

**DUNGEON CRAWL CLASSICS
FIFTH ANNUAL OPEN TOURNAMENT**

SAVE XCRAWL!

Empire of Cyclops Con 2021

**SAVE
XCRAWL!**

PLAYER PACK



INTRODUCTION

Returning for 2021: The DCC team tournament! For many years, our tournaments were the stuff of legends, and now they are back under DCC RPG rules! *Save Xcrawl!* is the fifth official Dungeon Crawl Classics RPG Open Tournament for Empire of Cyclops Con 2021, featuring the upcoming Xcrawl Classics system for DCC RPG.

"The Military wants to own it. The Emperor is ready to replace it. The Monsters are happy to forget it. But the people need you to...Save Xcrawl!"

With the Empire threatening to take Xcrawl out of the public sphere and make it a military-only training tool, the nation is in an uproar. Now the Oracle of Key West makes a startling pronouncement: the Gods of Olympus declare that if the Adventurer's League can put together a crawl that delights all the Children of Cronos, they shall declare the Empire's ruling void and Xcrawl shall remain the measure of the common man. Will you rise to meet the challenge?

Save Xcrawl! is a competitive, scored, two-round tournament. Teams of five players throw their crews against the dungeon encounters of five devious DJs, and the highest-scoring teams from each Round 1 Flight advance to round two. The winning team claims a plaque of immortality on the Gong of Doom and bragging rights for the rest of their natural and unnatural born lives!

Tournament dungeon crawls are different from normal DCC RPG modules in that they follow the tournament play structure. Rounds are timed, teams are awarded points based on their accomplishments in the adventure, and top-scoring teams advance to the next round. This player pack will familiarize you with the basic concepts of tournament play.

Don't worry if you don't have a team; we'll assign you one. This year for Empire of Cyclops Con the tournament will be run virtually using Zoom and a shared dice-roller with mustering on Discord. Get those virtual dice ready and start making sacrifices to the Luck Gods. You're going to need all the help you can get!

SCHEDULE

This year’s elimination-style tournament will take place over two rounds, with the Round 1 games scheduled for Friday night and Saturday morning and the finals on Saturday afternoon. This year the teams will be composed of up to five players, and Round 1 will feature two flights. The top scoring team from each first round flight will advance to the final round held on Saturday afternoon.

All games will take place virtually using Zoom with team mustering on Discord. The tournament will officially kick off the first day of the convention at 8:00 pm Eastern with the start of the first round one games. Please verify that you have access to a Zoom and Discord accounts prior to the start of the tournament. Instructions will be sent to players at least a day prior to the convention with information on how to access VTT play.

Unlike in previous years, this year’s tournament will feature five different DJs that each team will rotate between. Teams will have **40 minutes** to complete each DJ’s encounter before proceeding to the next DJ. After the 40 minutes, the encounter immediately ends, even if the team has not completed the encounter or is in the middle of combat. There will be a 5-minute reset period between encounters so that there is a smooth transition between DJs.

For example, during Round 1 on Friday night the transition schedule will be as follows (all times EDT):

- 8:00 – 8:15 pm; 15-minute grace period with official tournament start at 8:15 pm
- 8:15 – 8:55 pm; Encounter 1
- 9:00 – 9:40 pm; Encounter 2
- 9:45 – 10:25 pm; Encounter 3
- 10:30 – 11:10 pm; Encounter 4
- 11:15 – 11:55 pm; Encounter 5 with official tournament end at 11:55 pm

Finally, the finals will be livestreamed on Saturday over the Goodman Games Twitch channel - where the final two teams of the tournament will compete for victory!

	Time EDT	Where	Advancing Teams
Friday, Nov 5th			
Round 1, Flight 1, Tabletop Event 105	8 pm – 12 am	Zoom/Mustering on Discord	1 (+2 nd place alternate, if needed)
Saturday, Nov 6th			
Round 1, Flight 2 Tabletop Event 104	10 am – 2 pm	Zoom/Mustering on Discord	1 (+2 nd place alternate, if needed)
Finals	4 – 8 pm	Zoom and Goodman Games Twitch	-

PLAYER GUIDELINES

Scoring system: This is a points-based tournament. Advancement from one round to the next is determined by the teams that have the most points, and they do not carry over from round to round. Additionally, a team that quits early will not advance regardless of points scored (see **Don't Quit Early**).

Earning points: In the course of your adventure, your team will earn points by exploring locations and progressing through the encounters of the tournament. The scoring system awards efficiency in solving the encounters within the adventure. You will lose points for unleashing traps or dangers that could have been avoided and for PC deaths.

If a team advances between rounds: All their slain PCs are miraculously recovered and all PCs begin the next round at full hit points. Disapproval resets between rounds; however, any disapproval effects are retained for the duration of the tournament. However, used equipment, burned stats, and lost spells are not regained between rounds. **To reiterate, burned stats are not recovered between rounds.**

Dice rolling: All tournament games will be using the online dice rolling app [Roll Funky Dice](#) for managing dice rolls by DJs and players.

Rolling for others: Players are not allowed to roll dice for other players. If a player is absent and they are required to make a roll, the party can opt to wait (wasting time) or skip, but no "team rolling."

Time is of the essence: The more you explore before the time limit expires, the more points you have the opportunity to score, and the greater your chances of advancement. Groups that advance to the next round automatically start at the beginning of the next level of the adventure.

Starting gong: All games will start after a 15-minute grace period. After the 15-minute grace period, teams may opt to continue waiting for missing players or to begin their session. If they wish to continue waiting, this time counts toward the 40-minute limit for the first encounter. Otherwise, the absentee player is declared a no-show and that player's character is removed from play for that and subsequent rounds.

Trading items: Your team can trade items between themselves as they see fit, but only once the round (and clock) has started. Armor is fitted to the physique of a specific character, and cannot be traded.

Don't quit early: At any point during the round, a player may quit, but it doesn't "take effect" immediately. If you are in combat, one complete round of combat (from initiative X to initiative X) is fought. If you quit as a trap is sprung, any effects of that trap are fully resolved. If you quit during a save or check, you are considered to have failed it. Characters of players that quit early are treated as having been slain, with the associated point penalty. If an entire team quits early, the team is automatically eliminated and does not advance.

Minimum team size: teams must have at least three players to play. Teams that qualify to advance must have a minimum of three players available to play in subsequent rounds. If an advancing team does not have the minimum number of players, the next qualifying alternate team will be selected to advance in their place.

Words to the wise:

- If you are on a team with people you met at the tournament, it is a very good idea to get their contact information in case you advance; this has cost teams in the past!
- To level the playing field, some rolls (like monster crits and disapproval) have predetermined results.

XCRAWL CLASSICS RULES FOR 2021

The 2021 tournament includes the following new rules for the Xcrawl Classics setting:

Class Summaries: Xcrawl Classics introduces a number of new classes and abilities. Please refer to Appendix A for an overview of the new classes.

Pre-gens: Players will select a character from the 10 tournament pre-gens provided in the *Save Xcrawl!* pre-gen packet. Duplicate PCs may not be used within the same team.

Mojo: At the start of play, every team begins with 1 point of Mojo per PC. Mojo can be added to the following dice rolls: action dice for attacks or spellcasting (including a messenger's Holy Acts), skill checks, or ability score checks. Unlike Luck, Mojo points must be given on the recipient's turn *before* the die roll. Mojo points can NEVER be added to the following rolls: saving throws, critical checks, fumble checks, corruption checks, damage rolls, or deity disapproval checks.

The catch - you can never take Mojo points for yourself; you can only give them to your teammates! Players are not permitted to ask for points out of the Mojo pool – that's just not how team synergy works. Those that forget and ask for Mojo points are blocked from receiving Mojo points for the remainder of the current encounter.

During the tournament, the following events add points to the Mojo pool:

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

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

Grandstanding: Grandstanding is the art of working the crowd. A Grandstanding check is: 1d20 + Personality modifier + character level. The DC for this check is referred to as Crowd DC. The Crowd DC in tournament play is always 15. While crawlers can grandstand whenever they feel like whipping the crowd up, twice per combat encounter they can earn a Fame point (see below) with a successful Grandstanding attempt:

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

Fame: Fame is a component of tournament scoring. In addition to Grandstanding, fame can be earned for overcoming obstacles and successfully completing an encounter (see **How Do I Score Points?**). Fame can also be lost for "losing" an encounter or doing something that results in a disqualification.

THE TOURNAMENT IN DCC RPG

Empire of Cyclops Con 2021 is the fifth time that the DCC open tournament format is being run using DCC RPG rules. The tournament organizers have discussed the rules and module extensively prior to “going live” at the convention. In the interests of consistency and fair play, we are disclosing in advance how certain game elements will be handled. Fair warning - these rules will be run as stated here during the tournament, regardless of official errata, customer service opinion, or what’s in the rulebooks.

Dice chain: The tournament uses the official dice chain rules from the DCC RPG core book as follows. In addition, the maximum die for dice chain bonuses is a d30:

d3 - d4 - d5 - d6 - d7 - d8 - d10 - d12 - d14 - d16 - d20 - d24 - d30

Monster fumbles and crits: If a monster fumbles, it does not roll on the fumble table. Instead, it receives a -2 penalty to its next action. Similarly, when a monster inflicts a crit, a standard crit result of +1d8 damage is applied rather than rolling on the specific monster crit table.

DJs reveal DC, AC, etc.: For Xcrawl Classics tournament play, DJs are instructed to reveal the numerical target for rolls. Players may choose to spend Mojo or Luck knowing what the target number for the roll is.

Mighty deeds: Players can describe the mighty deed however they like, but the DJ will always apply within a specific set of parameters that best fits the description and the desired result. Results always last only until the end of the following round.

Divine aid: During *Save Xcrawl!* the forces of gods are loathe to directly intervene in the outcome. A messenger must succeed on a DC 15 spell check, and his disapproval range automatically increases by 10 whether the casting was successful or not. The gods are unable to answer specific requests - and can only hope that their aid serves their devotees. So that teams compete fairly, the results of casting are static. Each time the messenger successfully invokes divine aid, she must choose one of the following:

- The caster receives the blessing of their god. The messenger, or any one PC the caster designates, receives +3d to a single roll. The bonus may be held until needed, but does not carry over between encounters;
- OR the caster, or a PC she designates, may re-attempt a roll that failed the previous round (for instance, a failed recover the body or spell check).
- OR the messenger may immediately apply 4 dice worth of healing to one target as per the *lay on hands* ability.

Lay on hands: If a messenger’s lay on hands effect has more HD than the PC, all HD are rolled with the best result(s) being taken.

Disapproval: Disapproval results are standardized to reduce the variation between teams.

Invoke patron: Like gods, your experience tells you that patrons are loathe to directly intervene in the affairs of men under such conditions that are present in the tournament, limiting what aid they will provide. On successful casting of *invoke patron*:

- The caster receives +2d to a single roll of their choice. This cannot be given to another PC.
- OR the caster regains one lost spell.

Manifestations, mercurial magic, and corruptions: Manifestations and mercurial magic are not used in tournament play. Corruptions are used but have no mechanical benefits or penalties.

Spell checks: Blasters may choose lesser manifestations of a spell by burning a point of Luck if not normally allowed.

Healing and recuperation: The frantic push of Xcrawl prevents the party's ability to rest and recuperate. You will not be able to sleep or recuperate in the tournament or during rounds to heal or regain spells.

Death and dying: When a PC is reduced to zero hit points, they fall unconscious and begin bleeding out. A character survives for 1 round of bleeding per level before they are permanently killed. For example, a 2nd level character can be saved if they are healed within 2 rounds. An unconscious PC with zero hit points is utterly defenseless and can be killed by an enemy administering a coup de grâce (which Xcrawl monsters are only all-too-willing to provide!) There is a chance of saving a dead character by healing them very quickly, such as with a magic potion or a messenger's ability to lay on hands. If a magical means is applied, the PC regains the normal number of hit points (starting from zero) and is pulled back from the precipice of death. He awakens and may act normally on the following round.

It is also possible for a character to save an ally from bleeding out. If a character can reach a downed companion before they expire, they can spend a full action to bind their wounds. The assisting character must spend a Luck point to stabilize a dying character. An exception to this rule is characters with a profession trained in healing dying crawlers (paramedic, for example) with a first aid kit. They can make a healing check: 1d20 + Intelligence mod + character level against DC 13. If successful, they can stabilize their ally without spending a point of Luck. The ally may still spend a Luck and save the patient if they fail this check. Dying characters cannot spend their Luck for the attempt.

Remember that a PC who is saved from bleeding out loses 1 point of Stamina. A PC who has died is eligible for recovering the body, unless eaten, utterly disintegrated, or otherwise mentioned in the adventure text. The PC must succeed on a Luck check. If successful, they are restored to 1 hp, lose 1 point of Strength, Agility, or Stamina (determined randomly), **and** suffer a -4 penalty to all rolls for the rest of the tournament round.

Finally, at the start of each encounter, players whose PCs died in a previous encounter may choose to bring in a reserve teammate from the bench. Reserve teammates use the same original character sheet as the original PC; however, as they are "bench players", they only have half the hit points of the original PC. PC death has an impact on scoring, so teams should take care to protect their original PCs!

Ability loss: Whenever a character suffers a loss to an ability score such as through a critical hit, being reduced to 0 hp, or spellburn, the new ability modifier applies to all future actions and saving throws that are based on that ability. However, character traits such as max hit points, known spells, and languages that were determined by the original ability modifier are not retroactively impacted. For tournament play, ability scores of 3 or less are considered to have a -3 ability modifier.

A character who has an ability score reduced to 0, by whatever cause, is considered slain and irrecoverable. This includes players who voluntarily expend ability points through spellburn or by burning Luck. In those cases, the character is considered to have expended themselves to perform whatever last action the ability loss was directed into (e.g., casting a spell or burning Luck to add to a die roll).

FREQUENTLY ASKED QUESTIONS

I didn't get in a game! Will you add more slots? Possibly. We are currently limiting the games to the round one games listed in the tabletop event grid. However, check the event listing to see if additional game slots have been added.

In addition, individual teams may have no-shows in the first round. If teams are able to add players, we will fill them on a first-come, first served basis. Events will be updated as close to game time as possible to allow for late drops and registrations. Filling no-show seats is not permitted in the second round.

How do I advance in the tournament? Advancement is based on points scored in the round. The highest-ranked team from each flight will advance. Teams that quit early are eliminated regardless of points.

How do I score points? Points are scored for exploring the levels, gaining Fame, solving puzzles, defeating monsters, avoiding obstacles, acquiring items, and learning the secrets of the adventure. Be warned, there are also penalties for certain events such as attacking NomComs and character death!

When is an area "explored"? Your DJ determines this, but in general it means you interacted meaningfully with the encounter of that area. Poking in your nose and leaving does not count as having "explored" the area.

Do I need to preregister for later rounds? No. Round 2 appears in preregistration strictly for scheduling purposes. You do not need to preregister.

Do I need a generic event ticket for later rounds? No. Advancement automatically qualifies the participants for the following round.

What if I have a time conflict with the Round 2 slot? This is a team tournament, and advancement occur as a team. The minimum number of players for a team to advance is three, otherwise that team forfeits its slot. The slot is filled by the next-highest scoring team from the previous round.

Can someone take my place on the team? No substitutions are allowed. Sorry.

What happens to my character(s), then? If you're absent, your character is considered lost in the adventure forever and the character is out of the game.

What if I'm late? There is a fifteen-minute grace period after the official round start time. After it passes, the game either starts with whichever players are present or is forfeited and passed on to the alternate team if insufficient players are present.

How do I know if my team is an alternate team? We will announce alternate teams with the advancement information.

When do results get announced? Advancement will be posted in the tournament Discord channel and emailed to all teams. As advancement is flight-specific, Round 1 advancement will be announced after each flight, usually within an hour of the end of the flight.

What if I spot an error on the character sheet? Any errors are unintentional, but the pre-generated characters are played as they are.

What if I disagree with my DJ? DJs have the final say and the full support of the tournament organizers. If you disagree with your DJ, accept his or her ruling. Afterward, feel free to bring it to the attention of the tournament organizer. Disruptive or disrespectful behavior will not be tolerated. The DJ reserves the right to disqualify a team or individual that gets out of hand. That said, we've never had to disqualify a team, which says much about the caliber of sportsmanship the tournament teams display

APPENDIX A: XCRAWL CLASSICS CLASS SUMMARIES

2nd Level Athlete

The Athlete is a physical powerhouse and master grappler.

HD: 1d12

Crit: 1d8/III

Mojo: +1 Mojo for defeating a creature with only Grapple damage.

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

Class Abilities:

- **Training die:** 1d4. Add training die to all physical skill checks, grapple checks, and grapple damage.
- **Grappling:**
 - Grapple check = Action die + Strength mod + training die result.
 - Grapple damage = 1d4 + Strength mod + training die result (a la Deed Die).
- **Giant Killer:** Large opponents receive half their normal size modifier for grapple checks against athletes.
- **Techniques of Wrestling Prowess:** Athletes can perform specialty maneuvers if their training die is 3 or higher.
- **Scramble:** +1 bonus to AC while athlete is conscious and mobile.
- **Athletic Durability:** Ignore 2 points of subdual damage/round.

2nd Level Blaster

The Blaster is an arcane spellcaster that eschews traditional magical formula, instead using willpower and unique gestures/vocalizations to weave spell effects out of background magical energies.

HD: 1d5

Crit: 1d7/I

Mojo: +1 Mojo for participating in the defeat of an enemy that can cast spells or has magical abilities.

Luck: Add Luck modifier to corruption and mercurial magic checks.

Class Abilities:

- **Spellcasting:** All blasters begin with *Spellweaver Blast* + a number of randomly determined spells.
- **Spellcheck:** Action die + 1d4 + Personality mod.
- **Spellburn:** As wizard.

2nd Level Brawler

The Brawler is a warrior specially trained for Xcrawl. They forgo some of the training of the traditional fighter, concentrating on flexibility and unarmed combat.

HD: 1d10

Crit: 1d14/III

Mojo: +1 mojo for every creature with 2 or more HD they best using only unarmed attacks.

Luck: A brawler may choose to add their Luck modifier to unarmed attack and damage rolls.

Class Abilities:

- **Attack:** +1d4
- **Mighty Deed of Arms:** As warrior.
- **Unarmed Fighting:** Free 1d14 unarmed strike every round OR they can forgo weapons entirely and make two unarmed strikes at 1d16/ 1d16 (with NO free unarmed strike).
- **Toughness:** Ignore 1 point of damage from every melee attack.

2nd Level Jammer

The Jammer concentrates on boosting their allies and humiliating their enemies.

HD: 1d8

Crit: 1d8/ III

Mojo: +1 Mojo for every failed attack or spell check by disrespected opponents. Unlike other classes, Jammers can give Mojo AFTER the die check.

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

Class Abilities:

- **Chosen Weapon:** Gain +2 AC when fighting with chosen melee weapon.
- **Performance Check:** Action die + CL + Personality mod.
- **Disrespect:** Lamoon/insult one target as a full round action. Jammer makes a performance check; target makes Will save (DC = performance check). Fail = target disrespected for 1d3+2 rounds, takes -3 penalty on attack rolls, spell checks, damage rolls, and Willpower saves.
- **Devastating Attack:** +1d4 damage against disrespected opponents.
- **Lionize:** Performance check as attack action to boost ally, per chart.

2nd Level Messenger

A Messenger is a bloodline descendant of a God of Olympus, granted divine power so that they may outperform the messengers of rival deities in Xcrawl. Messengers are not granted spells but can perform several holy acts, including healing and turning evil creatures.

HD: 1d8

Crit: 1d10/ III

Mojo: +1 Mojo for bringing ally back from zero hit points and successful *turn unholy* attempts.

Luck: Add Luck mod to *lay on hands* checks and Two-Fisted Healing attacks.

Class Abilities:

- **Scourge:** +1d4 damage on attacks vs. unholy creatures
- **Holy Act:** Check = 1d20 + Personality mod + CL; failed Holy Act = point of Disapproval.
 - Lay on hands
 - Turn unholy
 - Bless
- **Summon Weapon:** Summon deities' favored weapon.
- **Two-fisted Healing:** Free 1d14 attack with one-handed melee weapon against an adjacent opponent while using *lay on hands*.
- **Crit vs. Unholy:** Crit on 19-20 vs unholy creatures.
- **Divine Aid:** As cleric.

2nd Level Specialist (Dwarf Mechanic)

“Mechanic” is an insulting appellation in dwarvish which dwarf specialists have re-appropriated. Dwarf mechanics are some of the best lock-and-trap experts in Xcrawl.

HD: 1d8

Crit: 1d10/II

Mojo: Dwarf mechanics receive two Mojo points for turning to the camera and making disparaging remarks about the trap maker after successfully disarming a trap on their first attempt.

Luck: Luck die 1d4, as thief.

Class Abilities:

- **Specialist Skills:** As thief.
- **Find/Disable Traps:** Mechanics are +1d to find/disable traps that involve pits, moving stonework, sliding walls, and structural deadfalls.

2nd Level Specialist (Halfling Rogue)

The halfling rogue is a master of stealth and devastating sneak attacks.

HD: 1d6

Crit: 1d10/II

Luck: Luck die 1d4, as thief. Unlike halflings in DCC, they cannot give Luck to other characters.

Mojo: +1 Mojo for downing an opponent with a backstab or successfully disarming a trap.

Class Abilities:

- **Specialist Skills:** As thief.
- **Backstab:** Halfling rogues can backstab at short range with the following weapons with increased damage: slings (1d8), hurled daggers (1d10), and hurled stones (1d5).