

# XCRAWL CLASSICS ROLE-PLAYING GAME

BY BRENDAN J. LASALLE

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**XCC GAMMA RULES**



AKG

# XCRAWL CLASSICS

## GAMMA RULES

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# INTRODUCTION

The big crawl streams live tonight on Empire One Television. How will your favorite team do? Tune in to Xcrawl Classics to find out!

Welcome to Xcrawl Classics, a fantasy world where the most popular sport is livestreamed Xtreme Dungeon Crawling! Professional adventurers team up to challenge a Dungeon Judge, or DJ, in a manufactured dungeon with the whole event streamed live on devices Empire-wide!

The DJ builds a dungeon inside an arena with all the classic elements: horrific monsters, lethal traps, enticing treasures, secret doors, puzzles, and more. The DJ forces strategic thinking by manufacturing improbable situations that simply could not be discovered in a standard fantasy setting: warhorses with trapped exploding saddles, hang-gliding velociraptors, jello golems bursting through brick walls, and goblin go-kart races.

The players crawl their way through the DJ's dungeon, winning battles, collecting fabulous prizes, and powering up with magic treasure – while plugging their sponsors, posing for the cameraman, and taking selfies for the audience!

Successful crawl teams become superstar influencers, rich on endorsement deals and riding the celebrity lifestyle. Unsuccessful crawlers die in the dungeon as yesterday's news, or, if they're lucky, retire injured to a sideshow living as a referee or backstage monster handler.

Most importantly, Xcrawl is *fun* – monster-slaying, sports-car-winning, crowd-pumping, face-on-the-cereal-box dungeon fun!

## WHAT ARE THE GAMMA RULES?

What comes after a beta? Gamma! We released the XCC beta rules several years ago. After lots of playtesting and additional feedback, these gamma rules are the next iteration of the game. This document lets you see what XCC is about. There are rules to run some of the new classes up to 2nd level and let you get started in the world of Xcrawl.

But this is just a small bit of what is to come! The full XCC rules are live on Kickstarter now. They will allow you to take characters up to 10th level! Plus, you will have all the new classes, more than 50 new spells, five new patrons, enough new monsters to stock a

half-dozen crawls, new rules for combat, wealth, and more! Not to mention ideas for adventures outside the arena, two full adventures and tips for creating your own Xcrawl dungeons, and way, way more! Trust us – this gamma doc is only 10% of the word count of the final book. The XCC core book is going to be massive and jam-packed with all kinds of fun mayhem.

## HOW DO I GIVE FEEDBACK?

Please try XCC and tell us what you think! You can reach the lead designer directly at [brendan@goodman-games.com](mailto:brendan@goodman-games.com). Or leave comments for us on Facebook, other social media, or the Goodman Games forums.

## HAVE I PLAYED THIS GAME BEFORE?

If you are familiar with 5E or DCC, but not XCC:

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

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

If you've enjoyed these gamma rules, please support the full XCC rules set, available on Kickstarter now!

Support XCC  
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# XCRAWL CLASSICS GAMMA RULES



## NEW CLASSES

### ATHLETE

**X**crawl audiences love athletes, cheering on their favorites as they dodge, weave, and wrestle their way to victory. Athletes often wind up the most popular crawler on any squad. The blaster burns down foes from across the room, the specialist slips out of the shadows and slips a stiletto into an opponent's ribs, but the athlete puts a Carolina Reef Giant into a headlock and forces them to tap out—now that's courage.

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

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

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

**Training Die:** Athletes train constantly to strengthen their

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

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

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

1d20 + Strength modifier + training die

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

An athlete's grapple damage is:

1d4 + Strength modifier + training die result

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

For example, Slab Hardcheese, a level 2 athlete with a 15 Strength (+1 mod) successfully grapples a river fiend. On their next round, the athlete attempts to maintain the grapple and damage the fiend. He makes his grapple check, rolling a d20 (action die) +1 (Strength modifier) + a d4 (training die). He rolls a 10 on his action die and a 3 on his training

**TABLE 1-6: THE ATHLETE**

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

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

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

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

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

**Athlete Grapple size chart**

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

Instead of doing grapple damage, athletes can move a grappled opponent around the battlefield. Any combat round in which the athlete begins engaged in a grapple with an opponent, they can make a grapple check against their opponent to move them. If the athlete succeeds, they can move 5', dragging their opponent with them. For every factor of 4 that he defeats their opponent by on this check, they can move themselves and the opponent an additional 5', up to their maximum movement rate. For example, if the athlete scores a total of 20 on this check and their opponent scores a 12, they can move their opponent 15'. In this case the athlete can't also add a technique of wrestling prowess (see below) to the move – moving the opponent is the technique.

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

**Techniques of Wrestling Prowess:** Wrestling is much more strategy than most onlookers realize. Wrestlers have to make dozens of decisions per moment on the fly, all with an

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

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

eye toward dominating, locking up, and defeating their enemies. In Xcrawl this training is represented by Techniques of Wrestling Prowess, techniques for short.

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

Techniques do not increase damage but can have other combat effects: rendering a limb temporarily or permanently useless, knocking opponents into danger, etc. The judge always rules on how any given technique effects combat.





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

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

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

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

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

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

See Techniques of Wrestling Prowess for specific examples.

**Scramble:** Athletes learn to scramble away out of danger. They weave, leap, and twist unpredictably in combat in order to make themselves more difficult targets. At second

## BLASTER

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

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

The blaster is not a new spellcasting phenomenon; rather, the rise of the blaster is a revival of an ancient arcane tradition with its roots in ancient Greece: spellweaving, a will-driven tradition favored by bodyguards, assassins, and battlefield arcanists.

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

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

**Alignment:** Blasters can be of any alignment.

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

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

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

At 1st level blasters learn *spellweaver blast* and three randomly determined spells, with their beginning spell number modified by their Personality score as seen on Table 1-1: Ability Score Modifiers (p. XX). New spells learned can be of any level for which the blaster is eligible, as shown on the

**TABLE 1-8: THE BLASTER**

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

max spell level column. The blaster chooses what spell level they wish to learn before rolling to see which spell they can learn. Higher-level spells are more powerful but harder to cast—and there are consequences for failure.

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

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

1d20 + Personality modifier + blaster die

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

**Spellburn:** Blood and pain fuels sorcery. Blasters learn to sacrifice a part of their soul energy in order to power their spellweaving, which can have amazing—and potentially disastrous—consequences. See Spellburn for complete rules on this dangerous technique.



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

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

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

The most common patrons for Xcrawl blasters include:

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

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

**Pattern Focus:** The physical discipline and force of personality required of a blaster to weave spell effects out of the air is nothing at all like the mental discipline and study required for traditional wizards. The blasters pattern focus imposes the following restrictions: even if they find an arcane scroll that would normally allow them to do so, they can never summon permanent magical helpers (i.e., familiars), or create permanent magic items. Blasters are also not able to scribe scrolls, although they can use arcane scrolls scribed by other practitioners of arcane magic, actually weaving the



residual nimbus of magic that surrounds such writings into the intended effects, rather than cast the spell like a wizard.

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

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

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

## GNOME



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

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

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

**Alignment:** Gnomes can be of any alignment, although they tend towards Neutrality. Gnomes can see both sides of the joke, and they see the wisdom of balance and avoiding the big cosmic conflict. Gnomes like to see anyone who gets too big for their britches receive their comeuppance, including their fellow gnomes. *Especially* their fellow gnomes.

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

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

Level 1 gnomes learn two randomly determined spells, that number being modified by their Personality modifier as seen on Table 1-1: Ability Score Modifiers (gnomes always begin with a minimum of one spell). Gnomes discover the



formula for their magic somewhere in nature, perhaps spotted in the pattern of bark on an alder wood tree or heard in the echo from a canyon. Higher level gnomes might learn new spells directly from an emissary of the Courts of the Fey, whose secret knowledge of the world give them insight into the destiny of all fey-touched creatures.

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

1d20 + Personality modifier + caster level

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

See Chapter Seven: Magic for full details on spellcasting.

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

1d20 + Personality modifier + class level

The gnome makes its check and the target must make a Will-power save against that check. Failure means the target must spend their next action attacking the gnome in whatever fashion they can, even if the attack is illogical or inefficient. The targeted opponent may choose to not refocus their attacks on the gnome, but in doing so take a -1d penalty to combat actions in their next round. When the gnome reaches 5th level this penalty is increased to -2d.

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

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

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

**Team Mascot:** Gnomes become the heart and soul of their teams. They have two special Mojo abilities. First, when-

**TABLE 1-18: THE GNOME**

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

**TABLE 1-22: GNOME SPECIALIST SKILLS**

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

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

ever they roll a natural 20 on an attack roll or spell check, they earn extra Mojo points. A 1st level gnome earns 1d3

points of Mojo on a natural 20, rather than 1 point like most characters, and this die increases as the gnome levels up as per Table 1-18: The Gnome. Second, when a character rolls a 1 that causes the team to lose all of their Mojo points, the gnome automatically gains 1 point.

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

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

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

## HALF-ELF



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

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

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

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

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

**Magic:** Half-elves tap into the innate magic of their ancestors, rather than spending hours studying ancient tomes or making pacts with strange arcane patrons. At first level they learn two spells, this number modified by their Personality modifier as seen on Table 1-1: Ability Score Modifiers (half-elves always begin with a minimum of one spell). One of their starting spells is automatically *cantrip*, the other is determined randomly. Half-elves make a Luck check whenever

er they gain a level: if they are successful, they may choose their new spell. Otherwise their spells are determined randomly. Gaining a new level, a half-elf may learn a spell from any spell level they are eligible for, choosing the level *before* they attempt their Luck roll.

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

1d20 +Personality modifier +caster level

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

Half-elves who obtain the *patron bond* spell may choose a patron as usual. Half-elves who participate in Xcrawl exclusively draw their spells from the blaster spell list, and are under the same restrictions as other pro-crawler arcane spellcasters (no demons or other “unwholesome person-ages” as patrons, must be members of the Guild of Magi). Half-elves who choose to study other traditions of magic exist, but are normally banned from Xcrawl events.

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

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

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

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

**TABLE 1-19: THE HALF-ELF**

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

**TABLE 1-21: HALF-ELF ADVENTURING SKILLS BY LEVEL**

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

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

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

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

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

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

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

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

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

**Mojo:** Half-elves earn a point of Mojo for every point of Fame they earn. See Fame for full details on that system.

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

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



# HALF-ORC

You were born in the Zura'ah'zurah, smaller and cleverer than your orcish packmates, larger and bolder than the humans. You were often singled out for ridicule and scorn for your half-breed nature, but your aggression, guile, and willingness to escalate every confrontation to bloodshed eventually earned you the respect of your peers. As you grew you decided to seek your fortunes in the surface world, the mysterious surface world. A talent scout singled you out for your prowess, the Adventurer's Guild made you a Ward of the Empire, and now you are an Xcrawler, standing shoulder-to-shoulder with full-blooded humans and even *elves*. You are a half-orc, a stranger in your new home, the North American Empire.

Emperor Ronald I initially decreed that half-orcs would not be allowed to participate in The Games. Allowing half-orcs to participate would force him to negotiate with the sly leadership of the Zura'ah'zurah to grant Visa status to visiting half-orcs, a notion the Emperor found extremely distasteful. DJ Herobane, the first Xcrawl DJ, desperately wanted half-orc participation. After all, if there weren't any half-orcs, it just wasn't live action *Dungeonbattle*, and then what was the point? The first DJ hatched a clever scheme using the tabletop game that he ran for the Emperor's nephews. The DJ introduced a sympathetic NPC, a gruff but misunderstood half-orc with a heart of gold who constantly put the needs of the party before his own. Once the kids were hooked on this new NPC, Herobane informed them that their uncle was going to disallow half-orcs to play real-life Xcrawl. The kids, as Herobane intended, went bananas. Two weeks later Ronald capitulated and sent emissaries to Orc City 2 to negotiate an athletic visa agreement.

Most half-orcs are born in the Zura'ah'zurah in either Orc City 1 or Orc City 2. These two great population centers have such a high rate of leadership turnover and political overthrow the surface world simply calls them by the generic names mapmakers give them; traditionally the current reigning warlord renames the city, and it keeps that name until their inevitable overthrow.

Some half-orcs who come to America renounce their orcish heritage and adopt American custom, religions and dress. Others stay true to their orcish traditions, worshiping their ancestral deities, refusing to eat "surface" food, stabbing undergrounders-gone-native whenever possible, etc. The majority blend both cultures, enriched by both. The most popular orcish deity in the NAE is crafty Exofah, a minor power of the orcish pantheon who has effectively become the patron of American half-orcs.

Half-orcs are generally between 6 and 7 feet tall and weigh between 250 and 325 pounds. Their physical features are a blend of their orcish parent – pointed ears, wide foreheads, a tendency towards overdeveloped canine teeth – and their human parents. They are unusually robust and healthy, and they tend to retain the fearsome dispositions of their subterranean forebears married with human inquisitiveness and cunning.



Very few half-orcs live long enough to die of old age. Half-orcs live longer than orcs but not as long as humans, with an average life span of 50-60 years.

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

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

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

**Attack Modifier:** Half-orcs have a deed die, like brawlers. Note that the half-orc's deed die progresses differently than other classes. Their deed die is both their bonus to hit and damage on any given round, and their chance to perform a Mighty Deed of Arms.

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

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

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

If the opponent takes their free attack, the half-orc gets to make their wild attack. This attack is always an additional attack using their deed die, but they can not perform an additional Mighty Deed of Arms with their wild attack. Half-orcs

**TABLE 1-20: THE HALF-ORC**

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

can only make one wild attack per round regardless of how many action dice they have.

The opponent must “take the bait”: intelligent opponents may choose to forgo the free attack, which prevents the half-orc from taking their wild attack. Clever uses of their Mighty Deed of Arms might allow the half-orc to deceive or otherwise goad intelligent enemies into taking their free attack.

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

Wild attacks are potentially devastating. The half-orc has a greater chance of scoring a critical hit with their reckless attack, as shown on Table 1-20: The Half-Orc.

**Infravision:** A half-orc can see in the dark up to 60’.

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

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

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

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

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

The mistrusted penalty fades once the half-orc reaches 3rd level. At that point the majority of the Empire considers them one of their own, and their underground brethren con-

sider them either too dangerous or clever to challenge. The bonus on intimidation never fades.

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

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

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

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

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

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

## MESSENGER

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

**Hit Points:** Messengers gain 1d8 hit points per level.

**Deity:** At 1st level the player chooses which deity they are descended from. This choice can never change, and will affect the character’s persona, career, and adventuring style. See Table 1-14: The Messenger for the most common Xcrawl deities.

**Weapon Training:** Messengers learn to fight first and foremost with their deities favored weapons. Beyond that they are proficient with the dagger, club, staff, and sling. Armor

**TABLE 1-14: THE MESSENGER**

Level	Attack	Crit Die/ Table	Action Dice	Scourge	Crit vs Unholy	Ref	Fort	Will
1	+1	1d10/III	1d20	1d3	20	+1	+1	+1
2	+2	1d10/III	1d20	1d4	10-20	+1	+1	+1

doesn't affect the messenger's powers, so they generally wear whatever armor suits them.

**Alignment:** The messenger's alignment must match that of their Patron deity – if it does not already match, it changes as a part of their training.

**Scourge:** Messengers add their scourge damage when successfully striking creatures their alignment designates as Unholy Creatures using their Ancestor Deities' favored weapon. See sidebar: Unholy Creatures.

**Unholy Creatures:** A messenger's alignment determines the creatures considered unholy.

- Law: Chaotic Holy Warriors, Un-dead, Demons, Devils, Chaotic Extra-planar creatures, Chaotic dragons, Chaotic messengers
- Neutrality: Dire animals, Elementals, Un-dead, Demons, Devils, Lycanthropes, Slimes
- Chaos: Un-dead, Lawful Extra-planar creatures, Lawful Holy Warriors, Lawful Dragons, Lawful messengers

**Holy Act:** The messenger channels divine power from their deity, allowing them to perform amazing miracles. This is the Holy Act, the most powerful weapon in the messenger's divine arsenal. A Holy Act can bring an ally back from the brink of death, chase off unclean creatures, or bring a divine weapon from the deity's own arsenal into play. However, the gods are fickle and quick to anger, and any use of their power could lead to their awesome and terrible disapproval.

The messenger can channel divine energy for a number of uses. To perform a Holy Act, the messenger makes the following check:

1d20 + Personality modifier + messenger level

Failing any Holy Act earns the messenger a point of disapproval: their deity is angry, unimpressed, annoyed, or pre-occupied. The Gods of Olympus are notoriously fickle, and disapproval is a measure of their current feelings about any given messenger.

Messengers begin each day with a disapproval rating of 1. A Holy Act check that results in a natural 1 means the messenger has earned the disapproval of their deity. The attempt automatically fails, and the messenger must roll on the Disapproval table.

Every failed Holy Act check adds one to the messenger's disapproval rating, increasing their chance of disapproval.

After their first Holy Act check fails in a day, the messenger's range increases to a natural roll of 2. Thereafter, on any natural roll of 1 or 2 they must roll on the disapproval table.

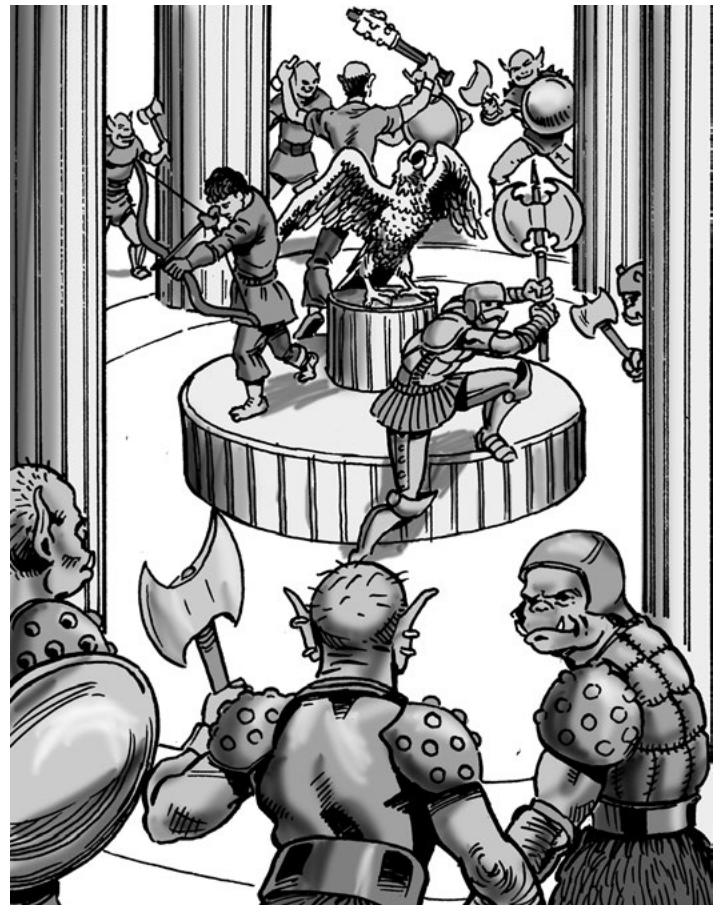
A third failed check adds another point of disapproval, making their new disapproval range 1 through 3, and so on – the range continues increasing, and any natural roll within that range automatically fails. This means that a messenger can potentially reach a point where a normally successful roll automatically fails because the die roll is in their current disapproval range.

Each morning the messenger must spend one hour in prayer, meditation, and communication with the divine to reset their disapproval back to 1. This may only be done once per day.

Messengers must have a holy symbol to perform any Holy Act or use their holy blood (see below).

Holy Acts count as spells for purposes of circumstances and abilities that affect spells. For example, Mojo points can be added to a Holy Act check.

*Lay on Hands:* By touching an ally or themselves and making a Holy Act check, a messenger may lay on hands to heal damage to any living creature. Lay on Hands cannot heal un-dead, animated objects (e.g., living statues), extra-planar creatures (e.g., demons, devils, elementals, etc.), or constructs (e.g., golems). The messenger must physically touch



**TABLE 1-12: LAY ON HANDS**

Die Roll	Teammate	Non-Teammate, Same Alignment	Non-Teammate, Adjacent Alignment	Non-Teammate, Opposed Alignment	Anyone connected with a rival team
1-11	Fail	Fail	Fail	Fail	Fail
12-13	2	1	1	1	Fail
14-19	3	2	2	1	1
20-21	4	3	3	2	2
22+	5	4	4	3	2

the wounds of the target and concentrate for 1 action. Failure on the Holy Act check increases disapproval range, as noted above. The amount healed depends on several factors.

- It is always a number of dice, with the type of dice determined by the hit die of the creature to be healed. For example, a specialist uses a 1d6 hit die, so a specialist would be healed with d6.
- The number of dice healed cannot exceed the target’s hit dice or class level. For example, a messenger healing a 1st level character maxes healing out at 1 die, even if he rolls well enough to score extra dice. However, if the number of dice scored on the Lay on Hands check exceeds the target’s hit dice, the messenger can roll the full result’s worth of dice and take the highest results. For example, a messenger scores 4 dice worth of healing on a 2nd level gnome ally (d6 HD). In this case, roll all four dice and use the two highest dice in that check.
- Before rolling their Holy Act check, the messenger may elect to heal a specific condition instead of hit points. Healed dice translate to conditions as noted below. In this case, the target’s hit dice or class level do not act as a ceiling. If the messenger heals the indicated dice, the damaging condition is alleviated. Extra hit dice scored do not become normal healing, and if the healed dice are too low, there is zero effect.
- Broken limbs: 1 die
- Intoxication: 1–4 dice (judge’s discretion)
- Organ damage: 2 dice
- Disease: 2 dice
- Paralysis: 3 dice
- Poison: 3 dice
- Blindness/ deafness: 4 dice

The target number for the Holy Act is listed on Table 1-12: Lay on Hands, and it favors teammates above all others, then creatures of the Ancestor Deity’s alignment, then creatures of an adjacent alignment to the Ancestor Deity, then opposed alignment creatures, and finally members of rival teams, their retinue, entourages, trainers, and management.

*Turn Unholy:* The messenger may utilize a Holy Act check to put the fear of their Divine Ancestor into unholy creatures.

An ‘unholy creature’ is any being that the messenger’s Ancestor Deity declares unholy, as listed in the Unholy Creatures sidebar above. For more information on turning unholy.

*Bless:* The messenger can call down divine favor upon themselves and their allies. The messenger makes a Holy Act check and compares the result to Table 1-13: Blessing to see how effective their request for blessing is. The messenger can cast this blessing upon themselves or an ally. The bonus from this blessing does not “stack” with itself—higher results replace lower results. Note that the messenger’s bless can increase spell checks but not further Holy Acts.

*Summon Weapon:* Messengers can summon their deity’s favored weapon. This weapon appears in the messenger’s hand, or in the hand of a designated ally the messenger can see. Summoned weapons remain in the material world for 1 turn per CL, after which they disappear and return to Mount Olympus.

The messenger makes a Holy Act check. Failure increases the character’s disapproval range, as noted above.



**TABLE 1-13: BLESSING**

Check	Blessing Result
1-11	Fail + the messenger's disapproval range increases by 1.
12-13	+1 bonus to all attack rolls for 1 encounter.
14-15	+1 bonus to all attack and damage rolls for 1 encounter.
16-17	+1 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 encounter.
18-19	+1d3 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 encounter.
20-21	+1d4 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 encounter.
22-23	+1d4 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks that lasts for 1 turn.
24-25	+1d5 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks that lasts for 1 turn.
26-27	+1d6 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks that lasts for 1 turn.
28-29	+1d7 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks that lasts for 1 turn.
30+	+1d8 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks that lasts for 1 turn.

Die Roll	Weapon
1-11	Fail, messenger gains one point of disapproval.
12-18	Mundane version of deities favored weapon.
19-25	Superior version: +1 to hit, difficult to break.
26-30	Magical: +1 to hit and damage, +1d scourge damage.
31+	Legendary: CL/ 2 bonus to hit and damage (min +1), unbreakable, +2d scourge damage.

*Divine Aid:* Being extremely distant blood relations of their deity, the messenger is entitled to beseech their immortal ancestor for Divine Aid. Messengers already receive Holy Acts and divine guidance, so it must be recognized that requesting direct intervention is an extraordinary act.

To request Divine Aid, the messenger makes a Holy Act check, with the request alone gaining them 10 points of disapproval. The result is based on the result of the Holy Act check and the messenger's request. Consider a 10 to be the minimum result for a success, representing the smallest of miracles (a small fire stopped or started, a small object floating across the room and into the character's hand, a cup of water materializes), a 15 to be a useful but limited miracle (a downed ally returning to consciousness with no Stamina loss, an allied blaster gets a lost spell back for a single encounter, an invisible monster becomes visible for CL rounds), and a 20 or more to be a powerful miracle (a downed ally is returned to full health, the perfect item to defeat a given enemy materializes in the messenger's hand, an insurmountable problem is suddenly solved, time reverses giving a second attempt at a failed action). See Divine Aid (p. XX) for more detailed rules.

**Two-Fisted Healing:** A messenger is a combat healer. The gods reward their team spirit with the ability to heal not just in combat, but during actual hand-to-hand engagement. A

messenger can make a free 1d14 attack roll against an adjacent opponent with a one-handed melee weapon on a round when they use their Lay on Hands ability on an ally. The messenger must have a free hand to lay upon their ally's wound. The ally to be healed and the enemy to be struck must both be adjacent to the messenger.

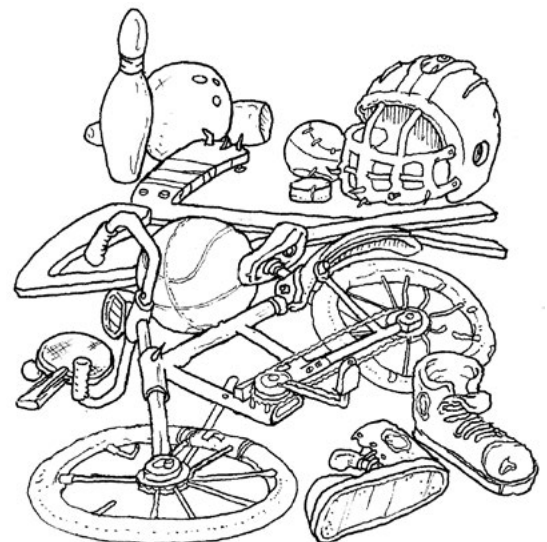
**Crit vs. Unholy:** Messengers have a greater chance to crit against creatures their religion considers unholy. When fighting against any creature that their alignment designates as unholy, as listed in the Unholy Creatures sidebar, the messengers crit range increases as per Table 1-14: The Messenger.

**Holy Blood:** The blood of messengers is holy. Lacking a holy symbol, a messenger can cut themselves for 1 point of damage, and the blood on their skin functions as a holy symbol for 1 encounter.

**Mojo:** Messengers gain a Mojo point for bringing an ally back from zero hit points, and for every successful Turn Unholy attempt.

**Luck:** Messengers applies their Luck modifier to all rolls to Lay on Hands, and the extra melee attack associated with their Two-Fisted Healing.

**Action Dice:** Messenger's use their action dice for attacks, skill checks, or Holy Acts.





## WEAPONS

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

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

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

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

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

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

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

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

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

## AMMUNITION

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

## ARMOR

Armor	AC Bonus	Check Penalty	Speed	Fumble Die	Cost in GP
Unarmored	+0	-	-	d4	-
Sexy Leather	+1	-	-	d4	200
Armored Jacket	+1	-1	-	d6	40
Leather	+2	-1	-	d8	60
Halfling Leather	+2	-	-	d6	200/600
Micromesh Clothing	+2	-1	-	d6	200
Composite Sport, Light	+3	-1	-	d8	30
Hide	+3	-4	-10'	d12	20
Micromesh	+3	-3	-	d8	850
Sexy Chainmail	+3	-2	-	d8	1,000
MiniLynx, Light	+4	-2	-	d8	750
Chainmail Shirt	+4	-2	-	d10	100
Composite Sports, Heavy	+5	-4	-10'	d12	300
Chainmail	+5	-5	-5'	d12	250
Titanium Chainmail	+5	-4	-	d10	750
Breastplate	+5	-4	-10'	d12	400
Titanium Breastplate	+5	-3	-10'	d10	1,200
Sexy Half Plate	+5	-5	-10'	d12	800
Elfmake Chainmail	+5	-3	-	d8	Special
Banded Mail	+6	-6	-5'	d12	300
MiniLynx	+6	-3	-5'	d10	1,300
Half Plate	+7	-7	-10'	d14	600
Dwarvish Plate	+7	-5	-10'	d12	5,000
Plate Mail	+8	-8	-10'	d16	2,225
Titanium Plate Mail	+8	-6	-10'	d14	7,000
Shield	+1	-1	-	-	30



## SKILLS

### GRANDSTANDING

Grandstanding is the art of working the crowd.

Grandstanding Check = 1d20 + Personality modifier + character level

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

- Once during an ongoing combat. Characters can Grandstand as a free action on their turn. A successful check means they earn 1 point of Fame.



- Once the round immediately after combat ends. Success means they earn 1 point of Fame.

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

## MOJO

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

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

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

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

Mojo points must be given on the recipient's action before the die roll. Luck points can be spent after the die roll, not Mojo.

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

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

The following events add points to the Mojo pool:

- While in combat, any natural 20 on an attack roll, spell check, ability check, or skill check earns that character +1 Mojo.

- Successfully completing a room, either by defeating all the opponents or successfully achieving the rooms objectives, earns everyone on the team +1 Mojo.

- Each *Xcrawl Classics* character class has special circumstances that earn them Mojo points. See the individual character class descriptions for details.

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

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

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

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

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

**Zero Level Mojo:** Zero level squads do not begin with Mojo. However, at some point during a funnel adventure the judge may decide that the surviving members of a horrific experience have bonded sufficiently to access the Mojo. In this case, every zero level character gains a Mojo point, and going forward may spend/ gain/ lose Mojo as above.

# COMBAT

## TECHNIQUES OF WRESTLING PROWESS

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

- The athlete must declare their technique before the attack roll. If they roll the dice before declaring what technique they attempt, then no technique takes place, even if they roll well on their training die.
- The technique must be within the reasonable ability of the athlete to perform, given the circumstances and the target's anatomy. Xcrawl gives athletes the opportunity to face all manner of opponents, not all of which have the kind of physical form that is subject to every wrestling technique. June Jitsu can roll on the mat with her trainer ten thousand hours, but she still can't arm bar the dire cobra. The judge decides what techniques can work in any given circumstance.
- The technique succeeds at the most basic level if the grapple is successful and the training die is a 3 or higher. The attack inflicts normal damage and the technique takes place. The higher the training die, the greater the technique. The judge may still allow the enemy a saving throw or require an opposed check of some kind, depending on circumstances.
- Note that a technique does not interfere with a crit and may enhance a grapple crit if the player makes a good technique

roll and a grapple crit. If the technique and the result of a grapple crit are very different, the judge and player should work together to decide if one or the other takes place, or if they wind up with some kind of never-before-seen hybrid technique that will go down in the books with that character's name on it.

## ARM BAR

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

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

## CHOKING

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



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

## SNATCH ITEM

Yoink!

Training Die	Snatch Item Result
3	The athlete makes an opposed Strength check versus the target, with success meaning they snatch away one object the target held.
4	The athlete snatches away one item the target holds.
5	The athlete forces the target to drop all items they hold. Alternately, they can snatch away one item the target holds and lateral it to an ally within 30'.
6	The athlete can snatch 1d4 grabbable objects away from the target's person, including sheathed weapons, equipment in web belts or bandoliers, etc. Alternately, the athlete can snatch any object the target is holding away and throw it to any ally within 60'.
7+	Difficult items, such as rings, boots, or belts, can be removed, and tossed to an ally within 90', who can use the item on their very next action.

## TACKLE

The athlete can do what is effectively a grapple charge, doing a full move at an opponent and trying to take them down. Note that the tackle requires a charge move, meaning the athlete gains +2 bonus to their grapple check while suffering a -2 penalty to AC until the next round.

Training Die	Tackle Result
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3	The target takes the athlete's grapple damage, is pinned, but remains upright.
4	Tackle! The target takes the athlete's grapple damage, is pinned, and falls prone.
5	Bus stop! The target takes the athlete's grapple damage, is pinned, and falls prone. In addition, the target gets the wind knocked out of them and is stunned for 1 round.
6	Uff-Da! As above, but the target is stunned for the athlete's level in rounds. The athlete can perform this as an overrun – the target is prone but the Athlete can continue their move.
7+	Call the stretcher! As above, but the target must make a Fort save (DC = 10 + athlete level + Str mod + training die) or be knocked unconscious for 1 minute.

## FAME



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

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

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

Standard Fame Point awards:

- +1 Fame point for successfully completing an Xcrawl dungeon level.
- +1 Fame point for successfully Grandstanding during combat, earnable up to one time per dungeon encounter.
- +1 Fame point for successfully Grandstanding in the round immediately following combat, earnable up to one time per dungeon room.
- +1 Fame point for winning a multi-level Xcrawl dungeon. See Grandstanding, p. 17, for the full system rules.

Standard Fame Point Penalties

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

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

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

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

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

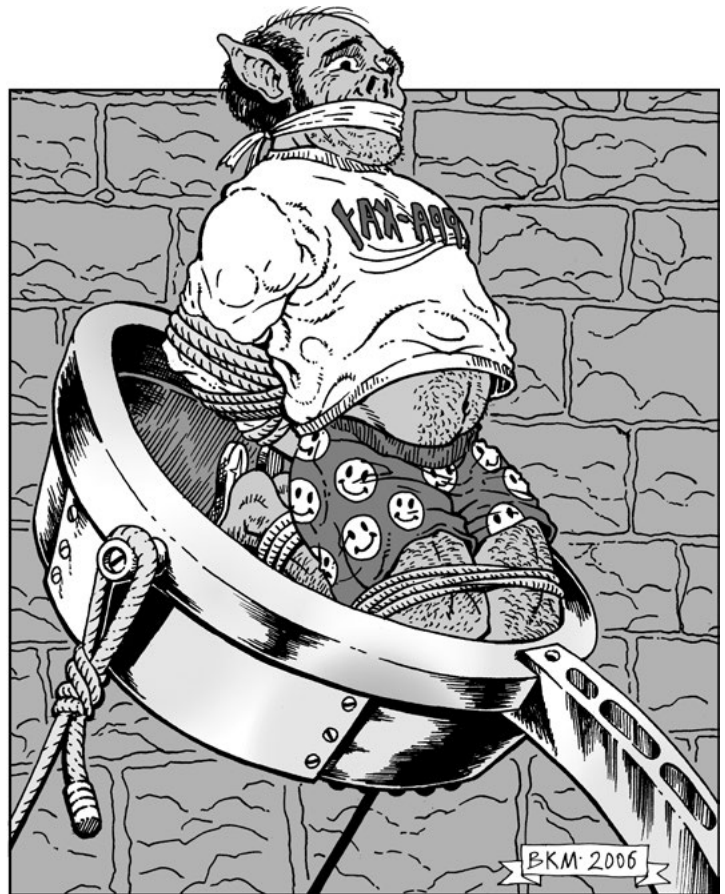
## USING FAME

A character’s Fame score has many uses.

### 1. Instant Recognition

Your Fame score is your percentage chance of being instantly recognized in your country of origin (normally the NAE). When you encounter people outside the Crawl the judge rolls this check, trying to roll your Fame score or lower on percentage dice. The check gets the following results:

- If the check is successful, then you are recognized. The individual knows your face and the fact that you are an Xcrawler (“Juno bless me, you are that sword lady from the TV!”).



- If the check is successful by 10 points or more the individual also knows your name and class (“Oh hey, I know you. Shadowthumb, that Specialist. You did that dungeon I watched last year.”)
- If your check is successful by 30 points or more the individual also knows your career highlights, teams you have played for, major victories, gossip about your character, etc. This does not necessarily mean that they are a fan. (“Yeah, I remember you, Bru-Tal, from the Magnum Enforcers. Yeah, I liked you better before you shaved your moustache.”)

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

The judge should use common sense to tell when there is no need for a roll as you will obviously be recognized (walking into the office of your fan club) or not recognized (meeting the High Priestess of Lava in her underground temple that gets zero television reception).

### 2. Fame Modifier

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

- You can always add your Fame modifier to all Grandstanding checks in professional Xcrawl.
- You can sometimes add your Fame modifier to Personality based skill checks outside of The Games.

- Information seekers gain your Fame modifier to THEIR checks to learn information about you.

**TABLE 6-1: FAME MODIFIER**

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

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

The judge must determine whether or not your Fame modifier is applicable to any given roll. This can be a tricky determination that can involve social status, fan status, appropriateness of the situation and other factors. Use the reference below to help make this determination:

- You normally DO get your Fame modifier score to Personality-based skill checks dealing with: Xcrawl fans, most commoners, low-ranking nobility, wait staff, doormen, bartenders, taxi drivers and hotel managers—provided they recognize you (see Instant Recognition, above).
- You normally DO NOT get your Fame modifier score to Personality-based skill checks dealing with: high-ranking nobility, most crawlers, elves, gnomes, Xcrawl personnel, policemen.
- You NEVER get your Fame modifier score to Personality-based skill checks against: people who don't recognize you, Xcrawl haters, celebrities and crawlers with a higher Fame score than you, foreigners from a place where you are not famous, dwarves, half-orcs, the Alfar, adventurers who have survived a real world dungeon.

## FAMEBURN

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

### Notes on Fameburn:

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

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

points). A successful saving throw means the crawler has spent the points and still not received the perk they wanted.

## FAMEBURN

To be instantly recognized in a public place	1 point
To instantly grab a taxi in a major city	1 point
To receive a complimentary meal from a restaurant	1 point
To receive a free upgrade to first class	1 point
To receive a 1K loan for casino credit	2 points
To receive a free stay in a standard hotel	2 points
To receive a complimentary meal from a fancy restaurant	3 points
To receive an invitation to an aristocratic function	3 points
To have police look the other way for a minor infraction	5 points
To ensure the team gets invited to a specific crawl	5 points
To secure a 10K loan for casino credit	5 points
To have a performance singled out by journalists	5 points
To ensure a story in the media has a positive spin	5 points
To receive a complimentary stay in a five-star hotel room	5 points
To have police look the other way for a major infraction	10 points
To gain an automatic sponsorship	10 points
To automatically be nominated for a minor guild award	10 points
To automatically be nominated for a major guild award	20 points

Instantly grabbing a taxi assumes the celebrity is out on the street in a city that has cabs — this obviously cannot be purchased if the character is sitting in a hotel hot tub or hiding in a dungeon break room.

Casino loans must eventually be paid back — even celebrities can have their legs broken.

Cops "looking the other way" generally means letting the celebrity go without charges being filed or a report being made. A minor infraction can include all manner of misdemeanor violations, such as public drunkenness, limited domestic spats, speeding tickets, or criminal trespass with no specific intent. Major infractions can include DUI, minor assault, weapon's charges, and inappropriate use of magic. Felonies, such as assault, murder, kidnapping, or treason can NEVER be whisked away by spending fame.

Automatic sponsorships should be rolled for randomly (see Random Sponsorship Chart, p. XX), unless the crawler has a specific target sponsor in mind when they spend the points,

in which case this must be worked out between player and judge, who might ask for the expenditure of a few additional Fame points if it seems appropriate.

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

**Dungeon Rewards:** Very often, an adventure will have a built-in mechanism to reward the earning of Fame. For example, if the team earns over a given threshold of Fame points in a given adventure, their sponsors might provide a bonus for them in the form of equipment or treasure, or it might lead to an invitation to dine with the local aristocrats—and who knows what real world adventures that could lead to?

The PCs should keep track of the Fame they earn during any given event in case such awards await them.



# SPELLS

## BLASTER SPELLS

### ARCANE ASPECT

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

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

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

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

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

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

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

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

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

2-11      Loss + Failure

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The caster also chooses one of the following effects:

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

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

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## DUNGEON DRONE

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

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

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

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

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

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

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

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

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

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

2-11      Loss + Failure

12-13      The *dungeon drone* is visible and lasts for 1d6 rounds. The drone floats with a movement rate of 30', and must stay within 30' of the caster. The caster can see through the drone by focusing on it.

14-17      The *dungeon drone* is visible and lasts for CL +1d6 rounds. The drone floats with a movement rate of 30', and must stay within 60' of the caster. The caster can see through the drone by focusing on it.

18-19      The *dungeon drone* is visible and lasts for lasts for CL +2d6 rounds. The drone floats with a movement rate of 60' and must stay within 120' of the caster. The caster can see and hear through the drone by focusing on it.

20-23      The *dungeon drone* is lasts for CL minutes. While the drone begins visible, the caster can turn it invisible by spending a move action in concentration. The drone floats with a movement rate of 90' and must stay within 180' of the caster. The caster can see and hear through the drone by focusing on it. In addition, the drone can create two tiny lights like headlights so that the caster can see up to 30' in the dark, although the position of the lights give away the *dungeon drone*'s location.

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

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

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

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

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

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

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

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

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## ELDRITCH ESCAPOLOGY

Level: 1      Range: Personal, or see text      Duration: Instantaneous, or see below      Casting time: 1 action      Save: None

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General      The caster can free themselves from bonds, grappling opponents, paralysis effects, or traps with but a word, gesture, or thought.

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

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

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

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Misfire      Roll 1d4: (1) The caster is paralyzed for 1d3 rounds; (2) Each ally of the caster within 60' must make a Willpower save versus a new spell check, failure means they are rooted for 1d3 rounds, able to act but not to move; (3) One further randomly determined spell escapes from the caster's mind and is lost until the next day; (4) One of the character's fingers painfully ties itself in a knot, screwing up the flow of their magic. The finger must be broken, reset, and healed – until then they are -1 on all spell checks that requires gestures.

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

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### RAGSDALE'S FORCE HAND<sup>®</sup>

Level: 1      Range: Varies      Duration: Varies      Casting time: 1 action      Save: See text

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**General**      The caster creates an expression of force that can move, shove, strike, or manipulate creatures and objects, depending on the spell check result. This spell has a material component: a 20 gp note marked with the caster's personal symbol that disappears at the time of casting. On a successful spell check, the caster may choose to invoke any effect of equal to or less than their spell check, allowing a range of options with every successful casting to produce a weaker, but potentially more useful, result.

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**Manifestation**      Roll 1d4: (1) The hand is a green glowing entity of force; (2) The *force hand* appears to be the caster's own hand, attached to their chest with a thin silver cord; (3) The *force hand* appears to be a disembodied monkey's paw; (4) The force is completely invisible.

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**Corruption**      Roll 1d6: (1) The caster develops severe pains in their adroit hand, giving them a -1d on attack and damage in melee combat; (2) The caster grows a second hand on one wrist; (3) The failed spell disrupts the caster's mind-body balance. They lose a point of Strength but gain a +1 check on casting this spell. Every time this result occurs the caster loses more Strength and gains power with this spell; (4) A hand-shaped wine stain birthmark appears on the caster's face; (5) One of the caster's hands turns into a two-clawed beast paw capable of a 1d6 damage claw attack. That hand is clumsy and cannot write nor manipulate fine objects; (6) The caster gains the hairy, inverted-knee legs of a satyr and a kooky theme song that follows them around.

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Misfire Roll 1d6: (1) The force of the failed spell breaks the caster's arm. They take 1d6 points of damage and the arm is useless until healed; (2) The force swings around and strikes the caster for 2d6 damage; (3) An unseen force begins to strangle a random ally. It takes a DC 16 Strength check to break them free—until then they take 1d3 points of damage per round and begin to smother; (4) The force hand shoots out at some innocent target—a referee, or a cameraman, or other, bowling them over and causing 1d4 damage; (5) The force snatches up the caster's most prized possession they carry and gives it to an enemy; (6) The caster is lifted 10' into the air for 1d6 rounds, where they dangle until the force drops them to the ground.

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- 1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.
- 2-11 Loss + Failure
- 12-13 The caster can manipulate small objects, as if by an invisible hand. The maximum weight the caster can manipulate with this spell is equal to 10 lb. + 10 lb. per CL, at a maximum range of 30' with a maximum duration of six rounds.
- 14-17 A force hand shoves an opponent away. The target must make a Fortitude save vs. the spell check. On a failed save the target is shoved back 15'. If the target attempts to advance on the caster, they suffer a -10' movement penalty and a -1d on all hand-to-hand attacks against the caster for CL rounds.
- 18-19 A force hand shoves an opponent away *really hard*. On a failed save the target is shoved back 30'. If the target attempts to advance on the caster, their movement is reduced to a maximum of 10', and the target takes a -4 penalty on all hand-to-hand attacks against the caster for CL+1d6 rounds.
- 20-23 The force hand slams against an opponent within 90'. The fist strikes with attack roll equal to the caster's total spell check. On a successful strike the attack does 1d6+1 per CL damage. This iteration of *Ragsdale's Force Hand*® is superlative at smashing down stationary objects, such as doors. If the spell is used to smash a door down, treat the effect as a Strength check equal to the spell check against the object.
- 24-27 The force hand slams against an opponent within 90'. The fist strikes with attack roll equal to the caster's total spell check. On a successful strike the attack does 1d6 per CL damage. This iteration of *Ragsdale's Force Hand*® is superlative at smashing down stationary objects, such as doors. If the spell is used to smash a door down, treat the effect as a Strength check equal to the spell check against the object.
- 28-29 The force hand shoves the target with irresistible force for CL +3d6 rounds. Any one non-fixed target (i.e. creatures on the ground or in the air, but not walls or features of the terrain) within 120' are shoved away from the caster at 30' per round. Shoved against a solid object, the target takes 2d6 points of damage per round. The judge may determine that some colossal beings, such as huge dragons or kaiju, are either unaffected or subject to a reduced effect. As a full round action, the target can attempt to escape the clutch of this spell with a successful grapple check vs. (20 + CL) to escape.
- If the target escapes or dies, the caster can attempt to grab another opponent in range with the spell (including the original target), making a grapple check at d20 + CL+ blaster die.
- 30-31 The target is caught in a grip like an occult hand, and can be moved around by the caster at 30' per round. As a full round action, the target can attempt to escape the clutch of this spell with a successful grapple check vs. (24 + CL) to escape. Targets forced against unyielding object take 1d6 per CL damage per round. If the target escapes or dies, the caster can attempt to grab another opponent within range with the spell (including the original target), making a grapple check at d24 + CL+ blaster die.
- Rather than move the target, the caster can use *Ragsdale's Force Hand*® to simply crush them for 1d6 per CL damage per round. The target can still attempt to escape as above. This effect lasts for CL+2d6 rounds.
- 32+ The *Ragsdale's Force Hand*® becomes a fist as large as a wrecking ball that the caster can use to demolish targets. The *Force Hand* lasts for CL +2d6 rounds and has a range of 90'. The attack smashes a 10' square area, hitting up to four adjacent human-sized targets in the area. On a successful attack the *Force Hand* does 1d6 + 1d6 per CL damage. Targets may make a Reflex save vs. spell check – on a successful save they have leapt out of the area and take no damage.
- The *Force Hand* can be used as a battering ram against rigid, stationary objects (such as walls or features of the terrain). In this case it automatically hits and does 2d6 damage per CL per strike.

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## SPELLWEAVER BLAST

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

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

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

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

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

The altered effects are listed below:

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

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

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

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

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

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## WAR GEAR

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

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

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

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

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

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- 1 Loss, Failure, and (roll 1d6, modified by Luck): (0 or less) Corruption + Misfire; (1-2) Corruption; (3+) Misfire.
- 2-11 Loss + Failure
- 12-13 The caster conjures a basic protective suit, granting +1 AC for 1 minute.
- 14-17 The caster conjures a protective armored suit, granting a +3 AC for 1 minute.
- 18-19 The caster conjures some very decent *war gear*, granting a +4 AC for CL minutes. In addition, the gear comes with built-in climbing spikes, granting a +1 on any climb checks.
- 20-23 The caster conjures some very decent *war gear*, granting a +4 AC for 1 turn. In addition, the gear comes with built-in climbing spikes, granting a +1 on any climb checks. The armor is also magically silenced and camouflaged against whatever area the caster stands against, granting a +1d on all attempts to hide or sneak.
- 24-27 The caster conjures some top shelf *war gear*, granting a +4 AC for CL turns. The gear grants +1d on all attempts to hide, sneak, or climb, magically adapting itself to assist in either task.
- In addition, the *war gear* is covered in pouches, and the caster can attempt to retrieve up to three pieces of standard equipment from them over the duration of the spell. The caster must make a Luck check—success means they find the equipment they seek, with a failed attempt counting as one of their three possible pieces. The equipment can be no weapon other than a dagger, be no larger than a first aid kit, and can only be equipment that is permissible for a standard Xcrawl event, e.g., no acid, lockpick guns, etc. Specific items, such as a key that would unlock a specific door, cannot be conjured.
- The gear also comes with a built-in weapon—a retractable claw that pops out of the back of the glove/ gauntlet. The caster is proficient with the claw for the duration of the effect. The claw does 1d6 damage on a successful strike.
- 28-29 The caster conjures some amazing *war gear*, granting a +5 AC for CL turns. The gear grants +1d on all attempts to hide, sneak, climb, or swim, magically adapting itself to assist in those tasks as needed.
- In addition, the *war gear* is covered in pouches, and the caster can attempt to retrieve up to six pieces of standard equipment from them over the duration of the spell. The caster must make a Luck check—success means they find the equipment they seek, with a failed attempt counting as one of their six pieces. The equipment can be no weapon other than a dagger, be no larger than a 50' coil of rope with a grappling hook, and can only be equipment that is permissible for a standard Xcrawl event, e.g., no acid, lockpick guns, etc. Specific items, such as a piece of paper with the answer to a riddle that is giving the team a hard time, cannot be conjured.
- The *war gear* also comes with a built-in weapon—a launcher that fires sharp bladed whirling projectiles shaped like the caster's personal symbol. Attacking with the launcher is a standard ranged attack with a range of 40'/60'/80' for 1d6 damage, and the launcher never runs out of ammo. The caster is proficient with the launcher for the duration of the effect.
- 30-31 The caster conjures some top shelf *war gear*, granting a +6 AC for CL turns. The gear grants +1d on all attempts to hide, sneak, climb, swim, or zip line, magically adjusting itself to assist in those tasks as needed.
- In addition, the *war gear* is covered in pouches, and the caster can attempt to retrieve a number of pieces of equipment equal to their Personality score from them over the duration of the spell. The caster must make a Luck check—success means they find the equipment they seek, with a failed attempt counting as one of their allotted pieces. The equipment can be no weapon other than a dagger, be no larger than a brawler's shield, and can only be equipment that is permissible for a standard Xcrawl event, e.g., no bombs, vials of poison, etc. Specific items, such as a compromising photo of a referee, cannot be conjured.
- The *war gear* also comes with a built-in weapon—a prehensile scorpion-like tail with a wicked piercing blade that attacks any target within 10' of the caster independently of the caster, allowing the blaster to cast spells or perform other actions. The tail strikes once per round with a +CL to hit bonus and doing 1d6 + CL damage.
- 32+ The caster conjures some over-the-top *war gear*, granting a +8 AC for CL turns. The gear grants +1d on all attempts to hide, sneak, climb, swim, zip line, or batter down doors, magically adjusting itself to assist in those tasks as needed. In the event of a fall greater than 10', the war gear breaks out in shock pancakes, reducing falling damage by half.

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

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

## GNOME SPELLS

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### CREATURE COMPANION

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Level: 1      Range: 30’      Duration: Varies      Casting time: 1 action      Save: None

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

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

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

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

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

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

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

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

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**Corruption**      Roll 1d6: (1) The creature develops a supernatural hunger for soul energy, and the caster must use 1 point of spellburn whenever they summon their creature companion going forward; (2) The creature becomes a magic disruptor, and summoning it gives the caster a -1 penalty on spellcasting until it disappears; (3) The caster’s appearance change, and they begin to look like their *creature companion*; (4) The caster becomes dependent on the company of their *creature companion*, becoming increasingly unhinged for every day they

cannot summon their friend and share secrets; (5) Caster spontaneously develops a unique language that only the *creature companion* and themselves speak. While the companion is summoned, they can only speak this unique language, and must resort to pantomime or other substitutes for speech to communicate with the world until the companion disappears; (6) The casters eyes change, and now look exactly like those of the *creature companion*.

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Misfire Roll 1d6: (1) The caster is summoned to the creature companion's bizarre dimension rather than the other way around, fully disappearing for 1d6 rounds; (2) The *creature companion* arrives dead, and the spell cannot be recast (even by use of spellburn) until the next day; (3) The caster accidentally summons a *creature antagonist*, which has the same statistics and abilities of a spell result of 20-23, but instantly joins with the caster's foes. The *creature antagonist* always has the same name, appearance, and personality, and its existence is dedicated to destroying the caster; (4) The two dimensions are unaligned, causing 2d6 magical backlash damage to the caster; (5) A phantom inter-dimensional monster bites off one of the caster's fingers, causing 1d6 points of damage and giving them a -1 penalty to spell checks until it is healed; (6) Cosmic interference prevents the caster from casting spells for 1d4 rounds.

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

Attack +8 melee (3d6+6); Crit die/table 1d12/M; AC 18; HD 6d8; MV 30' or fly 60'; Act 1d20; SP defend master.

At this level the creature is strong enough to lift a motorcycle.

If the *creature companion* stands adjacent to the caster, it can as a full round action defend them in combat, giving them a +6 AC.

32+ The *creature companion* manifests for CL + 8 turns as an ox-sized creature:

Attack +0 melee (1d3); AC 20; HD 8d8; MV 30' or fly 60'; Act 1d20; SP defend master.

At this level the creature is strong enough to tip over a small car.

If the *creature companion* stands adjacent to the caster, it can as a full round action defend them in combat, giving them a +6 AC.

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## FEY ASPECT

Level: 1      Range: Self or more, see below      Duration: Varies, see below      Casting time: 1 action      Save: See text

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**General**      The caster taps into their inner fey nature and display some of their otherworldly ancestry.  
On a successful spell check, the caster may choose to invoke any effect of equal to or less than their spell check, allowing a range of options with every successful casting to produce a weaker, but potentially more useful, result.

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**Manifestation**      Roll 1d4: (1) Unseen fey pipes play a fanfare as you transform; (2) A shower of glittering dust rains down on you; (3) Caster's body becomes a portal to the fey realm for an instant before transformation; (4) The area fills with the scent of summer flowers.

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**Misfire**      Roll 1d4: (1) The caster disappears into the fey realm for 1d6 rounds; (2) The effect happens to one of the caster's opponents (if they are in a battle) or enemies (otherwise); (3) The High Council of the Feylands disapprove of the caster's actions and ban them from casting this spell for 13 days; (4) A leprechaun blocks the spell and uses the portal between the waking world and the Feylands to steal all of the gold and gems the caster carries.

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1      Loss, Failure, and Misfire!

2-11      Loss + Failure

12-13      The caster's appearance becomes more fey-like and beautiful, gaining them +1d on Personality based skill checks for CL rounds.

14-17      The caster shrinks to half their height for CL rounds. At this size the caster gains an additional +4 on hide in shadows and sneak silently checks. The caster is +1 AC due to being more difficult to target, but their movement rate is unaffected.

18-19      The caster shrinks to half their height for CL+1d3 rounds, gaining an additional +4 on hide in shadows and sneak silently checks. The caster also gains +1 AC due to being more difficult to target. The caster's walking movement rate is not affected. In addition, the caster sprouts wings like a hawk, allowing flight at a rate of 30'.

20-23      The caster and all the equipment they hold, or wear shrinks to 6" tall for up to CL minutes. They gain an additional +6 on hide in shadows and sneak silently checks and +3 AC due to being more difficult to target. In addition, the caster sprouts wings like a sparrow, and gain a flight speed of 45'. The size change reduces the caster's strength: they cannot lift items much larger than a full coin purse, and while the spell is in effect their Strength modifier becomes -3. All weapons the caster carries are diminished in effect as well, reducing the weapon's damage by -3d (1 point minimum damage).

24-27      The caster and all the equipment they hold or wear shrinks to 6" tall for up to 1 turn. They gain an additional +6 on hide in shadows and sneak silently checks, and +3 AC due to being more difficult to target. In addition, the caster sprouts wings like a sparrow and gains a flight speed of 45'. The size change reduces the caster's strength: they cannot lift items much larger than a full coin purse, and while the spell is in effect their Strength modifier becomes -3. All weapons the caster carries are diminished in effect as well, reducing the weapon's damage by -3d (1 point minimum damage).

28-29      As result 18-19 above, but the caster can instead choose to affect an ally within 30'. The ally may cancel the effect at

any time before the end of the spell duration by snapping their finger.

- 30-31 As result 20-23 above, but the caster can instead choose to affect an ally they can see. The ally may cancel the effect at any time before the end of the spell duration by snapping their finger.
- 32+ As result 24-27 above, but the caster can instead choose to affect themselves and a number of allies within 90' equal to CL. The ally may cancel the effect at any time before the end of the spell duration by snapping their finger.

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## Hocus Pocus

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

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

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

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

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

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

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

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

2-11      Loss + Failure

12-13      The caster makes one small object within 30' invisible for up to 1d3 rounds. The object must be small enough to fit into a 2' cube.

14-17      The caster makes one large object or ally within 30' invisible for up to CL +1d6 rounds. If this is cast on an object, the object must be able to fit inside a 4' cube. If the spell is cast on an ally, that ally must be human-sized or smaller. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion) or otherwise take action against an opponent.

18-19      The caster makes one large object or ally within 45' invisible for up to CL +2d6 rounds. If this is cast on an object, the object must be able to fit inside a 10' cube. If the spell is cast on an ally, that ally must be human-sized or smaller. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion), or otherwise take action against an opponent.

20-23      The caster makes one large object or ally within 60' invisible for up to 1 turn. If this is cast on an object, the object must be able to fit inside a 15' cube. If the spell is cast on an ally, that ally must be human-sized or smaller. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion), or otherwise take action against an opponent.

- 24-27 The caster makes one huge object, a group of smaller objects, or a number of allies equal to their caster level within 75' invisible for up to 1 turn. If this is cast on an object, the object or objects must be able to fit inside a 25' cube. A group of objects can be a group of individual arrows or sling-stones, or a patch of marbles on the floor. If the spell is cast on an ally, that ally must be horse-sized or smaller. Individual objects become visible if they are used to attack or hamper an opponent, as above – so if the spell were cast on a quiver full of arrows, only the arrows fired become visible. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion) or otherwise take action against an opponent suddenly become visible.
- 28-29 The caster makes one colossal object, a large group of smaller objects, or themselves and a number of allies equal to their caster level within 90' invisible for up to 1 turn. If this is cast on an object, the object or objects must be able to fit inside a 50' cube. A group of objects can be a group of individual arrows or sling-stones, or a patch of marbles on the floor. If the spell is cast on allies, those allies must be ogre-sized or smaller. Individual objects become visible if they are used to attack or hamper an opponent, as above – so if the spell were cast on a quiver full of arrows, only arrows fired become visible. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion), or otherwise take action against an opponent suddenly become visible.
- 30-31 The caster makes one colossal object, a large group of smaller objects, or themselves and a number of allies equal to CL within 90' turn invisible for up to 1 hour. If this is cast on an object, the object or objects must be able to fit inside a 50' cube. A group of objects can be a group of individual arrows or sling-stones, or a patch of marbles on the floor. If the spell is cast on an ally, that ally must be giant-sized or smaller. Individual objects become visible if they are used to attack or hamper an opponent, as above – so if the spell were cast on a quiver full of arrows, only arrows fired become visible. Allies remain invisible until they attack, cast a spell (including using a wand or scroll, or a holy act, but not drinking a potion) or otherwise take action against an opponent suddenly become visible.
- 32+ The casters can make objects, groups or objects, or allies invisible with a gesture for up to one hour. The object or objects must be able to fit inside a 50' cube, but allies may be up to dragon-sized. The caster can make any given object or ally invisible once, and once they become visible they cannot be turned invisible again. The caster can turn themselves invisible at will for the duration of this spell – whenever they attack or cast a spell they become visible for 1 round, then become invisible again.

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## JINX

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

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

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

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

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

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

2-11      Loss + Failure

12-13      Choose an effect:  
 • -10' movement rate for CL rounds.  
 • -1 on an attack.

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

# MONSTERS OF XWORLD

## AANGERVARK

**Aangervark:** Init +2; Atk bite +4 melee (1d8+1) or kick +3 melee (1d4+1); Crit 1d8/M; AC 12; HD 3d8; MV 30'; Act 1d20; SP prone fighting, play dead, leap, imperfect life form; SV Fort +3, Ref +2, Will+0; AL N.

Aangervarks are the first viable creation of Janxalot Ranch, which has been working on an arcane breeding program for new monsters since 1996. Their first successful rollout is the aangervark, a composite creature magically bred for one purpose—to give Xcrawlers a really bad time. While they are nothing at all like aardvarks, the “aangervark” name was specially designed to make them the first name you came to in a directory of monsters, which has made them extremely popular as last-minute replacements in Xcrawl.

Aangervarks are six feet tall, with the look of a strange two-legged human-sized frog. They are armless, with ostrich-like legs with three-toed feet, a hideous maw of terrifyingly sharp teeth, and two wide eyes on the corners of their blunt heads. Their legs are powerful and muscular. They have a distinctive frill-like ridge atop their heads, which makes them appear even taller.

Aangervarks are magically bred and cannot reproduce in the wild—they are asexual and sterile eating machines, with a predator's instinct and an evil disposition. Fearless pack hunters who enjoy running down prey and eating creatures alive, these bizarre composite creatures come complete with a sustaining fury that makes them diehard opponents—in battle they fight to the finish every time, although they may play dead in order to take opponents unaware. They have two forms of communication: an evil hiss or a strange seal-like bark, but no real language. A qualified trainer using simple punishment and reward motivation can teach them to respond to up to three commands—typically “attack,” “guard” and “stay.”

Aangervarks have an atypical attack mechanism—they play possum during a fight to draw foes into a vulnerable position. An aangervark can fall over and play dead so effectively that it takes a trained medical professional to examine one to make sure it is faking. Aangervarks have a tremendous instinct for how to use this ability effectively—they “die” after taking damage, only to attack from behind or from a prone position. They also instinctively do not overuse this bit—generally they only try this once or perhaps twice in the same encounter.

Aangervarks are masters of fighting while prone, taking no penalty to attack by kicking or to their armor class when fighting lying down. They are also astounding leapers, able to leap a 20' chasm or jump up 15' straight in the air without any kind of running start.

Aangervarks are prone to chronic illness (-2d on all saves versus disease and disease effects). Their typical lifespan is six years. They eat even when they aren't hungry, and left

unsupervised will gorge themselves until they make themselves sick.

## WHAMMY

**W**hammies are technomagical chimera, hybrid creatures that spontaneously come into existence when mundane creatures are exposed to certain technomagical devices. No one yet understands the process of creating these unique organisms, nor what consequences may come of their existence, but they seem to really enjoy Xcrawl. To date every whammy that has come into existence has eventually found its way into one or another DJ menagerie.

A whammy creature looks like the base creature, but it has a TV set for a head, complete with rabbit ear antennas. Whammies seem to be able to display whatever they want on their screen at will: they often show the face or head of the base creature, but they will sometimes display clues, taunts, animated versions of the crawlers acting ridiculously, etc. Their screens can be cracked by blows, but do not shatter and break until the creature reaches 0 hit points. Whammies cannot speak, but do understand language and can communicate with TV images and sounds.

Whammy creatures can all discharge electrical blasts from their TV set heads. The more powerful the base creature, the more powerful the electric blast. These blasts do subdual damage, and creatures brought to 0 hp fall unconscious. In addition, whammies are highly charismatic, gaining +1d on all Personality-based checks. They are great dancers, mimes, and clowns.

Whammies will definitely fight, but more often they have an instinct for mischievousness. In the middle of a battle they might take a round and dance, work the crowd, steal an item the crawlers need, mock or lampoon their opponents, or otherwise act unexpectedly for monsters in a dungeon. They do not seem to feel pain, and when “killed” whammies perform an elaborate “death scene,” clutching their chest, staggering about, etc., then turn into a silhouette of TV static before disappearing.

Many kinds of creatures have become whammies. What they all have in common: intelligence, playfulness, a television set for a head, and the ability to blast foes with electricity. Below are a few sample whammies.

**Gorilla Whammy:** Init +2; Atk slam +3 melee (1d6+2) or electrical blast +4 ranged (2d6 subdual, 30' range); Crit d8/III; AC 15; HD 3d8+3; MV 30', climb 30'; Act 1d20; SP TV set head, enhanced charisma; SV Fort +3, Ref +4, Will +8; AL C.

The gorilla whammy appears to be a normal gorilla with a TV set head and a red cape. It often shows a screen saver-style image of flying bananas on its screen. It can fire its electrical blast 3 times per day with a range of 30' for 2d6 subdual damage.



**Giant Spider Whammy:** Init +2; Atk electrical blast +6 ranged (3d6 subdual, 30' range); Crit d10/M; AC 16; HD 4d8+8; MV 30', climb 30'; Act 1d20; SP electrical blast, wall walking, webbing, TV set head, enhanced charisma; SV Fort +4, Ref +5, Will +10; AL C.

The giant spider whammy wears a top hat on its TV head with holes for its antenna, and four pairs of spats. It often shows an image of tap dancers on its screen.

The giant spider whammy can spin a web from its abdomen. It can't "fire" webbing at a target like some giant spiders. It can web a helpless or prone target as a full round action, wrapping the humanoid in a sticky cocoon that takes 15 points of edged weapon or fire damage to destroy. More often it makes rude signs out of webbing for the crawlers ("Get Bent", "Some Pig", "Go Pedal Your Papers" etc.). It can fire its electrical blast 3 times per day with a range of 30' for 2d6 subdual damage.

# AUTHOR'S POSTSCRIPT

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

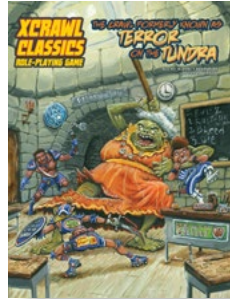
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Got questions, comments, feedback? Feel free to email the author directly at [brendan@goodman-games.com](mailto:brendan@goodman-games.com). I'd love to hear your thoughts!

**GET READY TO CRAWL!**

A large, colorful illustration for Xcrawl Classics TTRPG. It features a red dragon-like creature with blue goggles and a green and white mechanical device, holding a sword. The creature is surrounded by various characters, including a robot, a character in a blue and red outfit, and a character in a blue and white outfit. The background shows a city-like environment with buildings and a bridge. A blue banner at the top right says "Support XCC On Kickstarter!". The bottom right corner has the text "XCRAWL CLASSICS TTRPG XTREME DUNGEON CRAWLING POWERED BY DCC RPG".

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