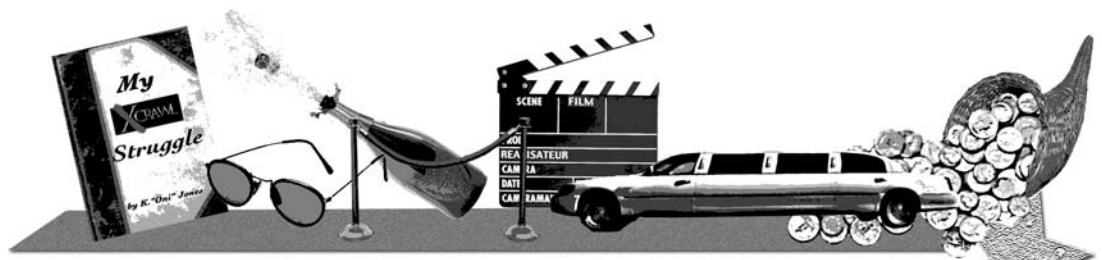
"An owner?" Marty's face lit up. "Oni, baby, what a great idea! We start up our own team. Or buy a second rate team and make it our own. This is—"

"No, Marty. Not a second rate team. I know what I want.

"Tell me, baby! I can make it happen!"

"I'm going to buy the Dunguun Gangstaas."▲





Glossary of Terms

Action League—A version of The Games played by small children. It uses non-violent, challenging obstacles to simulate the adventure.

Adventurer's Syndrome—A medical syndrome that develops from life in The Games, wherein the individual is always paranoid and expecting an attack. Also known as Hostile Environment Neurosis.

Agent—An individual paid to find work for another individual.

Anarchists—A faction of haters who dislike Xcrawl primarily due to its popularity.

Anti-Monsters—A group of fandom that thrills in seeing the death and destruction of the monsters used in Xcrawl.

Armor Extras—Modifications that can be made to armor to increase their effectiveness in some manner.

Blaster—A term used to describe spell-casting-type crawlers for statistical purposes. Their "position" on the team.

Bodycounters—A group of fandom that enjoys seeing the death of individual crawlers in The Games.

Brawler—A term used to describe fighter-type crawlers specializing in hand-to-hand combat for statistical purposes. Their "position" on the team.

Coach—An individual specially trained to advance an individual or team's overall performance.

Division I—The highest level of The Games.

Division II—The mediate level of The Games.

Division III—The lowest level of The Games.

Division IV—Commonly called The Boffer League. This is collegiate or semi-professional Xcrawl, with a huge fan following of its own.

Division V—The lowest level of The Games. Played by High School age individuals, this version is violent enough to cause injuries, but still contains no monsters or magic.

Dungeonbattle Geeks—A group of fandom growing from the Dungeonbattle role-playing game. They view Xcrawl as their favorite hobby come to life.

Endorsement—When a crawler or team appears in commercial advertisements so support a product or company.

Equipment Sponsorship—A company that chooses a crawler to represent them by providing equipment to be used in The Games.

Ex-Fans—A faction of haters who dislike The Games who liked them before they became popular with the public at large, and now feel that they are sullied.

Fandom—The term assigned to the hard-core group of individuals who follow The Games with extreme fervor.

Free Agent—A crawler who options their skills out to the highest bidder.

Groupie—An individual who idolizes and does whatever is necessary to become personally involved with a given celebrity.

Haters—The term used for the group of individuals who actively dislike and exhibit tremendous disdain for The Games.

Launcher—A term used to describe fighter-type crawlers specializing in ranged combat for statistical purposes. Their "position" on the team.

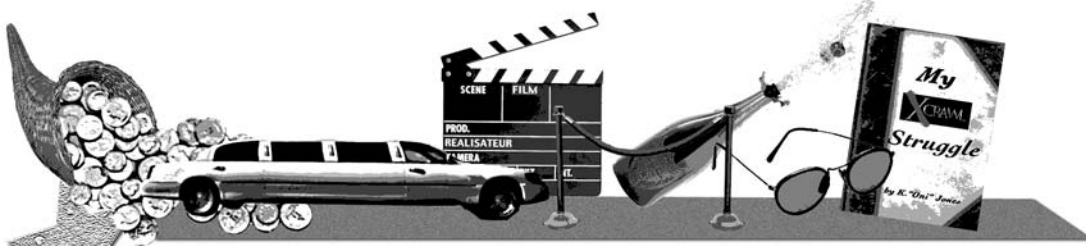
Liberal Nobles—A faction of haters who feel that The Games are the ultimate example of an unjust society.

Magical Healing Syndrome—A rare syndrome that develops from using magic to heal too often. It causes the body to not respond to the magical healing in a typical manner.

Monsterphiles—A group of fandom that cheers for the monsters. They prefer to see the monsters not only survive, but take out the crawlers in an event.

Non-Believers—A faction of haters who feel that everything in The Games is fake. A sham put on by the government to control the masses.





Paparazzi—An individual who hounds a celebrity seeking personal information and/or candid photos they can sell to tabloid press.

Personality Cultists—A group of fandom centered around individuals obsessed with a single player or team. They follow them to the exclusion of everything else in The Games.

Primitives—A group of fandom that follows only players who use equipment and techniques from the heroic age.

Scrambler—A specifically trained crawler who distracts the opponent during an encounter.

Sluggo Ratio—A statistic that shows how lethal a crawler is in combat.

Sophisticatos—A group of fandom comprised of wealthy individuals who view The Games as an art for patronage.

Specialist—A term used to describe crawlers who specialize in attacking opponents from behind for statistical purposes. Their “position” on the team.

Spiritbrace—A term used to describe crawlers with powers of healing and turning undead for statistical purposes. Their “position” on the team.

Sponsorship—A company that provides monetary or other compensation in exchange for promotional consideration.

Statistics—The term used for the numbers that track a crawler's averages and minimum/maximum achievements during events.

Superstar—An individual crawler that has become a legend of The Games. They are famous beyond famous.

Undergrounders—A term for the residents of the Zura'ah'zura. It is also the term used to describe the faction of haters based in the Zura'ah'zura who despise The Games in spite of the monetary benefit to their land.

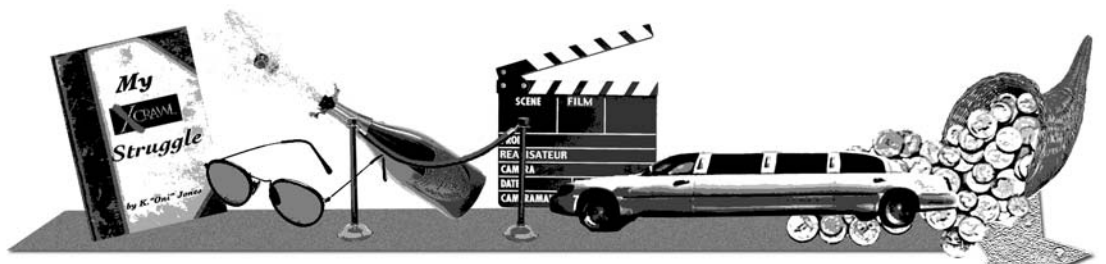
Unlimited Class—A special Division of Xcrawl, where many of the standard rules and safeguards are removed. It is the most dangerous version of The Games practiced in The NAE.

Varsity Action—One step up from Action League. This version of The Games is slightly more violent than Action League, but still intended for fun.

Violence Displacement Disorder—A syndrome that develops in crawlers, causing them to lash out violently at any stressful situation.

Weapon Extras—Modifications that can be made to weapons to increase their effectiveness in some manner.





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CHAPTER ONE





BACKGROUND OF TODAY'S GAMES

"Have fun! Oh, and Nancy—Jenny Salazar's mother called me at the office. She said that you hit Jenny in the face with a lightning bolt after she was already turned to stone. Is that what happened? Sweetie, have fun but please play nice with the other girls. And don't forget your spell packets!"

ESTHER YOW, ACTION LEAGUE XCRAWL MOM, UNPACKING THE MINI-VAN.

Xcrawl has gone from television phenomenon to indisputable cultural cornerstone in a matter of a few short years. No trend, in athletics or entertainment or popular thought, has ever become so ingrained into the culture so quickly. In 4680 when the first Emperor's Cup was held, the empire was shocked, amazed, and mesmerized. Once the Adventurers' guild was formed in 4686, the aristocracy took it as a sign of the Emperor's commitment to his new sport and even the most outspoken critics of the legalized death sports were silenced. Today, it is inseparable from American culture.

The reason for this is, of course, the death aspect. While other sports offer thrills and action and athleticism, the contests are not nearly as decisive or dramatic as Xcrawl. The pathos inherent to a death sport is like a drug to fans. They love seeing the reactions of the teammates, coaches, monsters, and DJ's when a player dies. They long to be *moved* by the death of a beloved champion. A minority of Americans claim to be repulsed by The Games, but the curious ones who finally tune in to see what the fuss is all about invariably become hooked. There is simply no thrill to compare with watching a team of heroes kill or die in the name of the Empire.

The Structure of The Games ACTION LEAGUE

"I ran all the way through the door, but they froze me, and I had to lay down, and then... I don't remember. Oh, yeah, Bobby ran up and helped me, so I got loose, and then I had to charge all the way to the back wall, and Coach Phalen said I should go for it, so I kept running..."

ACTION LEAGUER PACO SANTIAGO, WHILE EATING HIS VICTORY HOT FUDGE SUNDAE.

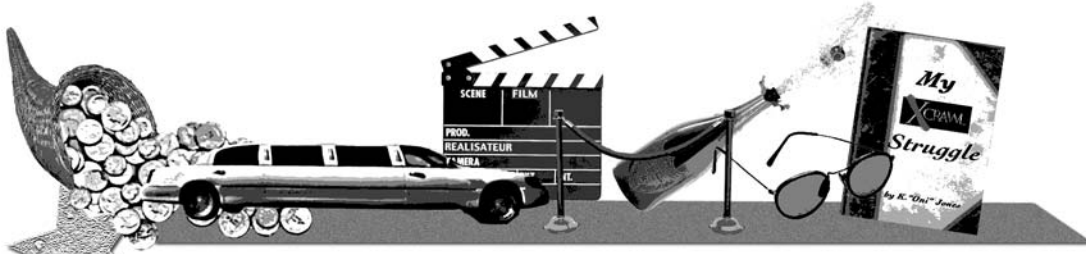
No one dares call Action League Division VII. No one wants to think of elementary school kids eventually growing up to face death in the name of national glory. Yet for some, the Action League may be just that—the first step to a career in The Games.

Action League events ran as early as 4686. As soon as Xcrawl became big on TV, kids all across the world started playing their fanciful version with sticks and garbage can lids in backyards and suburban streets across the nation. An epidemic of Xcrawl-inspired emergency room trips swept across the nation, and some called for The Games to be toned down, if not banned outright.

Of course, critics of America's newest sport had to be extremely discrete—after all, it was the will of the Emperor that The Games exist. But the effect on the youth could not be ignored. There needed to be an outlet for kid's passion for Xcrawl.

Public Schools in Chicago were the first to create formalized Action League play. The Games were simple, and most of the obstacles were akin to jungle gym play, but the combat aspect was included. The kids were given heavily padded weapons and modified lacrosse gear to keep them from getting hurt. Injuries still occurred, of course; the definition of bloodthirsty is a pack of nine year old boys with padded weapons running down a kid wearing a "Lil' Monster" t-shirt. But Action League play created a supervised environment allowing kids to play a relatively safe and sane version of the world's most popular death sport. Action League is never referred to as Xcrawl, Division VII, or The Games, but





guys or bad guys. One quarter of the time, the teams play the heroic part, challenging the maze, and the rest of the time they play the monsters who must lie in wait and try to delay their opponents as they pass. When portraying the bad guys, participants generally wear a certain color shirt or arm band, although fancy events might go so far as to provide safety padded fright masks. They carry weapons similar to the players, but with a bit more simulated menace; padded axes or scythes are popular. Monsters are generally declared "out" by the Refs after they take a few hand-to-hand hits or packets. They must lie on

participants and coaches know exactly the children's dream future.

Action League separates children by gender and age. Kids all wear safety pads, helmets, and a jersey with their school name and number. They are classified as Strikers, Slingers, or Safety. Strikers get padded weapons and shields, and act as the front line. Slingers get "spell packets," tiny beanbags dusted with corn starch which leave identifying puff marks when they hit. After anyone takes four hits, they must fall down and raise an arm, and wait for their Safety to come "unfreeze" them. The Safety, who can also fight with a short padded bludgeon, has to run up to fallen comrades, tag them and call out "unfreeze!" in order to allow the child back into play. Coaches generally choose which position kids play after the first few practices, placing them wherever their natural aptitude lies.

Action League teams run through mazes of padded walls, and must avoid hazards like water hoses, confetti blasts, shrill sirens, and whirling lights. And, of course, there are the "monsters."

Mazes are played in four team heats, with participants taking turns playing good

the ground until the room is completed, then are quickly moved to another part of the maze to fight the adventurers again.

Prizes include trophies, ribbons and t-shirts, as well as "loot"-orientated prizes, such as gift certificates, pizza coupons, or high quality Action League weapons and armor. The competition is designed to allow all the kids to go home with a little something, often an official participant's badge and a sack of chocolate coins.

Varsity Action

"I got number thirty two! Uh uh UHH! Uh uh UHH! Captain Howdy's college number! Uh uh UHH! Uh uh UHH! You just cannot hang with it! Uh uh UHH! Uh uh UHH!"

Striker Nicholas Loffredo, taunting his teammates on equipment day.

Junior High kids play their version of Action League events. Considered Division VI, Varsity Action gets just a little bit rough. There are still no rogues or real magic involved, but it is much closer to actual Xcrawl than Action League.





The most obvious difference is in hitting power. Junior high school kids start putting on weight, and their blows gain power. While Action League kids strike attempts "count coup" more than anything else, Varsity Action kids are very capable of hurting one another. The protection value of their safety equipment is increased commensurately; Varsity Actions players rent or buy safety equipment that is very much a miniaturized suit of armor.

The obstacles become much more serious for Varsity Action. Obstacles include scaling ropes, water barriers, padded climbing walls, balance bridges and crawling tunnels. Many doors require the players to solve a puzzle before they can pass through, and these range from simple mathematics and scholastic exercises to perplexing logic puzzles.

Prizes are somewhat improved. Kids take home trophies, framed team photos, tote bags, and the inevitable t-shirts. The ultimate prizes at this level are family tickets to local Xcrawl events, sometimes as high as Division III contests.

Scouts normally don't pay attention to Varsity League events, but every so often, a prodigy will come along and attract the attention of recruiters. Few are bold enough to start making contact with players and their parents until they finish High School, but every once in a while, a kid comes along who electrifies the crowd with his performance. That child's parents might start receiving correspondence from interested parties before their freshman year begins, advising them on how best to encourage junior's talents.

DIVISION V—HIGH SCHOOL

"Now this here is the Chalice of Pain. Every match we play, everybody puts a silver piece in the Chalice. First person to take out a bogie takes it home. And I don't mean a lousy surrender or tag down—if they don't take the kid out on a stretcher, you don't get diddily squat. If y'all are gonna win, y'all got ta want to win."

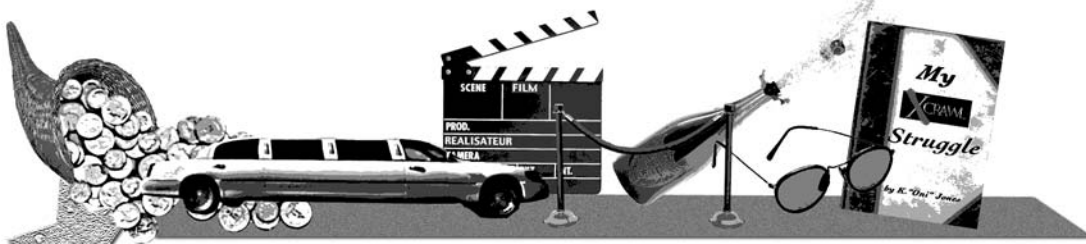
COACH CANADAY, UPPING THE STAKES.

High School events are called Division V. At this point, no one has any illusions about the nature of the sport; for better or for worse, the kids are playing Xcrawl.

The major differences are obvious. Positions are now referred to by their professional titles: Blasters and Brawlers replace Strikers and Slingers. Real temple students are brought in, and teams have young spiritbrace players to rely on (see Statistics, pp. 109). Specialist positions are also added for the first time, and doors begin to be set with rudimentary traps and locks. Real arcane magic is still banned from Division V play, with Blasters still throwing beanbags. However, this division does allow the use of boffer bows and crossbows, so many would-be spellcasters use this time to practice their marksmanship.



As Seen On Empire-I TV! • I7



Combat is fierce at this level, and injuries are common. Most senior Brawlers are accomplished fighters, if relatively inexperienced. These kids practice long and hard, and are extremely strong and tough. The best are fully capable of putting an opponent in the emergency room with a body check or padded shield bash. Players still must perform monster functions, although a number of monster positions are now drawn from other athletic disciplines, such as football and baseball teams.

Even non-lethal Xcrawl is expensive. Schools offset the cost through sponsorship. Patrons and corporations sponsor teams and DJ's, donating gold for equipment, facilities, and training staff. High School DJ's are often sponsored by professional DJ's, who use Division V events to test room design and encounters, and to scout for new trap and lock talent. Many High School teams wear corporate logos, and even name themselves after their patrons.

Division V also brings the agents, the college recruiters, and the professional coaches, all looking for the next Jose Villalobos or Dinosaur Green. The stadium at prime events is sure to have at least one or two interested parties, carefully watching and taking notes. By the time high school players become seniors, the scouts have already assessed their chances and have made a decision about them. The lucky few can wind up with college scholarships or a place on a semi-pro Division 4 team right out of school. The latter is the more likely—commoners are a third less likely to receive scholarship offers, as education is only fully encouraged amongst the aristocracy.

The competition is fierce. For many, this is the only chance they will ever get at breaking out of the cycle of the poverty and obscurity that commoners live and die by. Small time Xcrawl hopefuls play their hearts out week after week, hoping to gain the recognition of team managers and agents who can offer them a place in the big leagues. More high school Xcrawlers go on to the pros than any other sport, due to

the unusually high attrition rate amongst Crawlers. The Games always need warm bodies.

The season highlight for every school is Homecrawling Week. The school hosts a dungeon without the responsibility of portraying the monsters, when the duty falls to the football and baseball teams (who relish the chance to show their athletic prowess to the more popular sports stars). This game is a huge event, with the prizes traditionally given out by that year's Homecrawling Queen. Afterwards, a banquet and semi-formal dance are generally held, and those crawlers still able to walk are the most popular kids in school—at least for one night.

DIVISION IV: COLLEGIATE AND SEMI-PRO

"Winston College Is the Best!

Put the Cougars to the test!

Monsters fall and hesitate

While our front line decapitates!

Blood! Blood! Goooo Winston!

Whoooo! Kill 'em Winston! Whoooo!"

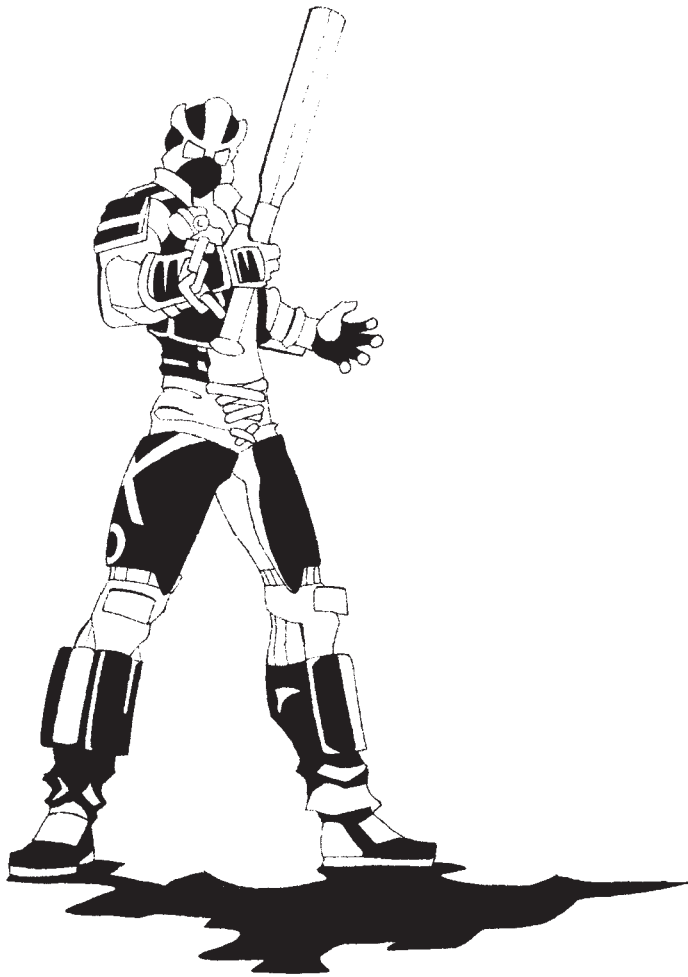
**CHEERLEADER SANDRA SVERIGE,
FROM THE TOP OF THE HUMAN PYRAMID.**

It's everything but killing. Division IV Xcrawl is its own athletic entity, with its own followings, rules and traditions. Many cities identify themselves with their Division IV teams even more than the local pro Xcrawl crews. Of course, this may be because the Division IV players survive long enough to gain a traditional following.

Division IV pits college teams against semi-professional Xcrawl Division IV squads and one another indiscriminately. A Division IV dungeon might include two college teams, a few professional crews, and the occasional one-time unit who just got together for that event.

Division IV matches are invitation only. While most college teams earn a spot in all events in their locality, their places are not guaranteed, and





substandard college crawlers may find themselves without dungeons to play. Division IV DJ's need to make money and earn Fame, and that means facing off against only the best available talent.

Sophistacatos wouldn't be caught dead at a boffer event (see *Fan Types*, pp. 28). Conversely, most commoners can't even afford renting a tuxedo, much less the donation needed to guarantee a box at a Division III Xcrawl event. This isn't a problem in Division IV: bleacher seating in outdoor arenas assures low ticket prices and plenty of room. These games bring in commoners by the thousands, happy to have a chance to watch live Xcrawl. The fans are extremely different—more excited, louder and a bit more crude. Hardcore Division IV fans drink beer, paint their faces, go shirtless in

zero degree weather, and sometimes riot through neighborhoods after a win. The occasional fan has been known to get past security and actually get involved in melees, perhaps getting a swing or two in before they get beat down utterly.

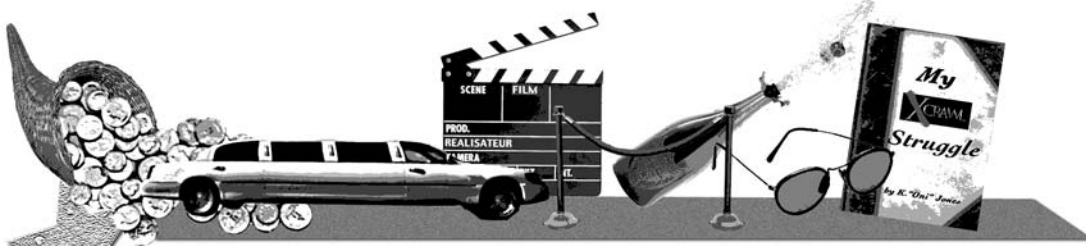
Division IV has real Blasters launching real spells. They are limited to non-lethal spells, of course, but their presence lends an air of legitimacy to the game. Players may use protection rings and other select talismans, and spellcasters may each bring three zero or first level scrolls with them.

One huge advance is in the level of lock and trap craftsmanship. Division V traps are basically a joke to most real lock experts. Division IV rogues generally have at least some Specialist Guild training, so the bar on mechanical difficulty can be raised quite a bit. Traps in a boffer league event aren't life threatening, but generally hurt quite a bit, or are at least humiliating.

There are still no real monsters used in Division IV events. Indeed, one of the strangest jobs available to American athletes is the Professional Monster. These are tough, mean fighters, as good with a boffer sword as many Xcrawlers are with real weapons. Many find it to be a choice career, and stay with DJ's as long as they run boffer events. One of the unsung heroes of Division IV is Marty Shupeck, who has competed as a monster since 4692. His numbers would make him the equal of most higher Division players (or creatures, for that matter) if records of Division IV pro monsters were kept.

Division IV is the first level of Xcrawl to gain any media attention. College and independent Division IV teams tend to have extremely loyal followings, and the fans follow team rosters, injuries, and statistics as avidly as for any division. Most Division IV games receive at least local television and radio coverage, and the biggest dungeons of the year garner national coverage.





4700 DIVISION IV TOP EVENT SCHEDULE

September 2nd	Tri-Town Dungeon Extravaganza	DJ Bearclaw
October 11th	San Diego Challenge Invitational	DJ Pier Pressure
December 15th	Athens Dungeon Classic	DJ Eurthwürm
January 14th	Destin "E" Crawl	DJ Target X
January 18th	FargoCrawl Invitational	DJ Frostbyte
February 3rd	Boston Honor Crawl	DJ JumpShot
February 18th	Baton RougeCrawl	DJ Wargator
February 26	Newark Invitational Dungeon	DJ Doc Redbrick
March 7th	Cozumel Crawl	DJ Sugar Vendetta

Agents and scouts watch Division IV closely. Some just work with hopeful wannabes, granting their wishes of a better income and bigger thrills playing against the best. Some spend a lot of time trying to get promising lifers to "get serious" and play lethal Xcrawl. But every agent looks for the next superstar to distinguish herself—so they can start earning their rightful fifteen percent.

DIVISION III

"Well, the big day happened this past weekend. You might have heard on the news—we made it through level one and I killed my first monster. My first seventeen, tell you the truth, and I shot quite a few more than that. It's funny, I thought it would be a huge event in my life, but... but the truth? I don't feel a thing. No guilt or sadness or even fear. Nothing. I'm just grateful they didn't get me first."

**SOPHIA "SOPHISTICATED" ALDERSTRAD,
DROPPING IT ON HER THERAPIST.**

Division IV earns players real prizes. Not enough to live on, but certainly not an inconsiderable amount of money per year for the best players. Prizes include furniture, appliances, televisions and fancy clothes. Champions may take home magical protection tokens or basic potions.

There are two kinds of Division IV players: wannabes and lifers. Wannabes are just waiting for their shot at full-lethal play. Many only play Division IV to earn a shot at the big time, and will do anything to achieve that goal. Lifers are satisfied with the non-lethal competition of Division IV, and never use live weapons during their entire career. Most boffer league lifers have jobs outside The Games to support themselves and their families.

Some players float between Division IV and III. Many boffer league players will take temporary positions with Division III crews when they lose a player. Some fluctuate for their entire careers: Specialist Lynn "Whisper" Rogers is a permanent substitute for the Division III Frogmen, but plays year round with her Division IV team, the Mario's Driving School Car-Nivores.

While Division III events are brutal death matches, industry insiders still consider them the minor leagues. But the truth is that more players are killed in Division III events than any other. The lack of practical experience early on leads many Crawlers to make fatal mistakes. Mayhem fans and bodycounters favor this division more than any other for that very reason (See Fans, pp. 24).

Division III events are all invitation only. The DJ's scouts consider all appropriate level teams and invite the best available. If a team turns a DJ down, they go to their second choices. Sometimes, DJ's will offer a Division IV team the chance to take the leap to the big time by offering them a spot in their crawl.

The Division III DJ's know they can't compete with the upper division crawls for the most terrifying monsters or the biggest mass melees. Where they can compete is showmanship and spectacle, and this is where Division III shines. It's not uncommon for Judges at this level to actually trim their monster and trap budgets to beef up their production design. DJ Moby Dick, is famous for buying up what he calls "cool





looking” monsters, in order to maximize his visual presentation.

The budget gulf between a Division III crawl and the lower crawls is immense. At this level, DJ’s must spend thousands a month on their menageries for feeding and upkeep, and must rent the largest and most secure arenas to house their events. DJ’s rely on corporate sponsorship, advertising revenue, and private patronage to maintain their rosters and finance their events.

Division III is extremely serious. The monsters are well trained and equipped. Traps are well hidden, debilitating, and plentiful. And while the treasure is generous, players never feel like they earn commensurate funds to the amount of risk taken. Prizes often include vacations, automobiles, entertainment centers, and expensive jewelry. The top prize is often a luxury automobile. Magic treasure abounds, and players can expect to find enchanted armor and shields, potions, scrolls, wands, and other minor bits of magical miscellany.

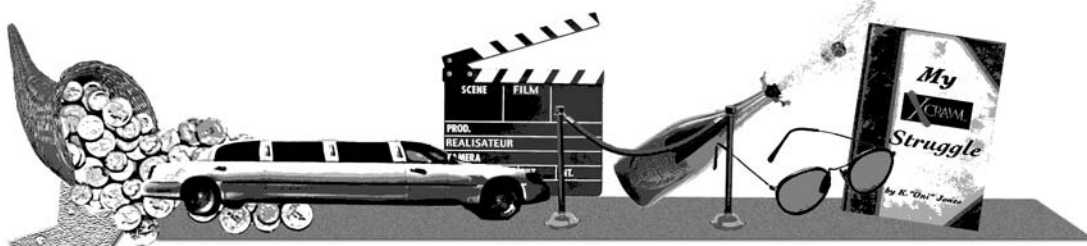
The most obvious difference between Division IV and Division III is the inclusion of monsters. Monsters on the playing field fuel the crowd’s passion for killing like few other things. The simple knowledge that any of the creatures being faced would otherwise be free, and menacing innocents is enough to whip Xcrawl fans into a froth. On the other hand, monsters are a source of endless fascination, and no little bit of cultural pride—after all, civilized man needs only to look upon the barbaric sub-men to know that they themselves are the pinnacle of progress, and masters of the world.

THE 4700-01 SCHEDULE

September 10th	16th Annual MemphisCrawl DJ Cudgel Up! (Division III)
September 21st	4th Annual NewYork Invitational DJ Grinder (Division III)
October 31st	St LouisCrawl DJ Rasputin Kruschev (Division II)
November 9th	9th Annual Las VegasCrawl DJ Outrageous Fortune (Division II)
November 18th	1st Annual PortlandCrawl DJ Ms. Murder, (Division III)
November 22nd	2nd Annual Motoraya Mexico CityCrawl DJ Bonedaddy Terminus (Division II)
December 4th	11th Annual Apollo Cup DJ Grandmo Dean (Division I)
December 12th	Philadelphia Infantry vs. Calvary Crawl DJ Brigadier General Edward Merrick (Special)
January 1st	AckronCrawl Spectacular DJ Tyger Brite (Division II)
January 31st	5th Annual MontrealCrawl DJ Cruel & DJ Unusual (Division III)
March 3rd	9th Annual San DiegoCrawl DJ Blackheart (Division III)
March 12th	20th Annual Emperor’s Cup DJ Herobane (Division I)

Division III players also begin to take their first baby steps into the world of celebrity and endorsements. Corporate talent scouts often find players from this level the easiest to work with—recognizable, but without the mile-high salary demands of the upper division prima donnas. Division III players are working class adventurers, and many take whatever fee is offered to give them a chance at earning money on their face and reputation.





DIVISION II

"Nah, nah, nah—y'all got it all wrong. Not the eyes, the stomach. If the worm is in Room Three, we have to get it to swallow Katie. Kate, you're the most dangerous interior player in the game. Get in there and start ripping. You have nothing to worry about—if you're in for more than fifteen seconds, we'll send Scar in to back you up."

LETO HILLSHOE, DURING A TEAM HUDDLE IN BREAKROOM THREE.

Division II events are characterized by an upswing in lethality, a healthy increase in the value of rewards, and a huge television ratings jump. Insiders often say that Division II is where the rubber finally hits the road. Many of the most revered contests in the history of the sport are Division II, which straddles the middle road between manageable challenge and overwhelmingly fatal.

Division II monsters are tougher and better trained. DJ's at this level start branching away from simple hack and slash encounters, and choosing more strategic creatures which force the party to use their resources creatively. The most common cause of casualties in Division III are wounds sustained in hand-to-hand combat. In Division II, fatalities are as likely to come from spell-like abilities, toxins, or petrification, and DJ's shell out big money for the most exciting creatures available.

Division II traps are the watermark of unpredictable intensity. Trap engineers working at this level are expected to create obstacles that are dangerous, entertaining, creative and well hidden. Some of the best trap-and-lock people work Division II exclusively, as Division I DJ's tend to rely on supercharged monsters rather than mechanical deadfalls. Division II rogues quickly learn to eat, sleep and breathe paranoia.

Prizes similarly increase at this level. Common rewards include large sums of cash, medium-level magic items (including

armor and weapons of up to +3), cars and other recreational vehicles, excellent vacation packages and fine furnishings. Division II DJ's often protect the loot with trapped chests and secret doors, rather than simply giving it away. Treasure itself is still never trapped, cursed or in any other way harmful, although desirability is often up to interpretation.

In the earlier stages of an adventurer's career, he generally needs to keep at least a part-time job just to make ends meet. Division II players earn enough to support themselves and their families through The Game and the opportunities it creates. Division II players regularly field offers for endorsements, sponsorships, interviews, cameo appearances, and other lucrative business opportunities. It is the rare adventurer at this level who is without some level of sponsorship or personal appearance income.

DIVISION I

"Oh Apollo, oh Apollo, oh my mighty Apollo, please let Slider live! They put heads back on all the time! Let it happen this time. No! Take me instead! Take me! Noooo!"

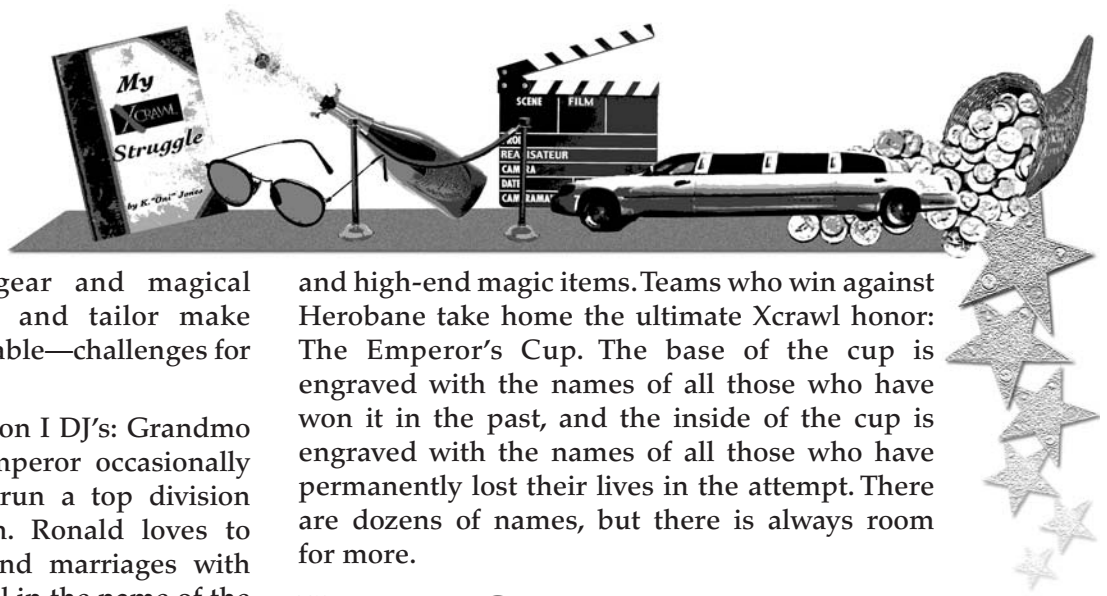
**XCRAWL FAN ARNOLD BOYD,
ON HIS KNEES BEFORE THE TV SET.**

A team good enough to challenge Division I dungeons are an amazing thing to watch. The audience watches in disbelief as the challengers defeat awesome and terrible foes. Brawlers hack monsters to pieces with unmatched ferocity. Blasters casually eradicate foes with crowd stunning magic. Divine power brings the near dead to life, right before the nation's televised eyes. Specialists strike like angry ghosts, disappearing into the shadows. The power level is immense.

And so are the challenges.

Division I DJ's have near carte blanche when it comes to monsters, traps, treasure, and overall budget. The DJ's study hundreds of hours of video of each player, learning their strengths, weaknesses and tactics. The DJ's have full





knowledge of the skills, gear and magical protections of each player, and tailor make difficult—but not insurmountable—challenges for every one.

There are two full-time Division I DJ's: Grandmo Dean and Herobane. The Emperor occasionally commissions another DJ to run a top division event for a special occasion. Ronald loves to celebrate important births and marriages with high level dungeon crawls—all in the name of the greater glory of the Empire, of course. The Emperor reserves the right to "promote" any DJ he chooses into a top spot at will.

Even the most diehard and jaded Xcrawl fans are thrilled by the amazing action of Division I games. They have the surreal feel of comic books—powerful blows knock players across the room, flying wizards blast creatures with earthshaking spells, clerics dismiss massive damage. It takes an entire year to create a dungeon worthy of this level of team, and the final result is an incredible challenge, always full of surprises, and always demanding huge heroics from the players.

Only the most influential nobles and beloved celebrities can score invitations to a Division I game. Patrons donate six figure sums of gold to secure themselves the best boxes in the fashionable sections of the arena. It's a gala red-carpet event; men wear tuxedos or dress military uniforms, women wear fashionable formal evening gowns and dazzling jewelry. A group of aristocrats taking their place in their private booth is indistinguishable from a group out for a night at the opera, save for the bloodlust in their eyes.

Division I events are a huge deal for commoners as well. Families sit around their televisions, men congregate at sports bars, people in traffic follow the action on the radio. All Xcrawl events are heavily wagered upon—despite the illegal nature of the act—but Division I events inspire even the most conservative folks to lay their hard earned gold on their favorite players.

The rewards for Division I matches are huge. Even the losers often go home with luxury automobiles, exquisite watches, top-notch vacation packages,

and high-end magic items. Teams who win against Herobane take home the ultimate Xcrawl honor: The Emperor's Cup. The base of the cup is engraved with the names of all those who have won it in the past, and the inside of the cup is engraved with the names of all those who have permanently lost their lives in the attempt. There are dozens of names, but there is always room for more.

UNLIMITED CLASS

"Number 10—Don't worry, I've read The Power of Positive Thinking.

Number 9—Xcrawl? Is that the one with the sticks and the catcher's mitts?

Number 8—Well, it was this or cancer, and cancer lost the coin toss.

Number 7—Do you think Devastator will take it easy on me since I'm new?

Number 6—Monsters? I'm trying to win a date with Monica Silverstring.

Number 5—I bet the wad on the goblins.

Number 4—It's not if you win or lose, it's the first one to pee themselves. And I'm ahead of you by a mile!

Number 3—I thought you were supposed to bring the potions!

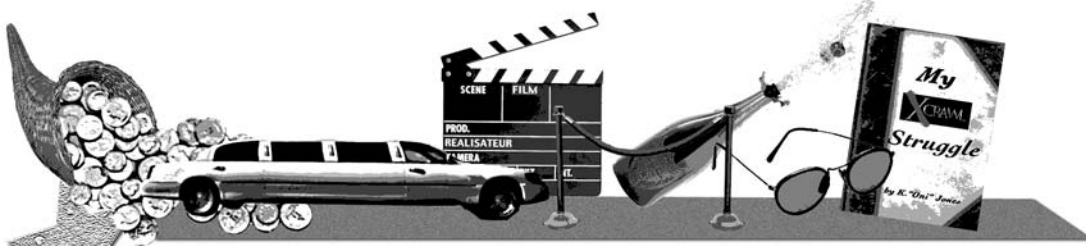
Number 2—Would you give me a hand inflating my armor?

And the number one thing you least want to hear from your new Xcrawl teammate: I've been marinating myself all week for this!"

LATE NIGHT TALK SHOW HOST ED JUGGULAR,
JUST BEFORE GOING TO COMMERCIAL.

Death wish. Something to prove. Millennial angst. Pure guts. Nothing to lose. Absolute faith. Whatever the motivation for playing Unlimited Class, it's the ultimate





challenge for modern adventurers. Unlimited Class means no pity or quarter shown, and only the best and bravest can even consider playing.

When you talk Unlimited Class, you're talking Texarcana. DJ Devastator has hosted the TexarcanaCrawl since he made his deal for freedom with Emperor Ronald I. The crawl was originally rated Division I, but after the unprecedented slaughter of all four original challenging teams, the Emperor declared that the contest would gain its own division title: Unlimited Class. Many called for Devastator to be stripped of his title and destroyed after the tragic game, but the Emperor declared that he would not insult the memory of the fallen heroes by disallowing adventurers to challenge the merciless Devastator to win back America's glory. Besides, the ratings went through the roof and he managed to execute two dozen "traitors" on extremely questionable grounds that week with barely a ripple in the scandal-crazed media.

Texarcana is an extremely utilitarian crawl. Devastator has no time for frills, bells or whistles. He allows advertisers to post on every available surface, generating more income, allowing him to buy more insidious creatures, and hire the most menacing trap-and-lock guys. Corporate sponsors still donate treasure, but winnings are often a mixed bag, and never equal to the peril the players face. There are no princesses, no puzzles, no goals save this: kill and live—fail and die.

Nobility who patronize and attend the Texarcana Crawl do so discretely, as it is *tres* unfashionable with the aristocracy. Still, some cannot resist the thrill of watching the Empire's best and brightest die horribly. The call for anonymity is so strong that the producers refuse to let the cameramen take shots of the audience, the only pro crawl to do so.

The TexarcanaCrawl is held once every other year. The 13th bi-annual TexarcanaCrawl won't be held until January of 4701. It takes the meticulous Devastator two years to set up his infamous lethal thrills and deadly

creatures. Devastator is patient, and would rather skip a year than put forth an unworthy effort. He wants the players, the other DJ's, and the entire world to know that he isn't there to play—his soul purpose is death.

Texarcana boasts an enormous fan base. Some contend that it's the only true dungeon event. They claim that Devastator's hatred of all life makes his game as close to a real, old style, anything-goes dungeon. Often, Texarcana fans throw game parties, renting a huge hall and watching the entire event on a giant projection TV, cheering as if they were watching the game live. These fans live for the biggest thrill of the season—the unmistakable voice of Devastator saying, "Begin."

Life in the Crawl

SUPERSTARDOM

"I just want a little consideration, that's all. Is that such a huge deal?"

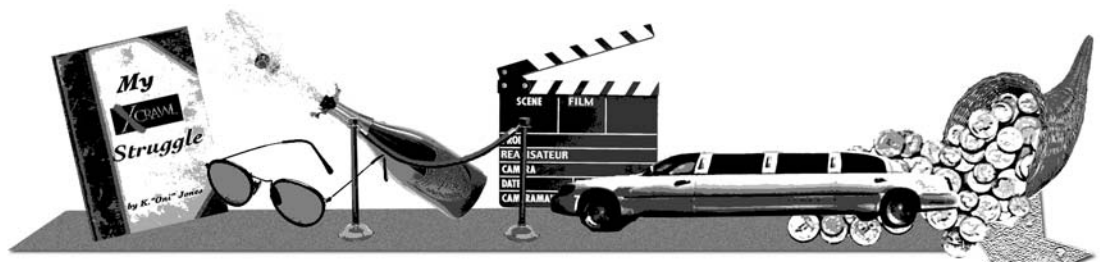
**XCRAWL SUPERSTAR DAWN "BROOMSTORM"
EASTON, SENDING HER FOURTH
UNACCEPTABLE OMELET BACK.**

Some players have fabulous, rewarding careers full of close calls and memorable moments. Some go beyond even this, ascending into superstardom and joining the ranks of America's elite beautiful people—the upper echelons of fame. Superstars transcend the game and become fixtures of the popular mindset. Practiced Xcrawl celebrities are at ease hosting award shows or making television cameos, publishing cookbooks, or endorsing floor polisher. Eventually, it doesn't matter what made you famous.

Wealth follows the celebrity everywhere. Opportunities, both in and out of The Games, open up for well known players who handle the spotlight skillfully.

The highest echelon of Xcrawl players participate in only one or two dungeons a year—or less. Some high-level crawlers may only work once





every other year, and as players age, this schedule makes more and more sense. Xcrawl is very much a young man's sport—it takes the ambition and recklessness of youth to be willing to play a game with your life at stake. The survivors tend to retire in their early to mid thirties. Some crossover into other endeavors where they can use their experience, such as a law enforcement official, a trapper, a bodyguard, or as a new DJ.

ADVANCING TEAM RANK

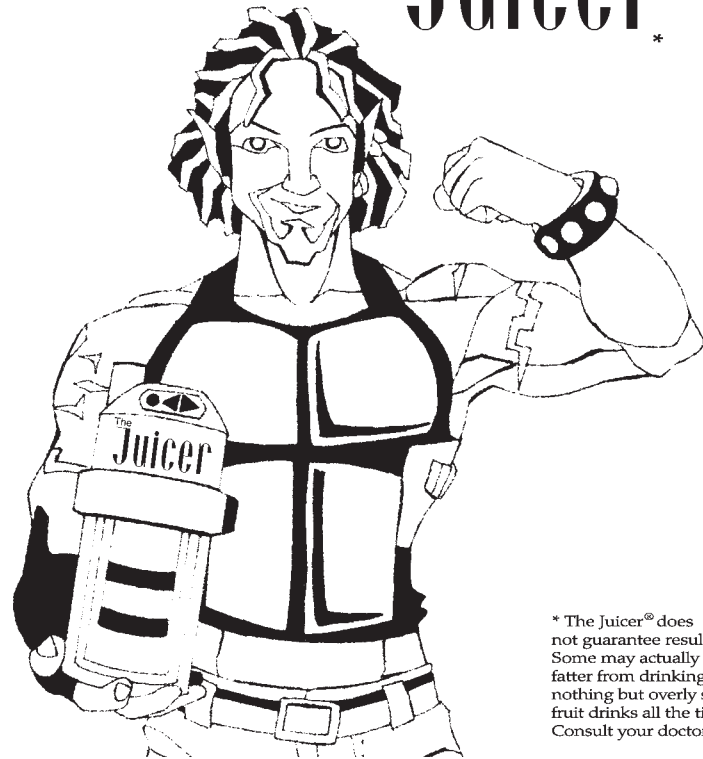
Teams decide for themselves when they feel they are prepared enough to go up in ranks. Ranking is based on the level of challenge teams feel prepared to face. Generally, teams wish to advance in rank, or at least not lose ranks, since the higher ranked contests are both more prestigious and more rewarding.

Once a team decides it has enough skill and experience to gain a rank, it begins to solicit higher level dungeons. This is generally done through an agent or representative, although many teams are forced to do their own legwork. This process generally includes writing letters, making introductions, and gaining access to the DJ themselves and asking to be advanced straight out. Most DJ's require a professionally made highlight reel before they will even consider advancing a team in their dungeon. Getting a highlight reel made by a skilled editor generally costs from three to six thousand gold, depending on the quality desired. Ideally, this tape condenses the teams best moments to a two minute presentation with an engaging soundtrack and quality graphics. Sometimes a reel includes voice-over narration, pointing out the particular greatness of the team (additional cost typically 1000-1500GP).

If a DJ decides to accept a lower ranked team into his dungeon, that team is forever known by its new rank.

Where do I get the strength for a crawl?

only from **The Juicer®**

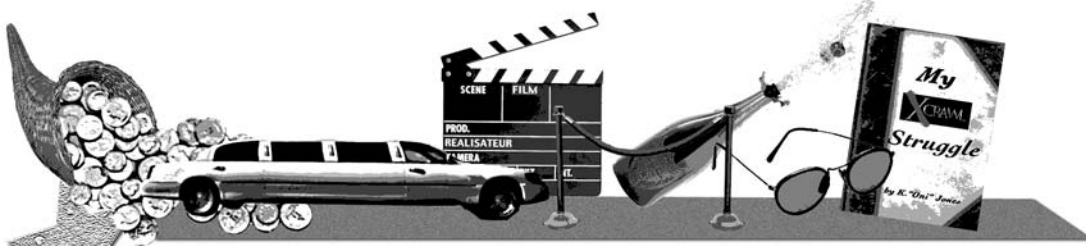


* The Juicer® does not guarantee results. Some may actually get fatter from drinking nothing but overly sweet fruit drinks all the time. Consult your doctor.

Example: The Division III team, The Ghetto Warriors win their fourth event, and they feel they have the experience and drive to make it to Division II. They decide that the upcoming Las VegasCrawl is the perfect opportunity to raise a rank.

The team's agent, Moe Cohl, begins the process of contacting DJ Outrageous Fortune's office, working to arrange a meeting. He makes phone calls, he sends letters, he puts together a package of the DJ's favorite treats (Jamaican blend coffee, jelly beans, and peanut brittle) and sends it in a lovely package with a note. Outrageous Fortune is incredibly busy getting his dungeon ready, so he doesn't return phone calls as quickly as Moe would like. As the crawl grows closer, the Ghetto Warriors grow nervous as it looks like they may be stymied at Division III for the for another season. If so, they either





have to try to work their way into a new crawl or wait until next year, a prospect none of them relish.

Finally, the resourceful Moe Cohl camps out at Fortune's health club. Cornering him in the locker room, Cohl quickly gives his best pitch, claiming that the Warriors are a big draw that can go the distance. "Ghetto Warriors versus Outrageous DJ Fortune—it's a natural." The DJ, who has heard dozens of pleas just like this in the last couple of weeks, instructs the relieved agent to send a tape to his office for review.

Moe goes all out, putting together a highlight reel of the Warriors' best moments, including their six man dog pile on a helpless hill giant. He writes a gracious note to go with it, reminding him that they met at the health club, and thanking him profusely for his consideration. "If that doesn't do it," he assures the Warriors, "nothing will."

Outrageous Fortune gets the tape and gives it to his assistant, who watches it along with the other ten tapes he received that week. She likes it, and in their next meeting she recommends the Ghetto Warrior crew for the open slot in that year's VegasCrawl. Fortune gives her the nod. The next day, Moe gets a call—The Ghetto Warriors are playing in the 4700 Las VegasCrawl. Going forward, the Ghetto Warriors are referred to as a Division II team, since it is the highest-ranking crawl they have attempted.

On rare occasions, teams find that they are forced to move up in rank. A few less-than-honorable teams have tried to stay at a lower level, trying to remain the top dominant team in their Division rather than move up where they become just another crew trying to survive. These teams find that they are invited to fewer and fewer Crawls, until the invitations stop coming at all. After all, what DJ wants their dungeon to look ridiculously easy? And what other team is going to show up when everyone already knows the winner before the event even begins? These teams find that they have only two options: move up or retire.

Xcrawl Fans

"Potion of Healing!

Makes you get the feeling!

Potion of Haste!

Makes you want to chase!

Potion of Luck

Makes you want to Fight! Fight! Fight!"

TRADITIONAL FAN CHANT

Xcrawl is all about the fans. The Emperor won't let the DJ's make any move that might alienate the majority of Xcrawl watchers; he wants them glued to their seats every night, watching The Games, and thus making the status quo easier to maintain. The Emperor's aids meet with the DJ's every year, making sure none of them does anything too embarrassing or controversial.

Fandom itself has grown alongside The Games. What began as a simple televised event has blossomed into the focal point of many lives. Several factions of fandom are distinctly separated and categorized by Xcrawl experts.

ANTI-MONSTERS

"Slay Them Slowly"

"X-ecuting Creatures Righteously And Without Leniency"

"Save a child—kill an orc"

BUMPER STICKERS FOR SALE FROM ANTI-MONSTER MAGAZINE HUMANITY UNITED

Monsters are a horrifying part of the human experience, one that makes many question the very benevolence of the universe. Every American has a few monster stories in their background—a distant uncle drained of blood, an ex-sweetheart turned to stone, or a great grandpa swallowed whole. And now, in our great age, Americans can watch monsters die on TV. The heroes who kill them are just men and women—just like the fans—fighting back against the monstrous scum infesting the world. Some



believe it's mankind finally fighting back the darkness. For many of these psychologically damaged and vengeful souls, Xcrawl is the most important thing in their lives.

Anti-Monsters support any players who refuse to show monsters any mercy. Older Anti-Monsters revile hobgoblins the most, remembering The Great War. Youngsters rally against slimy under-the-bed type monsters. Everyone hates orcs and fears dragons, and no Anti-Monster trusts Devastator. Anti-Monsters are often active in the equipment debate, and want the restrictions against firearms, explosives, and motorcycles removed—but just for the players, of course. They aren't interested so much in sport as execution.

Anti-Monster Encounters: Anti-Monsters invariably try to both get an autograph and give some advice on how to best destroy his least favorite monsters. Every one of them wants nothing less than the destruction of all monsters, including sub-humans, and they don't care who knows it. They might even presume to give a lecture to players whom they feel show too much mercy. Heels and Xcrawlers who do not respect surrenders gain a +4 to Charisma keyed skill checks when dealing with Anti-Monsters.

BODYCOUNTERS

"She'll never go past fifteen. She doesn't want it enough. She's lost her edge."

CONVENTIONAL BODYCOUNTER WISDOM ON HOW MANY PLAYERS DJ BLACKHEART WILL KILL IN AN AVERAGE YEAR.

Some argue that watching Xcrawl is a healthy way to purge violence and anti-social behavior. But every fan knows someone who enjoys the killing and mayhem of The Games entirely too much. Bodycounters exist in all walks of life. These twisted souls don't care who dies, as long as the fatality numbers are high. These are death addicts, who couldn't stop watching Xcrawl if they wanted to. Some always had a strange fascination with death, others fell under the fatalistic sway of The Games. Some are simply the types that watch auto

racing for the collisions. Bodycounters can't get enough mayhem to really be satisfied.

Bodycounters don't have favorite players or monsters, but they do have a favorite DJ. Bonedaddy Terminus' interest and care in the matter of his players suffering endears him to death fans—as does his dark and mysterious presence. There is a network of fans up and down the west coast who trade "greatest hits" compilation videos, comprised of all the goriest deaths ever televised in The Games. Bodycounters also vie for what they view as "ultimate prizes"—something from a dead player or monster, which they can occasionally purchase on the black market.

Bodycounter Encounters: Bodycounters are obsessed with Crawlers who were slain in The Games and brought back to life. Players who have ever been *raised* or had a similar near-death experiences receive a +4 on all Charisma keyed rolls when dealing with Bodycounters. Bodycounters will want to hear it from your lips—how many you stabbed, shot or engulfed with eldritch flame. If the situation seems appropriate, they press for as much detail as the players are willing to give.

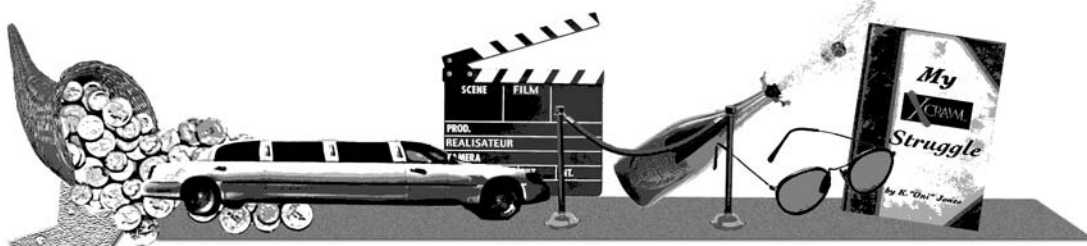
DUNGEONBATTLE GEEKS

"Yeah, that was alright I guess. Well... the trivia contest kind of ruined it for me. I mean, what by Jupiter was that? If a half-naked tart comes up to you in my game and asks you what Louisiana bluesman sang "String Bean Woman" you had better draw your sword, because something ugly is getting ready to happen. I would have had her blow up or something. See? Why do I bother putting my tux on for a live game when I run a better game than the so-called professionals?"

DUNGEONBATTLE GEEK DUKE ALEX BELLE,
DISSING THE BEST XCRAWL MATCH OF THE YEAR.

Imagine for a moment: you are a Dungeonbattle fanatic in 4678, a player of the most popular strategy game in the Empire. You





have developed your adventures for thousands of hours, and your devotion labeled you an untouchable loser by the majority of your peers. And then one day you turn on the news and to your surprise the Emperor has declared a live action Dungeonbattle—with real monsters and treasure—will take place in less than two years. Suddenly, you and your hobby are cool. And you rejoice, and redouble your obsession.

Dungeonbattle Geeks consider themselves the old guard of Xcrawl fandom. In their mind, tabletop Dungeonbattle is the sacred gospel by which Xcrawl should be measured. They love whatever makes the game more like tabletop, and hate whatever snaps them out of their childhood Dungeonbattle fantasies. Of course, due to the highly subjective nature of game play, the live game can never match up to the tabletop version. This never stops the Geeks from complaining.

Dungeonbattle Geeks worship Herobane; he is one of their own who took his passion beyond all imagining, and created The Games for them all. Geeks tend to like the archetypal characters—beautiful sorceress, wily halfling lockpicks, and the strong-of-arm, square-of-jaw type warriors gracing the covers of the Dungeonbattle rule books.

Dungeonbattle Geek Encounters: A Geek may ask for an autograph, or may just want to shake hands, but at some point he'll get around to asking if the Crawler has ever actually played tabletop Dungeonbattle. If not... well, lets just say the Geek will be less than impressed, and lets them know so in no uncertain terms. He might even blame a player's poor performance on a basic lack of understanding of tabletop strategy. Players who have played Dungeonbattle will have a +4 bonus on all Charisma keyed skill checks with this individual, and if the word ever gets out to the public at large, the player receives the +4 bonus on Charisma skills with all Dungeonbattle Geeks.

MONSTERPHILES

"... and yeah, I'm sorry that what's his face, the Blaster, died, but I'm just saying, you have to admit that those hairy bastards kicked some major behind tonight. They beat the Klenzers six ways to Sunday. Jupiter, if I was one of them, I'd be down there drinking beers and toasting the Head Man or whatever they call their god right about now."

**UNKNOWN PATRON OF THE
TOASTER'S GUILD XCRAWL BAR,
EIGHT SECONDS FROM A CONCUSSION.**

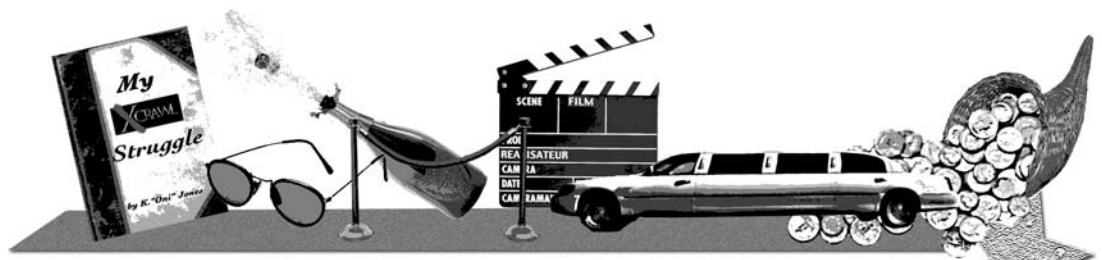
An unexpected result of televised Xcrawl is the Monsterphile, the fan obsessed with the hideous and bizarre larder in a DJ's menagerie. The kind of guy that never grew out of their childhood fascination with creepie-crawlies, and now can tune-in and watch the biggest and best of them do their thing in primetime. Monsterphiles quietly root for the bad guys, and celebrate when players lose. There are fan clubs dedicated to monsterphile favorites; Vrusk the troll has the largest, and he receives dozens of pieces of fan mail a week from fans around the world.

Monsterphiles do favor some characters—half-orcs. They back anyone from Zura'ah'zura, and many learn rudimentary orcish in order to better cheer on their heroes.

Some Monsterphiles feel such a connection with monsters that they have willed their bodies to a favorite DJ's menagerie, so they may be transformed into undead minions and finally become the object of their obsession.

Monsterphile Encounters: Half-orcs receive +4 on all Charisma keyed skill checks when dealing with Monsterphiles. Monsterphiles will likely ask about what it was like to have been bitten, clawed, poisoned, or spelled by various beasts and baddies—the more detail, the better. Monsterphiles avoid players they feel are too hard on the monsters, or who don't respect surrenders.





PERSONALITY CULTISTS

"Sometimes when I'm feeling blue, I think: what would Oni do? Or I pretend she's hiding just around the corner, giving me the thumb's up where nobody else can see it but me. She's my best friend. She gives me the strength to make it through my day."

LISA SOKOLOSKI, WAITRESS AND SELF-PROCLAIMED NUMBER ONE ONI FAN.

The most rabid of all fans, Personality Cultists aren't so much into the game as the players. Cultists follow their favorites and ignore the rest, spending millions annually on merchandise and memorabilia. These are the folk who remember, not only a player's professional statistics, but her collegiate and high school numbers, her spouse, the name of her kids, her favorite ice cream...

Personality Cultists tend to spring up around the most colorful and controversial players. Many players have huge fan followings, some of whom wait outside arenas and airports for hours trying to catch a glimpse of their heroes. This level of fandom can be both extremely gratifying and terribly annoying. The larger his fan base becomes, the richer the Crawler—but he is also more likely to pick up a stalker or dangerously obsessive groupie.

Personality Cultist Encounters: Either you are the object of their obsession or you are not. If not, they want to know if you know their favorite player, what they are really like, are they seeing anyone, etc. If you are their favorite, well, watch out. Proposals of marriage or life-long friendship, requests for dear souvenirs or paragraph-long autographs, tears and hysteria, propositions—the sky is the limit. Xcrawlers have to play this one carefully; too cold and you risk insulting a loyal and possibly influential fan. Too warm and you might just develop a stalker for life.

PRIMITIVES

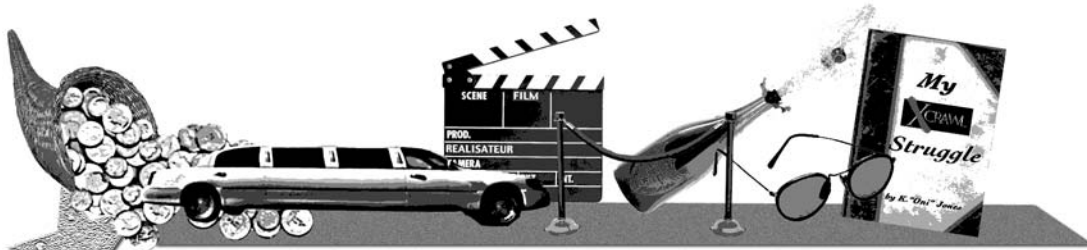
"Real Men Use Flint and Steel"

TYPICAL PRIMITIVES T-SHIRT LOGO

Primitives get their name from *Primitive Crawler*, a quarterly fanzine dedicated to players who abstain from using modern equipment such as flashlights or Micromesh armor. There are only a few such players, but the Primitives follow their every move. The small but dedicated faction of Primitives want the dungeons to be like the classic, heroic dungeon crawls of old. They like their Brawlers in hand-tooled heavy plate armor and fighting with sword and shield. They want their Blasters to have long white beards and pointy hats. Whatever makes the game "more real" to them is good, and whatever snaps them out of their dungeon fantasy is bad. Primitives tend to hate DJ's like CudgelUp! or Neon Valkyrie who run something more akin to a lethal game show rather than a traditional dungeon. The current darling of the primitives is Hugh "Moosejaw" McCoy, a tradition-loving Specialist from the logging city of Lincoln, who refuses to even use the modern plumbing provided in the breakrooms—much to the general dismay of the DJ's janitorial staff.

Primitive Encounters: The rare crawler who avoids modern-style or high-tech equipment receives a +4 circumstance bonus on all Charisma keyed skill checks when dealing with primitive fans. Primitives are likely to believe themselves experts on archaic equipment. They view modern equipped players as amateurs using high tech gadgets as a crutch, and primitive crawlers as part of an exclusive peer group. They try to engage players in a technical discussion, however inappropriate the time and place. Players who don't at least throw them a bone and answer a few tech questions, or share a good source for old fashioned adventuring junk, risk losing a fan.





SOPHISTICATOS

"Bravo. Bravo. Brilliant."

**LORD HAROLD RETTINGTON,
FROM HIS PRIVATE BOOTH IN ST. LOUIS**

Commoners call them Sophisticatos. They are the rich and wealthy Xcrawl patrons who follow The Games like the stock market. Patronage has a huge impact on Xcrawl; private donations from well-to-do fans account for more than half the money DJ's typically raise for their menageries and Xcrawl events. Sophisticatos they feel that they are as much a part of the proceedings as the adventurers and the DJ.

The biggest kick for Sophisticatos is meeting the players in person. They want to shake the hand that threw the blade or cast the winning spell. Many host huge parties in honor of their favorite players, and present them with exquisite gifts. In return they expect to be treated as "one of the gang." Patrons expect backstage VIP treatment every time. Sophisticatos will also expect their pet players to enthrall their friends with stories of their exploits again and again and again...

Sophisticato Encounters: Mind your manners! Even the most enraptured and star-struck Sophisticato is used to polite, even deferential, treatment. Players who make a successful Etiquette roll when first greeting a Sophisticato (DC 18) receive a +2 circumstance bonus on Charisma keyed skill checks when dealing with them. Sophisticatos likely want to introduce the Crawler to his friends and family. Play along and you might just get yourself invited to a party full of rich aristocrats who would just love to buddy up to a real live slayer.

Haters

"Screw Xcrawl."

RALPH FLEEGEL, HATER.

Xcrawl players experience a duality from the earliest. They are the heroes of society, and yet are held apart from it. High school

Xcrawlers are worshiped like football stars, but not held in the same regard as football heroes. Perhaps it's due to the exacting and all-encompassing nature of their training. It may be a side effect of the extreme personality type it takes to immerse oneself in Xcrawl culture. But the easiest explanation may be the closest to home: anyone who gets close to someone on their way to The Games has a better than average chance of watching someone they care about die on television.

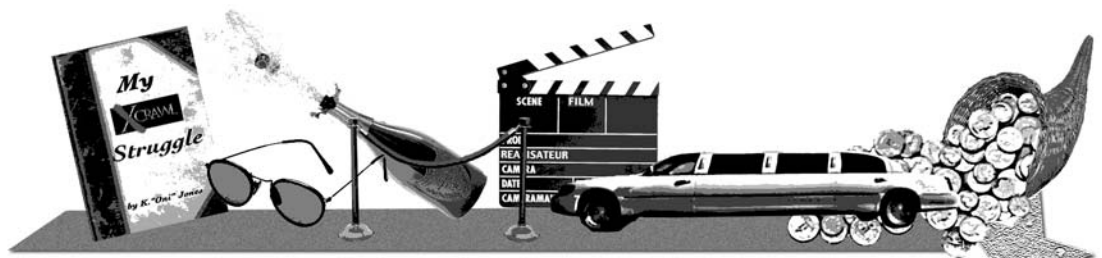
There is an aura of fatalism around Xcrawl. The players who get involved have their own motivation for joining a crew and challenging DJ's, but they must all find their own way of dealing with their own looming mortality. This aspect sets them off from other athletes. And while most sports measure glory with trophies and championships, Xcrawl offers the cut and dried simplicity of survival versus death.

There is a segment of the population of the Empire who hate Xcrawl. Many simply detest the very idea of death sports and their appeal to the very basest part of human nature. Some decry The Games on moral grounds. They argue that glory earned killing captive monsters is not true glory, and that the death and suffering it causes is senseless and anti-heroic. Die hard conventional sports fans dislike the attention it takes away from football and basketball season. The most liberal feel sympathy for the monsters, and feel that humans have no right to subject them to death and torture for entertainment's sake.

And yet The Games go on. In a more rational society, there might be criticism of the insanity of state sponsored death sports, or at least a healthy discussion. But the Emperor, as they say, laughs off criticism—but never forgets the critic. And there is no bigger Xcrawl fan.

Like fandom, the haters are often classified into various sub-sects, dictated by the cultural analysts specializing in The Games.





ANARCHISTS

"Unite!!"

DORA GONDLIGHTER, MISSING THE POINT

They are called Anarchists by the government and law enforcement officials as if they were politically unified, but "anarchist" is a label placed on any political dissident. While the world's governments (with the exception of the tenuously democratic Zimbabwe) are uniformly authoritarian, political theorists do occasionally exchange and discuss theories about other possibilities. Words like "republic" and "socialist state" are spoken in whispers in the back of dark coffee houses and faculty rooms. Secrecy is a must for these daring thinkers, because the Emperor has no tolerance for dissent—especially since the Oracles warned him of impending revolution.

If the many factions labeled Anarchists by their detractors can agree on one thing, it is their universal loathing of Xcrawl. It is the ultimate symbol of the authoritarian state, and the ultimate strategy for pacifying the masses. Anarchists take every opportunity to disparage the institution of Xcrawl to any who will listen—discretely, of course.

The most radical Anarchists are the so-called Revolutionists, who try to provoke open confrontation with the government in the hopes of motivating those who quietly hate the government into direct action. Xcrawl is a favorite target of these secret agitators. Many try to find work with the media or Xcrawl staff to gain access to the menageries and dungeon. From there, they try to disrupt The Games by freeing creatures, modifying traps, or endangering spectators. Of course, the government does not bother with the niceties of a trial if the responsible parties are caught.

Anarchist Encounters: There are two kinds of Anarchists: the supremely canny, and the imprisoned. Anarchists are extremely hard to detect because of their dedication to secrecy, and their diversity. While the most common anarchists are extremely well educated commoners, many

nobles would love to bring Emperor Ronald I down, if only to replace him with a new authoritarian regime.

If an anarchist recognizes an Xcrawl participant, the Crawler receives a -4 circumstance penalty for any Charisma keyed roll involving this NPC.

If an Anarchist senses that an Xcrawl player might be responsive to a change of government, he attempts to slowly get to know the player, feeling him out and learning about his values. If he ever feels it is safe enough, he begins to slowly share his feelings about the Emperor and the state of the government. Eventually, he might even try to recruit the player to assist him in some very visible act of mayhem against The Games.

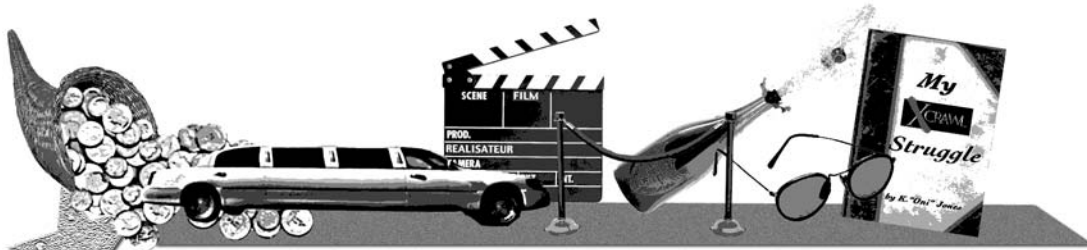
DWARVES

"I don't know what it is, man. Dwarves just don't dig on Xcrawl. (audience laughs) Do you think its because they don't allow the players to drink mountain whiskey between fights? Or is it that they have to leave their shovels and picks behind? Do you think they would like The Games more if the players had to wear hard hats with little lights on them? (audience laughs) I'd like to start a Dwarven Decathlon. Start with a 100-yard grumble and complain relay, then a couple of pull downs, ending with, of course, the 100-yard freestyle beard-combing. And not just the women's beards... Thanks, you've been great. Don't forget to tip your DJ."

COMEDIAN ALFRED KEYS, WARMING UP THE CROWD BEFORE THE START OF THE MAIN ARENA OF THE 17TH ANNUAL MEMPHISCRAWL.

Dwarves are the hardest crowd to win over. Their distaste for America runs deep, and they view Xcrawl as the pinnacle of the culture and values of the Empire. They find it disingenuous, cowardly, childish, and dull. Dwarf players are maligned in dwarven ale halls throughout the underground, and their families often won't claim the bodies of their relatives. And while a few dwarves begrudgingly admit to a secret thrill





EX-FANS

"Let's see what else is on."

EX-FAN CHELSIE WAINWRITE, UNIMPRESSED WITH THE 4700 MEMPHISCRAWL.

Many of the earliest Xcrawl fans have stopped watching The Games. The ratings continue to increase as the population of the world becomes addicted, but the original fan base has stopped tuning in. And while they might sit around and rehash the good old days with their friends, they will likely never go back.

Xcrawl has changed tremendously. At first, there was a real air of mystery and danger surrounding The Games. The players seemed like desperados who might turn on one another at any given moment. The monsters were exciting and new, and many believed the beasts could escape their cages at any time, giving the battles gravity. Now, Xcrawl is so well regulated that mishaps hardly ever occur, and fans are treated to night after night of tightly controlled, somewhat predictable, mayhem.

The sell out factor cannot be ignored. For the first two years, no one wanted to advertise with Xcrawl. Marketing strategists worldwide shook their heads, claiming that associating with a death sport would be public relations suicide. The lack of ads gave the crawls an authentic, low-budget feel. Then the first major advertiser—Friki-Choo Cola—began sponsoring the Emperor's Cup. In the first month their retail sales jumped 20%, and their newly founded fashion apparel line could not meet public demand. This began a flood of commercialization, leading to the modern media-saturated crawl fans know today.

Many claim that the best days of Xcrawl are now behind it, claiming that the game has been tamed by rules and regulations. They assert the Tennessee Scorcher's victory at the first Emperor's Cup is unmatched, and the contest is so watered-down in its current form that they might as well stop The Games completely. Of

when their brethren downs a giant or the like, most feel its an act akin to shooting a rabid dog—a chore that is unworthy of the glory it assumes.

Dwarf Encounters: Non-dwarven crawlers take a -4 circumstance penalty to all Charisma keyed skill checks when dealing with dwarves. Dwarves who are known Xcrawlers take a -2. If the player withstands a period of insults from a dwarf with just the right amount of defiance and humiliation (Etiquette check DC 18), the penalty is reduced to -2, or zero for dwarvish players. Dwarvish craftsmen are willing to sell their best wares to Crawlers—at least this way its going to see some real use, not just hang on a wall or in a display case—but will be spiteful just the same. Dwarves have no problem with overcharging Xcrawlers, and will happily quote a price that is just as much as they believe a player can afford.





course, the Ex-Fans who hold this opinion do not watch modern Xcrawl as a rule, so their opinions tend to be skewed.

Ex-Fan Encounters: Modern players receive a -4 to all Charisma keyed checks when dealing with ex-fans. The only players who get a fair shake from this bitter bunch are players from “way back when,” who played back when “Xcrawl still meant something.” A player who echoes an Ex-Fan’s sentiment regarding the general decline of excitement and quality in Xcrawl have a better than average chance of winning them over (+2 on Charisma keyed skill checks).

LIBERAL NOBILITY

“Well, maybe goblins wouldn’t be evil if we just left them alone underground to live their lives in peace. Did you ever think of that? Maybe they just don’t want any part of our neo-imperialistic, authoritarian, dominant male bullcrap. I know I wouldn’t if I were a goblin. Gobliness. Gobliner. Whatever they call themselves.”

THE YOUNG DUCHESS OF SARASOTA,
FROM THE BACK OF THE ROYAL LIMO.

Certain nobles view the vast gulf of wealth and privilege dividing American aristocrats from commoners as a burden of shame, and these individuals invariably hate Xcrawl. These individuals, whether more thoughtful or sensitive or simply at ideological odds with the wealth and privilege they were born into, feel that Xcrawl is a sharp indication that society is unjust. They see The Games as an exploitation beyond any traditional master-slave relationship that the tiered social strata of America; the poor and desperate are lured into giving up their lives to reassure the nation of its superiority and power. And while few dare to speak the thought out loud, these liberal nobles believe that Xcrawl is the final straw, breaking the back of the Empire’s moral authority.

Liberal nobles must be extremely cautious with whom they share their opinions. While a liberal

mindset is not a crime per se, it can be the cause of social downfall. The Liberal Noble fears to share his true feelings with his peers, lest he be considered a dissenter, an undesirable title in the world of American society. Often, they simply take their frustrations out on Xcrawl and its players, refusing to acknowledge The Games and being openly hostile to the players and fans alike.

Liberal Nobility Encounters: Xcrawl players receive a -4 circumstance penalty on Charisma keyed skill checks when dealing with Liberal Nobles. An additional -4 may be applied to players professing their love for The Games, and assert its importance as a national point of pride. Only players showing remorse for killing, or who admit to the basic unfairness of a world with decriminalized death sports, can gain a foothold with a Liberal Noble.

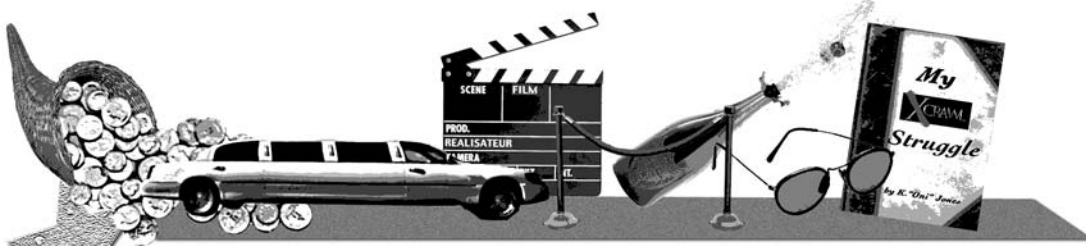
MESSIANICS

“Please oh Lord, deliver us all unto your holy grace; even those who may gall and displease you by participating in sinful, barbaric, immoral, and unholy acts on public television. Especially forgive Blythe, who is not only an unwholesome mercenary, but a shameless painted hussy with no business selling soda pop or any other beverage. In your name we pray for their salvation, Amen.”

AMANDA CAPRICE, WHISPERING SO AS NOT TO
WAKE HER HUSBAND, THE BLYTHE FAN.

The Messianics are factionalized and divided, with no one leader or guide to follow, but there is a main force that many can agree upon: Xcrawl proves that the Empire is barbaric place. While they hate magical and unnatural monsters and shed no tears for their destruction, the wanton destruction of any life for the sole purpose of amusement is wrong. Some of the more extreme Messianics believe that Xcrawl is a sign that the final days are at hand for the pantheists and their horrifying creations. Others still try to fight the enemy from within; while not something openly known to the world at large, Messianics have been discovered at many





levels of The Games, from backstage assistant all the way up to honored Crawler. Most, however, do the simplest thing: they ignore it.

The majority of Messianics do not watch Xcrawl, avoid business with its sponsors as much as possible, and forbid their children from playing Action League or in school Xcrawl events. While they are careful not to reveal their secret, treasonous faith, they actively work to keep others from watching or participating in The Games whenever feasible.

Messianic Encounters: It is likely that most players will never know that they have encountered a Messianic in the first place. However, it is a commonly held belief of their outlawed faith that Xcrawl is a moral wrong, and should not be supported. A Messianic may feign interest in players and The Games, but it is only a ruse designed to keep their secret faith hidden.

NON-BELIEVERS

"You mean you really believe they dig all those monsters out of the ground and off 'em? Nah, its all scripted and that blood is ketchup. I can't believe you can't tell. I mean, it's so totally fake looking."

**NON-BELIEVER JEANNIE DELVECHIO,
DISDAINFUL AT THE WATER COOLER.**

Professional athletes paid to kill monsters. High powered wizards and priests who spend their weekends playing live action Dungeonbattle—for keeps. A job that might kill you at any given time—and yet employees still seem to show up. That's Xcrawl, in a nutshell.

Sound farfetched? It does to some. A tiny percentage of the citizens of the North American Empire are convinced that the events are all faked. Multiple theories exist as to how and why the networks would perpetrate such a bizarre hoax.

- The monsters are real but the action is scripted. It's all a conspiracy by the alfar, who live amongst us even now, to get their monster allies into the heart of America, waiting on the perfect chance to strike.

- All the DJ's are master illusionists, who are bilking their sponsors out of millions of gold pieces.
- The monsters are magically transformed actors participating in a choreographed simulation that will one day be revealed in some grand finale.
- The dungeons are real, but the players are slaves forced to fight for the amusements of the Emperor. The prizes and glory are all fake—only the death is real.

The skeptics have a million theories, ranging from the interestingly impossible to the hopelessly fantastic. Healthcare practitioners call this a form of neurosis: the concept of a death sport is simply too terrible for some minds to accept, and these frail individuals create a fantasy to support the horror they see in The Games.

Non-Believer Encounters: Non-Believers pride themselves on their stubborn dedication to their interior fantasies. They might pretend to go along with the assertions of players that The Games and the danger is real, or that sunspots are not to blame for the delusion, or wherever their beliefs lie. Should a non-believer ever find himself in a situation where he can no longer deny the truth, he may become some other kind of hater, or fan, or the psychological stress may cause some kind of episode, depending on the individual's personality.

UNDERGROUNDERS

"Why does the man get a weapon anyway? The flenser has no weapon. The flenser has only his teeth and claws, armored skin and spiky tongue, poisonous eye spray, and ghastly paralyzing howl to protect him. It's never a fair fight with the surface scum."

**BUDA'KORET, BARTENDER AND SUPREME
XCRAWL HATER OF THE ZURA'AH'ZURA.**

Denizens of the Zura'ah'zura have a strange relationship with The Games. On the one hand Xcrawl is worth millions of gold pieces a year to the underground economy. Monster trappers,





animal handlers, talent agents, merchandisers, teamsters, and security personal all make the majority of their money from The Games. It brings new money into the underground, and this is slowly refilling the coffers of the alfar, who are still paying off debts incurred during the War of Subterranean Aggression. It seems like a win-win situation—the surface world is, from the alfar’s point of view, paying for the revenge plans that will ultimately engulf them.

Except...

Except that it truly galls the underground dwellers to be a part of the ridiculous pageant that is Xcrawl, making the smug surface scum feel oh so superior to their underground counterparts. It is difficult for them to swallow. The alfar are the masters of the tunnels, the alfar are the fear in the dark; they should be the ones the humans fear. And instead, the noble alfar are forced to feed the dreams of glory and honor that the loathsome humans love so much. For some it is nearly too much to bear. So they drip poison into The Games at every possible opportunity, even though doing so might eventually bankrupt the Zura’ah’zura.

This sentiment is echoed throughout the underground populations. Orcs, goblinoids, and intelligent monsters are aware of The Games and the opportunities for profit and violence they create, but for the most part Xcrawl just makes them all hate mankind more and more. Broadcast TV doesn’t work in the underground, and only the largest and most civilized cities of the alfar have access to cable. But most modern alfar enclaves all have a bar or tavern where patrons can watch Xcrawl, rooting for the monsters and receiving a free round of mushroom ale for every surface dweller that dies.

Underground Encounters: While it is extremely rare to meet a true undergrounder, Xcrawlers who do will find themselves either



dealing with a culture who wants to sell them anything and everything that might possibly have to do with The Games, or if the undergrounders cannot find a way to profit immediately from the encounter, the players will find themselves the object of scorn and ridicule. Players meeting undergrounders receive a -4 to all Charisma keyed skill checks. Half-orc crawlers receive a -6 when dealing with any undergrounder other than an orc—after all, they chose to play for the wrong side, and must deal with the consequences.



CHAPTER TWO





THE RULES

The Rules of the Modern Games

"... and thusly, in accordance with said edict, maneuvers known in the vernacular as butting with the head, knees, striking with elbows, dropping ones body onto opponents, mayhem with a weapon including nets, lassos and improvised bludgeons, and technical quasi-wrestling holds including the Gorilla Bus Stop, The Korean Leg Pinch, the Tennessee Sawmill, The Hawaiian Scuffle Truck, and their variants shall all be considered within the bounds of the sport and thus acceptable."

PAGE CXIV OF THE EMPEROR'S FORMALIZED RULINGS.

"With the blessings of Emperor Ronald I, the Uniter, I do lay this document down on this day the 15th of July in the year 4700, the Twenty Second year of Our beloved Emperor's rule. To demonstrate the Glory and Prestige of the North American Empire, the Emperor in his beneficence has made an accounting of the sport and made these decisions." This excerpt from the preamble to the Emperor's Formalized Rules stunned American Xcrawl fans and participants when it was released to the nation in June 4700.

No one ever thought that Xcrawl would have the benefit of formalized rules. When The Games were first conceived in 4678, Xcrawl's first commissioner and DJ Will Fleeman rejected the idea of a universal system of rules. He felt that The Games should emulate tabletop Dungeonbattle as much as possible, and that meant giving the DJ's as much freedom as possible to create house rules. Since each crawl was an individual event, it made sense that every DJ should be able to craft their own rules.

This was fine in the early days of Xcrawl—the most important interested parties, namely the fans, barely noticed. Did Xcrawl even have rules? It seemed like a free-for-all killing spree. That was

the beauty of it—the so-called heroes of this drama were beholden to no social conventions nor rules of engagement, just like the monsters. It was war, real unrestrained violence, and the crowd fell in love with its chaos.

But as time passed, the lack of formal rules became a source of frustration to serious Xcrawl fans. After all, how could one judge which players were the best if there was no universal guidelines for comparison? The formlessness made it difficult for fans to do their absolute favorite thing; rank players against one another.

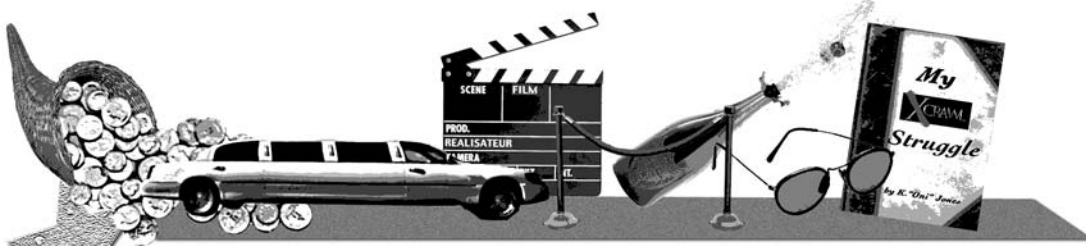
The second most interested party in formalized rules for The Games were the players. Of course, their wishes basically amounted to a hill of beans. While complaint after complaint was registered with the Adventurers' guild, guild commissioner Duke Bradley Leibrock took no action. The DJ's were all convinced that formalized rules would ruin the sport, and as usual the commissioner sided with them.

Emperor Ronald I, the ultimate Xcrawl fan, felt this growing dissatisfaction amongst crawl aficionados. He feared an eventual popularity backlash that could set the Game's popularity behind, or even make them irrelevant. And he simply could not allow this—there was just too much at stake; he finally had the nation right where he wanted it. So he took his top advisors away from their duties for several weeks, flying them all to a hotel in sunny Destin where they watched thousands of hours of Xcrawl and hammered out a formalized set of rules. Then he simply let the nation know that he had made his decision, and that it was final.

The Emperor's edict put an end to any and all debate on the subject of Xcrawl rules. Ronald's committee made sure to make the rules as universally appealing, flexible but manageable as possible. Not that anyone had a choice—the Emperor had spoken, and any debate would be an exercise in futility.

The newly formalized rules do allow some flexibility. DJ's can still change the rules to suit their particular crawl, but





these alterations must be submitted in writing and approved by an Adventurers' guild committee. In this way they reigned in the most egregious conniving DJ's in The Games. And this newly leveled playing field allowed a set system of statistics to be enacted (see Statistics, pp. 109).

The Emperor's Formalized Rules and the new system of player statistics were both created to increase Xcrawl's rating share and marketing potential. And the plan has worked—the ratings have never been higher. However, some hardcore Xcrawl fans have denounced these two moves as populist and diluting. Across the nation, many ask the same question again and again: has Xcrawl finally sold out?

Formalized Rules

The Rules are, of course, written in formal and expansive Latin legalese, and take up several hundred pages. The rules are paraphrased here in simple language.

1. The Game: The DJ constructs a dungeon. He is charged with filling it with obstacles, monsters, traps, locked entryways and distractions. The players must travel from one end of the maze to the other, defeating or circumnavigating the obstacles presented before them. The DJ is free to present other contests or goals or win conditions, so long as the obstacles themselves fall within the guidelines presented in the rules. Players and monsters shall engage in combat, and it is understood by all parties that this combat may be lethal to any and all involved. The players agree to follow the directions, instructions and ruling of the DJ and his referees.

2. Fairness: Multiple teams should face equal challenges. No team should be singled out for a higher or lower level of difficulty, although the presentation, theme, and individual aspects of each level may be different. Teams should not be exceptionally favored with treasure and magical assistance, nor should they be deprived. Fairness to each team should be of paramount importance to an Event, and DJ's who cross this line risk having their DJ status revoked.

3. Players: Players must be members of the Adventurers' guild in good standing, with an unblemished citizenry record. Players may be human or any of the standard humanoid races, but not submen (goblinoids, orcs, et al). An exception shall be made for human-monster crossbreeds who prove they can conduct themselves in a manner consistent with the laws and values of the North American Empire.

HALF ORC—OR HALF HUMAN?

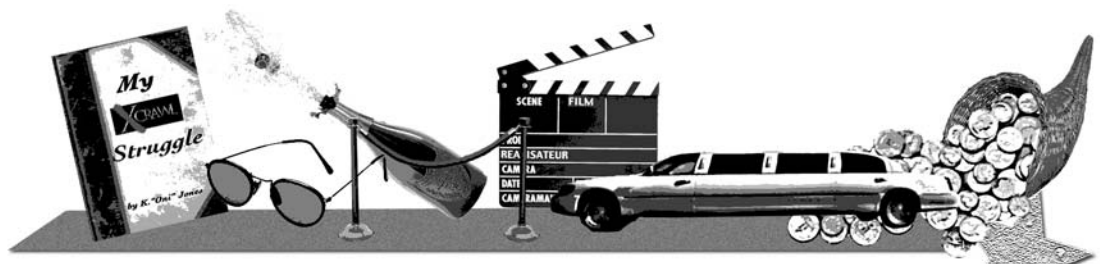
"Out of the question."

Emperor Ronald I would not even consider allowing half-orcs play in the burgeoning Xtreme Dungeon Crawl league. It would mean drafting some sort of formal treaty with the scum of Orc City One or Orc City Two and allowing the hideous spawn of the Zura'ah'zura to roam free in his empire. Preposterous.

But Fleeman wouldn't take no for an answer—if there weren't half-orcs, it just wasn't Dungeonbattle, and then what was the point? It took him six months of pleading and cajoling before he struck upon a foolproof plan to get his way.

Fleeman had been running a Dungeonbattle campaign for the Emperor's nephews, who spent every spare hour playing the game and working on their characters. Between dungeons, Fleeman introduced a new NPC named Smitty, a gruff but misunderstood half-orc warrior with a heart of gold. He put more work into that character's mannerisms and personality than he ever had before, taking his DJ and acting skills to new limits. The tragically noble half-breed soon became a favorite of the party. Fleeman eventually let it slip in front of his young players that their uncle the Emperor was going to disallow half-orcs to play "the real Game." The children, of course, went ballistic.

Two months of near incessant whining later, the Emperor sent a special attaché to Orc City Two, to negotiate the granting of limited Athletic Visas to select half-orcs. When the first



Emperor's Cup ran in 4680, two teams had half-orc Brawlers. Since then, hundreds of half-orcs have come to the surface to kill and die in The Games.

4. Equipment: Players may bring standard hand-to-hand and ranged weapons. No electronic, chemical, poisonous, motor driven or explosive weapons (other than standard alchemist's fire) will be permitted.

Division IV Players may use padded (non-lethal) weapons and armor. Division IV spellcasters may only use non-lethal, non-injurious spells to temporarily subdue any obstacles. Players may each carry three potions which produce non-lethal magical effects. Magical weapons and armor are banned from use in Division IV contests, although such items may be given away as magical treasure. Each spellcaster in a Division IV event may bring one wand and up to five spell levels worth of scrolls to the event, unless the DJ otherwise specifies.

Division III Players may begin the dungeon carrying up to five potions each, although they may use or leave with any potions they find in the dungeon. Spellcasters may begin the dungeon with one magic wand each (although wands discovered in the dungeon may be carried in addition to this wand), and up to one rod or staff. Spellcasters may carry up to ten levels of scrolls each, although they may use or leave with any scrolls they find in the dungeon.

Division II Players may begin the dungeon carrying up to seven potions each, although they may use or leave with any potions they find in the dungeon. Spellcasters may begin the dungeon with one magic wand each (although wands discovered in the dungeon may be carried in addition to this wand), and up to one rod or staff. Spellcasters may carry up to twenty levels of scrolls each, although they may use or leave with any scrolls they find in the dungeon.

Division I Players may begin the dungeon carrying up to nine potions each, although they may use or leave with any potions they find in the

dungeon. Spellcasters may begin the dungeon with one defensive magic wand and one offensive wand each (although wands discovered in the dungeon may be carried in addition to these wands), and up to one rod or staff. Spellcasters may carry up to thirty levels of scrolls each, although they may use or leave with any scrolls they find in the dungeon.

Unlimited Class Players may begin the dungeon carrying up to twelve potions, although they may use or leave with any potions they find in the dungeon. Spellcasters may begin the dungeon with three magic wands each (although wands discovered in the dungeon may be carried in addition to this wand), and up to one rod or staff. Spellcasters may carry up to forty levels of scrolls each, although they may use or leave with any scrolls they find in the dungeon.

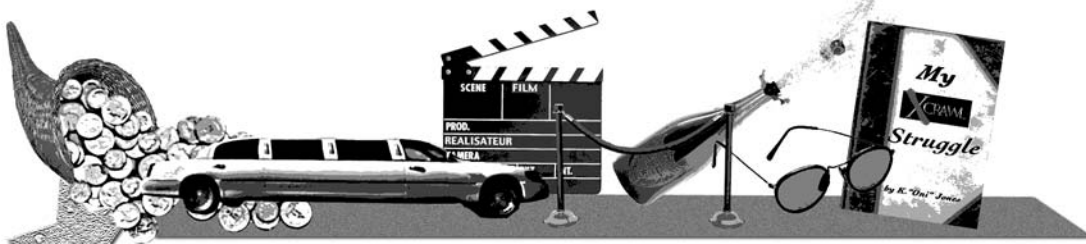
The following equipment is banned from use in Xcrawl: poison, firearms, combustibles excluding standard alchemist's fire, acid or other corrosives or biohazards weapons, biological or contagion bearing weapons, unholy or blasphemous weapons or relics, electronic equipment including locating devices. Exceptions: watches, flashlights.

5. Magical Spells and Protections: Players may not enter into a dungeon with pre-cast magical protections, enhancements, enchantments or camouflage/invisibility. Players may cast such spells on themselves and their teammates once the referee declares the contest begun. This ban does not exclude magic items which produce magical effects as listed above—such equipment may be worn normally after the beginning of the contest.

The exception: Players may have one *permanent* effect each cast upon them before the beginning of the dungeon. Players who wish to participate in the dungeon but who have multiple *permanent* effects cast upon them must choose which ones will be dispelled to put them in accordance with this rule.

6. Referees: The job of the referee is to insure the players and monsters conduct themselves in a manner consistent with





the rules of Xcrawl set forth from this document and by the event's DJ. The ruling of a referee is final, and no appeals shall be heard. Referees are responsible for checking any and all equipment the players may wish to carry into the dungeon. The referee may assign penalties to the players, and in cases where the players refuse to listen to instructions, they may deduct points or disqualify the players from the game as they see fit.

Referees shall be issued a NonCom badge, and will be teleported away should they be put in any physical pain or danger, or be caught in an enchantment.

DJ's shall not disguise hazards, be they mechanical, living, or undead as referees.

7. Personnel: Incidental personnel in the dungeon, including but not limited to cameramen, handlers, security guards, and ushers are off limits to both players and monsters. They may not be petitioned for aid or advice except in the case of rules questions, and should be ignored during normal play. Incidental personnel with access to the dungeon itself shall be issued a NonCom badge, and will be teleported away should they be put in any physical pain or danger.

DJ's shall not disguise hazards, be they mechanical, living, or undead as staff members, paramedics, cameramen, or event attendees.

The players may not bring personnel other than retainers through the dungeon. Coaches and additional staff may elect to wait for their team in the breakrooms. That the player can make it to or even find breakrooms is not guaranteed.

Breakrooms are safe havens. Breakroom doors may not be trapped, although they may be guarded. DJ's are obliged to provide food, toilet and shower facilities, rest area, and a licensed paramedic with sufficient first aid supplies.

7. Treasure: DJ's may give away donated treasure, including magic items, as they see fit. They must submit these lists to the appropriate Xcrawl committee for approval before every event. It is

understood that the committee may rule on the usefulness of certain magic items and equipment given away, and that DJ's should strive to provide magical items that will aid the players in completing the event. Generally, the magic items given should reflect the amount of danger the players face, although the DJ has a good deal of discretion in these matters.

Magical treasure is banned if it pierces dimensional barriers, causes instant or assured death, is poisonous, contagious or otherwise would be banned from normal Xcrawl play, or is deemed offensive or unnecessary by the appropriate Adventurers' Guild committee.

DJ's shall not disguise hazards, be they mechanical, living, or undead as treasure, prizes, or rewards of any sort.

8. Retainers: Each team may bring up to one retainer into the dungeon. Hiring and financing a retainer is the responsibility of the team. Retainers may carry supplies including weapons and incidental equipment that the referee permits, offer advice and encouragement, offer non-magical first aid, and speak freely to the camera and audience within the bounds of television decorum. Retainers may not initiate any direct action against any creatures, hazards, or obstacles they encounter, although they are free to respond when possible if attacked. Retainers shall all be issued a NonCom badge, and will be teleported away should they be put in any physical pain or danger, or under an enchantment.

DJ's shall not disguise hazards, be they mechanical, living or undead, as the team's retainer, coaching staff, family or loved ones, or other personnel.

9. Death: The death of all participants is a possible outcome of any Xcrawl match. Players who die in The Games, and the families, friends, teammates, and employers of deceased players, forfeit their right to bring legal action against the DJ, the Xtreme Dungeon Crawl League, their teammates, the DJ's staff, monster handlers and trappers, and/or the Empire. Players caught





attempting to exact any level of revenge against parties who may or may not be responsible for the death's of friends and loved ones shall receive the maximum penalty for their actions.

While no specific rule bars the families, friends, and teammates from seeking resurrection for dead players, a player who dies during The Games is considered out of the contest. A substitute may be arranged between levels, but that character is lost for the duration of that particular competition, and may not be brought in as a substitute for any other player or team associated with the crawl.

There is one exception to the ban against in-game resurrection: if a DJ sees fit, he may place a magical relic, scroll, or potion as treasure in his dungeon with the intent that it be used by the players in the case of the demise of one of their band. In this case, such magic items must be returned to the DJ at the end of the dungeon, and the players shall not be given unlimited powers over death outside of the crawl without the explicit written permission of the temple.

10. Win Conditions: The team or teams completing a dungeon level with the best time/score, which has also performed all tasks defined as win conditions, shall be declared the winner of that level and eligible to go on to the next level as defined by the DJ at the outset of the event; i.e., four teams may advance from level one to two, and two teams from level two to three. A team completing the final level shall be declared the winner of that entire contest, and be eligible for whatever grand prizes the DJ has put forth.

If a team fails at completing the final dungeon level, the team with the second best time/score/most complete win conditions will be brought back to try for the top prize. If that team fails, or declines to participate due to personnel loss or any other reason, the next successive team will be brought back. If no team can be found to complete the dungeon, the DJ has two options: 1. To declare the dungeon incomplete, with the farthest penetrating team considered the winner, or: 2. Allow a remainder's team, of the willing remnants of the losing teams, to be assembled and

allowed to attempt the lowest levels. In this case, the remainder team shall be granted a period of no less than three days to train, heal, equip, and create a strategy.

11. Rules of Engagement: Players must fight whatever creatures are encountered in the dungeon. The players may not surrender, but if they pass through a door to the outside, or a door labeled as NoGo, they are considered out of play.

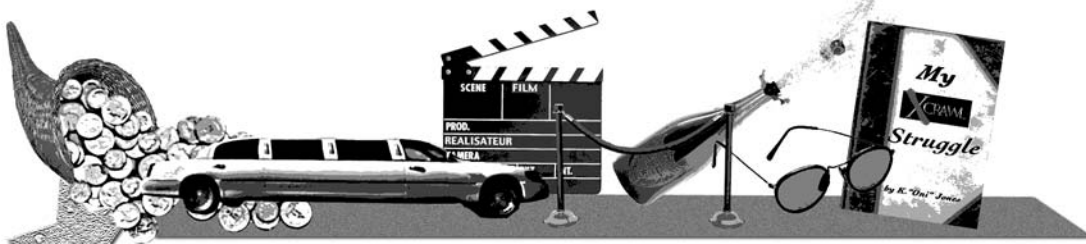
Creatures and other opponents may surrender, and in the interest of expeditious game play and preserving resources, their surrender will be honored by the players. Once a creature has surrendered, it will be removed from the dungeon by the referee. If a creature or opponent breaks its surrender in an attempt to slay any or all players before it can be removed, its surrender is considered null and void, and additional requests for quarter, mercy, or leniency shall be ignored.

Players may not strip opponents of weapons and armor, nor should DJ's hide treasure on creatures to be looted in full view of the audience. The exception shall be made for players who have lost essential pieces of equipment, such as weapons and armor, and, in the case of lost essential equipment, a referee shall be called to rule whether or not a player may take weapons from a slain or surrendered opponents. Equipment carried by or used by opponents is a legitimate possibility for a trap, be it mechanical, toxic, magical, living, or undead.

Players may not mutilate, interrogate, consume, torture, burn, or otherwise violate slain or surrendered opponents.

Creatures may be charmed, mesmerized, or otherwise compelled by magic or other hypnotic means. It is permissible to force monsters thusly controlled to fight one another. Once the referee designates a room as completed, all creatures charmed, mesmerized, or otherwise compelled are considered out of play. Charmed, mesmerized, or otherwise compelled creatures may not be taken out of their designated room to aid or assist the players beyond their original encounter areas.





Expanded Fame Rules

"Do you know who I am?"

TRADITIONAL CELEBRITY BATTLE CRY.

Fame is normally rated on a scale of 1 to 100. But certain celebrities can go higher than this number, and once they do, they can start accumulating permanent Fame points.

INCREASED FAME THRESHOLD

Any time a player Fame rating goes over 100, he can either choose to maintain his new lofty level of Fame, or he may trade in those points, on a one-for-one basis, for points of permanent Fame. Permanent Fame points cannot be taken away from the character except temporarily by spells and spell-like effects that alter the rating.

EXPANDED FAME CHART

Fame	Bonus
01-10	+1
11-20	+2
21-30	+3
31-40	+4
41-50	+5
51-60	+6
61-70	+7
71-80	+8
81-90	+9
91-100	+10
101-105	+12
106-110	+14
111-115	+16
116-120	+18
121- 125	+20

An additional +2 bonus is gained for every five points after 125.

The choice for characters with more than 100 Fame is, metaphorically speaking, to burn brighter or burn longer. A character with a Fame rating of over 100 should be considered the face of the moment, but a character with even a few permanent points of Fame

is considered a legend of the sport, never to be fully extricated from the public's consciousness.

Example of Permanent Fame buy: After a record setting two weeks in San Francisco, immensely popular Specialist Art "Jackmove" Shilman has a new Fame rating of 107. He may either enjoy the +14 he has earned on all Fame related rolls, or trade the additional seven points for seven permanent points of Fame.

Characters with a permanent Fame rating are considered enduring legends of the sport. Their Fame rating can never go below its permanent rating, and even in the most extraordinary circumstances, your character has a percentage chance of being recognized equal to her permanent Fame rating. For example, if Jackmove takes the seven points he is over one hundred, and transforms it to 7 points of permanent Fame, he has a seven percent chance of being recognized in a Tibetan monastery or by a tribe of cave halflings in the Zura'ah'zura.

Permanent Fame points cannot be lost or given up voluntarily, although some effects can temporarily or permanently alter the character's Fame rating.

EXPANDED FAME BONUS

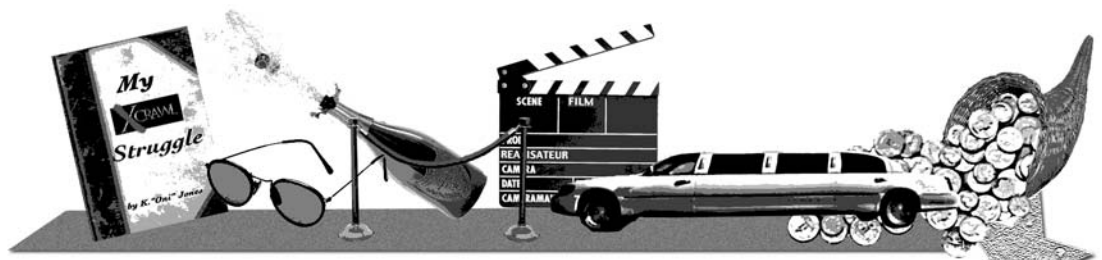
Fame is a powerful thing. It alters others perceptions of you, and can be used to effect certain circumstances.

Mugging and Grandstanding

You can always use your Fame bonus to add to your mugging or grandstanding attempt. However, if you have at least ten ranks in perform, you can call for your team to take a bow once per level, and use your skill with the crowd to increase your teammates' Fame. This technique is called Affirming; what you are essentially doing is calling on those who are cheering for you to recognize the efforts of the entire group, and not just one individual.

Affirm: If you wish to Affirm your teammates, you must first make a successful personal grandstanding roll out of combat. After this, you





make a second grandstanding roll (DC = crowd DC + number of members on your team). This time, you point to your teammates and single them out for attention. If you are successful, the crowd gives your friends a major ovation and everyone on the team gains one point of Fame. If this roll fails, the crowd is indifferent or hostile and you yourself lose two points of Fame, but the team does not lose any.

BLUFF

Throwing A Tantrum: It's the oldest celebrity gambit in the book: so displeased and distraught that you can't even go on. A celebrity character who thinks pouting and sending back food will get them their way may add their Fame bonus to their Bluff roll.

Misrepresent Your Talent: You don't have to be the perfect woman for the job—you just have to fool the producer/agent/DJ into thinking you're the perfect woman for the job. You may add your Fame bonus to any attempt to make people that you are capable of excellent work on their upcoming project, even if you are clearly out of your league.

DIPLOMACY

Mingling Above Your Station: You may add your Fame bonus to a Diplomacy check when trying to get in good with nobility, high powered celebrities, or superior Crawlers. Conversely, you can use your Fame bonus when trying to convince people of a lower station that you are still one of the common folk, no matter how much your new wealth and status has warped your values.

Letting Down Would-Be Xcrawlers: "Yeah, I betcha I could be a pro if I worked at it." Xcrawlers hate hearing such sentiments from delusional individuals who believe they are qualified to try their hand at The Games. But if you tell them straight out, you lose a fan. You can add your Fame bonus to any Diplomacy roll that you make while

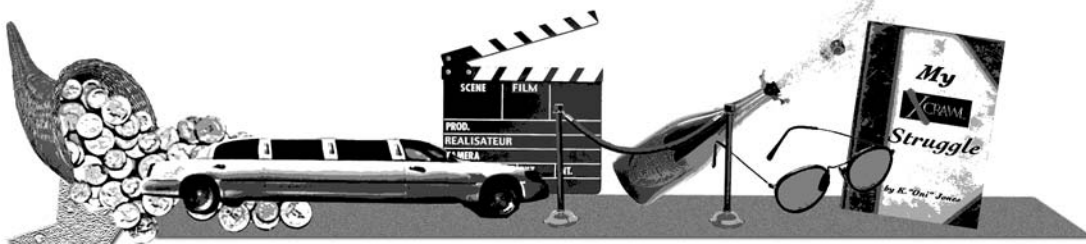


trying to let someone know that they wouldn't last five minutes in the easiest dungeon without hurting their feelings. This is an extremely useful skill when dealing with rich patrons who might have drank one too many cups of courage, and now want to try your wand.

GATHER INFORMATION

Casing the Computation: Common folks like to think they can have an impact on major events. If they can provide info to a crawler that helps him win the dungeon... why, its almost like they won that dungeon themselves! You can add your Fame bonus to any Gather Information checks when trying to find out information regarding rival Xcrawl squads, the DJ, or a dungeon itself.





INTIMIDATE

Kill With Kindness: Xcrawlers are often singled out for attention from bar drunks and other loudmouths who want to see how tough they are. Everyone wants to go home and tell the story of how Pecos Pete wasn't so tough in real life when they slapped the big faker around at Hooligan's. This is a no win scenario for the pro player—99 times out of 100, they put a few local idiots in the hospital, where the indignant idiots begin calling lawyers and organizing a law suit, and the one time they get beaten, the press never, never, ever lets them forget. Normal intimidation tactics just don't work in these situations—it just adds fuel to the fire. The best way to handle this is to keep your cool, and in the most professional manner, let the morons know that there is no need for any kind of brawl. By not overreacting, you subtly let them know that you would kill everyone involved, so there is no reason for such a contest. You can add your Fame bonus to all such intimidation rolls to pacify a violent idiot before you have to hurt him. If you just stand your ground and act tough, you do not add your Fame bonus—at that point, you are just a couple of strangers itching for a fight.

PERFORM

Favor Us With Song: If you are a multi-talented Crawler—if you can sing, dance, tell jokes, etc.—then, chances are, you will eventually be called up on stage to give an impromptu performance. The venue could be a club, restaurant, or a TV talk show studio, but eventually someone will call your tap dancing skills out. You can add your Fame bonus to any such spur of the moment performances where you are specifically asked to perform because you are a famous Xcrawler.

Victory Dance: It doesn't have to be a dance. You could strike a pose (modeling), do a double-take (comedy), or quote a famous general (oratory). Many players will do something cute or memorable after a dungeon victory—your way of celebrating and blowing off steam after a kill. If you attempt any kind of performance to celebrate a victory in The Games, you can add your Fame bonus to the attempt.

SPENDING FAME

In addition to the other benefits of Fame, players may choose to spend points of Fame to effect the outcome of some events to come into their favor.

You may spend temporary Fame points at will, but you may not spend permanent Fame points. Your permanent Fame rating is considered the lowest point on the Fame scale that your character can go.

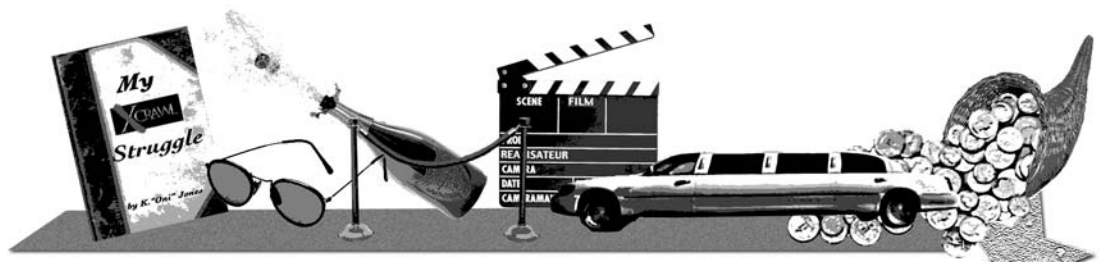
FAME BUYS

- To be instantly recognized in a public place ..1 pt.
- To instantly grab a taxi in a major city1 pt.
- To receive a complimentary meal from a restaurant.....1 pt.
- To receive a free upgrade to first class.....1 pt.
- To fully avoid being recognized in a public place3 pt.
- To have police look the other way for a minor infraction5 pt.
- To insure the team gets invited to a specific crawl5 pt.
- To have a performance singled out by journalists5 pt.
- To insure a story in the media has a positive spin.....5 pt.
- To receive a complimentary meal from a fancy restaurant5 pt.
- To receive a complimentary hotel room5 pt
- To have police look the other way for a major infraction.....10 pt
- To attract a groupie10 pt
- To receive preferential treatment from a ref ..10 pt
- To gain an automatic sponsorship10 pt
- To gain preferential treatment from a DJ15 pt
- To automatically be nominated for a guild award15 pt

NOTES ON FAME BUYS:

Celebrity Xcrawlers seeking other kinds of preferential treatment not listed here may do so at the GM's discretion. Using the above chart as a guide, the GM assigns whatever Fame cost he deems fit. Fame points can never be spent in combat, although they can be used immediately afterwards.





Generally, use of a Fame buy constitutes a “gimme”—as long as combat isn’t effected, the players should receive what they want with no roll necessary. For difficult situations (angry waiters, prejudiced ref’s, hostile cops), those opposed to helping the budding Xcrawl celebrity get his way can make a Will save (DC = 10 + Fame points spent + Fame bonus). Celebrities can overspend on their Fame buy to increase the DC of the opponents Will save in these cases.

Instantly grabbing a taxi assumes the celebrity is out on the street someplace that has cabs—this obviously cannot be purchased if the player is sitting in a hotel pool or hiding in a dungeon breakroom.

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, weapons charges, and inappropriate use of magic.

Automatic sponsorships should be rolled for randomly (see Random Sponsorship Chart, pp. 160).

Role Playing Fame

“I ain’t no damn role model. I’m a killer. My job is to go out there and put down as many of those slimy freaks as I can get my hands on. And anybody who doesn’t want to raise killers shouldn’t let their kids watch the damn Xcrawl in the first place.”

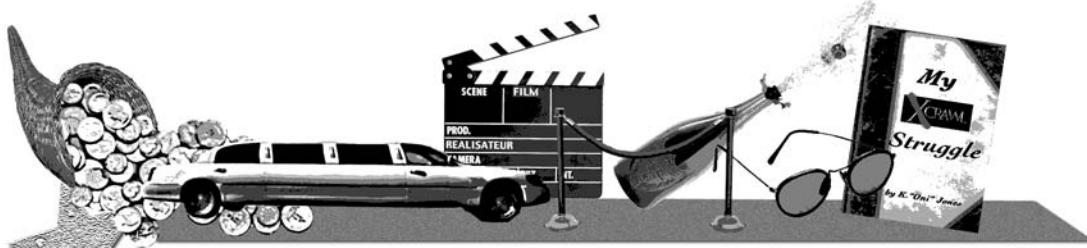
**CAPTAIN HOWDY, NEUTRAL EVIL CELEBRITY
AND ALL AROUND VILLAIN,
ON GOOD MORNING EMPIRE.**

In the authoritarian world of Xcrawl, alignments are generally a smaller issue than in standard fantasy campaigns. Morality exists, but the distinctions are a bit more gray than your typical gaming world. Commoners are just trying to get

by in an unjust and authoritarian state. Nobles are only interested in hanging on to their position, so they can avoid becoming a commoner, and they will compromise their beliefs over and over again to do so if they must. This moral murkiness nudges individuals towards neutrality, although exceptional individuals of every stripe still exist. Still, a celebrity’s alignment often determines his public persona.

It is important to remember that a celebrity’s alignment and his character’s “in-crawl” alignment can be different. He might be the picture of lawful good in-crawl, but off camera, he’s actually chaotic neutral. If the celebrity is in character, use his in-crawl alignment; if not, use his actual alignment.





Multi-Signature Move

"What's this? Oh my! It looks at though the Arizona Roughriders are about to pull their celebrated and sensational team move, The Five-Man Tango! And, naturally, the crowd is going wild."

**ANNOUNCER CECIL "THE BIRD" BAUTISTA,
MAKING ONE OF HIS CLASSIC CALLS**

The signature move is one of the hallmarks of the Xcrawl games. Providing an opportunity for an individual player to shine and stand out for one moment during the crawl. But sometimes, it isn't the individual who wants to shine, but an entire team. The Multi-Signature Move provides that opportunity.

A relatively new creation in The Games, the Multi-Signature Move is rapidly becoming one of the favorite moments in a crawl, mostly due to the new nature of it, along with rarity of actually seeing one. And the massive impact that it can have in combat is awesome to behold.

Working much the same as the single person Signature Move, the Multi-Signature Move uses the same construction method as the standard version, with a few modifications. And if done correctly, the Multi-Signature Move can add to the team's Grandstanding or Mugging checks, as well as adding to the Mojo Pool.

ACQUIRING

Any players wishing to gain a Multi-Signature Move has to first have the Team Spirit feat. They must also design and practice the Multi-Signature Move. The length of time needed to practice the new move is dependent upon the number of players involved; it takes a minimum of two weeks of training per person before the Multi-Signature Move can be attempted. The team must then successfully use the move in a mock combat situation before it can be used in a crawl; if the move fails in the mock combat situation the team must practice for one more week (total, not per person) before it can be attempted in a mock situation

again. Once a Multi-Signature Move has been successfully performed in a mock situation, it can be used from that point on in crawl. For example: the Milwaukee Misfits have a concept for a new move, Up The Shoot, which involves three of their members. They must train for a minimum of six weeks before they can try out the move. The first time they try the move in mock combat it fails miserably, but after another week of training the three players pull it off flawlessly. Now it's time to take it to the show.

CONSTRUCTING

A Multi-Signature Move is a three-round action that can only be undertaken when a live audience is present. The players involved must name the Multi-Signature Move, giving it a distinctive identity. A Multi-Signature Move must have the following components:

The Call

During this round every player involved with the move must perform the exact same action to let the audience know that the move is ready to begin. The move does not have to be perfectly choreographed, but it must be homogenous, giving a showman-like impact to the crowd that the players involved are working as a unit. The Call must be performed at the same moment; all players must wait for the player with the final action in the round to act, holding their action until that time. The Call can be any move, from a dance step, to a posture, to standing and yelling at the crowd, as long as it actively conveys that the Multi-Signature Move has begun. The Call is a full-round action that may or may not provoke an attack of opportunity (GM's discretion). At this point in the Multi-Signature Move, the team loses one point from the Mojo Pool; if the move is completed successfully, the team regains that point of Mojo, plus one bonus Mojo point to add to the Pool.

First and Second Round Actions

The final two parts of the Multi-Signature Move must be a two-action combination consisting of an attack, an attack modified by a feat, a spell, a





spell-like ability, or a skill. Each action must be a full-round action, and must be performed in a single round. These actions cannot be the same action repeated.

The first action must be identical for each player involved in the Multi-Signature Move. It can be any action that falls into the described category, but it must be the exact same move. For example: if the Multi-Signature Move has the first move consist of Villalobo's Anvil Outta Nowhere, every player must be a spellcaster with that spell available to them; similarly, if they first move is a Tumble check, each player must be trained in the skill (even if the skill is untrained, to use it in a Multi-Signature Move, the attempting player must be trained in the skill). For the second action to be attempted, each player must succeed in the first action. If any one player misses their action, the Multi-Signature Move fails.

The second action in the Multi-Signature Move can be any independent action by any player. The actions can be the same, but it is not necessary to successfully perform the move. All players involved must succeed in the second action to receive the benefits of the Multi-Signature Move. If any one player fails in their action, all of the benefits are lost to the team.

Benefits

The players using a Multi-Signature Move may use it at any time during an Xcrawl event when a live audience or camera crew is present, but they may only receive the benefits of the move the first time they use or attempt it on any given level of the crawl. Each player involved in the move receives a +1 competency bonus per player involved in the move. For example: the three players using Up The Shoot would each receive a +3 bonus to their attacks or skill checks for each stage of the Multi-Signature Move. Similarly, spells cast as part of a Multi-Signature Move receive the same bonus to the DC of any saving throw where applicable.

Grandstanding and Mugging checks may not be a part of a Multi-Signature Move, but any Grandstanding or Mugging checks performed after a successful move receive a +6 synergy bonus.

A rogue's sneak attack ability may only be used in a Multi-Signature Move in one of two circumstances. If all of the players involved are rogues, they may use a sneak attack as either the first or the second action of the move. However, the sneak attack must still meet the requirements necessary for the attack, and they must still perform The Call, bringing attention to them before either action. A rogue involved in a Multi-Signature Move may also use a sneak attack as their second action, despite the composition of the team. Again, the sneak attack must still meet the requirements necessary for the attack. It is difficult to use a sneak attack as part of a Signature Move as each member involved with the Multi-Signature Move must be visible to the crowd at all times.

A Multi-Signature Move is not successful unless all of its components are successful. Attacks must hit and damage their targets and skill checks must be performed successfully; trip attacks must topple an opponent, bull rushes must push back the target, etc. Spells must do at least one point of damage, or complete their intended action; *light* must create light, *sleep* must put someone to sleep, etc. Any attack or spell that is designed to do damage that successfully hits, but does not do any damage is not considered a successful part of a Multi-Signature Move.

A successfully performed Multi-Signature Move earns the following bonuses:

- The point of Mojo spent is returned to the pool
 - One additional Mojo point is added to the pool
- If the Multi-Signature Move takes down their intended target or targets, each player gains the following additional bonuses:

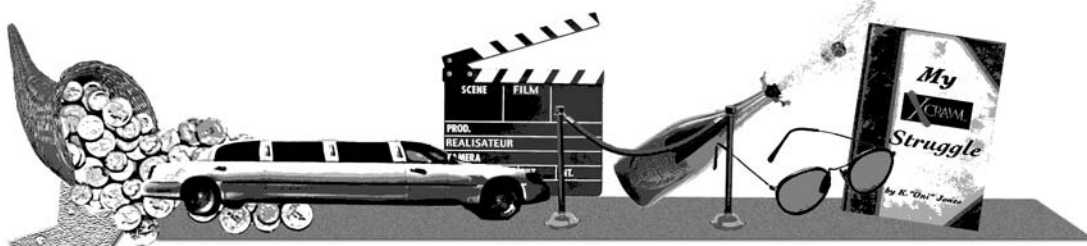
- Two additional points are added to the Mojo Pool

• Each player receives two Fame points

If the Multi-Signature Move fails, each player suffers the following penalties:

- One point loss in Fame





If any player suffers a critical failure during an attempt at a Multi-Signature Move, they receive the following penalties:

- One additional point loss in Fame
- One additional point loss to the Mojo Pool (in addition to the one point lost from rolling a natural 1)

A player may be a part of a Multi-Signature Move without having an individual Signature Move. They may also be a part of several Multi-Signature Moves, but they must purchase the Team Spirit feat for each move.

NEW FEAT: TEAM SPIRIT (GENERAL)

You have trained to perform a spectacular attack with some of your teammates.

Prerequisites: You must spend 200 experience points to gain this feat.

Benefit: You may be part of a Multi Signature Move. You must buy this feat specifically for each of your Multi-Signature Moves. Team Spirit may not be reassigned to a new Multi-Signature Move after it has been purchased; the specific Multi Signature Move must be defined at the time this feat is acquired.

Celebrity Alignment

CHAOTIC EVIL: "BAD BOYS"

There are more chaotic evil celebrities than one might think. People can learn to accept all kinds of evil, as long as its obvious enough.

The chaotic evil celebrity is completely out of control. He brawls, stiffes waitresses, misses curtain times, wrecks sports cars, and insults his teammates on the television news. His arrogant antics draw constant attention from the talk shows and tabloid press. Greedy, angry and mean, he is a walking disaster, and America loves him for it. The fans don't even mind when the celebrity claims he hates their guts—he's just keeping it real.

The Appeal: Chaotic evil celebrities radiate danger, which gives them sex appeal. They act on impulses that most citizens of the

Empire work hard to repress, and that freedom is extremely alluring. They laugh off criticism and standard modes of behavior, reminding people of themselves when we were young and angry.

Typical Gigs: Action film villain, rock concert emcee

Typical Endorsements: Weapons and armor, alchemist's fire, arrows and bolts, sports cars, liquor, cigarettes.

CHAOTIC GOOD: "PARTY PEOPLE."

Chaotic good celebrities are those wild and crazy firebrands that we all wish we had in our circle of friends.

Chaotic good celebrities make us smile and laugh. They are real people with the same faults and foibles as the common folk. They get drunk and say the wrong thing at parties, they malign their DJ and perhaps even hint at a measure of disapproval for death sports in general. They pay respect to the Emperor, but their rebellious streak lets us know that they are untamable spirits who can never truly bow to authority. Chaotic good celebrities are often the hardest partyers, drinking and living it up with abandon. They constantly take it to the limits, and often go a bit further than that.

The Appeal: Chaotic good celebrities radiate youth. They love freedom, balk at authority and social standards, and constantly challenge the status quo, giving them a hint of outsider status, but not to the point where they become threatening. Their kind hearts and innocent natures draw us to them, and they are seen as fearless and honest.

The chaotic good Xcrawler is a brave and unpredictable combatant, who won't kill for the sake of appearances. Chaotic good crawlers have a soft spot for the monsters, and will let them live if possible. Chaotic good folks appreciate their fans, and will stop to chat and sign memorabilia when it's possible.

Typical Gigs: Charity spokesperson, activist

Typical Endorsements: youth-oriented products, travel, outdoor gear, boots, swimwear





**CHAOTIC NEUTRAL:
"DOWN TO EARTH PRAGMATIST."**

The chaotic neutral celebrity is the true individualist. He doesn't care for his fans, doesn't respond to the critics, and, when pressed, claims he is just happy to be working. He may be snide, and very honest about his desire to remain rich and famous. What does he care if you love him or not, as long as you keep tuning in to The Games?

The chaotic neutral takes whatever work she can and has no sense of shame about what she endorses or what movie cameos she lands. In Xcrawl she is a pragmatic tactician, not flashy or mean, but conservative and smart. She will be polite to fans if she is cornered, but avoids the adoring masses as much as possible.

The Appeal: The chaotic neutral celebrity is the snarky, blasé version of ourselves that isn't impressed by much of anything and just wants a good table at the restaurant. Bored and seemingly unaffected by the glitz and glamour of showbiz, we love him for his refusal to put on airs or kiss up to us. Chaotic neutrals have a love hate relationship with fans, and are almost as likely to smash your camera as sign an autograph.

Typical Gigs: sitcom walk-on, talk show host

Typical Endorsements: bows and archery accessories, long distance phone service, high end clothes, energy drinks



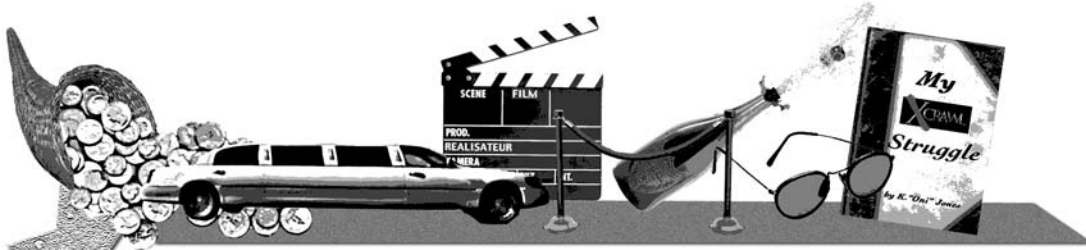
LAWFUL EVIL: "MANIPULATIVE FIEND"

The lawful evil celebrity is ambition personified. She wants nothing less than to be the most successful and powerful person in the industry, and she will stop at nothing to realize these goals. We may hate her, but we cannot deny that her hard work and ruthless attitude accomplish her goals. She has willed herself to become famous, and now she wills her way to the top. She is willing to step on anyone to achieve her goals.

Lawful Evil celebrities throw world class tantrums, assassinate their competition with press leaks and blackmail, exploit rules loopholes, disrespect opponents, feud with fellow luminaries, and lie about their background. In Xcrawl, they show no quarter to opponents, and give as little respect to the DJ and ref's as they can get away with. They might chat up a fan, but it is almost certainly the prelude to some unsavory proposition.

The Appeal: Lawful evil celebrities have confidence, drive and selfishness. This makes them personally powerful, and that power makes them extremely attractive to the mainstream of the Empire, who are constantly at the mercy of forces much greater than themselves. While few identify with their callow and base natures, the desire for success and independence is something everyone can relate to.





Typical Gig: voice-overs, enforcers

Typical Endorsements: weapons and armor, magic equipment, cologne, airlines, firearms, luxury automobiles

LAWFUL GOOD:

"THE PRIDE OF THE NATION."

Lawful good celebrities represent the pinnacle of human morality: honest and self-sacrificing. They are so outstandingly good that we always have the impression that they are a bit holier than thou, a bit in your face about their goodness—weather or not this is the case. The standards they uphold—selflessness, piety, discipline, patriotism, good cheer, and purity—are just a bit lofty for the rank and file of mankind.

Lawful good celebrities visit children's hospitals and sign casts, throw themselves in front of hellfire and knives for their teammates, send thank you notes to talk show hosts, donate prizes to charity, pray a half hour a day, drink moderately on the appropriate social occasions and never forget birthdays.

The lawful good Xcrawler is that knight in shining armor who throws himself over spiked chasms so his friends can walk over his back. He signs autographs until the fans get bored and leave. And when it's time to bow before the Emperor, they bow with such humility that you almost want to run up and kick them from behind.

The Appeal: Lawful good makes us feel good about humanity, if not ourselves. We relish the idea that were the gods to step down from mighty Olympus and walk amongst men, the lawful good celebrity would bump the national average of character and piety way, way up so the rest of us wouldn't seem so slack. We like the idea that there is a flawlessly brave champion who would do the right things in situations where we ourselves would be weak.

Typical Gig: romantic leading man, children's hospital fund raiser

Typical Endorsements: veteran's groups,

service organizations, vitamins, temple organizations, safety equipment

LAWFUL NEUTRAL:

"NICE, ORDINARY, DECENT FOLK."

Your grandmother loves lawful neutral celebrities. Everybody's grandmother loves lawful neutral celebrities.

Lawful neutral celebrities stick up for their teammates, practice moderation in action and demeanor, shows respect to the DJ, buy American whenever possible, train hard, gives credit where credit is due, and disassociate themselves from embarrassing extremists. The lawful neutral celebrity represents the teaming conservative masses of America. They support the Emperor, nationalism, and justice. They truly believe that Xcrawl demonstrates the glory of the North American Empire to the world, and strive to put forth their best efforts in behalf of the system they wholeheartedly believe in. They do honest work and expect to be rewarded for their efforts according to their station.

The Appeal: Lawful neutral celebrities aren't complicated tortured souls, mystery men, or wildcards. They are just plain and simple folks, who want to do the right thing. You can trust a celebrity of this mind set; he won't have run-ins with the law, torrid affairs, or a secret criminal past. If the unlikely happens and he does court scandal, he will certainly express a proper amount of contrite humility about it once the ugliness is out in the open. Like Old Faithful, they don't surprise or challenge. The lawful neutral Xcrawler is a dependable, hard-working teammate who never leaves a man behind. Lawful neutral players realize that it's the fans to whom they owe their livelihood, and are likely to make dutiful public appearances at charity events and treat their public with respect.

Typical Gig: Xcrawl commentator, public service announcement narrator, health care advocate

Typical Endorsements: Armor, life insurance, breakfast cereal, pain reliever, pick up trucks





NEUTRAL EVIL: "SELFISH BASTARDS"

Neutral evil celebrities are a five alarm scandal looking for a place to happen. They do as much as they can get away with to further their career and satisfy their selfish natures; if this means others get hurt, so be it. They are fame mercenaries, willing to take any job, endorse any product, and promote any belief that will bring in the cash.

Neutral evil celebrities break contracts, get involved in ugly parenting scandals, turn on friends and teammates, sell sentimental memorabilia and prizes of honor for whatever cash they can, intentionally leave teammates unsupported in the last room in hopes of a larger cut of the treasure and kill needlessly. A neutral evil celebrity can destroy a team quicker than the meanest dungeon with bickering, jealousy and infighting. If they do speak to their fans, you can be sure it's to use them as a source of amusement.

The Appeal: There is just something about the don't-give-a-shit attitude that electrifies a certain percentage of the population. You are selfish and mean, and the masochistic amongst us can't get enough. Neutral evils are seen as a challenge by the opposite sex, and everyone loves a challenge. And of course, evil jerks everywhere look to these folks as role models.

Typical Gigs: recording artist, dungeon judge

Typical Endorsements: weapons, ammunition, smoke bombs, discount stores, fast food, television programs

NEUTRAL GOOD:

"POSITIVE ROLE MODELS"

The neutral good celebrity is the truly good guy. He is thankful for his wealth, his fame, and his station. He always seems humbled at his own success, and is always careful to thank the gods and fate for their accomplishments. If they are a bit bland, they make up for it with warmth, compassion, and possessing a genuinely good heart.

Neutral good celebrities smile, love their mother and father, compliment the DJ on how challenging the dungeon was, always think of the team first,

refuse to endorse inferior or misleading products and treat their opponents with respect. The neutral good Xcrawler supports the team and does his best make sure everyone goes home safe. The neutral good celebrity takes the time to thank the fans and never intentionally disrespect them.

The Appeal: No matter what the truth is, most people see themselves as being neutral good. These celebrities are our idealized selves: kind, good hearted, lacking enemies, and living their lives well. We hope that neutral good celebrities represent the majority of the world, because this gives us hope for the future of our race.

Typical Gig: soap opera love interest, youth club spokesperson

Typical Endorsements: shields, healing potions, hospitals, family cars, workout equipment

TRUE NEUTRAL:

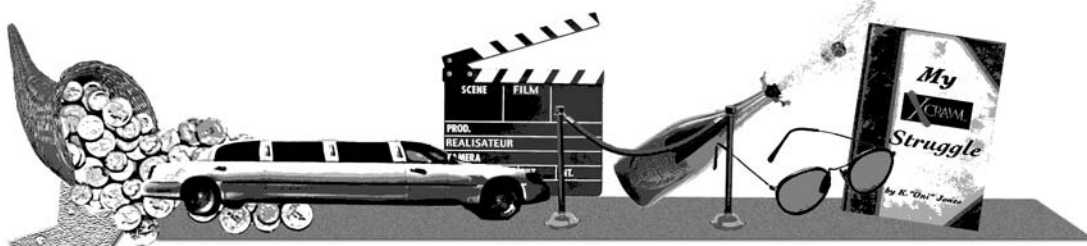
"NICE ENOUGH, POSSIBLY STUPID."

The true neutral celebrity is that extremely rare individual who is just glad to have made it to the pros. He shows up on time, does his job, and seems cheerful enough. If he is wise, he advocates taking the middle road and living a humble life in accordance with nature. If he is foolish, he simply doesn't think enough to have an opinion formulated on anything.

True neutral celebrities smile and nod, go with the flow, listen to their agents, take the easy road, and plead no contest. The true neutral Xcrawler could be a prodigy who plays The Games in order to improve himself towards some kind of idealized state. Another possibility is a slight death wish, which might lead one to the kill-or-be-killed moral starkness of The Games. But the majority of true neutral crawlers are simply dumb, and they play The Games because they don't know any better.

The Appeal: There is very little to dislike about a man with no opinion. True neutral celebrities simply do not offend, so they are very often a favorite of the silent majority of the Empire. Not too cruel or too righteous, he seems to at least tolerate just about everyone.





Typical Gig: celebrity game show contestant, fashion model

Typical endorsement: adventuring gear, crossbows, vocational schools, training camp

Non-Human Celebrities

Geronimo Nick and the human, Stud, from the Dunguun Gangstaas were taking a bow after a successful crawl. Stud leans down and says "I bet you a gold piece that I can make every human in the stadium go wild for a full minute with one dance step."

"You're on," says Nick.

Stud does a prancy high kick and waves, and sure enough all the humans clap and scream and carry on for a full minute.

Now, Nick is out a gold piece and looking foolish. And he doesn't like to look foolish. But he has an idea. "Say, Stud—double or nothing I can make every halfling in the Empire go wild for a full week with the same move."

"Go for it," says Stud. So Nick kicks him in the acorns.

AN EXTREMELY WELL-TRAVELED HALFLING JOKE.

Folks are always astounded at how beloved non-human celebrities are in the NAE. They love to tell the story of Broot, the first half-orc to die in The Games—hundreds of well-wishers came to his funeral, carrying flowers singing songs just like he was human. They hold it up as evidence of America's beneficence. "Truly an Empire where good people of any race are equal."

Perhaps not exactly. While its true that famous non-humans receive better treatment across the board than their pedestrian cousins, there is still a significant amount of prejudice they must endure.

The world of celebrity is very different for the elder races of the North American Empire.

DWARF

"I wish to thank the Guild for this award. Nice and solid. I may melt it down to make a claw hammer. Heh. Get it? Hmm. Is this thing on?"

DODGABO "DEMONSLAYA" GOLDPAN, BOMBING AT THE ADVENTURERS' GUILD AWARDS.

Between marketing experts and publicity agents, the conventional wisdom on attempting to market to dwarves using Xcrawl goes like this: the more famous a dwarf Xcrawler is in America, the less popular he is with his own kind. Dwarves famously reject American values and culture, and see Xcrawl as the very worst of it. "We should be no more impressed by buffoons who participate in a staged adventure," says Morgorn, the Empire's most revered dwarven spiritual leader, "than if they were hunting for animals in a zoo." Xcrawl is a frivolous waste of time and effort, a scripted sham and proof of the poor spirits and base cowardice of the big folk. Dwarves don't watch the matches, or follow the teams, and have nothing but contempt for their brethren who actually stoop to participate in such garbage.

Except for the dwarves who secretly can't get enough. Sure, every miner, blacksmith and engineer you know badmouths the game in public. But a small, shameful minority never misses a chance to catch their favorite teams tackle a dungeon. It's quite a common site to go to a dwarven tavern in Taos, Boulder or Telluride and see a huddle of dwarves in a corner watching Xcrawl on television. On the surface, it's an insult contest—the dwarves all taking turns making rude comments and jibes about the players and the game itself, attempting to crack each other up with their stony wit. But if you watch closely, you would see that their eyes never leave the action. And when a team's dwarf makes an especially good play, you might see them working to hold back smiles, or secretly tipping their mugs to the screen.

Dwarves never receive their Fame bonus when dealing with other dwarves.





Dwarves can expect no official support from their brethren, with the exception of Old Findelspur (whom dwarves nigh-universally despise as well). Lodin Findelspur, the much maligned Duke of Telluride, attends at least one major dungeon a year, and often asks for an audience with winning members. He flatters them, plies them with drink, and asks to hear every detail of their career. He believes this will eventually ingratiate himself with the dwarves of America, which shows exactly how out of touch he is with his people.

Dwarvish Xcrawlers are a small but ever-growing percentage of all players. They tend to be Brawlers, but some are clerics or Specialist rogues. Of all Xcrawl celebrities, dwarves are the most reluctant to seek the spotlight, and the least likely to crossover into movies, TV or singing careers. Dwarvish players do endorse products, and are often sponsored by armor studios, weaponsmiths and crossbow manufacturers. A recommendation from a dwarf regarding armor or weapons is given a great deal of weight in the marketplace, and companies pay a premium for such an endorsement—twenty percent above the standard rate is typical.

ELVES

To Rob and Sheila: I thank you for your support and encouragement. I hope the contest thrills and inspires, and continues to do so for as long as you keep tuning in. Best of luck to you in all endeavors. My people have a saying: be as the ashwood bow—taut when relaxed, true in motion, sublime in action. In great appreciation, I remain, Elras Loresis, professionally called Icefinger

WHY PATIENCE IS A MUST WHEN ASKING ELVES FOR AN AUTOGRAPH.

Fame and fortune will not necessarily evoke a major change in the life of an elf. For one thing, elves tend to be semi-famous in their normal lives. Humans have a fascination for elves and their culture, making even commoner elves the subject of widespread interest and discussion. After all, a strikingly attractive neighbor who speaks six

languages and remembers the American Revolution is almost guaranteed to be the most interesting person you know.

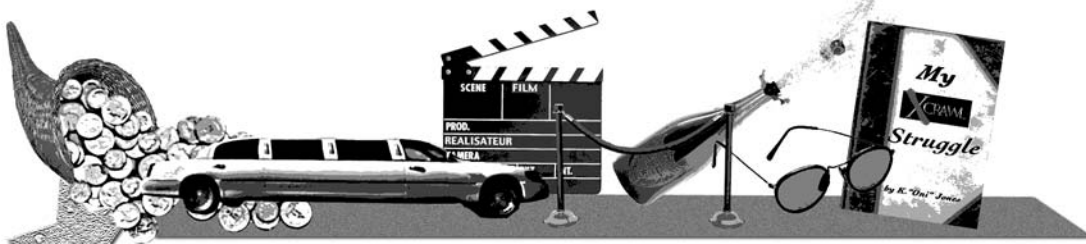
The elvish perspective on popularity is colored by their long life span; they realize that fame today may be meaningless in another hundred years. Elves see fame as a temporary condition that should be enjoyed while it lasts, and therefore, they don't spend an inordinate amount of time and energy trying to be the next big thing. It can fairly be said that elves are less effected by celebrity than any of their human or elder race counterparts. Aloofness and detachment, the hallmark of the true media hero, comes naturally to elves.

Many elvish Xcrawlers find crossover success in many fields, especially acting, storytelling, and crafts. Elves are reluctant to do commercials, but enjoy photoshoots and interviews. Elves are especially drawn to celebrity interview magazines; it allows them to talk about their favorite subject. Elves endorse products, but most will only shill for elvish made products, especially archery equipment and blades. Any elf agreeing to endorse a human-made bow finds himself an extremely wealthy man, since such an arrangement is considered a compliment of epic proportions from the notoriously discerning elder race. Elves who endorse such equipment can expect fees up to 50% higher than normal.

Elves do not receive their Fame bonus on Charisma keyed checks when dealing with other elves.

Elves do enjoy the benefits of fame; preferential treatment and money to burn can make one's life extremely pleasant. Elves love long vacations, decorating their living spaces with art treasures and expensive accoutrements, and spoiling expensive pets with thorough lavishness. While this makes them the darling of style and personality magazines, it is all considered run of the mill to other elves, all of whom believe that providing an example of how to live well is the natural duty of their people.





HALF-ELF

"Make sure you get my good side."

**SHELLSEIA "STARFALL" FINN,
COACHING THE PHOTOGRAPHER.**

Half-elves are disproportionately represented in Xcrawl. While half-elves are an insignificant percentage of the population in the Empire, a full five percent of all Crawlers list half-elf on their applications. The adventuring life comes naturally to them, and while they find more acceptance in 4700 than perhaps ever before, they are often driven by an inner need to prove themselves, not just the equal of their parentage, but better. And what better way to do that than killing monsters on TV for a living?

The drive and ambition of a half-elf makes them relentlessly pursue fame and fortune. In a world where you are a freak that will never quite be the equal, why not be a freak superstar?

Half-elves who sell out do extremely well. Sex sells, and half-elves have a universal sex appeal that advertisers go mad for. They tend to get more work than they can handle, selling fashion apparel, sports cars, vacations and cruises, swimwear, health food, hair and skin care products, and thousands more. The natural allure of the half-elf makes him a highly valued cinema property as well. Every Xcrawl movie that was ever made has a prominent half-elf character, who manages to take most of their clothes off at some point during the action.

GNOMES

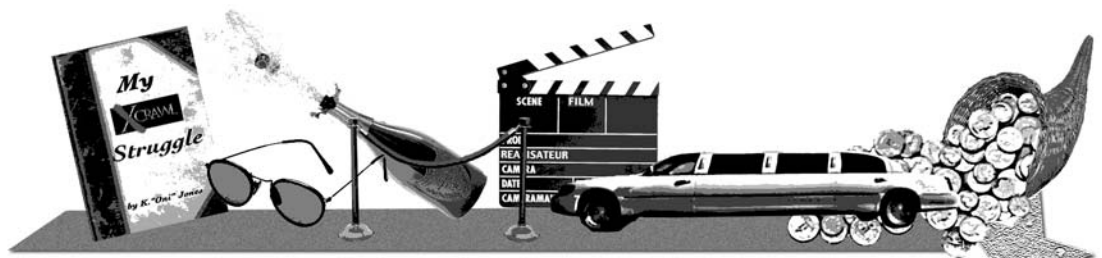
"... but there is one thing I have no illusions about: Friki-Choo Cola, the most refreshing fun you can get in a can. Now for my next trick... watch me make it disappear..."

**NELA "SHADOWPLAY" JAYWALKER,
FADING TO INVISIBLE WHILE SHE DOWNS
HER DRINK.**



The eternal paradox: gnomes shy away from The Games, but the ones who play are among the most famous and beloved of all crawlers. Gnomes easily cultivate a warm and engaging public persona—it's just natural for them to smile and act nicely for the cameras. Interviewers love them for their wit and *joie de vivre*. Producers love them for their punctuality and work ethic. Magazine editors like them because they are little, and you can cram many of them into a quarter-page photo layout without losing too much detail. Happy, non-offensive, and easy to deal with, gnomish dungeoneers are natural born celebrities.





A popular gnomish Xcrawler is an advertiser's dream: they are considered trustworthy and pleasant by humans, and since they come from the largest non-human minority race in the NAE, they bridge the gap between the two biggest demographics. Add this to the fact that gnomes typically have a much higher than average disposable income level, and you have a potential marketing bonanza on your hands.

Gnomish crawlers always crossover. They take film and TV rolls, Xcrawl color commentary positions, commercials, gladhand at trade shows, and host award ceremonies. Some of the most popular actors on TV are gnomes, and gnomes from The Games are always in demand for walk-on rolls. Gnomes easily land the best endorsement deals, and while they have a slight preference for working with gnomish companies, they happily sell anything from short swords and armor to furniture wax and luxury automobiles.

Celebrity gnomes do receive lauds and deference from their people—to a point. Gnomes have an inborn need to pop over-inflated egos. If a gnome ever becomes too big for his britches in the eyes of his people, he had better watch out; here come the pranks. Humiliating practical jokes are seen as the best way to educate the self-important or arrogant in their culture. Celebrity gnomes are generally careful to adopt a persona of grateful humility, lest they come home to a house full of shaving cream or a dozen subscriptions to *Dog Grooming Monthly*.

HALF-ORCS

"Tell them they can cram Orc Guard #2! If the bastards can't see me as a leading man, that's their problem. But I'm done playing thugs, hobgoblins or dumbass Brawlers who get killed in the first room. I got dreams. Did you know I always wanted to play Willy Loman? Tina, you just got to get me my shot!"

**DAKRO "RED DOG" EFFRAM,
FOOLING HIMSELF, BUT NOT HIS AGENT.**

Even celebrity Xcrawling half-orcs are hard pressed to find respect in the NAE. Famous

Crawlers from the Zura'ah'zura enjoy a level of notoriety and name recognition, but they are still non-persons, without rights and privileges, and their alien status depends on their continued participation or eventual retirement. But for the most part, they are unaffected by all this. America is a paradise compared with life underground. Even with the constant threat of death in The Games, the average lifespan of the NAE half-orc is ten years longer than their Zura'ah'zura counterparts.

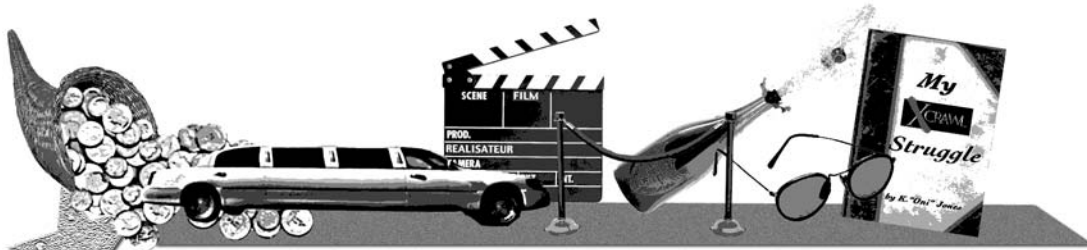
Half-orcs aren't completely shunned by the industry. The fearsome undergrounders are perfect for lots of crossover odds and ends—action movie villains, stunt performing, and novelty walk-on characters for late night comedy shows. You might see one in the occasional weapon or armor spot, or magazine adds for cigarettes or pesticides. All their ads and appearances are directed at humans: no one markets to half-orcs. Given their miniscule population in America, there is absolutely no point.

ZURA'AH'ZURA REPRESENT!

Half-orcs legally residing in the NAE are here on a limited athletic visa. They are considered special guests of the Empire, but have very little personal rights or privileges. Most half-orcs live in hotels in major cities. They are permitted to leave with an official escort (who must sign a warrant claiming responsibility for their actions). They have no intrinsic rights as citizens, and are openly excluded from most restaurants, health clubs, hospitals, and supermarkets, with or without an escort. No one thinks twice about discriminating against half-orcs and many—including ranking elf officials—routinely call for their deportment.

Every half-orc living above ground in the Empire knows each another, at least by name and reputation. They are their own social group, and while they viciously enforce a pecking order based on physical prowess and success, they stand up for one another whenever possible. Cross one of the unfortunate ones, and you cross them all.





There is one exception to the virtual house arrest that half-orcs live under: Reno. The Earl of Reno (one-thirty-second orc on his unfortunate great-great grandmother's side) passed an edict allowing half-orcs to travel freely from dusk to dawn, and hold employment in the city proper. The few half-orc Xcrawlers who survive to retirement move to Reno, to become bouncers or security guard—or to just sit in the local Adventurers' Guildhall and enjoy the most freedom and peace of any of their kind on earth.

HALFLINGS

"Cloch ouch fur Humanch—Chai ken he's a Narc-cho."

HALFLING LATIN.

No respect. Even the most well known and beloved halfling celebrities do not enjoy the same level of approval and consideration as their human, elf and gnome counterparts. They are expected to smile and nod, even after the interviewer has made an incredibly insensitive comment about the halfling race, or when a DJ has reinforced the thief stereotype for the millionth time. And halflings do accept this disparity, smiling. They smile because inside, they know that they are the secret revolutionaries that are working to bring equality and justice to their people.

Halflings stick together. Since the days of the Cataclysm, when all their native lands were erased and they became an unwelcome wandering minority in the world, they have had to turn to each other for support. All halflings cling to a sense of outlaw community; since the entire race can't seem to get a fair shake from the world, they are not bound to play by its rules. And the halfling celebrity is no exception. Halfling celebrities strive for two goals: to present a wholesome, respectable image that goes against the halfling stereotype; and to secretly aid their

people in their struggle for equality. Every famous halfling has channeled money, time and effort to help their brethren. Whether it's donating money to the various Beneficial Societies that clandestinely move wanted criminals to the Kingdom of Australia or beyond, or helping their fellows out of a legal jam, halfling celebrities retain their sense of community. And may the goddesses and gods help those Forgetters, the halfling term for rich stars who forget where they came from. Those arrogant sell outs are quickly reminded why it is unwise to turn your back on a community that survived on nothing but stealth and wits for centuries.

Aid must be discretely given, of course. A very common tactic is consensual robbery—the halfling comes home and calls the cops because his house has been burgled and the bags of gold he left out to take to the bank were stolen. And the next day a halfling church gets an anonymous donation, allowing them to send one more "missionary group" out of the country.

Halflings tend to get all the stereotypical endorsements; leather armor, thieves tools, daggers and slingshots, stealth gear, and climbing equipment. Lockpick manufacturers fight to get famous Xcrawl halfling Specialists to endorse their product over the competition, and are willing to wheedle and deal to secure such deals. American corporations have recently come around to the realization that halflings are a group worth marketing to, and in the last few years many more so-called "stump stars" have received spokesman work for restaurants, retail chains, sports equipment, and musical instruments. Halflings also receive minor movie and film roles, voice-over work and stunt work (every halfling in Hollywood has had to take a role as a goblin, a kobold, or one of Father Winter's little helpers).



WHEN YOU ARE A CELEBRITY

The world is a very different place for the rich and famous. Consider the following differences when you role-play your character.

Your time is worth more. Consider the Xcrawl player who can earn 1,000GP an hour acting in TV advertisement; fifteen minutes is suddenly an unacceptable wait. That fifteen minutes cost you 250GP! Celebrities in a hurry expect people to instinctively understand that their time is ultra-valuable, and they fully expect others to adjust their schedule accordingly. A face will do his best to maximize the efficiency of his schedule so that he can spend the time he wants to spend on the projects that interest him. A heel will make everyone's lives around him completely unbearable if he thinks it will buy him an extra ten minutes for himself.

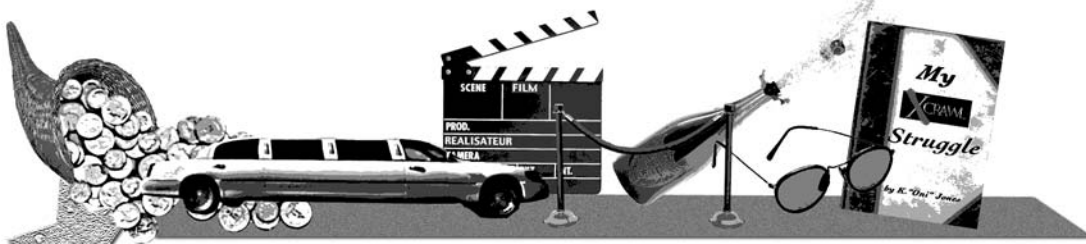
Few things are out of reach. If you and a few friends decide you want the bellboy to go out in the middle of a blizzard in Cincinnati and bring back a rust monster, he had better well snap to it. You have the cash, the connections, and the force of personality to coerce people to cater to your every wish. If you are a good person who doesn't like to put people out, you will only exploit this once in a while, when you truly feel you deserve it. If you are a demanding jerk, you are in a position to make lots of folks work extremely hard to make sure your life is one hundred percent comfortable. On the other hand, kindhearted celebrities will make outrageous demands in the name of helping others, securing jobs for friends or aid for strangers.

You must put a barrier up between you and your public. Celebrities meet hundreds of new people every day. Strangers know intimate details of their lives. Critics act as moral authorities, and make no differentiation between a man's public persona and his private life. They are constantly in demand, steadily distracted by a million attempts take a piece of them. To maintain sanity, celebrities develop a wall that they keep between themselves and the public. They offer a smiling, detached, cool version of themselves to the world, one which is aloof and detached. They drop their defenses only amongst their most trusted friends and acquaintances.

Scam artists are everywhere. The unscrupulous see celebrities as a potential source of very great income. Con men try to wheedle them out of their money, producers and agents lure them into insoluble contracts and bad business deals. The celebrity either develops an eye for this kind of scam, or he learns to be mistrustful of all new business.

You develop a very thick skin, or you are unhappy all the time. There are no two ways about it. Everyone has an opinion about your life and your every move. Critics hack apart your combat tactics, dish on your performance, and use your personal life as a springboard for snarky comments. Everyone you meet on the street has an opinion about your life, and individuals think nothing about invading your privacy or hurting your feelings. After all, this is the life you chose, right? The wise ones learn not to take it personally; the foolish lash out in anger, or turn that anger on themselves in the form of self-destructive behavior.





Random Fame Rewards

"Babe this is it! The big ticket! You have to be in it! Look, if it makes you happy, you be the broccoli and I'll be the banana. Or you can be the apple and me and Chopper will flip a coin. But you can't turn down this gig, we need it!"

**GEORGE "MAJESTIC LION" RICHMOND,
HIS HEART SET ON BROCCOLI.**

If they could have their choice of endorsement gigs, Xcrawlers would all go after the big five: weapons, armor, automobiles, soft drinks, and long distance phone service. These are the most secure, long term paying advertisement work you can get in the Empire. But it isn't always that easy—even the normal attrition of The Games won't guarantee an open slot with one of the favored choices. Sometimes you have to settle for what the market bears.

There are different kinds of offers an Xcrawler can receive, each with its own advantages and disadvantages.

Equipment Sponsorship: An equipment sponsorship means that some manufacturer of some kind of Xcrawl equipment has chosen the team to represent its wares. Generally, equipment sponsors donate equipment, but not money, to the team.

Equipment sponsors demand you use their equipment exclusively. For example, if you are sponsored by Doubleday Arrows, the folks at Doubleday expect you to use nothing but their arrows during the crawl. Noncompliance ends the contract, and makes it more difficult for your team to draw the best equipment sponsors in the future (teams get a permanent -3 penalty rolling on the Equipment Sponsor each time they break this rule). During a crawl, they watch to make sure that sponsored archers shoot nothing but Doubledays. This goes for equipment across the board—whatever equipment type is being donated must be the exclusive brand of that item to be carried.

Thus, it does not behoove characters who possess magical equipment of a certain

type to take sponsorships of that type (although nothing makes a sponsor happier than a party who enhances their brand name equipment with magic during the crawl, using spells such as *Magic Weapon*—it makes their equipment look that much better).

Teams can voluntarily break their sponsorship at any time between crawls with no penalty, but if a team begins an event with a sponsor they are expected to complete a crawl with a sponsor. Generally, low level teams can benefit greatly from equipment sponsors, but higher level teams find the contracts restrictive as they accumulate more and more magic equipment.

Sponsorship: Sponsorship means a corporate or civil entity underwrites part of the expenses of your dungeon in exchange for promotional consideration. Generally, sponsors expect teams to mention them during the crawl, wear their corporate logo, and generally represent them to the public.

Money earned from sponsors can be used to cover the team's expenses per crawl including travel, lodging, entrance fees, and personnel costs.

Sponsors generally expect their teams to follow simple behavior guidelines—after all, the team represents the sponsor. This generally means avoiding bad publicity which might make consumers view the sponsor in an unfavorable light; avoiding public scandals and arrest are key to maintaining a good working relationship with a sponsor. Sponsored teams are basically expected to keep their noses clean—at least in the public eye.

Endorsement: Endorsement means the team actively appears in commercial advertisements for the corporate entity. This means the individual or team appears in print, radio, or television advertising. This can also mean that the team or individual players makes personal appearances on behalf of the company at events such as trade shows, awards ceremonies, or product demonstrations.

Endorsement deals are nonexclusive, and teams can do ads for several corporations at once. The exception to this is competitive companies.



Follow the following steps to determine what, if any, offers the team receives after each successful crawl. For purposes of these charts, a successful crawl is defined as an Xcrawl event where the players go on to at least the second level, don't have more than one casualty, and are not disqualified—or in the case of a heel team, are disqualified at the most dramatic moment.

Step 1. Roll a d20 once for each team member to determine what kind of offers are forthcoming.

RANDOM OFFER TABLE

1-10	Equipment Sponsorship
11-13	Sponsorship
14-16	Endorsement
17-19	Personal Appearance
20	Special

Step 2. Roll on the sub tables to see what specific offers the team receives.

For teams/players with no agent, roll a d20 + the player's Fame bonus + the player's Charisma bonus.

For teams with an agent, roll a d20 + the agent's professional skill + the player's Fame bonus.

You cannot take a ten or a twenty on any Fame table rolls.

ALL FOR ONE? ONE FOR ALL? SOMETHING FOR EVERYONE?

Most of the offers listed below are for the entire team. Some are obviously meant for only one individual—your fighter may never abandon his wizard during a battle, but it's unlikely he'll be welcomed along on his arranged celebrity date. In cases where the offers are only for a single individual, the team member who rolled that specific offer gets it.

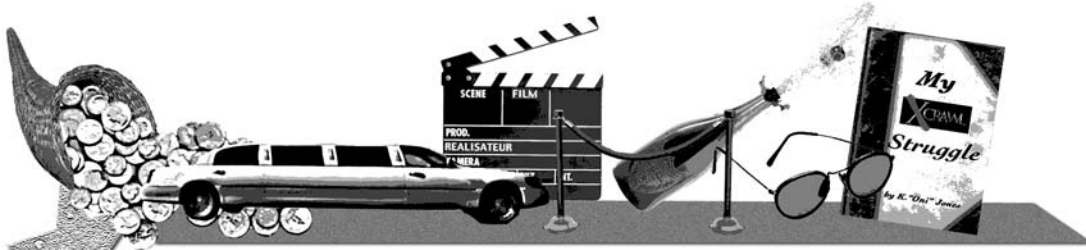
If at any time you roll a result which is inappropriate for your team, work backwards along the chart until you find one more suitable.

Shilling for competing products—such as two kinds of soft drink or luxury automobiles—at the same time is considered highly taboo. Crawlers attempting to do ads for competitors will likely be dropped by both parties.

Personal Appearance: Personal appearances are how you promote yourself. This includes doing TV and radio talk shows, mall openings, trade shows, movie and TV cameos, and other public events. Personal appearances can earn you fame and money.

Special: These are the other opportunities that become available to the celebrity Xcrawlers. Not all of these are strictly Xcrawl related, and some are not strictly legal. See the separate entries in Sell Out Definitions (pp. 63) for details.

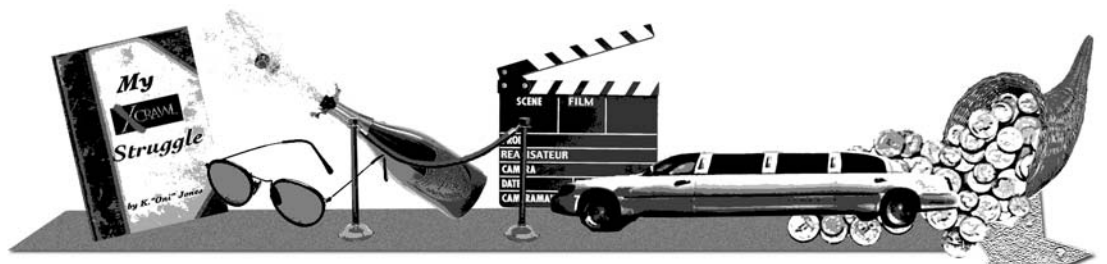




RANDOM EQUIPMENT SPONSORSHIP TABLE

Roll	Offer	Benefit
01-15	No Appreciable Offers Forthcoming	Equipment
16	General Equipment, One Event	Equipment
17	Ammunition, One Event	Equipment
18	Weapons, One Event	Equipment
19	Armor, One Event	Equipment
20	Magical Equipment, One Event	Equipment
21	Copyrighted Spells, One Event	Scrolls
22	Specialized Equipment, One Event	Equipment
23	General Equipment, Limited Contract	Equipment
24	Ammunition, Limited Contract	Equipment
25	Weapons, Limited Contract	Equipment
26	Armor, Limited Contract	Equipment
27	Magical Equipment, Limited Contract	Equipment
28	Copyrighted Spells, Limited Contract	Scrolls
29	Specialized Equipment, Limited Contract	Equipment
30	General Equipment, Open Contract	Equipment
31	Ammunition, Open Contract	Equipment
32	Weapons, Open Contract	Equipment
33	Armor, Open Contract	Equipment
34	Magical Equipment, Open Contract	Equipment
35	Specialized Equipment, Open Contract	Equipment
36	General Equipment, Lifetime Contract	Equipment
37	Ammunition, Lifetime Contract	Equipment
38	Weapons, Lifetime Contract	Equipment
39	Armor, Lifetime Contract	Equipment
40	Magical Equipment, Lifetime Contract	Equipment
41	Copyrighted Spells, Lifetime Contract	Scrolls
42	Specialized Equipment, Lifetime Contract	Equipment
43	General Equipment, Signature Equipment	Equipment + Per annual premium
44	Ammunition, Signature Equipment	Equipment + Per annual premium
45	Weapons, Signature Equipment	Equipment + Per annual premium
46	Armor, Signature Equipment	Equipment + Per annual premium
47	Specialized Equipment, Signature Equipment	Equipment + Per annual premium



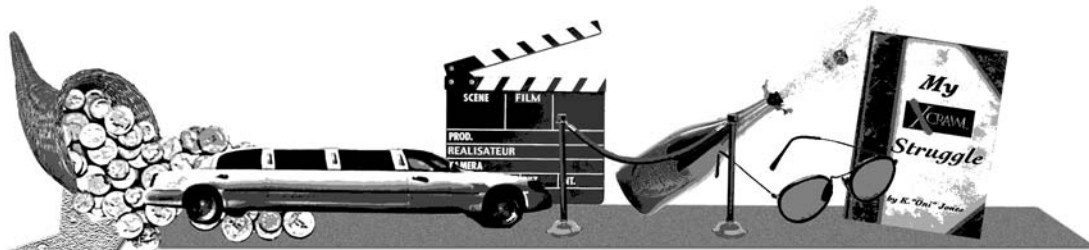


SPONSORSHIP

D20 Roll	Offer	Benefit
01-15	No Offers of Appreciable Worth	—
16	Patch, Single Event	200GP/Event
17	Patch, Limited Contract	250GP/Event
18	Patch, Open Contract	275GP/Event
19	Patch, Lifetime	275GP/Event
20	Premium Patch, Single Event	450GP/Event
21	Premium Patch, Limited Contract	450GP/Event
22	Premium Patch, Open Contract	500GP/Event
23	Premium Patch, Lifetime	550GP/Event
24	Cash Sponsor, Single Event	600GP/Event
25	Cash Sponsor, Limited Contract	650GP/Event
26	Cash Sponsor, Open Contract	700GP/Event
27	Cash Sponsor, Lifetime	800GP/Event
28	Product Sponsor, Limited Contract	1000GP/Event
29	Product Sponsor, Open Contract	1100GP/Event
30	Product Sponsor, Lifetime	1250GP/Event
31	Team Sponsor, Single Event	3000GP/Event
32	Team Sponsor, Limited Contract	3500GP/Event
33	Team Sponsor, Open Contract	3750GP/Event
34	Team Sponsor, Lifetime	5000GP/Event

As Seen On Empire-I TV! • 6I



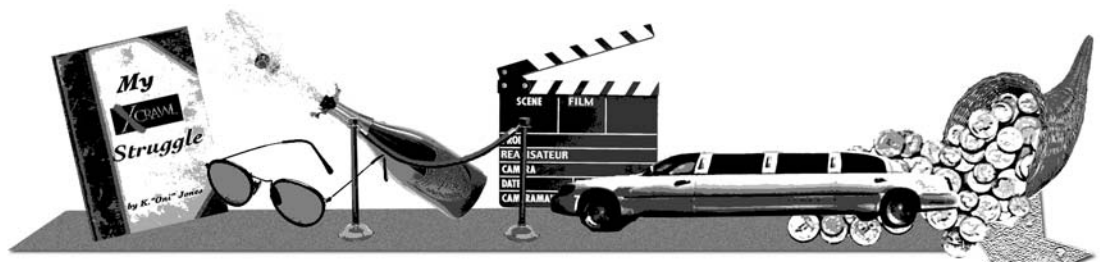


Endorsements

SELL OUT TABLE 1

Roll	Endorsement Offer	Benefit
01-15	No Offer Of Appreciable Worth	—
16	Minor Local Entity, Single Event	¼ Standard
17	Minor Local Entity, Limited Contract	¼ Standard per appearance
18	Minor Local Entity, Open Contract	¼ Standard per appearance
19	Minor Local Entity, Lifetime	½ Standard per appearance
20	Minor Local Entity Spokesperson	½ Standard per appearance
21	Major Local Entity, Single Event	½ Standard per appearance
22	Major Local Entity, Limited Contract	½ Standard per appearance
23	Major Local Entity, Open Contract	¾ Standard per appearance
24	Major Local Entity, Lifetime	¾ Standard per appearance
25	Major Local Entity, Spokesperson	Standard per appearance
26	Minor National Entity, Single Event	Standard per appearance
27	Minor National Entity, Limited Contract	Standard per appearance
28	Minor National Entity, Open Contract	Standard per appearance
29	Minor National Entity, Lifetime	1½ Standard per appearance
30	Minor National Entity, Spokesperson	1½ Standard per appearance
31	Major National Entity, Single Event	Standard per appearance
32	Major National Entity, Limited Contract	1½ Standard per appearance
33	Major National Entity, Open Contract	1½ Standard per appearance
34	Major National Entity, Lifetime	1¾ Standard per appearance
35	Major National Entity, Spokesperson	2 Standard per appearance
36	Minor International Entity, Single Event	1½ Standard per appearance
37	Minor International Entity, Limited Contract	1½ Standard per appearance
38	Minor International Entity, Open Contract	1¾ Standard per appearance
39	Minor International Entity, Lifetime	1¾ Standard per appearance
40	Minor International Entity, Spokesperson	2 Standard per appearance
41	Major International Entity, Single Event	2 Standard per appearance
42	Major International Entity, Limited Contract	2 Standard per appearance
43	Major International Entity, Open Contract	2 Standard per appearance
44	Major International Entity, Lifetime	2½ Standard per appearance
45	Major International Entity, Spokesperson	2½ Standard per appearance

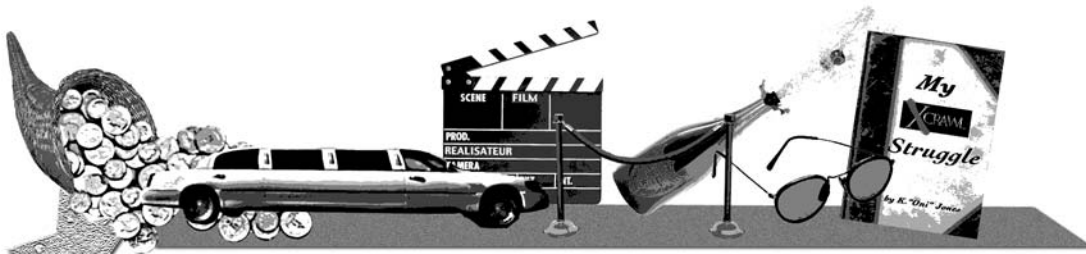




SELL OUT TABLE 2: PERSONAL APPEARANCES

Roll	Offer	Salary
1-15	No Offer of Appreciable Worth	—
16	Hate Group Meeting emcee	—
17	Charity Appearance	1 pt Fame
18	Guest auctioneer/farm auction	100GP
19	Used car lot appearance	125GP
20	Wet t-shirt contest emcee	Premium
21	Father Winter role at local kiddy mall	100GP
22	TV outtake show special guest	500GP
23	Celebrity circus-talent show special guest	1000GP
24	Cover of Dungeonbattle crossover book	Premium
25	Album, unknown producer	1 pt Fame, 5,000GP
26	Guest on controversial talk show	1d3 Fame
27	Guest on local radio show	1d4 Fame
28	Trade show emcee	300GP
29	Guest on syndicated radio show	1d6 Fame
30	Mall opening	325GP
31	Xcrawl convention panelist	1d3 Fame, Premium
32	Walk on role/sitcom	1d3 Fame, 5000GP
33	Pictorial/interview in celebrity magazine	1d4 Fame
34	Special Commentator, Xcrawl event	1d3 Fame, 10,000GP
35	Marshal of Remembrance Day parade	1d4 Fame, Premium
36	Guest on late TV talk show	1d4 Fame, Premium
37	Face on cereal box	1d4 Fame, 10,000GP
38	Pictorial/interview in celebrity magazine	1d4 Fame, 12,000GP
39	Xcrawl convention, special guest	1d6 Fame, Premium
40	Walk on role/movie	1d3 Fame, 15,000GP
41	Xcrawl convention, guest of honor	1d4 Fame, Premium
42	Album with Major Producer	1d6 Fame, 20,000GP
43	Starring role in TV sitcom	1d6 Fame, 20,000GP/annual
44	Named person of year by major sports periodical	1d8 Fame
45	Starring role in A-List movie	1d8 Fame, 50,000GP
46	Named in all time top 100 list of Xcrawlers	1d8 Fame, Premium

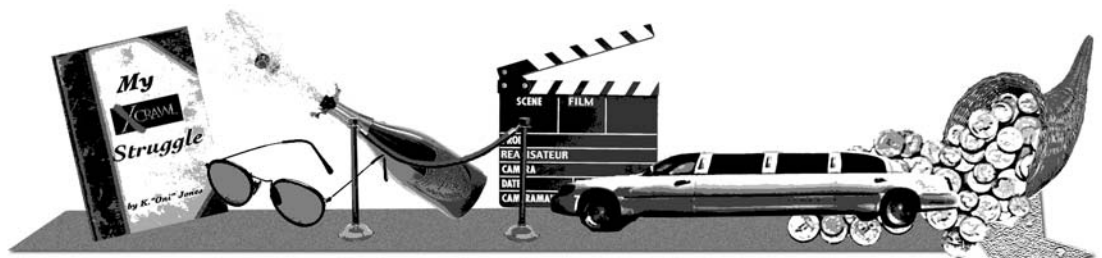




SPECIAL

Roll	Offer	Salary
01-15	No offer of measurable worth	—
16	Invitation/A-List Party	Premium
17	Job Offer/Bodyguard	Varies
18	Arranged date/Minor Celebrity	1 pt Fame
19	Portrait Painted by Major Artist	1 pt Fame
20	Invitation/Important Wedding	1 pt Fame
21	Arranged date/Major celebrity	1d3 Fame
22	Job Offer: Personal Wizard/Church Assignment	Varies
23	Song written about Team	1d3 Fame
24	Arranged date/Minor Nobility	1d4 Fame
25	Movie of the week	1d4 Fame/Team
26	Groupie	Varies
27	Job Offer: Criminal	Varies
28	Invitation/Awards Ceremony	1d4 Fame
29	Tell-all bio written about team	1d4 Fame Each
30	Job Offer: Trapper	Varies
31	Arranged date/Major nobility	1d6 Fame
32	Job Offer: Adventuring, Sanctioned	Varies
33	Invitation/Hollywood Premiere	1d6 Fame
34	Job Offer: Adventuring, Unsanctioned	Varies
35	Dungeonbattle Supplement based on team	1d6 Fame, Premium
36	Nomination/Golden Axe award	1d8 Fame
37	Job Offer: Xcrawl, Handler	Varies
38	Invitation/Audience with Local Nobility	1D8 Fame
39	Job Offer: Xcrawl, DJ	Varies
40	Invitation/Audience with Emperor	1d10 Fame, Premium





SELL OUT ENDORSEMENT DEFINITIONS

Contract Type

One Event: The offer is for a single event, appearance or advertisement. Since the contract does not renew, the players are not bound to follow any obligations for longer than that single event.

Limited: This is a short term contract, very often for one season or one year. The players are bound to honor the terms of the contract for its duration.

Open Contract: This is an "at-will" contract, which the corporation may choose to cancel at any time. Very often these contracts will have a minimum number of appearances or events attached (one to three is standard).

Lifetime: The contract is renewed in-perpetuity until the corporation or the crawlers break it off. Generally there is a penalty clause for breaking such a contract. Employers who break it often must pay an early termination fee to the players—1,000-5,000GP is a fairly common amount. Players who break the contract are generally cut off from receiving any more compensation from the company, including what is owed to them for appearances, endorsements or services already rendered.

Spokesperson: Spokesperson is a semi-permanent position where one individual is appointed the public "face" of a corporation, or a line of product. An individual can only have one spokesperson position at any given time. A spokesperson is expected to make several public appearances a year, and lend her face and voice to multiple print, radio, and television advertising campaigns per year.

Salary

Gold: Coin of the realm. Note that this is not Xcrawl treasure, and thus may not be used to purchase new equipment or magic items for use in the crawl.

Fame: Fame points earned through personal appearances are always temporary.

Premium: Premium means that the gig comes with a non-cash reward which must be specified by the GM. It almost always includes comped hotel room, meals, and air transport (when appropriate).

Example: An Xcrawl convention panelist gets free airfare, a free hotel room, comped food and drinks for the entire convention, and a free pass to the convention—a big bag of Xcrawl freebies.

The marshal of a Remembrance Day parade will likely get a commemorative plaque or even the key to the city, a sumptuous meal at the reception, and comped air faire.

Standard: A character's standard appearance fee equals his current Fame score times 250GP (see Xcrawl: Adventures In the Xtreme Dungeon Crawl League, pp. 122). Fees for endorsement are a function of this number. Figure your standard appearance fee, and then use the salary listing to see what percentage of it you will be offered in a standard contract.

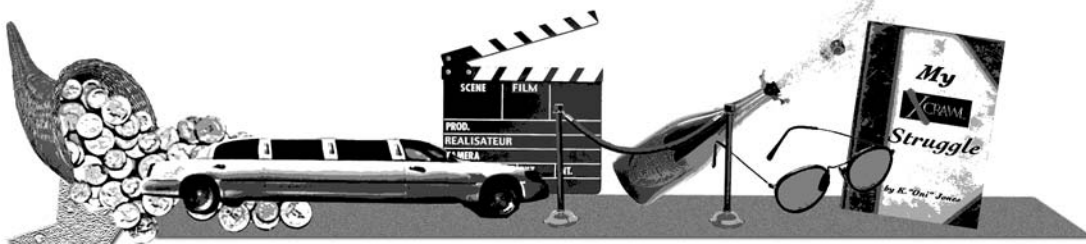
Equipment Sponsorship

General Equipment: The sponsor provides the players with one type of equipment, gratis. Common arrangements of this type include backpacks, boots, clothing, rope, healer's kits, sports drinks, ration bars, or similar general equipment. The sponsor donates as much of this equipment as the team reasonably needs. If masterwork versions of the equipment in question are available, then the company donates masterwork equipment. Every piece of such equipment has a visible logo.

Armor: An armor studio sponsoring an adventuring party will provide it with all the masterwork armor and shields it can reasonably use in a crawl. Every set of armor and every shield has a prominently displayed company logo.

Weapons: Sponsored weapons are always masterwork quality, and each one proudly displays the manufacturer's logo. Generally, weapon's studios specializes in a few types of weapons (swords and daggers, axes and polearms, bows and crossbows, etc.).





scrolls to use at least one of the copyrighted spells at least once per dungeon level. If this is not observed, the company cancels the contract and takes back any unused scrolls. Choose which copyrighted spells best fit the party's level and style when choosing the spellcaster sponsoring the team.

Specialized Equipment: This includes items like alchemist's fire, thieves' tools, climbing kits, and the like. A sponsor will choose a team for its suitability in using their product, so when rolling this result you should choose a type of specialty equipment that the party actually uses. The sponsor will provide the team with as much of their product as they need for a given crawl.

Signature Equipment: An equipment manufacturer offers to create a line of equipment bearing a player's name. A research and development team will work with the player during its design phase, using his experience to help make it as useful, reliable and specialized as possible. This equipment is always masterwork, and the individual whom it is named after gains an additional +1 on skill checks/attack rolls when using his signature equipment. It generally takes four to six months from conception to product roll out, and the player is required to put two to three weeks into working with the designers and engineers.

Magical Equipment: Magic equipment sponsors donate one of the following (roll d20):

- 1-12 Potions
- 13-18 Scrolls
- 19-20 Wands

The sponsor will provide enough magical equipment as the team can use in a crawl, but will not provide them with a limitless supply for use outside The Games. A team cannot have more than one magic equipment sponsor.

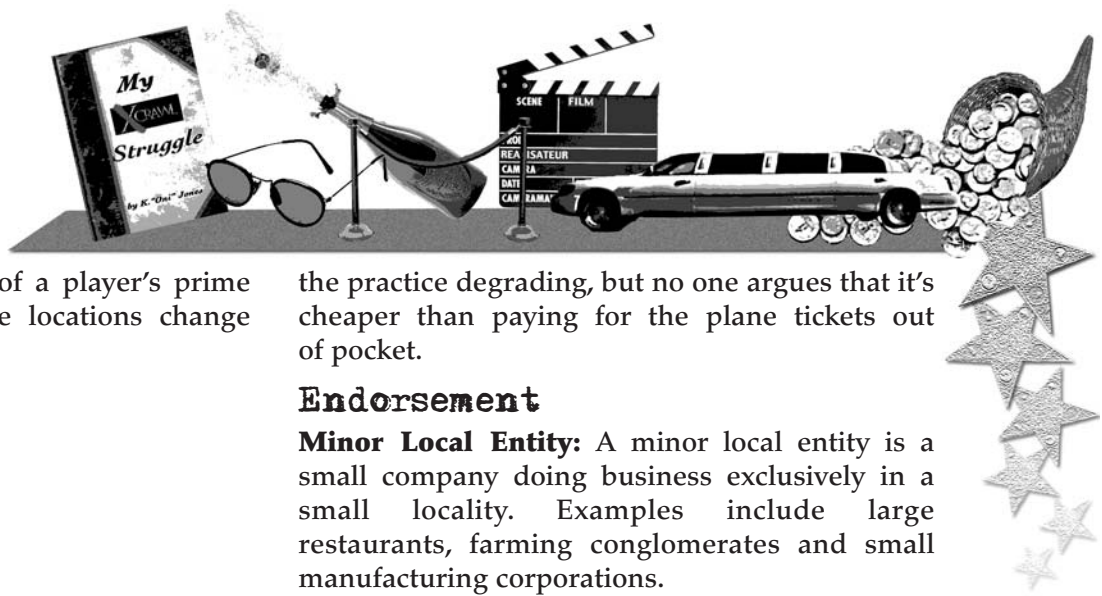
Copyrighted Spells: Copyrighted spell sponsors provide appropriate spellcasters with scrolls of their spells and the necessary material components to cast them. They require each spellcaster carrying some of their

Sponsorship

Patch: A patch is a small adhesive or sew-on patch displaying a corporate logo. A medium size adventurer can wear up to twelve patches and one premium patch; a small adventurer can wear up to eight patches and one premium patch. Patches are the most common way for advertisers to sponsor Xcrawl. If a patch is destroyed or rendered illegible during a dungeon level, more will be provided for the adventurer before the next level begins.

Premium Patch: Sponsors often refer to "prime real estate," the part of the adventurer's body that naturally gets the most camera time during the game. Premium patches are larger than normal





patches that take advantage of a player's prime real estate. Prime real estate locations change from individual to individual:

- Clerics: Shield or Chest
- Fighters: Shield or Back
- Wizard/Sorcerer: Hat or Back
- Rogue: Back of gloves
- Monk: Back
- Bards: Primary instrument

The default for other adventurers is the back. A rogue's prime real estate is the back of both hands (since the camera tends to focus there when he is picking locks or confounding traps). Rogues are required to wear the same patch on the back of each glove for them to be considered premium.

Cash Sponsor: A cash sponsor donates money to the team, but doesn't require a patch. Rather, they are often included on scorecards, in programs, or in banners hung through the audience gallery during a dungeon. Cash sponsorship is common for squeamish companies who want to take advantage of the Xcrawl crowds, but don't want their name actually associated with the blood and violence of The Games.

Product Sponsor: These are companies who advertise their non-adventuring related products with patches on adventurers. This includes common items like automobiles, clothing, and dish soap. Each product sponsor provides the team with patches, which count against the maximum numbers of patches they can wear.

Team Sponsor: Teams can have several minor sponsors, but only one Team Sponsor. A team sponsor adds its name to the team's name in exchange for a large fee to be paid for each event; for example: the WyldBurger Masters of Disaster. Their name is listed along with the team's name wherever it is recorded during the crawl. Team sponsors all expect that their teams wear their logo in all their premium positions (see Patches, p. 64), so a team cannot have a team sponsor and sport other premium patches as well.

Many teams refuse to take a team sponsor, calling

the practice degrading, but no one argues that it's cheaper than paying for the plane tickets out of pocket.

Endorsement

Minor Local Entity: A minor local entity is a small company doing business exclusively in a small locality. Examples include large restaurants, farming conglomerates and small manufacturing corporations.

Major Local Entity: A major local entity is a large-scale corporation marketing or doing business in one specific region exclusively. Examples include regional trucking and hauling corporations, weapons manufacturers, and seaports.

Minor National Entity: A minor national entity is a corporation with branches or distribution channels throughout the nation. Examples include restaurant chains, large sword and armor studios, publishing companies, and soft drink manufacturers.

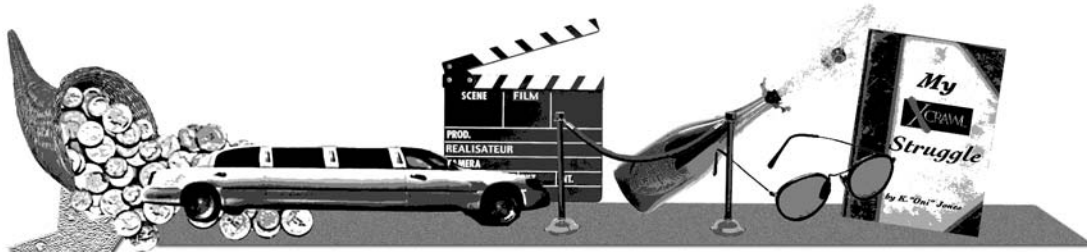
Major National Entity: A major national entity is a large scale corporation that markets and distributes all throughout the entire Empire. This includes most major banks, automobile manufacturers, airlines, and telecommunications providers.

Personal Appearances

Note on personal appearances: Do not be married to the specific offers listed on this chart; there are only so many farm auctions begging for an Xcrawl emcee. Use the offers listed on this table as a basic guideline for the kind of offers that players receive. For example, playing Father Winter in a mall could be any embarrassing public appearance, including boxing ring round girl, boat show star attraction, or even spokesperson for a game company.

Instead of cutting an album, the player could be asked to sell the rights to his life story to a publisher or TV movie-of-the-week producer. Use the chart as a guideline and tailor the specific offers to your players individual wants, needs, and capabilities.





Album: Talent is never the first consideration; name recognition is the key to sales. The money that people spend on records simply because they are familiar with the artist spends just as well as money earned from quality music. You can choose a genre in accordance with your characters tastes or roll randomly.

Roll one d20:

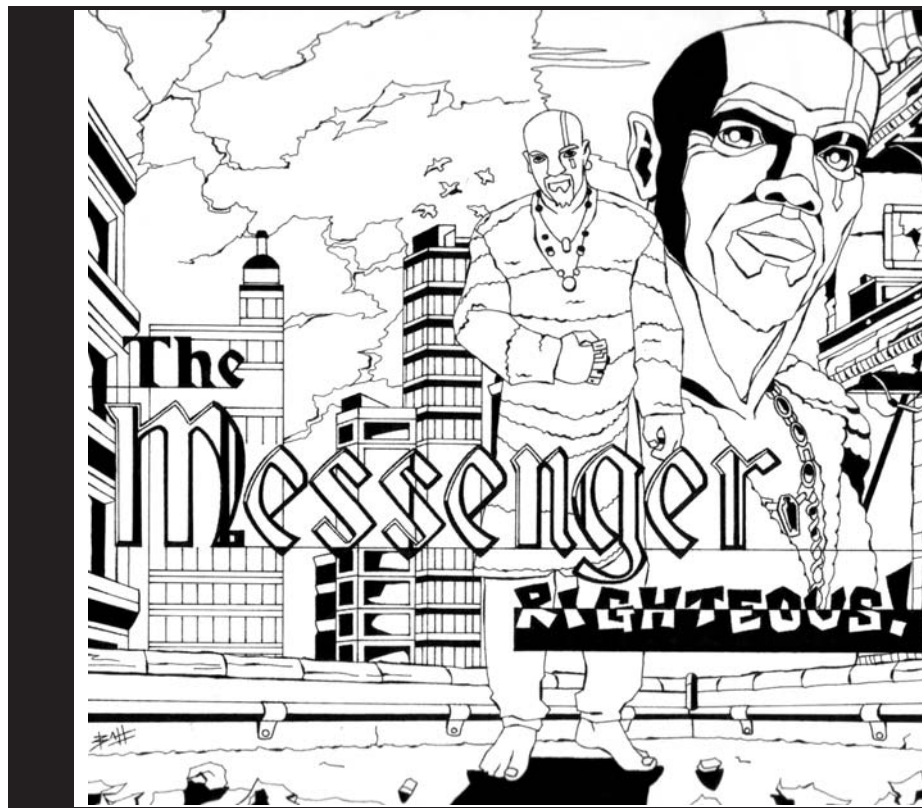
Result	Music Style
01-04.....	Pure Pop
05-08.....	Ballads/Standards
09-12.....	Country
13-16.....	R&B
17-19.....	Hip Hop
20	Other

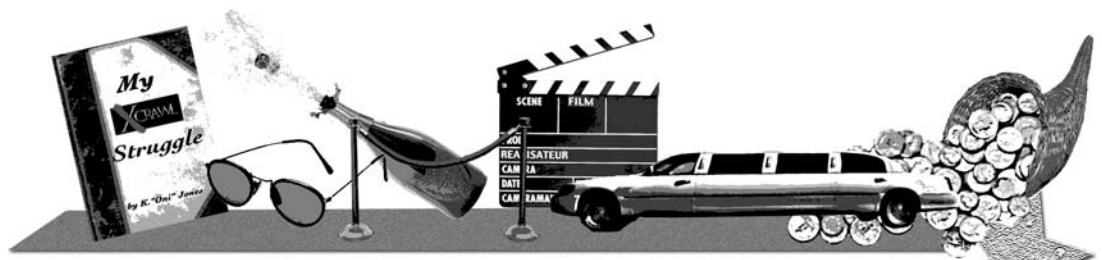
Players can make a Performance check to see how well their record is received: a 20 is a decent but forgettable record, a 25 is well written and performed, and 30 or higher is a classic.

Unknown producers are a -2 penalty to this roll; well known producers grant a +2 bonus. It takes 2-8 weeks to record an album.

Walk-On Role: Xcrawl is famous for producing more walk-on actors than any other sport. A walk-on role is a one-time deal, usually taking one day to one week to film. If the player has performance: acting, he can roll to see how well his role is received: 15 is a poor showing, 20 is decent but forgettable, 25 is a scene stealer, and 30 or higher means you might have found your new career.

Starring Role: A starring roll in a movie or TV show is similar to a walk-on roll. A starring roll in a movie takes 4-10 weeks to film; a starring roll in a TV show takes 1-4 weeks. A starring role in a sitcom means the player films for 3-5 months out of the year. Sitcoms generally last 0-2 years—at least the ones starring crawlers rather than actors do. Players get paid for a full year, even if they get canceled after a few episodes.





Special

Job Offer: A group or individual is so impressed by your Xcrawl record that you are offered a job. It is up to the GM to determine the perimeters of this job: salary, location, duration, and whether or not it can accommodate your Xcrawl schedule. Some of the jobs listed are illicit—these should pay very well, but put the character and his career into danger.

Arranged Date: The rich and famous become easily infatuated with dangerous and bold Xcrawlers. This could be an important social contact if the selected individual plays his cards right.

Invitation: An invitation to a celebrity or aristocratic event can be an amazing opportunity to make contacts for the right individual. The GM should role-play the event, requiring etiquette rolls where appropriate. A good showing at one of these can make a career. A poor showing could mean professional disaster.

Groupie: Your exploits have attracted the attention of a fanatic fan who wants to become a part of your life. (See the groupie prestige class for more information, pp. 81.)

NOTE ON RANDOM FAME REWARD TABLES

The Random Fame Reward Tables are to Xcrawl what random encounter charts are to old school role playing games: a useful guide if you don't have anything planned, but not a proper basis for a campaign. These tables can be helpful, but should not be considered the end-all-be-all of fame in Xcrawl. You are the captain of your player's destiny; you know their style and their ways, and can make the best determination on what kinds of extra-dungeon work comes looking for them.

We suggest using this table to establish the player's fame, and then move away from it as your game develops. If you think of a good adventure that begins with your players getting parts in a Hollywood production, then by all means, make that happen. If you would like to run a non-Pro Dungeoncrawl League

adventure, then allow that offer to come to their attention, and make it irresistible. Ultimately, fame is too elusive and chaotic to be reigned in by random charts. Use these charts as a guideline, and then move on.

MERCHANDISING

Merchandising differs from other sell out activity in that the player may elect to try to merchandise her image at any time. If she feels like she has the fame and staying power to sell T-shirts, than she can jump right in and start selling. Merchandising is more of a gamble than sponsorships or endorsement because you put the money up yourself.

To begin merchandising, you simply choose what item you feel best fits your long term career goals. Beginning a new product line costs four times its monthly cost – this pays for licensing agreements, design, molds, research, etc. After this initial cost is paid, there is a cost per month per unit that must be paid for manufacture and distribution.

For this extremely simplified version of merchandising, a unit remains undefined. A unit is equal to however much of a given item a celebrity can reasonably expect to sell in one month.

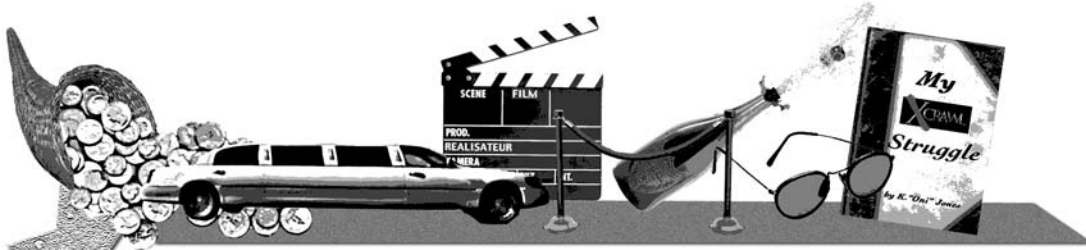
Minimum Fame: The minimum fame score the subject must maintain in order to make money on that product for that month. If the players fame ever drops below this minimum fame, it means he receives no money for that particular item that month, although the cost stays the same.

Monthly Cost/Unit: This is how much it costs to produce one unit of the product.

Monthly Benefit/Unit: This is how much the merchandise pays per month. Note that this income is fully taxable by the Empire and may not be used to purchase new Xcrawl equipment. Some items also give bonus fame to the player. This fame bonus is negated if the player's fame drops below the minimum fame for that particular item.

You may produce as many units per





MERCHANDISING TABLE

Item	Minimum Fame	Monthly Cost/Unit	Monthly Benefit/Unit
Buttons	5	15GP	30GP
Stickers	5	30GP	60GP/+1 Fame
T-Shirts	10	50GP	100GP/+1 Fame
Posters	15	60GP	125GP
Action Figures	20	100GP	300GP
Plush Toys	20	70GP	250GP
Lunch Boxes	25	100GP	400GP/+1 Fame
Breakfast Cereal	30	500GP	2000GP
Official Game	40	1000GP	5000GP
Apparel	50	2000GP	8000GP/+1 Fame
Fragrance	60	5000GP	15000GP

month as your fame bonus. For example, the Messenger (fame 67, +6) may produce and sell up to six units of T-shirts per month. The cost will be (6 x 50GP) 300GP, and as long as he maintains a minimum of 10 points of fame, this expenditure will net him 600GP at the end of the month.

You may cancel a product line at any time, but reviving it again costs four times the monthly cost to restart.

The given chart is simply a guideline; players can—and will—try to sell absolutely everything they can with their face on the box. Use the numbers above as a guideline for other products the players might like to sell. Remember that odd or hard-to-sell items will have a higher minimum fame, and the benefits will only include bonus fame points if it is an extremely visible product—people wear T-shirts out in public view, so they add to the players fame, but posters hang on a wall inside the house and do not receive the same exposure.

INCORPORATION

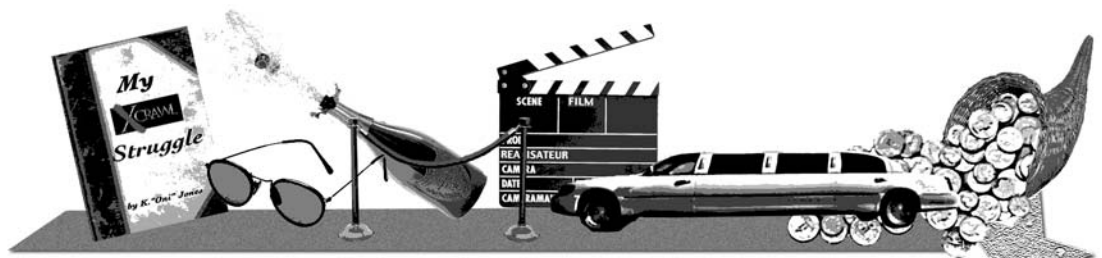
Eventually, you must incorporate yourself. Incorporation means you create a separate entity from yourself to take the blame.

Incorporation is even harder to understand than Real Estate. The following is a “close enough for Xcrawl” version of the processes of incorporation:

- 1. Make the Decision and Sign the Paper.** You sign an official document declaring yourself and however many partners you designate to be a corporation. This takes a minimum of six weeks from the time the final decision is made on the part of all parties involved and requires a lawyer. The cost for incorporation is two thousand gold pieces and an extra thousand in bribes for citizens native to the NAE. For foreign investors, the cost is sixty thousand and an extra ten thousand in bribes.
- 2. Choose a Chief Executive Officer (CEO).** The CEO is responsible for the highest level of decision-making and responsibility in the corporation.
- 3. Create a corporate name, declare a home city.** This determines whom the corporation pays taxes to. Infringing, obscene or otherwise inappropriate corporate names will be denied licensing.
- 4. Start Making That Money.**

Benefits Of Incorporation: In the NAE, corporations pay approximately eighteen percent of their annual income in the form of taxes, licensing fees and tariffs to the government. In addition, corporation heads can legally tie their own income taxes into their corporation, greatly reducing their tax burden (from 50% to 18%). Corporate partners are also protected from liability; if the corporation is ever found at fault in





a lawsuit, the individuals making up that corporation are protected and can not have their personal assets attacked.

Disadvantages: Corporations must reapply for their license every year, a process that costs 2,000. This application must be made on the district and Empire level. To reapply for a corporate operations license, the CEO must make an intelligence check (DC 20 - player can not take a ten or twenty on this check). Failure means the player pays an additional 2,000 in penalties and bribes to the district AND federal levels, and must roll again for the license. In addition, the government pays a great deal more scrutiny to corporations than it does to individuals—players who incorporate to license their name and image may be investigated by the government for foreign ties, illegal practices, etc.

Corporations in the NAE may be publicly traded. Becoming a full-fledged, publicly-exchanged corporate entity is covered in the upcoming release *Xcrawl Versus the World Crime League*.

Ha, ha. Just kidding. Wanted to see if you were paying attention.

Lifestyles of the Rich and Dangerous

"Oh, that old thing? I don't know, darling, donate it or something."

CHA CHA TURNER,
GIVING HER DESIGNER FITS.

EXPENSES

Per Crawl: Assume that it costs 40GP per day, per team member to be in an event. This includes travel, lodging, and food. For players who want rock star accommodations, along with the best food and drink, this can go as high as 100GP per day. If the event takes place in a team's home city, or in a city where a team member has a permanent residence, then the cost is lowered to 15GP per day, per player. This assumes that the home town player allows his teammates to crash and eat him out of house and home.

Personnel: If you have an agent, he earns his percentage of everything you earn—Xcrawl

winnings, endorsements, and any other source of income you may have.

Coaches generally earn 10,000GP a year per prestige class level. This is the bare-minimum, and well-known or consistently victorious coaches can earn a great deal more.

Taxes: Your real world money—that is, money you earn that isn't Xcrawl prize money—is subject to a thousand little taxes that, when all is said and done, winds up being 50% of your annual income. The Emperor is proud to have lowered taxes as much as he has—in some Kingdoms, the tax rate can be as high as 90%. Remember that your Xcrawl winnings are not taxed.

THE BLING-BLING

Celebrities do it bigger, better, and fully financed. Now that you are hobnobbing with the rich and famous, here are a few things to blow your hard earned coin on.

Only The Finest

You can find a more posh, more expensive, more rare, and more exclusive version of just about anything. There is always a crafty salesman out there who is willing to let rich celebrities pay whatever they would like for just about anything.

If you are really selling out, you are all about the stuff. Once you have a ton of money squared away, it's time to start buying. In order to better measure your success against the material success of others, list your new high-end possessions along with the GP amount you paid for them.

As a celebrity, you can spend much, much more than that.

Sell Out: How much is a luxury suit going to cost me?

GM: Umm, three hundred gold?

Sell Out: Well, I want a nicer one than that.

GM: How much do you want to spend?

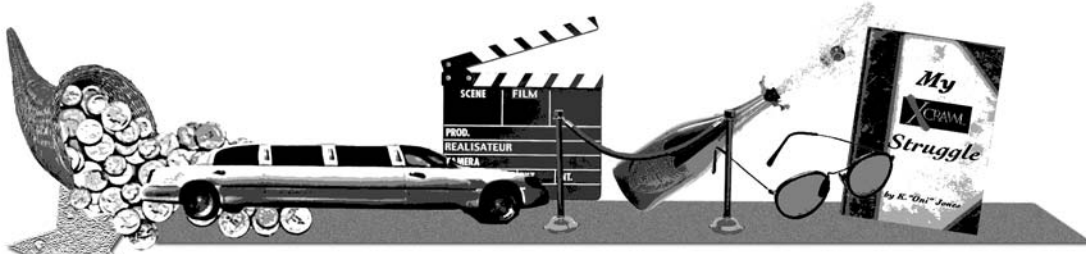
Sell Out: Er, lets say a thousand?

GM: No problem. One thousand GP suit, done. Write it on your sheet.

Sell Out: Is it nice?

GM: It's a thousand gold pieces of nice.





The next time the Sell Out PC goes for a night on the town, he wears his 1K suit. The GM lets him know that everyone compliments him on his taste and good breeding. Of course everyone does—it's a thousand GP suit. This system works for everything—the best descriptor for expensive for the sake of being expensive items is how much you paid for it.

And that's just the beginning. Once the flow of money starts, it's hard to stop—or ever slow down. Here are a few more things the ultra-rich simply must have.

REAL ESTATE

There are two ways to buy a home: cash or financing.

Buying a home in cash means you have all the necessary money up front. You simply pay the amount of gold and voila! Homeowner.

Few can afford such a huge expenditure at once, so most finance. This means you pay 300% of the normal sale price of a house, but you can spread your payments over 30 years. For example, a 100,000GP house financed costs 300,000GP, with an annual payment of 10,000 a year. Upkeep will generally run about 1% of the homes value per year.

THE MILLION GOLD PIECE CLUB

Real world real estate is so outrageously complicated that this entire book wouldn't be long enough to even *simulate* the house buying experience in d20 terms. This is an extremely simplified version that should work out just fine for your campaign.

An ordinary house in a normal neighborhood in most cities of the Empire costs 40,000GP. This is a two or three bedroom house with a kitchen, two bathrooms, a tiny yard, and a one car garage.

An upscale house in an upscale neighborhood in most cities of the Empire costs 100,000GP. This

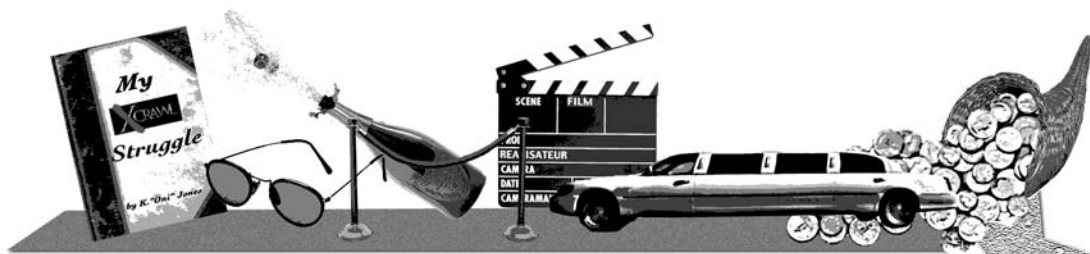
represents a very nice house, perhaps with a yard and a view, four to five large bedrooms, three to four bathrooms, multiple common areas, a modern kitchen, and a two car garage.

A mansion in a posh neighborhood in most cities of the Empire costs anywhere from 300,000 to 1,000,000GP. This place has all the amenities: seven or eight bedrooms, ultramodern kitchen, professional work room, pool, security fence, a multi-car garage—you name it.

Add 33% to the price of a home for expensive real-estate cities: New York, LA, Chicago, San Francisco, Savannah, or similar.

Subtract 33% for cheap cities: Atlanta, Fargo, Bangor, Los Cruises, or similar.





AUTOMOBILES

A standard new American car costs 3,500GP. This is an average sedan, pick-up, hatchback, or station wagon. It's fairly reliable transportation, but will not cause your neighbors to turn green with envy. You pay about 5% of its new value each year in upkeep.

A luxury automobile costs 7,000GP. This is a stylish SUV, luxury sedan, or cute mini-car. It has a great sound system, a profoundly comprehensive warranty, and gets you approving nods at stoplights. You pay about 10% of its new value each year in upkeep.

A super-high-end luxury automobile costs around 10,000GP. This is the state of the art, crème de la crème car of the year that opens doors for you in the materially focused minds of the upper, upper class. You pay about 10% of its new value each year in upkeep.



OTHER NECESSITIES OF THE RICH AND FAMOUS

You can have it all; in-house sauna, private tennis court, purple pimp boots with live goldfish in the heels, even four-carat diamond pendants shaped like a dead kobold. Whatever you would like to blow money on is out there.

If there is a luxury item that your character simply cannot live without:

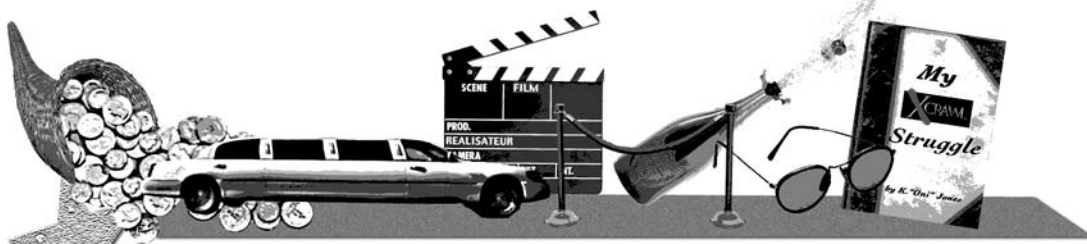
1. Find its real world price (or approximate it, if needed)
2. Multiply its cost in dollars by three to find its GP value
3. Buy that baby!

Luxury items impress folks who are impressed by luxury items. Throwing a party in your stylish

mansion will certainly gain you more approval with the beautiful people than the slob throwing a kegger in his cul-de-sac. The GM may add a bonus to etiquette and other social skill rolls when characters display their finery. A +2 to +6 is appropriate for most circumstances.

This strategy can backfire: the GM might impose penalties on those same rolls in the right situation. An ostentatious or inappropriate display of wealth can grant a -2 to -6 on social rolls in some social arenas. For example, no one is impressed by your gold medallion and 1,200GP Arninni suit when you are working at the soup kitchen to finish off your community service penalty.





New Suck-Up, Parasitic, Wanna-Be-Famous Prestige Classes

AGENT

"Oni, baby—you don't like the logo t-shirts? Fine. They're gone. Like they were never here. We never look at the logo t-shirts again. But I have one more thing I want to show you..."

**MARTY THE AGENT,
SETTING UP THE LOGO UNDERWEAR.**

Any profession with highly talented, specialized individuals who can't decipher a contract or negotiate their own salary eventually spawns agents. In the world of Xcrawl, agents are the big movers behind the scenes. An agent will get you the dungeon, the walk on, the commercial, the cereal box, the book deal and the cameo—and takes his cut right off the top. Xcrawlers can get by without an agent, but if you are really going to sell out in royal style, you want the man in the suit and the connections in your corner.

Requirements

To become an agent, a character must fulfill the following criteria:

Base Attack Bonus: +0

Skills: Bluff 4 ranks, Gather Information 4 ranks, Sense Motive 4 ranks, Professional Skill (agent) 4 ranks

Feats: Skill Focus (professional skill: agent)

CLASS SKILLS

The agent's class skills (and the key ability for each skill) are: Bluff (CHA), Diplomacy (CHA),

Drive (DEX), Gather Information (CHA), Innuendo (WIS), Knowledge (Xcrawl, The Business, Celebrities) (INT), Profession (agent), Sense Motive (WIS)

Skill points per level: 6 + INT modifier

Hit die: d4

AGENT SALARY BY PRESTIGE CLASS LEVEL

Level	Agent Salary	Maximum Clients
1	10%	2
2	12½%	3
3	15%	5
4	18%	7
5	20%	9

CLASS FEATURES

Weapon and Armor Proficiency: Agents gain no new weapon or armor proficiency.

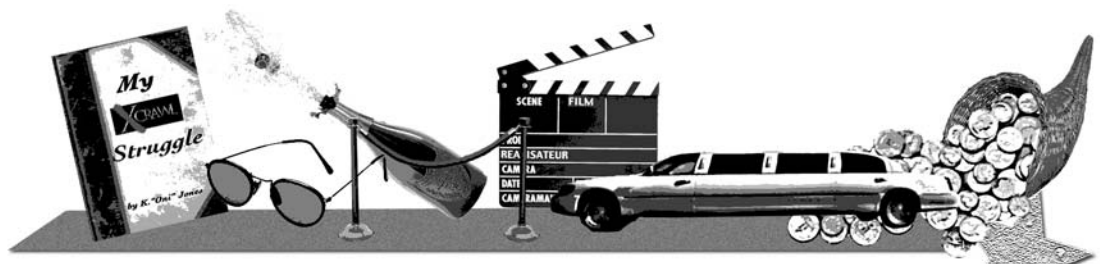
Agent Salary: Agents work on a percentage basis. Their commission is a percentage of their client's total earnings—that's everything, including Xcrawl winnings, money from sponsors, or personal appearance fees. If you get a job selling hotdogs on the side, the agent gets his cut.

The agent's fees are negotiable. For an important client, an agent may reduce his fee up to one level downwards to keep him happy. Superstars never lack for agents wanting to represent them.

Maximum Clients: Organizing a professional career is hard work. The maximum clients score represents the maximum number of clients (individuals or teams) that the agent can effectively handle. While nothing actually stops him from signing contracts with as many clients

Agent Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Connected, Insider
2	+0	+1	+1	+3	Head to Head, Namedropping
3	+1	+1	+1	+3	Funny Money
4	+1	+2	+2	+4	Master of Face Time
5	+2	+2	+2	+4	Old Guard





as will listen to him, only the maximum client score worth of teams or individuals will actually benefit from the association. Top clients are taken care off—all others pay money, but receive no benefits and may as well be working with no one.

Connected: You have to get in with the in crowd. Agents learn to network relentlessly, handing out business cards and collecting contacts at every available opportunity. It takes a true player very little time to develop a network of associates he can turn to find out anything about anything going on in his business sphere. An agent gets a +4 bonus to all Gather Information checks when

seeking information on potential clients, upcoming events, or business/public relations opportunities.

Insider: You can't play a player—why would you even try? Agents are a necessary part of the business and, as such, they can resist the urge to supplicate themselves to celebrities. They see celebrities as business opportunities and cash cows, nothing else. Agents are never subject to the Fame bonus of any celebrities, Xcrawlers or famous folks they encounter.

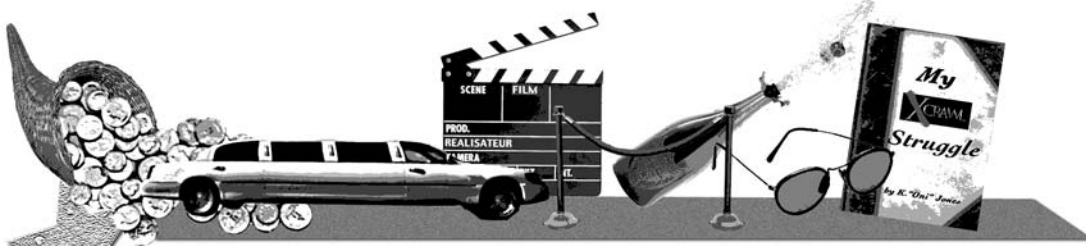
Head To Head: An agent is at his best when negotiating one-on-one. Starting at second level, an agent adds his prestige class level to all Charisma keyed skill checks when negotiating in person with a potential employer or client.

Namedropping: You aren't a celebrity—but you live in their world, and that's almost as good. At second level, an agent develops a parasitic Fame score—he has half the Fame score of his highest rated client, rounded down. For example, if 2nd level agent Bobby Helden represents celebrity model and part time Xcrawler, Fabritizio (Fame score 87), he gains half Fabritizio's Fame score, rounded down (43). He may use the Fame bonus as if he was famous himself by mentioning the names of all the important people he has worked with in his career.

Funny Money: Who can live on 12½%? Sometimes an agent has to cut corners—that is, cut corners out of the paychecks of his clients. At 3rd level, the agent can use voodoo accounting to skim as much as an extra two percent from his clients without their knowledge. These expenditures seem perfectly legitimate on paper, and a casual look at the paperwork seems to legitimize the agent's extra fees.

Good aligned agents with ethics would never do such a thing—but where are you going to find a good aligned agent in this day and age? If the client suspects something amiss, he can hire an accountant to go over the books. This requires a contested roll—the accountant's professional skill (accounting) roll versus the agent's professional skill (agent) roll,





with the agent receiving a +4 circumstance bonus to this contested check. If the accountant's roll is equal to or higher than the agent's modified roll, then the accountant finds enough evidence of tampered books to go before a judge. However, since Xcrawlers invariably make more money with an agent—even one who skims—clients tend to overlook the added “expenditures” that invariably pop up during their business relationship.

Master Of Face Time: At this level, the agent has the self confidence and the will to plow over opposition in any negotiating setting. He may use his Charisma bonus in place of his Wisdom bonus for all Sense Motive and Innuendo rolls during negotiations. Furthermore, he may take a 10 on all contested skill checks while negotiating salary or fees with clients or potential employers, provided these negotiations are taking place face-to-face.

Old Guard: After a while, you have just been around the block so long that you are a celebrity in your own right. At this point, you gain 3/4 the Fame score of your highest rated client, rounded down. In addition, you may take a twenty on any Gather Information checks when seeking information on potential clients, upcoming events, or business/public relations opportunities.

BODYGUARD

“You have nothing to worry about, sir. Just keep your head down. I’ll have you out of here in a jiffy.”

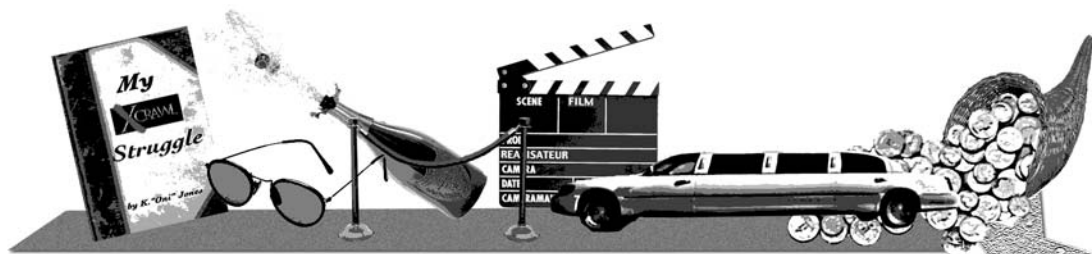
**BODYGUARD TREVOR BACCHANAL,
PROTECTING HIS CLIENT DURING THE RIOT
THAT FOLLOWED THE 4700 CELEBRITY PRO/AM
XCRAWL TOURNAMENT.**

The bodyguard is a necessity to a VIP. Beyond the privacy and protection aspect, a bodyguard is an accessory as necessary to most celebrities as a luxury automobile or a house on the fashionable end of the beach. Hiring a bodyguard makes a statement: “My life is

important enough to risk this person's life.” For many, it is the key affirmation of their egocentric world.

The bodyguard is a specialized fighter, trained to spot and prevent threats to his client. He focuses on resolving confrontations before they become physical, but if need be, he is extremely comfortable in a fight. Bodyguards come from all walks of life. They develop an air of quiet menace that often ends conflicts before they begin.





Requirements

To become a bodyguard, a character must fulfill the following criteria:

Base Attack Bonus: +6

Skills: Sense Motive 8 ranks, Spot 8 ranks, Drive 4 ranks

Feats: Alertness, Improved Unarmed Strike

Special: Bodyguards must be physically strong for their race: an 18 for half-orcs, a 16 for humans, dwarves or elves, or a 14 for halflings or gnomes is required. Bodyguards must take a six week combat driving course (total cost 2000GP).

Class Skills

The bodyguard's class skills (and the key ability for each skill) are: Bluff (CHA), Climb (STR), Drive (DEX), Intimidate (CHA), Jump (STR), Listen (WIS), Profession (bodyguard) (WIS), Search (INT), Sense Motive (WIS), Spot (WIS)

Skill points per level: 4 + INT bonus

Hit die: d12

CLASS FEATURES

Weapon and Armor Proficiency: Bodyguards gain no new armor or weapon proficiency.

Protect The Client: The bodyguard must be concerned first and foremost with the safety of his client. He learns to shield his charge's body with his own body, taking blows that would otherwise be meant for the client. While the bodyguard is mobile and within 5' of his client, he can transfer part of his armor class. The bodyguard can transfer up to his prestige class level +3 points of his own armor class to his client. Attacks that would have struck the client if it weren't for the

transferred armor class bonus automatically strike the bodyguard.

Example: Big Louie the bodyguard is defending Aaron Amon during a salad bar riot in LA. Aaron's AC is 12, and Big Louie's AC is 18. Louie declares that he is transferring four points of his own AC to Aaron, giving the client a 16 and himself a 14. A vengeful vegan throws a bottle of salad dressing at Aaron's head, and rolls a 15. This would have hit Aaron but for the transferred AC—since it misses by less than four points, Big Louie takes the bottle to the cranium. If the vegan had rolled an 11 or less, the bottle would have missed both targets. Big Louie stands his ground—after all, thousand island rinses right out.

Transferring points of armor class is a free action, but the transfer must be declared before incoming attacks are rolled. Any factor that causes the bodyguard to lose his Dexterity bonus to his armor class negates the Protect the Client ability.

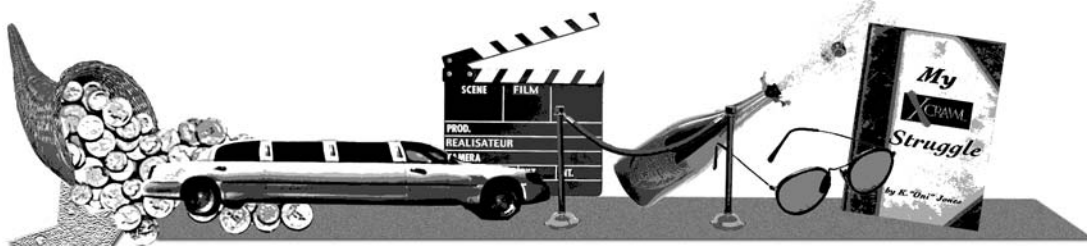
Drive Bonus: The best way to keep your client out of trouble? Take him where the danger isn't. Bodyguards must be able to drive their clients to safety, which is often a dangerous task. Bodyguards receive a +4 competency bonus on all Drive checks.

Runaway: Bodyguards don't gain anything by fighting—better to get the clients out of harm's way. Constant training gives the bodyguard +10 to his ground movement rate.

Browbeat: The mean look is a bodyguard's bread and butter. The best practice their intimidating appearance, hoping to end a situation before it begins. A bodyguard receives a +4 competency bonus to all Intimidate checks while keeping

Bodyguard Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Protect the Client, Drive Bonus
2	+2	+3	+1	+1	Runaway, Browbeat
3	+2	+3	+1	+1	Assisted Sprint, Spot the Bogie
4	+3	+4	+2	+2	Hammer Lock
5	+3	+4	+2	+2	Stature





unwanted persons away from his client. In addition, the client receives a +4 circumstance bonus to all intimidation checks made in the presence of his bodyguard. Nothing discourages like having a man who can crush walnuts in his hands in your corner.

Assisted Sprint: Fast running isn't very useful if you leave your slow-moving client in the dust. At 3rd level, the bodyguard can transfer half of his runaway bonus to his client, giving them both a +5 bonus to their movement rate. The bodyguard must be in physical contact with his client at all times in order to transfer his Assisted Sprint bonus.

Spot the Bogie: Laymen talk about a "sixth sense" that the best bodyguards develop, allowing them to spot trouble before it ever happens. At 3rd level, the bodyguard gains an automatic Spot roll whenever his client is put in immediate danger. The difficulty of this roll depends on the range to the incoming target

Target is within 30' DC 20

Target is within 100' DC 25

Target is beyond 100' DC 30

Targets beyond 100' can include snipers with rifles. Other factors can change the DC of this roll—crowds, distractions, and lighting can all affect the DC of this roll.

Hammer Lock: Hurt 'em if you have to. Bodyguards practice combat techniques to maximize fighting in crowds. Grappling is a key maneuver for the bodyguard—it's always best to immobilize an opponent so he can't get at the client. If a bodyguard has an opponent grappled, he can go for a hammer lock. A hammer lock is a variant pin, and the attack is resolved exactly as a pin attempt. However, if the hammer lock is successful, the bodyguard gets a +2 circumstance bonus to all attempts to maintain the pin, and ignores the special size modifier for creatures up to one size larger than himself. In addition, he is considered to have one hand free and may make an attack attempt at a different creature up to 5' away from his position.

Stature: A few years at the bodyguard game tends to toughen one up. At 5th level, the bodyguard gains a +1 bonus to his Constitution. In addition, his size category is considered one step higher than normal for purposes of grappling checks only (i.e., a medium size bodyguard is considered a large creature when grappling).

COACH

"Stud, If I ever see you abandon your Blaster during a firefight drill again I will personally rip your head off. Look at Sleeper right now—look at her face. She's dead. Go call her mom and dad in Spokane and tell them. Tell them she's dead because you broke left when the play we've been working all morning said to break right! You have to do better than that, Stud. We all know you have it in you. Now go run two siberians. And you better run like you mean it."

COACH JACKSON

A sport is 65% mental, 20% percent physical and 15% coaching. But that 15% wins games—again and again and again.

A Coach is an expert in the art of winning. He assesses a team's strengths and weaknesses, and teaches them to go beyond their normal limits. A coach helps players overcome their egos so they can work together as one. Strategist, personal trainer, medic, councilor—a good Coach wears many hats.

Xcrawl teams pay big money for coaches who can help them on their way to the top. In return, he demands focus, strain, and loyalty. He will mold the team into a cohesive unit.

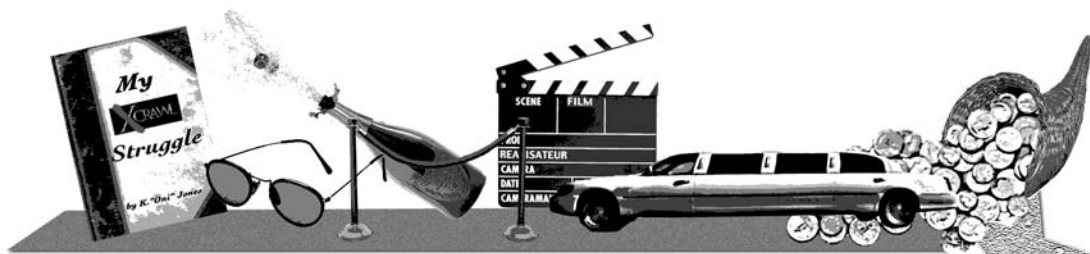
Requirements

To become an Xcrawl Coach, a character must fulfill the following criteria:

Base Attack Bonus: +2

Skills: Intimidate 8 ranks, Profession (coach) 8 ranks, Sense Motive 8 ranks, Heal 4 ranks, Performance (oratory) 4 ranks





Bob Stevlic '08

(Sports, Tactics, Xcrawl) (INT), Perform (CHA), Profession (Coach) (WIS), Read Lips (INT), Sense Motive (WIS), Spot (WIS), Swim (STR), Tumble (DEX)

Skill points per level: 8 + INT bonus

Hit die: d8

CLASS FEATURES:

Weapon and Armor Proficiency: Coaches are proficient in all simple weapons, sports weapons and all non-lethal boffer weapons. In addition, Coaches understand the fundamentals of combat and can train individuals to use any weapon, regardless of lack of proficiency.

Maximum Team Size: The maximum Xcrawl team size a coach can handle is 5 + Coach level + Charisma bonus. For non-lethal sports, this figure is doubled.

TRAINING TIME

Coaches lay down rules which must be followed. Most important is putting in time off the field. Xcrawl coaches generally want 20-30 hours of practice a week out of their player. The coach sets a regiment, and demands that it be followed. You are allowed time off for permissible ailments; death is the only permissible ailment. Otherwise, the coach wants you working to make yourself the perfect athlete he envisions.

Motivation: Any coach will tell you—anything is possible if you are true to your instincts and motivated. Coaches add to the Mojo pool potential of his team by bolstering the teams spirit. Every coach has their own method of motivating their team: positive reinforcement, appeals to honor and courage, and terror tactics are all popular.

Feats: Leadership

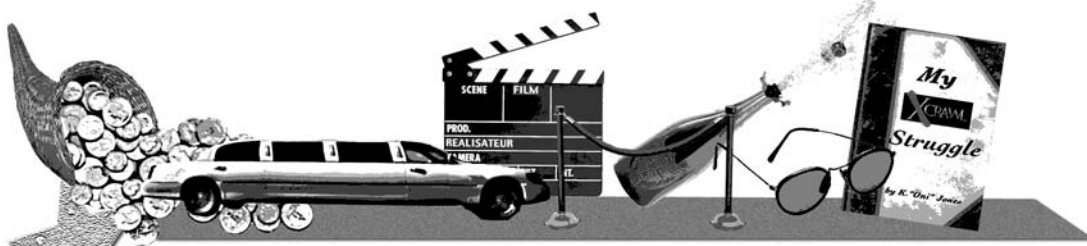
Note: A coach is not permitted to participate in Xcrawl.

Class Skills

The Coach's class skills (and the key ability for each skill) are: Balance (DEX), Bluff (CHA), Climb (STR), Concentration (CON), Drive (DEX), Heal (WIS), Intimidate (CHA), Jump (STR), Knowledge

Coach Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Motivation 2, Fundamentals (athlete)
2	+1	+0	+0	+3	Motivation 3, Fundamentals (fighter)
3	+1	+1	+1	+3	Motivation 5, Fundamentals (rangers, clerics)
4	+2	+1	+1	+4	Motivation 7, Fundamentals (rogue, monk, sorcerer)
5	+2	+1	+1	+4	Motivation 9, Fundamentals (any class)





Motivated teams can perform miracles. A first level coach raises the Mojo pool potential by two points. This does not add to the Mojo pool; rather it adds two points to its maximum size, now becoming 14. The coach's motivation bonus increases with each level, until it reaches +9 (for at total maximum Mojo potential of 21) at 5th level. If the coach leaves the team, voluntarily or involuntarily, or if he is prevented from training his team before an Xcrawl event, this bonus is negated.

This bonus has a price: the coach puts restrictions on the team during training in order to focus their minds and bodies. Players must adhere to these guidelines for six straight weeks before a crawl, or lose their increased Mojo potential. For level every of the prestige class he has, the Coach must choose a Commitment from the chart that the players must adhere to in the six weeks before an Xcrawl event. If a player on the coach's squad ever deviates from these Commitments, he must make a Will save (DC = 15 + Coach's Level + Coach's Charisma Bonus). Failure indicates that the increased Mojo potential is lost for that crawl.

COMMITMENTS

Eat nothing but lean protein and green, leafy vegetables

Abstain from sexual relations

Abstain from drinking alcohol

Avoid speaking to the media

Abstain from using tobacco

Refrain from reading about Xcrawl

Avoid watching Xcrawl on TV

Sleep with their primary weapon/wand at hand

Sleep in their armor

Watch two hours of training films a night

Put in an hour of practice a day outside of the team's practice

Avoid fighting outside of the crawl or training room

Get a full eight hours of sleep each night

Carry a picture of the upcoming event's DJ, 24/7
Spend an hour a day blindfolded
Constantly wear leg weights
Stay within 50' of the entire team, 24 hours a day.

Fundamentals: A sport is a sport is a sport. A good coach pays attention to the fundamentals of training, and to the importance of growing into a position on a team. He doesn't want a team of Brawlers, Specialists, and Blasters, he wants a team of athletes, ready for any challenge that comes their way. By applying universal training principles to the workouts he assigns, he helps increase the versatility of everyone on his squad. At 1st level, the coach's training allows players to pick up a level of the athlete class without gaining an experience point penalty, even if taking the class would normally dock his experience points 20% for having uneven levels. This experience point penalty is ignored as long as the player trains with a coach of appropriate level.

As the coach gains level, he can teach the fundamentals of more classes: fighter at 2nd level, rangers and clerics at 3rd level, and rogues, monks and sorcerers at 4th level. At 5th level, the coach can teach the fundamentals of any non-prestige class.

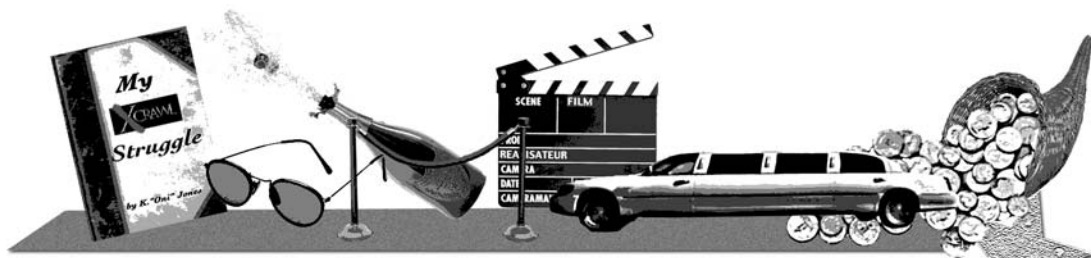
FREE AGENT

"Killing that dragon for one gold piece—a rip off? You obviously haven't heard of 17-17-2954. Now you can get all long-distance calls for up to half an hour for just one gold piece, and it's only one silver a minute for each minute after that. Best of all—there's no commitment!"

ONI, IN ONE TAKE.

The free agent is a modern day mercenary, willing to sell her services to the highest bidder. Xcrawl is only the beginning for the free agent. The agent realizes that she is a product, and that to win in the big game, she must be on as many shelves as possible. Movies, records, world promotional tours, book deals, endorsements—





that's what makes the free agent's world go round. Free agents never join a team full time if they can help it. Rather, they sign up on a single dungeon basis, skipping from team to team in a quest to participate in all of the most prestigious events.

Requirements

To become a Free Agent, a character must fulfill the following criteria:

Base Attack Bonus: +3

Skills: Knowledge (Xcrawl) 4 ranks, Perform 6 ranks

Feats: Crowd Favorite

Special: Your Fame rating must hit at least 35 at some point during your career, but can be at any level when you advance your first level in this class.

Class Skills

The free agent's class skills (and the key ability for each skill) are: Balance (DEX), Climb (STR), Concentration (CON), Diplomacy (CHA), Drive (DEX), Jump (STR), Knowledge (Xcrawl) (INT), Listen (WIS), Profession (WIS), Spot (WIS), Swim (STR), Tumble (DEX)

Skill points per level: 4 + INT bonus

Hit die: d6 (special)

CLASS FEATURES

Weapon and Armor Proficiency: The Free Agent gains no new weapon or armor proficiency.

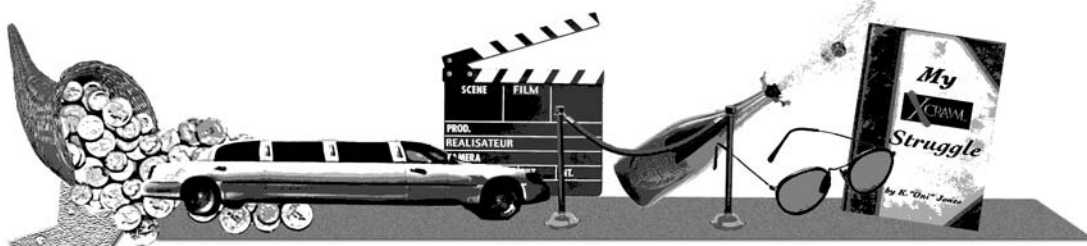
Adapt: Flexibility and a personalized career plan are the hallmarks of the free agent's career. The free agent may choose one of the following aspects of the prestige class and substitute a more favorable aspect of his original class:

Free Agent Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Adapt, Assimilate
2	+1	+0	+3	+0	Extra Performance
3	+2	+1	+3	+1	Signing Bonus: +20%
4	+3	+1	+4	+1	Training Bonus
5	+3	+1	+4	+1	Cameo
6	+4	+2	+5	+2	Signing Bonus: +40%
7	+5	+2	+5	+2	Bonus Feat
8	+6	+2	+6	+2	Training Bonus
9	+6	+3	+6	+3	Signing Bonus: +60%
10	+7	+3	+7	+3	Rally The Troops

*Special

As Seen On Empire-I TV! • 81





- Base Attack Bonus
- Fortitude Save
- Reflex Save
- Willpower Save
- Hit Die Type
- Spell Levels
- Skill Ranks
- Rage
- Turn/Rebuke Undead

If the choice is an base attack, saving throw, or hit die type, then the free agent will advance in this statistic as if they were advancing levels in their primary class. If the free agent chooses skill ranks, then he gains the skill points of a member of his primary class when he gains a rank. If the player chooses spell levels, he gains a level of spellcasting ability as if he had gained a level in his primary class. If the character chooses rage, add his free agent levels to his barbarian levels to determine how many times a day the player may rage, the duration, and the bonuses/penalties incurred (this does not effect damage reduction). If the character chooses turn/rebuke undead, he adds his free agent level to his cleric level when determining what hit dice of undead he can effect with a successful turn attempt.

The choice of substitution is permanent, and may not be divided between multiple classes. Free agents may not choose an aspect of a previously gained prestige class as a substitute for anything. If the player chooses spell casting and has multiple spellcasting classes, he must choose which class he will permanently gain spell levels in for levels gained as a Free Agent.

Bonus Feat: The free agent gains a bonus feat at second and seventh level.

Assimilate: The free agent must learn to quickly get in line with new teams and situations. At 3rd level, the free agent gains the ability to jump into a new team as if he had always been a member.

This means that free agents may access the Mojo pool as if they were always members of the team.

Normal: Normally a team needs to spend time training together, learning one another's style and moves in order to access the Mojo pool. This period of training usually takes at least one month.

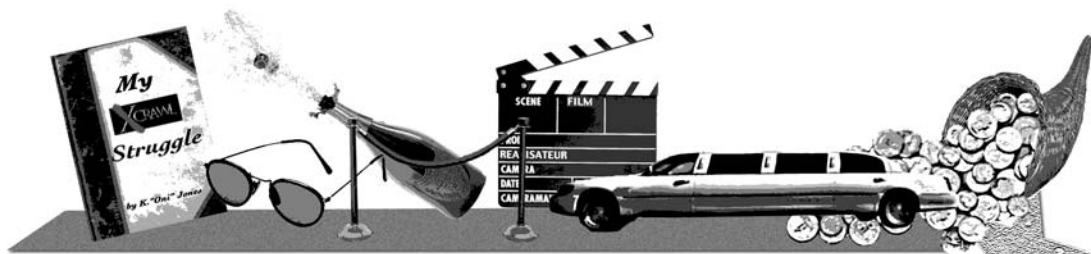
Extra Performance: Free agents with the Performance skill gain one bonus Performance specialty for every odd numbered level, i.e., one at first, two at third, three at fifth and so on. This does not increase the ranks that the free agent has in that skill, it merely increases his number of Performance specialties.

Signing Bonus: The great ones are worth a little extra. The free agent knows how to stack a contract. Whenever the free agent is eligible to earn his standard appearance fee (see Xcrawl: Adventures in the Xtreme Dungeon Crawl League, pp. 122) he is entitled to a bonus of +20% on top of his standard fee. Higher salary offers do not increase the bonus; the bonus is always a percentage of his base standard appearance fee, no matter how much money he is offered. The free agent's signing bonus is increased to 40% at sixth level, and 60% at ninth.

Training Bonus: To win you must be the sharpest tool in the box. The free agent knows that, to beat the competition, you have to do the homework. That means staying in shape, keeping on top of the latest training techniques and advances, and basically going that extra mile. At fourth and eighth level, the free agent gains the skill focus feat for free. Note that skill focus does not stack with itself.

Cameo: A celebrity walk-on never hurt anyone. The free agent has a limited version of the crossover ability possessed by master celebrities. With a minimum of practice, a free agent can master any Performance specialty, to a degree. With a minimum of practice he can rap, play hand drums, chant, or perform any other Performance specialty he didn't already have at half his normal ranks, rounded down. For example, if free agent Kasper Kent (9 ranks of Perform, but no specialty in juggling) decides to learn a juggling act for a TV Remembrance Day





special, he would have an effective four ranks in Performance (juggling) for that event. New Performance specialties can be learned in as little as six hours with expert coaching, twelve hours with a book or video guide, or in two days self-teaching. The free agent must have at least minimum exposure to the Performance specialty in order to learn it on her own. If the free agent has never seen kobold bone weaving before, he can't teach it to himself, but if he once read an article about it in *Manner Magazine*, he can teach it to himself in two days. If he wants the Performance focus permanently, he must choose it when he gains another rank. Otherwise, he must go through the ordeal of re-learning that specialty every time he wishes perform it.

Rally The Troops: Consider the top level free agent: she has seen it all. Fought all the fights, made all the money, took all the glory, and banked all the gold. She has taken enough wounds to kill an army, and drawn a river of blood. She's been a t-shirt, a lunchbox, a pinball game, and a movie of the week. She has survived the dungeon and Hollywood. Perhaps she has no more need for fame or wealth, but keeps on crawling because she knows no other life.

The 10th level free agent can draw on this experience to inspire her teammates. Once per dungeon level, the free agent can call for a rally, giving everyone on the team +2 to hit and on damage, and +2 on all saving throws for five rounds plus one round per level. In addition, the team's Mojo pool gains enough points to max it out once the free agent rallies the troops.

GROUPIE

"What we do is plaster over the wound and make a mold of it. This way we can keep the impression where you got stabbed forever. It's, like, an essential part of you that I... we.... you know, all your fans can cherish forever."

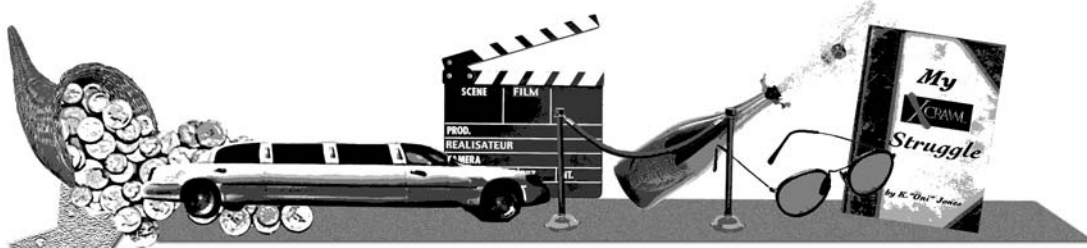
**GROUPIE JONI LOCKPORT,
STARTING A TREND.**

The original groupies followed rock bands. In modern times, movie stars, artists and Xcrawlers have groupies. Groupies are a performer's biggest and most demonstrative fans, often showing up at all of their idol's events, even when this means following them around the country. The goal of a groupie is to be a part of the world of celebrity performers, and they learn all the tricks for getting backstage and staying there. While there are few Xcrawl groupies, they are absolute fanatics. They will spend all of their money on outfits and jewelry, to better blend in with the rich Xcrawl crowd. The goal of their efforts is to share the lives of the last real adventurers, who face death like heroes of old.

Xcrawlers and groupies generally share a dysfunctional but symbiotic relationship. Players often live lonely lives—their career is strange, bloody and often fatal, and most rational folks keep their distance. Groupies are drawn to this world, and are often the only ones willing to get close to their adventurers. Often times on the road, Xcrawlers turn to groupies for companionship and comfort. Groupies eventually become fixtures of their adopted scene, and are often the support group that keeps players going after all else fails.

Groupie Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Muse +1, All Access
2	+1	+0	+0	+3	Muse +1, Gimme Shelter
3	+1	+1	+1	+3	Muse +2, I'm With The Team
4	+2	+1	+1	+4	Muse +2, Booster +1,
5	+2	+2	+2	+4	Muse +3, Booster +2, Almost Famous





Groupies are 90% female. However, many women Xcrawlers find themselves the subject of the attention of male groupies, who want to hold doors and pull out chairs for her at every opportunity.

Requirements

To become a groupie, a character must fulfill the following criteria:

Base Attack Bonus: +0

Skills: Bluff 4 rank

Special: To qualify for this prestige class, a candidate must pass the groupie trifecta: they must get back stage, meet an Xcrawler, and convince him to carry a token of theirs on his person when they fight. And they must have a 15+ Charisma.

Class Skills

The Groupie's class skills (and the key ability for each skill) are: Bluff (CHA), Diplomacy (CHA), Gather Info (CHA), Innuendo (WIS), Intimidate (CHA), Knowledge (Celebrities) (INT), Sense Motive (WIS), Spot (WIS)

Skill point per level: 6 + INT bonus

Hit die: d4

CLASS FEATURES

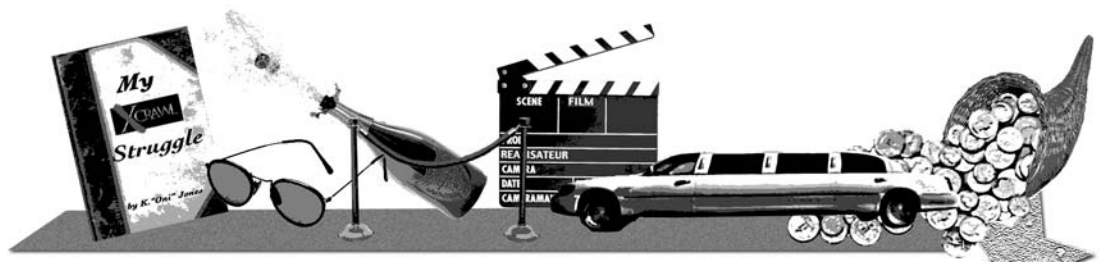
Weapon and Armor Proficiency: The groupie gains no new armor or weapon proficiencies.

Muse: Xcrawl groupies are true fans: they understand the game, the strategies, and the risks. And although they enjoy the game, they are more interested in the players, and become experts at providing inspiration to their chosen Crawler. A groupie hangs out with any Xcrawler who she finds interesting or mysterious, but she will choose to be Muse to one special player. A groupie can have only one special player; similarly, a player can have only one dedicated groupie, although he can hang out with as many as he likes.

The special player can add his groupie's Muse bonus to any saving throw, after the die toss, during any Xcrawl competition. For example, a magical beast tries to *charm* Captain Howdy. The saving throw is DC 18, and the Captain rolls a 16. However, he has recently become the special player of Alabama Gertie, a 3rd level groupie. Her devotion gives him the inner strength to resist: he adds her muse bonus to his roll and now has an 18, and just scrapes by with his free will. Once a player has used his groupie's Muse bonus, it is gone until he is close enough for physical contact with her again for a minimum of fifteen minutes, at which time the bonus resets itself.

The groupie's Muse bonus is +1 at 1st and 2nd level, +2 at 3rd and 4th and +3 at 5th. Groupies may only have one special player at a time, and they are notoriously fickle. Lack of attention or proper respect can cause a groupie to switch special players. It can be extremely hard for a player to win a lost groupie back, and can require compliments, gifts, or promises of lifelong friendship.





All Access: Backstage, post-dungeon parties, hotel suites, and locker rooms; a groupie is at home wherever the action is. In her natural element, a groupie is a powerful force who can affect a team as much as she herself is effected. When dealing with Xcrawlers, or when trying to talk their way backstage, a groupie adds a +4 confidence bonus to all Charisma rolls.

Gimme Shelter: Hangers-on have to stick together. Groupies develop a network of friends and acquaintances across the country during their adventures chasing after adventurers. Whenever a groupie finds herself stuck in a city, she can make a Charisma roll (DC 18) to find a place to sleep and a hot meal. Note that this roll is not affected by the All Access bonus. This is not necessarily a reliable place to stay. The groupie must either make arrangements or another Charisma roll the next night if she still needs assistance.

I'm With The Team: At 3rd level, groupies have become such a part of the scene that they are rarely challenged by hotel or dungeon security. Everyone either understands the groupie's special relationship with her team, or they assume she works for them in some capacity. Under normal circumstances, the groupie can come and go as she pleases, having as much access to Xcrawl facilities as the players themselves. In addition, their All Access bonus is raised to +6.

Booster: Love the player, love the team. Groupies get to know their special player's team. She offers advice, sharpens swords, orders pizza and finds the best after-parties for the whole team. At 4th level, the groupie bonus begins to effect her special player's entire team. The special player's team gains the groupies booster bonus to their

Mojo pool at the beginning of every dungeon level. If their Mojo pool is already full, the bonus is lost. If the groupie ever decides that she has had it with her heroes, she leaves and the booster bonus leaves with her.

Almost Famous: At some point, groupies become the player's focus rather than a distraction. At this point, a groupie benefits from the Fame bonus of her special player. The groupie is considered to have half of the Fame rating of her Special Player. She gains the Fame bonus to appropriate rolls, under the normal guidelines for Fame.

PAPARAZZI

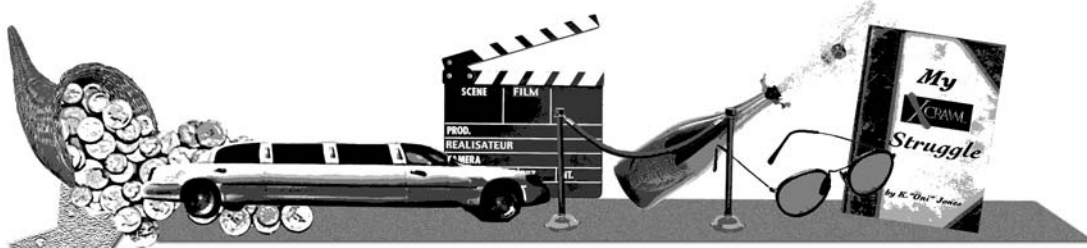
"Let go of me! You can't do this to me! I'm a friend of the ambassador! You're breaking my arm! I'll sue! The public has a right to know!"

**REPORTER DONALD "SPIKE" STEPHENSON,
BEING DRAGGED FROM
THE SUBSTANCE ABUSE WARD
OF THE ADELPHI PRIVATE HEALTH CLINIC.**

Like the cheetah and the gazelle, paparazzi survive by bringing down their magnificent yet elusive prey: celebrities. Working freelance or for one of the dozens of personality cult magazines available in the NAE, these cunning photojournalists stalk and capture the best and brightest on film—whether they want it or not. Ordinary red carpet photos of premieres and award ceremonies won't pay the bills; the best photos are the candid ones—the more embarrassing the better. In their quest to get the most exclusive shots, paparazzi hone their skills and learn to trust their instincts.

Paparazzi Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Favored Celeb 1, Dramatic Injury
2	+1	+0	+0	+3	Favored Celeb 3, Hey Buddy!
3	+1	+1	+1	+3	Favored Celeb 7, Magic Money
4	+1	+1	+1	+4	Favored Celeb 12, Dirty Laundry
5	+2	+1	+1	+4	Favored Celeb 15, Impossible Shot





Paparazzi will shoot anything for money, but the best learn to specialize in a few select individuals that are proven money makers. Master paparazzi develop a “sixth sense” for news and can arrive on the scene of a scoop with amazing speed.

Requirements

To become a paparazzi, a character must fulfill the following criteria:

Base Attack Bonus: + 2

Skills: Photography 4 ranks, Sense Motive 4 ranks, Spot 8 ranks

Feats: Alertness

Class Skills

The paparazzi’s class skills (and the key ability for each skill) are: Bluff (CHA), Climb (STR), Concentration (CON), Craft (printmaking) (INT), Diplomacy (CHA), Disguise (CHA), Drive (DEX), Gather Information (CHA), Hide (DEX), Innuendo (WIS), Photography (DEX), Search (INT), Sense Motive (WIS), Spot (WIS)

Skill points per level: 8 + INT bonus

Hit die: d6

CLASS FEATURES

Weapon and Armor Proficiency:

The Paparazzi gains no new weapon or armor proficiency.

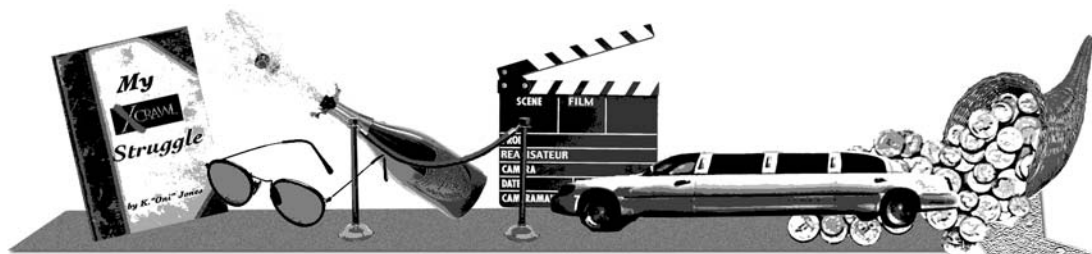
Favored Celeb: If your going to make a buck in the shutterbug biz, you had better learn who sells, and get good at getting their picture. Throughout his career, the paparazzi chooses a few celebrities for special attention. He learns their routines, memorizes what they drive, and makes regular payoffs to their chauffeurs and gardeners. The paparazzi learns to specialize in one celebrity at 1st level, three at 2nd, seven at 3rd, twelve at 4th, and finally fifteen total celebrities. The paparazzi adds his level to all Gather Information, Listen, Photography, Search,

Sense Motive, and Spot checks when hunting a favored celeb. In addition, he may add this bonus to any Climb and Hide checks made while on a favored celebrities property.

A paparazzi may not swap out their favored celeb slots unless the celebrities die or fully avoid being in the public eye for a year and a day. If the paparazzi switches out an “inert” celebrity who later returns to the public eye, he must re-spend a slot to re-take him as a favored celeb.

Dramatic Injury: The starting paparazzi learns the techniques of taking a punch. These techniques include screaming bloody murder, accusing the attacker of attempted homicide, and threatening legal repercussions. A paparazzi who





is struck may elect to affect a Dramatic Injury. He makes a Bluff roll (DC 18), with a success indicating that he effectively makes the injury seem much worse than it is actually is. To onlookers, it seems that the photographer has taken a critical hit and must be rushed to an emergency room. Onlookers must make a Sense Motive roll (DC = the paparazzi's Bluff check) or be motivated to help, possibly calling the police or an attorney, or even trying to break up the fight. Affected bystanders called upon in court will swear that the attack was vicious, unprovoked, and deliberately disfiguring.

Hey Buddy!: Great shots don't happen—you make them happen. Sometimes a subject needs just a little prompting to give you the exact look you need. The Hey Buddy! special ability allows the paparazzi to call out to his subject, causing him to turn and give his full face to the camera. Successful use of Hey Buddy! allows the paparazzi to yell the perfect word or phrase to get the celebrity to unwillingly pose for a great shot. Subjects wishing to resist must make a Willpower save (DC = 15+ paparazzi level + paparazzi Charisma bonus). A failure indicates that the subject looks straight into the camera, even if he is avoiding the spotlight or in disguise. Hey Buddy! can be performed a number of times a day equal to the paparazzi's level + his Charisma bonus.

Dirty Laundry: Good pictures aren't enough. The paparazzi hasn't done his job until his subject is exposed, humiliated, and dissected in the court of public opinion. The best camera jockeys develop a sixth sense for embarrassing stories about their pet superstars. When one of her favored celebrities becomes involved in anything newsworthy, the paparazzi makes a Sense Motive roll to detect it. This information comes in the form of a hunch or a burst of intuition. The paparazzi does not necessarily know the nature or location of the event.

The DC for this check is based on the type of embarrassing event and the distance from the celebrity.

DIRTY LAUNDRY SENSE

Base DC = 15

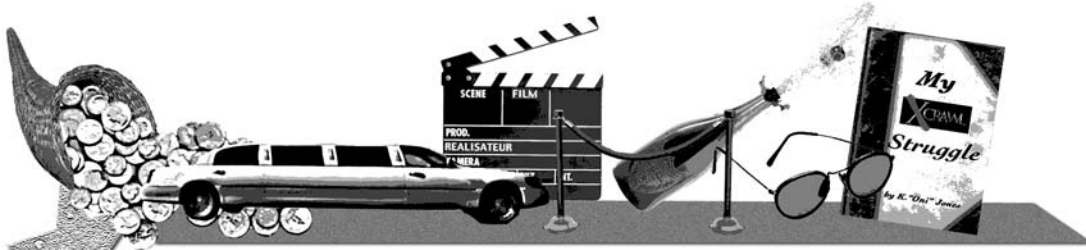
Event	DC Adjustment
Paparazzi within 200' of event.....	-10
Paparazzi within 1 mile of event	+0
Paparazzi within 10 miles of event	+5
Paparazzi within 100 miles of event	+10
Paparazzi within 1000 miles of event	+20
Drugs/alcohol involved	-5
Violence involved.....	-5
Police involved	-10
Public nudity involved	-15

A successful roll does not necessarily mean the paparazzi has access to the situation. By the time the paparazzi arrives on the scene, interested parties might have already covered up whatever happened. The individuals in question may move to cover themselves, or the problem may take care of itself before it can be located. This is all dependent on the situation, and the actions taken by the paparazzi.

Impossible Shot: By 5th level, the paparazzi is the master of his craft. Superstars know *his* name, and fear him. No shot is too hard for him, no violation of privacy too vulgar. Once per day, per class level, the paparazzi can, as a full round action, take a twenty on any photography check versus one of his favored celebrities, regardless of the extremity of the situation or circumstance. Even the most extreme of circumstances—being held upside down from a balcony, in mid-parachute flight, over your shoulder while being chased off the property by Dobermans—can effect this die roll. Impossible Shot is an extraordinary ability.

Mind Over Money: A perfect bribe is giving just the right amount of money to just the right idiot. The paparazzi often has to grease the wheels to get the information he needs. In a bribery situation, the paparazzi makes a Sense Motive check versus his opponent's Bluff skill. If the paparazzi is successful, he knows in advance whether or not the subject can be paid off, and precisely how much money it will take. Mind Over Money is an extraordinary ability.





SCRAMBLER

"Keep your claws off me, you damn dirty orc!"

SCRAMBLER LARAZ
"DOUBLEDOWN" DOUBLETREE

Nobody likes to get hit, but the scrambler takes getting struck in combat personally. Scramblers are a strange breed; they make themselves available targets to draw fire from their team, then stay alive by dodging and using their distinctive twin buckler style. A team player to the highest degree, the scrambler is more interested in protecting and assisting teammates than scoring kills herself.

The original scrambler is Jake "Jazz" Dufee, who was fast as lightning and known for distracting opponents to make openings for his teammates. Dufee's fighting style was so imitated that he eventually began teaching it at the Adventurers' guild. Today, several of Dufee's original students teach the scrambler style in Guild Halls across the country.

Famous Xcrawlers who start to lose their nerve often hire a scrambler to join the team, acting as a sort of personal bodyguard during The Games.

Requirements

To become a scrambler, a character must fulfill the following criteria:

Base Attack Bonus: +4

Skills: Tumble 8 ranks, Bluff 8 ranks

Feats: Dodge, Mobility, Serpentine

Class Skills

The scrambler's class skills (and the key ability for each skill) are: Balance (DEX), Bluff (CHA), Climb (STR), Jump (STR), Sense Motive (WIS), Tumbling (DEX)

Skill points per level: 4 + INT bonus

Hit die: d8

SCRAMBLER DEFENSE BONUS

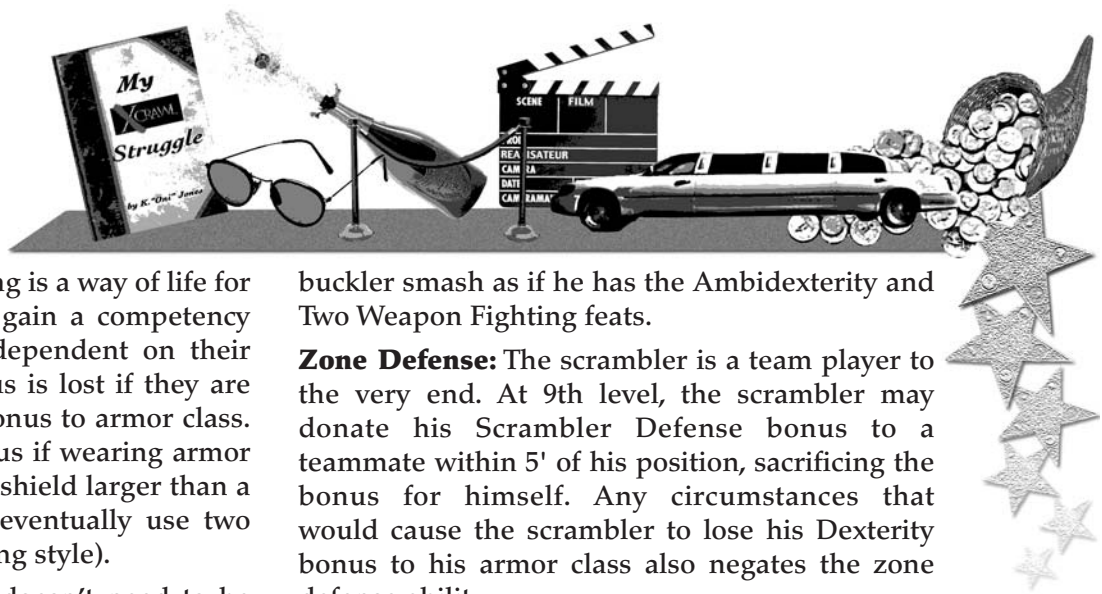
- 1+1
 - 2+2
 - 3+2
 - 4+3
 - 5+3
 - 6+4
 - 7+4
 - 8+5
 - 9+5
 - 10+6
-

CLASS FEATURES

Weapon and Armor Proficiency: Scramblers are proficient in all simple weapons and light armor. Scramblers are proficient with bucklers, but not with larger shields.

Scrambler Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Buckler Expert
2	+1	+0	+3	+0	—
3	+2	+1	+3	+1	Tie Up Opponent
4	+3	+1	+4	+1	Scramble
5	+3	+1	+4	+1	Two-Buckler Style
6	+4	+2	+5	+2	Everywhere at Once
7	+5	+2	+5	+2	—
8	+6	+2	+6	+2	Improved Two-Buckler style
9	+6	+3	+6	+3	Zone Defense
10	+7	+3	+7	+3	Ultimate Two-Buckler Style





Scrambler AC Bonus: Dodging is a way of life for these extremists. Scramblers gain a competency bonus to their armor class dependent on their level. The scrambler AC bonus is lost if they are ever denied their Dexterity bonus to armor class. Scramblers also lose this bonus if wearing armor heavier than light armor, or a shield larger than a buckler (although they may eventually use two bucklers as part of their fighting style).

Buckler Expert: Your shield doesn't need to be big, but it does need to be where the bad guys don't want it. A scrambler is so facile with his buckler that he gains a +2 AC bonus for using one instead of the standard +1.

Scramble: A scrambler that takes the full defense option gains a +6 Dodge bonus to his AC, rather than the standard +4.

Tie Up: A scrambler can literally be all over his opponent, taking up all of his attention and confounding his ability to react to the combat. At 3rd level, a scrambler in melee combat may choose one opponent to tie up. If the opponent wishes to take an attack of opportunity at a nearby target or break combat, he must first defeat the scrambler in a contested attack roll. If he fails, the scrambler prevents him from disengaging or taking an attack of opportunity.

Two-Buckler Style: In addition to the standard defensive buckler, a scrambler may use a second buckler on his attacking arm in combat for an additional +1armor bonus with no combat penalties. This second buckler is not eligible for the Buckler Expert bonus.

Everywhere at Once: The scrambler's offense is extremely hard to read. The style is fluid, formless, and almost unpredictable. At 6th level, the scrambler may use the Feinting In Combat Bluff skill as a free action during combat. In addition, he gains a +2 circumstance bonus on all Bluff rolls in combat.

Improved Two-Buckler Style: At 8th level, a scrambler using two buckler style now gains his Buckler Expert bonus on both bucklers. In addition, when using the full round action to attack, the scrambler may make an off-hand

buckler smash as if he has the Ambidexterity and Two Weapon Fighting feats.

Zone Defense: The scrambler is a team player to the very end. At 9th level, the scrambler may donate his Scrambler Defense bonus to a teammate within 5' of his position, sacrificing the bonus for himself. Any circumstances that would cause the scrambler to lose his Dexterity bonus to his armor class also negates the zone defense ability.

Ultimate Two-Buckler Fighting Style: The scrambler has trained so long in defense that he dodges in his sleep and parries his dreams away. A 10th level scrambler may make a second off-hand buckler smash at the same attack bonus as the first when using the full round action to attack.

SUPERSTAR

"You'd fight... me? You'd really fight me?"

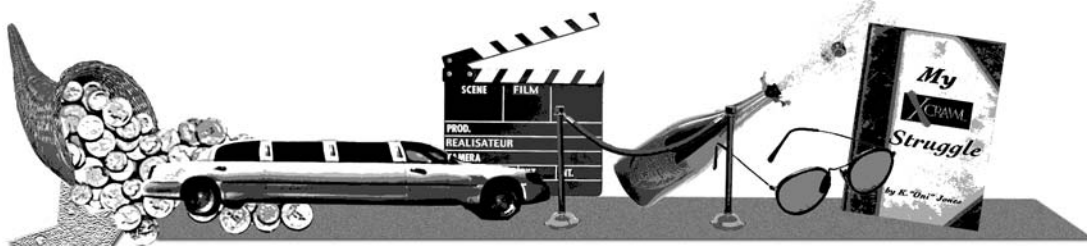
SUPERSTAR XCRAWLER HELEN "SOLAR ANGEL" TIBERIOUS, CRUSHING AN ENEMY UNDER THE WEIGHT OF HER FAME.

Some must carry the burden of the love of the teaming masses. Some must have the resolve and fortitude to bear the responsibility of brightening the lives of the teaming masses of humanity. Somebody has to look good for the rest of us nobodies—twenty-four seven, three-sixty-five. The superstar.

A superstar is a celebrity who has passed beyond the boundaries of normal fame. He is a living icon, more of a metaphor or symbol of man's potential than a being of flesh and blood. He is the comparison: "Oh sure, she's good but she is no..." Superstar.

Xcrawl superstars are the enduring legends of the sport. No one questions their hard work, their dedication, and their successes. Even those who rarely participate in The Games any more are considered the top contenders for any prize they seek.





Requirements

To become a superstar, a character must fulfill the following criteria:

Base Attack Bonus: +5

Skills: Bluff +12, Performance + 12

Feats: Crowd Favorite (Face) or The Profile (Heel)

Special: Superstars must have at least a 50 Fame at the time they advance their first level in the prestige class. In addition, candidates must have had, or currently have, two or more of the following to qualify for this prestige class:

- An obsessive stalker
- Three or more magazine covers
- An Entertainment-news show dedicated to yourself
- A cameo as yourself in a movie or TV show
- A fan club

Class Skills

The superstar's class skills (and the key ability for each skill) are: Bluff (CHA), Concentration (CON), Diplomacy (CHA), Drive (DEX), Innuendo (CHA), Intimidate (CHA), Perform (CHA), Sense Motive (WIS), Speak Language (none), Use Magic Device (CHA)

Skill points per level: 6 + INT bonus

Hit die: d4

CLASS FEATURES

Weapon and Armor Proficiency: The superstar gains no new weapon or armor proficiency.

Bonus Class Skills: The superstar can take an additional three skills as class skills. These skills must be chosen at 1st prestige class level, and may not be changed.

Eminence: The superstar takes to Fame like a duck takes to water. Superstars receive double awards any time he receives Fame points. If the superstar is acting as part of a team, only he receives this bonus. He doesn't lose double the normal Fame points when penalized. Eminence does not stack with itself.

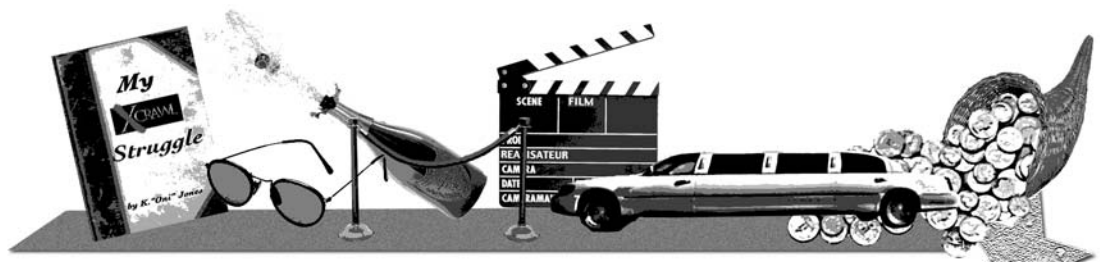
Lifetime Achievement: The superstar is a permanent feature on the landscape of American culture. For better or for worse, he can never extract himself from the public consciousness. When the superstar advances in his first level of the prestige class, the first fifty points of his Fame rating become permanent. This does not add points to his total Fame score. Only magical and spell-like effects can reduce permanent Fame points. He may still spend Fame points normally, but he may not spend his permanent Fame points. The superstar's permanent Fame points equals his percentage chance of being recognized anywhere on the planet, from a desert in India to the Antarctic wastes.

Allure: Superstars have a nearly-miraculous effect on members of the opposite sex. In a one-on-one situation, the superstar adds twice his prestige class level to any Charisma keyed checks when dealing with the opposite sex. This power crosses cultural and even species lines—female giants and queen bees are swayed by male celebrities, and female celebrities have even been known to be the target of affection from colossal man-eating dire apes! Allure is an extraordinary ability.

Inner Circle: So many folks would attempt to exploit and misuse the friendship of a true superstar that they learn to surround themselves with a close group of friends. His friends, in turn,

Superstar Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Bonus Class Skills, Eminence, Lifetime Achievement
2	+1	+0	+0	+3	Allure, Inner Circle
3	+1	+1	+1	+3	Must... Do it... for Fans!





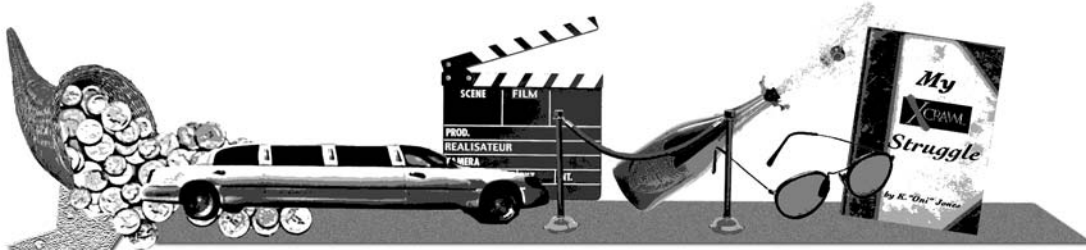
are famous by association, and to a point can use their patron's influence to their own advantage.

The superstar chooses a number of individuals to be in his inner circle equal to his prestige class level plus his permanent Charisma modifier. These individuals gain the ability to add half of the superstar's Fame bonus (rounded up) to Charisma based skill checks when dealing with the star's fans, syncophant, or anyone else who would benefit from gaining favor from the star himself.

Must... Do It... For Fans! Superstars aren't like commoners—they can't just up and die whenever they feel like it. Thousands count on him for inspiration and employment. He owes it to his fans to make a comeback!

Must... Do It... For Fans! allows the player to come back from the brink of death by drawing upon the energy of all the little people who have supported him over the years. If he is ever reduced to zero hit points or less, he may spend Fame points to gain hit points, on a one-to-one basis. He may not raise his total hit points higher than three, but he can bring himself back from as far as -10. Even if he is unconscious, the superstar may use **Must... Do It... For Fans!** as a full round action. The superstar may spend permanent Fame points for hit points, but not if it would take him below fifty permanent Fame. This power is not true regeneration—it is a more of a renewal of vital energy—and may not be used to grow back severed extremities or heal ability damage. This power will also not revive dead characters; superstars beyond -10 hit points have gone to that big gala premiere in the sky. Trading even one Fame point for hit points does stabilize the character. **Must... Do It... For Fans!** is a supernatural ability.





New Skills

PHOTOGRAPHY (DEX)

As opposed to the craft-based skill of making well-composed, artistic photos, this skill allows you to take clear, easy to discern pictures in difficult situations. A successful skill check means that your photo negatives can be developed into recognizable images, even in unfavorable conditions or of an unwilling subject. The difficulty class for a Photography check depends on the circumstances.

PHOTOGRAPHY DC

Circumstance	DC or DC adjustment
Distance Increment I	-2
Distance Increment II	-4
Distance Increment III	-8
Distance Increment IV	-16
Perfect lighting	+10
Poor Lighting	-5
Nigh-Impossible Lighting	-15
<i>Special: A character with eight or more ranks in Concentration receives a +2 synergy bonus to Photography checks.</i>	

New Feats

"Are you going to quit on me? Then quit, you candy-assed loser! Quit wasting my time! Quit wasting my teams time! Go home and watch the game on TV for Athena's sake! Or get up there, hit that dummy and do something for the team! Oh, are you still in this, then? Then hit that friggin dummy like you mean it!"

**COACH ANDAHAR,
POPPING THAT LITTLE VEIN ON HIS FOREHEAD.**

110% (GENERAL)

Coach taught you to give it everything you've got, every time.

Prerequisites: Six weeks training with a coach, Get Tough, Play Through The Hurt

Benefit: At damage levels that would normally render you unconscious (-1 to

-9), you may take a partial action each round as if you were only effected by subdual damage.

BORN ATHLETE (GENERAL)

You are naturally attuned to your athletic nature.

Benefit: You may take the athlete class as a second favored class, and your athlete levels never add towards incurring an experience point penalty.

CONTROVERSY (GENERAL)

You can bitch your way to statistical excellence.

Prerequisite: Bluff 8 ranks

Benefit: Once after each completed dungeon level, you may confront a Ref regarding the rulings he made. You must make a contested Bluff check versus the chief referee's Sense Motive score. If you are successful, you may change one of next attempt ratings upward by one dot, to a maximum of four dots (the ref gets intimidated and gives you the next close call).

COVER YOUR ZONE (GENERAL)

Coach had a fit whenever anyone got inside on you.

Prerequisite: Six weeks training with a coach.

Benefit: You gain an attack of opportunity against charging opponents before they have an opportunity to strike.

Normal: Normally a charge attack does not provoke an attack of opportunity.

EXTRA SIGNING BONUS (GENERAL)

You make contracts work to your maximum benefit.

Prerequisite: Signing Bonus class skill

Benefit: You gain an additional 10% to your signing bonus total.

GET TOUGH (GENERAL)

You have learned to deny your pain.

Prerequisite: Six weeks training with a coach.

Benefit: You gain a +2 bonus to all Fortitude saving throws. This bonus stacks with Great Fortitude.





GET YOUR HEAD IN THE GAME (GENERAL)

Coach taught you to tune everything else out except for you and the bad guys.

Prerequisite: Six weeks training with a coach.

Benefit: You gain a +2 bonus on all Concentration and Sense Motive checks during combat.

GORILLA BUS STOP (GENERAL)

If you have a free attack of opportunity, you can use a charging opponent's momentum to send him flying over your head.

Prerequisites: Improved Unarmed Strike, Cover Your Zone, STR 16+

Benefit: If you have a free attack of opportunity and both hands are free, you may toss a charging opponent over your head before he can make his attack. Your opponent must be a humanoid within one size category of yourself for you to perform this maneuver. You must make a contested attack roll versus your opponent's attack roll, modified by his charge bonus—if you have the higher result, you have successfully Gorilla Bus Stopped your opponent, and he flies over your head and lands 4-10 feet behind you. Your opponent may make a Tumble check to land on his feet (DC = 10 + your contested attack roll). Otherwise, he lands for 1d6 points of damage and must take a move-equivalent action to stand on his turn. Tossed opponents do not get to make their charge attack.

A failed attempt at this maneuver puts you at a combat disadvantage—your opponent receives an additional +2 on his charge attack roll.

Normal: Normally you do not receive an attack of opportunity against charging opponents.

HARD HEADED

It is difficult to knock you out.

Benefit: You gain +4 on your rolls to resist being stunned or knocked out by blows.

HAWAIIAN SCUFFLE TRUCK (GENERAL)

You can painfully drag an opponent you are grappling, doing normal hand-to-hand damage and moving at the same time.

Prerequisites: Humanoid, Improved Hand, Improved Grapple

Benefit: Once you have successfully grappled an opponent, you may drag him and maintain a grapple or pin, doing standard grapple damage each round. Opponents may be dragged up to 10' per round using this maneuver. You must be fully mobile to use this feat.

Monks with this ability retain their full range of hand-to-hand attacks, but may only make one attack if dragging an opponent more than 5'.

HOTTIE (GENERAL)

You radiate sex appeal.

Benefit: You gain +4 confidence bonus to Charisma rolls when dealing with members of your sexual preference.

IF THEY GO... I GO! (GENERAL)

Your team automatically receives the same personal appearance invitations as you.

Benefit: Whenever you are offered a cameo or personal appearance, you can make a Bluff check (DC 23, modified by your Fame bonus) to get your entire team included in the contract. If it's a paying gig, your teammates earn at least their standard appearance fee.

INTERIOR PLAYER (GENERAL)

You're a mean mutha in the gullet.

Prerequisites: +4 base hand-to-hand attack, six weeks training with a coach

Benefit: Whenever you are swallowed alive by a monster, you may use up to medium sized hand-to-hand weapons to fight your way out. In addition, you gain +2 to hit and +2 on any Escape Artist, Climb or grapple checks you must make while inside the creature.

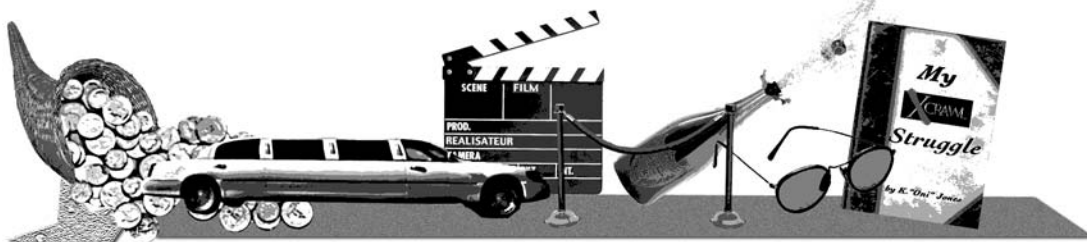
KOREAN LEG PINCH (GENERAL)

During a grapple, you can nerve pinch an opponent and force him to let go of you.

Prerequisites: Improved Hand-to-hand Fighting

Benefit: If you have a free hand during a grapple with a humanoid, you can attempt to force your opponent to release you by taking hold of a sensitive part of his body (generally the skin of the inside upper thigh) and





torquing it. You must make a standard hand-to-hand attack roll to hit. The attack does no damage, but your opponent must make a Willpower roll (DC 15 + your STR modifier) to maintain the grapple. If your opponent fails the check, he lets go and is likely to howl in pain. Creatures who are immune to critical hits are likewise immune to the ravages of the Korean Leg Pinch.

LET'S GIVE EM A HAND! (GENERAL)

You easily get the crowd behind your entire team.

Prerequisites: Crowd Favorite

Benefit: You gain +4 on all Performance rolls while getting the crowd to Affirm your teammates (see Expanded Fame Rules, pp. 40).

MAN-TO-MAN (GENERAL)

Coach drilled you until you were parrying in your sleep.

Prerequisites: Six weeks training with a coach

Benefit: You gain a +1 circumstance bonus to AC against one opponent per round. This benefit stacks with the Dodge feat. If you have both Man to Man and Dodge, you must choose the same opponent to be the focus of both feats.

NATURAL SKATER (GENERAL)

You are completely comfortable in roller skates.

Benefit: You do not need to make a Balance check to stay still or cast a spell while skating. You can take a 10 on skate checks outside of combat situations.

PLAY LOOSE (GENERAL)

You have learned to keep moving to avoid getting caught in a bad situation.

Prerequisite: Six weeks training with a coach

Benefit: You receive +2 to all reflex saving throws. This bonus stacks with Lightning Reflexes.

PLAY THROUGH THE HURT (GENERAL)

Coach taught you to ignore the pain

Prerequisite: Stay Focused, Toughness (or any other feat granting permanent hit points)

Benefit: You heal damage from subdual attacks at a rate of 1hp per round. This does not effect subdual attacks from extreme environment conditions, such as heat or cold, or from health factors such as starvation and dehydration.

SPEED SKATER (GENERAL)

You skate with breathtaking quickness.

Prerequisite: Natural Skater

Benefits: You move faster on skates, depending on your normal skating movement rate.

Normal Move on Skates	Speed Skater Move on Skates
45	60
30	40

STAY FOCUSED (GENERAL)

You have learned the secrets of concentration during combat.

Prerequisite: Six weeks training with a coach

Benefit: You gain a +2 bonus to all Willpower saves. This bonus stacks with Iron Will.

STRONG FORWARD

Coach made you hit the dummies again and again and again...

Prerequisite: Six weeks training with a coach

Benefit: You do an additional 1d4 damage with a charge attack. If your charge attack is unarmed, then that damage is considered subdual (monk open hand attacks excepted).

STRONG D (GENERAL)

You paid a lot of attention during defense drills.

Prerequisite: Six weeks training with a coach

Benefit: You gain a +2 AC bonus versus charge attacks.

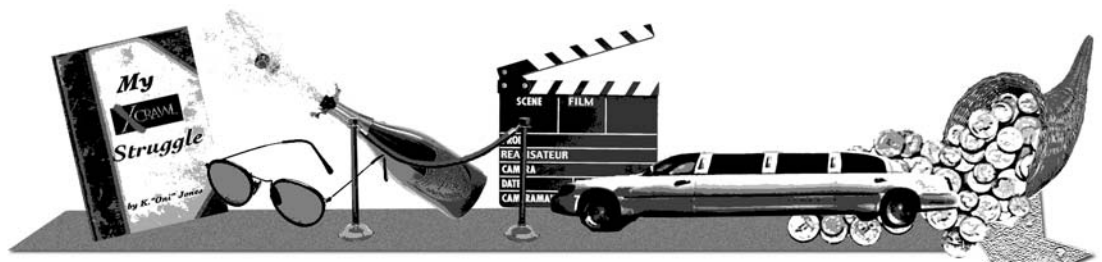
STUNNING SHOT (GENERAL)

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

Prerequisite: Point Blank Shot, Precise Shot, Base attack bonus +5, DEX 15+

Benefit: When firing a stunner arrow, you can





make a special attack to attempt to stun an opponent. The maximum range for a Stunning Shot is two times your point blank range (normally 60'). The shot is at -4 to hit since you have to target your opponent's head. A successful hit means that your opponent must make a Fortitude save (DC = 10 + weapon damage) or be stunned for one round. A stunned character cannot attack, and loses any DEX bonus to armor class. Attackers get an additional +2 to hit versus stunned characters. A Stunning Shot is a full round attack action which provokes an attack of opportunity. Creatures who are immune to critical hits are likewise immune to a Stunning Shot.

SHARKING (GENERAL)

You can make your hand-to-hand attempts seem better than they are.

Prerequisite: +4 base attack, Bluff 8 ranks, a campaign that uses the optional statistic rules (See Statistics, pp. 109)

Benefit: Once per encounter, you can make a Bluff roll (DC 23) to make one of your attempts rate one dot higher than it deserves (maximum of four dots) on the Stat Sheet using a little flashy slight of hand. A fumble will seem to be a miss, a miss a hit, and a hit a critical. Failure means the ref has seen your attempt for what it was.

STOIC (GENERAL)

You are a rock. You are an island.

Benefit: You gain +2 on Concentration and Bluff checks.

WORK THE NUMBERS (GENERAL)

You use your statistics as a training tool by constantly striving to improve your numbers.

Prerequisite: A campaign that uses the optional statistic rules (See Statistics, pp. 109)

Benefit: You gain a +1 to certain rolls from your current lowest statistic.

- If your lowest stat is Traps, you gain a +1 on disable device rolls only.
- If your lowest stat is Ranged Attacks, you gain +1 to hit within three standard range increments for your weapon.

- If your lowest stat is Spellcasting, you gain +1 on Concentration checks.
- If your lowest stat is Hand-to-hand, Sneak Attack, or Undead, you gain +1 for your first attack in any given round in those circumstances.
- If your lowest stat is Counterspell, you gain a +1 on Spellcraft checks to discern enemy spellcasting

In order for you to be eligible for this bonus, your statistics must be up to date going into the current dungeon level.

TABLE TOP PLAYER (GENERAL)

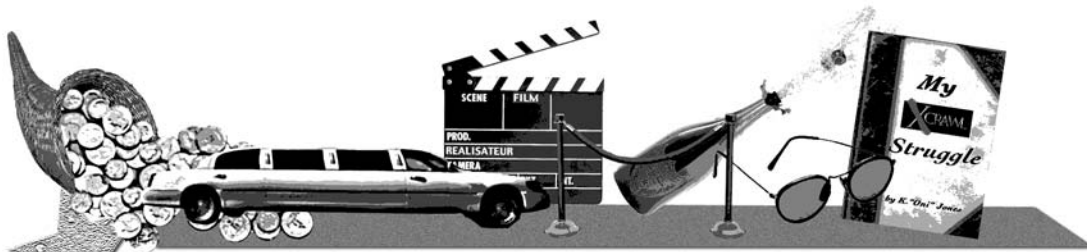
You are an old school pen and paper Dungeonbattle player.

Benefit: You gain +4 on Knowledge (Xcrawl) checks and a +4 circumstance bonus to any Charisma based checks when dealing with Dungeonbattle Geeks (see Fans, pp. 24).

NOTE ON ATHLETE BONUS FEATS

A member of the athlete class can take any feat with the "six weeks training with a coach" prerequisite as one of their class bonus feats. If there are other prerequisites for the feat, the athlete must qualify for them normally.





New Equipment

MELEE WEAPONS

Item	Cost	Damage	Critical	Weight	Type
Cane, Rapier	70	1d6	19-20/x2	5lb	Slashing
Cane, Fighting	20	1d6	20	3lb	Bludgeoning
Cestus, Impression	120	1d4	x2	2lb	Bludgeoning
Canteen, Combat	20	1d4	x2	1lb	Bludgeoning
Bayonet, Wand	50	1d3	19-20/x2	1lb	Piercing
Helmet, Horned	75	1d4	19-20/x2	5lb	Piercing
Helmet, Smash	60	1d4	20	4lb	Bludgeoning
Knife, Sacrificial	200	1d4	19-20/ x2	2lb	Slashing
Saw Edge Buckler	175	1d4	20	3lb	Slashing
Smash Buckler	40	1d3	20	5lb	Bludgeoning
Trench Knife	10	1d4	19-20/x2	2lb	Slashing/Special
Truncheon, Spring Loaded	15	1d4	20	3lb	Bludgeoning

RANGED WEAPONS

Item	Cost	Damage	Critical	Range increment	Weight	Type
Arrows, Barbed	+2*	+1-2	—	4		Piercing
Arrows, Linemaster	30	*	—	10		
Arrows, Skyfire	40	*	x3	*	*	Incendiary
Arrows, Stunner	3	1D6S	—	10		Bludgeoning
Combat Soaker	120	*	*	10'	5lb	Splash

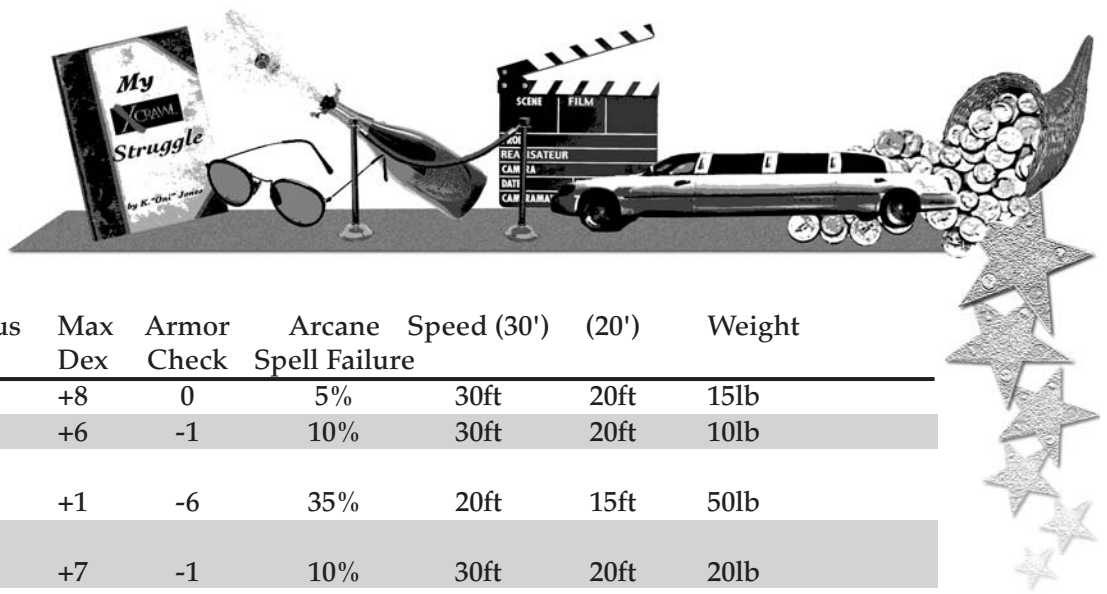
* = see items description, pp. 98

Arrow weight is given per dozen. The range and damage is the same per arrow type (i.e., shortbow or longbow) unless otherwise noted.

WEAPON EXTRAS

Item	Cost	Weight
Secret Compartment	+50GP	—
Shock Core	+100GP	+2lb
Weapon Balancing	+100GP	—





ARMOR

Armor Type	Cost	Bonus	Max Dex	Armor Check	Arcane Spell Failure	Speed (30')	(20')	Weight
Pleather	30	+2	+8	0	5%	30ft	20ft	15lb
Skinsuit	100	+3	+6	-1	10%	30ft	20ft	10lb
Stainless Steel Full Plate	3000	+8	+1	-6	35%	20ft	15ft	50lb
Studded Pleather	60	+3	+7	-1	10%	30ft	20ft	20lb
Titanium Chain	450	+6	+3	-4	30%	20ft	15ft	30lb
Titanium Breast Plate	1000	+6	+4	-3	25%	20ft	15ft	25lb
Titanium Full Plate	5000	+9	+2	-5	35%	20ft	15ft	40lb
VorTeck Slip Padded	75	+1	+8	0	5%	30ft	20ft	10lb

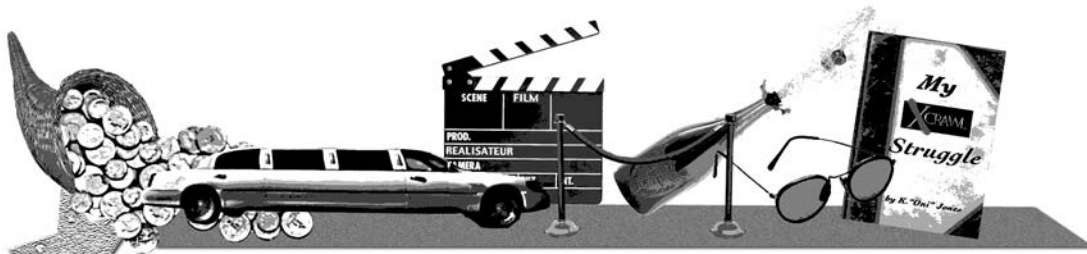
ARMOR EXTRAS

Item	Cost	Weight
Billboard	+10%	+05%
Chemical Treating	2000GP	—
Dwarven Masterwork	+300%	—
Easy-Off, Light Armor	50GP	—
Easy-Off, Medium Armor	200GP	—
Easy-Off, Heavy Armor	500 GP	—
Elvish Masterwork	+500%	—
Exterior Tread	+10%	+05%
Gnomish Masterwork	+200%	—
Halfling Masterwork	+200%	—
Heat Resistant	1000GP	—
Popknife	75GP	—

ADVENTURING GEAR

Item	Cost	Weight
Advanced Climbing Kit	125	6lb
Armored Potion Beakers	20	1lb
Chemical Irritant Spray	15	1lb
Combat Soaker Backpack	225	45lb (full)
Eyeblack	3	—
Lockpick Gun	275	1lb
Mirror Polish	30	1lb
Shield Clock	10	—
X4 Smoke Bomb	40	1lb
ZeroGee™ quiver	200	3lb





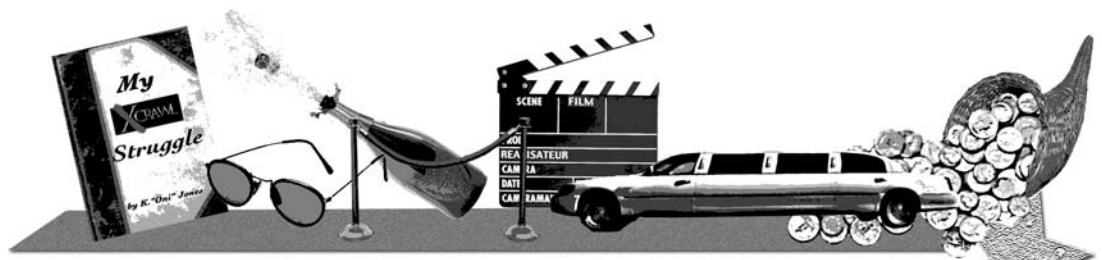
CLOTHING

Item	Cost	Weight
Boots, Concealed Skates	150	4lb
Boots, Commando	40	4lb
Boots, Tabi	50	3lb
Cheerleader's Outfit	45	6lb
Evening Gown	200+	10lb
In-Line Skate Boots	50	15lb
Mascot Costume	250+	35lb
Quill Poncho	300	20lb
Swimwear	20	1lb
Tuxedo	120	10lb

REPORTING GEAR

Item	Cost	Weight
35 MM Manual Camera	50	3lb
35 MM Automatic Camera	80	4lb
Disposable camera	5	2lb
Filters	25+	—
Instant Camera	75	4lb
Telephoto Lens I	40	2lb
Telephoto Lens II	100	3lb
Telephoto Lens III	275	6lb
Nightvision Lens	800	3lb
Infrared Film	60	1lb
Micro Cassette Recorder	20	1lb





EQUIPMENT DESCRIPTIONS

CANE, RAPIER

This is the standard sword cane. A twist of the handle allows you to draw a concealed rapier from the shaft.

CANE, FIGHTING

This is a reinforced hooked cane, designed for melee combat. A cane gives you +2 to your opposed attack roll when making a disarm attack, including the roll to avoid being disarmed by an opponent on a failed attempt.

CESTUS, IMPRESSION

This is a gauntlet designed for hand-to-hand combat, with a twist: the striking area is engraved with the reverse impression of a word or image. A solid blow (7hp or more of damage) leaves an impression on the target, provided he has flesh like a normal. Popular engravings include your name, your personal symbol, a corporate logo, smiley faces, words like 'OUCH' or 'SUCKER,' and other humiliating marks. Using Impression Cestus on an opponent automatically makes the wielder turn Heel. A cestus attack is an armed attack that provokes an attack of opportunity.

CANTEEN, COMBAT

This is a reinforced canteen designed to bludgeon opponents. It can hold up to 24 oz. of the beverage of your choice.

BAYONET, WAND

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

HELMET, HORNED

This is a barbarian styled horned helmet with a chin strap. You can make a charging gore attack with a horned helm, doing 1d6 points of piercing

damage on a successful strike. A horned helmet may only be used in close quarters combat if it is removed and used to stab an opponent.

HELMET, SMASH

A smash helmet is a standard steel helmet, specially reinforced and padded to allow you to make a painful head butt attack when fighting in extremely close quarters. A head butt attack can be made normally during a grapple. During standard melee combat, a head butt attack versus an armed opponent provokes an attack of opportunity.

KNIFE, SACRIFICIAL

North American clerics are often called upon to perform sacrifices to appease the Olympic powers. A sacrificial knife is a special jagged curving blade, designed to quickly slit the throat of a sacrificial animal. All Olympic pantheon clerics are proficient with the use of a sacrificial knife, but only for delivering a *coup de grace* to a helpless target. Some Xcrawl clerics will carry a sacrificial knife with them, and dedicate battlefield kills with it to their patron diety. Clerics of Mars and Discordia are known for sacrificing Xcrawl opponents, and all their respective churches encourage this practice.

SAW EDGE BUCKLER

This is a strap-on buckler with a dangerously sharp serrated edge. It can be used to make a slashing attack in hand-to-hand combat. This weapon can be dangerous to the wielder; on an attack roll of 1, the player has slashed himself with the weapon, doing normal damage to himself. Quick release versions of this buckler allowing the blade to be thrown are available for an additional 100GP, and have a ranged increment of 30'.

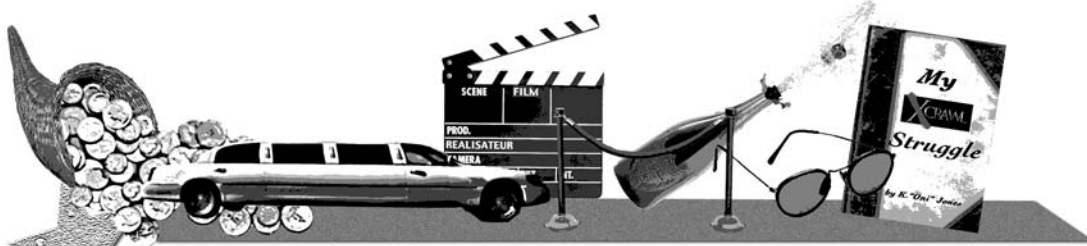
SMASH BUCKLER

This is a standard buckler that straps to the wrist, specially reinforced for combat use.

TRENCH KNIFE

This is a combat blade with reinforced finger holes. The knife may be used normally, or the grip can be used for a bludgeoning





punch attack using the same statistics as brass knuckles. This weapon is not subject to disarm attacks. A trench knife is not an effective ranged weapon, as the grip unbalances it for throwing.

TRUNCHEON, SPRING LOADED

This is an easily concealable collapsing truncheon which extends from 5" to 18" long with a flick of the wrist. It is favored by prison guards, rogues, and plumbers (see Xcrawl: The Guild Sourcebook pp. 57 for information on plumbers).

RANGED WEAPONS

ARROWS, BARBED

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

ARROWS, STUNNER

Stunner arrows have a blunted tip causing bludgeoning damage rather than piercing damage. The range increment for a stunner arrow is two-thirds normal, due to decreased aerodynamics. Skilled users can use a stunner arrow to knock out an opponent (see New Feats, pp. 90).

ARROWS, LINEMASTER

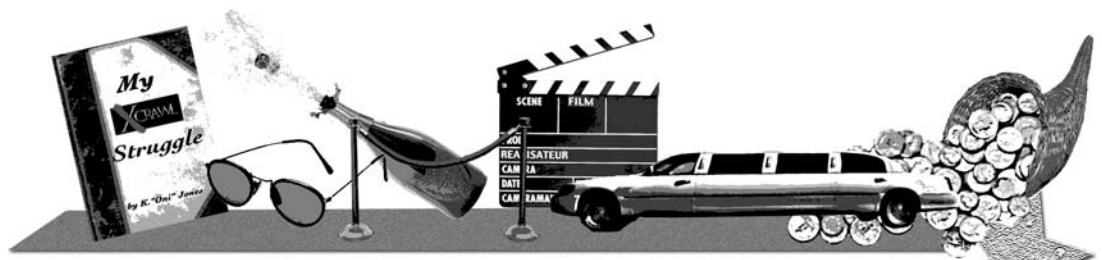
A linemaster arrow allows the player to fire an arrow with a special silk rope attached. The arrow itself is heavy, with special masonry barbs, allowing it to bite and catch in wood, stone, or concrete. A linemaster sticks in its target if the damage roll is 4 or better (before bonuses). An embedded arrow can take 200 pounds of pull pressure before it dislodges itself (400 pounds if the shot was a critical). The line can be used to swing on, or to pull a tiny opponent. Linemaster arrows are tricky, and firing one is a full round action which provokes an attack of opportunity.

Linemaster arrows are heavy and weighted down by the rope they trail, and have 1/2 of the range increment for an arrow of its kind. The maximum range of the linemaster arrow is the lesser of the length of its line or ten increments.

ARROW, SKYFIRE

After years of fielding complaints regarding the necessity of flaming arrows to the Dungeonbattle genre, the Adventurers' Guild finally approved Skyfire arrows for use in the games. Aarrow brand arrows present the self contained flaming arrow, the only such weapon approved for use in Xcrawl. This is a slightly stockier arrow with a self-contained charge of standard Alchemist's fire. Skyfire arrows are heavier and less accurate





than standard arrows, and this difficulty makes firing one a full round action. On a successful hit it does 1-2 points of piercing damage and 1d6 fire damage. In addition, the fire burns for one additional round for an additional 1d6 fire damage. These arrows have half the range of their normal counterparts, and are extremely fragile. Persons carrying Skyfire arrows during a fall or massive impact need to make an item saving throw (DC 19) or the arrows ignite prematurely, doing 1d6 points of damage for two rounds and certainly destroying all the other arrows in your quiver (nothing flies right with crisped fletching).

COMBAT SOAKER

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

A battery powered version of the combat soaker with double the range increment is available for an additional 100GP. Battery powered combat soakers are not permissible for use in Xcrawl.



Bob Stuliz '03

WEAPON EXTRAS

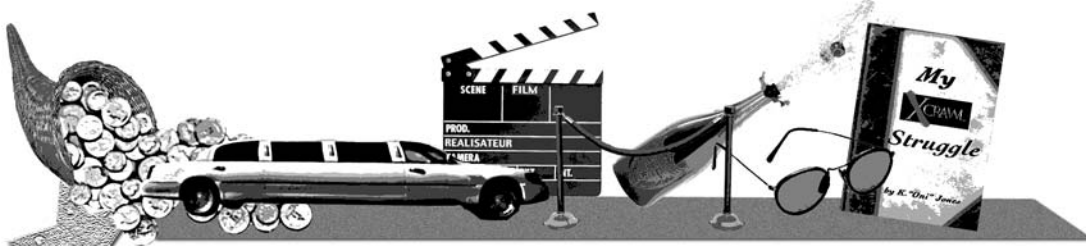
SECRET COMPARTMENT

Hafted melee weapons can be specially fitted with a small secret compartment. A medium weapon can have a cylindrical secret compartment approximately 1/2" in diameter and 2" long. A small weapon can have one half those dimensions. Secret compartments are generally installed near the handle so its contents will have minimal impact on the weapon's damage.

SHOCK CORE

A shock core can be fitted into a bludgeoning weapon of at least medium size. Shock core weapons have a hollow chamber with a powerful built in spring. When an opponent is struck, the weapon reverberates violently, doing an additional 1-2 points of damage. This damage does not apply to creatures who are immune to critical hits.





WEAPON BALANCING

Melee weapons can be balanced to increase their effectiveness as an improvised ranged attack. Weapon balancing reduces the penalties for throwing non-standard ranged hand-to-hand weapons from -4 to -2. In addition, the range increment for a balanced weapon increases to 15'.

ARMOR

PLEATHER

Artificial leather armor is lighter and less bulky than its natural counterpart. Traditionalists often refuse to wear pleather.

SKINSUIT

A skinsuit is a one piece skin tight protective suit of reinforced rubber armor that affords an even layer of protection over the entire body. The suit covers the wearer from the neck down and includes fingerless gauntlets and tabi-style climbing boots, but no helmet or head protection. Skinsuits are designed for submersion; they dry extremely quickly, keeping the water away from protected body parts. The weight is evenly distributed, giving the skinsuit only a -2 penalty to swim checks.

STAINLESS STEEL FULL PLATE

The new standard for heavy armor, stainless steel full plate is as strong as full plate, but much easier to maintain. It is resistant to rust and decay, gaining a +10 hardness and a +4 to saving throws versus acid or corrosive attacks to the armor. This additional protection is not afforded to the wearer. In addition, the armor shines beautifully and requires half the upkeep of its unalloyed steel counterpart. Stainless steel full plate includes gauntlets, heavy leather boots and a great helm with a visor or face mask.

STUDDED PLEATHER

A studded version of standard pleather armor.

TITANIUM CHAIN

Titanium armor is both lighter and stronger than steel. It is prohibitively expensive and costs double to repair than other armor,

but many adventurers swear by it. Structural armor extras such as spikes, easy-off, or pop knives and other additions for Titanium armor cost double their listed price.

TITANIUM BREAST PLATE

A titanium version of the standard breast plate. Structural armor extras such as spikes, easy-off or pop knives and other additions for titanium armor cost double their listed price.

TITANIUM PLATE

A lighter, stronger version of standard plate armor. Structural armor extras such as spikes, easy-off or pop knives and other additions for titanium armor cost double their listed price.

VORTECK® SLIP PADDED™

VorTeck is the leading manufacturer in synthetic armor. This padded suit is fabricated from a slick polymer that makes the wearer difficult to grab. Any Escape Artist rolls made versus grappling or traps that entangle, grab, or restrain the wearer's body gain a +4 circumstance bonus to their check. VorTeck Slip Padded includes a padded one piece suit with external knee, elbow, and wrist guards.

ARMOR EXTRAS

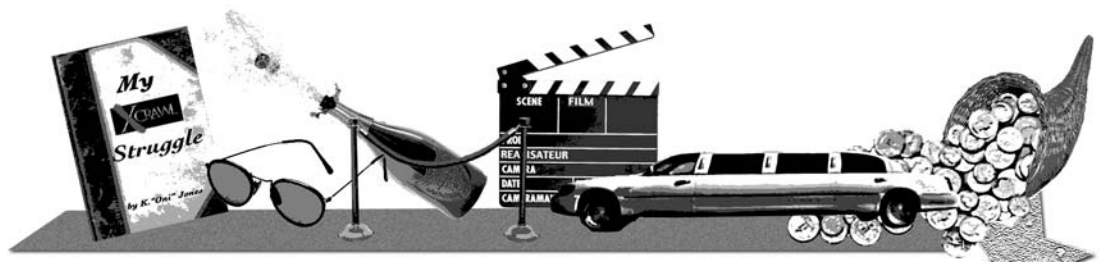
BILLBOARD

Almost every type of armor available for use in Xcrawl can be purchased with billboard stylings in 4700. Billboard armor is designed to easily post sponsorship patches and corporate logos. The change in the armor itself is slight, but significant—additional curvature around the shins, a wider base on gauntlets, rounded shoulders and a squaring bridge on the chest and back makes the armor subtly more suitable for posting ads. Billboard stylings cannot be added to pre-existing armor—it must be built into the original design.

CHEMICAL TREATING

Acid and other corrosives are a fact of modern Xcrawl. Any metal armor can be chemically treated to improve its resilience to the effects of corrosives and chemical irritants. Chemically treated armor grants the wearer a +4





circumstance bonus to saving throws versus acid or other corrosive attacks. In addition, if the armor itself is the target of a corrosive attack (such as concentrated acid or a rust effect), it gains a +4 bonus to any item saves it must make, and gains 8 points of resistance against the direct effects of the above mentioned attacks. Metal armor may be chemically treated at any time; the process takes a minimum of 48 hours. Armor may be heat resistant or chemical treated, but not both.

DWARVEN MASTERWORK

Dwarven-made armor is expensive, but worth it. Dwarven-made armor is always hand-constructed by master craftsmen who practice the ancient craft and spiritual discipline of forging metal. Dwarven-made armor has its armor check penalties reduced by two, even if this makes the armor check penalty zero. If the armor itself is ever attacked, it gains +2 to saves and has an additional two points of hardness. All dwarven armor carries a visible maker's mark—the personal rune, symbol, or logo of the craftsman. Many dwarves will not sell armor to Xcrawl players, but there are a few outfitters who will make armor for anyone. Only medium or heavy metal armor can be dwarven masterwork. Dwarven masterwork replaces, and does not stack with, normal masterwork benefits.

EASY-OFF

Sometimes survival depends on freeing yourself of armor. Easy-off armor is designed to be quickly removed, either in a fight or while submerged in water. Specific easy-off features depend on the armor type; zippers, clever safety catches, and one-catch designs are all used by designers to give their armor quick removal action. The actual length of time it takes a skilled wearer to remove easy-off armor depends on its weight class:

- Light Armor: Two rounds
- Medium Armor: Four rounds
- Heavy Armor: Seven rounds

ELVISH MASTERWORK

Elvish masterwork is expensive, and it can take a craftsman up to six months to make a custom suit.

That is its only drawback; otherwise, elvish masterwork armor is always beautifully wrought, form fitting, and flexible. Its armor check penalties are reduced by one, it does not hamper the character's movement rate and the chance of arcane spell failure is reduced by 20%. Only light and medium armor can be made in the elvish masterwork style. Elvish masterwork replaces, and does not stack with, normal masterwork benefits. Elvish craftsmen do not label their armor with a logo or maker's mark, but each armorsmith has his own unique style and design aesthetic, allowing a connoisseur a chance to know the maker simply by examining the armor (Appraisal check, base DC 30).

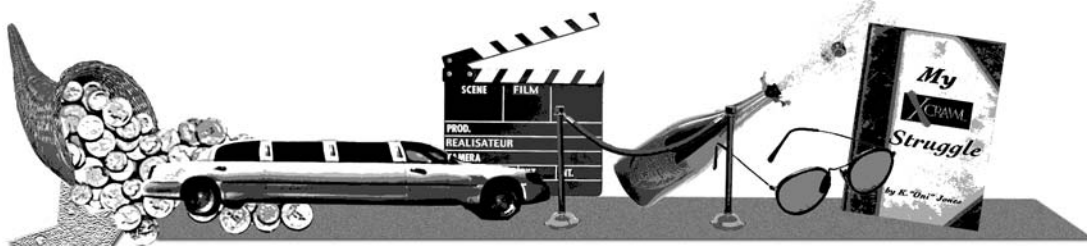
EXTERIOR TREAD

Only in Xcrawl. Exterior tread armor is designed with several strategic rungs to allow the wearer to act as a reliable, if short, ladder for a comrade. A crawler wearing exterior tread armor can brace himself on a wall or other rigid object and his teammates can easily climb right up his back (Climb DC 13 under normal circumstances). The armor takes some of the pressure, but the player wearing the armor must be strong enough to support his climber; supporting a human, half-elf, or elf requires a 16 Strength, a half-orc or dwarf requires an 18, a gnome 10, and a halfling 7, approximately.

GNOMISH MASTERWORK

Gnomish armor is designed to protect, carry, and baffle. Gnomish craftsmanship reduces the armor check penalty by one, and every piece is component -based, so it is relatively easy to replace a destroyed or missing piece. In addition, gnomish armor has up to six hidden pockets (Search DC 25), which are devilishly hard to pickpocket (+10 DC to any Pickpocket check against a rogue trying to snatch items from gnomish masterwork armor pockets). Only leather, padded, studded leather or scale can be fashioned in the gnomish masterwork style. Gnomish masterwork replaces, and does not stack with, normal masterwork benefits





HALFLING MASTERWORK

The rare halfling armor craftsman knows his market. Halfling masterwork armor reduces armor check penalties by one, and grants a +1 circumstance bonus to hide checks by concealing or blacking every metal stud, fastener, and hook that could possibly glint in low light. In addition, halfling armor generally comes with custom separated toe climbing boots, which add a +2 circumstance bonus for any checks for climbing ropes. Only leather, padded, or studded leather armor can be made in the halfling masterwork style. Halfling masterwork replaces, and does not stack with, normal masterwork benefits.

HEAT RESISTANT

Heat resistant armor is in high demand for Xcrawl, where fighters are often treated to an unwelcome burst of flame or two in the course of a crawl. The process is a combination of specially treated metals, heat retardant padding, and ventilated design. Heat resistant armor grants the wearer a +1 circumstance bonus on saving throws versus flame or heat based attacks. In addition, if the armor itself is targeted, it has an additional 8 points of hardness against heat damage. Full plate, half plate, breastplate, chain, and scale can be made heat resistant. Armor cannot retroactively be made heat resistant. Armor may be heat resistant or chemical treated, but not both.

POPKNIFE

A popknife is a concealed blade worked into the armor design. Popknives can be fitted on an elbow, knee, gauntlet, the toe of the boot or any other place the GM feels is reasonable. A simple flick of the appendage pops the knife out, and you are ready for action. A popknife is a simple weapon which may be used without penalty during a grapple. Its combat statistics are the same as a dagger, although they are attached to the armor itself and thus cannot be used for ranged attacks. The first popknife does not hamper movement, but each additional one gives the armor an additional -1 armor check penalty.

ADVENTURING GEAR

ADVANCED CLIMBING KIT

An advanced climbing kit can be an invaluable tool. Advanced climbing kits are already considered masterwork. It consists of a harness with climbing hooks, and aluminum safety catches for threading safety lines. An advanced climbing kit adds a +4 circumstance bonus to any descent that uses a rope. It takes five combat rounds to attach a climbing line with the use of this kit.

ARMORED POTION BEAKERS

Adventurers dread the long fall that smashes all their magical goodies. Armored potion beakers are durable tubes with safety threaded tops that can stand up to casual knock-around blows. An armored potion beaker has a hardness of 5 and 5 hit points. It takes an Alchemist roll (DC 18) to successfully transfer a potion from its standard container to an armored potion beaker without ruining it.

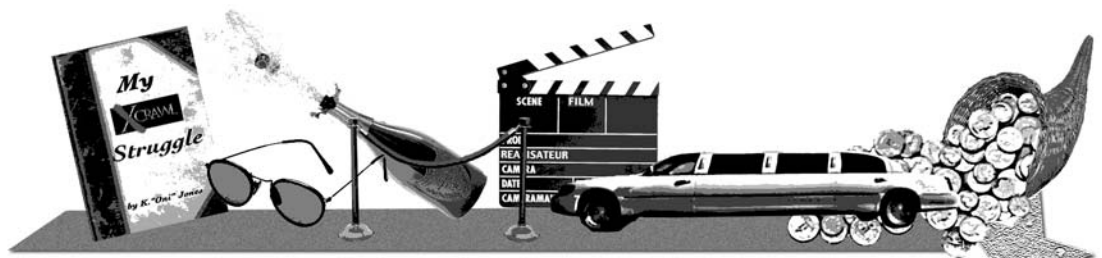
CHEMICAL IRRITANT SPRAY

Chemical irritant spray is not a permissible Xcrawl weapon, although handlers and staff often keep it on their person when dealing with monsters. Using it is a ranged touch attack with a range increment of 5', and a maximum range of three increments. On a successful hit, the target must make a Fortitude save (DC 18) or become nauseated for 1d4 rounds. In addition, victims receive a -2 penalty to Spot and Search checks and attack rolls until the effect wears off (usually two hours). An irritant sprayer contains four doses. Attempting to wash the spray off makes the effects worse (submerging or washing the face requires another Fortitude save or add another 1-4 rounds of nausea).

COMBAT SOAKER BACKPACK

This is a heavy backpack with a flexible tube that can attach to a combat soaker. The backpack can hold up to an additional 50 charges for the soaker, giving water warriors up to 56 shots of holy water. Holy water sold separately at any Olympic temple for 50GP a shot. The combat soaker backpack is extremely heavy when full.





EYEBLACK

Eyeblack is an oil-based black cosmetic worn under the eyes to reduce glare. If players are ever faced with a light or glare attack, eyeblack gives a +2 circumstance bonus to saving throws against its effects. One container contains ten double applications (one double application is enough to put under each eye).

LOCKPICK GUN

While banned from use in Xcrawl, a lockpick gun can be an invaluable aid in breaking and entering. Lockpick guns come in a kit with several vibrating tumbler rakes. A lockpick gun gives a +4 circumstance bonus to Open Lock checks, and reduces the time needed to pick a lock in half (the normal time for a lock pick check is 5 minutes). In addition, a lockpick gun can replace standard thief's tools. A lockpick gun does not allow an untrained Open Lock check.

MIRROR POLISH

This is a special metal polish that can give swords, shields and armor a high reflective shine. Mirror polished equipment can be used to look around corners, to signal using reflected light, or to reflect a gaze attack back at its caster. Reflected gaze attacks receive a -2 saving throw to their DC due to the opaque reflection created by mirror polish. It takes five minutes to apply one use of mirror polish. Polishing a sword or similar hand weapon requires one use, a shield requires two, and a suit of metal armor requires five. A tin of mirror polish has five uses.

SHIELD CLOCK

This is a small clock with stopwatch capabilities that has an adhesive backing, designed to stick on the interior of a warrior's shield.

X4™ SMOKE BOMB

Xcrawl Specialists have been demanding smoke bombs for some time. After several home made versions turned out to be toxic fire hazards, the Adventurers' guild commissioned the R&D team at Kai Burbank to develop a standard smoke bomb for use in Xcrawl. The result is the X4, the standard permissible smoke weapon for Xcrawl. An X4 is a

small pressurized projectile that looks like a golf ball wrapped in gauze bandages. Upon impact, it releases chemicals which react with the air to make a dense gray smoke. It can be hurled at one's feet, or at a distance, to make a 10' x 10' smoke cloud lasting for three combat rounds before dissipating. The smoke cuts visibility, allowing players to hide or take other unseen actions. Note that the user is not immune to the visibility reducing effects of the X4.

ZEROGEE™ QUIVER

This specialized quiver has a foam bottom that your arrows or quarrels stick into. This prevents ammo from falling out, even if you are upside down, flying, hurled aside, or diving for cover. There is a ZeroGee quiver for every type of arrow or bolt used in The Games.

CLOTHING

BOOTS, CONCEALED SKATES

These innocent looking boots house a pair of spring-loaded, in-line skates. The skates are not as durable as regular skates, and should the player land after jumping/falling 10' or more, the wheel trucks must save (DC 18, +1 per each 5'/beyond 10') or be useless and unable to retract.

ROLLER SKATE RULES

Roller skates are a great way to get somewhere quickly, but they can be hazardous if you have poor balance. Skates add to your movement, but can be difficult to use if you need to make sharp turns or quick stops.

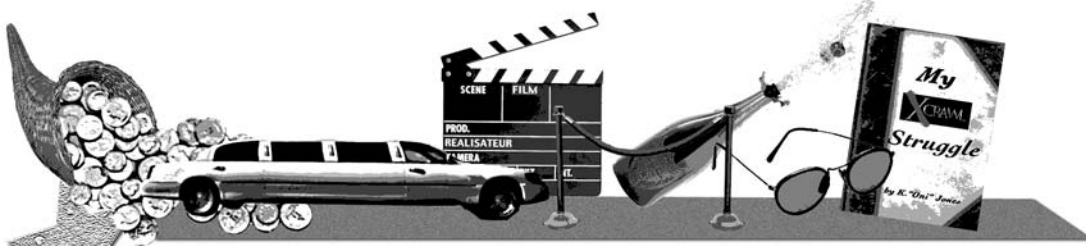
Skating adds to your movement as indicated on the following chart:

Normal Movement Rate	Move on Skates
30'	45'
20'	30'

Fast movement feats and abilities do not add to your skating speed—skating is a skill all its own apart from running. Otherwise, the rules for move actions, charges, etc. stay the same.

Skating requires Balance checks to maintain footing during difficult maneuvers.





Maneuvers	Balance Check DC
Hold completely skill	10
Drink potion while skating	13
Make a hand-to-hand attack	13
Come to a complete stop	10 + 1 per 5' movement

If you are ever struck while wearing skates, you must make a Balance check (DC = 10 + the points of damage taken) to stay upright.

You may make up to a 45° turn safely while moving on skates. You can turn between 45° and 90° with a successful Balance check (DC 20).

Falling on skates does 1d4 damage per 15' of movement. A successful Tumble check (DC 18) reduces the damage by half.

Spellcasting on skates is treacherous. Casting a spell while skating requires a Concentration check (DC 20). Casters who fail this check lose the spell.

Skaters are especially vulnerable to spell effects such as *gust of wind*, *telekinesis* or any of the various giant hand spells. GM's should require a Balance check from the skater (DC + 15 + spell level) to keep ones feet when faced with these or similar spell attacks.

BOOTS, COMMANDO

Commando boots are designed for parachute jumping and other heavy duty action. If a player can fall upright (i.e., landing on his feet), these boots absorb the first 6hp of falling damage.

BOOTS, TABI

These are the famous separated toe boots, popularized by ninja movies and comic books. Tabi grant the wearer a +2 circumstance check for climbing ropes. They only come in black.

CHEERLEADER'S OUTFIT

This brightly colored uniform comes in your school or team's colors, ranges from somewhat modest to daring, and comes with a set of pom-poms (woman's) or a cardstock bullhorn (men's).

EVENING GOWN

Evening gowns vary widely in style, design, and taste. This is the standard garb for the aristocratic lady out for an evening of Xcrawl or the opera. The price listed is the minimum expected to spend; there are designers willing to create and sell versions costing up to ten times as much to the individual who simply must have the best.

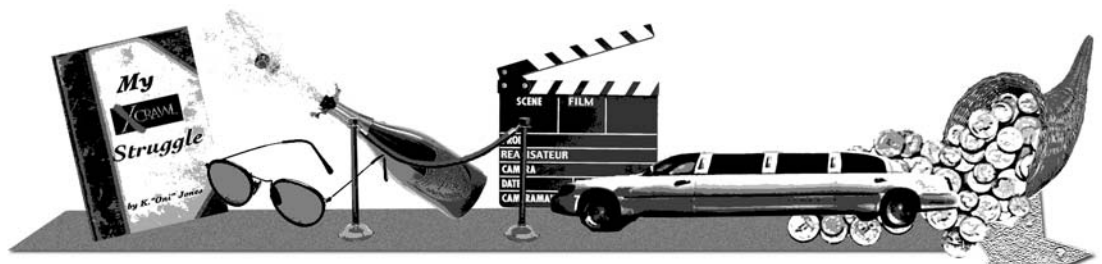
IN-LINE SKATE BOOTS

These are sturdy in-line skates built in to a pair of high top, lace-up boots. It takes a full two minutes to put these on or take them off.

MASCOT COSTUME

A mascot costume generally includes a giant paper mache head, a comically rotund body, arms that end in oversized mitts, and extra long feet. Division IV contests often have mascots running around on the sidelines, stirring up the crowd and making a sideshow of themselves. A mascot costume gives a -10 armor check penalty while





protecting like standard padded armor. Some pro teams make their retainer wear a mascot costume to further enliven the game for them, but it is a dangerous gambit—many monsters simply cannot resist a yummy man-sized chicken.

QUILL PONCHO

A quill poncho is a special pull-over garment which appears to be mohair until it is examined up close—the outfit is densely covered in tiny natural quills. Attempts to grapple an individual wearing a quill poncho causes 1d6hp of regular damage for each round a grapple is maintained. In addition, creatures swallowing an individual wearing one of these remarkable outfits takes 2d6 per round until the poncho—with or without the wearer—is discharged. The quills are relatively small and do not damage attackers who strike with hand-to-hand attacks.

SWIMWEAR

This can be men's swim trunks or a woman's one- or two-piece suit.

TUXEDO

This formal suit is the standard for noblemen attending society events, or high school boys at prom. The price listed is the minimum you can expect to spend; there are designers willing to create and sell versions costing up to ten times as much to the individual who simply must have the best

REPORTING GEAR

35 MM MANUAL CAMERA

A standard SLR camera. It takes a Photography roll (DC 10) to manually focus the lens, and the film must be manually wound to prepare the camera for another shot. With its standard lens, this camera can take a clear picture of events or objects within 60'. Film can be black and white or color, and costs 2GP for a roll with 24 exposures.

35 MM AUTOMATIC CAMERA

As a standard 35 MM camera, but with a built in light meter and autofocus capability (no photography roll needed). In addition, it automatically advances and rewinds film.

Automatic cameras require batteries as well as film to operate.

DISPOSABLE CAMERA

This tiny, throw-away camera has a built in flash, and can take 24 pictures before it is spent.

DARKROOM

The standard cost to develop a roll of film is 4GP—6GP if you want double exposures. A skilled photographer with access to a darkroom and printmaking supplies can develop her own film for a fraction of this (10 SP in materials). It takes a Photography skill check (DC 15) to successfully develop a roll of film.

FILTERS

These colored filters can be screwed onto the end of a standard lens to give the final product color tones, additional depth, or texture. There are dozens of different styles of filters available.

INSTANT CAMERA

An instant camera takes self-developing pictures, which pop out of the side or front after taking the picture. A picture fully develops in five minutes. A film cartridge for an instant camera costs 7GP, and can take up to ten pictures before it is spent.

TELEPHOTO LENS I

This lens increases the range of a 35mm camera to 120'. Its effects cannot be stacked with other lenses.

TELEPHOTO LENS II

This lens increases the range of a 35mm camera to 180'. Its effects cannot be stacked with other lenses.

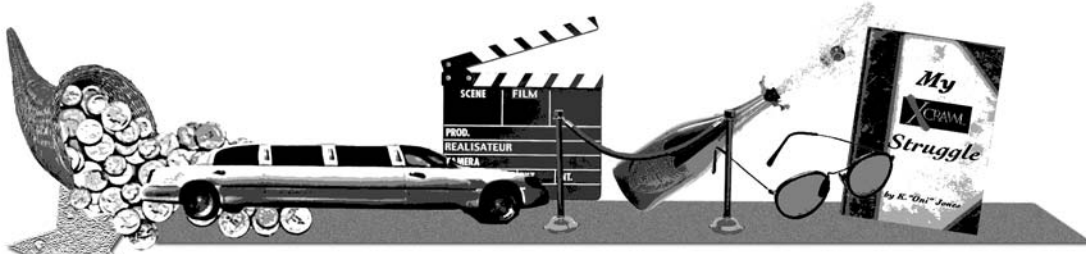
TELEPHOTO LENS III

This lens increases the range of a 35mm camera to 240'. Its effects cannot be stacked with other lenses.

NIGHTVISION LENS

This highly advanced, delicate piece of equipment designed to enable a 35mm to taken pictures in near -total darkness. The





lens amplifies any ambient light, letting the camera take sepia-toned photos as though they were taken during daylight hours. There must be at least some form of light—as dim as a match—for the images to come out. A side-effect of the lens is that it enables the user to look through the lens and see images in real time. The nightvision lens is very fragile, with a hardness of 3 and 4hp.

INFRARED FILM

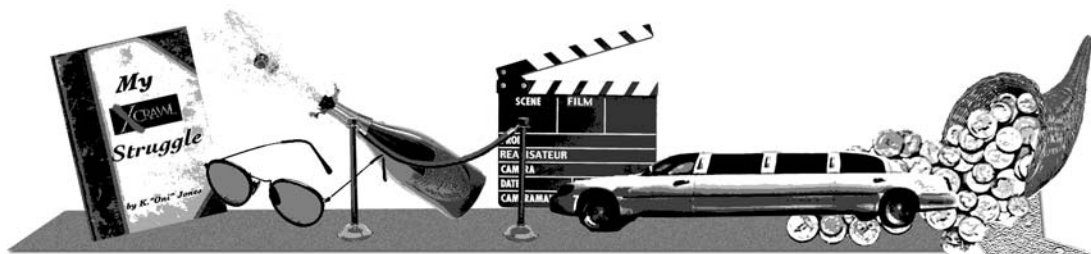
This film lets any camera take photos in near darkness. The images created on the film register the heat of the target, and not the actual visual image. It takes a careful eye (Spot check DC 17) to identify all of the images on the film. Infrared

film does not enable the user to view images in real time. One roll of infrared film can take up to thirty-six images.

MICRO CASSETTE RECORDER

This tiny recorder is standard issue for journalists, novelists, and self-important businessmen. It can clearly record conversations within 10 feet of its tiny microphone. The mic is not especially dynamic, and most of the original sound are lost when recording complex sounds like battle or live music.





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CHAPTER THREE





GAME ENHANCEMENTS

Stats in the Game

"Well, that's true Steve. But look at the numbers: Finster is only .869 this season against ogres, but he's .998 in Cincinnati. Not to mention the fact that his Slugger stat never goes over .110 after Labor Day in a Midwestern city. Wow, I just don't know how this fight will turn out."

**XCRAWL COMMENTATOR BOB WESTERBERG,
CRUNCHING THE NUMBERS.**

Oh, sure your fighter is good... but how good is he? In 4700 the Xtreme Dungeon Crawl League creates a standardized statistic system, similar to baseball or hockey. This system allows you to figure out your characters athletic statistics, just like real professional sports.

Xcrawl statistics are an optional part of the game. Keeping track of your numbers is a challenge, but it can be extremely rewarding and add a new dimension to tournament and home play.

IF YOU'RE GOING TO DO IT...

Do it right. The Xcrawl statistics system is an honor system. This means that you are expected to do your best to be as accurate as possible. It's the right thing to do; faking your stats is a very lame way to take advantage of your friends and GM, and fellow Xheads across the world. If everyone does their best to be as accurate as possible, your characters statistics actually *mean* something; it's a ranking system everyone can use, regardless of geographical location. It provides a basis for comparison that you can share and use to enhance the stories we tell about our characters and home campaigns. Be a good gamer and do the right thing.

Follow these steps to keep track of your character's statistics.

STEP ONE—CHOOSE A POSITION

Each team member chooses a Team Position. You should choose the position most in line with your characters combat style.

Blaster—A crawler who specializes in fighting with magic.

Brawler—A crawler who specializes in hand-to-hand combat, either armed or unarmed.

Launcher—A crawler who specializes in ranged combat.

Specialist—A crawler who specializes in stabbing opponents from behind.

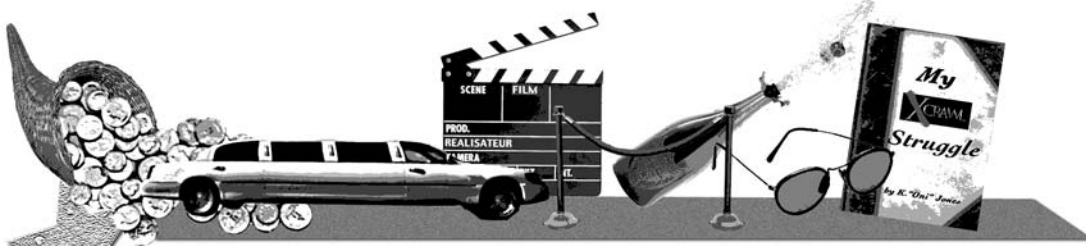
Spiritbrace—A character with powers over the undead and healing abilities.

You may choose only one position. Once chosen, your position stays the same for the duration of an entire dungeon. You may choose a new position every time you start a new crawl, although most players stay with one or two for the duration of their careers.

Teams may be composed of any arrangement of positions—every player on the team may choose Blaster, Spiritbrace, or any other position with no penalty. Likewise, although the positions are fairly cut and dried in regards to what character classes will naturally be drawn to them, players may find it advantageous to go beyond the obvious choices. A paladin could certainly play Spiritbrace, and a tough rogue might find himself better represented at Brawler. It is an individual choice, one which will have no bearing on the character whatsoever, except for the purpose of determining his statistics.

As Seen On Empire-I TV! • III





Each position has a key statistic, several secondary statistic, and a few universal statistics.

Position	Primary Statistic	Secondary Statistic
Blasters	Spellcasting	Ranged Attack, Counterspell
Brawler	Hand-to-hand Attack	Ranged Attack
Launcher	Ranged Attack	Hand-to-hand Attack
Specialist	Sneak Attack	Hand-to-hand Attack, Ranged Attack, Traps
Spiritbrace	Undead	Hand-to-hand Attack, Ranged Attack, Saves

BACKSTAGE: WHY POSITIONS?

Some may feel that there is no need to break an Xcrawl squad into positions in order to create a successful statistics system for them. However, we feel that this is both a system likely to spring out of the dystopic world of Xcrawl, and the best way to create some accounting of the infinite variation of an individual's game play style. We considered a system that kept absolute numbers on individuals regardless of class or abilities, but it simply didn't give a clear enough picture of the game in a world where some cast spells, some pick locks, and some get three strikes to their teammate's one.

All players additionally receive two universal statistics, Kills and Assists. Kills are exactly that—the final attack that downs an opponent. An Assist is the penultimate blow, the last blow landed before the killing blow.

Statistics Defined

Counterspell: Successfully blocking enemy spellcasters with countermagic. This stat only reflects the number of successful attempts; failed attempts do not count towards anything.

Locks: The number of locks picked by the individual in a single attempt (within five minutes). If a team of Specialists are

working together on a lock, the primary lockpick gets the number.

Hand-to-hand Attack: A single attack. Hand-to-hand attacks which effect multiple targets (for example, use of the Cleave feat) still count as one attempt, although multiple hits on one swing are worth bonus points (see Bonuses, pp. 112).

Ranged Attack: A single shot from a projectile weapon (such as a bow or crossbow), or attack with a thrown weapon (such as a hand axe or javelin). Carrier attacks, such as alchemist's fire, also fall into this category.

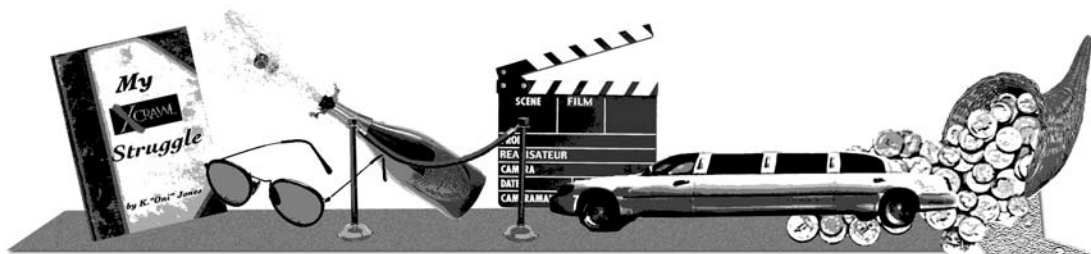
Saves: Saves are healing actions performed during combat. This can be from spells, scrolls, healing magic items, or any other means the Spiritbrace uses to heal during combat. Record this statistic numerically.

Sneak Attacks: Rogue-style attacks from behind. Sneak attacks have the same criteria for determining stats as the standard definition, i.e. any time a character with the sneak attack ability attacks an opponent who is denied his Dexterity bonus it counts as a sneak attack.

Spellcasting: Spells cast in combat to hurt, hinder, or otherwise affect opponents. For statistical purposes, a spell cast by any means counts towards this statistic, including wands, staves, scrolls or magic items that produce spell-like effects. Spells affecting combat outcomes, but not directly assailing opponents, do not count towards a character's spellcasting statistic. For example, *Bull's Strength*, and *Mediski's Missing Link* do not add to a character's spellcasting statistic, even though they have an effect on combat.

Traps: Traps is a non-combat statistic. It measures attempts at disarming or discharging a functional trap so that it causes no harm to the Specialist or his team. Once a Specialist begins his attempt to disarm a lock, the ref's put a 5 minute clock on him (similar to the shot clock in basketball). The statistic is based only on this five minutes—if it the Specialist takes longer than five minutes to disarm a trap, the result is considered to be a failed attempt.





Undead: The Spiritbrace earns points for affecting undead, be it from spells, turning, or hand-to-hand combat.

STEP TWO—

KEEP TRACK OF YOUR COMBAT NUMBERS

Included at the end of this book are statistical character sheets for keeping track of your combat numbers. They are designed with an easy-to-use bubble-in format, so that you can keep track of your combat results without spending valuable game time. Be warned: it is very possible that your players will go through several sheets in a normal game session.

THE REF JUST KNOWS

There is one conceit that you must accept if you use statistics: The Ref Just Knows.

Xcrawl Ref's are trained to spot the difference between a hit and a critical, the difference between a miss and a fumble, to know which hits are effective and which are soaked by damage resistance or other factors. It's their job. While there are feats that will allow players to fool the ref upon occasion, the ref always spots what happened correctly under normal circumstances.

A system which required the ref to make a Spot check to discern the difference between a hit and a critical, or a miss and a fumble is certainly possible and more realistic, but would be an unacceptable delay of game—it would lead to challenged calls, real-life arguments between players and GMs, and a game more focused on tallying numbers than facing challenges or having fun. In other words, a bit too much like most real sports.

How To Keep Track of Your Numbers

Every action taken against an opponent is referred to as an Attempt. Each attack counts as one Attempt, and characters with multiple hand-to-hand attacks are thus counted as having multiple Attempts. There are four possible results for each

attempt, each worth a different amount of points depending on the result. Each position has its own set of Attempt actions that earn points. There are also two universal stats for all combat statistics, Kills and Assists.

Bubble in your Attempt results from the top down. The top bubble is the worst result, and is worth -1 point. The second bubble down is worth zero points, the one below that is worth one point, and the lowest bubble is worth two points.

STATISTICAL COMBAT RESULTS

Ranged, Hand-to-hand or Sneak Attack Attempts

- 0 Error-1 point
- 0 Misszero Points
- 0 Hit1 point
- 0 Crit OR Kill2 points

Spell Casting Attempts

- 0 Prevented-1 point
- 0 Resisted.....zero points
- 0 Effective1 point
- 0 Killing/2 points
Incapacitating

Traps Attempts

- 0 Undiscovered Trap Sprung-1 point
- 0 Discovered Trap Sprungzero points
- 0 Failure/Delay of Dungeon.....1 point
- 0 Trap disarmed2 points

Undead Attempts

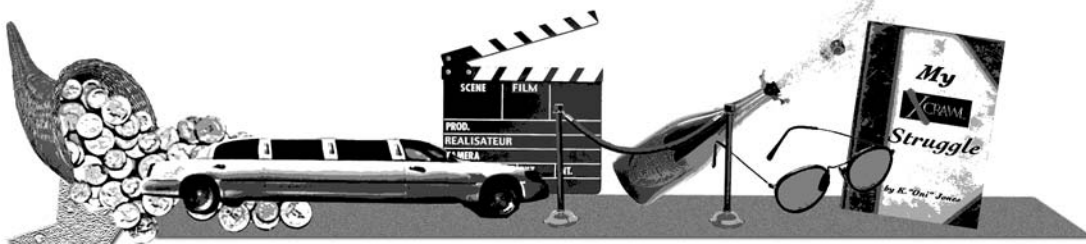
- 0 Error.....-1 point
 - 0 Miss or failed
turn attemptzero points
 - 0 Hit or successful
turn attempt1 point
 - 0 Crit OR Kill.....2 points
-

Results Defined

Crit OR Kill: This is an attack which downs an opponent OR a successful weapon critical.

Discovered Trap Sprung: The Specialist has located the trap, but it went off while he was trying to disarm it.





Effective: A combat spell achieving desired results. If a spell does some damage or has some effect on opponents in combat, it counts as effective even if the creatures made their saving throw. For example, a *fire storm* spell always does some damage, even if the targets make a successful Reflex save. Any spell which fails due to a creature's spell resistance counts as Prevented.

Error: An attack result where the player rolls a natural 1.

Failed Turn Attempt: The undead creatures resist being turned.

Failure/Delay of Dungeon: An attempt to disarm a trap which takes longer than five minutes. Once a Specialist begins his disarm attempt, the referees put a clock on him, timing exactly how long the attempt takes. A successful Disable Device roll typically takes five minutes; if the Specialist manages to disarm the trap on her first attempt without setting it off, assume that it takes less than five minutes and counts as a successful result. Failure to disarm the trap either sets it off immediately—counting as a Discovered Trap Sprung—or does nothing, which counts as a Failure/Delay of Dungeon result.

Hit: A successful strike against a creature. The blow must hit and do damage to be considered a hit. Blows resisted by creature's damage reduction are not hits for statistical purposes.

Hit or Successful Turn Attempt: The cleric either strikes an undead creature in combat, damages an undead creature with a spell, or successfully turns (rebukes) an undead creature. For every three creatures turned, the Spiritbrace receives a bonus +1/2 point for that attempt.

Killing/Incapacitating: A spell which downs an opponent, either by slaying or incapacitating him outright or indirectly. There are nearly infinite magical outcomes that could possibly count as Killing/Incapacitating, including putting an opponent to sleep, entangling him, or cutting him off from the battle with a wall spell. In order to be counted as Killed or

Incapacitated, creatures must be prevented from participating in combat, or assisting those who are in combat.

Miss: The attempt misses the target.

Miss or Failed Turn Attempt: The Spiritbrace's attack misses the undead, or he fails to turn (rebuke) any creatures.

Successful Turn Attempt: The undead creatures flee from the Spiritbrace's power. He receives a bonus +1/2 point per three creatures turned in a single attempt.

Prevented: The Blaster is prevented from getting his spell off, either by external interference or spell resistance.

Resisted: The target of the spell is able to shrug off its effects. Only all or nothing spell attempts can be counted in this category; attacks which still do some damage or effect after a successful saving throw (such as a *fireball* spell) always count as Effective.

Trap Disarmed: The Specialist renders the trap ineffective within five minutes of beginning his attempt.

Undiscovered Trap Sprung: Any trap which is sprung upon the team without a Specialist discovering it counts as an Undiscovered Trap Sprung attempt result for each Specialist in the party.

Bonus Points

Each position is eligible to earn bonus points for exceptional actions. Bonus points are always awarded to the player's last attempt at their relevant stat.

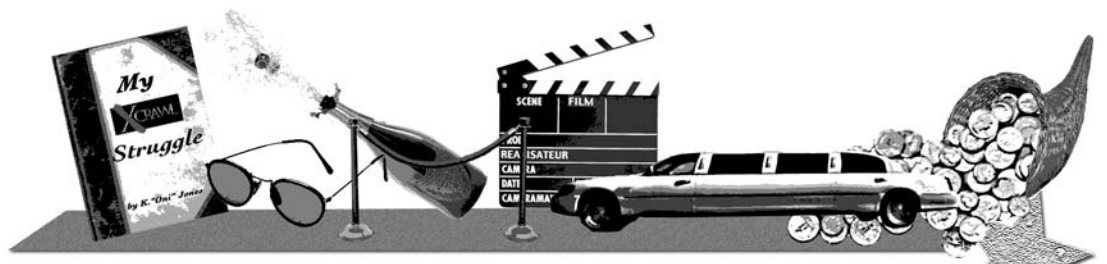
BLASTER:

- +1/2 pt. per 3 creatures killed/ incapacitated in a single Spell Attempt (maximum 2 bonus points)
- +1/2 pt. per using creatures against one another (*charm, confusion, etc.*)

BRAWLER:

- +1/2 pt. per each creature Hit after the first in a single shot





- +1/2 pt. per successful knockdown, trip, stunning attacks, sunder, disarm, or overrun

LAUNCHER:

- +1/2 pt. per successful extreme long rang attacks (over three increments)
- +1/2 pt. per Kill preventing a creature from taking any combat actions

SPECIALIST:

- +1/2 pt. per Kill going undetected by other opponents
- +1/2 pt. per each additional successful Sneak Attack in a single encounter

SPIRITBRACE:

- +1/2 pt. per three undead Kills/Turned in a single attempt (maximum 2 bonus points)
- +1/2 pt. per save which leads to a Kill OR Assist

Bonuses Defined

Blaster: Blasters earn an additional 1/2 point for each three opponents they kill or incapacitate with a single spell. For example: trapping four goblins behind an impassable *wall of stone* earns 1/2 bonus points, while trapping six would gain a full point, nine a point and a half, and twelve two points (the maximum). The maximum bonus for multiple opponents is 2 points. Blasters also earn a 1/2 point bonus for spells which cause one opponent to attack or impede another; this includes *charm* and *confusion* effects, and any spells causing monsters to fight, damage, or otherwise impede one another, including creative use of spells like *levitation*, *Illusion*, *The Boot*, by Terry Paris®, and a nearly infinite range of others.

Brawler: The Brawler receives 1/2 point for multiple hits from one shot . This includes any single attack effecting more than one opponent, including, but is not limited to, use of the various Cleave feats. A Brawler knocking a goblin off a ledge and onto another goblin earns himself a bonus 1/2 point. Brawlers also receive an additional 1/2 point for combat maneuvers which achieve a special result: successful trip attacks, knockdown attacks, stunning attacks, grapples which result in a pin, overrun attacks, disarms and destroying opponents weapons all receive a half

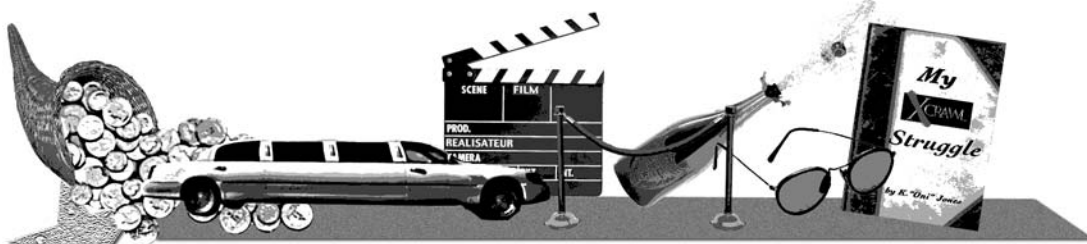
point bonus. Additionally, the GM may set additional combat results earning bonus results. Only successful combat maneuvers which put opponents at a serious disadvantage AND which could realistically be noticed by the ref should be considered.

Launcher: The Launcher receives a bonus for successful attacks over three standard weapon increments. For example: a heavy crossbow has a 120' range increment. A Launcher using a heavy crossbow receives an additional 1/2 point for any successful attempt that goes 361' or more. While the Far Shot feat allows a player to shoot farther, this has no effect on the statistic. Revisiting the above example, the Launcher with the heavy crossbow gains his bonus every time he hits a target further than 361' away, regardless of how far he can actually shoot. In addition, the Launcher receives an additional 1/2 point for each creature they disable before they are able to be a factor in combat. Failed attempts to attack in this case are included; if a Launcher is concentrating on a creature rushing to melee and takes it out after he joins the melee, but before he manages to hit anyone, it does not earn a bonus. The creature must be downed and fully taken out of combat in order to earn this 1/2 point.

Specialist: If a Specialist downs a monster with a sneak attack in a multiple creature situation without the other monsters noticing, its worth a 1/2 point bonus. Obviously the creatures will eventually notice that one of there number is dead with a knife in its back, but if the kill goes unnoticed long enough for the Specialist to position himself for another sneak attack, the bonus gets assigned. The Specialist also receives a 1/2 point bonus per successful sneak attack after the first in a single room. This does not have to be two consecutive attacks in a row. The Specialist can sneak in, attack, run and hide and come back for a second sneak attack before the room ends to earn his 1/2 point. He receives this bonus per sneak attack after the first creature.

Spiritbrace: The Spiritbrace gains a 1/2 point bonus for undead creatures killed





or rebuked with a single attempt. This can be from a spell, hand-to-hand combat, or turning undead. The maximum bonus for multiple undead kills is 2 points. The Spiritbrace also gets a 1/2 point bonus in combat if he heals a player during combat who goes on to earn a kill or an assist on his next attempt. This kill or assist can be by any means. The Spiritbrace does not get this bonus for healing himself during combat then making a kill or assist.

STATISTICS AND GAME PLAY

Xcrawl statistics should add to, not take away from, the fun of your game. If keeping tabs on your numbers is not your idea of RPG good times, by all means, don't use this system. Likewise, if you try playing with statistics and you find that it negatively affects game play, throw your stat sheets in the trash and never look back. If it adds to the unique feel of the Xcrawl scenario without delaying the game interminably, then by all means, keep it in your campaign. Brag with your friends over numbers, place side bets for pizza or soda, give out trophies—in short, have all the fun with statistics you can.

Kills and Assists

Kills: Every creature the player takes out, whether it be dead or simply out of the fight, counts as a Kill. Kills are counted numerically in the line under the column for that attempt. During the game, record a "K" in this list for every attack that downs an opponent. Record attempts which take out multiple opponents with a number after the K—for example, K3 means an attempt taking out three opponents. If a creature is downed and then healed by an external source (for example he receives a heal spell from a monster teammate, rather than regenerating the damage on his own), the Kill still stands, statistically; the creature is now a new monster for statistical purposes, and a second Kill or Assist can be gained by taking him out.

Assists: An assist is the penultimate blow,

the shot before the shot that downs a creature. Assists are recorded numerically. Record Assists with an "A" on the character sheet. Multiple Assists should be recorded with A and the number of Assists scored in that attempt, for example: A2 would mean two Assists.

Kills and Assists may be hand-to-hand or ranged attacks, sneak attacks, turning undead, or spells. If a player defeats a foe by himself, without assistance from any of his teammates, it is referred to as an Unassisted Kill. If a creature is killed by one single Attempt, that action is referred to as an Ace Kill. List your Unassisted and Ace Kills separately, but do still list your K or A under the attempt column. The word "Kill" is used ambiguously here; for purposes of statistics, a Kill simply means the monster is out of action for the duration—rebuking, stunning attacks, immobilizing spells like *web* or *sleep* all count as kills. Surrenders do not count as Kills.

Penalties

Penalties are assigned by the ref to individuals. Any penalty assigned to a player is listed under his last attempt, even if time has passed since the attempt was made. For example, if a player argues with a Ref between rooms and the Ref assigns a Technical penalty for it, it is assigned to the player's last attempt.

Standard penalties and their corresponding assignment:

- -1/2 point per creature that returns to the fight
To: whomever took the creature out
- -3 points for losing a player
To: downed player
- -5 points for a player dying
To: player (posthumously) & each Spiritbrace
- -3 points for a disqualification
To: each player disqualified
- -1/2 to -2 points per technical penalty
To: offending player
- -1/2 for attacking or roughing surrendered monsters
To: offending player





Standard Penalties Explained:

-1/2 point per creature that returns to the fight: If a monster is either mistakenly thought to be dead or defeated, a 1/2 point penalty is assigned to the player who supposedly took him out. This is not the same as a monster that was actually killed or eliminated and then returned through external means.

-3 points for losing a player: If a player is rendered unconscious, immobile, paralyzed, or taken out of a situation in any other way during a dungeon, either during combat or to a trap, that player receives a -3 penalty

-5 points for a player dying: A player who dies posthumously loses 5 points from his last attempt. These points are not rescinded if the player is somehow raised from the dead. All spiritbrace players on the team also receive this penalty—it's their job to keep everyone alive until the dungeon is completed.

-3 points for a disqualification: Every player disqualified for any reason takes a 3 point penalty to his last action. This includes players who disqualify themselves by escaping through a NoGo door.

-1/2 to -2 points per technical penalty: Technical penalties are assigned to players who ignore the Ref's warnings. This includes arguing with the ref, ignoring the ref's instructions, or destroying or employing dungeon props that have been put off limits. It's up to the ref (hence the GM) to assign penalties. Technical penalties are always added to the player's last attempt. If a player continues to ignore a ref's warnings after receiving a technical penalty, he is disqualified.

-1/2 for attacking or roughing surrendered monsters: It's understood that once monsters surrender, they are off limits. Players who don't respect the surrender can be docked a 1/2 point penalty, but are often just verbally warned—after all, it's just monsters. Heels often go for one more shot after the whistle gets blown, and this penalty is often threatened, but rarely assigned for them.

SEPARATE YOUR ENCOUNTERS

On your stat sheet, separate your encounters with a thick line and label them so you can recall the encounter later. Just a simple label will do wonders for your memory: "Orc room 1," "Hoogabungaroos," "Bugbears with axes," or "Bugbears with bows." This allows you to calculate your numbers for specific situations or circumstances; i.e., how well you do against a certain type of creature, playing a certain DJ, or in a certain city.

STEP 3—CRUNCH YOUR NUMBERS

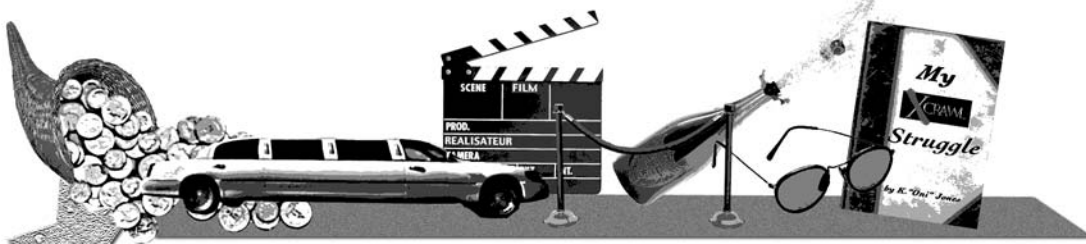
In the downtime between play sessions, you can use your statistic sheet to figure out your player's averages and his Slugger stat.

To get your player's current statistic for any given category, figure up the totals for each Attempt (including bonuses or penalties). Add all of these totals together, then divide by the total number of Attempts. This will likely give you a number that looks something like this 1.055. Three decimal places are considered standard.

Each player then figures his Slugger ratio. The slugger ratio shows how often the player downed a monster per each hit, rating his power separately from his accuracy. To get this ratio, take the number of kills in the player's primary statistic, and divide by the number of hits he had in that statistic. It is important to remember that statistics with only the third or fourth dot filled-in count as hits—the top two are miss attempts, and not figured for this number.

$$\text{SLUGGER RATIO} = \frac{\begin{array}{l} \text{\# of Kills} \\ \text{(in player's primary statistic)} \end{array}}{\begin{array}{l} \text{\# of Hits} \\ \text{(in player's primary statistic)} \end{array}}$$





The Slugger ratio shows how lethal the player is when he hits a monster. Using the same formula, you can figure the player's Assist Ratio. This number represents the percentage of hits he had that led to a kill by another.

$$\text{ASSIST RATIO} = \frac{\begin{array}{l} \text{\# of Assists} \\ \text{(in player's primary statistic)} \end{array}}{\begin{array}{l} \text{\# of Hits} \\ \text{(in player's primary statistic)} \end{array}}$$

It is perfectly acceptable for players to figure their Kill or Assist number for their secondary statistics as well, but it wouldn't count towards his "official" Slugger or Assist statistic—only primary stats figure in these numbers.

Some stats—Saves and Counterspells, for example—are simply added-up over the player's career. "One hundred twenty seven lifetime saves!" is how the announcers might describe a hardworking Spiritbrace's numbers.

Once you have the raw data on hand, you can figure your player's numbers any way you want—Spells vs Undead, Slugger ratio vs Undead, vs Ogres, vs specific DJ's, or in specific cities—the key is keeping all of your sheets, and separating the encounters.

Statistics Example

The following hand-to-hand stats are for Example Bob, a first time Xcrawl Brawler. Bob had sort of a hard time—great against ogres, but very poor indeed against warheads.

Adding all the totals for all attempts across and dividing by the number of attempts gives us a .864 hit ratio for old Bob. Hopefully, he can get those numbers up by the end of the season.

Bob's Slugger Ratio works out like this:

$$\text{0.2 SLUGGER RATIO} = \frac{3 \text{ Kills}}{15 \text{ Hits}}$$

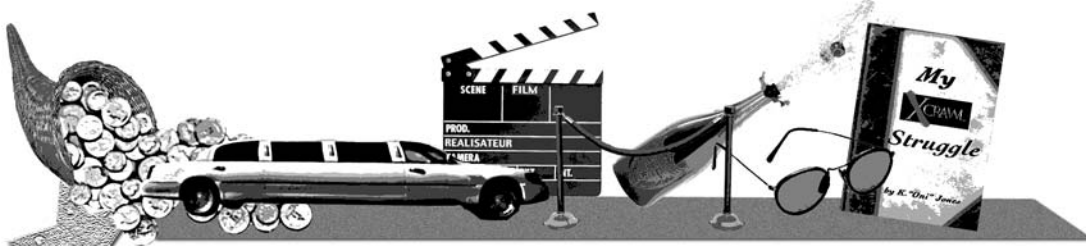
His assist ratio figures with the same formula as 0.267.

Once you have the raw data, fans of number crunching can figure out all kinds of neat numbers. For example, Bob's Slugger ratio versus ogres is .0909. Bob's ratio against warheads, though, is a meager 0.102. Bob is best sticking to ogres.

STEP 4—GET YOUR GM TO INITIAL YOUR STAT SHEETS.

This makes them official. Once made official, they cannot be changed. Both parties have accepted the results. The GM should keep a copy of the Stat Sheet if possible, as a back-up.





SPECIAL SITUATION RULES

Spells

- Attacks by summoned monsters or familiars are never counted as Attempts. *Summoning* spells are likewise not counted as an Attempt.

Hand-To-Hand

- A grapple counts as an Attempt for every round that it is held. However, once the grappler successfully pins the target, it is considered one single Attempt until the pin is broken or combat is otherwise resolved.
- Statistically, there is no difference between armed or unarmed attacks, nor is there a differentiation made for subdual versus normal damage.
- Attacks of opportunity count normally as an Attempt.
- A *coup de grace* counts as a crit (and likely counts as a Kill as well).

STATISTICS FAQ

My Specialist began disarming a trap, but halfway through, a wandering monster attacked, and I had to abort my attempt. Does this count as a Failure/Delay of Dungeon result?

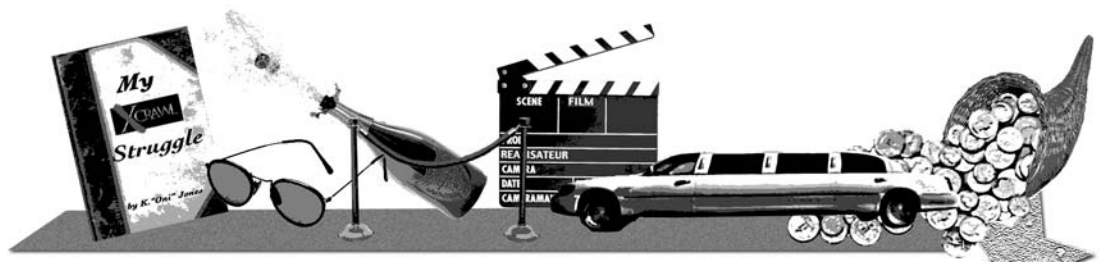
Yes. And there is nothing at all to stop a vindictive DJ from intentionally stocking his dungeon with wandering monsters with the sole purpose of running your numbers down.

I forgot to bubble in a few attempts. What should I do?

It's up to your GM to decide what happens if you are missing a few numbers from your stat sheet. It's understandable that during a game, a player recording stats might get so involved in his character that he forgets to note a few actions—after all, the numbers should be secondary to playing the game itself. It might be best to simply ignore those attempts, rather than going back and trying to reconstruct what happened from



**SURE, HE'S A TEAMMATE,
BUT I STILL GET TWO KILLS, RIGHT?**



memory. However, if the GM notices that his players suddenly become forgetful whenever they have a run of bad luck, he may have to assign penalties. Remember, it's an honor system, so do your best to be accurate. But mistakes happen and mostly your GM won't kill your character for less than 100% accuracy. Mostly.

My sorcerer occasionally likes to get up close and personal with the bad guys. Can I keep track of his hand-to-hand stats?

Absolutely. In a real televised sport, with dozens of real statisticians keeping track of the numbers using computers and video replay, each and every aspect of your player's performance would be broken down into statistics for the TV audience and the record books. We have broken each position down to its key responsibilities to make keeping track of numbers as easy as possible, but if you want, you can expand your character's numbers to include any aspect of play you would like.

It seems like a mean or vindictive ref can ruin my numbers. How is that fair?

It's not fair at all—but it's the way Xcrawl, and this campaign world, works. The Adventurers' guild Grievance Committee has already lodged complaints regarding the lack of checks on the referees powers, but as of the 4700-01, season the ref's word is final. However, most refs work at impartiality. When officiating over wizards that can turn you into a stinkbug with a few gestures, impartiality is the safest policy.

Halfway through the dungeon, the lights went out and the monsters got loose. I killed ten ogres but nobody was keeping count. I saw a half dozen refs get eaten, so it wasn't a complete loss, but what happens to my numbers?

Ah, the dreaded asterisk. Once a crawl goes haywire, the numbers stop counting—so put away that stat sheet, and for Apollo's sake, **kill something!** Seriously, dungeons and encounters that go haywire have their statistics marked with an asterisk (*) in the record books. These numbers

still count, but will forever reflect the fact that the dungeon went awry, and thus the impact of the individual numbers have to be considered apart from the normal Xcrawl statistics. To simulate this, put an asterisk next to the dungeon or encounter name on any sheet representing an encounter or dungeon that has gone haywire. And when things have gone completely wild, the GM should let his players know to stop counting statistics.

Why is there a maximum bonus of 2 points for multiple kills in one attempt from a Blaster or a Spiritbrace? That doesn't seem fair.

It doesn't seem fair until you consider the wizard blasting 137 giant rats with a *fireball*, then retiring after that one dungeon with his place in the Xcrawl Hall of Fame assured. Then it all starts to make sense.

Why are there statistics for individuals, but not for teams?

Xcrawl teams are famously transitional. Death, disqualification, petrification, stress, and the general attrition rate of death sports make statistics of the small scale Xcrawl squads somewhat arbitrary. Teams often change radically from crawl to crawl, and any team numbers would simply not reflect their performance correctly.

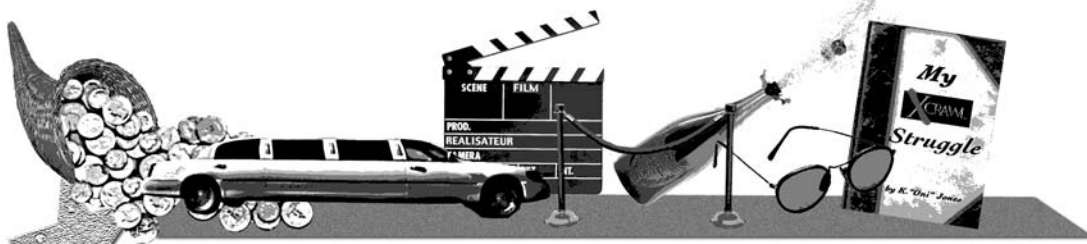
We just hit a room with a giant, four goblins, and four dire wolves. How do I figure my numbers against a room like that with several different types of creatures?

You can crunch those numbers and figure out your Mixed Room Statistic, and your Mixed Room Slugger Stat. Unless you are a math whiz, don't try to break the rooms down to individual creatures—it will just hurt your head. And didn't you get enough pain in the dungeon? But if you are very stat intensive, go ahead and mark each creature that you dealt with individually. It's your character, after all.

This system really screws bards and druids.

That's not even a question. But it is accurate, and there is a reason for it: the natural prejudice the upper class has against these classes. Bards and druids are seen as the heroes





of the common folk, and Xcrawl—which is supported and run primarily for the enjoyment of the upper class—does not give them the kind of recognition that they deserve. Hence, the statistic system was not created with their best interests in mind. Druids and bards might have success playing Blaster, Launcher, or Brawler, though, depending on their individual style.

Can I figure out statistics for monsters?

Yes, but we don't recommend it. In the world of Xcrawl, superstar monsters would absolutely have stats. But it would take an inordinate amount of time and effort, not to mention subjective speculation, for the GM to keep numbers on a bunch of NPC creatures that are likely to die anyway. We recommend faking it. "Glancing up at the board, you see that the wyvern has a .974 kill ratio against humans in Tampa Bay..." Just remember that creatures don't have any statistics the first time they fight humans.

New Magical Items

"See this watch? I could buy and sell you with this watch. Now get out of my face and get me a table near the windows. Do you have any idea who I am?"

COUSIN OF TV STAR JONATHAN JAMES DUNCAN, TRYING OUT HIS FAMOUS RELATIVE'S MAGIC WATCH ON AN UNCOOPERATIVE MAITRE 'D.

PURCHASING MAGIC ITEMS

There are severe restrictions on what magic items may be purchased by citizens of the NAE. Commoners are allowed to purchase magical divine potions, and most middle class households have at least a *cure* potion or two stashed away for emergencies. Card-carrying members of the Adventurers' guild can freely purchase the following magic items: first level potions, scrolls or wands, *cure potions* of any level, +1 magical weapons, armor and shields, and low-powered miscellaneous magic

items (maximum required caster level 3rd).

There are no restrictions on magic items for nobility, or for the personal wizards who work for them. If a character has a Fame rating of at least 40, it would be a simple matter for him to go to a local magistrate and get a Writ of Permission, allowing him to purchase some additional items: +2 or better magical weapons, swords and armor, second level wands and scrolls, and slightly higher powered wondrous items (maximum caster level 5th). Receiving such a Writ is not automatic; it takes a certain amount of finesse and glad-handing (Diplomacy roll modified by Fame bonus, DC 25 [most nobles] to DC 35 [obstinate aristocrats]). This roll can be modified with a suitable gift—5,000GP is usually about right (such a bribe gives a +1 bonus per thousand GP "donated"). Non-aristocracy will need to get a separate Writ for each magic item "above their station" they would care to acquire. Citizens may not "buy" magic items for one another, and a noble who did so without the proper Writ or permissions would find himself in very hot water, perhaps even being demoted to a lower rank.

NEW MAGIC ITEMS

Item	Market Price
Autograph Pen.....	250GP
Cleopatra's Anklet.....	33,000GP
Compact of Seeing.....	49,000GP
Diamond Gauntlet.....	5,000GP
Fob of Entrancement	1,000GP
Frame of Refinement	100,000GP
Imperious Timepiece.....	2,000GP
Magic TV Monkeys	3,000GP
Necklace of the Diva	20,000GP
Never-Pay Purse	750GP
Nowhere Pocket	5,000GP
Nowhere Quiver	5,000GP
Pass of Ultimate Ingress	750GP
Picturesque Lens.....	750GP
Rock Star Shades	2,000GP
Scarf of the Wheelman	2,000GP
Screen of the DJ	4,500GP
Stella's Stunning Sachet	4,000GP





Sweetum's Walkies Collar	5,000GP
Talisman of Heartfelt Affiliation	17,000GP
Tongue Stud of Magnetism	10,000GP
Turban of Composure, by Terry Paris® ..	20,000GP
Watch of Discretion	2,000GP
ZipZam® Mark VII™	2,000GP

NEW MAGIC ITEMS

Autograph Pen

With this pen, a celebrity can write dozens of autographs per minute while thinking about something else. The pen automatically senses the name individual's want the autograph dedicated to, as well as the correct spelling of every name. This pen is magically fast, and allows the user to sign perfectly legible autographs four times as quickly as normal.

Caster Level: 3rd. **Prerequisites:** Craft Wondrous Item, Write. **Market Price:** 250GP. **Weight:** .1lb.

Cleopatra's Anklet

This thin silver chain, designed to be worn around the ankle, magically preserves the wearer's appearance. While the anklet is worn, the wearer's physical appearance remains the same as the day it is put on. She neither gains nor loses any weight, her complexion remains constant, and her hair doesn't grow. If wounded while wearing *Cleopatra's Anklet*, the wounds will not leave scars when they heal. Once the anklet is removed for any length of time, the individual's appearance rapidly reverts to what it should be for her age and lifestyle. If the anklet is removed and then put back on, the magic will preserve the wearer's new appearance, and not back to her prior appearance.

Caster Level: 7th. **Prerequisites:** Craft Wondrous Item, Heal. **Market Price:** 33,000GP. **Weight:** .2lb.

Compact of Seeing

The magic mirror in this tiny makeup compact allows the possessor to view other locales remotely, as with the *screying* spell, up to three times a day, for up to five minutes per use. This magic item is highly illegal in the NAE, but several of them are always in circulation.

Caster Level: 7th. **Prerequisites:** Craft Wondrous Item. **Market Price:** 49,000GP. **Weight:** .2 lb.

Diamond Gauntlet

This is a heavy natural silk glove, studded with diamonds and other precious stones. Three times per day it can cast *light* (as a 5th level caster), and one time per day it can cast *continual flame*.

Caster Level: 3. **Prerequisites:** Craft Wondrous Item, Light, Continual Flame. **Market Price:** 5000GP. **Weight:** .1lb.

Fob of Entrancement

This is a magical chain, designed to attach an antique pocket watch to a watch pocket. Twirling the fob causes a *charm person* effect upon one viewer. The fob may be used up to three times per day. The effect is as if cast by a 9th level sorcerer.

Caster Level: 3. **Prerequisites:** Craft Wondrous Item, Charm Person. **Market Price:** 1000GP. **Weight:** .5lb.

Frame of Refinement

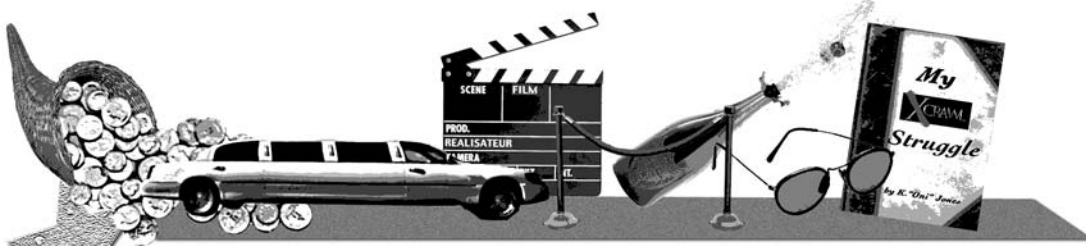
This magical gold frame is sized to hold up to a 9"x11" photograph. Any photo placed in the magical frame will magically be enhanced so that no matter what the photographer's skill, it appears to be the work of a master (as if the photographer took a twenty on his skill check regardless of what he actually rolled). This is the least of the *Frame's* abilities. A 5th level master celebrity in possession of this item may use his power of *reinvention* up to once a year. To activate the item, the master celebrity places his headshot photo in this frame, then smashes it. The frame regenerates over night, and once it has, the master celebrity may reinvent himself again, as if he had never before used that class ability.

Caster Level: 7th. **Prerequisites:** Craft Wondrous Item, Cloak of the Player, Laurels of Glory. **Market Price:** 100,000GP. **Weight:** .3lb.

Imperious Timepiece

An elegant watch so impressive none dare ignore its power. The *Imperious Timepiece* grants the wearer a +4 bonus to all Bluff checks. In addition, the wearer of the watch may





call out the name of any city on earth and the hands will swing to the exact time in that city. If discovered in a random treasure hoard, this item is either a woman's or men's watch (50% chance of either).

Caster Level: 5th. **Prerequisites:** Craft Wondrous Item, Cloak of the Player. **Market Price:** 2000GP. **Weight:** .2lb.

Magic TV Monkeys

This is an ornate ceramic statue of three monkeys who hear, see and speak no evil, respectively. The base is designed to allow them to perch on the edge of a television set. The monkeys let their owners know what is on TV. The Monkeys are aware of everything playing on every channel their TV can access, and can be commanded to let those nearby know when favorite shows are on, or to watch for specific events. For example, the Monkeys can be commanded to speak up whenever a certain news item runs, or whenever an specific image is playing, or when a certain cereal commercial plays. When the event happens, the monkeys begin to chatter and call to their masters. For example, professional Xcrawl retainer Sandy "Gopher" LaVista commands her monkeys to let her know whenever she or her team is mentioned on TV. The monkeys chatter every time a programmed condition is met.

Caster Level: 5th. **Prerequisites:** Craft Wondrous Item, Convoke AVS Receiver. **Market Price:** 3000GP. **Weight:** 4 lb.

Necklace of the Diva

This beautifully wrought gold and platinum choker enhances the wearer's aura, making her seem at the peak of her career to all those nearby. While the *Necklace of the Diva* is worn, the individual in question effects anyone within 60' as if her Fame were at its highest point ever achieved while the necklace was worn. For example, a celebrity wearing a *Necklace of the Diva* who achieves a Fame score of 88 will always effect those nearby as if her Fame were still 88, no matter what her actual Fame rating. The *Necklace* may be removed and worn

again without effecting the Fame rating it grants to a given individual. The *Necklace* effects all appropriate social skill checks in public. Only the most confident and avant-garde male celebrities can get away with wearing this delicate adornment in public.

Caster Level: 7th. **Prerequisites:** Craft Wondrous Item, Cloak of the Player. **Market Price:** 20,000GP. **Weight:** .2lb.

Never-Pay Purse

The rich can stay rich with the help of this handy item. This is a normal purse, large enough to hold up to fifty coins. However, when the coin's special phrase is spoken the purse magically empties itself except for one coin. Say the phrase again, and the coins magically reappear. The *Never-Pay Purse* can only make coins disappear and reappear, not bills or other items. This purse can be very useful when its time to pay the tab, or when one is being mugged. Common triggering phrases include "Let me take care of this one," or "I hope she left me something."

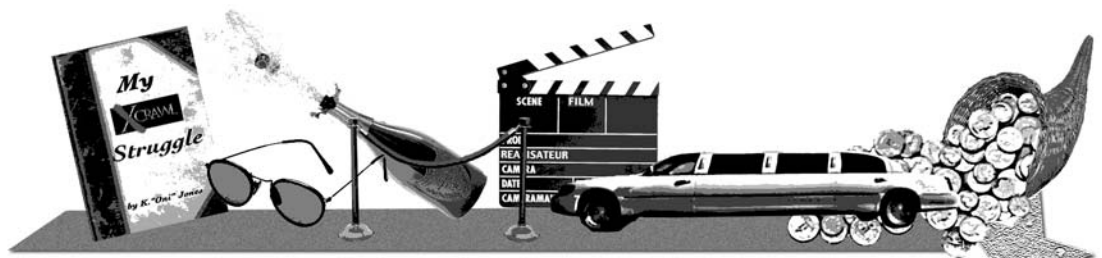
Caster Level: 3rd. **Prerequisites:** Craft Wondrous Item, Prestidigitation. **Market Price:** 750GP. **Weight:** 1 lb.

Nowhere Pocket

The Adventurers' Guild is extremely wary of allowing players to use extra-dimensional storage capacity devices, such as *Bags of Holding*. The potential for cheating or disruption—as well as possibly creating an international incident—has led most DJ's to avoid giving these items out as treasure. However, a less powerful version has proven acceptable to all parties and is now available for Xcrawlers.

The *Nowhere Pocket* appears to be a small circle of cloth, five inches in diameter. It is completely inert until the command word is spoken, and the pocket is flung into the air. Once this is done, the pocket hovers invisibly and intangibly nearby its owner, orbiting his body at extremely high speeds. It cannot be grabbed or otherwise effected by external sources. The pocket is an inter-dimensional space, 12"x 5"x 5" (for a total





interior volume of 300 cubic inches). It can be loaded with any item small enough to fit into its 5" diameter opening. Whenever you need an item from the pocket, you give another command word and reach out your hand—the pocket is waiting for you, wherever you put your hand. To find a specific item in a single combat round takes a Dexterity check (DC 15). Items cannot be drawn from the *Nowhere Pocket* without the correct command word. Using that same command word, the player can grasp the pocket itself and fold it away. If the *Nowhere Pocket* is placed inside of another extra-dimensional storage space (such as a *Bag of Holding*), the item disrupts, and whatever it held is lost forever in the intra-dimensional vortex. If such a container is placed inside *Nowhere Pocket*, it explodes, destroying all items involved and dealing 5d8 damage to everything in a 10' radius.

Caster Level: 9th. **Prerequisites:** Craft Wondrous Item, Dimension Door. **Market Price:** 5000GP. **Weight:** .01lb.

Nowhere Quiver

This item is identical to a *Nowhere Pocket*, except it is designed to hold arrows or bolts. It can hold 100 arrows, 125 bolts, or 1000 sling bullets or ball bearings. Saying the command word brings your ammunition directly to your fingertips. Items other than arrows or bolts placed within tend to get lost, and take 5-10 rounds to find.

Caster Level: 9th. **Prerequisites:** Craft Wondrous Item, Dimension Door. **Market Price:** 5000GP. **Weight:** .01lb.

Pass of Ultimate Ingress

This potent item appears to be a backstage pass covered in mystic runes on a slender security chain. It is specially magicked with an ancient glyph of welcome and fellowship. If your entry into an event is ever barred by security personnel, ushers, or police, you can show them the rune on your pass, at which time they must make a Willpower save (DC 25) or believe that you are a legitimate guest or otherwise authorized person and allow you to enter freely. It can be used at

parties, backstage at concerts, or in Xcrawl locker rooms. It will not work if the bearer is obviously armed, although security will not search the wielder of the *Pass of Ultimate Ingress* for concealed weapons.

Caster Level: 3rd. **Prerequisites:** Craft Wondrous Item, Knock. **Market Price:** 750GP. **Weight:** .01lb.

Picturesque Lens

This magical lens can be screwed on to the end of any 35 MM camera, magically matching any brand's design. Once the lens is in place, the photographer may insert herself into any photo she takes. The photographer pronounces the command word and when the photos are developed, she will be a part of the picture, posed however she wishes. The photographer must have the camera with the *Picturesque Lens* in hand in order to use this special power—it may not be handed off or set on a timer. The photographer is pictured wearing whatever clothing and gear she has on when she takes the photograph. She will always seem as natural as possible in the situation; if pictured in a crowd, she will not unnaturally overlap anyone (although she could block them from view), in the rain she will be wet, and in traffic she will be sitting in an appropriate existing vehicle. Even trained photographic investigators cannot detect anything unnatural in any way other than context. However, *true sight* or *clarity tracking* will reveal the photo to be magically enhanced.

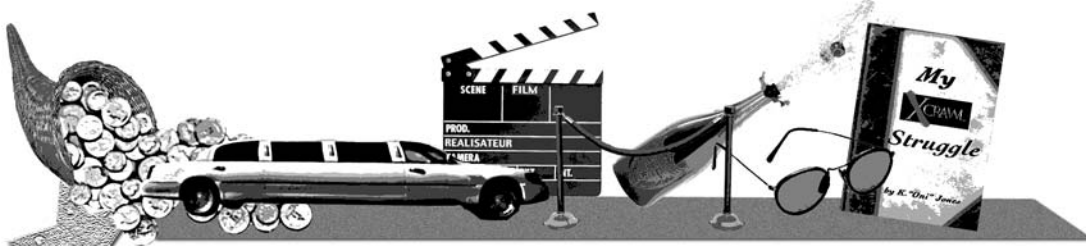
Caster Level: 3rd. **Prerequisites:** Craft Wondrous Item, *Mirror Image*. **Market Price:** 750GP. **Weight:** 3 lb.

Rock Star Shades

These classic black framed glasses are both stylish and supernatural. The wearer of these glasses gains the *darkvision* ability, and also gains a +2 to all saves against gaze attacks or visual attack spells, such as *hypnotic pattern* or other *illusions*.

Caster Level: 3rd. **Prerequisites:** Craft Wondrous Item, *Darkvision*, *Shield*. **Market Price:** 2,000GP. **Weight:** .2lb.





Scarf of the Wheelman

This is a simple scarf or bandanna that is tied around the head or neck, or tucked into the front pocket like a gentleman's handkerchief. The magic grants a +10 circumstance bonus to all Drive checks while the scarf is worn.

Caster Level: 3rd. **Prerequisites:** Craft Wondrous Item, *Cat's Grace*. **Market Price:** 2000 GP. **Weight:** .3lb.

Screen of the DJ

This is a simple cardboard stock four panel screen, the type that Dungeonbattle Dungeon Judges have used to hide notes and dice rolls with for years. The exterior is covered with artwork; the interior is crammed with advice on how to keep players questing. Any DJ sitting behind this screen while running either Xcrawl or tabletop Dungeonbattle receives a +4 bonus to all Bluff, Sense Motive, and Performance rolls. The DJ must be behind the screen in order to gain these benefits. Many professional DJ's will set a screen up on their control panel, for symbolic purposes as much as anything else. Herobane commissioned the original *Screen of the DJ*, and since then, many DJ's have had one made.

Caster Level: 5th. **Prerequisites:** Craft Wondrous Item. **Market Price:** 4,500GP. **Weight:** .2lb.

Stella's Stunning Sachet

Developed by famous enchantress and relationship advice columnist Stella Sternly, this tiny, sweet smelling packet of magically prepared lavender and rosehips has the power to entice or repel with a scent subconsciously affecting those nearby. The owner takes the sachet in hand, and concentrates for ten seconds on either attracting or repelling people. Once decided, individuals within 10' must make a Will save (DC 18). Failure means they are either attracted or repelled, depending on the wearer's wishes. Attracted individuals will gradually attempt to be as close to the sachet holder as possible. Those repelled will feel uneasy in the wearer's presence, and will attempt to move as far

from them as they can. Hostility, aggression or combat from the user blocks the *Sachet's* effect. The wearer gains +2 on all Charisma based skill checks against attracted victims.

Caster Level: 3rd. **Prerequisites:** Craft Wondrous Item, *Charm Person*. **Market Price:** 4000 GP. **Weight:** .1lb.

Sweetum's Walkies Collar

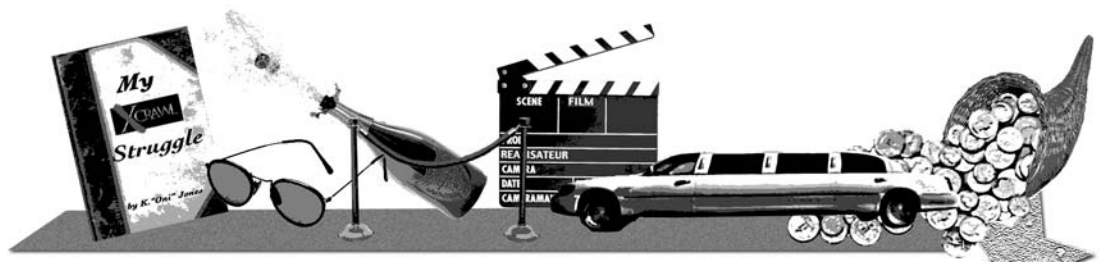
This tiny magical collar is white and studded with rare precious gems, and comes with a miniature of itself designed to fit around a finger like a ring. The collar is quite narrow, but expands to fit any size feline or canine. This collar keeps the animal within ten feet of whomever wears the ring, as if on an invisible leash that is intangible to everything but the animal. The animal may pass over, under and around obstacles and is only restricted if it attempts to go out of range. If circumstances ever force the dog away from the ring, the magical connection is broken. For example, if someone snatches the pet away and runs with it, the connection is broken and cannot be restored until the collar and miniature are once again within ten feet of each other. This item only works on dogs or cats, but a custom version is available (for an additional 10,000GP) which works on reptiles, such as giant pet boa constrictors. The miniature collar-ring does not add to the maximum number of magic rings the wielder may use at once.

Caster Level: 3rd. **Prerequisites:** Craft Wondrous Item, *Animal Friendship*. **Market Price:** 5000GP. **Weight:** .5lb.

Talisman of Heartfelt Affiliation

Never be caught supporting the progressive movements of yesterday. This is a simple gold ribbon shaped emblem that transforms itself into a replica of any organizations symbol at a command from the wearer. The emblem can alter itself to be that of any group or organization that has a publicly recognizable symbol, and appears to change colors and material as necessary for authenticity. Generally, this item is used to align





the wearer with the most fashionable charitable causes and social movements of the day. Symbols unknown to the wearer may not be chosen.

Caster Level: 7th. **Prerequisites:** Craft Wondrous Item, *Stainless Steel Falsehood*. **Market Price:** 17,000GP. **Weight:** .1lb.

Tongue Stud of Magnetism

This magical piercing is a ten-gauge tongue barbell granting the wearer amazing powers of persuasion. While this stud is in, the wearer receives a +4 enhancement bonus to their Charisma.

Caster Level: 3rd. **Prerequisites:** Craft Wondrous Item. **Market Price:** 10,000 GP. **Weight:** .01lb.

Turban of Composure®, By Terry Paris

Two dozen of these items have been created for the Terry Paris Collection. This elegant headgear compliments any outfit, from formal attire to swimwear to hospital gowns. The *Turban's* magical aura grants the wearer a +2 enhancement bonus to Charisma. In addition, the *Turban* nullifies penalties assigned to any Charisma check due to adverse or disadvantageous circumstances. For example, aging sex symbol Deloris Fait is pulled over for DUI. Normally, the circumstances would make any kind of Bluff check against the arresting officers extremely difficult. But Ms. Fait is wearing her *Turban of Composure*, so the negative circumstances are ignored, and she may attempt to persuade the police as if this were a social meeting between equals. The *Turban* does not work during combat or during other life threatening situations, but it will work in the aftermath of such events.

Caster Level: 7th. **Prerequisites:** Craft Wondrous Item, *Emotion*. **Market Price:** 20,000GP. **Weight:** .2lb.

A REAL-WORLD MESSAGE FROM PANDAHEAD
Never, never drink and drive. Impairment is a self-perpetuating spiral—the more you drink, the more impaired you are, and the less aware you are of exactly how impaired you have

become. To put it in d20 terms, you get a -2 to -6 for any Drive roll you make PER DRINK, and since there are so many mitigating factors (weight, food intake, mindset), you can never know how bad your actual penalty. Call a cab, call a friend, call for a sandwich and a cup of coffee and sit til you are good and sober. Anything else is unacceptable.

Live a long, happy life and game a lot.

—The Pandahead Crew

Watch of Discretion

This is a handsome man's watch with a hand tooled leather band. It glows blue whenever paparazzi are within 50', or when the wearer is being secretly photographed from any distance.

Caster Level: 3rd. **Prerequisites:** Craft Wondrous Item, *Clairvoyance*. **Market Price:** 2000GP. **Weight:** .2lb.

ZipZam® Mark VII™

This is a pair of ZipZams with a permanent effect—these ZipZams are always on and working. Other than the permanency aspect, these magicked shoes act exactly like the *ZipZams* spell.

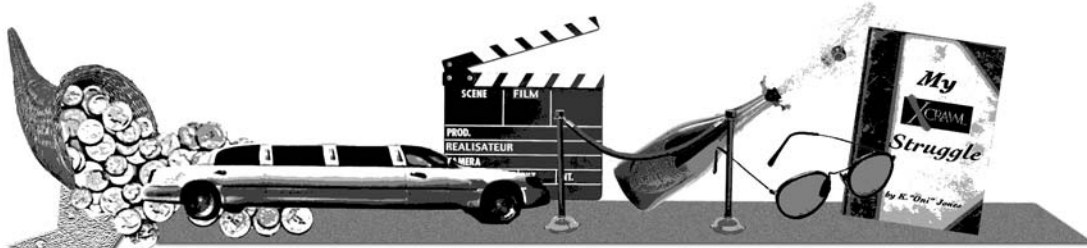
Caster Level: 7th. **Prerequisites:** Craft Wondrous Item, *ZipZams*. **Market Price:** 7,000GP. **Weight:** 5 lb.

NOTE ON MAGICAL ITEM PRICES

Illegal magic items are extremely difficult to come by, and since they cannot be purchased through normal channels, the seller can charge whatever the black market will bear. Illegal magic items routinely cost 100—200% more than their book listing.

In addition, many of the magic items listed above are specifically meant for rich celebrities, and their prices are adjusted accordingly for their intended market.





Famous Magic Items

These are generally items created for celebrities, or made famous by their famous owners, or unique artifacts from American antiquity. While these items are somewhat frivolous as a whole, they are the kinds of things the truly rich and famous might find indispensable.

FAMOUS ARTIFACTS

American Victory Cup

Some of the greatest names in American history have toasted the gods for their favor with this famous vessel. When George Augustus I appointed the dwarvish chieftain Findlespur to his Dukedom of Telluride, the canny dwarf answered with a gift, the American Victory Cup, to commemorate the Emperor's great victory over the Britons. The cup was forged by dwarven master craftsmen, and in an exceptionally rare move, the runic script inscribed offers thanks to the powers of Olympus. On its stout base there is an inscription in Latin—"Gratitude Due To the Masters of Victory." Filling the cup with wine and offering it to the powers of Olympus, it fully *heals* thirteen individuals, one for each of the original colonies. The recipients are chosen by the individual pouring the wine, and they must be within 30' of the cup when the power is unleashed. This power can be used once per week after a battlefield victory (including completed Xcrawl levels). The Emperor gave it as the grand prize for the first Emperor's Cup event—since then, it has found its way back to its home in Herobane's dungeon no less than four times. (Resale value 10,000GP.)

Detroit Steel Fortress

This famous suit of armor is the pride and joy of the Ohio District. Forged in downtown Detroit's Industrial Armor Studios, the *Detroit Steel Fortress* is the most expensive suit of armor ever made. It is a suit of +3 *titanium full plate* granting 30 points of electrical resistance. This suit of armor was owned by Carl "Front Street" Segul until his recent untimely soul loss. Players using this armor in Detroit receive a +10 circumstances bonus on all Grandstanding checks. (Resale value 18,000GP.)

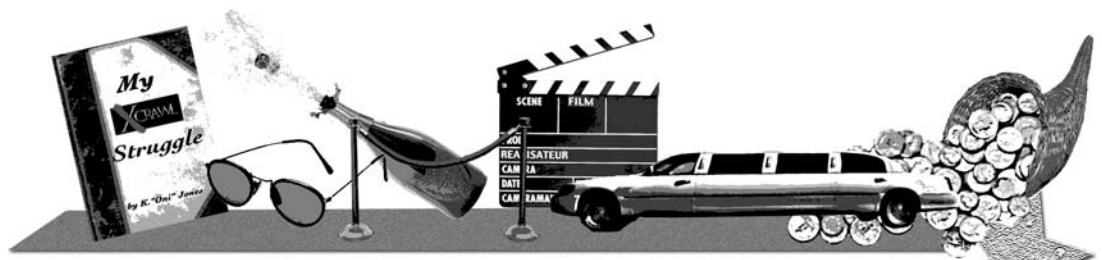
Get 'Em, Steve

Get 'Em, Steve is an anomaly, doubly enhanced by a magical accident that has given it potent, if bizarre, detection abilities. The sword is a +3 *unbreakable dancing rapier*, possessing the special ability to point out the rude and impertinent. When the sword is drawn it immediately points out the last individual within visual range who insulted the wielder in any way. The sword picks up on the slightest measure of disrespect, from the slightest impolite comment, to slander, and outright bashing. What's more, the sword seems to take such insults personally, and grants the wielder an additional +1 competency bonus on to hit rolls against such opponents. If another individual within range insults the bearer, the sword points them out, and the bonus shifts to that individual. The sword does not differentiate between enemies, teammates, and random bystanders. The sword has been passed through many hands since its creation in 4689—while most initially find it charming and unique, it invariably becomes a distraction during Xcrawl. No less than three DJ's have awarded it as a prize to different teams. Each one gladly traded it in for a fraction of its value. (Resale value 3,000GP.)

Lady Ice Magic Microphone

Lady Ice is a bard known for her superior flow and rhyme skills. The *Lady Ice Magic Microphone* is a gift she received from Emperor Bruno XVI of Rome for her outstanding performance in the 4688 Athena games. She has since gone on to retire from The Games to focus on producing, but her *Magic Microphone* has been passed on to other bards, and could wind up as treasure for some event.

The *Lady Ice Magic Microphone* magically amplifies the user's voice with zero distortion. It quadruples the range of any bardic music ability, giving a +4 enhancement bonus to any Performance checks involving singing, rhyme, oratory, etc. In addition the *Microphone* is a magical hand-to-hand weapon with the statistics of a +2 light mace. (Resale value 5,000GP.)



Vermont Plumed Gauntlet

This potent item is an expertly tooled glove of softest doe skin, hand tooled with the symbology of air currents and falconry, and textured to look like layered feathers. Three times per day, the *Vermont Plumed Gauntlet* can summon the Vermont Hawk, a special celestial creature, to do the bidding of the glove's master. The hawk appears on the owner's outstretched hand, and can act the same round that it appears. The summoned creature lasts for thirteen rounds before it winks out of existence, and may be used for attack or reconnaissance. While wearing the gauntlet, the owner can concentrate on the hawk and see through its eyes from any distance, gaining the benefits of the hawk's spot skill. If the hawk is destroyed, it may not be summoned again for 24 hours. (Resale value 10,000GP.)

Vermont Hawk Small celestial creature: HD 4d8+8, hp 40, Fly 60', AC 21 (+1 size, +4 Dex, +6 natural), attack talon rake +8, dam 1d6+2, SA Smite Evil 1/day (+8 dam vs. evil creatures), immune to poison, disease, cold, fire, and electrical damage, damage resistance 10/+1, SV Fort +4, Ref +7, Will +7. STR 16, CON 16, DEX 18, INT 6, WIS 14, CHA 14. Move Silently +10, Spot +12.

Villalobos's Jersey

Jose Villalobo's wore his famous Xcrawl jersey—#33—until the day he retired. He recently allowed it to be auctioned off for his Jose Villalobo's house charity. Now that this artifact is back on the market, it is only a matter of time until it shows up on some DJ's treasure list.

The *Jersey* itself is black and gold, with number 33 emblazoned on the back and "Villalobo" written across the shoulders. The right sleeve has Guild of Magi laurel patches, earned for counterspelling and spell design.

The *Jersey* has been specially magicked; it gives a +6 bonus to AC, confers a spell resistance of 21, and makes the wearer immune to the following spells: *Magic Missile*, *Villalobo's Anvil Out Of Nowhere*®, *Villalobo's Bomb Outta Nowhere*®, and *Villalobo's Knife Outta Nowhere*®. (Resale value 25,000.)

Spear of the Onondaga

The Onondogan people who lived in what is now the New England District of the Empire left behind an artifact of a thousand wars, *The Spear of the Onondaga*. This spear helped defend their territory against their neighbors the Seneca and the Mohawk, and against the terrible creatures of the untamed old world. The Onondogan people are gone but the spear has lost none of its power: it is a +3 *wounding dragon bane weapon*, decorated in feathers and horsehair. Once per day *The Spear of the Onondaga* can control weather as a 15th level caster. The weapon disappeared in 4654. Some speculate that it lies in a dragon's lair, a testament to a long destroyed people. (Resale value 15,000GP.)

Tupelo Musket

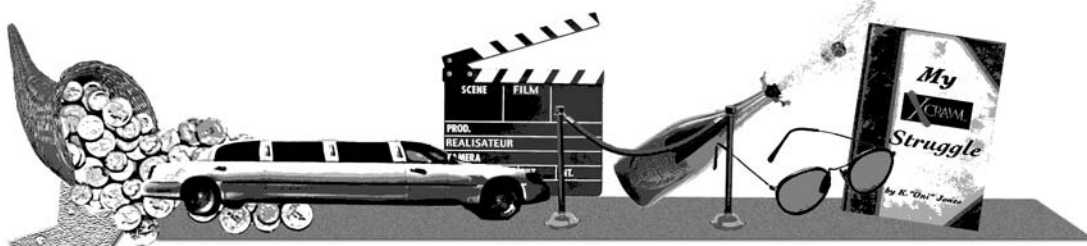
Wizards have yet to be able to magic firearms, and no one is quite sure why. But there is one gun that turned magical of its own accord: *The Tupelo Musket*.

Legend has it that the musket was the property of Benjamin Cooper, a peace officer and sometimes preacher of outlawed deities in the days of the War of Subterranean Aggression. He was the only law enforcement in the tiny farming village of Tupelo, in the farming outskirts of the city of Columbus, in Louisiana District. A battalion of hobgoblins laid siege to the city during the war, and Cooper took his musket and stood post on the palisade wall, intent on repelling the overwhelming force for as long a possible.

The tiny farming community was soon out of bullets. Cooper prayed to the pre-cataclysm deities of strength and honor he revered, and a miracle occurred. It seemed that his single shot musket would not empty of bullets, no matter how many times he fired it. With its increased firepower, Cooper was able to stave off the hobgoblins until help arrived the next morning. His comrades cheered him as a hero—until he told the story of how the magic occurred, at which point he was hanged for blasphemous occultism.

Since America's attitude towards non-Olympic deities hasn't mellowed much





over the years, *The Tupelo Musket* has been passed from person-to-person over many generations of Cooper descendants, many of whom carry on the tradition of worshiping the strange gods of the pre-cataclysm era. *The Tupelo Musket* is the world's only magical firearm; it is muzzle loading, one-shot musket, transformed by divine magic into an +3 *endlessly repeating weapon*. It never needs reloading as long as its original bullet remains in the breach, but if the original bullet is struck out from the gun, the gun ceases to fire. It has a range increment of 110', firing up to 10 increments. It does 2d4+3 damage on a hit (includes magic bonus), doing x3 damage on a crit (20). It is considered an occult artifact and the Olympian temple would like very much to see it destroyed. *(It is illegal to resell The Tupelo Musket, but its estimated worth on the black market is 20,000GP.)*

Urfkin's Stilts

Mighty Urfkin saw magic the way a painter sees a blank canvas—as an opportunity to bedazzle and delight. Urfkin, one of the few gnome wizards to ever reach the upper ranks of the American Guild of Mages, created his special stilts to serve as the fulcrum of a thousand pranks. *Urfkin's Stilts* are standard two-foot walking stilts, the kind a juggler or circus clown might use. When a small humanoid puts them on and says the command word, they take on the appearance and function of the legs of a medium size creature. While these stilts are worn, small creatures are treated as medium size for purposes of movement rate and climbing. The stilts bend and move like normal legs, and appear to be completely normal, complete with an illusion of wearing medium-sized pants. What's more, the stilts grant the user a *haste* effect (as an 8th level sorcerer) three times per day. In addition, the stilts grant a +4 confidence bonus to all Performance (dance) rolls while wearing these amazing artifacts. Both stilts must be worn to effect the magic. *(Resale value 10,000GP.)*

NEW MAGIC WEAPON

SPECIAL ABILITIES

Crowd Pleasing

Crowd pleasing swords didn't exist before Xcrawl, but they have since become a favorite of bards. A *crowd pleasing* weapon adds +4 to your next Grandstanding roll after you slay an opponent. The Grandstanding roll must take place within five combat rounds (30 seconds) after the creature drops in order to gain this benefit.

Caster Level: 8th. **Prerequisites:** Craft Magic Arms and Armor, *Best Side*. **Market Price:** +1 bonus.

Double-Talking

Double-talking weapons are an Xcrawl innovation. In battle, the wielder of a *double-talking* blade may strike one foe, but wound another! In order to work, both opponents must be within 5' of the wielder. The intention to use the *double-talking* ability must be announced before the swing. The player swings at one opponent, but he chooses another opponent within five feet of himself to take the damage. The double-talk ability may only be used on opponents; any companion struck receives normal weapon damage, regardless of the intent of the wielder. This special ability may only be used once per combat round, regardless of the player's number of attacks.

Caster Level: 11th. **Prerequisites:** Craft Magic Arms and Armor, *Mislead*. **Market Price:** +3 bonus.

Fake-Out

The weapon seems to have a mind of its own. *Fake-out* weapons randomly change direction in mid-swing, zigging when you meant to zag. This abrupt change tends to disorient foes, who may be watching your eyes or body movements to anticipate the direction of your next attack. The first attack with a *fake-out* weapon versus each new target gains a +4 circumstance bonus. In addition, *fake-out* weapons grant a +4 on all contested attack rolls while attempting to disarm, or while defending against a disarm attempt.



Caster Level: 3rd. **Prerequisites:** Craft Magic Arms and Armor, *Blur*. **Market Price:** +1 bonus.

Ganking

Ganking weapons are popular with Specialists and Xcrawl rogues. On a roll of a natural 20, a *ganking* blade causes a small item of your opponent to disappear, reappearing on the wielder. The item cannot steal rings, piercings or the content of closed backpacks, but it can take small weapons, arrows, chains and broaches, or hats. Roll randomly to determine what item is stolen on a successful attempt. The item appears on an appropriate place on the *ganking* weapon wielder's body—daggers might appear in the belt or tucked into a boot, necklaces appear around the neck, etc. *Ganking* weapons must be hand-to-hand.

Caster Level: 5th. **Prerequisites:** Craft Magic Arms and Armor, *Levitate*, *Prestidigitation*. **Market Price:** +3 bonus.

One-Two

A *one-two* weapon can be a bow, sling, or wrist rocket, but not a crossbow. Its true potential shows itself only when its wielded by a combatant with multiple ranged attacks. If the wielder has more than one projectile shot, he may take up to eight points away from the attack roll of his first shot, and add them to his second shot. This simulates the first shot setting up the target with a brush back or crowding shot. This power may only be used once per round, and the attacks must be consecutive, although they may be anywhere in the archer's order of attacks (for example, drawing from his third attack to empower his fourth is permissible).

Caster Level: 7th. **Prerequisites:** Craft Magic Arms and Armor, *Mirror Image*. **Market Price:** +1 bonus.

Scenestealer

A *scenestealer* weapon functions as a normal weapon until it is used against an opponent with a positive Fame score. Against a famous target, the sword steals 1d4 points of Fame on a successful hit. This Fame is transferred to the wielder as

temporary points of Fame, which fade away at a rate of one per day. Stolen Fame points cannot be exchanged for permanent points of Fame.

Caster Level: 8th. **Prerequisites:** Craft Magic Arms and Armor, *Upstage*. **Market Price:** +1 bonus.

Superstar

A *superstar* weapon charges its wielder with an aura of glory. A *superstar* weapon adds a +4 enhancement bonus to Charisma checks when held. In addition, a player may salute the crowd with his *superstar* weapon while Grandstanding—this adds the weapon's magical bonus to the player's Grandstanding check.

Caster Level: 6th. **Prerequisites:** Craft Magic Arms and Armor, *Cloak of the Player*. **Market Price:** +1 bonus.

Unbreakable

An *unbreakable* weapon is just that. It is impervious to blows, immune to sunder and takes no damage from any form of energy. Generally, these items can only be destroyed by the power of the gods or under circumstances unique to each weapon. For example: one *unbreakable* weapon must be hurled into an eternal flame to destroy it, while another might require being smashed by the hand of a demigod, or plunged into the deepest part of the ocean. The GM should create interesting and difficult requirements for the destruction of all such weapons.

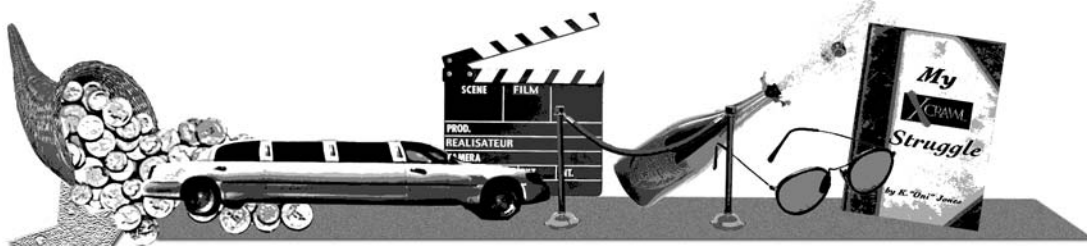
Caster Level: 12th. **Prerequisites:** Craft Magic Arms and Armor, *Endurance*, *Iron Body*. **Market Price:** +4 bonus.

Utility

Utility weapons are generally knives or short swords. When used for non-combat purposes, such as cutting ropes, hammering nails, or digging they grant a +4 circumstance bonus on all skill checks.

Caster Level: 3rd. **Prerequisites:** Craft Magic Arms and Armor, *Unseen Servant*. **Market Price:** +1 bonus.





Xcrawl Health Hazards

"Only when I cast."

JOSE VILLALOBOS, DECRYING THE PAIN OF HIS OLD XCRAWL INJURIES

Xcrawl is no sport for the meek. Beyond the obvious perils of death, dismemberment and humiliation on national television, The Games can pose long-term health hazards to the unwary. Listed are a few of the long-term side effects of an adventuring career.

ADVENTURER'S SYNDROME (HOSTILE ENVIRONMENT NEUROSI)

Paranoia keeps an adventurer alive in a dungeon setting. However, for some the paranoia never stops, and the line between the sport and real life becomes blurred. Psychologists have recently lumped several different extant maladies into one larger syndrome, called Hostile Environment Neurosis.

THE SYMPTOMS

Hostile Environment Neurosis is characterized by an inability to relax, an acute paranoia in regard to physical surroundings, and fearfulness. Patients experience sleeplessness and paranoid fantasies, believing their houses or offices to be the home to layers of traps designed to kill them at every turn. Often, victims spend hours looking for hidden devices or booby traps on common items like doors, telephones, and mail boxes. In addition, players fear both AVS and standard television sets, and often go to great lengths to avoid being in their presence.

Hostile Environment Syndrome victims often claim they only feel at home during Xcrawl events, when their paranoia is justified. Some claim that the only place they can get a good night's sleep in is a dungeon breakroom, where they know traps and other hostile measures are not permitted.

AT RISK

Rogues and Xcrawl Specialists are the most common cases of this malady,

although anyone who participates in The Games could conceivably contract Hostile Environment Neurosis. If a player has a series of near death experiences caused by Xcrawl traps or obstacles that went undetected until they went off, you can opt to have the players make a Willpower save (DC 23) to avoid developing this mental problem.

THE CURE

Hostile Environment Syndrome often goes untreated because it can actually benefit an Xcrawl team. Players are often more than willing to deal with a teammate's bizarre personal quirks if he never, never, never forgets to double check a hallway for tripwires. Many cases go untreated for years while the personal life of the victim gets more and more dysfunctional.

Hostile Environment Syndrome can be treated with therapy. A player must learn to deal with the real trap; his own feelings of self doubt and worthlessness. Once a player realizes that it's okay to fail as long as he learns from the experience, he is on the track to wellness and relaxation. Players often need months of therapy sessions, perhaps with the occasional return visit to keep himself on track. The Specialists' Guild has group sessions available for sufferers, and a long-term program called Trapworkers Anonymous that helps people reintegrate themselves with reality.

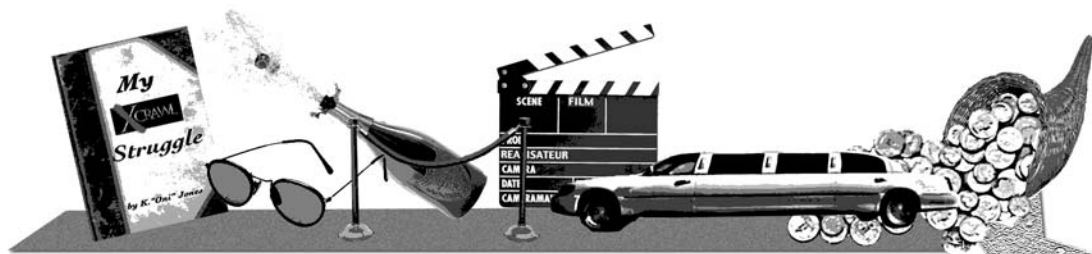
MAGICAL HEALING SYNDROME (MHS)

The body is only meant to take so much magic in one lifetime. Before Xcrawl, Magical Healing Syndrome was extremely rare. Cases were so isolated that there wasn't even a name for it. However, in the past several years, new cases have arisen at an alarming rate. By 4700, hundreds of cases of this once unheard-of malady exist with no permanent cure in sight.

THE SYMPTOMS

The most obvious symptom is the body's inability to heal wounds naturally. A victim of MHS has lost his body's natural response to injury, disease, and infection. He does not regain hit points normally with rest, and natural remedies cease to





work on him. His body cannot fight off infection, and even minor ailments such as the common cold or flu will eventually kill him (6-8 weeks without magical treatment). Alternative medicine that enhances the body's natural ability to heal itself—such as homeopathic remedies, acupuncture, and chiropractic technique—are only 50% as useful as before. The body needs magical healing for any and all ailments, but it has built up such a tolerance that spells lose much of their effectiveness. The primary healing spells (*cure light, moderate, serious and critical wounds*) only cure d4's worth of hit points, rather than d8. For example, a *cure moderate wounds* from a 5th level caster cures 2d4+5 points of damage on a player who has contracted MHS.

In addition, the patient feels sluggish, tired, and impatient, and is often prone to bouts of depression or anxiety. After two weeks, MHS gives the victim a -2 penalty to Constitution and Strength for its duration. The stat loss can be temporarily relieved with a magical healing spell or potion, the spell only removes the stat penalties, per the following chart:

Cure Light Wounds	12 hours
Cure Moderate Wounds	1 day
Cure Serious Wounds	2 days
Cure Critical Wounds	4 days
Cure Disease	4 Days
Heal	1 week

AT RISK

Long-time Xcrawl players. Usually, cases are seen in players after their seventh year or so. Front line fighters and monks are particularly vulnerable, since they receive the most magical healing. Clerics and paladins are immune. Humans, halflings, half-orcs are susceptible to MHS. Dwarves and gnomes can develop it, but it is extremely rare. Elves and half-elves are immune to MHS.

You may require any susceptible player who has actively participated in Xcrawl for more than seven years to make a Fortitude save (DC 23) once per year to avoid contracting MHS.

The most famous case of this devastating syndrome is Emperor Ronald I himself. His case is so advanced that he employs two full-time clerics just to provide him with magical healing round the clock, simply so he can feel normal.

THE CURE

Traditional *cure disease* effects will not cure MHS. There is only one cure for MHS: complete isolation and bed rest for six months. The player must rest, drink lots of juice, move as little as possible, and avoid injury and contaminants. If the player gets an injury or a disease during this period of bed rest, only magical healing will save him—at which time the six month period of isolation must begin again.

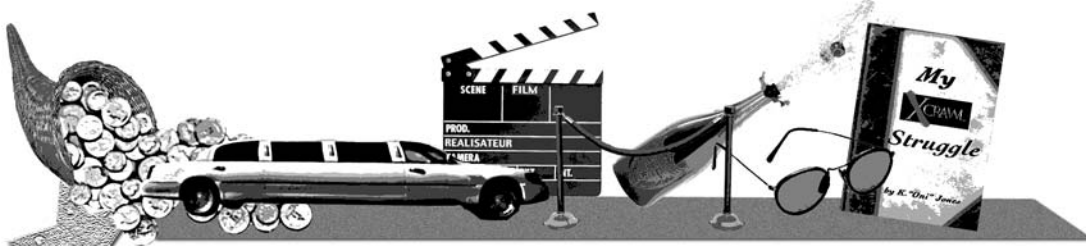
After this period of convalescence, the victim will be severely atrophied (Strength, Constitution, and Dexterity at 1/2), and will require six to eight weeks of physical therapy to get himself back to normal. However, he will always be susceptible to future bouts of MHS.

VIOLENCE DISPLACEMENT DISORDER

Adventurers have one simple response for most hazards: kill it before it kills us. And while this response is fine in a crawl, in the real world it can be a problem, especially if this becomes your normal response to everyday situations. Violence Displacement Disorder is a breakdown in the individual's normal conditioning against violent behavior. Victims lose the ability to distinguish between situations where violence is appropriate and rewarded (Xcrawl), and situations where violence leads to arrest (in line at the dentist's office).

Many professional Xcrawlers have the seed of this insidious psychological malady; a predisposition to deal violently with stressful situations. In most, this behavior is more or less ignored; we refer to these individuals as "hot headed" or "short tempered." Perhaps we watch what we say or do around such effected personalities, to avoid difficult situations. An advanced case of Violence Displacement Disorder is impossible to ignore. The subject lashes out at any





available target whenever his stress levels become even slightly elevated. Combined with the fighting skills of the average Crawler, this condition can be a hazard for family, friends, and innocent bystanders.

THE SYMPTOMS

Destructive behavior with a displaced understanding of its consequences. The victim's ability to deal normally with life's everyday dilemmas is lost, viewing the entire world as an enemy. Many sufferers describe feeling like the whole world becomes an Xcrawl-like dungeon during stressful times. The victim then falls back on the easiest problem solving behavior he has: physical threats, intimidation, and eventually, destructive force. In addition, victims often suffer bouts of acute guilt and feelings of worthlessness; they feel they have lost control of their actions, sometimes compounded with a suspicion that they themselves are no different from the monsters they slay during Xcrawl. The worst sufferers often find themselves fighting just to maintain their will to live.

AT RISK

Violence Displacement Disorder strikes all classes and positions of Xcrawler. They tend to act out in the most comfortable behavior mode that they possess; during periods of stress, Brawlers lash out physically, Blasters cast destructive spells, and Specialists may run away, only to later waylay the object of their tension from behind. GM's might require Xcrawl players who routinely express excessively violent tendencies to make a Willpower save after each dungeon (DC 18) to avoid manifesting symptoms of this disorder.

Humans and half-elves are the most common sufferers. Dwarves, elves, and halflings are less than 2% of all cases of Violence Displacement Disorder. Half-orcs, reared in an atmosphere of casual ultraviolence and buoyed by their orcsish blood, are either fully immune or all suffer from this problem, depending who you ask.

THE CURE

Since Violent Displacement Disorder is a

psychological illness, standard magic, including *heal* or *cure disease*, does not benefit sufferers. Often, this malady can be cured with two to three months of therapy (Will save each month, DC 23). Once an individual develops this syndrome, the chances of relapse are fairly high (Will save DC 18 for each completed dungeon level to resist a relapse). Relapses can be treated normally with therapy.

Resurrection in Xcrawl

While there are Olympian clerics with the power over life and death, this magic is not freely shared with others. Its one of the stranger points of society in the NAE—since magic can conquer death, why not raise all who die in The Games? Why let anyone die at all?

Even non-corrupt, genuinely pious Olympic clerics are leery about returning the dead to life. Not all life deserves to be preserved—some should certainly go on to face whatever final judgment Pluto deems fit. Traditionally, the temple is only moved to return the dead to life under the following circumstances:

- A VIP dies an unnatural or untimely death.
- A heroic individual dies a self-sacrificing death at a young age
- An important temple figure dies an unnatural death.

In the modern NAE, resurrection is an extremely complicated business. The status quo feel that bringing souls back from the land of the dead is antithetical to its main goal—maintaining the status quo. After all, if death was a simple matter to resolve and reverse, what would the rich and powerful have to hold over the masses?

On the surface, resurrection has been made as complicated and painstaking a process as absolutely possible. Candidates must have friends and supporters willing to create a petition to have the victim returned to life. A council of high-level temple officials then convene to debate the life and death of the deceased. They ask the hard questions: is this a life worth





preserving? What would the benefit to society be if this particular individual was returned to life? What would the costs be? What would Apollo do? They can take weeks to decide a matter of this magnitude.

That is the appearance of the process on the surface. The truth of the matter is, there is only one individual who has power over life and death in the NAE: Emperor Ronald I. The debates, the petition and the Temple council is all theater. The Emperor simply gives the thumbs up or the thumbs down, and that's that. As Master of Temple, this is his right and privilege and while others may council him on this decision, the matter is entirely in his hands.

Death in Xcrawl is an interesting conundrum for Ronald. He realizes that the mortal impact of The Games is diluted by having fatalities return for another season. However, the occasional act of mercy on his part cements and fortifies the love the common people have for their Emperor. Also, there is no greater thrill than the rush of power one feels after returning a dead man to life—it makes the Emperor feel he is the equal of the gods, an ideal he fully believes himself to deserve. Why shouldn't he, the chosen of Olympus, choose who goes to the underworld and who stays? Besides, returning death to life makes for good theater. The ratings always surge when a player is returned to life.

Resurrection always costs a minimum of 100,000 GP in the NAE. This is a donation to the temple, 20% of which goes directly into the Emperor's coffers. It is usually accompanied with a solemn ceremony, including an invocation to great Pluto, and the sacrificing of seven rams or one great steed.

COSTS FOR STANDARD HEALING SPELLS

Xcrawlers who seek healing magic from the temple are expected to donate the following:

- Cure Light Wounds25GP
- Cure Moderate Wounds50GP
- Cure Serious Wounds100GP
- Cure Critical Wounds500GP

Dispel Magic	500GP
Remove Curse	1,000GP
Remove Blindness/Deafness	1,000GP
Remove Disease	1,000GP
Neutralize Poison	1,000GP
Atonement	5,000GP
Heal	10,000GP

There is one exception to the normal rules governing resurrection. From the very beginning, DJ Herobane has campaigned to allow players in Division I events to discover magical means of resurrection within the dungeon itself. One of his favorite table top Dungeonbattle scenarios is The Chalice of the Silver Windlass, a classic adventure where the party is forced to find an artifact to bring the young regent back from the land of the dead. His relentless devotion to reproducing Dungeonbattle as closely as possible led to a development in 4682: The New Life Clause.

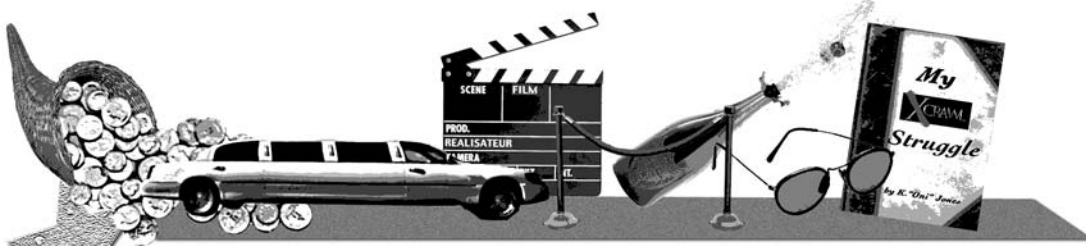
Per this Xcrawl stipulation, Division I DJ's can place magical artifacts or scrolls with the power to resurrect a player within their dungeon, with the express and single purpose of returning dead teammates to life. This item is never actual treasure: if it is not used during normal play, the item remains the property of the Crawl. In no circumstances are players allowed to magically resurrect anyone they wish—it is understood that such an awesome artifact may only be used within The Games itself. This allows the DJ to stack even more spectacularly lethal obstacles within the dungeon, and effectively present the players with a "mulligan."

DEATH IN LIFE

Individuals who die and are brought to life find themselves the object of curiosity, jealousy, and scorn. The religious and superstitious want to know all about the experience: how did it feel to die? What did you see in the Dark Hall? Did you encounter the gods? The resurrected can expect a deluge of inquiries and attention for their troubles.

The resurrected also receive more than





their share of hatred and derision; who among us has not lost a cherished loved one? Who wouldn't wish to see that individual returned to life? Who could resist the anger at the disparity in a society where rich athletes get to return to life after knowingly putting themselves in acute jeopardy? The resurrected should expect a certain amount of hostility from those who would like to see their loved ones back from the dark land of the dead.

RESURRECTION OPTIONS

Generally, if the Emperor refuses a request for resurrection the matter is final. Even the worst corrupt templar wouldn't dare to ignore the edict of death from the Emperor. The consequences would be grave indeed. However, there may be ways to circumnavigate this for the bold and resourceful.

The simplest, though least assured, way to resurrect an individual whom the Church refuses to aid is to find a willing druid. Outside of the cities of man there are dozen of American druids who spurn society and shun outsiders. They are the heroes of the common folk, who often seek these reclusive nature priests out when they have no other recourse. A truly powerful druid, such as the mighty Mississippi Straw Hermit, certainly has the power to return the dead to life—although the lucky candidate might find the experience a bit more transforming than he had hoped. The problem is convincing a druid to act. Why should one individual receive a second chance at life? Why not return the cattle of the earth to life after their slaughter at the hands of man? These are the kinds of arguments you can expect from the typical druid.

Druids are men too, however, and they might be convinced to intervene in the right circumstances. A druid might be willing to restore the dead to life if his friends provide a service that would otherwise be unobtainable to him. He might require service to the natural environment, or the donation of land or resources. He could require some service, such as the death of a powerful, unnatural beast that haunts the druid's preserve. The

GM should adjudicate such circumstances extremely carefully; druids realize that their position in America is extremely precarious, and will not be willing to endanger their special status as an overlooked outlaw religion unless the circumstances are extremely special.

It is extremely hard to convince a druid to intervene in the death of a man, especially a professional entertainer. For an assured resurrection, criminals will tell you that there is only one sure thing: Brazil.

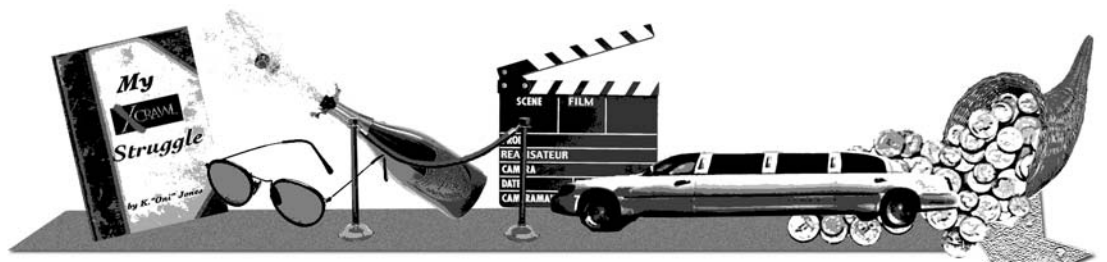
THE COST OF RESURRECTION

Minimum cost for resurrection = 100K.

Minimum time to have resurrection performed = two weeks.

The jungles of Brazil are the home of several factions of rebel forces, who oppose the local warlords and seek to overthrow local governments. They are always trying to find ways to generate funds for weapons and supplies in their struggle to replace the current despotic tyrants with their own despotic tyrants. One of the ways they have developed to make money is brokering resurrections. Several of these factions have high level clerics, who will return anyone to life if the price is right. There are criminal entrepreneurs in Rio De Janeiro and the other major cities of Brazil who will take bodies into the jungle and return with living compatriots—for a price. Generally the price of such a resurrection is 50,000GP, with the broker earning 10% for his troubles. Many brokers live and work in the confines of the NAE—for a short time, anyway. Certain things the Emperor will not tolerate, even on the black market, and even for the warriors of The Games.

A Brazilian resurrection is an extremely dangerous undertaking. The problem with this course of action, beyond the cost and the danger of trafficking with criminals, is legality. The ruling factions of Brazil do not tolerate foreigners trafficking with the rebels, and would certainly



put anyone caught supporting them to death. This certainly includes the recently resurrected. What's more, a dead American cannot return to his homeland and expect to walk the streets unmolested. It is illegal to travel outside the NAE, and to seek the powers of unsanctioned clerics. Individuals who are resurrected abroad can never return to the US. The individual in question is forced to forge a new life for himself outside of the relative safety of his homeland. Of course, the illegal dungeon circuit of Brazil is always seeking warm bodies, especially those with Xcrawl experience...

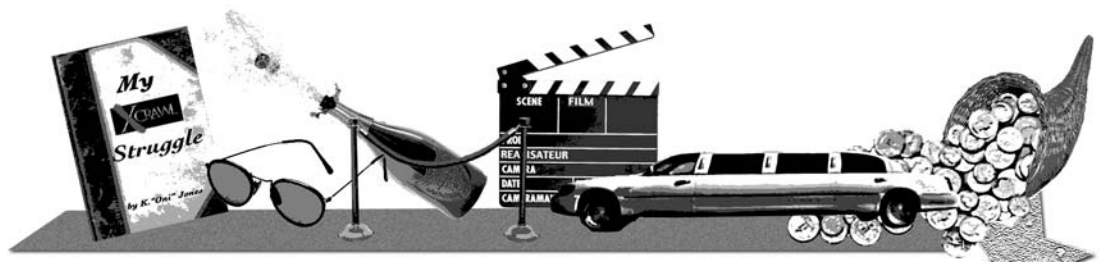


As Seen On Empire-I TV! • I37



APPENDIX





CHARTS AND MONSTERS

New Monsters: High End Baddies and More

"That is the nastiest, most disgusting thing I have ever seen in my life. Completely inappropriate for television. I can't believe that you thought I would ever buy such a thing. Heh heh heh. I'm so kidding—wrap this puppy up. Hi! Hi slimy guy! Gonna kill someone for Daddy? A-yes you are! A-yes you are! Man I love this freak!"

**DJ BONEDADDY TERMINUS,
MEETING HIS FIRST DARK RETCHER.**

California Acid Viper

Tiny Beast

Hit Dice: 1d8+2 (7hp)

Initiative: +7 (+3 DEX, +4 improved initiative)

Speed: 20

AC: 17 (+3 DEX, +2 size, +2 natural)

Attacks: Bite +7

Damage: 1d3+2 +1d4 (acid)

Face/Reach: 1' x 1'5'

Special Attacks: Acid spit, burst, caustic nature

Special Qualities: Burst

Saves: Fort + 4, Ref + 5, Will + 2

Abilities: STR 15, DEX 17, CON 15, INT 3, WIS 13, CHA 5

Skills: Climb +8, Listen +6, Hide +8, Move Silently +8, Wilderness lore +6

Feats: Scent, Track

Climate/Terrain: Desert or domesticated

Organization: Solitary, nest (2-5)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: Small (2-3 HD)

The California acid viper is a remarkable creature, adapted to survive easily in the harshest desert environments of America. Generally 2-3 feet in length, its body is a shiny metallic brown, with red markings around the eyes and on the back of the head, and an odd scent like chlorinated water. Their body composition is amazingly acidic—their blood actually corrodes strong metal and flesh with a touch. Acid vipers can eat virtually anything, including petrified wood and rock, but prefer freshly killed prey. California acid vipers are fearless, and will attack much larger prey than itself with abandon.

The California acid viper is a remarkable success story for Xcrawl. These dangerous vermin caused so much damage to the human and livestock population in their territories that California authorities set a large bounty on their skins. Hunting and trapping almost completely decimated their population, until they actually became an endangered species that survived only from the efforts of a few specialty zoos and private collectors. However, Xcrawl created a demand for acid vipers; DJ's love them because they are fairly easy to handle and extremely cheap to feed. The species has been brought back by DJ's around the world who breed them in captivity.

Combat: The California acid viper will bite at close quarters, doing 1d3 + 2 damage, and an additional 1-4 points of acid damage. This acid is actually the beginning of their digestive process, which takes place half in and half outside of the creatures body.

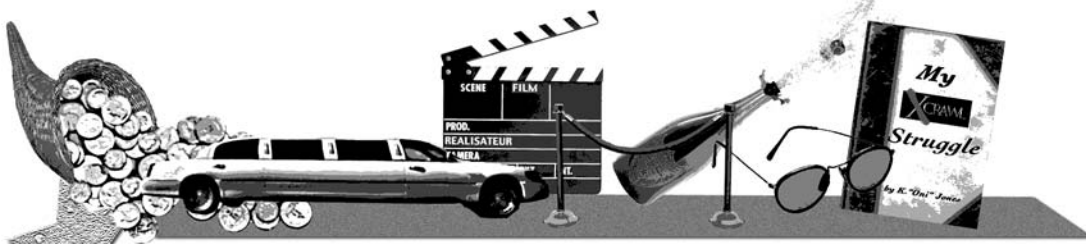
Acid Spit: The creature can spit acid up to 20' as a ranged touch attack (+7 to hit). Those struck take 1d6 points of acid damage per round for two rounds. Full immersion in water stops the damage.

Burst: If an acid viper is killed with slashing or piercing damage, their bodies burst in a 5' radius shower of dangerous acid. Creatures in range take 3d4 points of acid damage, Reflex save for half (DC 15).

Caustic Nature: Acid vipers are fully immune to acid damage, including that from their own bite or burst.

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Dark Retcher

Gargantuan Aberration

Hit Dice: 15d8 +75 (135hp)

Initiative: -2 (dex)

Speed: 20' crawl, 20' climb (can't run)

AC: 26 (-4 size, -2 DEX, +22 natural armor)

Attacks: Head butt +18, Trample +15

Damage: Head butt 4d6 + 12, Trample 3d8 + 12

Face/Reach: 40' x 40' (coiled) or 10' x 110' (fully extended)/15'

Special Attacks: Abrasion, trample, multi-mind, spit retched

Special Qualities: Energy Sense, Spawn Retched

Saves: Fort +12, Ref +5, Will +8

Abilities: STR 34, DEX 8, CON 20, INT 7, WIS 10, CHA 3

Skills: Wilderness Lore +15

Feats: Improved Bull Rush

Climate/Terrain: Any underground or domesticated

Organization: Solitary or mated pair

Challenge Rating: 13

Treasure: possible magic items

Alignment: Neutral Evil

Advancement: Colossal (18-30 HD)

Retcheds

Medium size aberration

Hit Dice: 4d8 + 8 (26hp)

Initiative: -2 (DEX)

Speed: 30' (can't run)

AC: 16 (-2 Dex, +8 natural)

Attacks: 1 slam +9 or 2 spikes +6/+6 (ranged)

Damage: Slam 1d8 +4

Face/Reach: 5'x 5'/5'

Special Attacks: None

Special Qualities: Charm immunity, limited telepathy

Saves: Fort +8, Ref +0, Will +2

Abilities: STR 18, DEX 8, CON 16, INT 5, WIS 10, CHA 2

Skills: Listen +4 Spot +4, Wilderness Lore +6

Feats: Point Blank Shot, Rapid Shot, Scent, Track

Climate/Terrain: Any underground

Organization: Bellyfull (8-12)

Challenge Rating: 2

Treasure: None

Alignment: Neutral evil

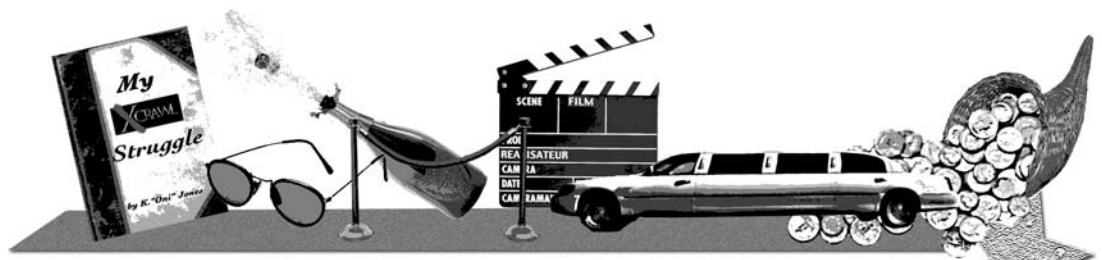
Advancement: None

The dreaded dark retcher is highly prized in Xcrawl circles for its ability to extend the shelf life of a DJ's humanoid population. The retcher is a parasite, capable of creating a small squadron of hideous underlings in a very short time. It is semi-intelligent and evil natured, delighting in blight and destruction.

An adult dark retcher is typically 100' to 120' long, and between 15' and 22' wide. Its chitinous skin is black and slick with excreted oils. Its head is massive and disconcertingly humanoid, with probing, intelligent green eyes and a pronounced ridge just above a vestigial cluster of pure white, sightless eyes. Some have appearances like humans, some like goblins, and other like the alfar themselves. The creature is completely blind, and tracks prey by sensing energy sources. Dozens of tiny legs slowly propel it along. Retcheds, the unnatural spawn of these fearsome creatures, look like shriveled versions of their former selves, caked in calcified stomach excretions.

The dark retcher subsists on a diet of energy, which it slowly sucks from the bodies of its victims. Bodies stay in its gullet for days while their essential energy is sucked out. If the corpse was sentient, the retcher can excrete a bit of its own dark life force into the empty husks, granting the bodies a zombie-like measure of sentience and animation. These newly revived corpses can then be spat out to do the dark retcher's bidding.

Dark retchers are rare and native only to



Zura'ah'zura. Their mating season occurs once every twenty-four years, at which time male and female retchers send out a distinctive energy beacon, attracting potential mates. The fertilized female lays a single egg inside of a retched, and sends it off to wander until it finds an appropriately secluded and dark place to gestate for two years. This extremely lengthy and tenuous reproductive cycle keeps the population extremely small. Since dark retchers eat dead corpses and spit out dangerous bogies, they are highly valuable on the Xcrawl circuit, commanding up to 50,000GP per viable adult from any DJ.

Combat: The dark retcher avoids combat, preferring to send minions to do its dirty work. If it cannot avoid melee, it strikes with its massive head, or tries to pin an opponent against a wall and scrape it with its abrasive skin.

Abrasive Crush: The skin of a dark retcher has an dense granular texture, like low-grit sandpaper. Opponents striking this creature with uncovered, bare hands take their own Strength damage per successful strike (minimum one point of damage). If the creature can bull rush a large or smaller creature against a wall or similar rigid object, it contracts its muscles rapidly back and forth, crushing creatures with a painful, abrasive attack, doing an additional 2d6 points of damage with every successful head butt strike.

Trample: A dark retcher can trample an opponent at least one size category smaller than itself. Trampled creatures can either take an attack of opportunity against the creature, or may make a Reflex save (DC 29) for half damage. Trample victims take a -4 to hit penalty against the retcher.

Multi-Mind: The dark retcher must have at least one reched in its gullet in order to benefit from this power. While it does, it gets two Willpower saving throws against any mind influencing effects, such as charm, hold, and enchantment spells.

Spit Retched: Retchers that have recheds inside of them may spit them at opponents at a range of up to 60'. The reched can make a charge attack at

his normal attack bonus to hit, dealing an additional 2d6 points of damage from velocity if he strikes. The retched can then continue his attack. Spitting a retched is a full round action that does not provoke an attack of opportunity.

Energy Sense: Dark retchers are highly attuned to energy fluctuations. They can track and target opponents within 120' by sensing their intrinsic biological energy. They can sense any dark retcher or its minions within ten miles.

Spawn Retched: The most famous power of the dark retcher is creating new minions by swallowing corpses. These corpses are drained of energy for a period of 5-8 days. At the end of this period, the husk of the body becomes a retched, a hideously mutated aberrant version of its former self. This power works on all sentient humanoids. A dark retcher can hold up to twelve retcheds at any given time in its gullet, and can never control more than eighteen at any given time.

Retcheds

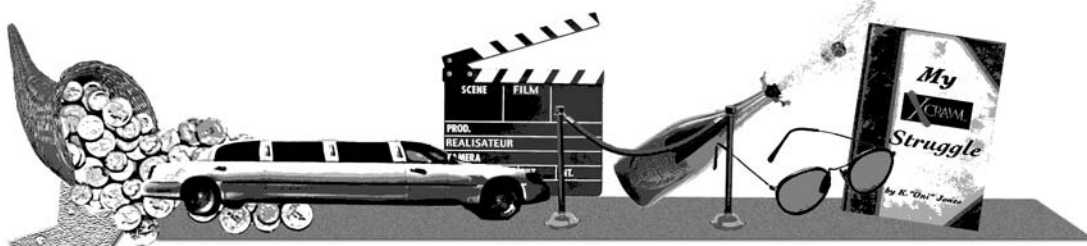
The minions of the dark retcher, retcheds, are hideously deformed versions of their former selves. Their features have melted together into a disgusting mockery of their former selves. They develop their own black exoskeletons, which grow spikes that can be fired like ranged weapons.

Combat: Retcheds can attack with a powerful slam attack, or fire spikes at opponents. The spikes have a range increment of 30', and can be fired up to five increments. Retcheds can fire up to eight spikes until they have none left. Spikes regrow at a rate of one spike per day.

Charm Immunity: Retcheds are completely immune to charm effects.

Limited Telepathy: Retcheds are not independent beings; rather they are extensions of the host creature itself. The retched is considered under the telepathic control of the retcher within 200'. It can be commanded to leave that area to perform services for the creature (such as hiding eggs), but it cannot receive telepathic communication beyond that range.





Death Piñatas

Small Constructs

Hit Dice: 5d10 (27hp)

Initiative: +0

Speed: Fly 30' (average)

AC: 22 (+1 size)

Attacks: 1 slam +9

Damage: 1d10 +5

Face/Reach: 5' x 5'/5'

Special Attacks: —

Special Qualities: Construct, Magic Immunities, Shatter, Spill, Damage Reduction 20/+1

Saves: Fort +5, Ref +3, Will +2

Abilities: STR 20, DEX 15, CON—, INT—, WIS 10, CHA 5

Skills: —

Feats: Improved Bull's Rush, Dodge, Mobility

Climate/Terrain: Any

Organization: None

Challenge Rating: 4

Treasure: Special

Alignment: Always neutral

Advancement: Medium (7-12 HD), Large (14-18 HD)

Death piñatas are an early Herobane innovation, a carryover from his table-top days. They are little more than flying treasure chests, designed to make getting the loot a little bit harder than normal. They appear to be tiny multicolored animals made from shiny scraps of metal. The most common form is a tiny, brightly colored goat. Other forms include monkeys, rabbits, mules, and oxen. They have shiny, lifeless eyes and small, knowing smiles. They sit quietly until a pre-programmed condition is met (typically, the death of any creatures defending them). At that time, they fly about, avoiding attacks and bashing adventurers. Some are programmed to simply fly away, taking the players on a merry chase through the dungeon.

Combat: Death piñatas hover just out of reach, flying in and out of groups of opponents. They attempt to attack, and then retreat to a height where it cannot be struck with melee weapons.

Construct: Immune to critical hits, subdual damage, ability damage, energy drain, mind-influencing effects, poison, disease, drowning, or smothering.

Magic Immunities: Death piñatas are immune to all spells of 4th level or lower, with the following exceptions. A *knock* spell does 2d10 damage and causes it to lose a turn spinning around in the air. An *arcane lock* spell heals 2d8+caster level points of damage.

Shatter: A destroyed death piñata shatters into a thousand dangerous fragments. Creatures standing within 20' of its position when it is downed take 3d4 points of damage from lacerations (Reflex save DC 18 for half).

Spill: A death piñata is typically filled with coins and other small treasure. Once it is destroyed, its contents fly in every direction. It can take anywhere from 10 to 15 minutes to collect all the treasure scattered by a destroyed piñata.

Desperators

Small Undead

Hit Dice: 4d12 (26)

Initiative: +2 (DEX)

Speed: Fly 30'

AC: 17 (+1 size, +2 DEX, +4 natural)

Attacks: 1 slam +7

Damage: 1d6 + 3

Face/Reach: 1' x 1'/5'

Special Attacks: Bray, Desperation Secrets

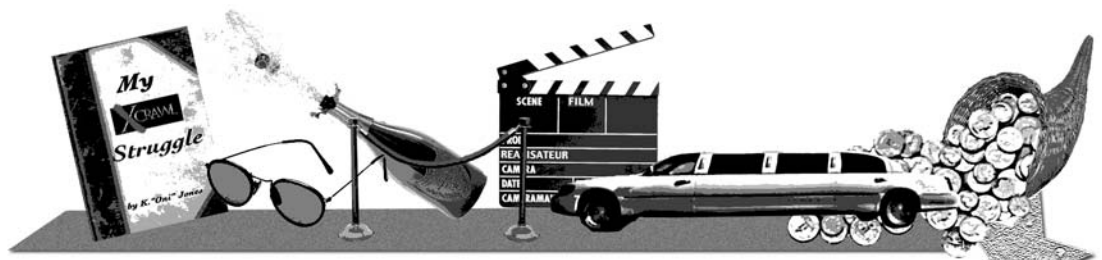
Special Qualities: Undead, Immunity

Saves: Fort +4, Ref +5, Will +5

Abilities: STR 16, DEX 15, CON—, INT 9, WIS 13, CHA 5

Skills: Hide +12

Feats: Dodge, Lightning Reflexes



Climate/Terrain: Any

Organization: Clutch (4-8)

Challenge Rating: 4

Treasure: Never

Alignment: Always chaotic evil

Advancement: Nil

Desperators are a Necromancers' Guild experiment created specifically for Xcrawl. The guildmasters wanted to find some use for the thousands of skulls they had lying around.

Created to harass players, Desperators appear to be floating humanoid skulls carved with ancient runes. They glow orange from within, as if their skulls house an invisible candle.

Combat: In combat, desperators try to run players off with their evil laughter, then stun and demoralize them with the secrets they contain.

Bray: A group of desperators bray horrible laughter when first encountered. Any living creature within 60' must make a Will save (DC 11 + 1 per desperator using this power) or become *panicked* for 1d4 rounds.

Desperation Secrets: A desperator can whisper terrible and disheartening untruths with supernaturally enhanced credibility, designed to demoralize and atrophy resistance. The effective range of this power is 10'. The levitating skull speaks to the players with a voice like a wind passing through dead leaves, telling horrible lies: all of their loved ones are dead; they will never complete their mission; they have been betrayed by their friends. The victim must make a Will save (DC 15) or lose 1-3 temporary points of Wisdom. Deaf creatures are immune to this ability.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, critical hits, subdual damage, ability damage, or energy drain.

Immunity: Desperators are immune to cold and sonic damage, and take only half damage from piercing or slashing weapons. Holy water and blunt weapons do full damage to them.

Flenser

Large Magical Beast

Hit Dice: 10d10+30 (85)

Initiative: +5 (+1 DEX, +4 Improved Initiative)

Speed: 30'

AC: 24 (-1 size, +1 DEX, +14 natural armor)

Attacks: 2 claws +11, bite +9

Damage: Claws 2d12 +10, bite 2d6

Face/Reach: 5' x 5'/10'

Special Attacks: Flens, tongue lash, improved grab, poison burst, howl

Special Qualities: Darkvision 60', music hater

Saves: Fort +10, Ref +8, Will +8

Abilities: STR 26, DEX 13, CON 17, INT 12, WIS 16, CHA 3

Skills: Listen +8, Spot +7, Wilderness Lore +5

Feats: Improved Initiative, Scent, Improved Trip, Improved Grab

Climate/Terrain: Any

Organization: Solitary, mated pair

Challenge Rating: 12

Treasure: Standard

Alignment: Chaotic Evil

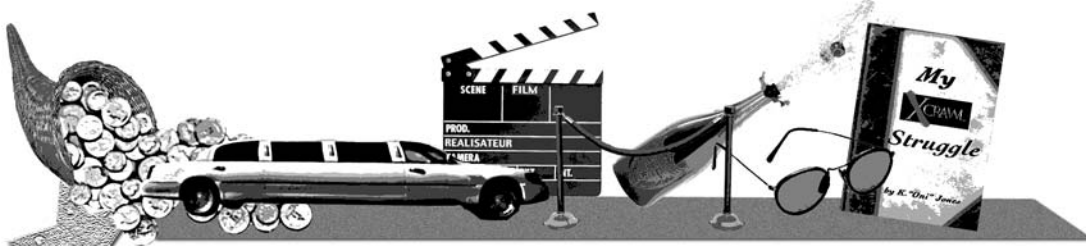
Advancement: Huge (12-16 HD)

A flenser is a horrifying beast, seemingly part armadillo, part cave toad, part bear, and part beetle. They are imported exclusively from the Zura'ah'zura. They have been successfully domesticated by the alfar, who use them as guards and shock troops in their incessant wars against their underground neighbors.

Flensers 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 rats to ghouls.

Flensers score huge ratings with bodycounters and gore hounds—their fights are invariably among the goriest ever televised. And woe to the sad player who falls to one of these horrors—his skin will be





methodically torn off, displayed as a prize for a moment or two, and then devoured. Producers live for moments like that, making these creatures special favorites during sweeps week.

Combat: The flenser is a terrifying engine of destruction. They take great pleasure in tearing opponents apart. If they slay a foe, they use their sharp incisors to draw the skin from their victim with terrifying speed and accuracy. It takes a flenser only two rounds to skin a medium size creature.

Howl: A flenser begins combat with a terrifying howl. Creatures within 120' of the creature must make a Willpower save (DC 20) or be *shaken* for 1d6 rounds.

Tongue Lash: The flenser has a hideous spiked tongue, that can lash out at opponents up to 50' away. The tongue strikes at +11 to hit and does 2d6+8 damage on a successful strike. The tongue is actually stronger than the rest of the creatures body (STR 30), and can draw a victim back to its maw in a single round with a successful contested Strength check.

Improved Grab: The flenser must hit with his tongue attack to score an Improved Grab.

Poison Burst: The flenser has a poison sack under each eye. Once per day it can fire a burst of contact poison in a 15' hemispherical burst from its eyes. The victim must make a Reflex save (DC 19) or take 1d4 points of Constitution damage, with a secondary damage of 1d6 points.

Flens: If a flenser has an opponent helpless, it will attempt to slash the unfortunate's skin to ribbons with its sharp teeth and slowly draw its skin off its body. If the victim is able to fight, it attempts to pin it with its forepaws (requiring a grapple check and pin). Once the victim is helpless, it begins to shred its skin. It must make a successful bite on a helpless victim—after that it does automatic bite damage every round until its opponent is dead, at which point the hapless victim should be considered skinless.

Music Hater: Flensers are driven to insane rage 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 respond; but if left alone, it will attack and destroy the source of the music.

Grimholds

Medium Sized Monstrous Humanoid

Hit Dice: 1d10 + 2 (7)

Initiative: +1 (DEX)

Speed: 30

AC: 16 (+1 DEX, +1 natural, +4 scale mail)

Attacks: Battle axe +2

Damage: 1d8+2/x3

Face/Reach: 5' x 5'/5'

Special Attacks: Screaming malediction

Special Qualities: Darkvision 90', Light Sensitivity, Immune to Subdual Damage, Endless Suffering

Saves: Fort +5, Ref +1, Will -2

Abilities: STR 14, DEX 12, CON 13, INT 10, WIS 6, CHA 6

Skills: Climb +3, Jump +3

Feats: Great Fortitude

Climate/Terrain: Any underground/indoors

Organization: Band (2-20)

Challenge Rating: 1

Treasure: Standard

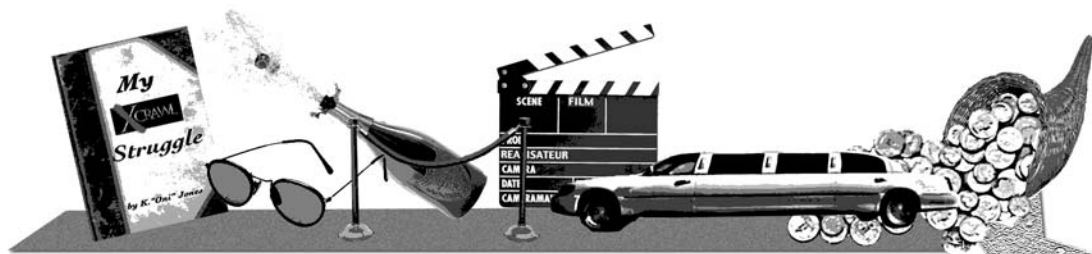
Alignment: Always chaotic evil

Advancement: As character type.

Grimholds are the result of an ancient curse cast down upon a city of great wickedness and cruelty. All of the citizens of this city were turned to grimholds, and they immediately began a reign of terror. Several attempts have been made to eradicate this accursed race, but somehow they always manage to escape final destruction.

Grimholds are grey stooped humanoids with thick necks, elongated arms, large blunt teeth and





huge, black unblinking eyes. They are immortal until slain, and when slain their bodies turn to dust in seconds.

Screaming Malediction: Grimholds always try to capture opponents alive. If they can drag a creature back to their lair and secure him, they will perform a bizarre ritual to transform the prisoner into a grimhold. Once secured, the grimholds take turns screaming, cursing, weeping, and yelling obscenities at their prisoner. Grimholds never grow weary of doing this, and tirelessly scream while the prisoner is deprived of water, food, and sleep. Humans must make a Willpower save (DC 14) for every twenty-four hours of this treatment, or be permanently and irrevocably transformed into one of the loathsome things. The victim loses all memories of his life, all skills, spells, and his languages, becoming a 1 hit die monster. Afterwards they begin to raise levels normally. Not even a *wish* has the power to restore a grimlock's humanity.

If screaming malediction is used against nonhumans, the victims must make the same save (DC14) every 24 hours or go *insane*. This can be treated normally, but the grimholds do not stop until victim dies of dehydration or starvation.

Light Sensitivity: Grimholds take a -4 penalty to all rolls in daylight, or in similar bright conditions (normally lit Xcrawl arena).

Immune to Subdual Damage: Grimholds take no damage from subdual damage.

Endless Suffering: Grimholds never know the peace of sleep, unconsciousness, or death. The creatures never sleep, although they retreat from the sun during the day. The ancient curse which created the grimholds sucks their horrible life out when they die, forcing the retched creature to exist again in a extra dimensional limbo realm for eternity. They die as soon as they reach zero hit points, never losing consciousness. They also die immediately if one of their statistics is ever brought to zero through ability damage.

Grimhold NPC's: Grimholds exclusively gain levels as a fighter. They gain a +2 bonus to Strength and Constitution and a -4 penalty to

Wisdom and Charisma. Grimhold leaders are always the most dangerous ones because their entire society is based solely on violence and destruction.

Plasma Wench

Medium Size Ooze

Hit Dice: 6d10 + 30 (80)

Initiative: +1 (dex)

Speed: 20' (can't run)

AC: Ooze form 4 (-1 size, -5 effective DEX), humanoid form 11 (+1 DEX)

Attacks: Slam +6

Damage: Slam 2d4 + 3

Face/Reach: 5' x 5'/5'

Special Attacks: Mesmerizing pulse, Poison spoors

Special Qualities: Ooze, Humanoid form, Blindsight, Immunities, Cold vulnerability

Saves: Fort + 12, Ref + 4, Will + 4

Abilities: STR 15, DEX 13, CON 20, INT 4, WIS 9, CHA 15

Skills: —

Feats: —

Climate/Terrain: Temperate underground

Organization: Solitary or gulch (2-5)

Challenge Rating: 5

Treasure: Incidental

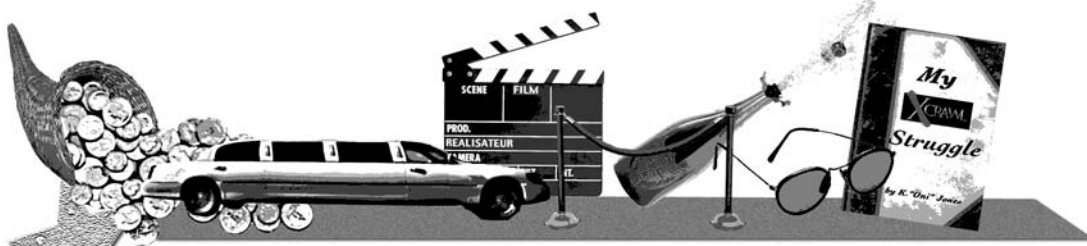
Alignment: Always neutral

Advancement: Large (7-10 HD), Huge (11-14 HD)

Plasma wenchs are a curious form of colonial fungus, which devours the flesh of warm blooded creatures. Ravenous underground hunters, they have developed a unique hunting skill: the creature, which normally appears to be a pulsing puddle of blood, can take the form of a vaguely humanoid shaped female. In this way, it attracts both curious humanoids, and hungry beasts believing it to be an easy target.

Combat: In combat, the plasma wench, in its humanoid form, can attack with its terrible fists, but it prefers to use poison





and guile to ensnare enemies. In its ooze form, it can only use its hypnotic pulse and poison attacks.

Mesmerizing Pulse: When a plasma wench senses prey nearby, it begins to pulse rhythmically, glowing faintly from within with a soft chemical light. Creatures observing the glow must make a Willpower save (DC 15) or be *fascinated*. *Fascinated* creatures do not move; they can be slapped awake, granting them an additional saving throw.

Poison Spoons: The plasma wench can fire a blast of poisonous spoons at creatures within 10'. These spoons attach themselves to the victim's flesh, and do not necessarily need to be inhaled. This requires a Fort saving throw (DC 18) or the victim takes 1d3 points of temporary Constitution damage.

Ooze: In any form the plasma wench is immune to mind-influencing effects, poison, sleep, paralysis, stunning, critical hits, and polymorphing.

Humanoid Form: The plasma wench can gather itself up and stand, taking the form of a medium sized humanoid female. It mimics body shape and hair, and a semblance of facial features., but retains its color and rhythmic pulsing. It can move freely in this form, and will wander after victims, arms invitingly open as if it wants a hug.

Blindsight: A plasma wench can sense prey by scent and vibration within 90'.

Immunities: Plasma wenches are immune to lightning and sonic damage. Fire and heat damage actually aid it, causing it to grow larger; it gains temporary hit points equal to half the fire damage, rounded down. If it gains 40 hit points, it gains a size category (growing large), giving it a 10' reach and an AC of 18 in humanoid form, and increasing its slam attack damage to 2d8 + 5. The creature takes double damage from cold effects.

Whammies

Small Shapeshifter

Hit Dice: 2d8 + 4 (12)

Initiative: +4 (DEX)

Speed: 30 ft.

AC: 17 (+1 Size, +4 Dex, +2 natural)

Attacks: Natural blade +5

Damage: 1d6

Face/Reach: 1' x 1'

Special Attacks: Body Weaponry

Special Qualities: Defensive Form, Immunities, 60' Darkvision

Saves: Fort + 5, Ref + 7, Will + 5

Abilities: STR 9, DEX 18, CON 16, INT 10, WIS 13, CHA 11

Skills: Hide +11, Jump +5, Move Silently +6, Performance 4 (Buffoonery, Taunt, Dance, Improv)

Feats: Ambidexterity, Dodge, Mobility

Climate/Terrain: Any underground

Organization: Rout (3-12)

Challenge Rating: 2

Treasure: Incidental

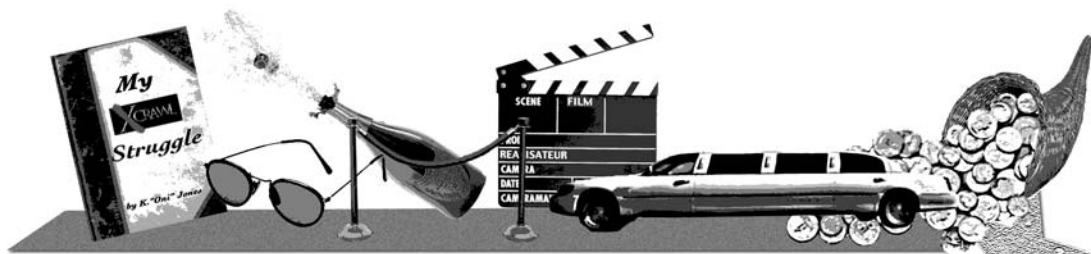
Alignment: Always neutral evil

Advancement: Medium (3-6 HD)

Whammies are evil, but cute, cunning little omnivores of the Zura'ah'zura. Their most common form is two feet tall with orange furry skin, scrunchy faces, and elongated, fan like ears. They survive by quietly raiding encampments and stealing food, water, and wine. They have a loose matriarchal tribal structure, and sometimes carve underground lairs for themselves full of deadfalls to help capture prey.

Xcrawl DJ's love them because they are easy to store, require very little handling and make a strangely endearing noise—a cute, high pitched little squeak, like a cartoon mouse. Since their introduction to Xcrawl in 4689, they have been the model for a line of plush toys, and are





occasionally even bought as pets by rich families—an arrangement that never lasts long, given the whammie’s evil nature and devious ways.

Combat: Whammies can shift their shape between an attack form (a flying bladed disc) and a defensive form (a sphere, nearly hard as stone). In their lair, they attempt to lure enemies over hidden pits by taunting in their amusing voices. If cornered, they will attack, then switch to their defensive form and roll away to angle themselves for another attack. They rely on numbers in combat, and are prone to running away if they are overwhelmed. They are even cute when fleeing, yelping in their tiny, high-pitched voice.

Body Weaponry: Whammies attack by changing themselves into their attack form, a bladed disc the size of a child’s flying disc. They can hurl themselves up to 30' at opponents in this form. This attack has +5 to hit and does 1d6 damage. Transforming into this form is a partial action.

Defensive Form: A whammie in danger can transform into his defensive form, a rolling sphere with a consistency like stone. In this form, they can roll 20' per round, have an AC of 25 and 5 points of hardness. They cannot attack in this form. Whammies can assume their defensive form as a partial action.

Immunities: Whammies are immune to polymorphing effects and poison. They have 10 points of cold resistance.

Random Person

More than almost any other game, Xcrawl calls for the occasional, out-of-the-blue, just-minding-their-own-business random person. Using the following charts, you can create random people quickly.

HOW TO ROLL UP A RANDOM PERSON

Feel free to roll as few times as possible. You should only roll dice until the character forms up in your mind. Example: GM Duane makes his first three rolls and comes up with a male plumber who’s down on his luck. A picture forms in his mind of the foul-mouthed janitor from his office who liked to sleep in his Oldsmobile during lunch. Duane doesn’t need to make any more rolls—he already knows this NPC.

THE RANDOM PERSON TWO-POINT SLIDE RULE

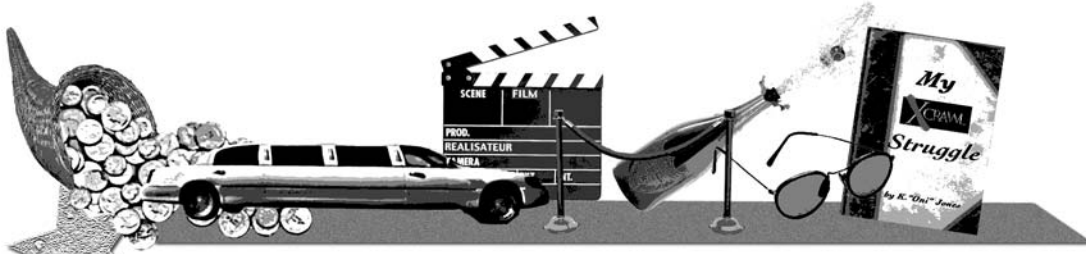
You have never actually met a truly random person. Everyone you know is a person, a real personality built from experiences and shaped by their environment. This template works well for quick, random folk, but truly random people will rarely feel like real characters, unless you take liberties with your die rolls.

If you are rolling on the tables listed and the NPC you are creating is going in a seemingly nonsensical direction, either reroll the results, or feel free to invoke the random person two-point slide rule.

When you roll anything on the random person tables that you find inconsistent, jarring, or dumb, check the entry one choice higher on the page, and the entry one choice lower on the page. If either of them seems to make more sense, run with it. If neither of them do, check one more entry in each direction. Repeat as necessary.

Roll	Gender
1-50.....	Male
51-100....	Female

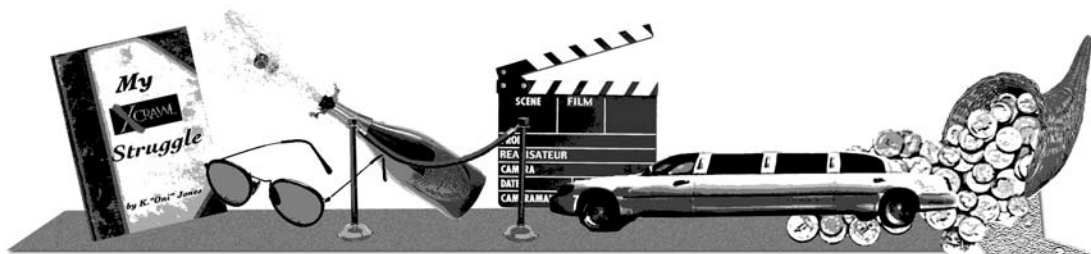




JOB/OCCUPATION

- 01 ..Derelict/Mentally Unbalanced
- 02 ..Derelict/Homeless
- 03 ..Criminal/Gangster
- 04 ..Criminal/Confidence Artist
- 05 ..Criminal/Thug
- 06 ..Criminal/ Racketeering
- 07 ..Criminal/Vice Peddler
- 08 ..Criminal/Corrupt Official
- 09 ..Unemployed/Looking
- 10 ..Unemployed/Slacking
- 11 ..Unemployed/Game Designer
- 12 ..Adventurer/Treasure Hunter
- 13 ..Adventurer/Vigilante
- 14 ..Adventurer/Explorer
- 15 ..Day Labor
- 16 ..Student/Primary Grades
- 17 ..Student/High School
- 18 ..Student/Business
- 19 ..Student/Liberal Arts
- 20 ..Student/Fine Arts
- 21 ..Student/Languages & Literature
- 22 ..Student/Graduate Studies
- 23 ..Student/Doctoral Candidate
- 24 ..Waiter
- 25 ..Cook
- 26 ..Retail/Sales
- 27 ..Retail/Management
- 28 ..Handyman
- 29 ..Construction Worker
- 30 ..Contractor/Plumbing
- 31 ..Contractor/Electrician
- 32 ..Contractor/Framer
- 33 ..Agriculture/Itinerant Farmer
- 34 ..Agriculture/Farmer
- 35 ..Agriculture/Rancher
- 36 ..Agriculture/Breeder
- 37 ..Agriculture/Equestrian
- 38 ..Mechanic
- 39 ..Chef
- 40 ..Bartender
- 41 ..Homemaker
- 42 ..Caretaker
- 43 ..Civil Servant
- 44 ..Educator/Primary School
- 45 ..Educator/Junior High
- 46 ..Educator/High School
- 47 ..Educator/College Level
- 48 ..Entertainer/Musician
- 49 ..Entertainer/Comic
- 50 ..Entertainer/Actor
- 51 ..Accounting/Corporate
- 52 ..Accounting/Private
- 53 ..Small Businessman/Grocer
- 54 ..Small Businessman/Innkeeper/ Restaurateur
- 55 ..Small Businessman/Specialty Goods
- 56 ..Small Businessman/Club, Bar or Theater owner
- 57 ..Business/Marketing
- 58 ..Business/Capitol Investment
- 59 ..Business/Management
- 60 ..Business/Public Relations
- 61 ..Helicopter Pilot
- 62 ..Airline Pilot
- 63 ..Security Guard
- 64 ..Soldier/Infantry
- 65 ..Soldier/Sailor
- 66 ..Soldier/Specialist
- 67 ..Soldier/Commander
- 68 ..Law Enforcement/Patrol Officer
- 69 ..Law Enforcement/Detective
- 70 ..Law Enforcement/Secret Police
- 71 ..Lawyer/Councilor
- 72 ..Lawyer/Prosecutor
- 73 ..Lawyer/Judge
- 74 ..Media/Reporter
- 75 ..Media/Camerawork
- 76 ..Media/Editorial
- 77 ..Media/Personality
- 78 ..Dentist
- 79 ..Doctor/General Practitioner
- 80 ..Doctor/Surgeon
- 81 ..Doctor/Specialist
- 82 ..Doctor/Paramedic
- 83 ..Engineer
- 84 ..Wizard/Teacher





- 85 ..Wizard/Personal Wizard
- 86 ..Wizard/Security
- 87 ..Temple/Cleric
- 88 ..Temple/Teacher
- 89 ..Temple/Elder
- 90 ..Aristocrat/Unlanded/Businessman
- 91 ..Aristocrat/Unlanded/Socialite
- 92 ..Aristocrat/Landed/Agribusiness
- 93 ..Aristocrat/Landed/Governing
- 94 ..Aristocrat/Landed/Tycoon
- 95 ..Xcrawl/Player
- 96 ..Xcrawl/Technician
- 97 ..Xcrawl/Wrangler
- 98 ..Xcrawl/DJ
- 99 ..Roll Twice, blend both
- 100 Roll Three Times, blend all three

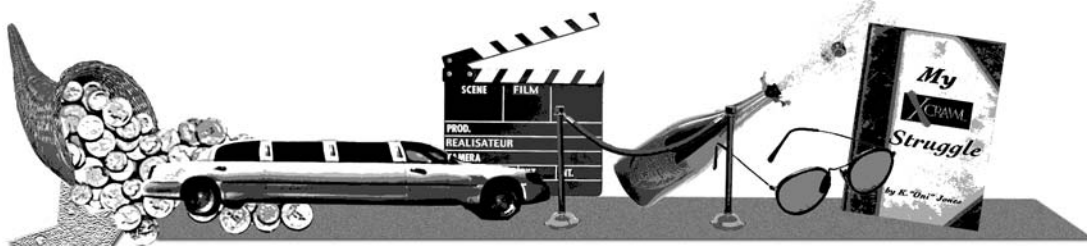
CURRENT SUCCESS

Commoner	Nobility	Success Level
01-20	01-03	Down On his Luck
21-50	04-10	Keeping His Head Above Water
51-70	11-25	No Complaints
70-85	35-60	Very Well
85-95	61-90	Extremely Well
96-00	91-00	Things Couldn't Be Better



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CHARACTER LEVEL

Roll	Level
01-201
21-402
22-553
56-754
76-805
81-856
86-907
91-938
94-969
97-9810
99-10011+

CHARACTER CLASS

Roll	Class
01-35Cleric
36-55Fighter
66-80Rogue
81-85Sorcerer
86-95Wizard
96-00Other

COMMONER RACE

Roll	Race
01-60Human
61-75Gnome
76-85Halfling
86-90Dwarf
91-95Elf
96-00Half Elf

NOBILITY RACE

Roll	Race
01-80Human
81-90Elf
91-99Half Elf
00Dwarf

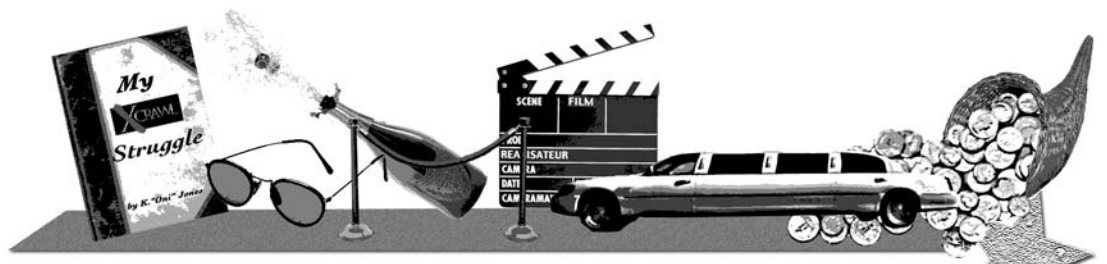
CHARACTER AGE

Commoner Roll	Noble Roll	Age Bracket
01-30	01-15	Youth
31-45	16-25	"Teen"
45-55	26-50	Young Adult
56-70	51-70	Adult
70-90	71-85	Middle Age
91-99	86-95	Old
00	96-00	Ancient

PATRON DEITY

Roll	Deity
01-15Apollo
16-20Ceres
21-25The Charities
26-30Diana
31-35Fortuna
36-40The Furaie
41-45Horae
46-55Juno
56-65Jupiter
66-70Mars
71-75Mercury
76-80Minerva
81-85Pluto
86-90Trivia
91-95Vesta
96-90Vulcan
80-83Minor Olympic Power
84-90Messianic (Outlawed)
90-95Nature Worshipping (Outlawed)
96-97Pre-cataclysm Deity (Outlawed)
98-99Heretic (Outlawed)
00Cultist (Outlawed)





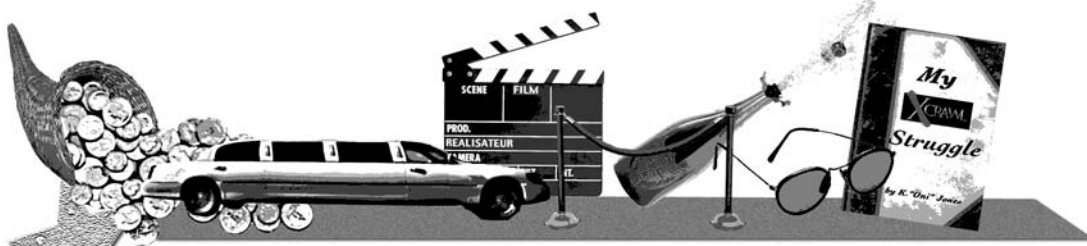
QUIRKS (ROLL OR CHOOSE 1-3)

Roll Quirk

- 01Accident Prone
- 02Addictive Personality
- 03Aggressive
- 04Aloof
- 05Attractive
- 06Bi-polar
- 07Boisterous
- 08Bold
- 09Brave
- 10Centered
- 11Cheap
- 12Close Talker
- 13Clueless
- 14Conniving
- 15Conservative
- 16Cool
- 17Couch Potato
- 18Cowardly
- 19Crazy
- 20Creative
- 21Creepy
- 22Critical
- 23Current Events Junkie
- 24Dark
- 25Discriminating
- 26Disgruntled
- 27Distinguished
- 28Distracted
- 29Driven
- 30Easily Offended
- 31Emotionally Fragile
- 32Extremely Chill
- 33Fanatic
- 34Fatalistic
- 35Fearsome
- 36Foolish
- 37Formidable
- 38Funny
- 39Futurist
- 40Gallant
- 41Generous
- 42Goofy

- 43Guilt Ridden
- 44Happy
- 45Hard Hearted
- 46Hard Worker
- 47Helpless
- 48Hip
- 49Holier Than Thou
- 50Homely
- 51In your face
- 52Jolly
- 53Lazy
- 54Left-Brained
- 55Liar
- 56Lonely
- 57Loyal
- 58Mean-spirited
- 59Needy
- 60Neophobe
- 61Nerdy
- 62Nervous
- 63Neurotic
- 64Nice
- 65Obnoxious
- 66Obsessive
- 67Off-putting
- 68Opinionated
- 69Optimistic
- 70Out Of Control
- 71Paranoid
- 72Passive-Aggressive
- 73Pessimistic
- 74Plain
- 75Pleasant
- 76Pragmatic
- 77Prankster
- 78Prideful
- 79Quiet
- 80Right-Brained
- 81Religious
- 82Resourceful
- 83Satisfied
- 84Selfish
- 85Short-Tempered
- 86Sickly
- 87Soft Spoken





- 88Square
 - 89Stylish
 - 90Surly
 - 91Sweet
 - 92Tough
 - 93Type A Personality
 - 94Ungainly
 - 95Uninformed
 - 96Unstable
 - 97Violent
 - 98Warm
 - 99Weird
 - 100Xenophobic
-

HOW TO USE THESE TABLES

Roll for the random persons gender and job first, and then roll for 1-3 personality quirks. Very often, these details alone give you all the information you need to role-play a situation out.

If you have time, you can flesh out the character as much as you need.

Gender: Self explanatory.

Job: This table also determines if the random person is common or nobility.

Current Success: A character's current success level speaks volumes about how he interacts with the party. A down-on-his-luck waiter is much more receptive to a bribe than one who is doing very well. Likewise, a businessman is much more likely to sponsor a player than a teacher.

Class: Most random people will be experts, commoners, or aristocrats. Only roll on this class table if the results are Xcrawl player, some kind of adventurer, or if you want the character to have an adventuring background.

Character Level: An NPC's level tells how much experience he has in his field, and how good he is at his job. A first level mechanic (expert class) might have to ask his supervisor where the transmission fluid goes. A ninth level unemployed slacker (commoner) knows exactly when the supermarket throws out the day old bread, and in which dumpster.

Race: Self-explanatory.

Age Bracket: The relative age of the character, in regards to the normal development for his race. "Teen" has no bearing on actual age, only to the stage in the individual's life corresponding with a human's teen age years.

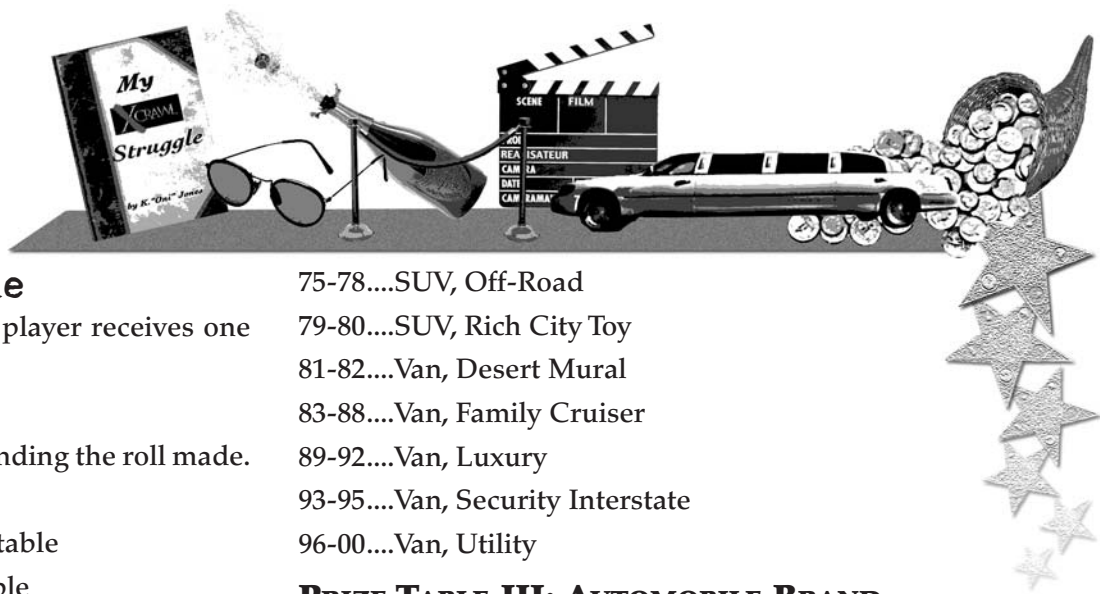
Deity: NAE citizens are expected to pay homage to the entire Olympic Pantheon. This roll indicates the individual's special patron deity, whom he most often invokes for guidance or strength. Individuals who worship outlawed gods are technically traitors to the Empire, so they lie about their true faith and claim a member of the Olympic Pantheon.

Quirks: Roll one to three quirks for each random person. If the results are contradictory, strange, unworkable or simply awkward, feel free to invoke the random person two-point slide rule to develop the NPC you need.

Other Details: Individuals should have appropriate clothing and equipment to match the time and situation of the encounter.

If a random person gets involved in combat, assume he has average hit points for his class. Most citizens are not armed, but criminals, law enforcement officials, and adventurers may be, depending on the situation.





Random Prize Table

Unless otherwise noted, each player receives one of the following prizes.

PRIMARY PRIZE TABLE I

Refer to the subtable corresponding the roll made.

- 01-05....Automobile Subtable
- 06-15....Home Electronics Subtable
- 16-25....Home Supplies Subtable
- 26-35....Jewelry Subtable
- 36-50....Kitchen Appliance Subtable
- 51-60....Outdoor Equipment Subtable
- 61-65....Recreational Vehicle Subtable
- 66-85....Service Subtable
- 86-95....Vacation Subtable
- 96-00....Other Subtable

PRIZE TABLE II: AUTOMOBILE SUBTABLE

In Division II and higher Xcrawl events, one car should be awarded per team. In Division I and Unlimited Class events, each surviving team member should be awarded his own vehicle.

- 01-05....Compact, Baja
- 06-09....Compact, Cute Bug Car
- 10-13....Compact, Euro
- 14-18....Compact, Luxury
- 19-23....Compact, Sports Car
- 24Compact, Sports Import
- 25-30....Minivan
- 31-33....Minivan, Luxury
- 34-39....Pickup, Country Squire
- 40-43....Pickup, Heavy Duty
- 44-50....Pickup, Light Duty
- 51-53....Pickup, Sports
- 55-58....Sedan, Luxury
- 59-63....Sedan, Town Car
- 64-70....Station Wagon
- 71SUV, Gas Guzzling Army Surplus
- 72-74....SUV, Luxury

- 75-78....SUV, Off-Road
- 79-80....SUV, Rich City Toy
- 81-82....Van, Desert Mural
- 83-88....Van, Family Cruiser
- 89-92....Van, Luxury
- 93-95....Van, Security Interstate
- 96-00....Van, Utility

PRIZE TABLE III: AUTOMOBILE BRAND-NAME SUBTABLE (D12)

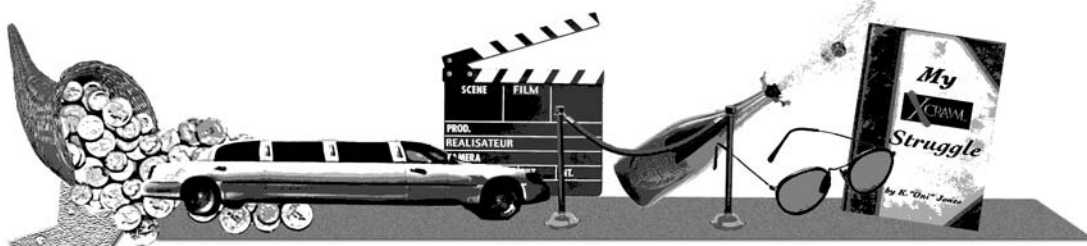
- 01City Pride
- 02Detroit Motor Works
- 03Empire Automotive
- 04LandCrawler
- 05Lorch
- 06Majestic Motors
- 07Northern Circuit
- 08Oregon Perfect
- 09Richoby
- 10Slicksta
- 11Stone Wheels
- 12Visavig

PRIZE TABLE IV: COOL CAR DESCRIPTOR SUBTABLE

Apply as necessary to make cars sound that much niftier.

- 01-10....Special Edition
- 11-20....Century Edition
- 21-30....Limited Edition
- 31-35....Adventurer's Edition
- 36-40....Xcrawl Edition
- 41-48....Turbo
- 49-55....Supercharged
- 56-65....XXL
- 66-70....OR
- 71-80....Cruiser
- 81-85....4K





- 86-90....4x4
- 91-95....Quad
- 96-00....Ladies

**PRIZE TABLE V:
HOME ELECTRONICS SUBTABLE**

- 01-05....Answering Machine
- 06-07....AVS, any size, includes Convocation
- 08-10....Calculator, Scientific
- 11-12....Calculator, Ten Key, Includes Printer
- 13-16....Clock Radio
- 17-19....Generator, Alcohol Powered
- 20-22 Home Computing Machine, High End,
Includes Tape Drive and Dot Matrix Printer
- 23-28....Stereo, Block Rocker
- 29-35....Stereo, Classic Hi Fi
- 39-40....Stereo, Dorm Buster
- 40-44....Telephone, Cordless
- 45-46....Telephone, Novelty, Dragon Swinging Tail
- 47-52....Television, Bedroom Size
- 53-55....Television, Big Screen
- 56-60....Television, Family Size
- 61-62 Television, Home Theater,
includes installation
- 63-65....Television, Projection
- 66-70....Turntable, Commercial grade
- 71-72....Turntable, DJ quality
- 73-80....Typewriter, Electric
- 81-85....Typewriter, Electric, Correcting
- 86-90....Video Playback Unit, High End
- 91-00....Video Playback Unit, Home Quality

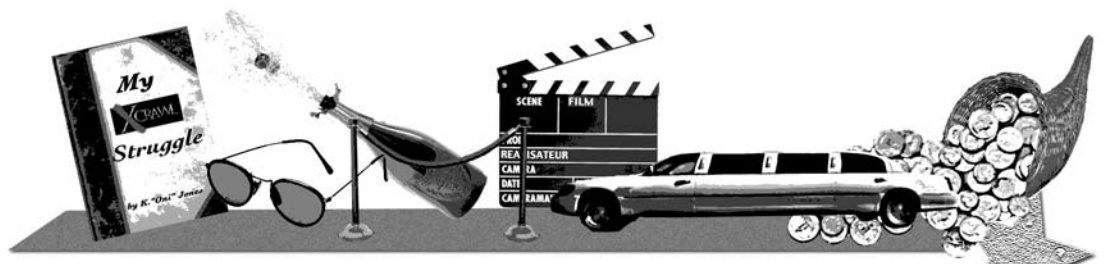
**PRIZE TABLE VI: HOME ELECTRONICS
BRAND NAME (D10) SUBTABLE**

- 01Electric Warrior
- 02Empire Classic
- 03Jubae
- 04Nuance
- 05Positron
- 06Rodchester Circuit
- 07Sancho
- 08Silicon Dragon
- 09Silvertone
- 10Zealot Electronics

**PRIZE TABLE VII:
HOME SUPPLIES SUBTABLE**

- 01-02....After Shave, Year's Supply
- 03-04....Auto Wax, Year's Supply
- 05-07....Bathroom Cleaner, Year's Supply
- 08-10....Breakfast Cereal, Healthy, Year's Supply
- 11-12....Breakfast Cereal, Hot, Year's Supply
- 13-15....Breakfast Cereal, Yummy, Year's Supply
- 16Carpet Shampoo, Year's Supply
- 17-19....Cookies, Year's Supply
- 20Cosmetics, Cruelty Free, Lifetime Supply
- 21Cosmetics, Lifetime Supply
- 22-23....Cosmetics, Year's Supply
- 24-27....Deodorant, Year's Supply
- 28-30....Dish Soap, Year's Supply
- 31Floor Wax, Lifetime Supply
- 32-33....Floor Wax, Year's Supply
- 34Frozen Dinners, Lifetime Supply
- 35-36....Frozen Dinners, Year's Supply
- 37-38....Furniture Wax, Year's Supply
- 39-40....Hair Spray, Year's Supply
- 41-42....Hot Sauce, Halfling, Year's Supply
- 43-45....Hot Sauce, Louisiana, Year's Supply
- 46-48....Hot Sauce, Mexican, Year's Supply





- 49Laundry Detergent, Lifetime Supply
- 50-52....Laundry Detergent, Year's supply
- 53Peanut Butter, Lifetime Supply
- 54-56....Peanut Butter, Year's Supply
- 57-60....Perfume, Cheap Domestic,
Lifetime Supply
- 61-62....Perfume, High End Domestic,
Year's Supply
- 63-64....Perfume, Imported, Year's Supply
- 65-69....Pet Food, Year's Supply
- 70-71....Pickles and Olives, Year's Supply
- 72-75....Powdered Instant Breakfast
Drink, Chocolate, Year's Supply
- 76-79....Powdered Instant Breakfast
Drink, Citrus, Year's Supply
- 80-82....Salad Dressing, Year's Supply
- 83-84....Shampoo, Body and Bounce,
Lifetime Supply
- 85-86....Shampoo, Dandruff, Lifetime Supply
- 87-88....Snack Cakes, Year's Supply
- 89Snack Chips, Lifetime Supply
- 90-92....Snack Chips, Year's Supply
- 93Soda Pop, Lifetime Supply
- 94-95....Soda Pop, Year's Supply
- 96-99....Sport Energy Drink, Year's Supply
- 00Sports Energy Drink, Lifetime Supply

**PRIZE TABLE VIII: HOME SUPPLY BRAND
NAME SUBTABLE (D20)**

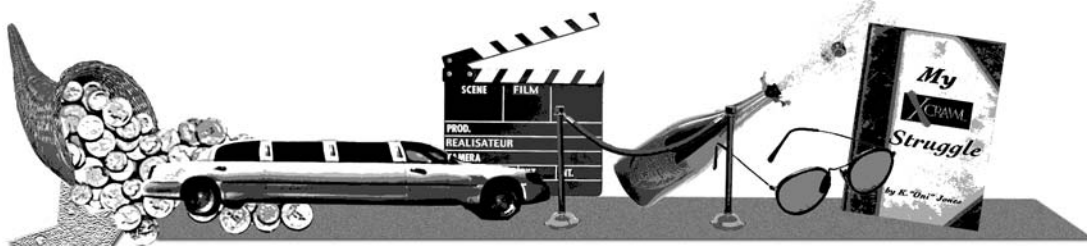
- 01Buff Can
- 02Burly Man
- 03C.S. Cookie
- 04-05....Cha Cha Turner's Own
- 06-07....Distinctive Kitchen
- 08Elemental Clean
- 09-10....Empire Classics
- 11Food of the Air
- 12Fresh-o-licious

- 13Ground Under Stone
- 14Le Chat
- 15Natural Naturally
- 16Prestigiditasanitization
- 17Quickendyne
- 18Slip N Slam
- 19Tchabisco
- 20Twister

PRIZE TABLE IX: JEWELRY SUBTABLE

Roll	Item	Market Value (GP)
01-02	Anklet	250
03-04	Armbands, Gold	350
05	Armbands, Tribal	250
06-07	Body Chain, Gold	300
08-09	Body Chain, Silver	100
10	Body Jewelry	50
11-15	Bracelet, Gold	250
16-18	Bracelet, Gold, Charm	350
19-21	Brooch, Gold	250
22	Brooch, Gold and Diamond	600
23-25	Brooch, Gold and Precious Stone	450
26-28	Cufflinks, Gold	250
29	Cufflinks, Gold and Diamond	500
30-31	Cufflinks, Gold and Precious Stone	400
32-36	Earrings, Diamond	350
37-38	Earrings, Pearl	150
39-42	Jewelry Set, Engagement Rings	500
43-45	Jewelry Set, Gold	600
46	Jewelry Set, Platinum	1000
47-50	Jewelry Set, Silver	250
51-52	Money Clip, Gold	100
53	Necklace, Dwarvish Masterwork	1500
54	Necklace, Elvish Masterwork	2500
55-58	Necklace, Herringbone	150





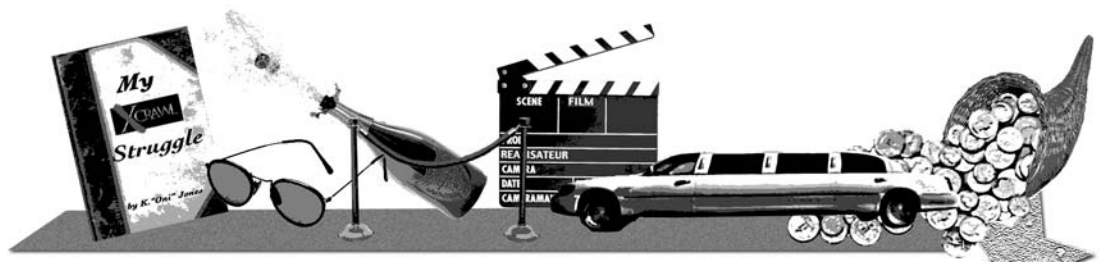
59-60	Necklace, Nugget	100
61-62	Necklace, Rope	150
63-64	Necklace, Rope, Diamond Cut	175
65-66	Ring, Diamond	250
67-70	Ring, Nugget	100
71	Ring, Tri Color	100
72-73	Ring, White Gold	100
74	Tiara, Elegant	5000
75-76	Tiara, Tacky	1000
77-78	Tie Pin, Gold	50
79-80	Tie Pin, Gold and Diamond	250
81-82	Watch Fob	50
83-86	Watch, Classic Style	100
87-90	Watch, European Movement	125
91	Watch, Gold	500
93-95	Watch, Sport	75
96-00	Watch, Xcrawl	50

PRIZE TABLE X: SERVICE

01-03	Beauty Salon, Free Treatment
04-05	Beauty Salon, Year and a Day Membership
06-08	Health Spa, One Week w. Guest
09	Health Spa, Year Membership
10-12	Tattoo Work, 1,000GP
13	Tattoo Work, 10,000GP
14	Tattoo Work, Lifetime
15-18	Fitness Gym, Year and a Day
09-20	Hang Gliding Lessons, One Week
21-23	Carpet Cleaning, One Month Free
24	Carpet Cleaning, Lifetime
25-26	Dude Ranch, One Week
27-30	Hotel Stay, One Week

31-35	Hotel Stay, Team's Stay During Crawl. Compliments of the Crawl
36-40	Hotel Stay, Teams Room Service Compliments of the Crawl
40-41	Chain Restaurant, Year and A Day's Worth of Free Meals
42-46	Upscale Restaurant, Seven Course Meal Plus Guest
47-48	Upscale Restaurant, Reserved Table, Year and a Day Plus Guest
49	Upscale Restaurant, Unlimited Service, Year and a Day
50	Upscale Restaurant, Unlimited Service, Lifetime
51-53	Car Service, Free Upgrade
54	Car Service, One City, Year and a Day
55-57	Car Repair, One Year Free
58-60	Car Repair, Lifetime Tune-up
61-63	Car Repair, Lifetime Oil Change
64	Car Repair, Lifetime Full Service
65-68	Tango Lessons, Six Months plus Guest
69	Tango Lessons, Lifetime plus Guest
70-73	Piercing, 50GP worth
74-75	Piercing, One Year Unlimited
76-77	Fighter Training Academy, Six Months, Fighters
78-79	Specialist Training Academy, Six Months, Rogues/Wannabes
80	Ranger School, Six Months, Fighters/Rangers/Wannabes
81	Monk Training, Six Months, Monks/Wannabes
82-86	Movie Tickets, Year and a Day
87	Movie Tickets, Lifetime
89-96	Video Rental, 500GP worth
97-98	Video Rental, Year and a Day
99-00	Video Rental, Lifetime





UPSCALE RESTAURANT NAME SUBTABLE

For a Random Upscale Restaurant name, Roll on table one and two and combine the names in the most palatable order. Two Point Slide Rule in full effect (see Random Two Point Slide Rule, p 145). If a name comes up two times, accent the wrong syllable when you pronounce it the second time. For example, Kitchen Kitch-EN.

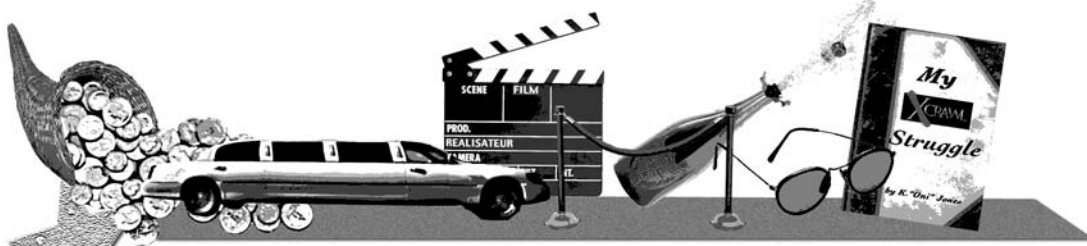
PRIZE TABLE XI: UPSCALE RESTAURANT NAME SUBTABLE I

- 01-04....Bistro
- 05-08....Café
- 09-13....California
- 14-18....Casa
- 19-21....Castle
- 22-28....Chef
- 29-33....Chez
- 34-35....Downstairs
- 36-40....Downtown
- 41-44....Emperor's
- 45-48....Kitchen
- 49-51....La Maison De
- 52-55....London
- 56Luau
- 57-60....North
- 61-63....Table
- 64-75....The
- 76The Isle Of —
- 77-79....Tipico
- 80-83....Treetop
- 84-89....Underground
- 90-91....Upstairs
- 92-95....Warm
- 96-98....West
- 99-100..Zeitgeist

PRIZE TABLE XII: UPSCALE RESTAURANT NAME SUBTABLE II

- 01-03....Andre
- 04-05....Inferno
- 06-08....Paradisio
- 09Purgitorio
- 10Purgistico
- 11-12....Pugilistico
- 13-18....Fiera
- 19-26....Chef
- 27-30....Queso
- 31-33....416
- 34-35....770
- 36-38....2120
- 40-41....818
- 42-48....Elan
- 49-50....Steve
- 51-52....Earl
- 53Jasper
- 54-56....Colette
- 57-58....Pricilla
- 59-65....House
- 66-67....Je Ne Sais Quois
- 68-69....Chicago
- 70Kansas City
- 71-73....Hong Kong
- 74-76....New York
- 77In Exile
- 78-85....Table
- 86-88....River
- 89-91....Ocean
- 92-94....Overlook
- 93-95....Nook
- 96-99....Kitchen
- 00Underground





PRIZE TABLE XIII: KITCHEN APPLIANCE

- 01-04....Blender, Commercial Grade
- 05-06....Blender, High End
- 07-09....Bread Maker, Mix and Pour
- 10-11....Bread Maker, Traditional
- 12-14....China, Commercial Grade
- 15-16....China, High End
- 17China, Rare Pattern
- 18Coffee Maker, Brass Eagle Espresso
- 09-24....Coffee Maker, Brew
- 25-26....Coffee Maker, French Press
- 27-28....Coffee Maker, Portable Espresso
- 29-31....Cookware Set, Cast Iron
- 32-36....Cookware Set, Commercial Grade
- 37-39....Cookware Set, Restaurant Quality
- 40-41....Cookware Set, Ultra Fancy
- 42-44....Grill, Electric
- 45-48....Juicer, Commercial Grade
- 49-50....Juicer, High End
- 51-55....Linens, Classic NAE
- 56-57....Linens, High End NAE
- 58Linens, Imported
- 59Oven, Restaurant Quality, Includes Installation
- 60-63....Oven, Rotisserie
- 64Pizza Oven, Professional Grade, Includes Installation
- 65-67....Popcorn Popper, Air
- 68-69....Radar Range, Carousel
- 70-75....Radar Range, Standard
- 76-77....Smoker, Outdoor
- 78Toaster Oven, Imported
- 79-81....Waffle Iron, Cast Iron
- 82-85....Waffle Iron, Electric

- 86-89....Wine Glass Set, Service for Six, Commercial Grade
- 90-91....Wine Glass Set, Service for Six, Elegant
- 92Wine Glass Set, Service for Six, Imported
- 93-97....Wok, Electric
- 98-00....Wok, Traditional

PRIZE TABLE XIV: COOKWARE BRAND NAME SUBTABLE (D12)

- 01-02....Empire Classical
- 03Garlic Inc.
- 04Kitchen Under The Mountain
- 05Lorflontain
- 06Olympian Cutlery and Kitchen
- 07Phoenix and Flagon
- 08Reebes
- 09Relsenite
- 10Savory Table
- 11Stone Soup
- 12Unstoppable Chef Freemont

PRIZE TABLE XV: OUTDOOR EQUIPMENT

- 01Backpacks, Adventurer Quality
- 02-03....Backpacks, Fashion
- 04-05....Binoculars, Bird Watcher's Choice
- 06-08....Binoculars, Commercial
- 09Binoculars, Military Quality
- 10-11....Boots, Adventurer's, Hidden Blade
- 12-14....Boots, Hiking, Year's Supply
- 15-17....Camping Equipment, Commercial Grade, Full Set
- 18-19....Camping Equipment, Top Quality, Full Set
- 20-21....Fishing Tackle, Collapsible
- 22-23....Fishing Tackle, Commercial
- 24Fishing Tackle, Deep Sea
- 25-26....Fishing Tackle, High End
- 27-29....Flask, Metal





- 30Flask, Disguised as Binoculars
- 31-32....Flask, Engraved
- 33-35....Jacket, Bomber
- 36-38....Jacket, Down
- 39-41....Jacket, Rain Slicker
- 40Maps, International, Topographical
- 41-43....Maps, North American, Topographical
- 44-45....Outdoor Apparel, Cold Weather Gear, Full Set
- 46-47....Outdoor Apparel, Hiking Gear, Full Set
- 48-50....Outdoor Apparel, Swimwear
- 51Shoes, Hiking, Year's Supply
- 52-53....Shoes, Walking, Year's Supply
- 54-56....Sleeping Bag, 0 degrees
- 57Sleeping Bag, -20 degrees,
- 58-61....Snorkel Equipment, Commercial Grade, Full Set
- 62Snorkel Equipment, Professional Quality, Full Set
- 63Snowshoes, Year's Supply
- 64-65....Survival Pack, Special Forces quality
- 66-69....Survival Pack, Top End
- 70Telescope, Astronomy Quality
- 71-73....Telescope, Commercial Grade
- 74-75....Telescope, Portable
- 76-78....Tent, Army Surplus
- 79Tent, Eight Man
- 80-82....Tent, Four Man
- 83-85....Tent, Two Man
- 86-87....Vest, Fisherman's
- 88-89....Vest, Hunter's
- 90Walking Stick, Concealed Blade
- 91-93....Walking Stick, Custom
- 94-95....Waterskin, Leather
- 96-00....Waterskin, Synthetic

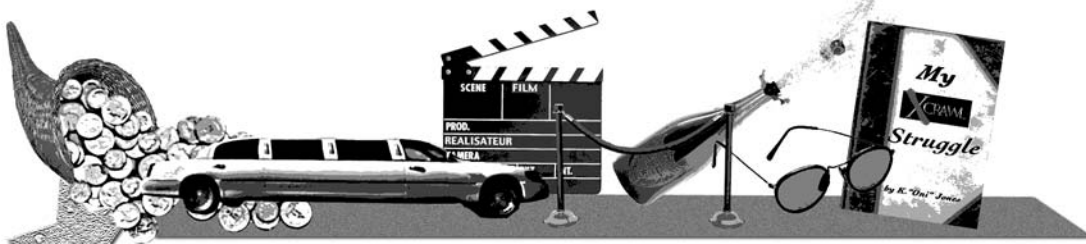
**PRIZE TABLE XVI: OUTDOOR EQUIPMENT
BRAND NAME SUBTABLE (D10)**

- 01Briar Rabbit Presents
- 02Double Dare
- 03Dragon Peak
- 04-05....Empire Classic
- 06Fearless Forrest
- 07Komfort King
- 08Spelunker's Choice
- 09There And Home Again
- 10Tree of Glory

**PRIZE TABLE XVII: RECREATIONAL
VEHICLES**

- 01-04....Bicycle, Mountain Bike
- 05-09....Bicycle, Simple Transportation
- 10-13....Bicycle, Touring
- 14-16....Bicycle, Trail Bike
- 17Bicycle, Tricking
- 18-21....Canoe, Commercial Grade
- 22Canoe, Ranger Grade
- 23-28....Dirt Bike
- 29-30....Jet Ski
- 31-40....Kayak, Ocean
- 41-45....Kayak, Whitewater
- 46-47....Motorboat, Party Barge
- 88-50....Motorboat, Lake Speedster
- 51Motorboat, Small Yacht
- 52-56....Motorcycle, Asian Crotch Rocket
- 57-61....Motorcycle, Oversized American Chopper
- 62-63....Sailboat, Medium
- 64Sailboat, Ocean Voyager
- 65-68....Sailboat, Small Craft
- 69-75....Scooter, Kick With One Leg
- 76-80....Scooter, Motorized, Mod
- 81-85....Skis, Cross Country
- 86-90....Skis, Mountain





- 91-92....Snowboard
- 93-95....Surfboard, Oversize
- 96Surfboard, Quad Fin Experimental
- 97-98....Surfboard, Standard

PRIZE TABLE XVIII: RECREATIONAL VEHICLE BRAND NAME SUBTITLE (D10)

- 01Beachmaster
- 02Luna
- 03Perfect Pitch
- 04Ocean Puma
- 05River Rat
- 06Roadmaster
- 07Rockmaster
- 08Snowprint
- 09Southern Fun Master
- 10Winding Road

PRIZE TABLE XIX: VACATION SUBTABLE

Vacations always include a Writ of Travel, allowing commoners to leave and reenter the country.

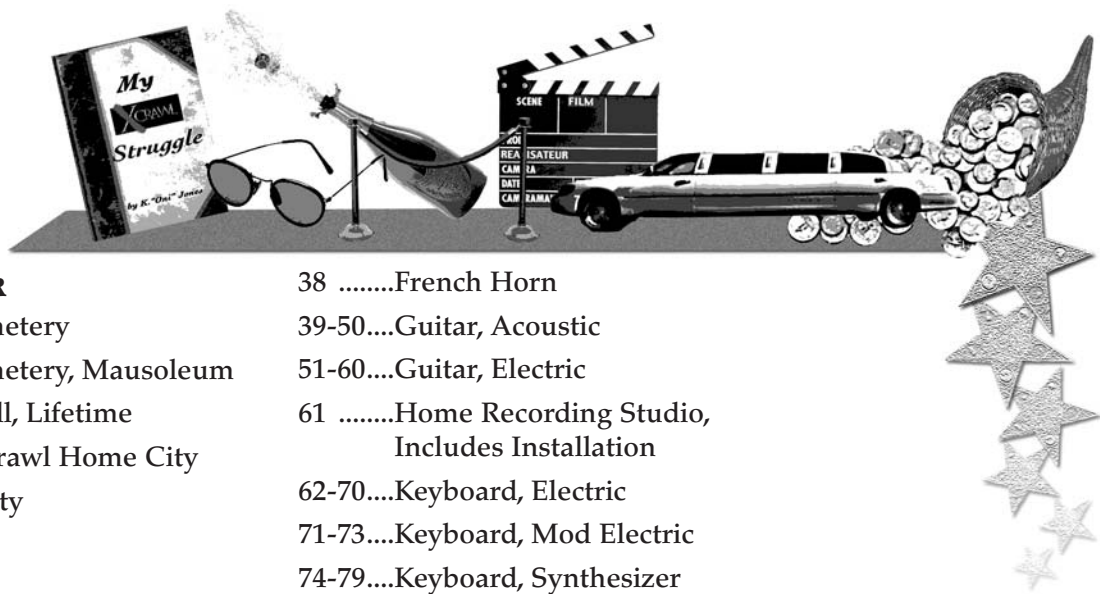
- 01-04....Colombian Empire
- 05-07....Cruise, American Riverboat
- 08-10....Cruise, Atlantic
- 11-13....Cruise, Bahamas
- 14-16....Cruise, Caribbean League
- 17-19....Cruise, Gulf of Mexico
- 20-23....Cruise, Jamaican Sovereignty
- 24-26....Cruise, Kingdom of Australia
- 27Cruise, Scandinavian Empire
- 28-31....Cruise, South America
- 32-35....Cruise, South Seas
- 36-37....Egyptian Empire
- 38Empire of China
- 39-45....Empire of Japan

- 46-48....Ethiopian Empire of West Africa
- 49-52....Kingdom of Allemenda,
- 53-56....Kingdom of France
- 57-60....Kingdom of Persia
- 61Kingdom of Transylvania
- 62-65....Roman Empire
- 66-67....Scandinavian Empire
- 68-72....Tour, Alaska
- 73-76....Tour, American Zura'ah'zura
- 77Tour, Castle Alashan
- 78-85....Tour, City of Washington
- 86-88....Tour, Grand Canyon
- 89-90....Tour, Mexico City
- 91-95....Tour, New York City
- 96Vietnamese Empire
- 97-99....Kingdom Of Australia
- 00Zulu Nation

PRIZE TABLE XX: TRAVEL AGENT SUBTABLE (D10)

- 01American Empire Air
- 02Crossworld Tours
- 03EarthCrawl
- 04Empire Air
- 05Empire Cruises
- 06Exotic Local Specialists
- 07Here There Be Beaches
- 08Land Ho! Cruises
- 09Nether Netherland Tours
- 10North Empire Air





PRIZE TABLE XXI: OTHER

- 01-05....Family Plot, Local Cemetery
- 06-08....Family Plot, Local Cemetery, Mausoleum
- 09-15....Guild Dues Paid In Full, Lifetime
- 16-18....Honorary Citizen of Crawl Home City
- 19-20....Key to Crawl Home City
- 21-22....Library, Academic
- 23-28....Library, Classics
- 29Library, Layman's Guide to Arcane Knowledge
- 30-35....Library, Current Best Sellers
- 36-45....Musical Instruments (see Subtable)
- 46-50....Tickets, Local Baseball, One Plus Guest
- 21-55....Tickets, Local Basketball, Season, One Plus Guest
- 56-60....Tickets, Local Football, One Plus Guest
- 61-65....Tickets, Local Lacrosse, One Plus Guest
- 66-70....Tickets, Local Soccer, One Plus Guest
- 71-80....Tickets, Local Xcrawl, Season, One Plus Guest
- 81-86....Video Collection, Classic Cinema
- 87-93....Video Collection, Current Cinema
- 94-00....Video Collection, Sports

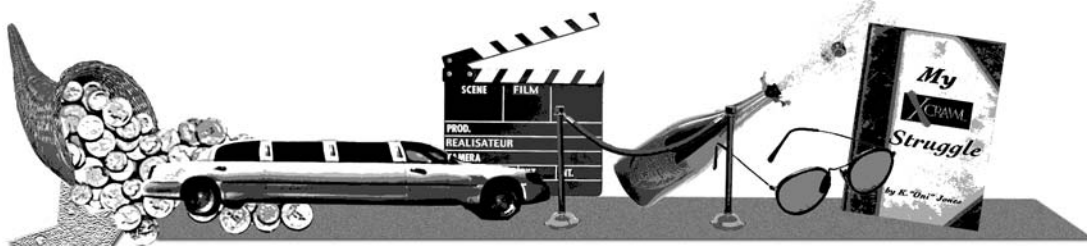
- 38French Horn
- 39-50....Guitar, Acoustic
- 51-60....Guitar, Electric
- 61Home Recording Studio, Includes Installation
- 62-70....Keyboard, Electric
- 71-73....Keyboard, Mod Electric
- 74-79....Keyboard, Synthesizer
- 80Oboe
- 81-82....PA Equipment, Large System
- 83PA Equipment, Soundboard
- 84-90....Piano, Baby Grand
- 91-92....Piano, Grand
- 93-94....Saxophone, Alto
- 95-96....Saxophone, Tenor
- 97Trombone
- 98-99....Trumpet
- 00Tuba

PRIZE TABLE XXII: MUSICAL INSTRUMENTS SUBTITLE

All musical instrument prizes should be considered masterwork.

- 01-03....Baritone
- 04-10....Bass, Electric
- 11-12....Bass, Stand Up
- 13-14....Clarinet
- 15-18....Drum Kit, Electronic
- 19-30....Drum Kit, Standard
- 31-32....Drum, Bongos
- 33-34....Drum, Jimbae
- 35Drum, Tympani
- 36-37....Flute

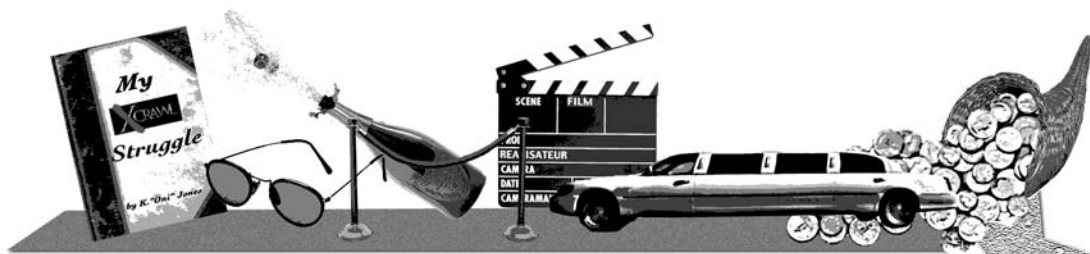




Random Corporate Sponsors

These are all corporations known to sponsor Xcrawl and its participants.

- | | | | |
|----|--|----|---|
| 01 |AArow Brand Arrows | 39 |Havelock Eyewear |
| 02 |Acabra International Hotels | 40 |Hemmingford Clothiers |
| 03 |American Empire Foods | 41 |Ibis Jeans |
| 04 |American Southern Vanlines | 42 |Impock Uniforms |
| 05 |American Real Estate | 43 |Infark Alchemist's Fire and Novelties |
| 06 |America West/Communistar Telecom | 44 |Journeyman Boots |
| 07 |Aprilwind Cosmetics | 45 |Juniper Steel |
| 08 |Axis Alchemical Supply | 46 |Kai Burbank Outdoor Supplies |
| 09 |BBQ Outpost Restaurants | 47 |King's Iron Golf Supplies |
| 10 |Bedford Motor Corp. | 48 |Kilimanjaro Kookies |
| 11 |Blutarski Consulting | 49 |Kobbler Farms Dairy |
| 12 |Bolstein Motor Oil | 50 |Lambent Tires |
| 13 |Bofus Plumbing | 51 |Lamda Heating and Cooling |
| 14 |Bordflak Staffing | 52 |Landbank of Mexico |
| 15 |Caffienous Rex Coffee Shops | 53 |LaurelCard |
| 16 |Cernuous Medical Group | 54 |McGuillicuty National Bank |
| 17 |Chicago First Arms and Armor | 55 |Merciful Minerva Fried Chicken |
| 18 |Citidell Fuels | 56 |Morson Motorcycles |
| 19 |Crosstree Communications | 57 |Motoraya Tires |
| 20 |Deseree and Danni's Ice Cream | 58 |Mydemie Automotive |
| 21 |Deepforge Construction Vehicles | 59 |Nanto's Outfitters |
| 22 |DeFunt Power Tools | 60 |New World Textiles |
| 23 |Dodgeson Fine China | 61 |Norwegian Teak |
| 24 |Doodlewrap Clothes for Kids | 62 |OddJinxs Games and Comics |
| 25 |Duke Elliot's Fine Blended Tobacco | 63 |Odyssey Motors |
| 26 |Duke Morgenstern's | 64 |O'Hair Outsourcing Solutions |
| 27 |DuraChef Appliance | 65 |Old Troy Bakeries |
| 28 |Edelweiss Air Freight | 66 |Omuerta Detergent |
| 29 |Electric Services of the Empire | 67 |Pentic and Freise |
| 30 |Empire Time Pieces | 68 |Phang Blade and Shield |
| 31 |Farmers Bank of the American Empire | 69 |Phoenician Firearms |
| 32 |Fenon Franchised Barbers | 70 |Plastic Southeast |
| 33 |Friki-Choo Cola | 71 |Pluto Home Appliance |
| 34 |Gas-N-Get National Rest Stops | 72 |Pop Soda |
| 35 |Gentle Echo Publishing | 73 |Quantrill Builders Group |
| 36 |Gilbert And Sons Coffee | 74 |Rafflesia Apparel |
| 37 |Gorin, Baskin and Bell, CPA | 75 |Rankin Records |
| 38 |Hardgreaves Investment Group | 76 |Ridadis Undertaking Services |
| | | 77 |Robustcraft & Nutrastern Organic Foods |
| | | 78 |Salon Steffan |
| | | 79 |Sappa-Kay Cola |
| | | 80 |Skyroad Air |
| | | 81 |Sylvan Glade Jeans |
| | | 82 |Starbreak Importers |



- 83Scufflegrit Southern
- 84SPQR Jeans
- 85SubChieftan Sandwiches
- 86Telluride Steel Arms and Armor
- 87Tempus Timepieces
- 88Terry Paris Fashion International
- 89Tobias Sound Systems
- 90Tojida Arcane Specialties
- 91Unicorn Lighting
- 92Vezelise Oil & Heating
- 93Virtek Computators
- 94Walkerswood Formalwear
- 95Whisperstone Marketing
- 96Wild Swan Musical Instruments
- 97Wolffe Tuxedo
- 98Yardly and Dean Insurance
- 99Zabbo and Angie Media, Inc.
- 00Zoltan Arms

Explanation of Sponsors

AAROW BRAND ARROWS

Headquarters: Boise, Oregon

Services: Bow and Arrow Manufacturing

AArow Arow Brand Arrows was founded in 4988 by Oswald Arow, who began the company as a general store on the frontier. The company has since turned to a more specific manufacturing operation, but has remained under the ownership of the Arow family. The company tends to use dramatic images in their advertising, and rarely uses catch phrases or high-pressure tactics.

ACABRA INTERNATIONAL HOTELS

Headquarters: Winnipeg, Manitoba

Services: Hotels and Resorts



One of the largest chains of hotels and resorts in the world, Acabra International Hotels concentrates on high-profile noble clientele. They do not tend to

advertise openly, and prefer elvish crawlers—but will go with anyone with a high fame or positive look.

AMERICAN EMPIRE FOODS

Headquarters: Dallas, Texas

Services: Grocery and Specialty Markets



The third largest grocery chain in the NAE, American Food Empires is best known for the size of their stores. Each location is a mega-store, filled with thousands of unique items manufactured just for their chain. The AEF logo often appears on big, burley fighters making a name for themselves.

AMERICAN SOUTHERN VANLINES

Headquarters: Memphis, Virginia

Services: Moving and Storage



When you want to move, you call American Southern. The largest and most commonly used

trucking company in the NAE, it seems that everyone calls American Southern when it's time to move. They are often considered one of the best companies to work with on the circuit.

AMERICAN REAL ESTATE

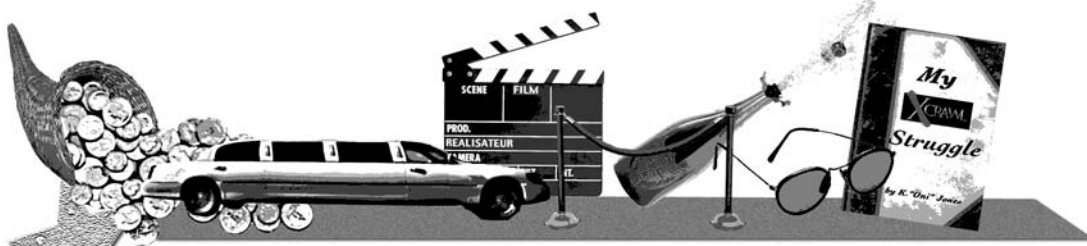
Headquarters: San Francisco, California

Services: Real Estate



Already the largest real estate company on the west coast, American Real Estate is now making ventures into the north, south, and east. Their familiar red and white signs are popping up not only on lawns everywhere, but also on armor.





**AMERICA WEST/
COMMUNISTAR TELECOM**
Headquarters: Raleigh, Virginia
Services: Communications



*America West/
Communistar Telecom*

When America West merged with Communistar just over a decade ago, they

immediately became a major corporate power. Almost half again as large as their closest competitor, AW/CT presence is felt in almost every home, whether it be as telephone service, cable provider, or even as manufacturer of the phone or television.

APRILWIND COSMETICS
Headquarters: Toronto, Ontario
Services: Cosmetics



Aprilwind was the first cosmetic company to cater to non-human clients. Elves had no need for make-up, and dwarves didn't care, but the folks at Aprilwind knew there was a market in the races

considered "less attractive" to the mass human populace. Now they target their non-human clients almost exclusively.

AXIS ALCHEMICAL SUPPLY
Headquarters: Pittsburgh, Columbia
Services: Alchemical Supplies



The market for transmutational liquids is still small due to the limited legal use in the NAE, but Axis is the clear

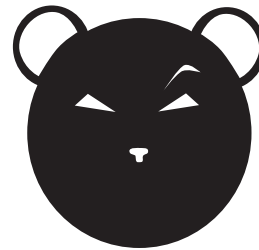
leader. They almost exclusively deal with crawls and clients in the northeast.

BBQ OUTPOST RESTAURANTS
Headquarters: St. Louis, Louisiana
Services: Restaurant



"Not just dinner—Barbeque." This slogan has been plastered over billboards, buses, and bruisers in the crawl for years. The BBQ Outpost is a good place to go for a quick and affordable dinner, and can be found in every district in the Empire.

BEARFACE PRODUCTIONS
Headquarters: deep wilds of the Georgia district
Services: RPG Publishing



Publishers of the famous Dungeonbattle game. Run by two gnomes, Brooba and Albroo, from a hidden hilltop fortress, this odd little company manages to produce many Dungeonbattle

sourcebooks and modules, despite repeated attacks from undead dire sheep. So they say.

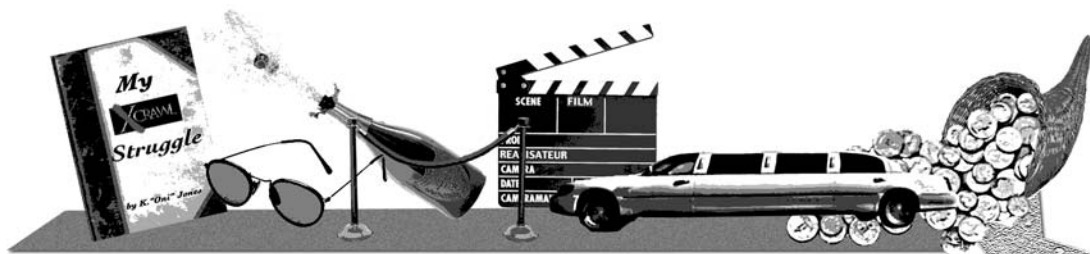
BEDFORD MOTOR CORP.
Headquarters: Detroit, Ohio
Services: Vehicle Manufacturing



One of the biggest additions to the everyday life in the past three decades has been the

automobile. The common man has found a means of affordable transportation, allowing them to not only get around their own cities more easily, but also to travel the guarded highways of the NAE to visit other cities.





BLUTARSKI CONSULTING

Headquarters: Seattle, Oregon

Services: Consulting



The Blutarski Consulting company formed twelve years ago, based on the

premise that they could guide any company to higher goals through exacting measures. Amazingly, they are still prospering to this day, and have decided that Xcrawl is a great way to get their names out there to millions of people who have no idea what they do for a living.

BOLSTEIN MOTOR OIL

Headquarters: Anchorage, Alaska

Services: Oil Refining



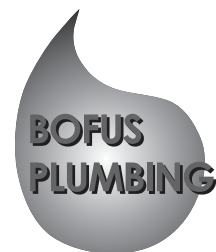
When the huge oil reserves of Alaska were discovered forty years ago, it brought sudden wealth and prosperity to the far reaches of the empire. And they

haven't looked back since. Bolstein Motor Oil strives to grow and create a positive image for Alaska whenever possible.

BOFUS PLUMBING

Headquarters: Boston, New England

Services: Plumbing



Strictly limited to the New England District, Bofus Plumbing sponsors not only many Xcrawl events, but a nationally televised program on home remodeling. While they don't work outside of New England, they

still advertise across the NAE.

BORDFLAK STAFFING

Headquarters: Chicago, Illinois

Services: Staffing Service

Bordflak Staffing

Bordflak helps to match qualified candidates

to the best jobs for their skills. They don't work inside The Games themselves, but they have found that many unemployed people watch Xcrawl, giving them huge exposure directly to their target audience.

CAFFEINOUS REX COFFEE SHOPS

Headquarters: Denver, Arizona

Services: Food Service



Caffeinous Rex started as a small, local coffee shop, and quickly grew to the mega-corporation they are today. It's hard to go two blocks without

running into another Caffeinous Rex shop.

CERNUOUS MEDICAL GROUP

Headquarters: Montreal, Quebec

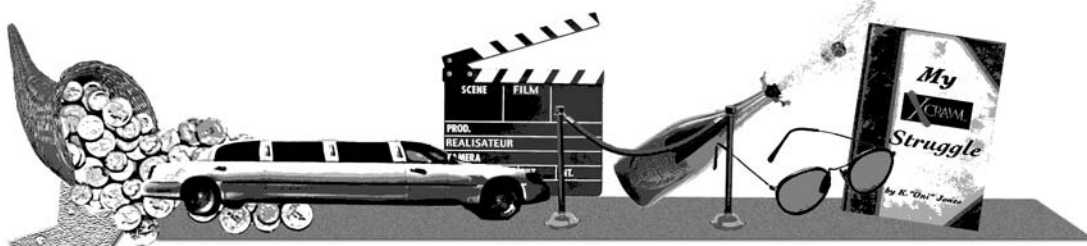
Services: Medical



The Cernuous Medical Group conducts research into unknown and untested maladies affecting the humanoid populace. They were the

first to discover Violence Displacement Disorder, and have built upon that fame through Xcrawl.





CHICAGO FIRST ARMS AND ARMOR

Headquarters: Chicago, Illinois

Services: Weapon Design

CHICAGO FIRST
ARMS & ARMOUR

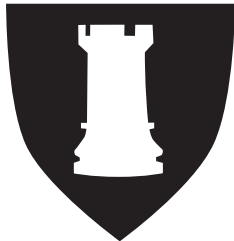
many teams in The Games to construct signature edition weapons. They will work as both a contracted company, or provide sponsorship for up and coming talent.

A specialty arms and armor designer, CFA&A works with

CITIDELL FUELS

Headquarters: Dawson City, Yukon

Services: Oil Refining



Citidell Fuels

sponsoring them in crawls.

Citidell Fuels is the second largest oil refining company in the NAE, and fighting to be the top dog. Citidell aggressively pursues contract deals with Xcrawl personalities, and uses them in print and media ads, as well as

CROSSTREE COMMUNICATIONS

Headquarters: Savannah, Georgia

Services: Telecommunications

CROSSTREE
LINKING BUSINESS

of the Empire, Crosstree Communications specializes in corporate communication needs, but do have some consumer level products. Recently, Crosstree has been under the watchful eye of the Empire, suspected of tax fraud and other financial misdeeds.

Serving the entire southeastern portion

DESEREE AND DANNI'S ICE CREAM

Headquarters: Montpelier, New England

Services: Food Manufacturing



the most recognized names in the supermarket. They still have the one local store, where they sell the same hand-packed dessert that made them famous.

Started as a homestyle, local ice cream parlor, Deseree and Danni's Ice Cream is now one of

DEEPFORGE CONSTRUCTION VEHICLES

Headquarters: San Miguel de Allende, Mexico

Services: Vehicle Manufacturing



named Scarl Cunningbeard began the company as a way to increase productivity for his brethren, but has since sold to a conglomerate of human engineers.

Every kid loves to play with small-scale toys based on these monster vehicles from Deepforge. A dwarf

DEFUNT POWER TOOLS

Headquarters: Lincoln, Louisiana

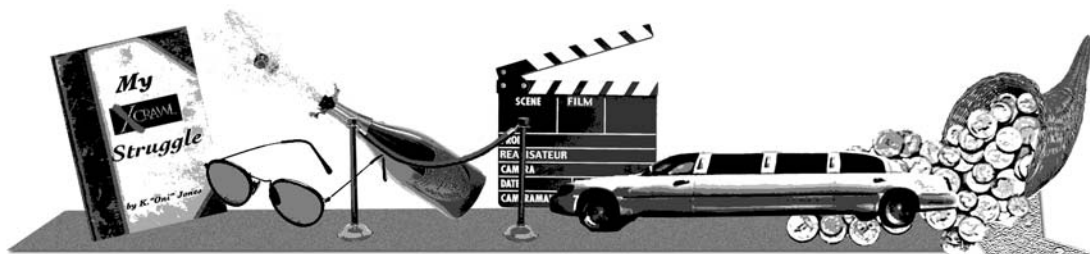
Services: Tool Manufacturing



and in the shops of do-it-yourselfers around the Empire. DeFunt has established themselves as the standard of the power tool industry, and everyone loves to brag about the latest addition to their DeFunt tool collection.

The familiar orange casing of DeFunt can be seen around construction sites





DODGESON FINE CHINA

Headquarters: Oneida, New England

Services: Fine China Manufacturing

DODGESON
Fine China

Fine china and crystal made for the noble and commoner alike, Dodgeson has a

wide variety of product lines designed to appeal to every class of citizen. They advertise their everyday line of china and flatware during crawls.

DOODLEWRAP CLOTHES FOR KIDS

Headquarters: Osh Kosh, Illinois

Services: Clothing Manufacturing



Nothing goes together like kids and Xcrawl. Still, Doodlewrap has done a great job of using some of the more

outspoken female crawlers in their advertising for years, and has a strong following with female fans of The Games.

DUKE ELLIOT'S FINE BLENDED TOBACCO

Headquarters: Richmond, Virginia

Services: Tobacco Growing



Manufacturers of not only tobacco products, but also a major player in the trading card industry, Duke Elliot's has started a line of Xcrawl Superstar trading cards. The

premiere set includes a prized Jose Villalobos autographed chase card.

DUKE MORGENSTERN'S

Headquarters: New York, New England

Services: Department Store

Duke **Morgenstern's**

Debatably the largest department store chain

in the Empire (just as Pentic and Freise), Duke Morgenstern's proudly proclaims that they sell "everything that can be found in a home." Though with the increase in store specialization, they find themselves looking for a new identity.

DURACHEF APPLIANCE

Headquarters: St. Paul, Illinois

Services: Appliance Manufacturing



DURACHEF

A high-end appliance company, DuraChef makes the common man's dream kitchen. While most will never be able to afford their stainless steel marvels, just about everyone still talks about how one day their

kitchen will be a DuraChef kitchen.

EDELWEISS AIR FREIGHT

Headquarters: Oklahoma City, Texas

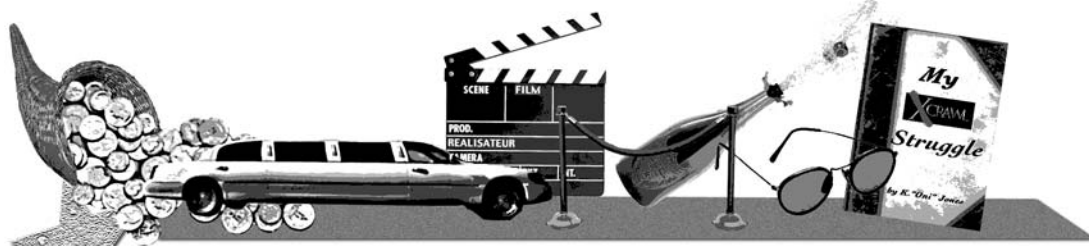
Services: Air Freight



Formed during The Great War, Edelweiss Air Freight still functions to this day.

While not the largest freight carrier in the Empire, Edelweiss moves sensitive and vital packages for both the Empire and private individuals.





ELECTRIC SERVICES OF THE EMPIRE

Headquarters: Bismarck, Dakota

Services: Electrician Service



The only national chain of electrician services, ES of E does everything from coming to a house to replace a light bulb to rewiring an entire apartment complex.

EMPIRE TIME PIECES

Headquarters: New York, New England

Services: Clock and Watch Manufacturer



Of the two big clock and watch manufacturers of the Empire, ETP is considered the more casual, producing product aimed at the lower class. Their watches are durable and reliable, if not overly fashionable.

FARMER'S BANK OF THE AMERICAN EMPIRE

Headquarters: Des Moines, Illinois

Services: Financial Institute



As their name implies, The Farmers Bank of the American Empire began in the heartland of the Empire—but they didn't stop there. The largest financial institution in the Empire, Farmer's Bank has branches in every district, but they keep their headquarters and their mentality right in the middle of the NAE.

FENON FRANCHISED BARBERS

Headquarters: Milwaukee, Illinois

Services: Barber



Everyone needs a haircut at one time or another. That's the philosophy that led Milwaukee entrepreneur gnome Hy Fenon to create a chain of hair salons catering to every race in the NAE. Manned almost exclusively by gnomes, a Fenon shop will have something for everyone, from the

loftiest of noble elf to the indigent halfling.

FRIKI-CHOO COLA

Headquarters: Savannah, Georgia

Services: Food Manufacturing



Magic. It's the slogan that helped to put Friki-Choo on top. It doesn't hurt that they created a spell to allow crawlers to summon up one of their drinks in mid-crawl. Friki-Choo is one of the big two in the soft drink market, and pours tons of money into Xcrawl every year. It is easily one of the most coveted of endorsement deals.

GAS-N-GET NATIONAL REST STOPS

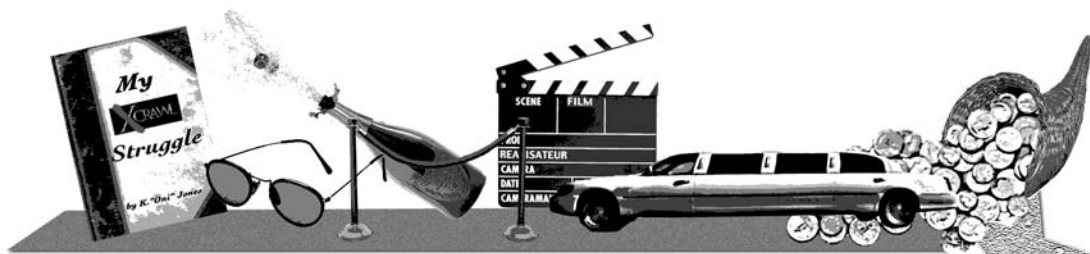
Headquarters: Miami, Georgia

Services: Convenience Stores



Stretching all along the east coast, the Gas-N-Get line of stores feeds the mouths and the cars of the Empire. They have never opened a store west of the Mississippi River, preferring to stay a very big fish on their side of the pond.





GENTLE ECHO PUBLISHING

Headquarters: Washington, Columbia

Services: Publishing



"The conscience of the Empire." That slogan has served the publishing empire of Gentle Echo for years, promising to shed light into the darkest corners of the NAE. There are some, however, who feel that they are nothing but a front for Ronald and his regime. Only the head of the company knows for sure.

GILBERT AND SONS COFFEE

Headquarters: Vancouver, British Columbia

Services: Food Services



The only real competition for Caffeinous Rex, Gilbert and Sons is actually the older of the two companies. Not as flashy or as trendy as their competition, Gilbert and Sons lives by the creed of producing a good cup o' joe for a reasonable price.

GORIN, BASKIN AND BELL, CPA

Headquarters: Little Rock, Louisiana

Services: Accounting

A corporate accounting firm, Gorin, Baskin and Bell is best known for sponsoring the GBB Dome in St. Louis. The company is responsible for the finances of some of the largest and most powerful companies in the NAE.

HARDGREAVES INVESTMENT GROUP

Headquarters: St. Johns, Labrador

Services: Financial Investing



HARDGREAVES
Investment Group

If you have enough money to make money, then Hardgreaves is a good place to go. Not generally something that the commoner would ever consider—or possibly understand—investing through Hardgreaves makes or breaks many people looking to increase their wealth dramatically.

HAVELOCK EYEWEAR

Headquarters: Raleigh, Virginia

Services: Eyewear



"Have A Look, With Havelock." This phrase has sold literally millions of pairs of glasses in the Empire.

Affordable and convenient, Havelock can be found in every major city.

HEMMINGFORD CLOTHIERS

Headquarters: Los Angeles, California

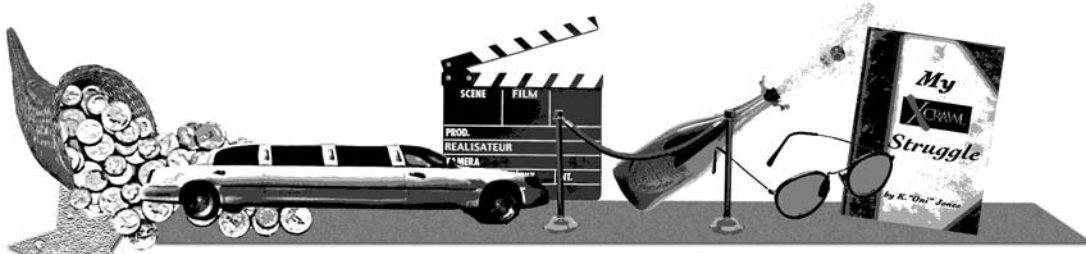
Services: Clothing Retailer



Hemmingford is an anomaly unto themselves. Their trappings and appearance makes the

casual shopper feel like they are shopping at a high-end store; the reality is quite different. Designed to appeal to the masses, they carry mass-manufactured, off-the-rack clothes at above the rack cost.





IBIS JEANS

Headquarters: Reno, California

Services: Clothing Manufacturing



The second largest manufacturer of jeans in the Empire, Ibis has been covering up the backsides of the nation for years.

IMPOCK UNIFORMS

Headquarters: Bangor, New England

Services: Uniform Rental

IMPOCK uniforms

From nurse to night watchman, Impock provides the uniforms people recognize. Whatever the job, if you need to look uniform, then Impock can provide it from one of their 800 locations nationwide.

INFARK ALCHEMIST'S FIRE AND NOVELTIES

Headquarters: Baltimore, Columbia

Services: Firework Manufacturing



Begun as Infark Novelties, the creation of Xcrawl has led them to a whole new field—which is prosperous in more than one way. Since alchemist fire is illegal to any unlicensed individual in the NAE, by selling their wares to contestants in The Games they have more than doubled their fireworks and novelty sales, since all the fans want to pretend that their Roman Candle is a wand in the hands of Jose Villalobos.

JOURNEYMAN BOOTS

Headquarters: L'Anse-Aux Meadows, Newfoundland

Services: Shoe Manufacturing



Strong and reliable, Journeyman Boots are made for use and not appearance. Used mostly by hikers and

blue collar workers, Journeyman Boots rarely make it into The Games, but are used often in the Boffer leagues.

JUNIPER STEEL

Headquarters: Pittsburgh, Columbia

Services: Steel Manufacturing



Providing steel and metal for the inner structure of the empire, Juniper Steel has sponsored several teams in The Games through the years. Generally choosing one team and pushing them

throughout the season, Juniper has connections to get armor and weapons for the entire team. They prefer teams with a blue-collar attitude and make-up.

KAI BURBANK OUTDOOR SUPPLIES

Headquarters: Victoria, British Columbia

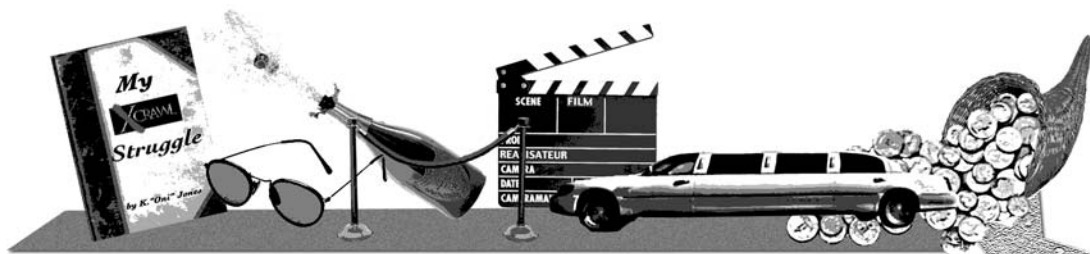
Services: Clothing Manufacturing



Kai Wheetso began his company as an outdoor supply manufacturer, hoping to tap into a fresh market. He

quickly discovered that people didn't much enjoy going out of the city for recreation; monsters tend to disrupt social occasions. But he did discover that people like to *look* like they are adventurous. Now, he has a multi-million dollar business based on the idea that people like to appear brave.





KING'S IRON GOLF SUPPLIES

Headquarters: Orlando, Georgia

Services: Sporting Goods Manufacturer



"Try Swinging With A King." Considered by many the standard in the golf world, King's Iron is a new entry into the Xcrawl sponsorship

arena. The recent popularity of golf has led to the company trying their hand, but they are cautious and somewhat on the low end of the pay scale.

KILIMANJARO KOOKIES

Headquarters: Wilmington, New England

Services: Food Manufacturing



Who doesn't love a good cookie? Well, Kilimanjaro Kookies considers themselves "The Peak of

Sweet," and there are few that would argue. They tend to prefer endorsement deals over sponsorships, and love to hire big, mean looking crawlers to eat cookies on camera.

KOBBLER FARMS DAIRY

Headquarters: Topeka, Louisiana

Services: Food Manufacturing



From the heartland of America comes the Empire's favorite dairy goods. Well, they actually are headquartered in the

heartland, but they have local branches throughout the Empire, delivering milk and ice cream to your local grocery. But everyone knows that the best things come from Kobbler.

LAMBENT TIRES

Headquarters: Dayton, Ohio

Services: Tire Manufacturing



One of the best known tire companies in the world, Lambent is the tire most often found on new cars coming

from the Empire's manufacturing plants.

LAMDA HEATING AND COOLING

Headquarters: Milwaukee, Illinois

Services: HVAC



A nationwide chain of Heating and Air Conditioning service, Lamda maintains

many of the houses in the empire. The company maintains a very blue collar attitude.

LANDBANK OF MEXICO

Headquarters: Tepic, Mexico

Services: Banking Services



Landbank of Mexico is a large financial institute working out of the

southernmost part of the Empire, advertising frequently in crawls, but rarely sponsoring crawlers. In truth, Landbank is owned and operated by Messianics, hoping to gather money for their cause.

LAURELCARD

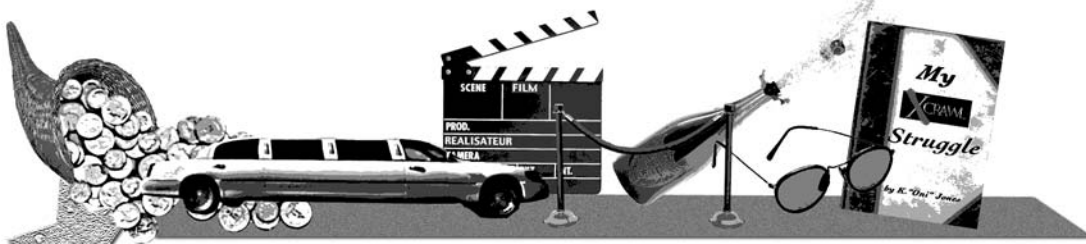
Headquarters: Chicago, Illinois

Services: Credit Card Services



Their ads featuring the phrase, "Have You Earned Your Laurels Today?" appear on billboards and in magazines everywhere. The current ad campaign has been much better received than the ones that had a laurel wreath appearing on the head of individuals using the card.





McGUILlicUTY NATIONAL BANK

Headquarters: Charlotte, Virginia

Services: Banking Services

McGuillicuty National Bank



Founded by Albright McGuillicuty, this bank is owned and operated by gnomes, and is meticulously maintained. They favor non-human spokesmen in The Games, but only to draw in that particular market; they have no real racial bigotry.

MERCIFUL MINERVA FRIED CHICKEN

Headquarters: Lexington, Virginia

Services: Food Services

MMFC
Merciful Minerva
Fried Chicken

Started by a retired Centurion from the Legion, Merciful Minerva's began as a single restaurant. But the unique taste of the Centurion's herbs and spices led to the chain growing first to spread across the district, and now the Empire. The Centurion even does his own commercials.

MORSON MOTORCYCLES

Headquarters: San Antonio, Texas

Services: Vehicle Manufacturing



"Experience More. Experience Morson." This line of motorcycles has grown with the introduction of Xcrawl. Where else can an out-of-shape, everyday accountant get the thrill of thinking that they are wild and crazy.

MOTORAYA TIRES

Headquarters: Pittsburgh, Columbia

Services: Tire Manufacturing



Big in the race circuit, Motoraya promises high-end performance for the common car. Motoraya made a scene at a recent crawl when they equipped a sponsored team in rubber armor, made to look like their tires.

MYDEMIE AUTOMOTIVE

Headquarters: Chicago, Illinois

Services: Automotive Retail Services



The largest single chain of automobile retailers, Mydemie has over two-hundred locations throughout the east and central portions of the Empire. They only sponsor crawls in their area, and will also use teams that work their region regularly.

NANTO'S OUTFITTERS

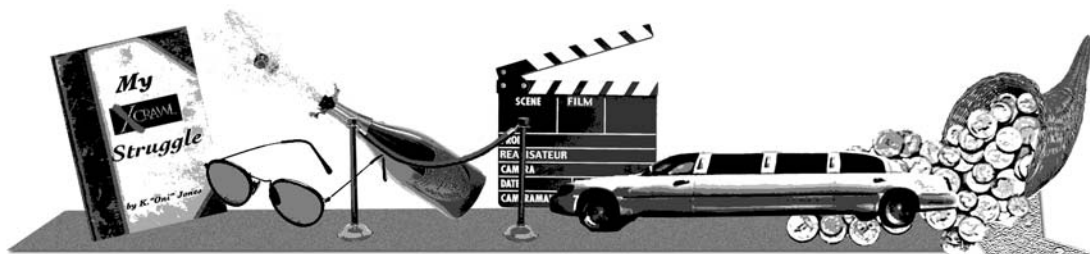
Headquarters: San Francisco, California

Services: Clothiers



Nanto's doesn't do anything small. This national chain of retail shops averages 50,000 square feet. They offer everything that a member of the Empire would want for recreational activities for any sport, including boffer-style Xcrawl events.





NEW WORLD TEXTILES

Headquarters: Charlotte, Virginia

Services: Textile Manufacturing



New World Textiles

Cloth and more cloth. Everything from cotton to nylon is processed through

New World Textiles. They are also one of the original creators of the micro-mesh armor, using modern textile technology to create a new market.

NORWEGIAN TEAK

Headquarters: Halifax, Nova Scotia

Services: Furniture Manufacturing

Hand-made furniture styling at a mass-market price. Real teakwood furniture that is mass-produced

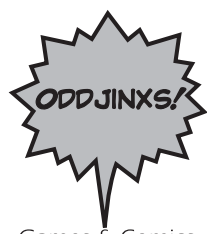
NORWEGIAN TEAK

and marketed as high style has become a trend with up and coming members of society.

ODDJINXS GAMES AND COMICS

Headquarters: Reno, California

Services: Retail Services



Games & Comics

The only national chain of comic and games stores in the Empire. Oddjinxs has made a business on Dungeonbattle and Xcrawl comics, and they perpetrate that success by advertising directly to their target audience—in The Games themselves.

ODYSSEY MOTORS

Headquarters: Detroit, Ohio

Services: Automobile Manufacturing



“Odyssey. It’s In The Journey.” Odyssey’s main line of vehicles are mini-vans and SUVs, with their main clients

being the traditional family. The genius who decided that Xcrawl was a good marketing option isn’t long for the job.

O’HAIR OUTSOURCING SOLUTIONS

Headquarters: Toronto, Ontario

Services: Job Outsourcing

O’HAIR
OUTSOURCING SOLUTIONS

Providing high-quality temporary employees in critical positions,

O’Hair is the top supplier in the nation. Strangely, they use their own services for many of their key positions.

OLD TROY BAKERIES

Headquarters: Philadelphia, Columbia

Services: Food Service/Bakery



There is a reason that you don’t go to the grocery store hungry. One of the biggest is the aisle of goods from Old Troy. Cookies, cakes, muffins, and much more are available in many delicious flavors.

OMUERTA DETERGENT

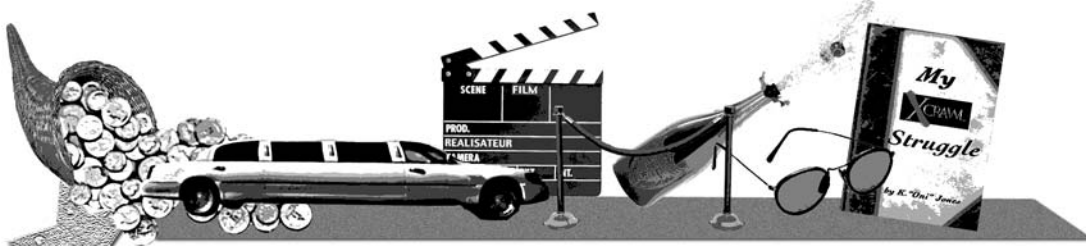
Headquarters: Regina, Saskatchewan

Services: Detergent Manufacturing



“It’s A Dirt Killer.” Omuerta uses their name and image—their logo is a shiny, white skull—heavily in Xcrawl. Fans buy their product just for the image.





PENTIC AND FREISE

Headquarters: New York, New England

Services: Department Store



Debatably the largest department store chain in the Empire (just as Duke Morgenstern's), Pentic and Freise has begun the concept of

specialization in a department store. They have recently dropped all of their appliances and electronics, and are looking to phase out furniture and cookware to concentrate on clothing and apparel.

PHANG BLADE AND SHIELD

Headquarters: Boulder, Arizona

Services: Weapon and Armor Manufacturing



Phang "Bite Back—With A Phang!" Specializing in short, stabbing weapons, Phang weapons are highly stylized, with snake motifs and curved teeth designs incorporated into many of their weapons.

PHOENICIAN FIREARMS

Headquarters: Chihuahua, Mexico

Services: Firearm Manufacturing



Even though firearms aren't legal in the Xcrawl games, and owning a firearm is illegal for the common

citizen of the Empire, Phoenician advertises heavily in crawls.

PLASTIC SOUTHEAST

Headquarters: Savannah, Georgia

Services: Plastic Manufacturing



A leading manufacturer of plastics, Plastic Southeast is the largest supplier of shielding to keep the crowds safe during a crawl. They often

supply the materials in exchange for promotion during the event.

PLUTO HOME APPLIANCE

Headquarters: Dallas, Texas

Services: Appliance Manufacturing



This unlikely name for a company comes from the fact that the founder of the company—originally

Hearthstone Home Appliance—found a deep faith in the worship of Pluto in later life. One of the clauses in his will was that the company continue with this name for another thirty years. It's only been five years, but the unique quality of the name has worked to their advantage so far.

POP SODA

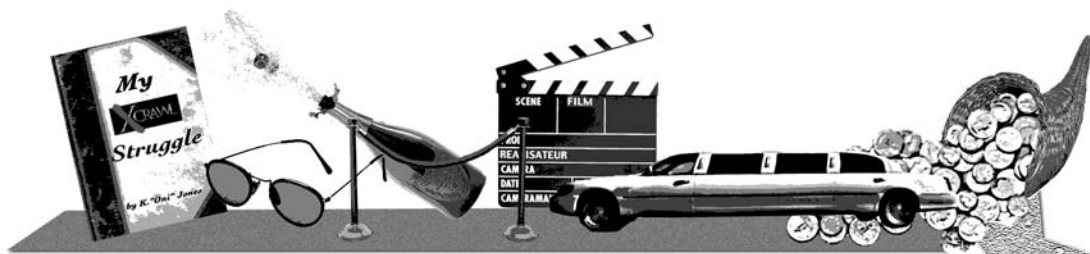
Headquarters: Cleveland, Ohio

Services: Food Manufacturing



The small company trying to make it big. Pop Soda specializes in unique flavors, including ginger beer, licorice pop, and even celery soda. They are considered trendy, and look for more edgy crawlers to represent them.





QUANTRILL BUILDERS GROUP

Headquarters: Boston, New England

Services: Builders



Thanks to their popular "How To" show on Empire Network 5, Quantrill Builders Group has

gone from a local contracting company to an empire-wide sensation. Now, there are branches everywhere, and when people want something done, they call Quantrill.

RAFFLESIA APPAREL

Headquarters: Los Angeles, California

Services: Clothiers



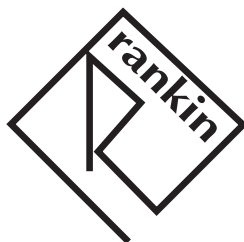
Style, style, and more style. Rafflesia is not just the name of the company, it's the one-word name that the noble who started the company has used for the past three decades. Rafflesia himself even attends a

few crawls, though he is usually there to be seen, and not to see the event.

RANKIN RECORDS

Headquarters: Nashville, Virginia

Services: Music Recording



The number one label for blues recordings in the Empire, Rankin Records loves to have DJs use their recordings in their shows. They pay to have their music used in the crawls, and are always hoping that any bard in

The Games will break into one of their songs.

RIDADIS UNDERTAKING SERVICES

Headquarters: Birmingham, Georgia

Services: Undertaking Services



It may seem gruesome, but the Ridadis family knows that when you die, you have to get buried. They try to act

compassionate, but they have a bit of a grim reaper personae to the public.

ROBUSTCRAFT & NUTRASTERN ORGANIC FOODS

Headquarters: Sacramento, California

Services: Food Services



Rangers and druids are the most common folk to find Robustcraft knocking on their door. They love the natural side they represent for their

company, which sells only naturally grown or free-range foods.

SALON STEFFAN

Headquarters: Chicago, Illinois

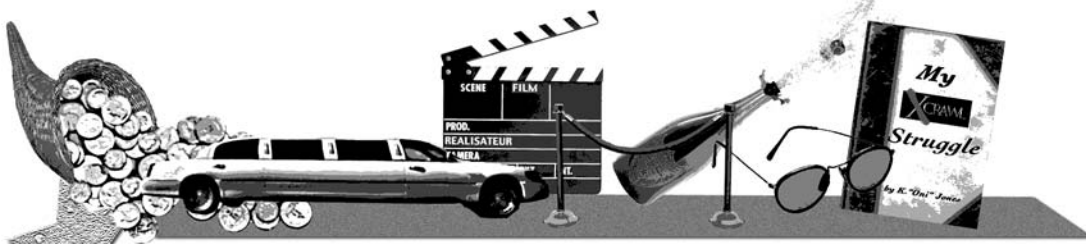
Services: Barber



Esteemed hairstylists and total makeover experts, Salon Steffan charges an exorbitant amount of money to

create a style that they feel fits a person—whether the person agrees or not. They only choose the most attractive crawlers for their ads.





SAPPA-KAY COLA

Headquarters: Baltimore, Columbia

Services: Food Manufacturing



The main competitor for Friki-Choo Cola, Sappa-Kay Cola offers a similar line of products, but has always been second in line. Sappa-Kay has yet to hire a consultant wizard to create something akin to Friki-Choo Cola Call.

SKYROAD AIR

Headquarters: Savannah, Georgia

Services: Airline Services



Designed as a commuter service for business, Skyroad has very few flights designed for casual vacationers. Skyroad will often give away trips to major crawls as part of a promotion for businesses.

SYLVAN GLADE JEANS

Headquarters: Sacramento, California

Services: Clothing Manufacturers



“Dive Into The Jean Pool.” Sylvan Glade is a bit of an oddity among companies sponsoring The Games, as they are owned and operated by elves. The only elvish company regularly participating in Xcrawl, Sylvan Glade Jeans finds themselves the scorn of much of the elven community.

STARBREAK IMPORTERS

Headquarters: Miami, Georgia

Services: Imported Goods Retailer



Want some chocolate from Allemenda? How about some religious icons from Rome? Then you are going to want to find a Starbreak. This company sells products that they bring in from around the world—every item approved by the Empire—at a rather inflated price, naturally.

SCUFFLEGRIT SOUTHERN

Headquarters: Savannah, Georgia

Services: Utilities Company



Electricity, natural gas, and water are all services provided by Scufflegrit Southern. They hold a virtual monopoly in the southeastern section of the Empire, but they are kept under the thumb of the NAE government.

SPQR JEANS

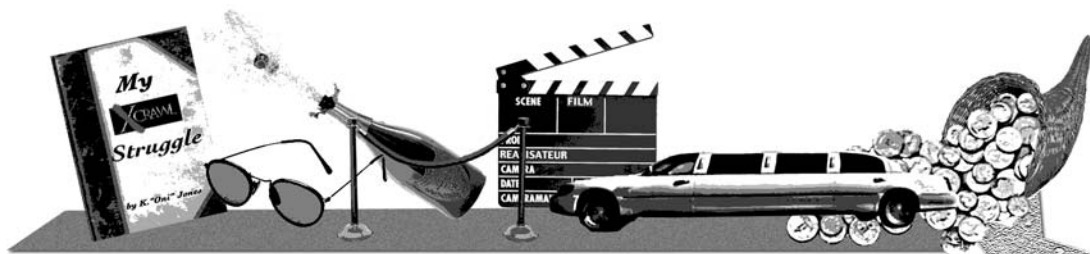
Headquarters: New York, New England

Services: Clothing Manufacturing



Roman designer Giovanni Domas came to New York with only one goal in mind: to build a fashion empire in the North American Empire. Few would argue with his success.





SUBCHIEFTAN SANDWICHES

Headquarters: Philadelphia, Columbia

Services: Food Services



The eating habits of dozens of crawlers has been dictated in the ad campaign describing "What Do You Want On Your Sub?" And the success of the campaign means that they are always looking for a new face.

TELLURIDE STEEL ARMS AND ARMOR

Headquarters: Telluride, Arizona

Services: Weapon Manufacturing



Everyone wants a TSA&A sword. Dwarven craftsmanship and quality steel make it one of the finest on the

planet, and the best place for it to be used is in The Games. They choose only six people to sponsor a year, and each of those people gets the jealous stares of everyone else in the crawl.

TEMPUS TIMEPIECES

Headquarters: Toronto, Ontario

Services: Clock and Watch Manufacturing



The luxurious watch company, a Tempus Timepiece is a watch designed to last a lifetime. It's high

fashion, not high impact, and makes a statement at any gathering. The company executives love the idea of mixing the raw primal quality of The Games with the refined quality of their watches.

TERRY PARIS FASHION INTERNATIONAL

Headquarters: New York, New England

Services: Clothing Manufacturing



The leading manufacturer of magically

enhanced fashion wear, Terry Paris Fashion found a true soulmate in Xcrawl. Terry himself attends every Emperor's Cup, and always creates a unique magical garb to celebrate the event.

TOBIAS SOUND SYSTEMS

Headquarters: Chicago, Illinois

Services: Electronic Manufacturing



The creators of the Unified Sound Field technology, Tobias Sound System

utilizes many technomancers to create what they call in their ads, "Magical Sound." They often record crawls and use the sounds to show off the realistic sound their equipment emulates.

TOJIDA ARCANES SPECIALTIES

Headquarters: Fort Wayne, Ohio

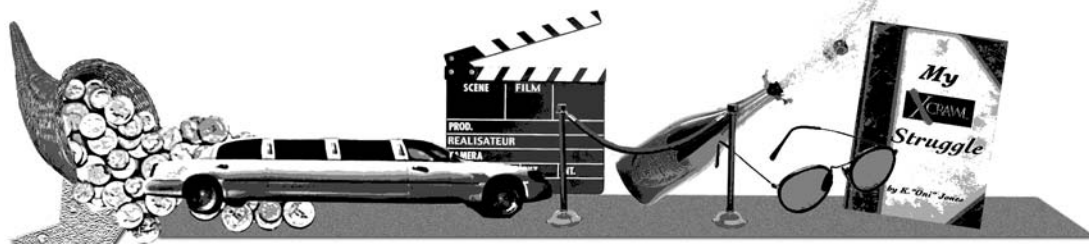
Services: Magical Enhancement Manufacturing



The creators of mass-market wands and potions, Tojida Arcane Specialties is a low-end magic supply house. Nothing fancy or powerful is created by the company, but simple spells and enchantments

are made available—though not always reliable—at an affordable price.





UNICORN LIGHTING

Headquarters: Santa Fe, Arizona

Services: Lighting Manufacturing



**Unicorn
Lighting**

"Pure And Bright." Their motto has stayed the same since the company's inception over sixty years ago. They still provide the same quality product that the company was founded upon

VEZELISE OIL & HEATING

Headquarters: Yellowknife, Northwest Territories

Services: Oil Refining



Tapping into the huge wellstock of oil lying beneath the northernmost portions of the Empire, Vezalise's thousands of hard working stiffes on their oil platforms love the chance to gather around and watch a crawl to take their minds off things, and Vezalise always tries to make them feel like they are part of The Games with ads and sponsorships in their favorite pastime.

VIRTEK COMPUTATORS

Headquarters: Los Angeles, California

Services: Computator Manufacturing



The most advanced computers in the Empire, Virtek has created machines capable of processing complex mathematical calculations, as well as simulate a typewriter, and can even record the document to be reprinted at a later date.

WALKERSWOOD FORMALWEAR

Headquarters: Houston, Texas

Services: Formalwear Rental



The place to go for your wedding or prom, Walkerswood provides not only tuxedos for the men, but also gowns and dresses for women. They have a popular series of ads depicting popular crawlers in their formalwear, looking totally out of place—but very well dressed.

WHISPERSTONE MARKETING

Headquarters: San Francisco, California

Services: Marketing



If you don't know how to sell your product, they do. Whisperstone Marketing has had several cases brought against them for reportedly using charm magic in their ads to convince people to act against their will. To date, not one case has gone to trial, with each being resolved out of court.

WILD SWAN MUSICAL INSTRUMENTS

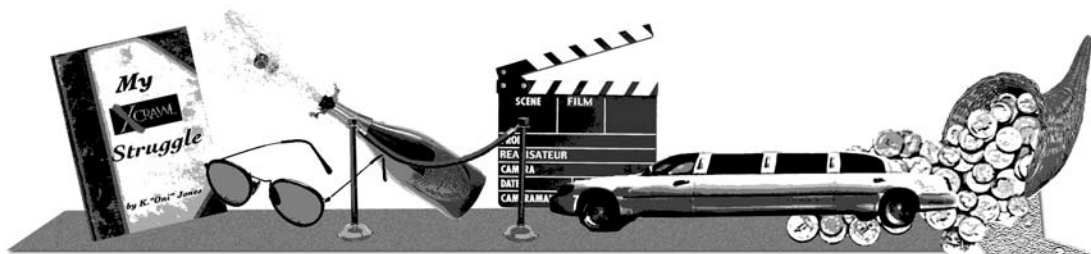
Headquarters: Nashville, Virginia

Services: Musical Instrument Manufacturing



Wild Swan bears the mark of legendary guitarist Marcus "Smooth Toe" Daksons. They specialize in guitars, and have stopped manufacturing of all other lines.

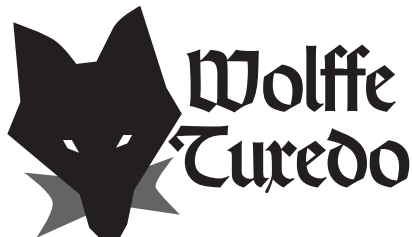




WOLFFE TUXEDO

Headquarters: Ottawa, Quebec

Services: Formalwear Rental



Much smaller than Walkerswood, Wolffe Tuxedo only carries formalwear for men. They are still searching for

their product identity, but are energetic and willing to go that extra mile to succeed.

YARDLY AND DEAN INSURANCE

Headquarters: St. Louis, Louisiana

Services: Insurance Providers

Yearly & Dean Insurance

Health, home, auto, and life, and so much more. Yearly and Dean also

provide investment counseling, small business loans, and personal protective wards. Their impact in the Empire is severe, holding more sway than many other companies.

ZABBO AND ANGIE MEDIA, INC.

Headquarters: Los Angeles, California

Services: Marketing



Zabbo & Angie Media, Inc.

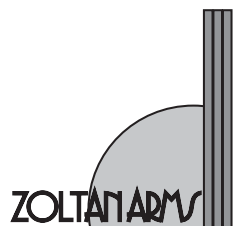
It's all about the people. Zabbo and Angie are the agents of the stars, ready to find new talent and take them to the next level. They work with crawlers wanting

to get out of The Games, and try to get them to the next stage of their careers.

ZOLTAN ARMS

Headquarters: New Orleans, Louisiana

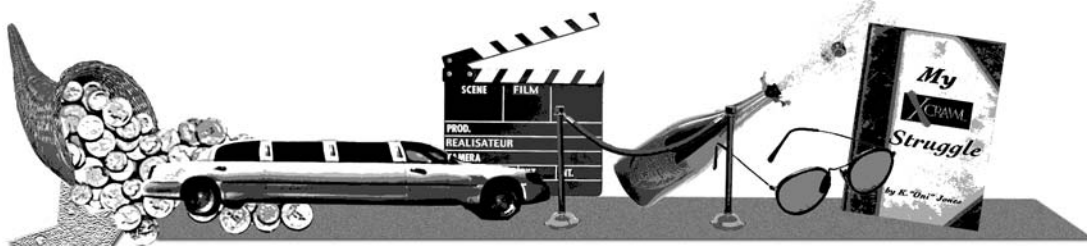
Services: Hotel and Motel Services



"You're Always Safe In Our Arms." This large chain of hotels and motels provides simple accommodations all the way up to deluxe suites for dignitaries and nobles. They will often offer free deluxe hotel rooms to top

crawlers willing to represent them in a dungeon.

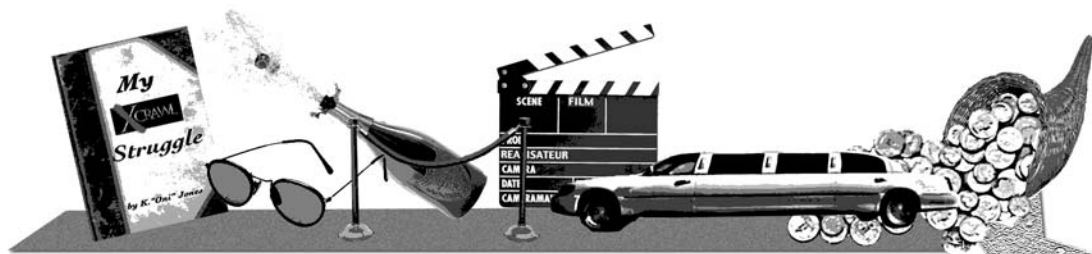




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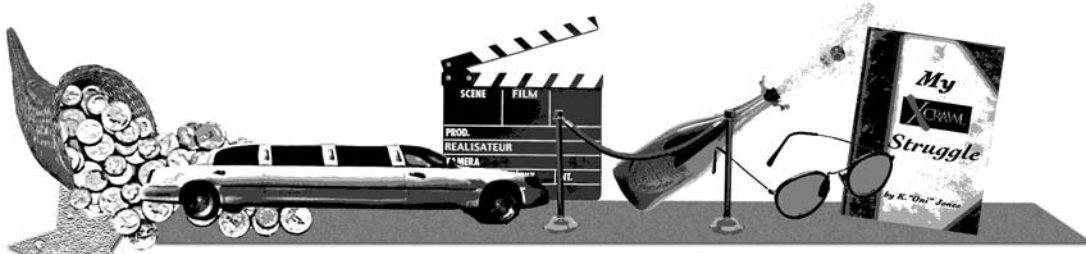
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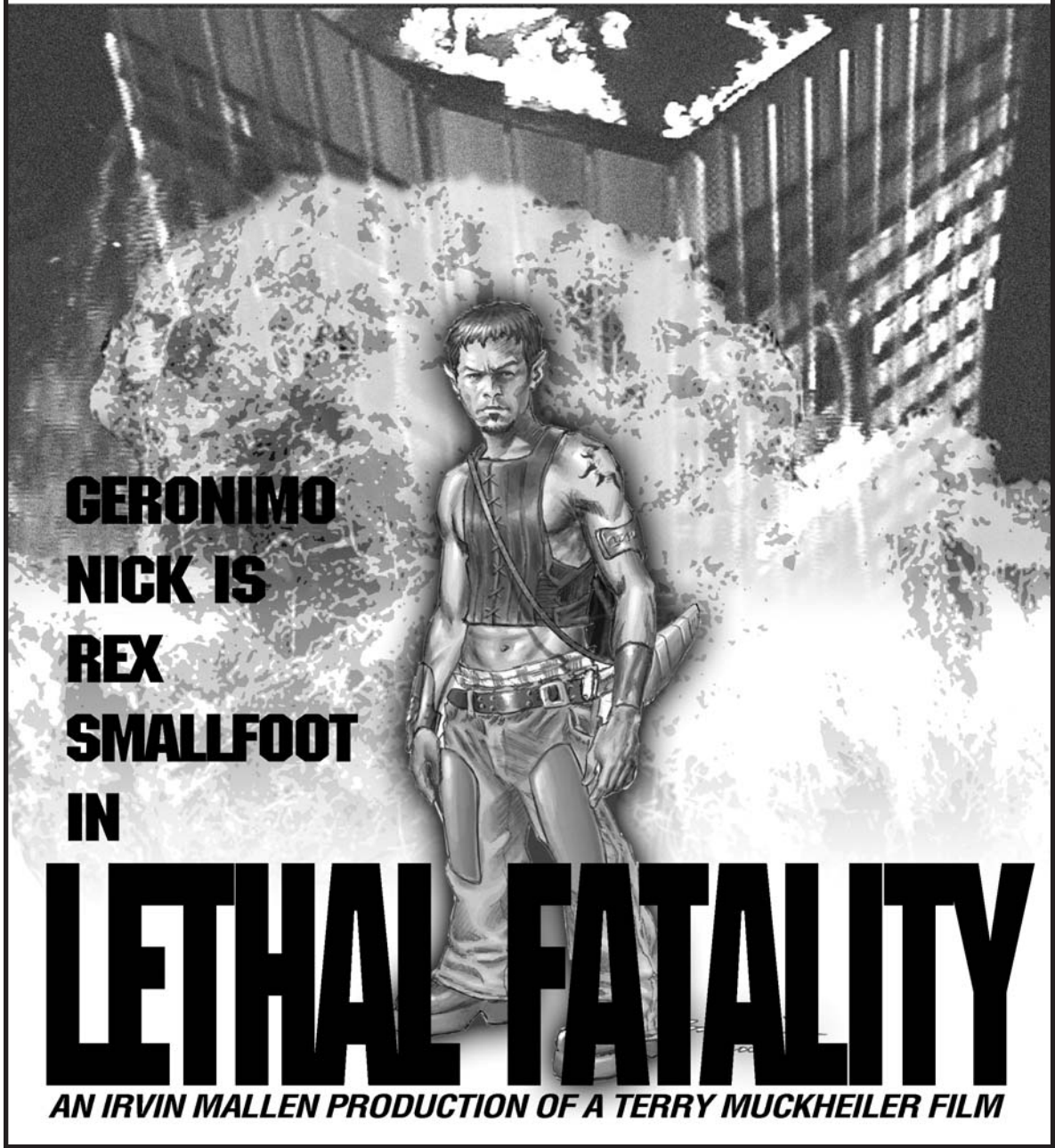


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Plasma Wench	143		
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Random person	145		





HE'S LIVING IN A BURNIN' NATION...



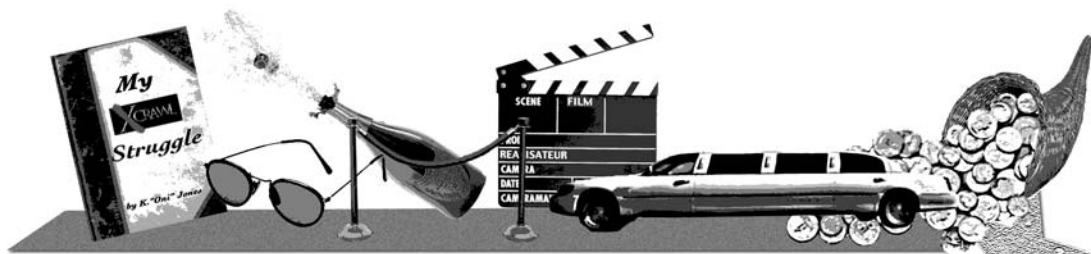
**GERONIMO
NICK IS
REX
SMALLFOOT
IN**

LETHAL FATALITY

AN IRVIN MALLEN PRODUCTION OF A TERRY MUCKHEILER FILM



182 • SellOut!



GIRLFIGHT MONTHLY

SEPTEMBER 4699

**THIS MONTH:
XIAN VS ONI!**

**WHO'LL
WIN?**

**THE
FANS!!!**

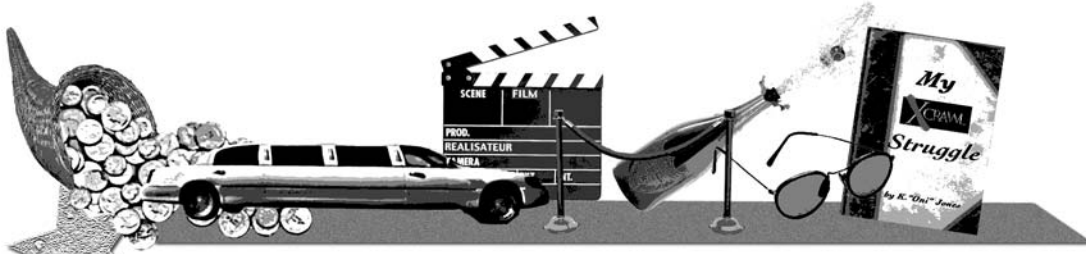


**ALSO
IN THIS
ISSUE:**

CHA CHA TURNER VS MONICA SILVERSTRING • CARLEY DANGER VS ALLYSON BROOKS

As Seen On Empire-I TV! • I83





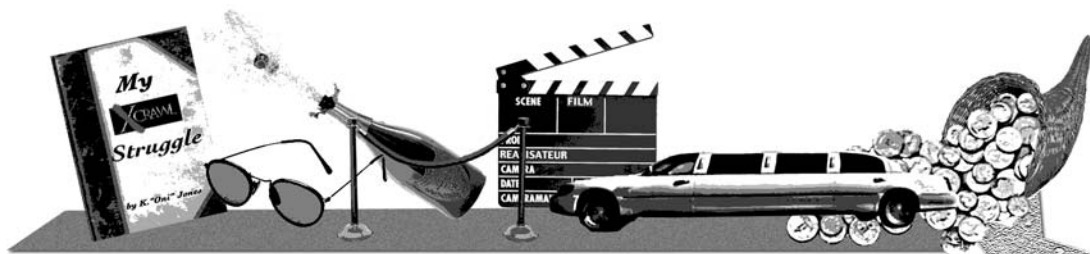
Gentle Echo books on tape presents:

Little Women
by Louisa May Alcott



As read by
Xcrawl
Dungunn Gangsta
Pecos Pete





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You down with OGL?



X CRAWL RECORDS

Character _____

Position _____

Years Crawling _____

Current Division _____

Total Crawls _____

Total Kills _____

Total Assists _____

Total Hand-to-Hand _____

Total Ranged _____

Total Spellcasting _____

Total Counterspells _____

Total Locks _____

Total Sneak Attacks _____

Total Saves _____

Total Undead _____

Average per crawl _____

Average per crawl _____

Average per crawl _____

Average per crawl _____

Average per crawl _____

Average per crawl _____

Average per crawl _____

Average per crawl _____

Average per crawl _____

Average per crawl _____

CAREER HIGHLIGHTS

Most Kills _____ Description _____

Crawl _____

DJ _____

Most Assists _____ Description _____

Crawl _____

DJ _____

Best Event _____ Description _____

Crawl _____

DJ _____

Highest Percentage _____ Description _____

Creature _____

Best Score _____

Most _____ Description _____

Crawl _____

DJ _____