XCRAWL



THE GUILD SOURCEBOOK

XCRAWL: THE GUILD SOURCEBOOK

A GUIDE TO THE THREE MAJOR GUILDS OF THE NAE,
PLUS NEW SPELLS, PRESTIGE CLASSES, MONSTERS, AND MORE



Credits

XCRAWL: The Guild Sourcebook

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Now, will you put down that stupid sanwich and play the game?

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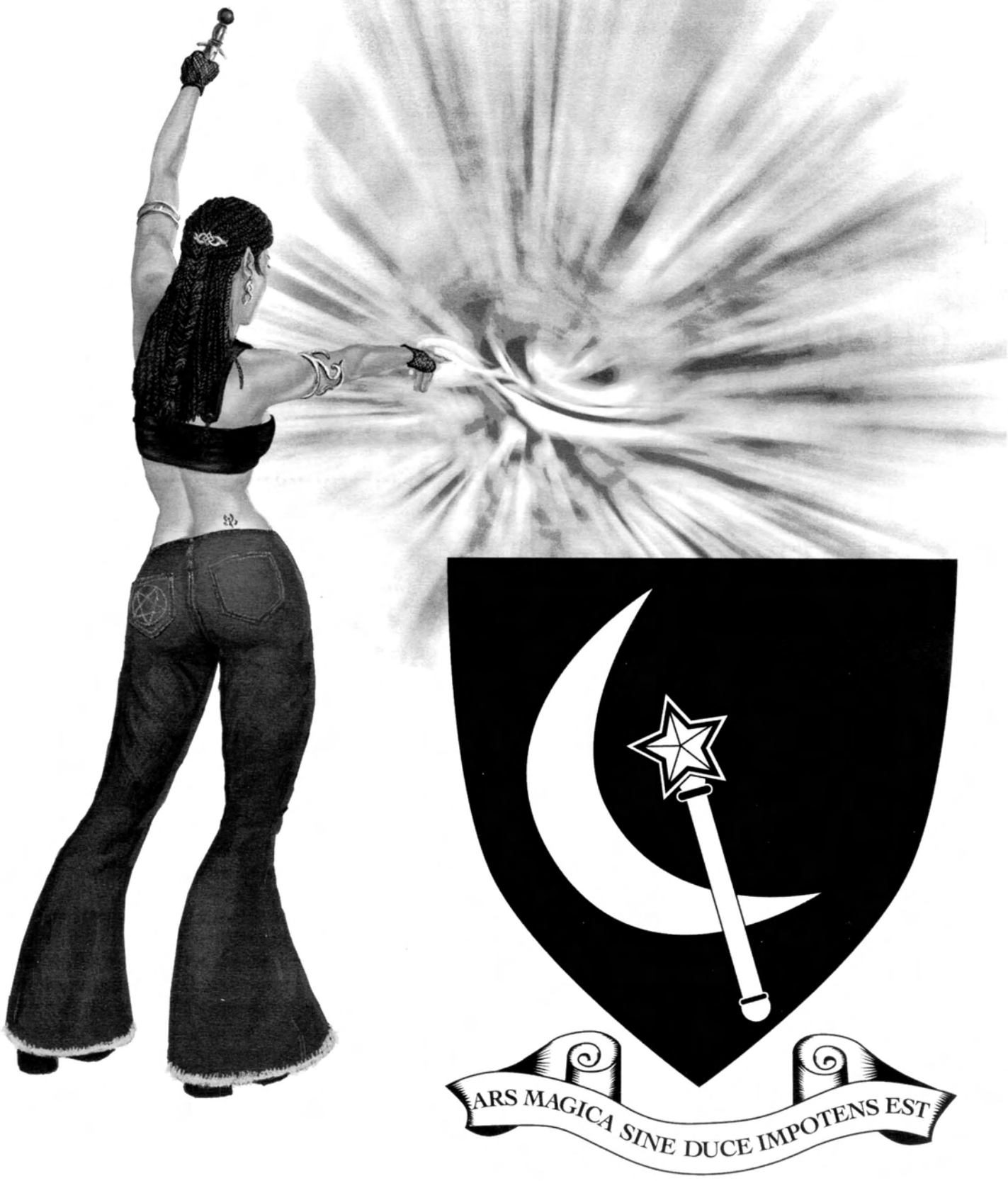
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ARS MAGICA SINE DUCE IMPOTENS EST

THE GUILD OF MAGI

"There was a time when we could do anything, absolutely anything. The Guild was right; even when we were wrong we were right. Now, we have to have a committee meeting to decide who gets to decide which spells you can cast on alternating Thursdays. *sigh* I wonder if I'm too old to begin training as a bard?"

RICHARD TIMBLE, RANK 24 WIZARD, CONSIDERING THE FUTURE

The Guild of Magi is the regulatory body for magical use in the North American Empire. For ages untold, the rulers of men have understood that a people cannot truly be controlled without controlling their access to magic. Magic is too unpredictable and powerful a resource to allow simply anyone to wield. Control of magic is necessary for the long term existence of the state, and the NAE has the tightest controls of any modern empire.

The guild boasts a membership more than 400,000 wizards and sorcerers in the Empire and abroad Potential wizards must receive training from the Guild of Magi in order to be a legal practitioner in the Empire. In this way the Empire keeps track of all current and would-be mages in the NAE. The only other option is to secretly join one of the dozens of tiny illegal arcane schools existing throughout the NAE - an act of treason that carries the death penalty. Even the threat of execution isn't enough to keep students away though, and every year the Empire makes it a point to track down a few unlicensed wizards and put them to death. Some are drawn to these teachers because they were denied Guild membership, others because they wanted to have a source of secret personal power. Either way, wizards who receive training in non-licensed schools must always be on guard against discovery.

Sorcerers are not immune to the restrictions of the NAE. Parents of children displaying innate magical ability must report it to the authorities of the Mages' Guild or face arrest. Sorcerer teens are taken away and taught to use their powers in special guild training classes. Of course, their powers are being observed and cataloged in order to help keep tabs on them for their entire lives, in case the government should want them for questioning or some special service...

The Guild accredits instructors and magical schools nationwide, setting their enrollment requirements and achievement guidelines. Dozens of magical institutions exist across the NAE. While these institutions do have a degree of autonomy, they follow Guild guidelines on curriculum and enrollment. Schools constantly seek to have their prize students recognized, as one famous wizard can lead to dozens of new potential superstars.

The Guild awards scholarships and merit awards, including awards for Xcrawl wizards at an awards ceremony held every July.

ANNUAL GUILD OF MAGI AWARDS

Lauds, Original Spell

Lauds, Instruction

High Lauds, Loyalty

High Lauds, Technical Excellence

High Lauds, Patriotism

Highest Lauds, Best Original Spell

Highest Lauds, Excellence in Counter-magic

Highest Lauds, Excellence in Defense

Highest Lauds, Excellence in Offense

Lauds are the awards granted by special committee each year. The committee creates a short list of candidates, with Lord Byford and his cabinet choosing the recipients. In theory, a special cabinet session is held wherein the



principals all vote on the winners, basing their decisions on merit. In truth, these choices are political rather than merit-based—loyal followers are rewarded with year end awards, and many deserving candidates go completely overlooked. Only one candidate is chosen for each Highest Lauds category; lesser awards are generous, and multiple copies of each award are given out each year. For example, every spellcaster creating a new spell receives Original Spell Lauds. Individuals generally only win a Loyalty or Patriotism award once in their careers, but hundreds are given out each year. Winners receive actual laurels and an engraved plaque at a grand banquet held in the guild's great hall, Franklin Keep.

The Mages' Guild trains the North American Legion's Centurion Wizards, and underwrites most of their arcane research. There are a dozen separate facilities in Guildhalls across the NAE where military arcane researchers develop new magical spells and countermeasures. The Alchemical Corps, who create potions for America's armed forces, all work in facilities provided by the Guild of Magi. In return, the highest echelon of the Guild has access to all of the new spells and techniques discovered by the Legion.

The Guild of Mages has been given the responsibility of preparing for the predicted coming of the Messianic savior; in this role the Mages' Guild infiltrates the One God cult, watches for signs of the prophecy and creates countermeasures against it. Lord Byford himself leads this group; he has created special magical wards to monitor new births, hoping to catch the so-called "savior" while still in his infancy, before his powers develop. Much of Lord Byford's time and energy is spent on the search for this threat to the Empire.

As always with magic, there is more to the Mages' Guild than meets the eye. Agents of the Mages' Guild are largely responsible for all of the espionage efforts of the nation, spying on American citizens and international targets with equal scrutiny. This function has been a part of the guild since its origins in the American Revolution. Only the most loyal wizards, dedicated to the status quo, are ever taught the art of scrying and given license to use their skills. However, these wizards are amongst the highest paid magic using professionals in the empire. Once chosen as an scrying spy, the position is held for life.

A brigade of scrying experts continuously monitors national and foreign targets, watching for signs of treason, disloyalty or criminal activity. Domestic targets are chosen by law enforcement officials who have reason to suspect individuals of wrong-doing. All it takes is a letter to the Guild, detailing the suspicious individual, his actions, and the time and location of the purported incident. The Guild's Oversight Committee reviews the report, and passes their findings to the Investigation Committee, who then decides how to take action. Using a minimum of basic information on the target, the Guild can usually pinpoint the individual within forty-eight hours. Once on the Guild's suspicious list, the individual is watched constantly for the first week, then intermittently for a month. If the target does nothing to incriminate himself during this time period, he remains on the Guild's list to be spied upon forever. At least once every other month for life, the target in question will be monitored for some signs of criminal behavior. Of course, if the target is ever found to be an actual criminal, the Guild reports its findings to local authorities and the subject is generally apprehended within hours. Foreign targets are watched as needed, but only the military and the Emperor are permitted to choose which international targets are observed. There are ways of noticing scrying, so it is only with great caution that sensitive foreign targets are watched. If a guild spy discovers a foreign target acting against the interests of the NAE, the matter is turned over to military intelligence to decide how and when the target will be neutralized.

HISTORY OF THE GUILD

George Washington, who would later declare himself Emperor George Augustus I of the North American Empire, assumed the mantle of supreme commander of the revolutionary army of North America deliberately intent on betraying the leaders of the Revolution. He could see no other way to win against the English forces. From the earliest discussions of the possibility of war with Briton, the Messianic leaders were emphatic: magical forces were an abomination, and would not be brought to bear against the enemy. They were convinced Washington would simply have to do his best with conventional resources and the divine grace that would be provided by the as-yet-to-come savior, who certainly would not allow a righteous people to be destroyed. This did little to mollify the fears of the young General.

Washington knew that war against Briton with nothing but conventional forces was suicide. He had studied military history since his childhood in Virginia and he knew all too well how the British fought. Magical support was key to their strategy. General Cornwallis, commander of the English forces, was a firm believer in military domination through Naval power and arcane superiority. Most armies at the time had a few powerful magic workers, mostly employed for long-distance reconnaissance. The British army had a full corps of active wizards on the battlefield. Those wizards drilled for months until they became experts at arcane warfare, and fully integrated themselves into full-scale military strategy. Briton introduced the war wizards to modern combat.

Washington knew there could be no victory without arcane power. So, when he was first offered the leadership of the allied forces in December of 4469, he asked for three days to consider. During this time he arranged a meeting—a meeting which ultimately won North America's independence from Briton. He called on three of the greatest American wizards of the day to a secret rendezvous at Barzodi's, a secluded tavern in the Catskill Mountains: Necromancer Antonio Barzodi, Archmage Benjamin Franklin, and Tahanake, a Native American druid and sorcerer of the Onondaga tribe. To this group he proposed the greatest coup in the history of sedition: taking North America from both the Brits and the Messianic in one fell swoop.

Washington carefully composed this group of powerful individuals; each had ample reason to fear Messianic rule. Franklin was a wealthy landowner hiding his magical skill from his Messianic neighbors. Wizards were already being burnt at the stake, and the Messianiacs would certainly install wide-scale persecution should they actually win control of North



America. Barzodi was also a spellcaster, but even more incriminating was his position as the High Priest of a sect dedicated to the ancient powers of death and rebirth. Nothing less than the beliefs that nurtured Barzodi's soul were at stake. The settlers betrayed Tahanake and his people, first befriending them with gifts of gold and liquor, later forcing them to renounce their ancient gods and submit to Messianic religion, social ideals, and laws. Ascetic and reclusive by nature, Tahanake foresaw no other possible salvation for his people than joining forces with Washington and his confederates. The three listened eagerly as Washington outlined his plan. The next day, Washington accepted command of the Revolutionary Army of North America.

Historians argue *ad nausium* over the circumstances that allowed the colonists to defeat the highly-trained, well-equipped, and vastly encumbered British forces. However, those who were there know the factors that ultimately carried the day—superior firearms and artillery, and American magic. Franklin's clandestine arcane corps aided the colonists with direct magical assaults against the enemy. Tahanake brought the land and air itself to bear against the Loyalists. The British found themselves under a constant pall of unlucky weather, pestilence, ruined equipment, and infested food supplies. Campsites full of gear and horses would disappear without a trace, seemingly swallowed by the forest. Barzodi was perhaps the largest single factor in the final outcome of the war. He and his fellow cultists began a campaign of terror and assassination that caused the desertion of dozens of fighting units and not a few officers. Washington gave Barzodi the dangerous task of neutralizing the threat from the British War Wizards. Barzodi took a singular pleasure at murdering Brits, and it wasn't long before the arcane forces of Briton were too busy hiding and defending themselves to perform their role on the battlefield. The North American army won the battles, but Washington's coven won the war.

When the war was over, Washington wasted no time fulfilling his end of the bargain. He invited the Messianic Council of Virginia , the de facto spiritual leaders of the entire colony, to a victory celebration at the capital. Once assembled, they were all arrested for counterrevolutionary activities and thrown into military prison. Four days later, a mysterious fire destroyed the prison and all of its guests of the state.

On September 9, 4473, Washington declared himself Emperor George Augustus I of the North American Empire. Counterrevolutionary activities—including criticism of the Empire—were ruthlessly suppressed. The Roman Pantheon was named the official state religion, and all other beliefs were outlawed. While the One God Cult was not actively rooted out, the Emperor let it be known that Messianiacs were all suspect of counterrevolutionary activities and impiety, and could be questioned or detained at any time. At the same time, Washington outlawed slavery. The Messianics, long-time slave owners, found their economic base cut out from under them, and they themselves under constant threat of reprisal from newly-freed Africans, West Indians, and Native Americans. The combined effect was to force the Messianic churches and their followers into submission in less than two years. To this day, the Messianic church is an underground network meeting in secret to avoid persecution in America.

Emperor George Augustus cemented the power of the state by the creation of the first Guild of Mages by royal decree in July of 4474. Archmage Benjamin Franklin was named the first Guildmaster. It was he who set down the Guild's bylaws, creating the system of ranks, set formal membership and training guidelines, and decided which spells would be banned outright. He declared himself the first 36th rank Wizard, and his first 35th rank appointee was the fell necromancer, Barzodi.

From the very beginning, Franklin and Barzodi found themselves at philosophical and methodological odds with one another. The reserved, subtle Franklin believed in long-term planning and strictly regimented control over magic in the newly



born NAE. Barzodi craved power over the lives of those who he perceived as his enemies. He argued that America should not be satisfied with freedom from England; he advocated making war against Europe and establishing the NAE as a colonial power in the northern hemisphere. He also believed that the ancient powers of death that he worshiped should be an accepted part of the state pantheon, on par with the Roman pantheon. He was frustrated at Franklin's reluctance to support him in this cause.

George Augustus wanted to avoid a conflict within the Guild of Mages, fearing it might tear asunder, creating civil strife and debasing the Empire's iron-fisted control over arcane power. Before the situation had a chance to erupt, he summoned Barzodi and Franklin to a meeting at the Imperial Palace in Washington. He also held a secret meeting with both Franklin and Tahanake, the shaman who had been so instrumental during the war against England.

Six months later, the Emperor let his decree be known; he created a charter for a Necromancer's Guild, separate and independent from the Guild of Mages. Antonio Barzodi would be its master. In addition, the worship of the old powers of death would be tolerated, although the so-called "Night Cult" would not be permitted to build temples or worship publicly outside of the Guild. This policy has been adopted by American Emperors ever since, with some reservations.



Barzodi was overjoyed, and he began the construction of his guildhall in New York City. That very month, Tahanake and his followers assassinated the necromancer—by the order of the Emperor himself. The murder was blamed on the Messianiacs, and the following reprisals all but decimated the One God Cult's leadership.

The Emperor appointed the young Duke of Boston, Thomas Paine, as the new head of the Necromancer's Guild. Adams was Master of the Guild in title only; the real power came from Benjamin Franklin himself, and for centuries the Necromancer's Guild was tributary to the Guild of Mages. It is not until the age of Ronald I and Xcrawl when the Necromancer's Guild became a force of its own—mostly due to the invention of The Games.

THE GUILD TODAY

The main hall of the Guild of Mages is the magnificent Franklin Keep, located in Boston near the rebuilt Boston College of Magic. Franklin Keep is a towering structure in the heart of downtown Boston. Contained within its majestic walls are a massive great hall used for huge formal dinners and receptions, a 10 000 seat amphitheater, a gymnasium and Olympic-sized pool, office space for hundreds of staff members, an arcane library with dozens of magical laboratories and classrooms, and an arcane vault which is rumored to be completely impregnable. The huge central tower, off limits except to 31st rank guildmembers and above, is itself a formidable structure which houses the offices of the

highest ranking guild members, including Archmage Lord Byford, the famous "Eye in the Clouds." Franklin Keep has multiple layers of defense, from a large private security force to an impenetrable net of magical wards and barriers to prevent magical intrusion, and surveillance to a bevy of arcane guardians.

While Franklin keep is the main hall, dozens of major cities have their own Guild of Magi hall, ranging from tiny structures housing a small library and a few stray wizards to collegiate-sized institutions with great resources and membership. New York, Boston, Houston, Knoxville, Los Angeles, Mexico City, and Portland all have major guild halls.

SECRETS OF THE GUILD

Since its inception, the Guild of Magi has completely controlled all aspects of arcane life in America, and enjoyed its status as the most powerful and prestigious guild in the Empire. Today, as the new millennium dawns on the nation we see a shift in power of teutonic proportions.

The Necromancer's Guild was subordinate to the Guild of Magi since the death of Guildmaster Barzodi in the years following the Revolution. There was almost no reason to have one, other than to distance the often disturbing magic of necromancy from the more palatable powers manifested by wizards from the Guild. Now, a shift in society has emancipated the Necromancer's guild—one caused by Xcrawl. The huge infusion of cash that comes with the Guild's new function of providing Xcrawl events with undead allows them, for the first time, to act without heed of the old power arrangement. Lord Byford, consumed as he is with the hunt for the Messianic savior, has neither the time nor resources to prevent the Necromancer's Guild from gaining full autonomous status. Simply put, the Necromancers have grown beyond the control of the Guild of Magi.

Also, the Adventurer's Guild presents a challenge to the austere authority of all North American wizards. The fledgling group, composed primarily of Xcrawl players and their adherents, has quickly become a major economic power and a powerful force in the world of the aristocracy. Many nobles who once pledged their support exclusively to the wizard's organization now find themselves advantaged by switching their support to the Adventurer's Guild, which can offer solutions to problems that the Guild of Magi isn't able to touch. As the political power of the Adventurer's Guild grows, the power of the Mages is diminished.

The Guild is also under assault from within: the secret coven of Media Mages is slowly turning their efforts to undermine and eventually replace the authority of the Guildmasters. While the guild at large is not yet aware, the Media Mages grow in power every day. Their goal is no less than world domination; first they plan to take the guild, then the Empire on their way to this goal.

The problem is that as the Guild of Mages loses power and authority, it also loses the ability to effectively regulate magic in the NAE. There was a time when illegal schools of wizardry would never be able to operate for a few months, or a few years at best, before they were discovered and arrested for treason. Now, it seems that every day new illicit schools open and flourish, producing wizards with unrestricted and unmonitored powers. It is only a matter of time before this shift in power leads to dire consequences for the entire empire.

FACTIONS AND RANKING

The structure of the Guild of Magi has remained virtually unchanged since its creation by the first Guildmaster, Archmage Benjamin Franklin.

Each member of the guild is assigned a rank. Regardless of actual power level, all guildmembers are expected to defer to their superior in rank. There are thirty-six ranks within the Guild's hierarchy. Guild rank doesn't necessarily reflect wizards

personal spellcasting power; it is a political designation, demonstrating how highly rated one is within the structure of the Guild of Magi. Wizards ranked less than ten are nearly inconsequential in the guild's politics and organization - these wizards number in the teeming thousands. Ranks eleven through seventeen are low level members—they are the aides, assistants, instructors, and mid-level administrators of the guild. A wizard must be at least 18th rank in order to have a say in policy determination, or to be chosen for sensitive duty like the Intelligence Committee. If changes to the Guild's Charter are proposed, only wizards of 18th rank and above are permitted to publicly debate or question the changes.



Wizards of 19th rank must have been members of the guild in good standing for ten or more years. At this level, guild members supervise arcane research, train higher levels and have high paying positions such as library or laboratory superintendent. A wizard must be a guild member in good standing for at least twenty years to reach rank twenty-one—a level very few wizards reach. At this level, wizards are masters of policy, generally leading their own guild halls or presiding over a magical college. There are only ever ten wizards of ranks twenty-five to thirty-four, the undisputed masters of their fields. There is only one 36th Rank wizard at the time, the Guildmaster. Guildmaster Lord Byford has three 35th rank wizards beneath him—essentially his cabinet of close, personal advisors.

On the surface, its easy to gain ranks in the Guild—all one needs to do is get the approval of his superior, and stand to a vote. This is deceptively simple; in reality, there is a huge amount of politicking that goes into earning a promotion. Only so many wizards can be advanced in rank every year. No matter what rank a wizard, he or she is competing for promotion with every other wizard wishing to advance that year. A huge amount of backroom politicking, bribes, blackballing, and even violence goes into every attempt to increase one's station. Some wizards gain in rank every year, while others never seem to

progress above level seventeen. Currently, Xcrawl wizards are singled out for negative attention—their jealous non-crawling counterparts stop their advancement before rank twelve.

KEY FACTIONS

The Technomage Caucus

The Technomage Caucus is the board of specialists assigned to technomagic research, answering directly to Archmage Stone. While they are small in number the Caucus is composed of some of the greatest minds in magical research working today. The group works at a secret arcane lab in Houston, where they work to unlock the secrets of science and arcane forces. They are a group currently in crisis - they are beginning to see the negative effects of technomancy, and as of yet, see no way to prevent phenomena such as Technomagic Radicals from occurring. However, they fear to report this information to their superiors, lest their huge investment of time and money in research be taken away. For now, they quietly work on finding solutions to the problems their new disciplines create. (See Technomagic, pages 47-48, for more details on this new magical discipline.)

The College of Imperial Defense

The College of Imperial Defense is the military adjunct group choosing candidates for centurion wizard training, preparing them for their trials and tracking their progress. They are also in charge of locating missing copies of The Playbook, the secret tome of spells created and used exclusively by the military. The College has its own training and administrative facilities in Raleigh, where security is, if anything, more impregnable than Franklin Hall.

The Faculty Union

Representing the interests of magic teachers everywhere, from the private tutors of the nobility to college wizardry professors to the public school monitors watching the children for signs of arcane potential, The Faculty Union has a never-ending task. Their main function is to keep members in long term, high paying positions—in turn keeping the Union's coffers filled. The Faculty Union is not opposed to the secretive use of force to advance their policy goals—namely more money, shorter hours and better benefits.

The Media Wizards

A secret group diverting funds from legitimate spell research into their own media magic experimentation, the Media Wizards are constantly engaged in the search for Edward Bender and his associates. The Media Wizards perceive Bender and his supporters as the only real threat to their continued secrecy. (For more information see Media Magic, pages 48-50.)

The Research Committee

The Research Committee supervises, funds, and documents all arcane research for the guild, making it one of the most powerful and influential factions in the organization. In the past ten years, the Research Committee has created more revenue for the guild than all other enterprises combined by the assigning of spell copyrights, each of which permanently pays a percentage of their profits to the Guild. Several key members of the research committee are also media mages, and they use this position to channel funds into their research, as well as keeping the results of their work a secret to the guild at large

The Intelligence Committee

A group dedicated to the art of scrying, and responsible for providing adept magical seers to the government and military, The Intelligence Committee boasts the most feared individuals in the Guild. It is said that no secret or lie can evade them for long. Intelligence Committee wizards must be at least 19th rank before being considered for induction.

GUILDMEMBERS OF NOTE

Archmage Elizabeth Stone

"The magical pollution factor? Well, I don't believe it's a problem just yet. After all, with the exceptions of the incidents on this list, we haven't had any problems. And since we haven't yet had to face any publicity for it, I say we continue to work the problems out quietly amongst ourselves. After all, we wouldn't want to create a panic, now, would we?"

ELIZABETH STONE,
ADDRESSING THE SAFETY COMMITTEE

Elizabeth Stone, a 27th rank mage, is one of the original pioneers of the field of technomancy. She worked on the earliest transformer designs, and created the first AVS network. She lives in Houston, where she presides over a committee of Technomancers working on a secret project: a technomagic time machine. She meets with Lord Byford once a month to keep him abreast of the latest developments in this fascinating new discipline.

Archmage Steven X. Canard

"I'm taking him tonight; he never misses the Xcrawl recap on Empire Sports 1, and when he tunes in I'll be waiting. I want him dead. I want his office, and his parking space, and his department's budget—but mostly, I want him dead."

STEVEN X. CANARD, SPEAKING THROUGH
THE SURROUND SOUND

Steven X. Canard has seemingly hit the glass ceiling. He has been rank fifteen for several years, and seems to be making no political progress. However, Canard has a secret: he is leader of the Media Mages, a cabal of aggressive wizards with lofty ambitions. Dedicated to his dream of dominating first the Guild, then the Empire, and finally the world once the time is right, the Media Mages are a force yet to make their presence known. Canard is a master spy and political saboteur, destroying careers with false evidence and clandestine media magic. He is patiently weeding out all possible opposition to his rise to the top of the Guild.

Archmage Jennifer Paper Tiger Stone

"Doug, I'm going to cut you a break. You get to keep your status, and you get to go on to level two with your team. But I never want to hear about another incident like that. And for Apollo's sake, please stop mealy-mouthing; we all saw you intentionally burn that ref's pants with your elemental, and that's bad form. The look on the guy's face when he realized his butt was on fire was priceless, I'll give you that, but we just can't have that kind of behavior from one of our own."

JENNIFER STONE, AKA PAPER TIGER,
LAYING DOWN THE LAW.

Archmage Jennifer Stone is a 29th rank mage, and the current adjunct to the IAG, charged with regulating wizards and sorcerers representing the Guild of Magi in the Empire's beloved Xcrawl games. It is her responsibility to insure that only fit candidates, i.e. capable and scandal-free, go on to represent the Guild in the Games. On the Xcrawl circuit she was known as The Paper Tiger (for her devastating scroll use), and was a highly sought adventurer before she hung up her wand and took a Guild position. She is the highest ranked Xcrawl participant in the Guild's history, one of the very few to break through the barrier that keeps Xcrawlers from advancing in Guild rank. She cares deeply for the lives of Xcrawl participants, and will do what she can to aid Xcrawlers in trouble; she may provide advice, or an introduction to a useful contact, or perform other small services to help players, given the right circumstances.

Jaqulin Nethery

"Welcome to the Void."

THE LAST WORDS HEARD BY COUNTLESS ENEMIES OF THE GUILD, SPOKEN BY JAQULIN NETHERY

Jaqulin Nethery is what the Guild of Magi's top enforcer calls herself—her real name has been erased and forgotten by history. She holds a nominal position in the research department, but her true function is creating swift and untraceable solutions to persistent distractions - critics, dissenters and whistle-blowers. Nethery is considered the most dangerous spellcaster alive by Lord Byford, who relies on her to destroy his personal enemies as well as the Guild's. Nethery is a twenty-two year veteran of the Guild. She is fanatical about her mysterious past, erasing all traces of her previous life, and going to any length to keep her secrets buried. She has a private apartment in a little-used wing of Franklin Hall, and several other sanctuaries around the world. She has an enormous cache of powerful magic items, including at least one artifact from pre-cataclysm times: a staff of incredible destructive power.



THE NECROMANCERS' GUILD

"Brains."

NECROMANCER GLORIA BENCHLY, RELATING THE QUALITY SHE BELIEVES TO BE MOST IMPORTANT FOR A NECROMANCERS' GUILD CANDIDATE

According to the Guild Charter of 4475, the Necromancers' Guild exists to defend America against supernatural threats. They compile for the government all existing research and lore pertaining to the creation of undead and the worship of dark powers. They possess thousands of volumes of text on ancient necromantic rituals, secret cults, and dark deities for study and use in case of special threats to the Empire, such as armies of undead or plagues of necromantic terror.

The Necromancers' Guild funds and organizes a group of mercenaries, who travel around the Empire investigating reports of free undead and related phenomena. They capture or destroy any actual undead menaces they find, rooting out the source of the occurrence whenever possible.

The Necromancers' Guild has one more traditional function: they are also the record keeper of births and deaths in the nation. Physicians, morticians and law enforcement agents notify the Guild of every confirmed death taking place in the Empire. The Guild then issues the official death certificates, which they mail to the family. The Necromancers' Guild keeps stringent records of all deaths, and in this manner America's population is catalogued.

For years, the Guild performed the afore mentioned tasks and little else, other than research and funding the occasional archeological digs involving ancient crypts or mass gravesites. The advent of Xcrawl changed all that. Now, the Necromancers are charged with creating and handling the undead used in the Games. This has vastly changed the workings

of the Necromancers' Guild, as they can command sizeable fees for their services with no fear of competition; only the Guild is permitted to create abominations of nature like skeletons and ghouls.

Generally, the guild uses unclaimed corpses to create their monsters. However, they do offer free funeral services and a 1000 GP bequeathment to any who voluntarily donate their corpses to the games. Many poor and indigent commoners reluctantly do so; while it is a supreme indignity, it is a way to avoid leaving families penniless after a loved one's death. Some Xcrawl events claim the bodies of dead players, and in these cases the corpses are turned over to the Guild as well, although no compensation is offered to the family.

Every Xcrawl event pays the Guild to have Undead Handlers on hand. These handlers make sure that the creatures in their charge do not escape or harm the event staff. Xcrawl duty is considered a choice assignment for guildmembers - where else can a bunch of embalmers and death magicians meet celebrities and be on TV? Xcrawl events usually have two or three Undead Handlers per undead encounter contained in each dungeon.

History of the Necromancers' Guild

Once the Necromancers' Guild split from the Guild of Magi, newly appointed Guildmaster Antonio Barzodi felt that, for the first time, the Wayshadows (known as the Order of the Dark Tradition or the Night Cult by the uninitiated) had a chance to exist openly as a religious faith. For generations, the Order had to hide itself, and its members publicly revered accepted deities in order to conceal their true faith. Now, the newly formed Necromancers' Guild would pave the way towards eventual mainstream acceptance of the ancient belief system.

Less than six months later, Barzodi was killed in his Lockport mansion. The Necromancer and his undead servitors were no match for the shaman, Tahanake, and his dire wolf companions. With his last breath, he cursed Washington and the Empire his powers helped create.

Thomas Paine was appointed the new head of the Necromancers' guild, but it was a nominative position at best: Archmage Benjamin Franklin was the secret force behind the Necromancers' Guild. Even after his death, the subsequent leadership of the Guild of Magi had de facto control over the dark wizards. The Necromancers' Guild was supposed to be the Empire's first line of defense against dark magic and occult menaces - instead, they were a figurehead organization doing little more than keep death records and investigate the occasional ghost sighting.



However, beneath the surface the guild had one secret left: the leaders of the Order of the Dark Tradition still held sway in the Guild. When the plans were created to enlarge the Bellefleur Guildhall, they made sure that the underground labyrinth had room for a Wayshadow Temple, where the faithful could continue to practice their outlaw religion. While emperors following George Augustus knew that the Necromancers' Guild still paid homage to the ancient powers of death, they chose to contain it within the Guild, rather than disbanding the Guild and possibly sending the death cult further underground.

For two centuries, the Guild remained an insignificant appendage of the Guild of Magi. The Guild, and the Wayshadows, might have died out altogether if not for the first Xcrawl event, the Emperor's Cup, held in March of 4680. At the time, the Guild leader was Duke Gary Chamele of San Jose, a dandified corporate leader who received the Guild appointment because of his fascination with the occult and magic, although he had no skill with it himself. Chamele had held his position for less than a year when he received a priority communication from Will Fleeman: could Chamele and his Guild provide 1,435 zombies, skeletons, and ghouls? Chamele was shocked; the Guild kept a few undead creatures around for study and defense, but nothing approaching Fleemen's number.

The young Duke was forced to go directly to newly crowned Emperor Ronald I to ask for funding and manpower. He expected to have to beg and scrape, but to his surprise Ronald was more than willing to provide all that he needed and more: "No expense shall be spared to make the Emperor's Cup, the first of its kind, the most spectacular television event ever," said the Emperor.

By 4681, the Necromancers' Guild grew beyond the control of the Guild of Magi. Millions of gold pieces worth of donations and materials were flowing in from a corporate America suddenly desperate for involvement with the new Xcrawl league on some level. Duke Chamele was pleased to have this new autonomy, but in truth his organization was unprepared to deal with the sheer number of requests for undead creatures and trained necromancers to handle them. Chamele gave serious consideration to stepping down from his position. Mary Frankenhearst, one of his lieutenants, offered him a solution: with a modest expenditure for ritualistic components, they could bring the original Guildmaster back from the dead. If anyone was prepared to answer the needs created by the Xcrawl revolution it was Antonio Barzodi.

Chamele agreed, after finally deciding that, in the unlikely event that ritual did work, he could stay with the Guild for a few more years, make a fortune, and then leave the entire organization and return to his beloved San Jose. Frankenhearst requested that Chamele attend the ritual to revive the ancient soul, and Chamele agreed—which was the single worst mistake of his life.

The ritual was a success. On October 31st, 4681, Barzodi awoke from the long sleep of death, and took possession of the body of Gary Chamele, just as Frankenhearst planned. Frankenhearst explained the situation to him, and Barzodi realized it was destiny he be returned to the world to fulfill his mission. He would restore the Order of the Dark Tradition to its former, terrible glory and make America bow down before the irrefutable power of Death.

The Guild Today

The main Guildhall is Bellefleur Manor, located in the small city of Lockport, in the New England District. Bellefleur Manor is a huge manse situated in the center of Bellefleur Acres, the oldest national cemetery in the NAE. The cemetery is full of colonial heroes who gave their lives to see the dream of the North American Empire become reality. Among the honored dead buried here are thousands of soldiers of the Revolution, who are gathered in the Garden of Heroes, a walled twenty-acre section.

Bellefleur Acres is a seldom-visited site; would-be tourists are kept away by horrific stories of the dark creatures and sinister ways of the Necromancers' Guild. The manse has a huge formal meeting hall and large group instruction area, a state of the art surveillance facility, dozens of classrooms and laboratories and specialized chambers for preparing corpses. The manse is impressive from the outside, but beneath it lies a network of catacombs and underground chambers a dozen levels deep. The lowest level is the Temple of Tradition, an underground cathedral dedicated to the ancient powers of death and darkness. The entire hall is magically protected against scrying and magical intrusion, and has hundreds of well armed living and undead guards.

Most major cities have their own guildhall, which are generally small, unobtrusive buildings with expansive underground facilities.

Secrets of the Guild

The Necromancers' Guild is controlled by the Wayshadows, sometimes called the Order of the Dark Tradition. The Wayshadows believe that death is simply a transitory state on the way to becoming a perfect spiritual being. Death is the last lesson of life, which must be fully understood and contemplated in order to transcend physical form and become, in essence, a god. The Wayshadows pay homage to all

the ancient powers of death in their quest to comprehend spiritual mysteries.

Part of the Wayshadow's belief is the necessity of exploring other planes of existence. The Order believes that somewhere in the universe is the place where death itself originated. They constantly search for illegal magic spells and artifacts allowing them to travel outside of the Prime Material plane. Most Wayshadows exploring other planes of existence fail to return, and most who do return are so marred by their experience that they might as well have stayed away. The Wayshadows continue their search for the home of Death, unafraid of the consequences.

Since the return of Barzodi, the Necromancers' Guild embroiled itself in the Master's twin long-term goals of establishing an above ground house of worship for the dark powers they favor, and taking his revenge on the nation that rode to greatness on his back, then cast him into the void. What will come of these plans remains to be seen.

Life (or Unlife) in the Guild

There are currently more than 15,000 members of the Necromancers' Guild stationed throughout the Empire, which in turn control about 80,000 undead creatures. The numbers and variety of undead fluctuate greatly depending on the needs of Xcrawl. Most of the creatures themselves are held in various DJ menageries, waiting to be destroyed or repulsed for the TV audience.

The Necromancers' Guild is organized in circles. Longstanding members refer to newcomers as the Circle of Initiates. These are generally wizards fresh out of college who have decided to pursue a specialty in the necromantic arts. They spend their time studying the rudiments of death, learning to prepare corpses for the grave or for guard duty. Initiates are nearly worked to death themselves during this period, serving the needs of their school and cabal nearly around the clock. This period generally lasts for two years, after which guildmembers pass on to the Circle of Novitiates. Necromancers in this circle assist instructors, provide basic administration for their guildhall, and are loaned to Xcrawl events to wrangle zombies and other minor undead. After three or four years of this, necromantic guildmembers are invited into the Circle of Academicians, where they will spend their time creating undead, performing death ceremonies, and instructing Initiates. Academicians have highly sought-after positions, and many will stay at this level for their entire necromantic career. However, those who are hagridden to discover the deepest mysteries of death will eventually attempt to join the Circle of Enlightenment. This transition is no easy feat: candidates must present a paper before the Circle of Enlightenment adding to the world's knowledge of death. He must then defend his position against the mordant questioning of the Enlightened. Years of study and contemplation are usually required to succeed in this grueling intellectual ordeal.

Candidates chosen to join the Circle of Enlightenment spend their time in contemplation, study, and experimentation on the theoretical aspects of death. Members who progress to this level live extremely comfortably, earning a permanent salary from the Guild. The position belongs to the necromancer even after death; once initiated into the Circle of Enlightenment, he is a member for all eternity.

Each circle also has an inner circle: the Inner Circle of Novitiates, Inner Circle of Enlightenment, etc. The inner circles are the leaders of their respective circles, and they generally administrate and command their fellows, all the while informing on activities to their superiors.

THE CIRCLES OF THE NECROMANCERS' GUILD

Circle of Initiates

Inner Circle of Initiates

Circle of Novitiates

Inner Circle of Novitiates

Circle of Academicians

Inner Circle of Academicians

Circle of Enlightenment



Presiding over all is the Guildmaster and his staff. The Guildmaster may not even be a necromancer - it is a government appointment which is more often than not given to a powerful lord or duke in return of his loyalty. The current Guildmaster, Duke Gary Chamele had no magical skills whatsoever at the time of his appointment, and only the rudest understanding of the undead. Now that he possesses the revived soul of Antonio Barzodi, he ranks as one of the most powerful necromancers alive.

With Barzodi returned, the Wayshadows control nearly every aspect of the Guild's organization. Each new necromancer joining the Guild is watched carefully by Barzodi's agents. They seek individuals who might be open to joining the power of the Dark Tradition. A few necromancers revere Pluto, and these individuals are denied membership by the Guild, forcing those necromancers to work in direct violation of Imperial law. Only those with little or no religious affiliation and a healthy veneration of that which lies beyond death are brought into the Order. The members of the Order attend secret underground ceremonies where strange rituals are enacted to appease the ancient powers of death. Inevitably, some of these members take clerical positions in the Dark Temple, enhancing their power and their status amongst their brethren. The secret hierarchy of the Order of the Dark Tradition rules the Necromancers' Guild from within, and dissension is never tolerated for very long; today's malcontent masters become tomorrow's enslaved corpses.

Key Factions

The Wayshadows (The Order of the Dark Tradition)

This cult came to America with Dutch and English settlers. They revere the ancient powers of death from many cultures. Their faith is a composite of several ancient death cults, borrowing from Roman, African, and Middle Eastern traditions. They believe that the nature of death is transitional immortality—the dead await a new facet of being that has yet to be introduced into the universe. The Order has been underground for hundreds of years, but now it seeks to expand its influence out into America at large. Under the control of recently revived Barzodi, the Wayshadow Cult may indeed make a true comeback in America.

The Gravediggers

The Gravediggers are the Guild's collegiate-level basketball team. Originally organized to motivate the bookish necromancers to exercise, the Gravediggers have become spectacularly successful under their long time coach, Homer Kinberger. They have a huge following within the Guild, and their rivalry game against The College of Chicago is anticipated every year by college basketball fans throughout the Empire. Members of the Circle of Initiates are the only Guildmembers eligible to play on the team (they are still technically in college), and over the years the Guild has begun to recruit top high school players.

The Waymakers

Since the return of Barzodi, the Necromancers' Guild has flaunted the Empires ban on inter-dimensional travel and exploration. The Waymakers are a faction of the Wayshadows, the chief outer plane explorers, who regularly visit alternate reality. Their adventures have so far escaped the notice of the Guild of Magi, but if they are ever discovered there will certainly be hell to pay. The fanatical Waymakers are charged with a most holy quest: to search the universe until they find the home of Death itself. They willingly fling themselves into the extra-planer void with no fear of death.

Guildmembers of Note

Mary Frankenhearst

"If your mistake delays our plan even one night ... well, let's just say there are many ways you can be useful to the Guild. Blessed be the Wayshadow!"

Mary Frankenhearst was secretly the leader of the Order of the Dark Tradition before she successfully revived the spirit of Barzodi. Now she is the Master's right hand, advising him on the modern world and assisting him in his plans for revenge on America. A necromancer of immense power and insight, she looks forward to the day when the world must accept the Wayshadows as a mainstream faith. She covets power and immortality, and is willing to pay any price for it. Frankenhearst is currently teaching Barzodi the ways of the modern world to aid him in his plans for revenge.



Saul Cimmerian

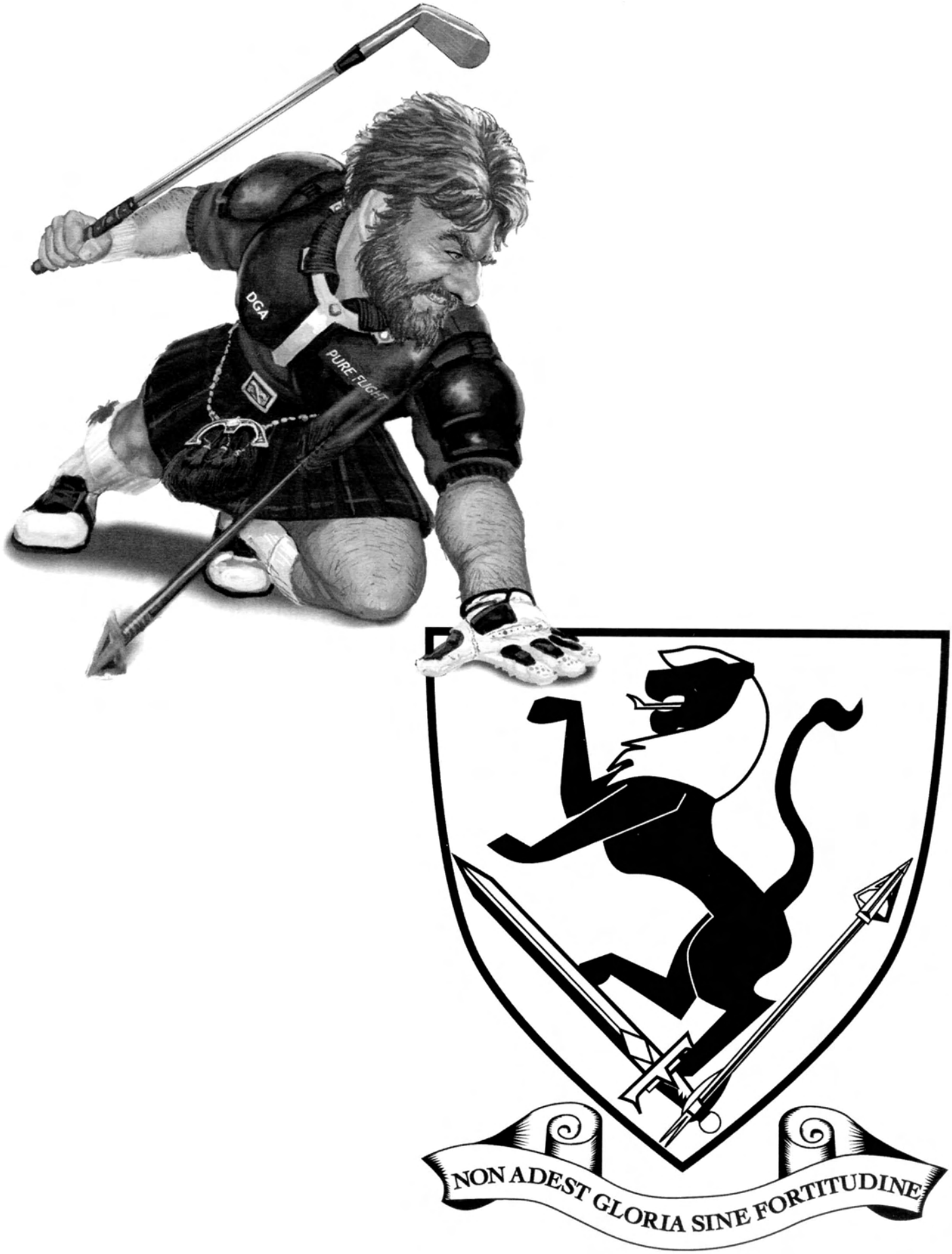
"And what if it is my fault? Could you imagine the horror of a world where the decrepit remains of once robust life could not ever die, could only suffer the eternal experience of decay into pain, chaos and insignificance? A hell of endless suffering. What have I done? Dear shadow, what have I done?"

Saul is a member of the Circle of Enlightenment, and a senior member of the Order. He was a part of the conspiracy that brought Barzodi back to life, but now feels that they may have erred. Saul has visions of a world where death itself has been destroyed because of the imbalance in the negative energy force that has been created. He is quietly gaining supporters and seeking a way to destroy Barzodi, and the Guild itself if needed. He is a quiet, pale academic, who habitually stares for uncomfortably long periods.

Freemont Biggs

"Sorry, chief - I'm in high level negations with the network brass. We're trying to get Robert and Angie to introduce the Ghoul School segment - I'm stuck here until somebody gives. Don't worry about it, babe, I'm out here making you money. Ciao, babe."

Biggs has the enviable position of being the Guild's adjunct to Xcrawl. He spends his days hobnobbing with celebrities and powerful businessmen, soliciting donations, and coordinating the Guild's supply channels of undead creatures to specific events. His flamboyant personality and impeccable fashion sense has made him a minor celebrity in his own right; he is often seen in the company of starlets, captains of industry, and Xcrawl DJs.


DGA
PURE FLIGHT
NON ADEST GLORIA SINE FORTITUDINE

THE ADVENTURERS' GUILD

The Guild is a staple in the lives of every Xcrawler in the North American Empire and a growing number outside of it. This band of brothers champions the rights of those brave men and women facing certain death week in and week out in Xcrawl. Being a member of the Guild is required for even stepping foot into a crawl as a contestant, but the privileges of membership are substantial.

History of the Guild

The Adventurers' Guild formed in 4683 in response to a horrific incident stemming from the Third Annual Emperor's Cup. Historians cite 4682—the year prior to the Guild's formation—as the year the Emperor's Cup, and thus Xcrawl, began its evolution into its modern form. The rules became more formalized and set, equipment bans were in place, and the commission created its oversight committee to insure a fair and winnable contest. This was a vast improvement over the first Emperor's Cup, which was run and played with reckless abandon. DJ Herobane was also coming into his skills as a live judge, overseeing traps and acquiring monsters. These were the days before DJs found themselves with a nearly unlimited budget, as some corporations and noble families were still wary of associating themselves with the newly created death sport. When it came to creatures to populate his dungeon, Herobane always looked for a bargain. When his Alfar trapper, Buchola'ah Dar, brought him dumble zees at bargain basement process, he immediately snapped them up.

THE ALFAR SPEAKS OUT

"Of course I knew the dumble zees would lay eggs in the players. It's what they do. It was my understanding that Herobane wanted monsters, no? What could be more monstrous? Besides, I assumed that the mighty Herobane would have knowledge of these simple creatures that even our children are taught to avoid. Heh heh heh. Oh, to have been a fly on the wall."

–Buchola'ah Dar, Alfar monster trapper

Herobane originally reached out to the Zura'ah'zura to find the most exotic creatures available, and was never disappointed by what his chief underground contact produced. The dumble zees were an amazing find: small, deadly flyers with a horrific, television-ready appearance and an extremely easy care-and-feeding schedule. They practically took care of themselves. At 20GP each, they were also a blessing to his budget. He used the creatures for effect in corridors and hallways, letting them simply harass the players making their way through the labyrinth to the real challenges. Their sting was painful, but generally not life threatening, making them the perfect distracters.

The horror began that June, three months after the crawl was over. All of the participants simultaneously took ill with remarkably similar symptoms: abdominal cramps, blurred vision, and nausea. Within twenty-four hours of the initial symptoms, every infected adventurer who had put off finding divine healing was dead, each one bursting with a dozen or more dumble zee larva, ripping out of the victim's bodies, instantly killing them. Infant dumble zees terrorized hospitals and the victim's families, all of whom also became infected with gestating eggs. Most of the lightning-quick creatures were destroyed, but several escaped to the fringes of urban areas, becoming a rapidly multiplying hazard for farmers and livestock. The surviving participants—those who received magical healing or avoided being hit by the insidious beasts at the Emperor's Cup—were horrified. They demanded an explanation from DJ Herobane, and an assurance that the creatures would never again be used in Xcrawl.

Herobane was sympathetic, to a point. He did offer to compensate victims and their families from the Emperor's Cup treasury, but he also

denied any responsibility for the mayhem caused. He insisted that the creatures were fair monsters and, while death was unfortunate, it's simply part of the game. He recommended that they prepare themselves for the next year's Cup, as they were certain to meet quite a few more. Since Herobane was also the Xtreme Dungeon Crawl League Commissioner, there was no dissenting opinion.

Herobane was quite pleased with the controversy surrounding his use of the hideous dumble zees. He wanted to be feared and moreover, he wanted the populace to fear Xcrawl and consider it a real death sport and not some trumped up entertainment. He believed that the catch phrase "When you Die, you Die" were words to live by and not to be taken lightly. He didn't realize that his dismissal of the players' concerns would become the rallying point for a movement, eventually galvanizing modern Xcrawl players into the Adventurers' Guild.

Survivors of the dumble zee fiasco were furious that their concerns were ignored, and that their lives meant little to Herobane. Friends, families, and innocent bystanders were condemned to a horrible death due to Herobane's mistake, and he treated the situation as if it were an extension of his television show After weeks of phone calls and correspondence, the survivors and their friends secretly met in a New Orleans Xcrawl bar, the Eleemosynary. Before this historic event, a great deal of mistrust and antagonism existed between rival Xcrawl teams. Hard feelings were put aside and rivalries forgotten at the meeting, which was part memorial and part organizing and planning. At the end of a long and restless weekend, the survivors decided to take their case directly to the Emperor and request his intervention.

The Emperor granted the group an audience nearly two months later. The secret meeting was held at the New York Hightower Hotel. The Emperor was teleported in to avoid detection. The adventurers presented their case—from how these creatures were unfair and how counterbalances should exist in the game, to Herobane's absolute and unregulated power over his dungeon and the league itself. The crawlers wanted to preserve the integrity of the sport as a whole. They pointed out that two brand new Xcrawl competitions were to be held that next year and the expanding league was in need of reformation before it grew too large and unwieldy. The group's leaders also intimated that Herobane's power might one day grow so great as to threaten the Emperor's sovereignty.

This final statement attracted Emperor Ronald's attention. Before the assembled adventurers and friends the Emperor claimed to appreciate their concerns and promised to investigate the matter. In reality, he decided Herobane's group should be infiltrated and spied upon. The Emperor didn't give another thought to the concerns of the players; they would have to deal with the problem themselves.

And deal with the problem they did. The very next month, an official request came to the desk of the Emperor. Dame Linda Leibrock requested a charter be granted for a Guild to consist of professional adventurers appearing on television. She also delivered their edict: if they weren't granted the ability to organize for their own mutual benefit, they would not perform in the upcoming 4683-84 season.

Dame Linda Leibrock's involvement was a real coup for the guild. The Leibrocks are the most important family in the Empire, with the exception of the Emperor's own clan, the Rierdons. The Emperor would have been hard pressed to ignore such a formal request and, in truth, he didn't need to do it. If allowing the players to have a guild would prevent a delay of the upcoming Xcrawl season, then so be it.

The story of how it happened—how Xcrawl bard Wade "Saxophone" Holiday met Dame Linda through his team's wizard's agent, how he charmed and bedazzled her with his songs, how he brought tears to her eyes with the story of more than a dozen brave souls dying from dumble zee infestation—was never brought to light.



Over the protests of the most prominent DJs of the day—Grinder, Bonedaddy Terminus and Herobane—The Adventurers' Guild was officially granted its charter November 16th, 4683. They held their first meeting in Washington City on December 18th of the same year. The first order of business was to demand the resignation of DJ Herobane as Commissioner of the Xtreme Dungeon Crawl League.

The Guild met no resistance in this matter. Herobane offered the Emperor his resignation effective the first day of January the next year. He had no desire to fight over rules and procedures with the Guild. Herobane also has his own problems; his funding was growing small and his newly acquired monster, T'Kow Ny'Kyladar, was growing beyond his power to control. He gladly abandoned the position, happy to be able to once more give his dungeon the attention it deserved.

The Emperor appointed his own niece, Lady Gloria Rierdon, to the position of Commissioner and Head of the Adventurers' Guild Executive Board. Gloria was only 23 when she received this commission, and many feared she wouldn't be up to the task. Gloria, however, who had played tabletop Dungeonbattle since her seventh birthday, was more than equal to the challenge. She had a strong grasp of rules, a great love for the sport, and a genuine affection and admiration for those who risked their lives playing it. In her twelve-year tenure as Commissioner, she fought for better prizes and rewards for players, easier access to magic items, restrictions on certain fast-acting poisons, and a number of other improvements to the game. It was she who created the Guild's insurance policy and death benefits program. With Lady Gloria, the players always came first.

It was during the years of Lady Gloria that the Guild began to branch into its quasi-legal activities. Explorer Vance Keppard got in touch with Lady Gloria with an emergency; he had led an illegal expedition into the mountains of China to find a fortune in gold and historical artifacts. The expedition discovered a tribe of previously unknown humanoids and during the ensuing flight from the lair the cave collapsed, trapping most of the expedition in a remote part of the cavern. Considering the delicate nature of the expedition, Keppard could never turn to the normal authorities for aid. Instead, he contacted Lady Gloria to beg for discrete aid.

Lady Gloria was happy to help. She sent the Albuquerque

Ghost Owls, a very accomplished Xcrawl team, on the rescue mission. The Ghost Owls managed to rescue the survivors, defeat the humanoids, and return with the treasure. Keppard was ecstatic. Two of the survivors rescued were his twin sons. In his elation, he gave a generous portion of the treasure to the Ghost Owls. The adventurers, in turn, gave a portion back to Lady Gloria and the Guild. Everyone was happy and the Imperial tax assessors never saw a gold piece.

This was the beginning of a new—and dubious—phase for the Guild. Lady Gloria was always trying to find ways to increase the players' earnings. The returns for their labor seemed pitifully small compared to the risks they took. Brokering high-risk ventures to Xcrawl teams willing to work outside the system became a lucrative side business for the Guild.

When Lady Gloria resigned her post in 4696, she was one of the most beloved figures in the game, having the respect of players and DJs alike. Her replacement, Duke Bradley Leibrock, was appointed to the post at the request of Dame Leibrock, who finally called in the favors the Adventurers' Guild owed her. She hoped that such a prestigious position would help Bradley turn his life for the better, and to take some responsibility for his nobility. Dame Leibrock overestimated her precocious nephew. The young Leibrock is known for his reluctance to take any stand whatsoever on behalf of the players. While he is peripherally aware that elements within the Guild are involved in illicit activities using unauthorized international travel, he pays it very little mind. His idea is to distance himself from wrongdoing as much as possible, preventing personal implication if the Emperor catches wind of the situation. The naive youth doesn't imagine that the Emperor might not only know of the activities, but also actively look away from such expeditions. Bradley's distancing strategy is an easy one—avoid the duties of his Commissioner's office as much as possible.

The years since Duke Leibrock's appointment have been bleak indeed for Xcrawlers. Leibrock dismissed the two members of the board who were loyal to, and appointed by, Lady Gloria, and replaced them with his close friends Michael Penn and Gabriel Dougherty. The pair has been secretly embezzling funds and using Guild money to pay for private trips and expenses. Leibrock gives them carte blanche in regards to running the Guild and they seem to want to run it into the ground. Leibrock is intimidated by the DJs and is disinterested in the welfare of Xcrawl players. For the head of the Guild and Commissioner of the league, this is a hideous combination. The DJs have pulled out many stops in recent years, determined to enjoy the autonomy while it lasts. A growing sentiment exists within the Guild to replace Duke Bradley with one of the Guild's own, but a solution that won't upset the Emperor or Dame Leibrock hasn't been discovered.

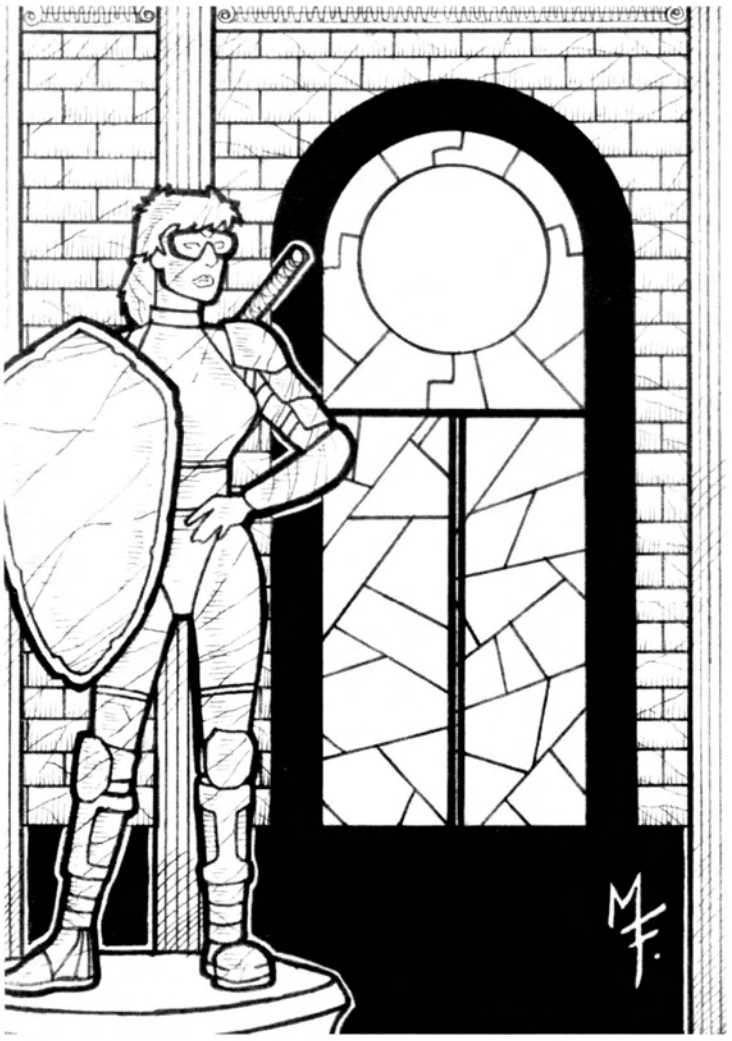
THE GUILD TODAY

Located in the heart of Washington City sits the majestic Adventurers' Guild Hall. While historical monuments and museums scatter the landscape of Washington, heralding the grand achievements and wonders of the Empire, the visitor numbers they draw pale in comparison to the masses that visit the Guild Hall. From the gated entrance, judging the scale of the hall is difficult. Upon approaching its enormous grandeur, the building becomes a wonder to the senses. The self-guided tour begins just outside the entrance to the hall with a portable magic recording.

"WELCOME TO THE ADVENTURERS' GUILD HALL..."

Opened in 4685, the grand spectacle was one of the crowning achievements in the early history of the Guild. The vaulted spires stand in a neo-gothic reminder of castles that pepper the landscape abroad. Cathedral-style tracery lines the massive blind arches overlaying the huge bronze doors. Standing on either side of the front stairs are massive statues depicting the pinnacle of sporting and adventuring skill and achievement—the

Empire's own Xcrawl athletes. The large plot of land upon which the Guild Hall sits is prime real estate in the center of the capital of the Empire. Outdoor training areas are set-up at various points surrounding the building to showcase the talents of the instructors, the adventurers, and to give aspiring Crawlers (as well as armchair Sword-and-Boarders) a chance to try their skill against an Xcrawl trainer or superstar. Through the massive doors etched with the symbols of the Guild, as well as ancient sayings in Latin, lies a massive gallery. The gothic architecture of the domed ceiling contrasts greatly with the plush carpeted floor and busy displays scattered about. Artifacts from many great adventurers, monsters, and DJs alike line the walls or sit in beautiful glass cases. Directly opposite the doors is a beautiful arcade with memorials etched in glass for those who have fallen. The Tomb of the Fallen Crawler and The Dumble Zee Remembrance will stand forever as a testament to those who came before. The Meet-N-Greet hallway is next. Here, different nationally renowned Xcrawl teams can be found signing autographs and greeting fans. Check the posted notices for a complete schedule of appearances. Note: Due to possible unforeseen circumstances, injuries, or death, schedule may change with no notice. Our next room is our game room: The Runway. In this room, kids of all ages can take up boffer versions of their favorite hero's weapons and play Take the Head *or* Whack a Goblin. *The room is constantly changing and is kept up-to-date with the best in new magical contests. Having walked around the entire complex, the last large room found is our award-winning sports bar. Here at* Camoena, Vacuna, and Bibesia's *the finest food and spirits are served alongside massive AVSs showing the grand spectacle that is Xcrawl. Classic crawls are shown, as well as live broadcasts of national crawls. Come join us at these special events and you may appear on national television. After a nice meal, the final room awaits. The gift shop has hundreds of exclusive products at rock-bottom prices. Replicas of famous weapons, t-shirts, hats and posters are among the many items in this heavily stocked area. Pick up something for the whole family. The Adventurers' Guild of the North American Empire's Xcrawl League thanks you for joining us on the tour."*



The Guild Hall serves many functions other than tourist trade. Behind the arcade and memorials is a large meeting and banquet room that is available year-round for sponsors and Guild events. This room is attached to the Guild-only section of the

Hall by two large, buttressed bridges stretching over The Runway. The Guild-only portion of the Hall houses training facilities, barracks available to Guild members, meeting rooms, and the headquarters of the Guild's ruling council, the Executive Board.

This restricted section of The Farm—the affectionate name the crawlers have given their home away from home—is the life-center of the Guild as a whole. Talented recruits are brought to The Farm for training and indoctrination into the Guild itself. Jim "Dinosaur" Green appointed himself Unofficial Trainer of the Guild in 4697 and rookie crawlers have never looked as good. The recruits go through an intensive training session before being allowed to join the Guild. If players come in as a team and survive the training, they leave as a team and head into whichever market their agent sends them. If a crawler shows up by himself, he may enter a draft to be pulled onto an existing team or a newly formed group. This system has worked without flaw for two years and, even when circumvented by Duke Leibrock, continues to produce the finest generation of crawlers ever.

ATTITUDES IN THE GUILD

The Adventurers' Guild is a unique entity in the Empire. Nearly all of the crawlers know this and appreciate it more than a non-member could know. In the beginning, the Guild was more like a union, protecting the rights and lives of Xcrawl stars. Within this union, businesses were formed, alliances forged, and rivalries subdued. By belonging to the same Guild with the same purpose, many teams and crawlers who had previously held deep hatred for each other learned new respect for their fellow crawler. The solidarity of the Guild under Lady Gloria created an atmosphere of brotherhood between these men and women who were sent out to die both side-by-side and competing against one another. This fraternal spirit is what drove the Adventurers' Guild for many years to be the most successful organization of its kind. Having such a large and spread out membership has hampered growth of the central organization some, but many retired crawlers head to The Farm to teach the next generation. Another aspect of the Guild is the ranking system that Lady Gloria laid in place. She created quite a stir in circles of nobility with her revolutionary idea that those who bleed together should not be separated by that blood. This forthright attitude by Lady Gloria has coalesced the Guild into a unit believing in the Guild first and above all.

Many men and women who begin playing Xcrawl are not well off. A large number are untrained fighters with something to prove to the world. Some crawl for the glory, others for the money, and some crawl because they have nothing left. Once they join the Guild and see how its 2800+ members treat each other and respect one another, many grow into better crawlers and better Guild members. The Guild is the only family that some of the crawlers have or know. Each time the Guild has been challenged in the past by outside forces, the crawlers band together and do whatever it takes to support the great institution to which they all belong.

In the recent years since Duke Leibrock has taken control, attitudes have shifted. Duke Leibrock is quite taken with the fame of the DJs and sides with them over the crawlers. Bradley has also never stepped foot into a crawl, nor has he ever played the "mind-numbing game" of Dungeon Battle. The Duke has no respect for the game, the players or his impact on their lives. He and his cronies on the board freely distribute ranking points to their friends or anyone of noble blood in the Guild. To a man, every noble who became a member of the Guild during Lady Gloria's term has refused these "gimmie" points outright. Those who began after the Duke took office, however, gladly accept the easy way out. They care nothing for the rabble around them. They only enter the Crawl and the Guild to gain the prestige and the glory of being "heroic Xcrawlers." Rumblings about replacing the Duke grow stronger each day that he refuses to meet with crawlers about grievances or neglect on the part of the council. This burgeoning

sentiment is causing rifts within the Guild which, if left unchecked, may someday soon bring its downfall.

FUNCTIONS OF THE GUILD

Official Functions

The Adventurers' Guild is the organization of professional Xcrawl players in the North American Empire. The Guild represents players' interests during rules disputes and discipline hearings and generally acts as advocates for its members. Through the Commissioner and the Executive Board, crawls around the Empire are regulated and inspected to make sure that all codes are met and followed. The Guild's first and main responsibility is the welfare of its members. Beyond that, all things are secondary. One of the other main, important functions of the Guild is Tuesday Night Beer Night. Also sponsored by the Guild are charity events, gala balls, and bake sales.



Secret Functions

The Guild constantly seeks out treasure finding expeditions for its members and then subcontracts the jobs to teams for a percentage of the profits. This enterprise has continued in healthy fashion, even after the departure of Lady Gloria. The Guild also looks the other way when its members use its extremely blatant internal fencing network to move illegitimate plunder. Two factions, The Unseen Rebuke and The Society were created to serve the primary focus of the Guild: to protect its members. The Society gathers information, and The Unseen Rebuke metes out retribution. While the Guild as a whole has no official political standing, those politicians who take an unpleasant stance towards Xcrawl or the Guild itself soon find themselves the targets of negative campaigns and investigations. The contacts the Guild has made worldwide are formidable, especially considering the short life of the group thus far. Anything that happens in civilized society happens under the sharp and watchful eye of the Adventurers' Guild.

Organization

The Adventurers' Guild is an interesting organization. The central offices are located in Washington City and are extremely structured. An Executive Board responsible for hearing grievances, administrating the pension and insurance fund, dealing with the media and managing the day-to-day workings of the Guild on an Imperial scale, leads them. The Executive Board and the offices included therein are organized, but the next step down, the local guildhalls, are another matter entirely. The Executive Board has the power to

grant charters to the individual guildhalls. There is a guildhall in every major city, as well as a number of small towns and outposts. Some cities even have multiple halls. New York has five, spread throughout the boroughs to accommodate the large number of crawlers in the greater New York area. The local guildhalls are sometimes large, formal edifices with grand meeting halls and a gallery dedicated to portraits of players who have lost their lives in the Crawl. Fidelity Hall in Philadelphia is an impressive structure with Roman columns and Flying Buttresses. The building contains martial arts dojos, a serviceable arcane library, an armory full of spare weapons and ammunitions, and an auditorium comfortably seating one thousand. The sheer scope of the building would rival the main Guild Hall if not for the confines of space in Center City Philadelphia. Other guildhalls are meager meeting places, unworthy of the designation "hall." El Chiste Del Mundo, a tavern in Las Cruces, has a back room that serves as the local Adventurers' Guild Hall. It has two old couches, a coffee table with an oversized ashtray, a pool table, shower and a worn wooden stump used for throwing weapons practice. The organization of these individual halls varies as much as the appearance. Some regularly hold meetings, elect officers, and address issues that affect themselves and the game as a whole, while some are little more than hard-partying social clubs.

RANK IN THE GUILD

In the beginning of the Adventurers' Guild, noble and common crawlers jockeyed for position within the Guild. Lady Gloria quickly put conflicts to rest. She instituted a policy that lasted her entire tenure as Commissioner, and has only very recently begun to erode under Duke Leibrock's reign. Lady Gloria insisted that all crawlers, regardless of title or rank in the Empire, would begin as equals in the Guild. Any nobles who took issue with this would gladly be shown the door. A points system was instituted that gave ranks to those who crawled well and in the better tournaments, and also for those who did work for the Guild, be it charitable or menial tasks. This last proposition upset a few common crawlers, who came to Xcrawl to escape such tasks. Again, they were offered the door. Anyone disagreeing with Lady Gloria's plans was invited to take the issue up with her uncle, the Emperor. Surprisingly, no one did. Lady Gloria's Executive Board was made up of four positions beside the Commissioner herself. The Commissioner appointed two of these positions, and two were elected from the ranks of the crawlers. These positions must be chosen from those crawlers who reach a certain rank-point plateau. The first board was the only exception to this rule until 4698, when Duke Leibrock appointed two of his friends to the board after their first crawl.

THE POINT SYSTEM

The Rierdon Point System is two-fold, and both sides must be followed for one to rise in rank in the Adventurers' Guild. Points are awarded first for general participation in sanctioned crawls, placing in the crawls and a variety of other in-crawl actions. The secondary portion of the points system includes points awarded by the Commissioner and the Executive Board for acts on behalf of the Guild as a whole. It was abuse of this that allowed Duke Leibrock to elevate a number of his noble friends to higher places within the Guild. The Duke considered "taking the Commissioner clubbing" and "buying dinner for the Commissioner" points worthy activities. Examples of less dubious point-earning activities include participating in Guild Public Service Announcements, charity projects, and working signings and events at The Farm. By working to perpetuate their own Guild and sport, the crawlers move up in fame and rank within the Guild. No one is required to do any service projects or even any active crawling while a member of the Guild. Once a member completes his or her first Crawl, they are given full status within the Guild. From there, point earning is a choice one must make. Lady

Gloria put this regulation in place in order to facilitate Matt Winfort and his gang better. Since then it has been used and abused by a number of people, many of them justly and for the good of the Guild, but some merely for the free beer on Tuesday nights.

KEY FACTIONS

The Anti-Leibrock Faction

Out of respect for Dame Linda Leibrock, critics were mostly silent about Duke Leibrock's first few years as Commissioner. Lately, however, the calls for his resignation have become louder and louder. Duke Leibrock's constant inaction and downright disrespect for Adventurers has made him unpopular with the Guild in general, but there is a growing group that is beginning to quietly construct plans for his downfall. This group has not yet begun to act, but is determined to oust the useless prig before he can decimate the entire Guild with his neglect and nepotism. Jim "Dinosaur" Green and Deirdre "Blazing Broom" Eckstine are prominent members of this camp, but have yet to endorse a course of action.

The International Contingent

Membership to the Adventurers' Guild is extended to international players as well as domestic. International Xcrawl events are expected to work within the Guild's guidelines for creating challenging but fair events. Many international players live in the NAE full time, or at least full time during the Xcrawl season. These individuals are invited to join the Guild. International Xcrawl players stick together in the Adventurers' Guild, regardless of national origin or creed. They bond together by necessity: an unmistakable undercurrent of mistrust and animosity plagues the International Xcrawlers. The International Contingent is not an official group; rather, it is an ever-changing roster of adventurers who have nothing in common other than their alien status in the NAE. The group's goal is mainstream acceptance, and protection against internal political shift which may hurt their status. The internationals merely want to compete, but they must often defend themselves from the prejudices of their fellow Adventurers.

Matt Winfrot's Gang

Matt "Bedbug" Winfrot is no adventurer, although he is listed as a substitute on a dozen different team rosters to maintain his Guild status. Matt's real function in the Guild is fencing illicit treasure. Winfrot and his gang, all dubious members of the smaller of the two Philadelphia Adventurers' Guild Halls, sell currency, historical treasures, magic items, jewelry and art for Guild members who wish to avoid notice and taxation from the government. It might take the gang up to six months to move some pieces, but Matt does offer complete discretion for a mere 10% of sale price. John and Joe "The Black" were both high up in the Winfrot gang before Lady Gloria tapped them for their own assignments.

The Grievance Committee

Every Guild Hall has some form of The Grievance Committee. This group has the official function of hearing and reporting complaints from its members, from delayed insurance checks to personal vendettas with DJs that extend beyond the crawl. Owing to a rule that is on the books from the very beginning of the Guild, when there were few local halls and not nearly as many active crawlers, the Committee is also in charge of the Tuesday Night socials held in every Guild hall across the Empire. These fine folks are responsible for the beer, snacks, and entertainment each week. They collect dues, organize parties, and are generally everybody's best friends come Tuesday night. The fact that the Executive Board at The Farm is neglecting both their duties in hearing grievances and this weekly gathering is fueling the movement to oust Duke Leibrock. One may take away a man's voice, but touch his beer and there will be problems.



The Unseen Rebuke

"All Guild members are comrades-in-arms; an offense against one is an offense against all." This is the motto of The Unseen Rebuke, a shadowy group of guild members who use force to pay back slights against the Guild and its crawlers. Among their targets have been Imperial bureaucrats who interfere with Guild business, sports journalists who actively paint the Guild in a negative light, and referees for no good reason whatsoever. These attacks have thus far been limited to property destruction and scare tactics, but detractors believe that it is just a mater of time before they kill someone and bring trouble on the entire Guild. Johnathan "John the Black" Blanc, formerly of Matt Winfrot's gang, heads The Unseen Rebuke.

The Society

"Power comes from knowing man's greatest secrets." This is the motto of The Society, twin brother to the Unseen Rebuke. Shortly after the formation of the Unseen Rebuke, Lady Gloria saw the need for someone to filter and collect all the information that entered the Guild through its many contacts worldwide. Lady Gloria chose Joseph "Joe the Black" Blanc, twin brother of Johnathan Blanc, to run the new organization because of his close ties and loyalty to the Guild above all. Information brought to Joe or his two assistants is carefully researched and catalogued, then selected bits are leaked to Imperial agents, but only on matters of Imperial security. Joe and John often work in tandem to discredit various figures standing against the Guild. The twins run their organizations parallel and serve the Guild first. Duke Leibrock and his cronies have not been allowed to know that either The Society or The Unseen Rebuke exists.

The Executive Board

The Executive Board was created by Lady Gloria to help govern the day-to-day matters of the Guild. The Board consists of five members: the Commissioner, two appointed positions, and two positions elected from the membership of the Guild. These elected members brought yet another revolution in the Guild: democracy. While the Board was created so that neither appointed nobles nor elected players could have automatic supremacy, simply being given the chance to represent themselves in decision-making brought the Guild's love and admiration for Lady Gloria to new heights. Duke Leibrock has taken full advantage of his tie-breaking vote to nullify anything that the Guild member representatives bring before the Board. His appointees, Michael Penn and Gabriel Dougherty, have been given an automatic vote from the Duke no matter what the issue. This has caused tension throughout the Guild nationwide, as well as in The Farm itself.

The Universal Monster Federation (UMF)

Shortly after the formation of the initial Adventurers' Guild, a new faction appeared on the horizon. Intelligent monsters fought and died in the crawl alongside humans, elves, and dwarves, but were not allowed the same benefits and rights as their comrades. DJs began allowing more of these creatures into the dungeon in order to circumvent some of the guild laws and guidelines. Monsters were being slaughtered, and no one seemed to care.

Lady Gloria cared, however. She cared deeply. While she did not have close ties with any intelligent monsters, she saw this as an opportunity to both help a large number of Xcrawlers and increase the Guild's membership and power at the same time. Secretly, Lady Gloria sent a liaison to contact the deadly monster, DJ Devastator. Devastator saw the merit in her push for admittance into the Guild for these creatures. Although it would most likely diminish his fun and games, it would help him gain power and influence if he were to surreptitiously sponsor such a movement. Lady Gloria knew that she needed a sympathetic and famous monster in order to sway the Guild and the Empire's populous. Devastator agreed, and knew just the orc for the job.



"Stuff-me" Smasher was the first (and so far only) half-orc allowed to play in the Imperial Football League. His days as a defensive tackle were legendary. Quarterbacks feared him for he seemed to have a sixth sense about where the play would happen, and suddenly appeared, crushing grown men beneath him. Playing his entire career for the New York Ogres, Smasher was inducted into the IFL Hall of Fame his first time on the ballot after retiring a wealthy orc. It was shortly after this induction that Smasher was approached by Devastator to begin a quest for equal rights in Xcrawl. Smasher took to the task as quickly as he had football's desegregation.

After gallantly surviving his first Xcrawl, as well as saving the lives of his entire team, Smasher's name was plastered all over the country. He formally announced after his first crawl that he was applying for membership in the Guild. Due to Lady Gloria's influence, he met no resistance upon entering. It was decided that a subsection of the Guild would be created to better serve the needs of all creatures applying for membership. Smasher was appointed the first Alpha of the group now known as the Universal Monster Federation. A liaison was appointed as an ex officio member of the Executive Board to represent the monsters; nobility and arrogance prevailed, allowing no monster directly on the Board. Jolasa "Joey" Sepernal, a half-elven trainer was appointed by unanimous decision of the Board and the Alpha. Behind-the-scenes, Devastator was calling in favors and manipulating events to make sure that this federation succeeded. He believed Smasher to be his puppet. He was wrong.

Many people believed Smasher to be a fool; a half-orc who once tackled people for a living and now just simply kills them. He was a figurehead in a grand and greater scheme. No one bothered to double-check his resume, and assumptions worked just fine for the half-orc. Privately educated, Smasher was the son of an orc chieftain. He decided at a young age to bring glory for the orcish tribes, not through deceit and slaughter, but through positive influence. Football was natural to him and he knew the playbook better than the coaches. Smasher knew he was being used in the Guild so he turned this to his advantage. After complying with Devastator's wishes, Smasher took over the creation of the UMF, and named officers and members who were loyal to him. And while originally a faction for "monsters" on Xcrawl teams, the UMF quickly

extended its reach to include intelligent monsters working for the DJ in a crawl. He created all the by-laws and procedures that the UMF follows to this day, working hard to create a situation that normally unlawful creatures find acceptable. The Guild regulations now applied to creatures of all shapes and sizes, as long as they swore fealty to the Emperor and ran the crawl as competitors, rather than obstacles.

Devastator was upset by Smasher's wish to run things on his own, but did nothing to stop it. If the Alpha wished to lay the groundwork and build a stable faction, it was fine—Devastator could just take it over later. The monster was quite patient. Shortly after Lady Gloria stepped down from her post and the UMF was fully functional, Smasher met a horrible fate inside a Crawl. He fumbled and fell into a large pit. His neck snapped on impact and the UMF lost its founder and greatest ally. The Xcrawl world mourned the loss and his friends privately questioned the validity of the claims that the fall killed Smasher, but there was no investigation.

Today, the UMF is led by an orc from Smasher's tribe: Skull Crusher. Skull Crusher was handpicked by Devastator to be his puppet in charge of the UMF. The orc is clueless; Skull Crusher barely realizes he has shoelaces. Many in the UMF opposed the change, but Duke Bradley will have nothing at all to do with the UMF and no one will hear his or her case. Due to Skull Crusher's incompetence, and Duke Bradley and the Executive Board's lack of action, many of the more powerful monster crawlers have joined "Dinosaur" Green in his fight to have Duke Bradley removed.

The rest of the Guild is glad to have the UMF. Many adventurers honor and appreciate the monsters they crawl against and respect them for their talents and abilities. The Guild is extremely liberal



The UMF Coat-Of-Arms, as rendered by famed Athac illustrator Kataan "Chester" Leadbreak. It is his best work to date.

in its treatment of monsters—at least those that swear fealty and have joined the UMF—wanting to see more of society appreciate these creatures for their valuable contribution to The Games. Not that anyone wants them to be citizens—but there is no harm in appreciating the beast's efforts.

KEY FIGURES

Lady Gloria Rierdon

"The Adventurers' Guild is a revolution for both Xcrawl and the Empire itself. My years of work with the boys will be among the most cherished of my life. By the way, you just took 12 points of damage from the goblin's arrow."

–Lady Gloria Rierdon,
playing Dungeon Battle
with an interviewer

Lady Gloria served as Guild Commissioner for twelve years before stepping down to her longtime companion, Thomas Gamely, Earl of Portland. Even though she has officially retired from the sport, she is

highly sought for her experienced council. There is a popular movement to have her restored to the position of Commissioner, but Lady Gloria will have none of it. In January 4700 Lady Gloria is expecting her first child. She has neither the time nor the inclination to resume the mantle of leadership.

Duke Bradley Leibrock

"What? Speak up! Oh, the Adventurers' Guild? Haven't been there in a month or two. Isn't the Executive Board taking care of everything? I left my personal friends Michael and Gabriel in charge. If those crawlers have an issue, they need to take it up with them. Not send someone out here to bother me while I'm sailing. Now get off my schooner!"

–Duke Bradley Leibrock speaking to a reporter, just before sailing in the Caribbean

Never has an individual been so oblivious to the hate and resentment of so many. The young Duke loves to ski, sail his reproduction schooner and visit his mistresses in Japan and Australia. He receives continuous complaints and calls for action against some seemingly infractious DJ or another, only to send them along to the Executive Board or simply dismiss them entirely. The players are only commoners, after all. Why should he be concerned if some potion component is also a known carcinogen? They'll probably all be eaten soon enough anyway. The Duke enjoys associating with Herobane and the other DJs rather than slumming with the crawlers. Prestige is very important to Bradley and being seen with Grinder, Cudgel Up!, Liberty and even that Devastator monster is a burgeoning photo-op. If he knew about the coalition forming against him he would most certainly take action. The Duke is not at all foolish. For now, however, he is content to lend his rubber stamp veto to any allegations that come to his desk.

Deirdre "Blazing Broom" Eckstine

"Treasure hunting? A Black Market? Illegal excursions outside of the Empire? Where do you folks come up with these ideas? Have you been reading the tabloids? Now, if you'll excuse me, I have Guild business to attend to."

–Deirdre "Blazing Broom" Eckstine on her way out of the office

Former Xcrawl Division Two sorceress Deirdre Eckstine stepped into the power vacuum created by Lady Gloria's departure from the Guild's side business: adventure brokering. Through her many contacts, she finds real world work for Xcrawl teams, asking only for their discrete silence and a cut of the profits. Deirdre is a charismatic and canny businesswoman and from her legitimate position as the Guild's public relations manager, she finds work all over the world for her talented group.

Jim "Dinosaur" Green

"Back in '58 I was tooling around the Empire with a group that specialized in rooting out orc raiders in the Appalachians. Now those were good times. Of course, I was the only one that made it back. Oh well. Back to sparring little man."

–Jim "Dinosaur" Green speaking to pupils during basic training

The quintessential adventurer, Jim Green has done it all. Xcrawl events across the Empire and the world, illegal pit fights, high-risk security work, and even quests for dragon's treasure; if it's dangerous and requires a sword, Jim has been there. Recently turned 50, Jim has made himself the unofficial Adventurers' Guild trainer. He now travels to local guildhalls all over the Empire, meeting Xcrawlers and teaching strategy, combat, and positive thinking. He is a bit old-school, but an excellent trainer and source of information. Jim is also a major force behind the Anti-Leibrock movement. Jim's popularity throughout the Guild has allowed him to keep



his position as trainer despite the protests of Duke Leibrock's close friends on the Executive Board. Jim is a blunt, honest, no-nonsense man with anyone he meets, regardless of rank or station.

Jonathan and Joseph Blanc

"Me? I don't get involved in politics. You might ask my brother though."

"Politics? Not me. Go find my brother and check with him. He may know more."

–Jonathan and Joseph Blanc, aka John and Joe "the Black", misdirecting a noble asking too many questions.

"The Brothers White," as they are affectionately called, are two of the quietest members of the Guild. They can always be found at The Farm, but no one seems to know what they do. Former lieutenants of Matt Winfrot's gang, the two were tapped by Lady Gloria to run the two secret organizations of the Guild: The Unseen Rebuke and The Society. John "The Black" runs the former and Joe "The Black" the latter. Together, they represent the two most powerful portions of the Guild. Only a very few select people know this, however. Both are listed as substitutes on a "ghost" team: one that exists and is on standings, but never actually runs a crawl. John is street smart and well versed in the art of combat and trap setting, while Joe is book smart and a fiend for history and world culture. Both have influenced Guild decisions and actions for years without the knowledge of even some of the top members of the Guild. Duke Leibrock and his men on the Executive Board have no idea who "The White Brothers" are, let alone their actual function in the Guild.

ANNUAL ADVENTURERS' GUILD AWARDS: THE GOLDEN AXES

"I tell you what, it's just an honor to have been nominated for this award. I believe that any one of the folks on that list could win `Best Newcomer' and I'm just glad to be included."

–Doug Cooper, member of the Steel Dragons before the Golden Axes

"That sorry sack of worthless junk! It's rigged I tell you! Those old men sitting up on the panel wouldn't know crawling if it hit them over the head!"

–Doug Cooper, shortly after losing the "Best Newcomer" Award to Jural Silverlass, member of the Philadelphia Independents

The Adventurers' Guild awards its members once a year during its most prestigious ceremony: The Golden Axes. Each crawler winning a Golden Axe is respected by his peers, lauded by the critics, cheered by fans, and loved by all. Well, that's what the winners think, at least. These awards are not only the yearly honor ceremony, they are the biggest party of the year. Crawlers, alumni, celebrities, nobles, and families turn up in Washington at The Farm once a year to throw down the most elaborate shindig in the Empire. For one evening, nearly everyone ignores rank and station and just enjoys himself or herself. For one night, the award winners are the most important people in the Hall.

The Golden Axes are held in the main Theatre in the center of the Guild Hall. The elaborate staircases and pathways leading to the Theater are lined with pictures of past winners and artifacts from their crawls that year. The final steps into the Theatre are across the Twin Spans—bridges crossing from the Guild-only area far over the Runway—and are lined with razor sharp axes glinting in the candlelight.

Upon reaching the doors of the Theatre, loud music can usually be heard. The awards are filled with performances by classic rock bands, modern groups and others. At the most recent ceremony, the techno group *Curve of the Bell* played. Despite the fact that DJ



Liberty is the founder and lead singer of the group, they were pleasantly received and then escorted out of the building. Those nominated for awards receive prize packs filled with items from a variety of sponsors. The winners are praised from the rooftops and on national television. The main downside to this past year's ceremony was the abstentious absence of Duke Bradley himself. The Commissioner's box lay insultingly empty during the ceremony.

THE WINNERS OF THE 4699 GOLDEN AXE AWARDS:

"Best Newcomer"–Jural Silverlass, Philadelphia Independents

"Most Outstanding Team Debut"–Night Crawlers

"Crowd Favorite"–Baby, Night Crawlers

"Love to Hate"–Lance O'Malley, Demolition Squad

"Best Fight (regardless of outcome)"–Baton Rouge Jambalaya (deceased) vs. Cudgel Up! Dancers

"Best Solo Kill"–Oni, Dunguun Gangstaas

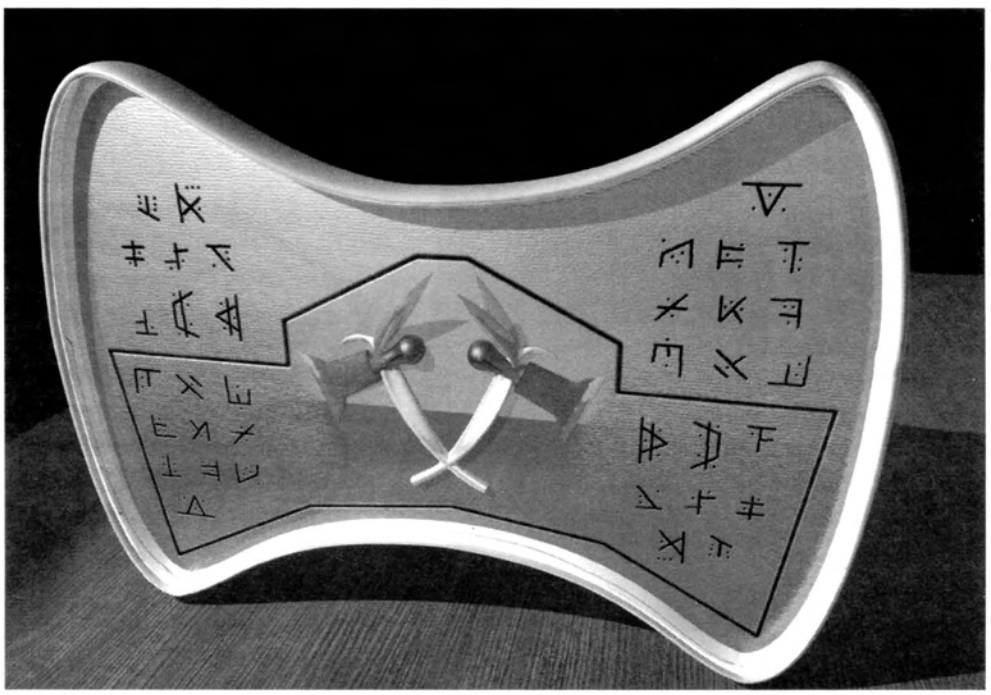
"Best Team Kill (must include all living team members contributing)" –Boston Nightmare [controversy surrounding this award may be discounted – Kevin Markham (deceased) did not participate in this kill, however, since he had been reanimated as a zombie at the time, he was not living and therefore did not count against his team in this fight]

"Outwit the DJ"–Lord Frederick Hapskill (deceased), Freddy's Fighters vs. DJ Devastator

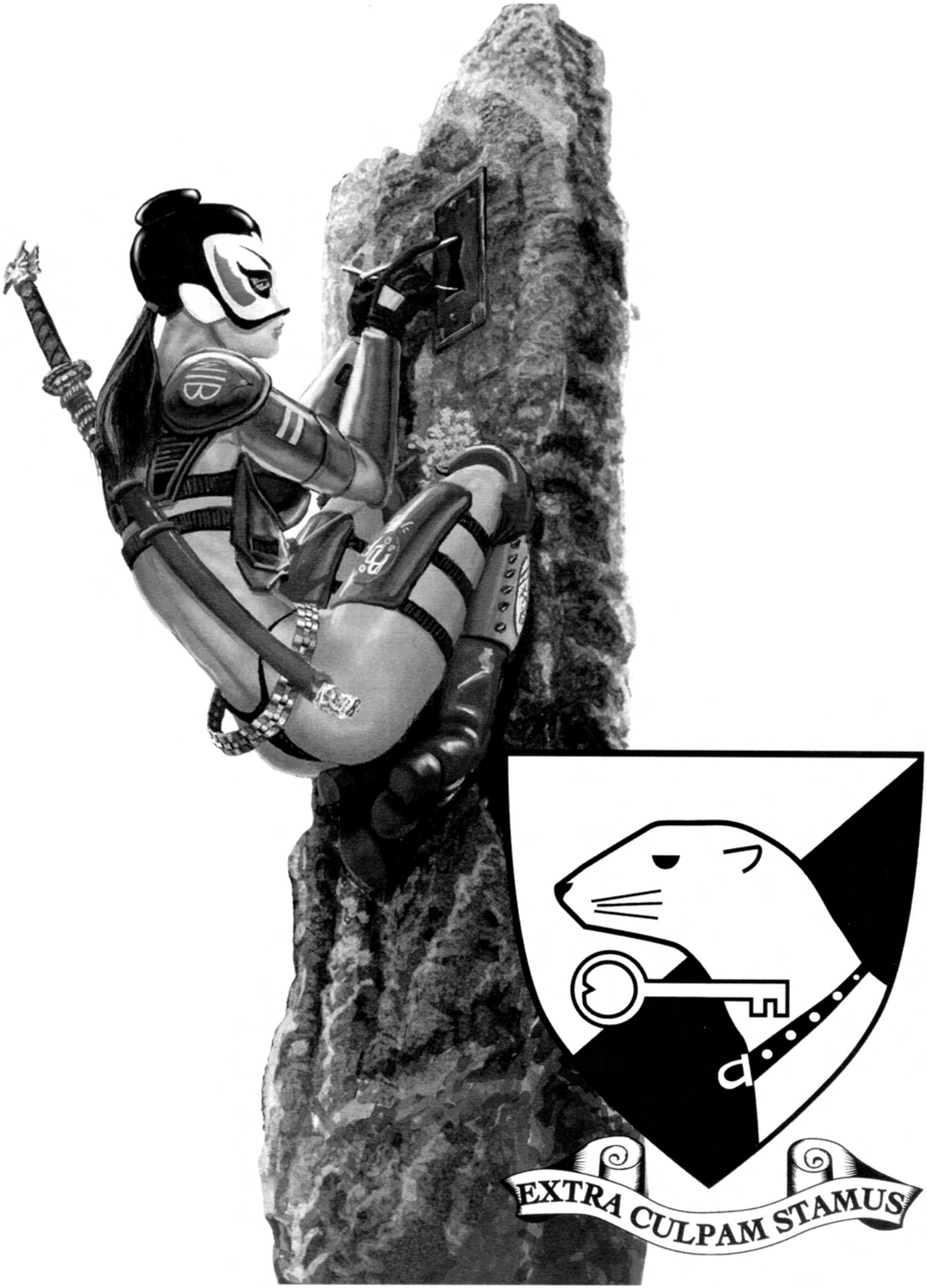
"Crawler of the Year"–Oni, Dunguun Gangstaas

"Team of the Year"–Dunguun Gangstaas

"Crawling in Style"–Oni, Dunguun Gangstaas



The Golden Axe Award


EXTRA CULPAM STAMUS

THE SPECIALISTS' GUILD

Excuse me, I want to make one thing clear: it's not a weasel, it's an ermine. An ermine is a fierce, noble hunter. A beast of high regard and ability. The Guild honors all of these aspects, and tries to rise above them to become something greater. Next question.

-Guild spokesman Tyler Hodges, answering a question regarding a recent attack by a member using a banner with the Specialists' Guild crest to choke a foreign national

As the youngest of the guilds, The Specialists' Guild is just starting to find its identity in the North American Empire. Founded on the ideals and concepts of the ancient so-called "Thieves' Guild" the Specialists' Guild serves an important function: making sure their clients aren't blamed for anything. Sure, it seems simple on the outside, but with advent of Xcrawl and the sudden public "outing" of the rogue, society needs reassurance. A rebuilt confidence that these expert lockpicks and backstabbers aren't living among society unchecked, corrupting innocent lives. So the Guild promises peace. It promises respect. And it promises a nice, fat check from the government.

HISTORY OF THE GUILD

One facet of the pre-cataclysm era that historians had a very difficult time accepting was the existence of the legendary thieves' guilds. It was a long-time matter of speculation—until confirmed by the recovered blade of the ancients, Warsong.

WARSONG ON THE THIEVES' GUILD

"Old Zimble was never a member, mind you, but he had lots of friends who were. Whenever we were near Havenor, The City of Bells, Zimble stopped in to pay his respects to the Guildmaster, old Breakneck Basso. Ha! Now there *was a character. I could tell you a few stories about. him. Zimble owed Breakneck some kind of very old, very profound debt—the kind you can't really pay back. So, whenever he was in town, Zimble put on a show for the gang, and it would be my job to watch his back and speak up if anybody went for his purse."*

As far as Will Fleeman, aka DJ Herobane, was concerned, if Warsong said it, it was truth. The thieves' guild played an important part in tabletop Dungeonbattle. So of course, when the time came to abandon the table and dice and play in front of the cameras, Herobane wanted a real thieves' guild.

The lock and trap aspect was one of the conceptual problems of Xtreme Dungeon Crawl. Individuals possessing both the technical skills to defeat radical security measures, and the nerve it took to perform in the heavy stress conditions of Xcrawl were a scarcity in modern times. And Herobane wanted a real thief, so he spent hours pouring over audition tapes of would-be rogues—to no avail. Open auditions brought a few decent prospects forward, but none possessed the level of raw talent desired to make this guild a reality. Herobane needed exceptional talent—otherwise, no DJ could make traps deadly enough, and the locks would have to be a joke. Doors without the challenge become nothing more than pieces of wood needing to be opened. Not at all like the real game.

One late night, far past the hour of solid reason, Herobane had an epiphany: there were truly excellent lockpicks and trapjammers out there, but none of them were interested in joining the fledgling Xcrawl league. They feared, perhaps rightfully, arrest and harassment if they came forward to demonstrate their illicit skills. Fleeman's solution to this problem generated controversy and negative publicity—something Xcrawl desperately needed in the early days. He didn't need lockpicks and trapbreakers, this was the thieves' guild—he needed thieves. The dishonest folk that actually worked in the shadows of society, really breaking locks, getting past security, and robbing people blind. Of course, if they were to come forward, they would probably be convicted and sentenced by the Empire—

unless he could convince the Emperor that Xcrawl needed these people desperately. Herobane brought his plan to the Emperor, who was more than happy to comply.

Ronald listened to his appointed Chairman of the Games, and saw potential in his ideas. In the following weeks, law enforcement in every major city began a widespread crackdown on breaking and entering. Sting operations entrapped master criminals and journeymen alike. Even old retired crooks and ex-convicts were rounded up on suspicion and arrested. It seemed that every crook in the Empire was being brought to justice to the unsuspecting eye. And hundreds of people were suddenly filling local jails. More than half of these were halflings–Herobane wanted a majority of halfling thieves, just like Dungeonbattle—and the halfling churches and social organizations protested against this unjust racial profiling, but to no avail. In two weeks, thousands of arrests swelled jails with safecrackers, second-story men, and B&E specialists. In short time, they all had one more thing in common: a representative of the NAE visited them for a talk. Each of them was offered a choice: serve their horrendously unfair sentences, the majority of which were life imprisonment, or audition for a new sport that promised fame and fortune—conveniently packaged with a full pardon for previous misdeeds. The acceptance rate was an unremarkable one hundred percent.

Out of the roughly four thousand "convinced" to try out, two-hundred-and-fifty were selected for Xcrawl lock and trap school. They chose Cleveland for the location of the training facility, and transported the would-be Crawlers to their new home: a maximum-security facility located near the calming shores of Lake Erie. One question remained: how do you train a thief to be a rogue? For the answer, they turned to Imperial Counterintelligence, and specifically to Thomas Tankard. Tankard was an infiltration agent for the NAE for over twenty years, but his superiors felt it was time for him to retire due to age and fading ability. To help ease the transition, he was chosen to create a regiment that would test the finest civilian. Tankard took to the challenge with relish, developing a regiment to turn these crooks into disciplined experts. And if a few weren't able to make the cut, fine. He was told to find a chosen few by the Emperor himself. These "chosen few" became the standard for the arrival of the Games. They were put through a three-month training course to make them the equal of the tasks Herobane set before them—most of the time.



SOLVE FOR X

Four thousand minus two-hundred-and-fifty equals X. What happened to the remaining 3750 thieves who didn't make it into Xcrawl? Funny story…

During the week-long dungeoncrawl trials, the prisoners were interred at Pebblebrook Maximum Security Prison, where they were kept under the strictest lockdown ever in an American jail. Warden Fitsworth was taking no chances with this bunch. And somehow over seven-hundred convicts managed to escape anyway.

No one knows for sure how they did it, though plenty of rumors have been circulating since the first day it was discovered. Apparently, groups started escaping from the time they were transferred to Pebblebrook, and the fearful corrections staff simply covered up the escapes until it could no longer be kept secret. Authorities found hundreds of individual pieces of evidence, none of it conclusive. Dozens of individual schemes were launched all at once, overwhelming the prison's ability to respond. Fitsworth and his entire staff was fired for incompetence and suspected graft.

Of those seven-hundred escapees, less than fifty were ever recaptured. The stories they told under interrogation didn't seem to add up—some of them didn't seem to know how they escaped, remembering only waking up in a farmer's barn or on benches in bus terminals in cities hundreds of miles away. What really happened to these poor slobs remains a mystery to this day.

The lucky interred who didn't make it to either Xcrawl or freedom were listed as alternates for the Games. Every once in a while, one of them appeared as part of a new team, but that was in the days before the Specialists' Guild was officially chartered. Now, with the popularity of Xcrawl at an all-time high, the original crooks turned lockpicks are no longer needed. Most of them still rot in prison today.



After the training program, Herobane was satisfied. Finally, he had thieves worthy of the locks and traps he and his Planning Committee conceived on paper. When the first Emperor's Cup opened in March of 4680, the Tennessee Scorchers emerged victorious largely due to their lockpick, Marlo "Sticky Fingers" Dogtree, who managed to disarm, unlatch, and defeat every mechanical obstacle in the team's way. It took no time at all for the lockpicks, sneaks, and trapbreakers of the world to find themselves in high demand—and on every Xcrawl team in the empire. Even more, Marlo Dogtree opened a lot of doors for her kind; as a halfling, Marlo wasn't afforded much in the way of respect, let alone adoration, but she found that even halflings enjoy the luxury of fame under the right circumstances.

And with newfound fame, comes a rise in popularity. Suddenly, a new role-model was on the stage. Something that no one, from Herobane to Tankard all the way to Ronald himself, expected. It didn't take long for anyone to adjust, though. Less than two months after Dogtree hit the spotlight, the first formal Xcrawl Rogue Training School opened. It was a small hole-in-the-wall place in New York City, bragging of an experienced rogue from the Games as the lead instructor (and if you can count a human that had sixteen traps blow up in his face as experienced, then they were dead-on honest.). The school had a sixteen-month waiting list in less than five weeks. Dozens of schools followed, springing up in every metro-center across the Empire. Even Tankard himself, now ready to accept his retirement and all the circumstances resulting in retirement from the Empire, found a place to go; The Tankard Academy of Pasadena is considered by many the top training facility outside of the Guild itself.

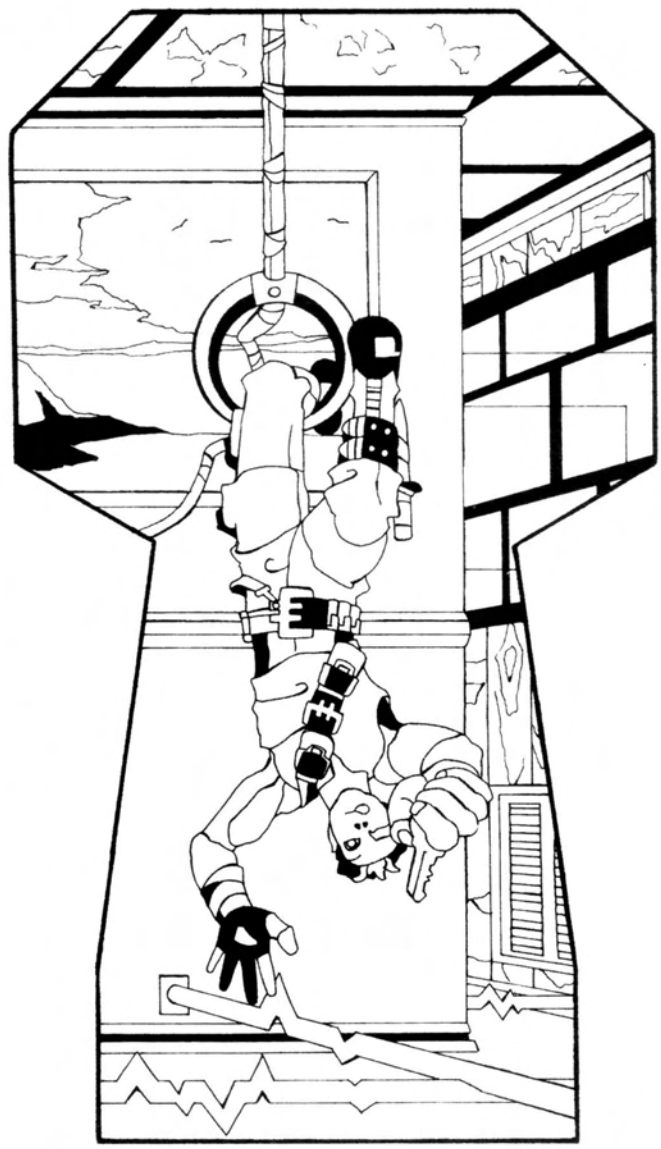
Even with newfound importance, it wasn't until the Adventurer's Guild organized

itself in November of 4683 that the Specialists' Guild got its true start. Xcrawl Commissioner Lady Gloria Rierdon quickly extended membership offers to the motley assortment of rogues, scoundrels, and lockpicks making up Herobane's unofficial "thieves guild." However, the group was already beginning to organize themselves—once the Adventurers' Guild received its charter, Emperor Ronald I wasted no time in organizing the members of Herobane's "lockpick camp" experiment. It was he who coined the phrase Specialists' Guild, and who appointed Marlo Dogtree to be its Guildmaster. This was no small measure—Dogtree now held the highest civil office of any halfling in the history of the Empire.

The Emperor created his Specialists' Guild with a very specific purpose in mind—infiltration and intelligence gathering. Holding the threat of imprisonment over the heads of its membership, Ronald I managed to create a fearfully loyal security force to act as his eyes in the corners of the Empire; they were the spies in places his agents could not access. This not only meant the criminal underworld, but the Adventurer's Guild as well. Ronald's infamous "Plumbers" were created at this time, and they began to worm their way into society at large, keeping to the shadows and making lists of possible enemies of the Empire.

The Specialists' Guild was not granted an official charter until 4686. At that time, Ronald I granted them special status, declaring that membership in the Specialist's and the Adventurers' Guilds posed no conflict of interests due to the special nature of both guilds. Now he had spies in both guilds, gladly ratting out their compatriots to keep themselves out of jail.

It didn't quite work out like the Emperor planned. With the exception of his Plumbers, guildmembers resented the position the Government demanded of them. Ever since, the information making its way to the throne has been half-truths, propaganda, and outright lies. The Specialists keep the information flowing—largely fictional information, but information nonetheless. Some Specialists have even created false accusations against rival Xcrawl teams within the Guild to affect their performance in the crawl. While Ronald and his Plumbers realize that there are problems within his secret intelligence-gathering agency, no one understands the depth of the conspiracy that has been created to keep the Emperor completely ignorant of the truth.



THE GUILD TODAY

"I'm sure that you have plenty of questions left, but before we continue, I would like to remind everyone that The Specialists' Guild will be hosting their Fourth Annual Charity Fun Day at Corman Memorial Hall, benefiting The Seventh Street Children's Orphanage of Cleveland. Now, what was that about a so-called conspiracy?"

–Guild Spokesman Tyler Hodges,
later in the same press conference

To the world at large, The Specialists' Guild is an open, friendly organization. They have the best public relations team in the industry, constantly working to make the public at large think of the Guild as "the fun-loving arm of the Adventurer's Guild."To anyone in the know, the Guild is a mealy-mouthed set of liars and tricksters just trying to make a quick buck. The Specialists just think that those people are jealous.

No organization has seen as quick a rise to popularity, and the Specialists aren't about to let it stop. They have hired hundreds of lawyers, publicists, and personal managers to insure that their ranks remain at the top of the polls. Every year, more merchandise is sold with the faces and images of the Specialist Guild members than any other crew working The Games. And for a Guild with numbers totaling barely over two thousand members, their achievement is very impressive.

MARKETING A THIEF

"Of course we want everyone to be happy. In fact, we have signed photos from some of the Guild's top stars for everyone to take home today. Your questions have been timely and well thought out. Have a great day!"

–Tyler Hodges, concluding the press conference shortly after an irate reporter was dragged out of the auditorium

No one has a better rep than the Specialists' Guild. And nobody works as hard to make sure it stays that way. To that end, The Specialists' Guild makes sure that every member has training in areas outside of the expected curriculum. Classes such as Personal Image, Marketing, and Costuming are required for sanctioning. Even after you have made it to the Games, the Guild requires continual training. A minimum of three classes designed to keep or increase the members image must be passed to keep an active card. Furthermore, the Specialists' Guild keeps an in-house marketing department on hand, ready to aid any member with difficulties—for a small fee, naturally.



Of course, not everything is fun and games for the Specialists. They owe not only their existence, but their continued freedom to the Emperor—and they hate that fact. The Emperor's private corps of sneaks, The Plumbers, continue their loyalty to the Empire, but the rest of the Guild sits unsure and uneasy. They have no desire for outright revolution, but they do want personal freedom. Their popularity has given them a sense of self unlike any that most members have ever known, and they want more. For now, they continue to play the Emperor's paranoid games, but they are increasingly turning it to their own advantage, feeding more and more false information. Their ultimate goal is to realize their own destiny by tricking the Emperor into giving them true autonomy—though they aren't sure just how to do that yet. But if there is one thing the Specialists master, it's deception.

ORGANIZATION

At the top of the organization chart of the Specialists' Guild is the Central Committee. The Central committee consists of Guildmaster Marlo Dogtree and her advisors and staff. Their responsibility is the overall administration of the Guild on every level, from training new members to planning construction,



acquiring funding, and dealing with the many discipline problems arising in a group where every third member is an inscrutable master pickpocket—not that any member would admit to it. Underneath the Central Committee sits dozens of smaller ones—the Training Committee, the Planning Committee, the Accounting Committee, and the Benefits Committee being amongst the most important. Though no small committee has as much respect as the Specialist's Committee for the Understanding of Members—or the S.C.U.M. Committee.

The S.C.U.M. Committee is unique among all of the guilds, as it's comprised entirely of non-guild members. This is the organization dealing directly with the public, negotiating deals for Guild members with private organizations and potential clients, and dealing with any legal matters arising—which seem to arise almost every day. There are officially just over four-hundred members of the S.C.U.M. Committee, with over two-hundred of those members being lawyers assigned to contract and legal relief. Unofficially, there are nearly twice that number working in conjunction with the Guild to create a legal smokescreen that is almost impossible to decode—which is just the way the Committee likes it. The S.C.U.M. Committee is headed up by Marcia Longensturm, who deals with the Committee and the rest of the Guild on an internal level. Though the most recognized face in the Committee by far is Tyler Hodges. Tyler has been the chief spokesman for the Guild for over three years, and he has gained a reputation as a master spin doctor. Several Guild members have asked him to speak at Guild meetings, just for the joy of hearing him manipulate the crowd. There are even rumors that several members use tapes of Tyler speaking to coach themselves on dealing with crowds and reporters—though pride won't let anyone admit it openly.

Woven throughout these groups are The Plumbers. This "secret" organization may be the worst kept secret in history. While no members start out being open about their "deceit," after only a few months in the position, they understand that keeping a secret in an organization designed to discover secrets is rather pointless. The Plumbers continue their jobs, but they cease doing so in secret—at least inside the Guild. They love discovering secrets and reporting them to their clients, many of whom are secretly arranged by the S.C.U.M. Committee to help the coffers of the Guild. Secrets work two ways, though, and many Plumbers play the game of the Guild in order to fulfill what they consider their duty to the Empire. While it is commonly known which Guild members are with The Plumbers, it is unknown how many of them are loyal to the Guild and how many are still pawns of the Emperor. Plumbers hold many key positions in the various Committees of the Guild and (supposedly) inform on their fellow specialists to their contacts in the Emperor's administration. Older members of the Guild still fear and doubt The Plumbers, feeling that they should be totally removed from the organization. The younger, more confident Specialists think of The Plumbers as a joke—and the Plumbers try to encourage that attitude.

Young, up-and-coming talent is always looking to join the Guild. And everyone has a chance to join—all they have to do is pass a few simple classes. Classes like Lockpicking Under Pressure, Hiding In The Spotlight, and Avoiding Combat to Stay Alive, all of which are considered necessary for survival in the hard world of Xcrawl. New specialists are referred by the date of their primary training classes. (The Class of 97 would therefore be all the Specialists who began their Guild training in spring of 4697—new classes always start in the spring.) For every fifty new applications accepted, forty-five drop out from extreme stress, and two actually go on to make it to the Games. Nobody likes to talk about what happens to those other three applicants...



CORMAN MEMORIAL HALL

The Specialists' Guild operates officially out of Corman Memorial Hall in Cleveland. Named after Sheryl Corman, the first Guildmember to fall in a crawl, it is a rather unremarkable place. A sixteen story high-rise office building, its proportions make it look perfectly square to the naked eye. A classic glass-and-steel style structure, the windows of the building have been given a special treatment to make them appear to glimmer gold in the sunlight. The main floor of the building is open to the public, and has a hall to honor the Guild's finest and premiere moments. Basso Hall, a lovely amphitheatre, is also located on the main floor, and is often host to presentations by Guild members, and the occasional concert. The upper fifteen floors are dedicated to administrative offices for the Guild and the S.C.U.M. Committee, and it is common to find people working there around the clock. Members of the Guild are always welcome to talk with S.C.U.M. representatives—with an appointment, naturally—to help clear up any legal or personal matters that might directly affect the Guild itself.

It is in the ten basement levels of the building where the nuts and bolts of the Guild get to work. All of the training facilities, from official to top-secret, are housed in the first eight underground floors. The two uppermost floors hold the classrooms for the Guild, while the next level down contains basic gym and exercise facilities where every member spends hours each day; your training doesn't mean anything if your body can react to the moment. Levels four through eight are filled with laboratories and specialized instruction halls to cover everything from basic poisons to trap repair and reconstruction. The lowest two floors are open to only the highest levels of the Guild, and are connected to a maze of tunnels that lead to a surprising number of locations, including some that lead to the Zura'ah'Zura—without the knowledge of the NAE or the Alfar. If either side discovers these tunnels, it is unknown what ramifications would befall the Guild.

KEY FIGURES

Marlo "Sticky Fingers" Dogtree

"It's a good life. I've been lucky. But I've worked hard, too. Remember, you can overcome shortcomings through hard work. And lockpicking."

–Marlo Dogtree
interview
in the October 4698
issue of
InCrawl Magazine

Marlo has been Guildmaster since its official inception in 4686. A hardened criminal mellowed by age and wealth, Marlo has grown very accustomed to the comfortable lifestyle her position affords. Marlo hates the Empire and what it does to the halfling populace, but is unwilling to take a stand, or to even speak out on the injustice inherent in America. Secretly, she believes that one day Xcrawl and the Specialists' Guild will cease to exist. She has a contingency identity set up for herself so she can disappear should this organization ever actually dissolve.

Caleb "Freezer" Zhong

"Ah, don't worry about me."

–Caleb Zhong, before a three-month absence in 4697

In 4695, longtime Plumber Chief, Terry Buchanan, disappeared without a trace. After working with the Plumbers for four years, Zhong was appointed to the vacant position. Zhong is an extremely capable Xcrawl rogue who never got his due since he tended to throw in with sub-par teams. He is much happier as a member of the Plumbers, where he uses his skills for the good of the Guild. A brilliant field operative, Zhong is as likely to personally take a hand in important investigations as not.



Edward "Red Alert" Honeycutt

"BOO!"

–Last word ever heard by recruit Thomas Delbetter during his first month's training.

As Chief of Training Operations for the Specialists' Guild, Honeycutt is known as a brutal and unrelenting instructor, who believes that the only way to prepare his charges for Xcrawl is to constantly challenge them beyond their perceived limits. He is the terror of new recruits, sometimes waking them in the middle of the night to disarm ticking bombs, or even trapping their personal cars or lockers to make sure they are paying attention. His students tend to twitch for a few months after they complete their training.

Carla "Gypsy" Mickschl

"Seriously! I think they should take out all the monsters. Don't you think people would love to see nothing but traps?"

–Carla Mickschl, still pleading her case.

Who's the best lockpick in the Guild? Any specialist will tell you its Carla Mickschl, aka Gypsy. Carla is not much of an Xcrawl player—she ignores her fighting and sneaking training, and tends to run from danger—but there is no doubt that she can bypass any security system, disarm any trap, and confound just about any attempt to keep her from getting into whatever she puts her mind towards. Her natural aptitude led her to the Guild, but when it came to actually playing Xcrawl, she quickly decided it wasn't for her. She now spends her time as an assistant trainer and regular fixture of the cafeteria.

Tyler Hodges

"No, it was a great press conference. I feel that I truly relate to the press. We're close friends, really."

–Tyler Hodges to the authorities after being attacked outside the Guild Auditorium.

The man with the smile. An answer for every question. Tyler Hodges is one of the favorite people at the Specialists' Guild—at least within the Guild itself. Tyler is the face and the voice for the Guild, serving as the key spokesman and press liaison to the public. A good-looking human in his mid-thirties, Tyler truly loves his work; there is nothing that gives him more pleasure than smiling in the face of a member of the press and telling them exactly what he wants them to hear. Tyler has been with the S.C.U.M. Committee for three years, and, while he is always hoping for a promotion, he has no aspirations for power.

KEY FACTIONS AND FUNCTIONS

The Diggers

At the bottom of Corman Memorial Hall is a spot called The Vent. The Vent is the beginning of a series of tunnels connecting the hall with the Zura'ah'Zura. And in the Vent are The Diggers. This top-secret faction works on connecting the Guild Hall to the underground kingdom of the Alfar, and keeping the anyone from knowing about it. No one joins The Diggers: you are recruited into service. And no one says no to The Diggers, either, because once you know about the Vent, you are either working the tunnels or lost to the world.

The Freedom Fighters

The Specialists' Guild isn't free. Members work under the watchful eye of the Emperor, who is constantly prepared to take them out of circulation if they step out of line. Everyone in the Guild knows it, and everyone in the Guild hates it. Especially The Freedom Fighters. This rogue group inside the Specialists' Guild is fighting for true autonomy for its members. To date, they have recruited members in secret, held meetings in secret, and made secret

plans with secret goals. But the secret won't last forever, and they plan on making themselves known in a big way when given the chance.

The Plumbers

The Plumbers are supposedly the regulating body of the Guild, watching for signs of corruption and dissent among its membership. The reality is the Plumbers have their hands in every dirty enterprise of the Guild. The Plumbers do carry out legitimate spy missions for the Emperor, and they do foil the occasional plot. Most of their resources, however, are spent on a myriad of illegal schemes designed to make individual members rich. Blackmail, extortion, and confidence schemes are their hallmark, but the Plumbers do not limit themselves when it comes to the art of the scam.

The S.C.U.M. Committee

This one faction can honestly say that, for them, it's only a job. The S.C.U.M. Committee is the most popular group in the Guild, having nothing but friends and allies throughout the organization. The members of the Committee are happy to be so popular, but they don't think about it too much. No one is kept in the heart of the S.C.U.M. Committee for too long, as they feel it best to keep the relationships very casual—in case one has to end suddenly. The only exception to this rule is the media relations and publicity department, which serves as the public face of the Committee and tries to build a stable relationship between the Guild and the public at large.

Official Functions

On paper, the Specialists' Guild exists to train rogues for Xcrawl competition. Their secondary function is to monitor members for signs of wrongdoing; the Guild is supposed to keep tabs on its members' activities since so many of them have criminal backgrounds. More often than not, the S.C.U.M. Committee is needed to come in and clean things up when legality breaks down.

To keep the public image of the Guild high, they regularly sponsor dozens of charity events for the benefit of whatever charity gives them the best face. Usually, it's the charity of the month, decided by whatever the latest public outcry is raging across the Empire, but there are a few charities that are genuinely picked by the Guild. A large number of members come from foster homes or no family whatsoever, and orphanages as a whole are the top charities of Guild.



Secret Functions

The Specialists' Guild was basically created to keep an eye on the Adventurers' Guild, and to infiltrate other organizations that the Emperor deems a risk to national security. The Plumbers were created to keep an eye on both guilds, and they while they seem to perform this function quite well, the real corruption always seems to be just outside their grasp—at least in the official reports. The Guild loves secrets, and they want to keep everyone guessing their ultimate plan—even members of their own organization.


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Magic

Technomagic

The discipline of technomagic originated with Rabo Aldrous, the so-called "Father of Technomancy." Aldrous was a mage and physical scientist who believed that magic was simply a form of energy, like electricity. While it was common knowledge that arcane formulas and rituals could control magic, Aldrous believed man could learn to harness its energy with machines. A child of the Renaissance, Aldrous envisioned a world where anyone, farmer or laborer or soldier, could access the amazing powers of magic without the traditional years of dedicated study it took. He foresaw a utopia, a world where everyone had an equal stake in the magical energies controlling the world. The son of a wealthy shipping magnate, Aldrous dedicated his fortune and energy to making his dream of a world where magic was accessible to anyone come true.

Aldrous' principal work, *The Principalis Technomagica*, is considered the seminal work of technomagic theory. While his work dealt entirely in hypothetical principals, Aldrous's research lead to the first practical application of Technomagic, which occurred many years later, in the North American Empire. In 4680, Emperor Ronald I demanded a full accounting of the Technomagic research that had been done by the Guild of Mages to date. He was greatly displeased to find that not one technomagic effect had been successfully generated. Frustrated, he assigned leading researcher Jennifer Stone to the technomagic project, and gave her a near-limitless research budget, and empowered her to hand pick a research group from the highest echelon of the guild. He wanted results, fast results, and he didn't care about the cost.

The Emperor received his results. Within six months, Stone and her group had the first working arcane transformer, based on a design from the original *Principalis Technomagica*. It worked—there were limitations and side effects, to be certain—but it worked. Ronald I was pleased, and he continued to pour money into technomagic research. By 4685 there were working AVSs being used for Xcrawl. Sure, the side effects were a bit unpredictable, but nothing that couldn't be controlled with careful management. Ronald I considered his efforts a success—although history will decide whether or not his choice was wise.

Technomagic works by tearing apart and reweaving magical effects. Technomagic spells use the same arcane formulas to cast standard spells, but at the last moment the spell is torn apart and reworked into the new technomagic effect. Technomagic spellcasting is a limited discipline, but one which allows many unique outcomes. Technomagic works best when used to modify or empower existing machines and devices - most other uses of technomagic are still in development. However, its adherents are certain that one day technomagic will replace standard arcane magic.

The functional basis of Technomagic is the Arcane Transformer. The Arcane Transformer is a specially magicked device allowing a component spellcaster to both create technomagic effects and to splice normal spells into their individual components and reweave them into a new effect. The transformer is attuned to its user, similar to how a familiar is tied to a standard spell caster. Indeed, the transformer in many ways is nothing so much as an extension of the spellcaster himself.

There is a price for Technomagic. When a Technomancer reconstructs magical energy, any unnecessary energy created by the new effect is simply left behind. It appears as a wave of electrical stars, bursting and popping in air whenever a Technomagic effect is cast. In small amounts, this energy is harmless, but in areas where Technomagic is often used, this magic can, of its own volition, create a rare and harmful side effect. Technomagic contamination can spontaneously bring bizarre and unpredictable magic into existence; clouds of toxins shaped like giant eyes hang in



the air, passers-by suddenly sprout television antenna or prehensile coaxial tails, magical writing translates itself to binary code, and similar bizarre phenomenon. These effects are generally limited in duration and scope—they eventually wink out on their own, although before they do, they potentially can create great harm.

The most dangerous side effect of Technomagic contamination is the Technomagic Radical. A Technomagic Radical is the embodiment of a spell, a magical effect with limited sentience and something of a physical form. Flush with outrage at their misuse and discarding, Technomagic Radicals are dangerously unpredictable and adaptable. There have been very few reported encounters with these bizarre creatures, but those who encounter them are often faced with a dangerous being of pure magical force.

To date, Stone and her team of researchers refuse to acknowledge the existence of the Technomagic Radicals. Secretly, they seek a formula for a predictable means to summon and control these creatures. Outside of the Mages' Guild Technomancers, very few have any inkling of the dangerous creatures this new magical science is helping to create.

Technomagic is a reality that cannot be ignored. Some speculate it could take decades to fully understand the principals set down by Aldrous so many years earlier, and to discover a means of using its effects safely. The question is, what damage will the radical new magic cause in the interim?

Media magic

Media Magic was accidentally discovered by mage Edward Bender. A researcher at the tiny Imperial Institute of Bangor, he often studied with the TV on in the background. In time, he began to notice some of the spells he was researching seemed to be effected by the TV, specifically live broadcasts. The discovery intrigued him, and he began to study this singular phenomenon.

At first, he believed the electromagnetic energy of the TV itself was causing the energy ripple that detected during his research. Further study proved him wrong; amazingly, the spells energy was being effected by the subconscious power of TV watchers. The viewer's idle minds provided a channel, by which energy was focused on a point—the television itself—and was then combined through electrical landlines with all the other TV watchers, creating a nexus at the broadcast point. In short, individuals vegging-out on the TV were broadcasting their subconscious energy back to the network source, where it gathered harmlessly until it eventually dissipated. The broadcasts acted like manmade ley lines, drawing all the energy back to a single source.

Bender became obsessed with his discovery, sensing an opportunity to give his career a huge boost. Night and day he worked on finding a way to tap this bizarre energy by-product, thinking he could power a spell with its energy.

Fourteen months later, he successfully channeled this energy into the first Media Magic spell effect. As guild regulations dictate, he wrote a detailed report on his accomplishment and handed his research over to his superior, Steven X. Canard, for review.

Canard was astonished; an entirely-new type of magic, one with the potential to reshape society, was dropped on his desk by a naive underling. The unscrupulous mage saw a new future for himself and a select few, a future which promised power beyond his wildest dreams. And all he had to do was get rid of Bender.

Canard ordered Bender to keep his discovery a secret, claiming that he wanted to test this new system of magic before bringing it before the Guildmaster. He then studied and learned the techniques his subordinate spent months perfecting. Once Canard felt comfortable enough with the material that he deemed Bender no longer necessary, he sent two invisible stalkers to kill Bender in his sleep. The creatures found Bender, a



notorious insomniac, awake in his laboratory when they burst into his home in the middle of the night. The young mage managed to destroy the creatures, but his home was completely destroyed during the battle. Bender fled, realizing Canard's betrayal.

With Bender out of the way, Canard developed Media Magic in secret. It was very easy to quietly assemble a group of wizards as unscrupulous and ambitious as himself. To insure loyalty, he simply offered the prospect of wielding amazing power over modern life. Using his position as research coordinator, he diverted a huge amount of funds to Media Magic research. Within two years, they had a small canon of spells fueled by the subconscious energy of America's couch potatoes.

Canard and his followers' plan of domination is now in motion. Their first objective is to dispose of Guildmaster Lord Byford and replace him, possibly with Canard himself. Once they control the Guild, they can set their sites on the Empire and beyond. The Media Mages believe the sky is the limit.

Bender is currently hiding in a tiny rural village in the Kingdom of Columbia. Canard's forces hunt for him only intermittently; all of their resources are tied up in spell research. Bender is horrified at the force he has unleashed upon the world, but fearful of his life. He would like nothing more than to expose Canard but has no idea how to do it. He continues his research, but he can only do so much with no access to the general media. He strives to create wards versus media scrying and attacks.

Media Magic taps into the subconscious energy of people tuned into broadcast media. A certain portion of the individuals mana, or spirit, naturally focuses itself on the source of the broadcast, and this energy travels back to the source along the broadcast vector. It tends to pool, in the form of a localized pocket of high frequency positive energy, at the sources of broadcast media—television and radio stations, signal towers, and recording studios. Bender dubbed this energy Regard, and it is normally undetectable and inert, but media magic allows the user to tap into this energy. Since its source is the part of the humanoid brain that interprets and stores information from the media, Regard-based magic is perfectly suited to manipulating minds through the media or creating related effects.

Media magic requires a constant replenishment of Regard. If, for any reason, there are large-scale interruptions of media broadcasts in an area, media mages in the area will lose their ability to tap into Regard, and may not cast Media Magic spells. The interruption can be as brief as thirty seconds to disrupt the normal pooling of Regard. Once they have lost their spellcasting ability, Media Mages may not use their powers for a minimum of one to three days. Their powers are lost for as long as they are in areas without broadcast service, plus one to three days after service is returned.

Example: Media Mage and radio personality Sarah Quinn is in Houston when a power blackout occurs, darkening the entire metro area. This cuts broadcast transmissions, and Sarah loses her powers. The power returns two days later, but Sarah will still be unable to reconnect with the source of Regard for one to three days. Alternately, Sarah could have left Houston and gone to another area which retained broadcast service, and her powers would return one to three days after she arrives.

Media mages are considered cut from mass media broadcasts once they have gone more than one mile from the nearest outlet that is actively receiving Regard. This means keeping a functioning television or radio within one mile. This source does not need to be actively receiving signals for it to count towards this requirement, but it must be able to receive signal—i.e., in working order and having a power source.

All broadcast signals are lost in the wilderness separating cities in the NAE; broadcasting is done on a city level, so TV and radio signals are only incidentally

available outside of major metro areas. Elvish strongholds, such as Sattersalla in northern California, have no electricity, and therefore no broadcasting source either.

Media Illusions work just like normal illusions. Normally, targets do not receive a saving throw versus media illusions unless they are actively attempting to disbelieve.

In 4700, the Media Mages have created spells as high as fourth level. However, this discipline of magic is very young, and the potential for spells as high as eight or ninth level have been speculated. If the work of the Media Mages is not interrupted, it is possible that sixth or seventh level spells may be viable within a decade, with higher-level magic not much farther off.

Media magic and Technomagic are not interchangeable concepts; having an understanding of one does not at all mean that the mage has an understanding of the other. However, the two effects are compatible in some instances. For example, media magic works over AVS systems just as well as over mundane television broadcast. One day there may be spells combining aspects of both these radical disciplines. As of now, it is not possible. Technomancers may not splice media spells to create technomagic effects they way they can with standard arcane spells.

NEW PRESTIGE CLASSES

Killer DJ

"Next slide please. This is June Jenkins, aka Sellsword. She's a seasoned competitor, a double-blade master, and one of the toughest brawlers in her weight class. She also has a severe allergy to walnuts and the beginnings of a tendon problem in her right knee. I met her at the after-party in Mexico City last year—she's actually a very nice, down to earth woman. The kill plan is on page eight in your binder. I want her dead by level two, but go ahead and give me a contingency plan in case she makes it to three."

–DJ Neon Valkyrie, chairing a preliminary dungeon planning committee meeting

The Killer DJ will always have a place in the hearts of Xcrawl fans. There is something very refreshing about a DJ who kills without compunction or malice, but with the detached assuredness of a mass murderer. The Killer DJ thinks about players constantly—what they fear, what motivates them, and what factors are most likely to kill them.

Requirements

To become a Killer DJ, a character must fulfill the following criteria:

Base Attack Bonus: +2

Skills: Profession (DJ) 8

Feats: Leadership, The Mastery (2) class ability

Alignment: Any non-good

Special: Must kill at least one Xcrawl player and enjoy it

Class Skills

The Killer DJ's class skills (and the key ability for each skill) are Bluff (Cha), Drive (Dex), Gather Information (Cha), Innuendo (Cha), Intimidate (Cha), Knowledge (Xcrawl, Traps, Toxins, Anatomy, Construction—all taken separately) (Int), Perform (Cha), Profession - DJ(Wis), Sense Motive (Wis)

Skill points per level: 8 + Int modifier

Hit die: d4

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Inspire +1, Lethal Logic
2	+0	+0	+0	+3	Inspire +2, Infuriate Creature
3	+1	+1	+1	+3	Inspire +3, Twist the Knife
4	+1	+1	+1	+4	Inspire +4, Psyche Out
5	+1	+2	+2	+4	Inspire +5, Sure Thing

Class Feature

Weapon and Armor Proficiency: The Killer DJ gains proficiency with pistols.

Inspire: The Killer DJ realizes that hell is in the details. He micro-manages every dangerous aspect of the dungeon, hoping to make it more lethal overall. For every level of Inspire the DJ possesses, he may increase the lethality of one encounter per dungeon level. In order to be eligible for this bonus, the encounter must be one room sectioned off from other encounters (not a wandering encounter or arena type room with the possibility of additional threats joining the battle). Each creature involved in an Inspired encounter receives a + 1 bonus to hit and damage per Killer DJ level. For creatures using ranged attacks, they must be within 30' of their targets in order to receive this bonus.

In addition, every trap, obstacle, lock and secret door in the Killer DJ's dungeon receives his Inspire bonus, which is added directly to the DC to find traps, disable traps, find secret doors, and pass obstacles.

If a Killer DJ takes over a dungeon that he didn't design (for example, substituting for another DJ unable to finish the contest) he needs at least one week studying the dungeon, rebuilding and improving obstacles, and training monsters for the dungeon to attain Inspired status.

If a dungeon somehow goes haywire in a significant way, all Inspire bonuses can be lost. The GM must determine how significantly the circumstances of the encounter change. For example, if a group of Inspired owlbears break out of their room and encounters the party in the hallway, they lose all their bonuses. But if the dungeon was out of control and the players broke in to the owlbears' room normally, the creatures retain their Inspired bonus. Inspired traps, locks, and secret doors are unaffected by the dungeon going haywire.

Lethal Logic: The only thing keeping a DJ from making every event a shooting gallery is the Adventurers' Guild, who must approve by committee all trap designs, monster rosters, obstacles, and every other factor of the game. If the Adventurers' Guild committee vetoes some aspect of a dungeon plan for excessive violence, the DJ can make an appeal to the Commissioner to have the decision rescinded. The Killer DJ learns to create a nearly foolproof argument as to why the controversial factor should be approved, generally based on precedent. The DJ gets to have one vetoed aspect reinstated per dungeon level, allowing him to have an encounter or hazard exceeding even Xcrawl's loose guidelines for safety and fairness.

Infuriate Creature: Using a myriad of techniques—including starvation, chemical therapy, psychological torture, and physical threats—up to one creature per Killer DJ level per dungeon level can be set to go berserk at a given signal (such as the arrival of the players). Berserk creatures gain a +6 to strength, +4 to constitution and +4 to Will saves for five rounds, plus one round per Killer DJ level. At the end of its berserk state, a creature takes 1d10 + 1 hp /rounds spent berserk in subdual damage, falling unconscious if this takes its hit points below zero.

Twist the Knife: The Killer DJ keeps a mental list of all the injuries a player has sustained for use against them later. Once per dungeon level



per player, she can direct a sentient creature (i.e. one who can take direction) to try to strike a player in the same spot where he was previously hit in an attempt to aggravate the wound. This is a full round attack action on the part of the creature, but if it hits it is an automatic critical. If attack misses, the Twist the Knife power cannot be used again against that specific player until the next dungeon level.

Psyche Out: The DJ may make one attempt to Psyche Out each player in her Dungeon. This is achieved by placing horrifying stimulus in the player's way. The DJ may only Psyche Out players she has studied. For example, an unknown, first time Crawler with a zero Fame rating would not be subject to a Psyche Out, but anyone from a televised match, or with some degree of Fame can be Psyched Out. Any personal information the DJ discovers about the players can be used against them—some even hire private investigators to dig into their player's backgrounds.

A Psyche Out may be any intense stimuli designed to wrack a player emotionally. It can be as simple as playing horrifying or embarrassing imagery in the background, and as complex as presenting the players with obstacles giving the illusion of impassability in a hope to cause unnecessary anxiety

SAMPLE PSYCHE OUTS

- *A video montage of all a players major failures played at a crucial moment.*
- *Confronting the player with a monster he fears psychologically*
- *Using smell or sound to trigger a memory of a past defeat*
- *Presenting a player with a double of himself to slay*
- *A spooky children's song played in the background whenever the player attempts a specific task or skill*
- *Stacks of corpses falling on the player*
- *Intense light and sound designed to induce seizures*
- *Horrifically narrating the entire dungeon, focusing negative attention at the target player*
- *Tricking the players into thinking they have killed friends or loved ones*

To make a Psyche Out attempt, the DJ must target a specific player he has studied. Once the players encounter the stimulus in the dungeon, the DJ makes a performance check. In the case of ongoing psychological stimulus, the DJ decides when the actually Psyche Out attempt occurs The player then makes a Will save (DC = the DJ's performance check roll). If the player fails to save, he is psyched out, receiving a -2 penalty on attack rolls and a - 4 penalty on all non-combat related skill checks. This state lasts for one hour plus 1/2 hour per Killer DJ level. A successful Heal check (DC = the DJ's Psyche Out performance check roll) reduces this duration to ten minutes plus ten minutes per Killer DJ level.

Sure Thing: Killer DJs hate, hate, hate specialists. She didn't put all her time into designing her wonderful traps just to have some degenerate sneak thief ruin her fun. If she can study the tapes of a specific rogue while designing her dungeon, she can create an anti-rogue trap in a blatant attempt to kill them. The Killer DJ may put one Sure Thing trap, designed for one specific rogue, in each dungeon (not per dungeon level). A rogue attempting to disarm a Sure Thing trap makes two Disable Device checks against the trap's DC (including the DJ's Inspire Bonus), if either fails, the trap automatically springs on the rogue.



Lockpick

"I wish they would make a dungeon that was all traps. Wouldn't that be awesome? Do it like a huge maze, full of triple-security doors and treasure chests, ten ton deadfalls, spiked pits, exotic toxins - now,* that *would be fun. Man, Xcrawl rocks—except for those stupid monsters."

–Carla "Gypsy" Mickschl,
daydreaming in the Guild cafeteria

When you absolutely, positively have to get inside with limbs attached and eyebrows unsinged, bring along a Lockpick. The Lockpick avoids combat, avoids the glamour of Xcrawl, and most importantly, makes a living avoiding traps and circumnavigating security.

There are very few places a motivated Lockpick cannot get into or out of, given time. He makes a mockery of conventional security and brings tears to the eyes of Xcrawl trap engineers. Although he forsakes combat ability and other traditional rogue specialties, his skills can make him an extremely valuable ally in any crawl.



Requirements

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

Base Attack Bonus: +3

Skills: Disable Device 10, Open Lock 10, Search 10

Feats: Skill Focus (either Disable Device, Open Lock, or Search)

Class Skills

The Lockpick's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (Int), Drive (Dex), Disable Device (Dex), Escape Artist (Dex), Hide (Dex), Listen (Wis), Open Lock (Dex), Search (Int), Spot (Wis), Use Rope (Dex)

Skill points per level: 6 + int modifier

Hit die: d6

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Precision, Practiced Reaction, Skill Focus
2	+1	+0	+3	+0	Double Time, Improv Tool
3	+2	+1	+3	+1	Trap Sense, Skill Focus
4	+3	+1	+4	+1	Custom Picks
5	+3	+2	+4	+2	Find The Sweet Spot, Skill Focus

Class Features

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

Precision: The Lockpick is the consummate B&E specialist. He adds his lockpick level to all attempts to disable device, open locks, or search (when searching for traps).

Practiced Reaction: Mistakes happen. A Lockpick knows that if you disable enough traps, eventually something is going to blow up in your face. Through her knowledge of trap engineering, the Lockpick can prepare her reactions to mishaps before they ever happen. She adds her intelligence bonus to any saving throw or ability check when attempting to avoid damage or effects from mechanical traps. This is an extraordinary ability.

Skill Focus: The Lockpick gains the Skill Focus feat for free at first, third, and fifth level. Unlike most characters, the lockpick can stack these applications of this feat on the same skill, provided that they are Lockpick class skills. For example, he may take Skill Focus: Disable Device twice, and gain a +4 total bonus to that skill, or even three times for +6 to his roll.

Double Time: Speed can be everything in a dangerous situation. At second level, the lockpick takes half the normal time to search for traps, open a lock, or disable a trap. This benefit stacks with any feats or magical effects also increasing his speed.

Improv Tool: Proper thieves' tools are a must for the beginner, but an expert can pick a lock with practically anything. At second level, the Lockpick can use practically any tiny, slender or thin item to pick a lock—provided it's sturdy enough—and avoid the penalty for not having thieves' tools present. Bobbie pins, ID cards, ink pens, paper clips, springs, flatware, and earrings have all been known to work. The GM must work with the player to decide what will work as an improv tool, and whether or not it will survive the attempt.

Trap Sense: As the feat of the same name (page 68).

Custom Pick: The best Lockpicks outgrow their tools. At 4th level, the lockpick creates his own special multifunction lockpick, designed to compliment his individual style. Creating this instrument costs a minimum of 500 GP, and requires fifty hours of labor to craft. These items are usually spring loaded, designed to retract or compact with a flick of the wrist. Once they are complete, the custom picks grant an additional +6 to all lock picking rolls and a + 4 on disable device checks (all bonuses, including masterwork already added in). The pick will not work for anyone but the Lockpick who created it (although other Lockpicks may gain +3 Open Locks with it, but no bonus to disable devices).

Find the Sweet Spot: Lockpicks know the riddle of cylinders, the way of counterbalance, the secrets of wafer-tumblers. Their understanding of lock mechanisms goes far beyond mere knowledge and practical application: they are one with the lock. A fifth level Lockpick can pick simple locks by rapping firmly upon them, using the precise amount of pressure necessary in the precise location. Lockpicks call this finding the sweet spot. This ability may be performed in a single combat round. The Lockpick takes a -10 on his lockpicking skill check, but if the roll is successful the lock opens as a standard action. You do not receive a bonus for superior lock picks, such as masterwork or custom picks, since picks are not used. Sweet Spot is a supernatural ability.

Media Mage

"NO SAFETY EVER AGAIN RICHARD: WE WILL NEVER STOP. BEST TO KILL YOURSELF BEFORE THE GUILD BOARD REVIEW AND SPARE YOUR FAMILY AND FRIENDS"

–Headlines from every copy of the Los Angeles Clarion, Feb 14, 4700 issue, as they appeared to wizard investigator Richard Marryat



Some claim media magic was inevitable, given the massive amount of time Americans spend in front of the TV, claiming that all the pent up potential was bound to find release somehow. A few scholars support the theory that the AVS was to blame for suddenly empowering the Fourth Estate. Still others blame Xcrawl, feeling that the magic potential of the media was unlocked by millions of fans watching magical effects on their TVs for hour after hour. Whatever the cause, Media Magic may be the most significant magical development since Aldrous wrote his *Principalis Technomagica*.

Media Mages tap the unconscious minds of the mass media's audience to produce unique magical effects. They have access to a set of unique spells allowing them to spy on the world, alter recorded images and bend the minds of the weak-willed. Their powers revolve around the media, and in the realm of mass communications, their power is nearly unstoppable.

Media Mages are obsessed with secrecy. They will go to great lengths to prevent outsiders from learning the true nature of their powers, and those unlucky few discovering them are invariably sought out and terminated. The reach of the media is great—and in the NAE, its power grows every day.

Player character Media Mages must choose if they are devotees of Stephen X. Canard (the Media Mage usurper plotting to take over the world) or Edward Bender (the original Media Mage

working towards stopping Canard and his followers). Canard's Media Mages can be any unscrupulous or power-hungry mage in good standing with the Guild. Bender's followers are generally outsiders, only sharing their power with those willing to accept the responsibility of fighting Canard and his followers.

Requirements

To become a Media Wizard, a character must fulfill the following criteria:

Base Attack Bonus: +2

Skills: Concentration 8, Knowledge (Arcana) 8, Spellcraft 8, Knowledge (Media) 4

Special: New Media Mages must be sponsored by a senior Media Mage, since both the Canard and Bender sect are very new and extremely secretive. They must be—it wouldn't do to let the world know that a war for their minds and souls is being fought every day in the media.

Class Skills

The Media Mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Drive (Dex), Spellcraft (Int) Spot (Wis),

Perform (Cha)

Skill points per level: 4 + Int bonus

Hit die: d4

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Media Mastery 1
2	+0	+0	+0	+3	Media Mastery 2
3	+1	+1	+1	+3	
4	+1	+1	+1	+4	Media Mastery 3
5	+1	+2	+2	+4	
6	+2	+2	+2	+5	
7	+2	+3	+3	+5	Media Mastery 4
8	+2	+3	+3	+6	
9	+3	+4	+4	+6	
10	+3	+4	+4	+7	Media Mastery 5

Media Mage spells per day

Class Level	Spells Per Day 1st	2nd	3rd	4th
1	1	-	-	
2	2	0	-	-
3	2	1	-	-
4	3	2	0	-
5	3	2	1	-
6	4	3	2	0
7	4	3	2	1
8	4	3	3	2
9	4	4	3	2
10	4	4	3	3

Media Magic spell list

1 – Alarm, Best Side, Comprehend Languages, Identify, Invisibility To Media, Mage Armor, Shocking Grasp, Ventriloquism

2 – Blur, Clarity Tracking, Hypnotic Pattern, Media Message, See Invisibility, Stage Fright, Tale of the Tape, Upstage, Glaring Omission

3 – Arcane Edit, Clairaudience/Clairvoyance, Focus Group, Morph Audio, Morph Video, Stainless Steel Falsehood, Tongues

4 – Arcane Eye, Break The Fourth Wall, Channel Zero, Long Distance Voyage, Media Phantoms, Rainbow Pattern, Subliminal Directive

Class Features

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

Media Mastery: The Media Mage has an innate understanding of the workings of his medium. He receives his Media Mastery bonus on any spot, listen, or perform checks involving any recorded or broadcast medium. For example, he gains this bonus to perform checks when working in front of the TV cameras, listen checks when trying discern specific background noises, or spot checks while watching security cameras. He also gains this bonus on Spellcraft rolls involving media magic effects.

Plumber

"Your duty shall be to fix the leaks in our great Empire. You shall be the secret guardians of our way of life."

–Ronald I, to the original Plumbers, December of 4683

Emperor Ronald I first coined the phrase "Plumbers" to describe the Specialist Guild trainees infiltrating the homes and businesses of his political enemies to root out supposed plots against the throne. Their function evolved over the years, and modern Plumbers are used for assassinations, infiltration of radical groups, cover ups, and much worse.

The Plumbers do not officially exist, and answer directly to the Emperor's Minister of the Interior. Plumbers are expert information gatherers, as well as investigators, infiltrators, and, occasionally, assassins.

Requirements

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

Base Attack Bonus: + 3

Skills: Lock Picking 4, Move Silently 4, Gather Information 8

Feats: Alertness

The Plumber's class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Innuendo (Cha), Intimidate (Cha), Knowledge (All)(Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Covert Operative)(Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis)

Skill points per level: 8 + Intelligence bonus

Hit die: d6

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Sneak Attack+1d6, New Identity
2	+1	+0	+3	+0	Exotic Weapon Proficiency
3	+2	+1	+3	+1	Connected
4	+3	+1	+4	+1	Sneak Attack+2d6
5	+3	+1	+4	+1	Somebody Knows
6	+4	+2	+5	+2	Propaganda Wizard
7	+5	+2	+5	+2	One Shot, One Kill
8	+6	+2	+6	+2	Sneak Attack +3d6
9	+6	+3	+6	+3	Master of Disguise
10	+7	+3	+7	+3	Master of Interrogation



Class Features

Weapon and Armor Proficiency: Plumbers are proficient in all simple weapons and pistols.

Sneak Attack: Plumbers gain sneak attack dice like rogues. Their sneak attack skills stack with any they may have from other classes. A Plumber can sneak attack with a pistol within thirty feet.

New Identity: It's useful for Plumbers to have back-up identities when they need to hide out for extended periods. At first level, the Plumber has one identity entirely separate from his own. He has counterfeit identification papers, often including a WVO (Writ of Vehicle Operation), travel papers, guild membership cards, and a Tax ID card. If he needs to create another New Identity, it takes six weeks, 10,000 GP, and a Profession (Covert Operative) skill check (DC 21). This provides him with all necessary documentation.

Exotic Weapon Proficiency: The Plumber gains one exotic weapon proficiency for free at second level.

Connected: As the Feat of the same name (page 67).

Somebody Knows: The Plumber develops a sixth sense for gathering information. Once per week if the Plumber is at a dead end in an investigation, he may make a Gather Information check (DC 25). If successful, a hunch leads him to a clue that will put him back on the trail. This clue can be physical evidence, a previously overlooked individual who has pertinent information, or some clue that the Plumber has already found but dismissed as erroneous. This is an extraordinary ability.

Propaganda Wizard: Misinformation is the flip side of the Plumber's function. Plumbers can confound investigators by starting rumors and disseminating false information. The plumber makes a successful Gather Information check (DC 25). If successful, the Plumber gives other investigators dealing with the same investigation a -4 on all Gather Information checks. The Propaganda Wizard ability takes one week to perform, during which time the Plumber seeks out his contacts and passes the false information on to them.

One Shot, One Kill: Plumbers learn to assassinate targets quickly and from a distance. At eighth level, the Plumber can make a sneak attack with a ranged weapon within three of its normal range increments, provided he has three rounds to study the target from a distance. The target must be relatively stationary (not moving more than 5') for the three rounds it is being studied.

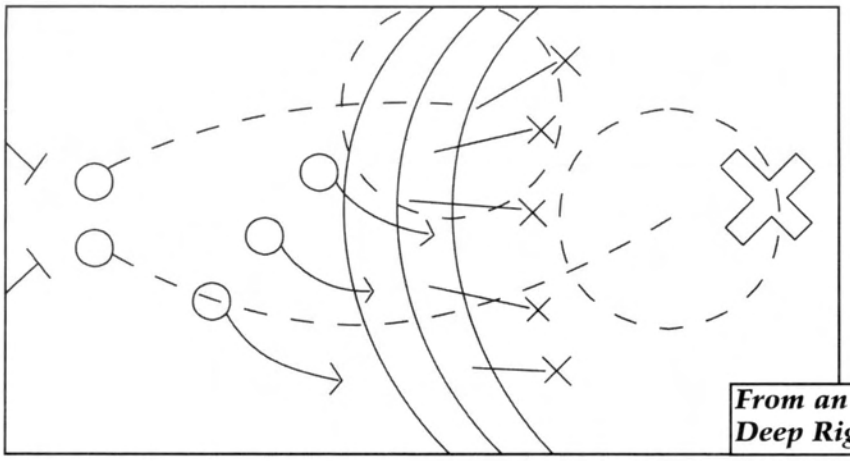
Master of Disguise: At ninth level, the Plumber gets the equivalent of an automatic roll of twenty on any disguise attempt with only fifteen minutes preparation time. He must still have any costuming, props, or cosmetics needed on hand.

Master of Interrogation: You can't always ask for information—sometimes you must demand it. A Plumber learns enough rudimentary torture techniques to force nearly anyone to spill their guts. In an interrogation situation, the subject must make a Will save (DC = your Profession (Government Operative) check) to keep from truthfully relating any information he has regarding the Plumber's questions. This ability requires the subject to be helpless but conscious, and takes anywhere from five minutes to half-an-hour to perform, depending on the victim's constitution. The victim may voluntarily divulge information at any time and end the check.

Master of Interrogation Check Times

Con	*Time Needed*
3 - 8	*.....Five Minutes*
9 - 10	*.....Ten Minutes*
11 -14	*.....Half Hour*
15 - 17	*....One Hour*
18 -21	*.....Six Hours*
22 -25	*.....One Day*
25 -28	*.....Three Days*
29 +	*.....One Week*





From an Xcrawl Playbook: Deep Right, Blast Left

Quarterback

"Well, I just hope to be helpful to the team. You know, call the right play at the right time, and not get killed in the process."

–Quarterback Gil "The Rifle" Dawson, right before the big crawl.

The most prominent member of a professional American football team, the quarterback is an athlete possessing uncanny aim in throwing various objects (mostly elliptical objects made out of plastic, boffer foam, or pigskin). He is also capable of surveying the state of combat, making quick decisions, remaining calm under pressure and escaping the grasp/blade of incoming attackers of all kinds. On the field, he does his best to deliver the ball quickly and accurately to the target receiver with minimal harm done to himself. This prowess carries itself well over to the Xcrawl arena, specifically with small throwing weapons, potions, or alchemical fire. Leadership and tactical knowledge also help the QB to more effectively command his crawlmates to victory.

Requirements

To become a Quarterback, a character must meet the following criteria:

Classes: One level Athlete (with Favorite Sport: Football)

Abilities: Dex 13+

Base Attack Modifier: +1

Skills: Knowledge (Sports) 8, Bluff 5, Concentration 5

Hit Die: d10

Class Skills

Same as Athlete, with the addition of Listen and Escape Artist

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+0	+2	+1	Weapon Focus, Bonus Feat
2nd	+1	+0	+3	+1	
3rd	+2	+0	+3	+2	Rally
4th	+3	+1	+4	+2	Bonus Feat
5th	+3	+1	+4	+2	
6th	+4	+1	+5	+3	
7th	+5	+2	+5	+3	Bonus Feat
8th	+5	+2	+6	+4	Leadership
9th	+6/+1	+2	+6	+4	
10th	+6/+1	+3	+7	+4	Reading The Defense

Weapon Proficiencies: Same as Athlete.

Explanation of Specials

Weapon Focus: The QB decides a preference for a particular thrown object (this includes sporting balls, daggers, shuriken, or any ranged throwing weapon that the QB is proficient in using). When using this weapon, the QB gains +1 to attack rolls (as per the Weapon Focus feat).

Rally, Leadership: These feats are automatically earned at levels 3 and 8, and are the same as those listed in the Xcrawl Core Rulebook.

Reading The Defense: One of the most important skills a Quarterback learns is how to predict the movements of his opponents on a large scale, much like a commander views his battlefield. In football, this consists of watching the defensive secondary's moves, the routes of the wide receivers, and the advance of the defensive linemen and linebackers. In much the same way, an Xcrawling QB can take a moment to study the motion of people and things around him in his field of vision, and determine the best course of action. A QB with this feat can take a full round action (without moving at all) to "read the defense", and focus his aim. On his next turn, he makes a Spot check to determine if any weaknesses or predictabilities are found (DC is number of moving targets minus Quarterback's INT bonus). A successful check results in a negation of all Dexterity modifiers & dodge bonuses to AC, and "target running" penalties for the QB's next ranged throwing attack roll. If the QB is bothered while Reading, he must make a successful Concentration check (DC 15) to maintain the Read, or else he must start reading over again for his next action. The QB may also not make any attacks of opportunity he might earn as a result of others moving through his threat area, or else lose the Read. Note that performing this Feat leaves the QB flat-footed until he finishes the Read or ends it early by moving, performing an action, or losing Concentration.

Bonus Feat: At levels 1, 4, and 7 of Quarterback, the character is able to acquire additional feats. These may come from the normal list of feats, as well as from the following exclusive Quarterback Feats list. These feats may be acquired in any order so long as the requirements are met. A Quarterback cannot use feats earned from being human or gaining levels, as Quarterback Feats.

Hail Minerva

You've practiced throwing long arcing passes and developed a high degree of accuracy when throwing indirectly at targets. If a target is under any degree of cover (from one-quarter to nine-tenths) and an indirect throw is feasible but difficult, you can throw "the ol' Hail Minerva, Goddess of Battle Tactics" and reduce your cover penalty by 2. Therefore, one-quarter cover is completely negated, throwing into one-half cover is only -2, and so on. This feat can only be used when your opponent has cover, and cannot be used in conjunction with Bullet Pass or Threading the Needle. **Requirements:** None.

Bullet Pass

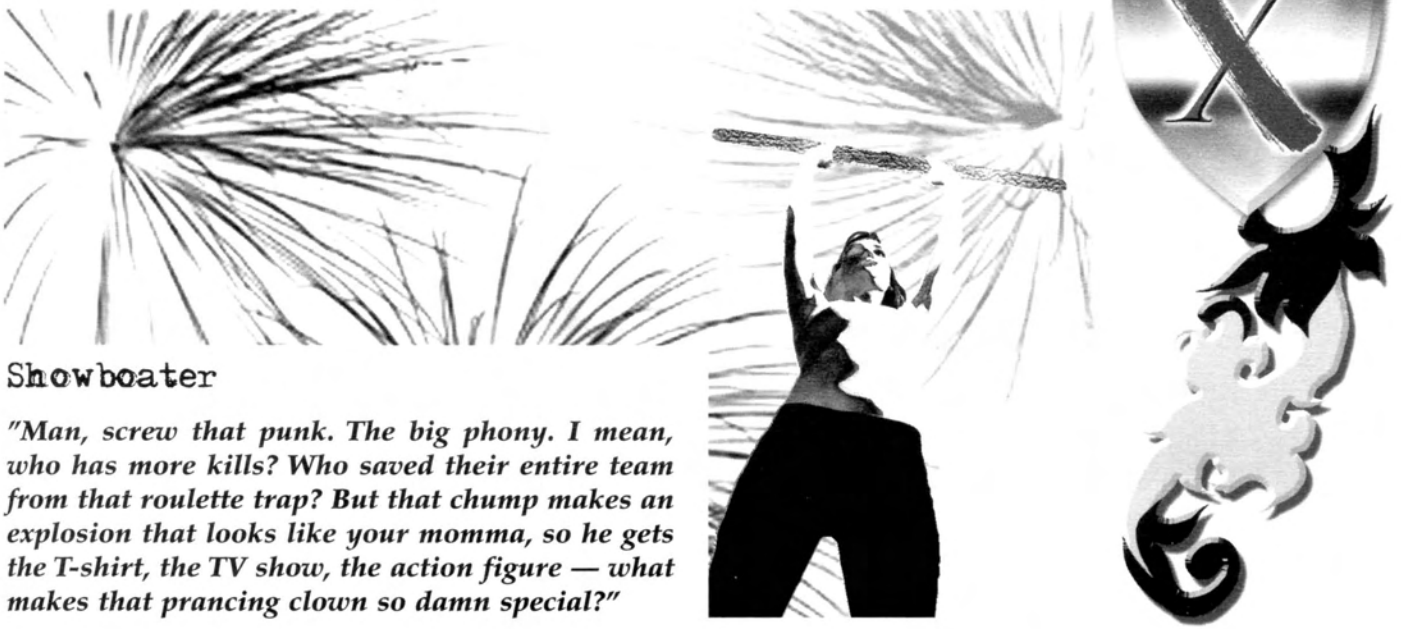
Through strenuous training you've developed quite the powerful throwing arm, and are capable of hurling objects well over 80 mph...accurately. When throwing an object at a target within 30', you may add your Strength modifier to the attack roll (as well as the damage roll). If the object is not a weapon and is being avoided, your Strength modifier is added to the target's Reflex Save DC. It cannot be used in conjunction with Hail Minerva. **Requirements:** STR 13+.

Threading the Needle

The pinnacle of precision throwing, this feat represents countless hours of practice throwing into heavy coverage, right into the target's midsection. You may use this feat to gain an additional, stackable +2 to your attack roll when throwing an object 30' or less into a melee. It cannot be used in conjunction with Hail Minerva. **Requirements:** Point Blank Shot, Precise Shot.

Scramble

You have acquired a keen sense of impending danger, and can feel and hear the air move around you as others attempt to attack. Provided that you are not concentrating on any particular task, you can never be caught flat-footed, even to attacks from the sides or rear. **Requirements:** Dodge, Mobility. (Rogues have this feat automatically.)



Showboater

"Man, screw that punk. The big phony. I mean, who has more kills? Who saved their entire team from that roulette trap? But that chump makes an explosion that looks like your momma, so he gets the T-shirt, the TV show, the action figure — what makes that prancing clown so damn special?"

–William "Precision" Trzcinski, hating on fellow mage Sky "Splashdown" Capra

The Showboater has learned an important lesson from Xcrawl: if you want to bring in the big bucks, you have to stand out from the crowd. The Showboater learns to use magic for maximum audience effect, actually using the power of the crowd to enhance the appearance of his spells.

Requirements

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

Base Attack Bonus: +1

Abilities: Cha 15+

Skills: Concentration 8, Performance 8, Spellcraft 8

Feats: Crowd Favorite, any metamagic feat

Special: The ability to cast arcane spells

Class Skills

The Showboater's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Intimidate (Cha), Perform (Cha), Search (Int), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha)

Skill points per level: 4 + Intelligence bonus

Hit die: d4

Class Level	Base Attack	Spells/ Day	Fort	Ref	Will	Special
1	+0	+1*	+0	+2	+2	Fame bonus, Special Effect 2
2	+1	+1*	+1	+3	+3	Extra Drama, Special Effect 4
3	+1	+1*	+1	+3	+3	Raise the Roof, Special Effect 6

*- existing class

Spell Progression

1 – +1 level of existing class

2 – +1 level of existing class

3 – +1 level of existing class

Class Features

Weapon and Armor Proficiency: The Showboater gains no additional weapon or armor proficiency.

Fame Bonus: The Showboater earns one additional fame point per dungeon level completed, and an extra point of fame for any challenging creature he single-handedly neutralizes with magic. The creature must have at least as many hit dice as the Showboater has total character levels in order to be eligible for this bonus.

Special Effect: The Showboater learns the slippery magical art of altering spell appearances. At first level, the Showboater can alter the appearance of a spell's appearance two times per day. The changes are cosmetic only, but can be drastic. For example, he could make a Lightning Bolt look like a stream of crepe paper, or have a Summoned creature appear by momentarily materializing a flaming hoop and having the creatures leap through into existence. He may not, however, make spells invisible or inaudible—a Showboater wants to dazzle and delight. Spells with no visible component may not receive the Special Effect treatment. Alternately, a Showboater may disguise his magic as a similar specific spell. For example a Villalobo's Bomb Outta Nowhere could be disguised as a Fireball, or a Sleep spell could be disguised as Flesh to Stone. Disguising a spell as a similar spell requires a Spellcraft check (DC = 15 + the level of spell being faked).

The number of times Special Effect can be used per day increases to four at second level and six at third level.

Extra Drama: Showboaters inspire teammates with their antics. Once per dungeon level, they can make a successful Performance check (DC 21) after casting a spell enhanced with Special Effect. If successful, their comrades gain a +2 confidence bonus on attacks, +2 against fear saves, and +2 Grandstanding skill checks for one round per class level. The Showboater must be in front of a live crowd in order to inspire Extra Drama.

Raise the Roof: By whipping the crowd into a frenzy by casting a spell for them, a Showboater can max out a party's Mojo Pool. She may cast one spell specifically to amuse the audience. Whatever spell cast is made appealing to the fans; for example, a Showboater could make a Wall of Fire bend itself to read "WE LOVE DETROIT" in huge flaming letters, or make a Summon Monster creature appear as a Celestial Cheerleader performing a routine for the gathered crowd. This attempt does not take up one of the Special Effect slots for the day. Spells with no visible power effects will not work with this ability. The caster makes a Performance check, adding a bonus equal to her Showboater level plus the level of the spell burnt amusing the crowd, versus the crowd's DC. If the check is successful the team's Mojo Pool is automatically maximized, and the caster receives a one point Fame bonus once the dungeon is successfully completed. Raise the Roof may be performed twice a day.

Sneaksword

"Four O' dem? What? I thoughted there was supposta be..."

–Unknown Bugbear,
latest victim of
Chas "Needle" Chaykin

The Specialists' Guild has done wonders for the sport of Xcrawl. In the past, it was difficult for aspiring rogues to get proper training –the best were either avoiding publicity or already in jail. But the Specialists' Guild changed all of that. The Guild has an innovative training system, focusing on learning the best tricks from the best rogues. The Sneaksword is a product of this new mindset.

The Sneaksword is a combat specialist rogue, trained to strike hard and unseen and fade away to darkness. While not as formidable as his standard counterparts in the face of locks and traps, the Sneaksword's combat ability make him a dangerous competitor.

Requirements

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

Base Attack Bonus: +5

Skills: Hide 8, Move Silently 8

Feats: Sneak Attack 3d6

Class Skills

The Sneaksword's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Hide (Dex), Jump (Str), Listen (Wis), Spot (Wis), Tumble (Dex)

Skill points per level: 4 + Int modifier

Hit die: d6

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+1	+0	+2	+0	Silencing Attack
2	+2	+0	+3	+0	Coldcock
3	+2	+1	+3	+1	Special Circumstance 1
4	+3	+1	+4	+1	Increased Range
5	+3	+1	+4	+1	Ghost Attack
6	+4	+2	+5	+2	Special Circumstance II
7	+4	+2	+5	+2	Vitals Attack
8	+5	+2	+6	+2	Two-For-One
9	+5	+3	+6	+3	Special Circumstance III
10	+6	+3	+7	+3	Endgame

Class Level	Sneak Attack Progression
1	Sneak Attack 1d6
2	Sneak Attack 2d6
3	Sneak Attack 3d6
4	Sneak Attack 4d6
5	Sneak Attack 5d6
6	Sneak Attack 6d6
7	Sneak Attack 7d6
8	Sneak Attack 8d6
9	Sneak Attack 9d6
10	Sneak Attack 10d6

Class Features

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

Note on all Sneaksword abilities: The Sneaksword's specialized class abilities only work on creatures vulnerable to the sneak attack ability.

Sneak Attack: The Sneak Attack adds additional d6 Sneak Attack damage per class level. The Sneaksword's Sneak Attack ability stacks with all other Sneak Attack dice granted from other classes.

Silencing Attack: As the feat of the same name (page 68), with one notable exception: the Sneaksword has mastered the art of the silent strike; he only must forgo 1d6 of Sneak Attack damage when performing Silencing Attack.

Coldcock: At second level, the Sneaksword improves her knockout blow. Whenever the Sneaksword makes a subdual damage Sneak Attack, the victim makes a Fortitude save (DC = 10 + half the damage of the attack). Failure indicates that the victim is stunned one round in addition to the normal damage taken. If this damage is sufficient to render an opponent unconscious, her recovery time is doubled. Once the Sneaksword reaches sixth level, this ability is improved (the DC to save increases to 10 + the full damage of the attack).

Special Circumstances: There's a best way to hit everything. Even so-called immune creatures have a weak spot–and by Hermes, the Sneaksword is just the man to find it. At third, sixth, and ninth levels the Sneaksword chooses a creature type from the following: Constructs, Elementals, Oozes, Plants, Undead, or Incorporeal. The chosen creature is now vulnerable not only to surprise back attacks from the Sneaksword, but critical shots from his Sneak Attacks as well. The Sneaksword's Special Circumstance



bonus does not allow him to critical his chosen types in normal combat, just with a Sneak Attack. The Sneaksword must be able to physically strike the creature, having a magical or special weapon when one is required to strike the creature. For example, the Sneaksword could not use his Sneak Attack against an incorporeal creature without a *Ghost Touch* or similar weapon. Special Circumstances is an extraordinary ability.

Increased Range: A good Sneaksword understands the power of the ranged back attack. She strives to improve her eyes, precisely targeting a victim from maximum range. At fourth level, the Sneaksword can make ranged sneak attacks at 45', rather than the standard 30'.

Ghost Attack: Stick and slip—that's the way to stay alive. A fifth level Sneaksword in close proximity to some form of cover (maximum distance 5' +1' per point of Dex modifier) automatically attempts to Hide as a move equivalent action following a sneak attack. The Hide roll is contested by his opponent's Spot check—if the victim fails the check, when he turns to face his attacker he finds nothing, not even a blood trail. There must be sufficient cover for the Sneaksword to completely hide his body in order for this ability to be effective. This ability does not protect the Sneaksword from being heard, scented, or located with magical abilities. Ghost Attack is an extraordinary ability.

Vitals Attack: The Sneaksword finds few things as fascinating as anatomy—monster as well as humanoid. At third level, the Sneaksword learns to target his opponent's vitals with his favorite weapon, increasing the multiplier of his critical Sneak Attacks. The Sneaksword chooses his favored weapon when he receives this ability, and the choice cannot change. The critical multiplier for the Sneaksword is increased by one, so an attack that normally does x2 damage would do x3, x3 does x4, etc. This increased damage multiple only works for Sneak Attacks.

Two-For-One: One good knife in the back deserves another. At eighth level, Sneakswords with two or more attacks per round can Sneak Attack twice as a full-round action. Both attacks count as normal Sneak Attacks, but each does 2d6 less damage, as the Sneaksword sacrifices accuracy for speed. The Sneaksword may not add any special feats (such as Silencing Attack or Vitals Attack) when performing a Two-For-One.

Endgame: At tenth level, the Sneaksword is the very last person in the world you want behind you. Every victim of a Sneaksword's sneak attack makes a Fortitude save (DC = the amount of damage dealt). Creatures failing this save are incapacitated for 1d4+1 rounds, during which time they are prone and can take no action.

Technomancer

"Who knows? Twenty years from now we might not even need spellbooks anymore. Perhaps we will simply press a button and voila! Magic."

–Archmage Elizabeth Stone,
practicing her speech for
that month's Technomancer's meeting

The marriage of technology and magic was first explored as a theoretical possibility by the famed Renaissance wizard, Rabo Aldrous. Called the "Father of Technomancy," Aldrous's theoretical work on stripping and rechanneling magical effects was the primer for modern wizards doing technomagic research. All of the work was simply academic until Emperor Ronald I demanded that there be magical television cameras for Xcrawl. "Don't tell me that you can transport a man from here to China in the blink of an eye, but you can't make me a magical TV set."

Suddenly, the Technomagic Revolution had a financial sponsor. The Emperor was willing to spend millions on research in order to get the AVS system he wanted off the ground. With his backing, there were working AVS systems as early as 4685, and by 4691 every American television broadcaster had the capacity to send and receive arcane images.





Technomagic research made amazing strides over the last ten years. Now there is an entire cabal within the Guild of Magi dedicated to discovering new ways to use science to expand and repackage magical effects. For better or for worse, technomagic is here to stay.

Requirements

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

Skills: Knowledge (Applied Mathematics) 4, Spellcraft 8

Feats: Scribe Scroll, Any metamagic feat

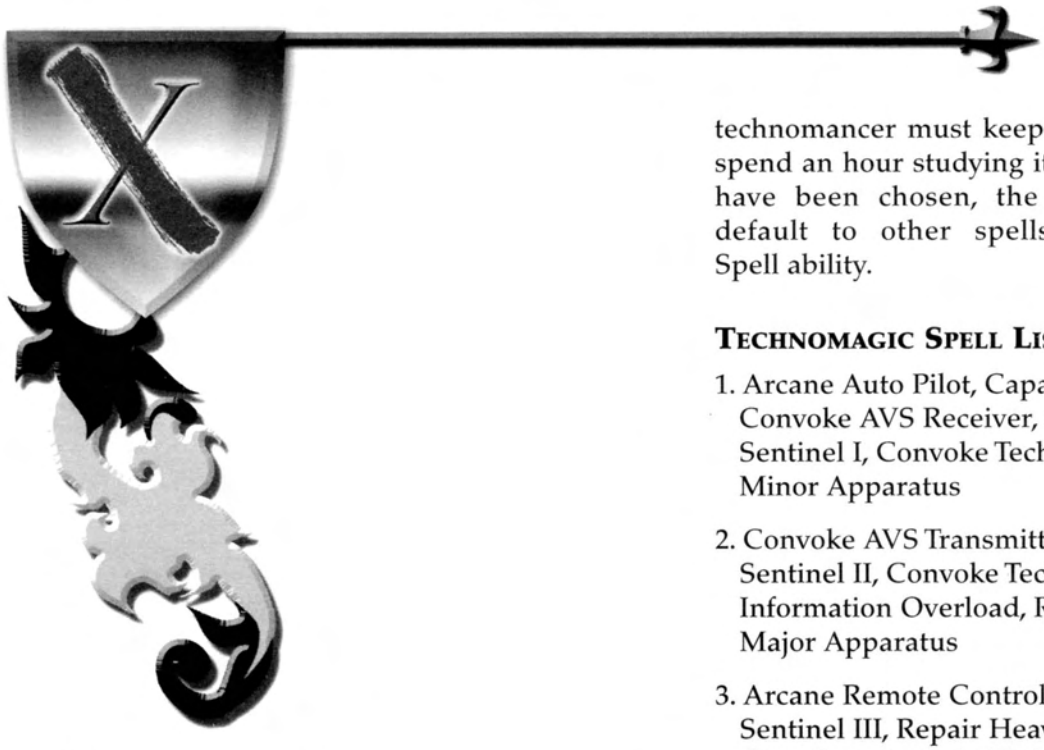
Class Skills

The Technomancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Wis), Disable Device (Int), Drive (Dex),Knowledge (all)(Int), Profession (Wis), Scry (Int), Spellcraft (Int)

Skill points per level: 4 + Int modifier

Hit die: d4

Class Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Arcane Transformer
2	+1	+0	+0	+3	Splice spell 1
3	+1	+1	+1	+3	Technomagic Decryption
4	+2	+1	+1	+4	Splice spell 2
5	+2	+1	+1	+4	Resist Technomagic
6	+3	+2	+2	+5	Splice spell 3
7	+3	+2	+2	+5	Embody Transformer
8	+4	+2	+2	+6	Splice Spell 4
9	+4	+3	+3	+6	Technomagic Excellence
10	+5	+3	+3	+7	Splice Spell 5



Technomancer spells per day

Class Level	Spells Per Day 1st	2nd	3rd	4th
1	1	-	-	-
2	2	0	-	-
3	2	1	-	-
4	3	2	0	-
5	3	2	1	-
6	4	3	2	0
7	4	3	2	1
8	4	3	3	2
9	4	4	3	2
10	4	4	3	3

Class Features

Weapon and Armor Proficiency: The Technomancer gains proficiency in one firearm type of her choice. This may be pistols, rifles, or shotguns. She gains no new armor proficiency.

Spells: The Technomancer learns to cast a number of technomagic spells per day, gaining bonus spells based on his intelligence score. The technomancer must keep an arcane spellbook, and spend an hour studying it each day. Once his spells have been chosen, the Technomancer may not default to other spells except by the Splice Spell ability.

Technomagic Spell List

1. Arcane Auto Pilot, Capacitate Transformer, Convoke AVS Receiver, Convoke Technomagic Sentinel I, Convoke Technomagic Tink I, Repair Minor Apparatus

2. Convoke AVS Transmitter, Convoke Technomagic Sentinel II, Convoke Technomagic Tink II, Information Overload, Rebuild Apparatus, Repair Major Apparatus

3. Arcane Remote Control, Convoke Technomagic Sentinel III, Repair Heavy Apparatus, Telephone Gremlins, Convoke Technomagic Tink III

4. Convoke AVS Control Room, Convoke AVS Control Room, Convoke Thermodynamic Sirocco, Renovate Apparatus, Repair Arcane Apparatus, Convoke Technomagic Tink IV

Arcane Transformer: The secret of Technomancy is the arcane transformer, a revolutionary magical talisman allowing the Technomancer to tear spells down to their rudimentary magical components and reweave them into new spell effects. The first level Technomancer must create the mechanism, a process which takes several hours and 1000 GP worth of circuitry, metal, and plastic. When completed, the transformer looks like a small, sleek rod with several buttons and indicator lights. The device must then be imbued power by means of the *Capacitate Transformer* spell. The arcane transformer is a personal focus which must be on hand for any Technomagic effect the caster wishes to create. If the technomancer's transformer is ever destroyed or lost, he may create another one following this same process.

Splice Spell: By means of his arcane transformer, the Technomancer rips a spell apart to create a technomagic effect. He may cast an arcane or technomancy spell, and use his arcane transformer to shred the spells effect apart and reweave it as a Technomancy spell of equal or lower level, effectively allowing him to spontaneously cast a technomagic



spell by sacrificing a memorized spell. For example, a technomancer with a sudden need for an *Arcane Autopilot* spell he does not have memorized may use a *Convoke AVS Receiver* he has memorized to power the spell. He casts his spell normally, but uses his transformer to decimate and reweave the original spell so the only result is the desired technomagic effect, the Arcane Autopilot. All Technomancers may use other technomancy spells they have on hand, or normal arcane spells memorized from the original class to power spells for reweaving effects. See Technomagic (pages 47-48) for more details on reweaving spells. The Technomancer gains the ability to splice spells at second level, and may splice an additional effect at fourth, sixth, eighth and tenth level.

Technomagic Decryption: By third level, the Technomancer's innate understanding of the formula behind arcane magic allows him to permanently *Read Magic* as a spell-like ability. The Technomancer must have his arcane transformer in order to use this ability.

Resist Technomagic: The Technomancer becomes so familiar with his art that he gains a + 2 saving throw to resist technomagic spells, spell-like effects, or spell-like abilities from technomagical constructs and radicals.

Embody Transformer: At seventh level, the Technomancer becomes so fluent with the science of technomagic that he may ignore the arcane transformer requirement of all of his spells and abilities, with the exception of *Splice Spell* which always requires a transformer. He simply concentrates on the arcane formula embodied by the transformer, and is able to cast technomagic spells even if her transformer is absent or destroyed.

Technomagic Excellence: The Technomancer's control is so profound by this point in her career that she may actually shred incoming spells into their basic magical components, and send them back at the caster as a technomagic blast. To perform this feat, the technomancer must choose an incoming spell and then defeat the caster in a contested spellcraft roll. If the technomancer is successful, the incoming spell is ripped apart and has no effect. On her next action, she may throw the raw energy back at the caster as a ranged touch attack that does 1d8 points of damage per level of the original spell. *Technomagic Excellence* may be used one time per day per Technomancer level.

Technomagic Excellence has a 1% chance of failing. The incoming spell is still dissipated, but instead of an energy blast, a Technomagic Radical is created (see Technomagic Radical, pages 120-123). The creatures template is based on the incoming spell

GENERAL FEATS

Connected: The character learns to cultivate contacts in the government, law enforcement, the nobility, and the underworld. His connections grant him a +4 circumstance bonus on any Gather Information checks made. *Prerequisite:* Diplomacy 5, Knowledge (Government or Law) 5, Sense Motive 5

Guided Strike: Functioning much as Twist the Knife or Return Blow, Guided Strike allows a character to convey attack strategy to a teammate in combat. A character may use Guided Strike to inform another character of a previous injury or attack technique that leaves a mutual opponent vulnerable. The character with Guided Strike may only convey this information to one specific member of his team, and the character may only use the benefit of the feat if he makes a successful Wis check (DC 15, no retry allowed on this roll). As a full-round action, the guided character may make an attack; if the attack is successful, it is an automatic critical hit. For Guided Strike to work, the character must have faced the opponent and dealt damage in combat a minimum of three times. Guided Strike may only be used once on a creature per encounter. *Prerequisite:* Twist the Knife or Return Blow

Return Blow: Similar to the Killer DJ feat Twist The Knife; Return Blow allows a character



to keep a mental list of injuries and attacks that have been effective against monsters and other opponents they have faced before. As a full-round action, the character may make an attack; if the attack is successful, it is an automatic critical hit. For Return Blow to work, the character must have faced the opponent and dealt damage in combat a minimum of three times. Return Blow may only be used once on a creature per encounter. *Prerequisite:* +5 base attack

Silencing Attack: The character has mastered the art of the silent strike. He can choose to forgo 2d6 of Sneak Attack damage and perform a Silent Strike. While the attack does less damage, creatures struck must make a contested Escape Artist roll versus the character's Move Silently skill. If the character wins the contest, the victim is prevented from making a sound in reaction to the attack. If the damage is sufficient to down the victim, the character lays the victim down quietly, with no audible sound whatsoever. Opponents actively listening for attacks from behind can make a Listen check to detect the character (DC = the sneak attack check + character level). The Silencing Attack can only be used on creatures less than one size category larger than the character. *Prerequisites:* 2d6 Sneak Attack, Move Silently 4, +2 Attack Bonus

Trap Sense: Trip enough hidden mines and pressure plates, and you begin to develop a nose for it. Whenever the character passes within ten feet of a trap, he makes a search roll (as if he had been actively searching for traps). If the roll is successful, he senses the presence of the trap. He knows the trap's location, but not the actual workings of the trap. He must make normal search attempt to discover the nature of the trap. *Prerequisite:* Alertness, Search 8, Disable Device 8

NEW SPELLS

STANDARD SPELL RANGES

Zero - Zero range

Close - 25' + 5'/2 caster levels

Short - 50' + 5'/ caster levels

Medium - 100' + 10'/ caster level

Long - 400' + 40'/ caster level

ARCANE AUTO PILOT

Transmutation (Technomagic)

Level: Tech 1

Components: V, S, F

Casting Time: One minute

Range: Zero

Target: One vehicle (see description)

Duration: One hour/level of caster

Saving Throw: None

Spell Resistance: No

Description: Vehicles pilot themselves at your command. The caster must be riding in the vehicle to control it, but he only needs to concentrate if he wishes to change its direction or speed. He can command the vehicle to follow a certain road, path, or direction, or to maintain a certain speed and avoid collisions; the vehicle can follow simple actions with no conscious control on your part. Changing direction, velocity, or performing tricky maneuvers requires you to concentrate on the changes. While the vehicle pilots itself, you may perform other activities, cast spells, read, or even sleep. The vehicle can be set to give a signal if a situation beyond its ability arises—example signals include turning on the radio or honking the horn. *Arcane Auto Pilot* effects engine driven vehicles only, not animal or wind powered vehicles. The type of vehicles affected is dictated by the caster's level.



Level - Vehicle

1st - Motorcycle

2nd - Automobile

3rd - Tractor-trailer/Emergency Vehicles

4th - Farm/Construction Equipment

5th - Small Watercraft

6th - Large Ship/Light Plane

7th - Light Aircraft

8th - Helicopter

9th - Combat Aircraft

10th - Any technological vehicle

Arcane Focus: The Technomancer's Arcane Transformer.

ARCANE EDIT

Transmutation (Media)

Level: Media 3

Components: V, S, F

Casting Time: Special

Range: Zero

Target: One recording

Duration: Permanent

Saving Throw: Yes (object)

Spell Resistance: Yes

Description: You can make magical changes to an audio or video recording. You may not add new elements to a scene, but you can take elements away, alter the action, and affect the outcome.

Examples:

A videotaped Xcrawl match suddenly has the victorious team defeated by the last monster.

You completely remove all the vocals from an old LP, leaving only the instrumental music.

A security recording of a break-in is altered, showing nothing happening.

A single casting only affects one item, making changes to one recording. However, if you alter a master copy, all subsequent copies have the same changed elements as the original. The spell *Clarity Tracking* can detect the use of *Arcane Edit*. Viewed through the power of *Clarity Tracking*, the magically altered images or sounds look and sound blurry and indistinct.

Arcane Focus: The Technomancer's Arcane Transformer.

ARCANE REMOTE CONTROL

Transmutation (Technomagic)

Level: Tech 3

Components: V, S, F

Casting Time: Five minutes

Range: Touch

Target: One vehicle

Duration: One hour/level of caster

Saving Throw: None

Spell Resistance: No

Description: You can control the movements of a vehicle from a distance. Once the spell is cast, you control the vehicle's actions from a distance of up to one mile plus one mile per caster level. You may do nothing but control the vehicle; you must sit as if you were piloting the vehicle, and mimic the motions of piloting or driving it. Your senses are centered as though you were in the pilot's seat. Passengers attempting to take control of the vehicle find it impossible; the controls physically resist all commands but yours while the spell is in effect. If the vehicle goes out of your range, you lose all control over it and the spell effectively ends. You may control the

vehicle while riding (not piloting) another vehicle, and in this way you may keep the target vehicle in your range for the duration of the spell. You may only have one vehicle under your control at any given time.

Arcane Focus: The Technomancer's Arcane Transformer and a pair of protective eyewear (either goggles or safety glasses).

BAFFLING HAZE

Conjuration (Creation)

Level: Wiz/Sor 3

Components: V, S, M

Casting Time: One action

Range: Long

Effect: One 10' cube/caster level

Duration: One minute + one minute/ level of caster

Saving Throw: Special

Spell Resistance: Yes

Description: This spell creates a rippling cloud of smoke, billowing out as tendrils in a rhythmically pulsing pattern. The cloud has several effects on creatures passing through it:

- The cloud reduces visibility to 1', granting a -4 penalty to all hand to hand attacks.
- Scent based abilities are nullified in the cloud due to its baffling aroma. Creatures using scent as their primary sense are effectively blinded.
- Creatures in the cloud become confused. Once entering the cloud, individuals must make a Will save or become disoriented. Disorientated characters must roll one d6 to determine their direction.

Roll	Result
1-2	Creature turns left
3-4	Creature turns right
5-6	Creature turns around completely

This roll must be made for every movement attempt while inside the cloud. The disorienting effects do not persist once a creature leaves the area of effect. The caster can shape the smoke in any shape desired, such as a straight wall or a hemisphere.

Material Component: A stick of expensive incense (minimum cost 3 GP).

BARZODI'S DARK DECREE

Necromancy

Level: Wiz/Sor 5

Components: V, S, F

Casting Time: One action

Range: Long

Target: One individual

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: This spell seemingly has no effect on the individual; the target feels nothing and may believe that he resisted the effects. However, victims failing their Will save rise moments after they die as a special undead, a Barzodi's Zombie (see pages 119-120). The doomed individual seems no different in life, although a *Detect Magic* registers an aura of necromancy. The effected individual rises 1-4 rounds after death as a Barzodi's Zombie under the spellcaster's control. However, due to the delayed effect of this spell the spellcaster may be nowhere in the vicinity, or perhaps even dead. In this case, the zombie will independently kill and cause harm whenever possible. The effect occurs due to any manner of death—mortally wounded in battle, fatal disease, or even natural causes brings the spell into effect. The GM may rule that the body may not rise if it has undergone massive structural damage.

However, if as little as 60% of the body remains intact, the zombie rises, even though it may be so impaired as to be useless in combat. A *Remove Curse*, *Limited Wish* or *Wish* can be used to negate the effect of a *Barzodi's Dark Decree*. A *Dispel Magic* has its normal chance to negate this spell.

Arcane Focus: A bone from a slain opponent.

BARZODI'S DARK PROCLAMATION

Necromancy

Level: Wiz/Sor 7

Components: V, S, M

Casting Time: One action

Range: Long

Target: One individual per caster level within a 60' radius, selective

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: This spell is identical to *Barzodi's Dark Decree*, but it effects a group of individuals rather than a single victim. You may effect one individual per caster level, and you choose which individuals inside the 60' radius are effected.

Material Component: A bag full of bones from slain enemies.

BEST SIDE

Divination (Media)

Level: Media 1

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: One hour + one hour/ level of caster

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Description: This spell makes sure media stars look their very best. The recipient has an intuitive understanding of the best way to stand, where to look, and how to pitch his voice for the most positive possible reaction from the audience. While this spell is in effect the recipient has a +4 to all performance checks for a television or cinematic audience. Note that this spell has no effect on live audiences, whether or not the performance is being recorded.

BREAK THE FOURTH WALL

Transmutation (Media)

Level: Media 4

Components: V, S, F

Casting Time: One action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

Description: You are magically transported through a live network broadcast to any location where your image is playing. This spell may only be cast while the channel is broadcasting live somewhere in the world; if the you are being taped and not broadcast, you may only transport yourself into the control room. The Media Mage casting the spell is transported to a location where the image is playing, appearing to magically step out of the television. If you have a specific target location where you knows your image is being shown, you may make a Spellcraft roll to arrive at the correct location. The DC for this roll is 20, and you get a +4 bonus if the target location is intimately known (such as

the study of your apartment). If the target TV is turned off, playing a different station, or shut down in the split-second before the Media Mage appears, then the wizard is transported to a different random location where the broadcast is playing. If the broadcast is not playing anywhere, the wizard is permanently lost in the void.

If you have no destination in mind when you cast this spell, you randomly transport through a TV set projecting your image. You could literally wind up anywhere



receiving the signal in question. The spell prevents the caster from appearing in a location where he will be in immediate physical danger (such as through a TV which has inexplicably been placed on the edge of a live volcano).

Material Component: A remote control, prepared with arcane symbols and glyphs.

CAPACITATE TRANSFORMER

Transmutation (Technomagic)

Level: Tech 1

Components: V, S

Casting Time: Thirteen hours

Range: Zero

Target: One Transformer

Duration: Permanent

Saving Throw: None

Spell Resistance: None

Description: This spell allows a Technomancer to imbue a newly fashioned Arcane Transformer with the power to reweave magical effects. The caster must first create the mechanism, a process taking several hours and 1000 GP worth of circuitry, metal, and hand-tooled plastic. Once the mechanism is assembled, the caster begins chanting and dancing around the machine. Once this spell is completed, the Transformer is fully powered. The Technomancer is *Fatigued* for 24 hours after casting *Capacitate Transformer.*

CASTRO'S CURVEBALL©

Abjuration (Copyrighted)

Level: Sor/ Wiz 3

Components: V, S, M

Casting Time: One action

Range: Medium

Target: One incoming spell

Duration: Three Rounds

Saving Throw: Will negates

Spell Resistance: Yes

Description: You re-target ranged spells, directing them towards a new destination. For three rounds after you cast this spell, you can retarget incoming spells cast by enemy spellcasters. You must defeat the spell caster in a contested spellcraft versus spellcraft roll in order to reroute his spell. If you win the contest, you may aim at legitimate target within normal range of the original caster. This spell does not effect spells with zero range or a range of touch. You must concentrate for the full three rounds while *Castro's Curveball* is in effect. If you cast another spell, the curveball effect is lost.

Material Component: A specially prepared 25 GP note, which disappears upon casting.

CASTRO'S QUICK FIVE©

Evocation (Copyrighted)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: One action

Range: Personal

Target: You

Duration: Special

Saving Throw: None (harmless)

Spell Resistance: No

Description: This spell reroutes the passage of time for what appears to be an instant for onlookers, but is actually a period of thirty seconds to the spellcaster. The spellcaster finds himself in a magical vortex, a reflection of the magical forces of a higher dimension, losing sight of his own world during this period. The spellcaster may not move or take actions causing him to break the surface of the "bubble" of force redirecting time around him, but he may cast five rounds worth of spells with a target of You. Spells thusly cast come into effect the instant *Castro's Quick Five* spell ends, when the spellcaster rejoins normal time. Only memorized spells can be cast during this time period. Scroll spells, spell-like abilities, and magic items creating spell effects (like wands and potions) may not be employed in the time bubble, due to the restrictive nature of the vortex dimension.

Material Component: A specially prepared 100 GP note, which disappears upon casting.

CASTRO'S SPELLBINDER©

Evocation (Copyrighted)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: One action

Range: Medium

Target: One spellcaster

Duration: One round + one round/level of caster

Saving Throw: Will negates

Spell Resistance: Yes

Description: This spell prevents the target from casting spells on himself. If the target fails his Will save, he is unable to cast any spells with a target of You. The spells simply slide off him, as if the caster had chosen no target for them.

Material Component: A specially prepared 150 GP note, which disappears upon casting.

CASTRO'S TURNABOUT©

Evocation (Copyrighted)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: One action

Range: Medium

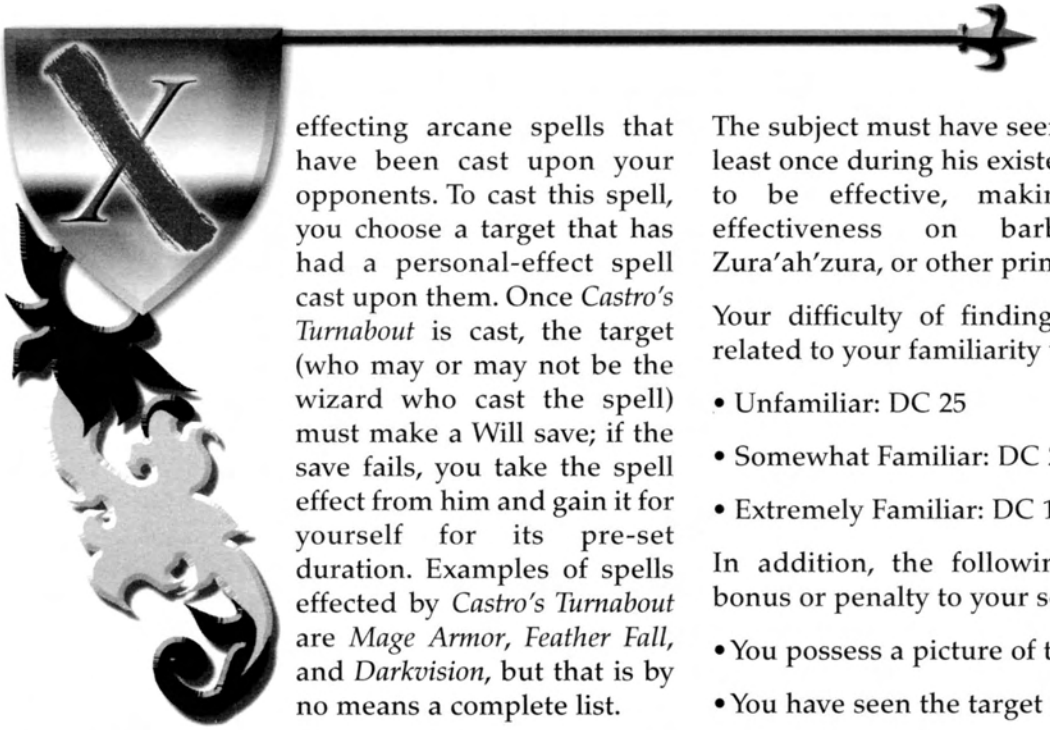
Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Description: This spell allows you to steal the benefits of person-



effecting arcane spells that have been cast upon your opponents. To cast this spell, you choose a target that has had a personal-effect spell cast upon them. Once *Castro's Turnabout* is cast, the target (who may or may not be the wizard who cast the spell) must make a Will save; if the save fails, you take the spell effect from him and gain it for yourself for its pre-set duration. Examples of spells effected by *Castro's Turnabout* are *Mage Armor*, *Feather Fall*, and *Darkvision*, but that is by no means a complete list.

Material Component: A specially prepared 50 GP note, which disappears upon casting.

CHANNEL ZERO

Divination (Media)

Level: Media 4

Components: V, S, F

Casting Time: One action + prep television

Range: Special

Target: Special

Duration: Five minutes/level

Saving Throw: None

Spell Resistance: No

Description: This spell allows you to scry over great distances with the use of a specially prepared television set. Preparing the TV takes an hour, during which the caster inks arcane symbols and mystic equations relating to frequency and electrical resistance onto the outside of the set. Once the TV is prepared, the spell takes one round to cast. Once the scrying TV has been prepared, it may be used to cast *Channel Zero* as often as the caster likes, skipping the preparation time.

The subject must have seen a television broadcast at least once during his existence in order for this spell to be effective, making it of questionable effectiveness on barbarians, residents of Zura'ah'zura, or other primitive peoples.

Your difficulty of finding a specific individual is related to your familiarity with the target:

- Unfamiliar: DC 25
- Somewhat Familiar: DC 20
- Extremely Familiar: DC 15

In addition, the following circumstances give a bonus or penalty to your scry check:

- You possess a picture of the target: +5
- You have seen the target on TV: +5
- Target is a media celebrity: +5
- Target is watching TV at the time the spell is cast: +10

Certain media spells can be cast through *Channel Zero*: *Best Side*, *Clarity Tracking*, *Focus Group*, *Media Message*, and *Subliminal Directive*.

Arcane Focus: The specially prepared television set.

CHAOS FIRE

Evocation (Chaos)

Level: Sor/ Wiz 3

Components: V, S

Casting Time: One action

Range: Zero

Effect: A 30' radius globe of flame centered on the caster

Duration: Instantaneous

Saving Throw: Reflex negates (Special)

Spell Resistance: Yes

Description: You create a blast of unpredictable primal energy, taking the form of eldritch green flames. The attack radiates away from you and effects all targets, friend or foe, within a 30' radius. The attack does 1d8 fire damage for every two caster

levels, to a maximum of 10d8. The spells save DC is the caster level +1d20, rolled randomly for every target. Damage is rolled separately for each target. The spell's damage is all or nothing—the target either takes full damage or is unscathed by the attack.

CHAOS FROST

Evocation (Chaos)

Level: Sor/Wiz 4

Components: V, S

Casting Time: One Action

Range: Zero

Target: One 30′ radius blast, centered on caster

Duration: Instantaneous

Saving Throw: Fort negates (special)

Spell Resistance: Yes

Description: You create a chaotic blast of primordial cold. The attack radiates away the caster and effects all targets, friend, foe, or familiar, within a 30' radius. The attack does a base 2d4 damage +1d4 frost damage per caster level, to a maximum of 12d4. The spells save DC is the caster's level +1d20, rolled randomly for every target. Damage is rolled randomly for each target. The spells effect is all or nothing, the target either takes full damage or no damage.

CHAOS MISSILES

Evocation (Chaos)

Level: 5

Components: V, S

Casting Time: One action

Range: Zero

Target: All possible targets in a 30' radius of the caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (negates)

Description: All targets within 30' of you are bombarded with tiny shards of chaotic energy. They appear as screeching slivers of impossibly blue light. All possible targets within 30' of the caster are struck by zero to five missiles (1d6-1), doing 1d6+1 damage per missile. This spell does not differentiate between friend and foe, and even your familiar is at risk if it is not on your immediate person. Chaos missiles never miss, and they affect all targets including undead, constructs, oozes, elementals, and outsiders. They do no damage to inanimate objects.

CHAOS PANIC

Enchantment (chaos)

Level: Sor/Wiz 2

Components: V, S

Casting Time: One action

Range: Zero

Target: All possible targets within 30' of the caster

Duration: One round/level of caster

Saving Throw: Will negates (special)

Spell Resistance: Yes

Description: The spell causes fear in all targets within 30' of the caster, friend and foe alike. All targets receive a Will save (DC equal to the caster's level + 1d20). Roll on the following table to determine the spell's effect on individual targets (d10).

1-5 - The target is *Panicked*, and flees at maximum velocity in a random direction away from the caster.

6-9 - The target becomes paralyzed with fear for the duration of the spell



10 - The target's fight response is triggered, causing him attack the caster in the most direct means at his immediate disposal, using whatever weapon he has at hand or on person. The target thusly effected is disallowed the use of spells, magic items that replicate spells, spell-like effects, or combat feats. The target will attack with his fists if no other means are available.

CLARITY TRACKING

Divination (Media)

Level: Media 2

Components: V, S, F

Casting Time: One action

Range: Touch

Target: One television

Duration: One minute + one minute/level of caster

Saving Throw: Will negates

Spell Resistance: Yes

Description: You can discern whether or not people on TV are telling the truth. The caster pronounces his enchantment and places his hands on the screen. While the spell is in effect, creatures who are willfully telling lies appear blurry and indistinct, as if they were out of focus. The subject being scrutinized gets a saving throw, whether or not the broadcast is live or pre-recorded. Bizarre circumstances are possible due to the flexibility of recording media; this spell could, for example, be cast on a TV replaying a news broadcast so old that all of the television personalities shown have been dead for some time. In all circumstances, use the subject's saving throw at the time of recording. If a Media Mage uses *Clarity Tracking* to detect lies on a fifth level subject who has, since the date of recording, gone on to twelfth level, the subject gets a saving throw based on his fifth level stats.

Material Component: A television set.

CLOAK OF THE PLAYER

Illusion (Glamour)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: One minute + one minute/level of caster

Saving Throw: Will negates (special)

Spell Resistance: Yes

Description: The creature touched gains the bearing and presence of a true superstar. Individuals meeting the spell's target treat him like a celebrity, going out of their way to please or placate him. Unknown individuals under this spell's power often find themselves signing autographs for individuals insisting that they are important personae. While this spell is in effect, the subject gains a +10 on all Fame related rolls, including Intimidation, Gather Information, and Bluff checks. In order to gain a saving throw, individuals must attempt to disbelieve the illusion.

Material Component: A personal item once belonging to a true celebrity. Something as simple as a lock of hair or an autograph will work.

CONVOKE AVS RECEIVER

(Technomagic)

Level: Media 1, Tech 1, Sor/Wiz 1

Components: S

Casting Time: One minute



Range: Zero

Target: One AVS Receiver

Duration: Ten minutes plus 30 minutes/level of caster

Saving Throw: No

Spell Resistance: No

Description: You create an Arcane Video Screen (AVS) with the ability to receive broadcasts being sent through an AVS network. An AVS is a magical video screen with a visual and audio component; watching one is like watching a very expensive, high-definition television. The AVS is static (cannot be moved) and has a maximum screen size of 10" per spellcaster level. You can make your AVS as small as 1". The screen levitates in the air with no support, and has only two dimensions (a perfect side angle makes it seem to "disappear"—from behind you see the normal images, backwards). The screen can be tuned to any public broadcast using an AVS Network. The picture is astoundingly clear, and the sound is perfect—as if you were sitting next to the cameraman. You have control over the volume (which can be as loud as any TV, or completely silenced) and can make the AVS blank (showing a blue screen) at will during the spell's duration. Physical and energy attacks pass through an AVS with no effect—you can pass your hand right through one and nothing happens. The following spells destroy an AVS instantly: *Antimagic Field*, *Chaos Hammer*, *Chaos Missiles*, *Magic Missile*, *Spiritual Weapon*, and *Mordenkainen's Sword*. *Dispel Magic* has its normal chance to dispel an AVS.

An AVS can be made permanent (as per the *Permanency* spell) for 500 XP.

Special: This is the only Technomagic spell that does not require a transformer, so non-tech wizards may learn and cast this spell normally.

VIDEO SCREEN SIZE

The size of a video screen is measured diagonally. So a 13" screen means that it is 13" from its top right corner to its bottom left corner (or vice-versa).

CONVOKE AVS TRANSMITTER

Conjuration (Technomagic)

Level: Tech 2

Components: S, F

Casting Time: Ten minutes

Range: Zero

Target: One AVS Transmitter

Duration: One hour + one hour/ level of caster

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

Description: You create an AVS which can transmit images and sound as well as broadcast. The AVS conjured is identical to that conjured by the *Convoke AVS Receiver*, with the following differences:

- The maximum screen size is 5 square feet + 2 square feet/ Technomancer Level
- The AVS transmits audio and video like a combination camera and microphone, and can relay that information to an AVS network for broadcast or editing.
- The AVS can display a single, pre-set static image (such as a single advertisement).
- The AVS can display audio and visual, like a TV, at the same time that it is recording.

It is possible for two individuals to have a conversation through a two-way AVS, such as a DJ and a player. You can zoom the image in or out to get close-ups or perspective shots, but you may not change the angle being recorded. Louder sounds can be picked up as far away as 30', and normal conversation can be picked up within 15' of the AVS. Extremely loud sounds can be heard from considerably farther distances.

Example: An adventuring party walks past an AVS in a hallway. The AVS picks up the



sound of their footsteps and the murmur of their conversation from 30′ away, but cannot register clearly what they are saying until they are 15′ away. The AVS zooms in on the party when they pass directly by, but it cannot follow their progress down the hallway. One hundred feet down the hallway, the party's mage blows a door open with *Egolf's Bazooka Blast*, and the audience can just hear the rumble through the hallway's AVS.

An AVS Transmitter can be made permanent (as per the Permanency spell) for 1000 XP.

Arcane Focus: The Technomancer's Arcane Transformer. Without the transformer, the AVS cannot be controlled.

CONVOKE AVS CONTROL ROOM

Conjuration (Technomagic)

Level: Tech 4

Components: S, F

Casting Time: Twenty-four hours

Range: Zero

Target: One AVS Switchboard

Duration: Seven days

Saving Throw: No

Spell Resistance: Yes

Description: *Convoke AVS Control Room* allows you to empower a technomagical device which links several operators with a network of *AVS Transmitters*. The spell requires a network of specially fabricated audio and visual monitors, covered in mystical glyphs and dynamic arcane symbols. It takes two days to assemble and costs a minimum of 25,000 GP +1000 GP per Operator Station worth of materials and labor to construct. The spell takes a full twenty-four hours of complicated gestures to cast, during which time you may not sleep and can consume only water.

Once this spell is in effect, the AVS Control Room allows a group of Operators to control all aspects of the AVS input and output. When controlled by an AVS Switchboard, AVSs have the following additional powers:

- The maximum AVS size becomes 10 square feet +2 square feet per level.
- The ability to see through magical effects such as invisibility and illusions.
- The operators may control the visual output by amplifying or muting the light, color, and clarity of the image. They may also increase the zoom (ratio 1:64).

The AVS Control Room has one master station plus one subordinate station per caster level. The Master Operator controls which specific images are broadcast.

The operators can play static images (such as a single advertisement), preset video (such as a looping video clip), or live shots. The Operators must make a Spot check to notice any specific event happening in the range of their screens. The DC for this Spot check is the same as if the AVS was their own point of view. For example, an operator has the same chance to notice a rat scurry across the floor as he would if he were standing exactly where the AVS is located. Zooming in affects Spot checks appropriately.

An AVS Control Room can be made permanent (as per the *Permanency* spell) for 2000 XP.

Arcane Focus: The Technomancer's Arcane Transformer.

CONVOKE TECHNOMAGIC SENTINEL I

Conjuration (Technomagic)

Level: Tech 1

Components: V, S, F

Casting Time: Five minutes



Range: Short

Target: One Technomagic Sentinel

Duration: One hour + one hour/level of caster

Saving Throw: None

Spell Resistance: No

Description: You summon a Technomagic construct to guard an area or individual against intruders. The Technomagic Sentinel appears as a floating translucent humanoid, with a nervous system-like network of cables and ports running through its body, meeting at a nexus behind the eyes and in the extremities. It has eyes like deep black lenses with a mirror sheen. The level I *Technomagic Sentinel* has no form of attack. The creature typically stands guard over an area or individual, calling forth a warning if you are under attack or intrusion. (See the creature's description pages 126-127.)

Arcane Focus: The Technomancer's Arcane Transformer.

CONVOKE TECHNOMAGIC SENTINEL II

Conjuration (Technomagic)

Level: Tech 2

Components: V, S, F

Casting Time: Five Minutes

Range: Short

Target: One Technomagic Sentinel

Duration: One hour + one hour/level of caster

Saving Throw: None

Spell Resistance: No

Description: You summon a Technomagic Sentinel as above. The construct additionally can *See Invisibility* and *Detect Magic* within a 30' range at will. (See the creature's description pages 126-127.)

Arcane Focus: The Technomancer's Arcane Transformer

CONVOKE TECHNOMAGIC SENTINEL III

Conjuration (Technomagic)

Level: Tech 3

Components: V, S, F

Casting Time: Five Minutes

Range: Short

Target: One Technomagic Sentinel

Duration: One hour +one hour/level of caster

Saving Throw: None

Spell Resistance: No

Description: This spell is identical to *Convoke Technomagic Sentinel II*, with the following additions. The creature now has a form of attack: an overwhelming blast of information. Additionally, constructs summoned with *Convoke Technomagic Sentinel III* can be networked with an AVS Control Room (see *Convoke AVS Control Room*), allowing the Sentinel to transmit sensory data to the switchboard, which can then be broadcast to end users. To link a Technomagic Sentinel to an AVS Control Room requires a dedicated Operator position, which can only control a single Sentinel. The Operator can manipulate information through the Technomagic Sentinel as if it were a standard AVS, but with the additional ability to move and change angles at will. (See the creature's description pages 126-127.)

Arcane Focus: The Technomancer's Arcane Transformer

CONVOKE TECHNOMAGIC TINK I

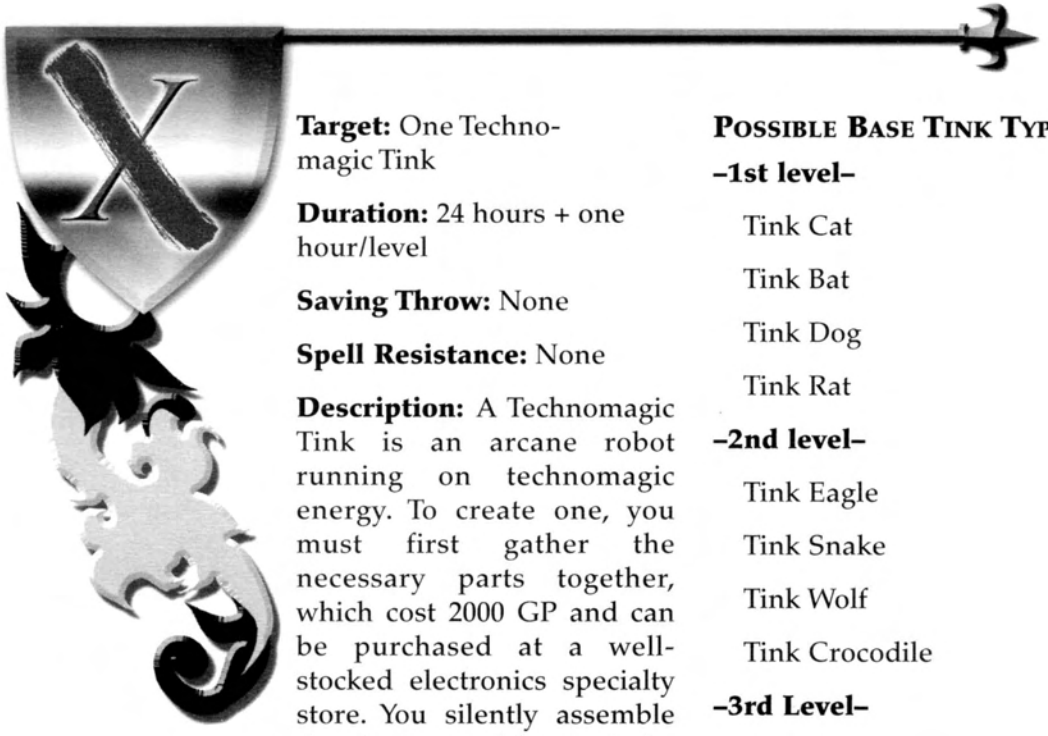
Conjuration/Summoning (Technomagic)

Level: Tech 1

Components: S, M, F

Casting Time: Eight hours

Range: Touch



Target: One Technomagic Tink

Duration: 24 hours + one hour/level

Saving Throw: None

Spell Resistance: None

Description: A Technomagic Tink is an arcane robot running on technomagic energy. To create one, you must first gather the necessary parts together, which cost 2000 GP and can be purchased at a well-stocked electronics specialty store. You silently assemble the inner workings of the creature before you cast the spell, personalizing the design to match the animal you intend to clone. See the chart below for possible choices. Tinks of other creatures of the animal or vermin type may be created with GM approval, but they must have a challenge rating equal to the spell's level or less.

Once the spell is complete, the inner working of the Tink stands up, and spontaneously grows the armor and outer components of the creature, now resembling a specific animal determined by the caster at the time the spell is begun. The inner components are not interchangeable–each Tink type requires a different set of internal components.

Once animated, the Tink follows simple commands from its creator; attack, guard, run, or stand watch are as complicated as it can handle. It may run, fly, or swim depending on its base creature type, but is not capable of moving quicker than a double move. Once the spells duration is over, the tink's skin and outer workings disappear and its internal components become inert. The inner workings are reusable, so long as they are not damaged. If damaged, the can be repaired using the appropriate technomagic spell (see Technomagic Tink, pages 123-125).

Possible Base Tink Types

–1st level–

Tink Cat

Tink Bat

Tink Dog

Tink Rat

–2nd level–

Tink Eagle

Tink Snake

Tink Wolf

Tink Crocodile

–3rd Level–

Tink Boar

Tink Horse, Light

Tink Shark

–4th level–

Tink Lion

Tink horse, Light War

Tink Crocodile, Giant

Arcane Focus: The Technomancer's Arcane Transformer, and the necessary parts to build the Tink (see previous Description).

CONVOKE TECHNOMAGIC TINK II

Level: Tech 2

As *Convoke Technomagic Tink I*, but you can convoke a second level Technomagic Tink. Parts for a second level Technomagic Tink cost 4000 GP.

CONVOKE TECHNOMAGIC TINK III

Level: Tech 3

As *Convoke Technomagic Tink I*, but you can convoke a third level Technomagic Tink. Parts for a third level Technomagic Tink cost 8,000 GP.



CONVOKE TECHNOMAGIC TINK IV

Level: Tech 4

As *Convoke Technomagic Tink I*, but you can convoke a fourth level Technomagic Tink. Parts for a fourth level Technomagic Tink cost 16,000 GP.

CONVOKE THERMODYNAMIC SIROCCO

Evocation (Tech)

Level: Tech 4

Components: V, S, F

Casting Time: Five minutes

Range: Long

Target: A field of null broadcasting one cubic mile/level of caster

Duration: One hour/ level of caster

Saving Throw: None

Spell Resistance: No

Description: You disrupt a wide band of electromagnetic frequency by creating a localized storm of heat-charged ions. The effect is a complete blackout of broadcast signals, such as radio, television, police and emergency signals—everything from short wave to ultra high frequency. The action of this spell also effectively deadens the use of sonar or radar by creating distracting echoes preventing accurate instrument readings. Individuals in the spell's area of effect may notice that the air has the prickly feel of charged ozone, but are otherwise unaffected.

This spell may not be automatically dispelled by the caster; once cast, its power is such that it resists all attempts to dispel it. Only a *Wish* spell has the power to quell a *Thermodynamic Sirocco*.

Arcane Focus: The Technomancer's Arcane Transformer.

CURSE OF AJAX

Transmutation

Level: Bard 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: One of the target's limbs (specified by the caster) develops a will of its own and has the desire to thwart and bedevil its host body at every turn. During combat, cursed arms actually attack the subject at random and inopportune moments. Cursed arms generally grab the most effective weapon within reach and have a +2 familiarity bonus to hit the subject body. Out of combat, cursed arms try to prevent the subject from eating, hinder all attempts to perform normal activities, and make some tasks—like driving or performing heal checks—impossible. A common



cursed arm ploy is to throw vital weapons and equipment away at inopportune moments. Cursed arms may also make obscene or inappropriate gestures at passers by should the opportunity present itself. Cursed legs will cut the subject's movement rate in half by trying to drag him in the opposite direction that he wishes to go, and during combat may attempt to kick or trip allies (-6 to any to hit rolls due to awkwardness). Cursed limbs will always stop just short of killing their subject; a cursed limb will stop its treason if its host is in immediate danger of death, only to resume once the host is no longer in mortal peril. Severing the offending limb ends this spell, as does a *Remove Curse*. A subject can only be under the influence of one *Curse of Ajax* spell at a time. The spell's effect never stacks with itself. This spell is ineffective on undead, constructs, or any creature without limbs.

CURSEBREAKERS

All curse spells may be removed by a Break Enchantment, Dispel Magic, Limited Wish, Wish *or* Remove Curse *spell. See the individual spell descriptions for limitations. A Spellcraft roll (DC 25) lets an individual know of the mundane means for ending a curse (for example, refraining from physical contact for a year and a day in the case of* Curse of Medea.

CURSE OF HERCULES

Transmutation

Level: Bard 3, Clr 3, Sor/ Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: This spell inflicts the subject with terrible madness, causing him to seek out and destroy his loved ones in the most direct means possible. If the subject fails his saving throw, he becomes obsessed with destroying his "enemies," meaning any previously trusted or cared for individual. Victims become ranting imbeciles incapable of guile or strategy, and will charge any friend head-on given the opportunity. The curse is destroyed by cursebreakers, or it ends automatically if the subject manages to kill everyone who he once trusted and loved. This spell is ineffective on undead, constructs, oozes, outsiders, animals, and vermin.

CURSE OF MEDEA

Transmutation

Level: Bard 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: This terrible curse has seemingly no effect when first pronounced upon a victim. It doesn't directly effect the victim—it effects the victim's friends and allies, and even innocent bystanders. Once this curse is in effect, any sentient creature coming into physical contact with the cursed individual bursts into flame. Skin to skin contact is not necessary—the spell takes effect even though only his clothes are touched, or if contact is made through gloves or gauntlets. The flames cause 1d4 points of damage per even caster levels per round, to a maximum of 7d4 damage. The flames continue until the victim either extinguishes them or

dies. Victims may attempt to smother the flames (a full round action, requiring a DC 18 Dex check). Immersion in water automatically douses the flames, although water does not prevent the first round of fire damage should the contact be made while either of the subjects are somehow immersed in water. Nothing stops the victim of this curse from using it as a weapon against his foes, and it may even be turned on the spellcaster.

Curse of Medea may be removed by cursebreakers. It may also be discharged if subject forgoes any physical contact for a year and a day. This spell is ineffective against undead, constructs, animals, vermin, and oozes.

CURSE OF NEMESIS

Transmutation

Level: Bard 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: This spell visits the target with terrible pain — all of the pain he has visited upon others during his lifetime. The amount of pain the recipient feels depends on how he has lived his life.

- Any creature which has killed at some point in his lifetime will be incapacitated with pain for one round per total character levels or hit dice. For example, an eleventh level fighter would be incapacitated for eleven rounds. Afterwards, the intense pain gives the subject a -4 penalty to all actions until this curse is removed.
- Any creature which has hurt others, even in circumstances such as auto accidents or friendly fire, but not killed others, receives a -4 penalty to all actions until the curse is removed.
- Any creature which has never hurt another creature is unaffected by this spell.

This spell may be countered by cursebreakers. The subject may also remove the spell by making a sincere apology or restitution to all of the victims he has ever injured, or their families or friends if they are not available (due to circumstances like death). Restitution, in this case, is defined as terms of reparation mutually agreed upon by the accursed and the victim (or victim's family or friends). The GM may rule evil creatures incapable of making a *sincere* apology or restitution. This spell is only effective on sentient beings, and is ineffective on animals, undead, vermin, oozes, constructs, and evil outsiders who revel in the pain they have inflicted upon their enemies.

CURSE OF PERSEPHONE

Transmutation

Level: Bard 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: This spell fills the target's perception with horrible visions of the underworld. He sees the listless spirits of the dead, hears the wailing of unhappy souls, and smells the sulfurous River Styx. He has no perception of the real world, and any movement may cause him to accidentally stumble into danger (walking into oncoming traffic or into a melee between allies and foes, for example). This curse may be removed by a cursebreaker, or

by forgoing all food save the seeds of a pomegranate for a season (Autumn or Winter). Obviously, the victim will need assistance to break this curse.

CURSE OF PHOBOS

Transmutation

Level: Bard 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: This spell bestows a psychological disorder, a specific phobia designated by the spellcaster. The fear must be of a specific thing, individual, situation, or location—something that can be avoided. For example, fear of life, fear of breathing, and fear of the dark are not allowed, but lupophobia (fear of wolves), arachnophobia (fear of spiders), triskaidekaphobia (fear of the number thirteen), and thanatosernomaiphobia (fear of Xcrawl) are all permissible. The subject will go to irrational lengths to avoid the subject of his fear, certainly putting himself at great inconvenience and possibly putting himself in harm's way. This curse may be broken by a cursebreaker, or by committing a rash and fearless act, one which has a better than average chance of killing the victim–such as jumping from a plane into the ocean without a parachute, or climbing a dangerous mountain. "Rash and Fearless" is subjective, depending on the relative power level of the effected – obviously, a ten year old child facing a raging pit bull is very different from a tenth level rogue trying the same stunt. This spell does not work on undead, constructs, animals, vermin, and outsiders.

CURSE OF THE SIRENS

Transmutation

Level: Bard 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: The victim of this curse cannot stop screaming, regardless of circumstance. He will yell and cry inarticulately, long after his vocal chords should have given out. Immersed in water, the victim will drown for lack of breath control (treat the subject an unconscious drowning victim). This spell completely prevents spellcasting, using scrolls, or triggering magic items requiring a verbal component. The afflicted must make a Dex roll (DC 15) to eat a morsel of food or take a sip of drink (affecting potion use). This spell can be removed by a cursebreaker or by filling the victim's mouth with feathers from a harpy.

CURSE OF TANTALUS

Transmutation

Level: Bard 3, Clr 3, Sor/ Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: This curse incapacitates the victim with an unquenchable thirst and hunger. No matter how much food or drink he takes, he cannot be refreshed,

as if he hadn't had anything at all. The victim is constantly compelled to seek out food and drink, even during inappropriate times (such as during combat). No matter how much he consumes, he loses weight and dehydrates as if he had had none. He will starve to death if the spell is not countered. This curse can be removed by a cursebreaker.

CURSE OF THE EVIL EYE

Transmutation

Level: Bard 3, Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The victim of this curse has his perception inverted—everything seems upside-down to him, as if his eyes were rotated. For the first five hours of this spell, the victim receives a -8 to hand to hand attack rolls, and attempts at ranged attacks automatically fail. Any skill checks representing movement (such as Climb, Jump or Tumbling checks) receive -8 as well. Additionally, many non-combat activities (such as Driving and complicated skills such as Alchemy and Craft) are rendered completely impossible. Once the victim has a minimum of five hours to get used to his condition, his attack penalty is reduced to -4, he may make ranged attacks with a -8 to hit, and receives a -4 to movement related and complicated skills (as above). This spell can be dispelled by cursebreaker, or the victim may break it himself by hanging upside-down for a continuous twenty-five hours.

CYCLONE BLAST

Evocation

Level: Sor/Wiz 5

Components: V, S

Casting Time: One action

Range: Medium (100' + 10'/ level of caster)

Target: Creature or creatures in a 10' x 10' square

Duration: Concentration, maximum one round + one round/level of caster

Saving Throw: Reflex, special

Spell Resistance: Yes

Description: You create an intense directed blast of wind, bowling over and damaging opponents. The caster must concentrate to maintain the spell, during which time he can cast no spells or take combat actions other than a normal move. The wind may be maintained a maximum of one round plus one round per level. *Cyclone Blast* effects a 10' x 10' area as designated by the caster, and creatures in its area of effect take 1d3 points per round from wind velocity. Additionally, creatures in its area of effect are knocked off their feet and forced ten feet away from the caster per round if they fail a strength check (DC 25, special size modifiers apply as if the creature were being grappled).

You can change the vector of the wind every round, re-targeting foes being forced away, to maintain the wind on opponents, as long as they are within range. Targets must make a new reflex save every round to avoid being effected. Creatures moving into the spell's area of affect must save or be effected normally.

This spell is the bane of earth-based creatures; against such foes the spell does an additional 1d12 damage per round due to erosion.

The *Cyclone Blast* has all of the effects of a powerful blast of wind, including extinguishing small fires and kicking up dust.

DISCORDANT CONJUNCTION

Conjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: One action

Range: Short

Target: One mirror image nemesis

Duration: One round/level of caster

Saving Throw: Will negates

Spell Resistance: Yes

Description: You create a mirror image simulacrum of the target, who immediately attacks the original. The mirror image is the equal of the victim, possessing the same abilities, equipment, and spells. The duplicate's hit points are equal to the victim's at the time the spell was cast, and any other physical states are mimicked as well (including the benefits of protective or enhancing spells and negative states such as *Panicked* or *Paralyzed*). The duplicate attacks the original, ignoring all other targets whenever possible. If the duplicate must defeat opponents to get to the original, it will attempt to do so in the most efficient manner possible. If the original is slain during the duration of this spell, the duplicate disappears immediately. Once the duplicate is slain or the spell's duration is over, the duplicate and all of its equipment disappear.

Material Component: A small vial of mercury, which must be shattered during the casting (cost normally 20 GP).

EGOLF'S BAZOOKA BLASTER©

Transmutation (Copyrighted)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: One action

Range: Personal

Target: You

Duration: Special

Saving Throw: Special

Spell Resistance: Special

Description: Your arm becomes a deadly rocket launching weapon. When the spell is cast, your adroit arm (right if you are right handed) becomes an aluminum firing tube with a tiny gun site, beginning just below the elbow and extending 10" longer than your arm normally reaches. The blaster is a missile weapon with a range increment of 100', and holds three shots before it is "empty." Each blast causes a 15' radius explosion, doing 5d6 per blast (Reflex save for half damage). The spell lasts until all three shots are fired, at which time your arm returns to normal. While the spellcaster's arm is in its *Bazooka Blaster* form, he may not cast spells with a somatic component and will have other obvious physical limitations—climbing ropes, holding certain objects, and countless other tasks are affected. The effect may be dispelled at any time, whether or not all of the blaster's shots have been fired. You can have only one *Bazooka Blaster* in effect at once, regardless of how many arms you may have, although you must have at least one arm to make the spell work. Ambidextrous characters may choose which arm becomes the blaster.

Material component: A specially prepared 50 GP note, which disappears upon casting.

EGOLF'S DEADLY DIGIT©

Transmutation (Copyrighted)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: One action

Range: Personal

Target: You

Duration: Special

Saving Throw: No

Spell Resistance: No

Description: This spell transforms your adroit hand (right if you are right handed) into a magical firearm. Your forefinger becomes the barrel, and thumb becomes a three-dot gun site. Your *Deadly Digit* may fire one shot per every even-numbered caster level, to a maximum of six. Each shot is a normal ranged attack with a 90' range increment, doing 1d6 on a successful hit and x3 damage on a critical. The *Deadly Digit* is subject to the normal ranged attack feats such as Point Blank Shot and Rapid Shot, although firing multiple shots in a round will deplete the spell's charges faster. You may also pistol whip opponents, doing 1d6 damage plus any strength modifiers. Pistol-whipping is a standard hand to hand attack which does not provoke an attack of opportunity. Once all shots have been fired, your hand returns to normal. While this spell is in effect, you may not cast spells requiring a somatic component. Additionally, having a gun where your good hand should be causes other physical difficulties, including picking up objects, signing your name, or climbing ladders. The caster may dispel the effect at any time, even if all shots have not been fired.

Material component: A specially prepared 25 GP note, which disappears upon casting.

EGOLF'S WAFFLE STOMPER©

Transmutation (Copyrighted)

Level: Sor/Wiz 2

Components: V, M

Casting Time: One action

Range: Personal

Target: You

Duration: One round + one round/level of caster

Saving Throw: None

Spell Resistance: No

One of your feet and any footgear on it transforms into a dangerous cleated megaboot. The boot/foot makes walking somewhat awkward (like wearing only one high-heeled shoe), reducing the casters movement by 5'. You may choose which foot, your right or your left, gets the boot. You may deliver powerful kicks that do not provoke an attack of opportunity with the boot. You can kick as many times as you normally may attack per round with the *Waffle Stomper*. You can make a kick attack at no penalty, even while grappled by multiple opponents. A kick from the caster does 1d8 damage + 1 point for every odd caster level, to a maximum of 1d8 +10. In addition, targets successfully kicked must make a Fortitude save or be at half normal movement for 1d4 rounds, due to the painful bruise this attack leaves. This spell has no somatic component, and the material component need not be in your hand when casts (it must be on your person, however—the bill may disappear from your wallet, for example). Only one *Waffle Stomper* may be in effect on any caster, regardless of how many legs you might have. You must have at least one leg for this spell to work.

Material Component: A specially prepared 10 GP note, which disappears upon casting.

EGOLF'S WHISTLE MISSILE©

Transmutation (Copyrighted)

Level: Sor/Wiz 3

Components: V, M

Casting Time: One action

Range: Personal

Target: You

Duration: One round + one round/level of caster

Saving Throw: Special

Spell Resistance: Special

Description: Your mouth becomes a powerful sonic amplifier, allowing you to attack opponents with a high-pitched

whistle, stunning opponents. Once the spell is cast, the caster's mouth takes the form of a high-tech megaphone. The caster may attack opponents with the *Whistle Missile* at up to 60' range. The high-pitched shriek automatically hits and does 2d6 subdual damage to a single target, and stuns them for a single round (Fort save for half damage and no stun effect). The *Whistle Missile* attack is useless against opponents immune to subdual damage, or who can't hear. The transformation disallows normal speech. While this spell is in effect, the caster may not use spells with a verbal components, nor can they use magic items requiring a verbal trigger command. The caster may dispel the spell at any time.

Material Component: A specially prepared 40 GP note, which disappears upon casting.

EMBLEM OF COMPANY

Universal

Level: Sor/ Wiz 2

Components: V, S, M

Casting Time: One round

Range: Touch

Target: Individual touched

Duration: Permanent

Saving Throw: Yes (harmless)

Spell Resistance: Yes

Description: You place a magical symbol on an individual, allowing him to recognize and be recognized by others wearing the same symbol. Individuals wearing the symbol may instantly recognize others wearing the same symbol, seeing it hang in the air just above their head. The symbol is normally invisible to non-members, but may be spotted by use of *True Seeing*. Individuals wearing an *Emblem of Company* do not notice individuals using the same spell to display a different symbol—the symbol must be identical in order for the magic to work. The spell is therefore useful for secret societies wishing to clandestinely notice one another. The symbol must first be carefully drawn on parchment. Once the symbol is in place, it is permanent until dispelled (*Dispel Magic*, *Limited Wish*, *Wish*). Individuals may wear only one *Emblem of Company* at any one time.

Material Component: The symbol drawn on parchment.

ENCHANTED LOGO

Illusion/Enchantment (Pattern)

Level: Sor/Wiz 0

Components: V, S, F

Casting Time: One action

Range: Touch

Target: Individual, surface, or object touched

Duration: Ten minutes/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes

Description: You conjure a glowing logo on some area of a players body, gear or any surface. The logo glows like neon, but does not shed usable light further than 1' away in darkness. You can use this spell to magically scribe corporate logos, personal symbols, or small bits of text. You must place the spell on a large enough surface area to take the whole logo. For example, a 10" x 8" logo could be placed on a player's chest, backpack, or on a blank wall, but not on the bill of a cap or on the flat of a sword. Placing this spell on an unwilling individual requires a touch attack, and the subject receives a Will save to resist.

An *Enchanted Logo* can be made *Permanent*, as per the spell, for 500 experience points.

Arcane Focus: A picture of the logo itself. The *Enchanted Logo* will be the same size as the picture copied.

FOCUS GROUP

Transmutation (Media)

Level: Media 3

Components: V, S, M

Casting Time: One action

Range: Special

Target: One group of individuals defined by a common factor

Duration: Ten minutes + ten minutes/level of caster

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

Description: This spell is similar to *Media Message*, but it allows you to communicate to a group rather than a single individual. The maximum group size equals your character level + intelligence bonus. The group must be defined by something they have in common: "all the members of the Uniondale Spiders Xcrawl team," or "the survivors of the train wreck" would work, but "my brother, his accountant and the three guys I met on the train" would not. Other than the target size, this spell is identical to *Media Message*.

Material Component: The Media Mage must have access to a TV or radio to cast this spell, depending on which media he intends to broadcast over.

FRIKI-CHOO COLA CALL©

Summoning (Copyrighted)

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: One action

Range: Zero

Target: One Frosty Beverage

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

Description: You summon a frosty mug of Friki-Choo cola, which appears in a flash of light and a brief fanfare of unseen trumpets that can be heard clearly from 100'. The drink comes in an etched glass with shaved ice. As soon as the drink is drained or the glass leaves your hand, the glass disappears into nothingness.

Material Component: Two specially prepared silver pieces, which disappear once the spell is cast. The Friki-Choo marketing team often gives away freebie scrolls and material components to Xcrawling wizards.

GLARING OMISSION

Enchantment (Media)

Level: Media 2

Components: V, S

Casting Time: 1 action

Range: Long

Target: One creature

Duration: Ten minutes + one minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Description: This spell lets you force the target into lying. The target makes a Will save or is unable to tell the whole truth for the duration of the spell. He speaks as if it was his considered intention to fully deceive his audience, be it an individual or a television camera. Once the spell is over, the subject makes an additional Will save; if he fails the second roll, he believes that lying was his own idea.

GRAVITY SPHERE

Level: Sor/Wiz 5

Components: V, S

Casting Time: One action



Range: Personal

Target: You

Duration: One minute + one minute/level of caster

Saving Throw: No

Spell Resistance: No

Description: This spell creates a sphere just large enough to hold the spellcaster and still allow some movement. Within this sphere, the force of gravity conforms to the spellcaster's relative direction in space. Down is wherever the wizard puts his feet. This allows him to walk along walls, under overhangs, and upside-down. Furthermore, if you are able to change your orientation in mid air, you can "fall" any direction. Once you have traveled any distance in air, you make a Tumble check (DC 20), and if successful, you can change the course of your descent. Note that any distance traveled is the equivalent of a fall that same distance, with the same penalties applying. This spell does not allow flight; you must always designate a surface as the direction of down.

HEXING REJOINDER

Abjuration

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: One minute

Range: Personal

Target: You

Duration: Permanent until dispelled

Saving Throw: Per chosen spell

Spell Resistance: Per chosen spell

Description: You preset a magical counter-punch for hostile spellcasters. You must cast the spell from your repertoire of personal spells, not scrolls, or spell-like effects from magic items, or spell-like abilities. The spell uses material components normally. You may only have one preset *Hexing Rejoinder* at any given time. The *Hexing Rejoinder* affects the first hostile spellcaster casting a spell upon you. Once you are struck by a spell, your preset spell automatically launches itself at the opponent attacking you. If the enemy spellcaster is out of range of your spell, the *Rejoinder* is wasted. Likewise, spells with a target of "You" cannot be a component of this spell. If the spell is an area effect attack, it is automatically centered on the caster. The *Hexing Rejoinder* does not count as a spell slot expenditure when it is triggered, but you do lose the spell normally when you prepare the spell.

Arcane Focus: A small mirror.

HOWITT'S FLEXIBLE FORM©

Transmutation (Copyrighted)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One creature

Duration: One minute + one minute/level of caster

Saving Throw: No

Spell Resistance: No

Description: You gain amazing flexibility. Your body can stretch and bend into seemingly impossible shapes. You gain + 10 bonus on all escape artist rolls and the ability to squeeze through any gap of 2" diameter or greater. While this spell is in effect, the caster receives a +2 natural armor bonus to his AC; his malleable form is difficult to damage. Equipment does not become flexible with the caster. You must be corporal to use this spell, and it does not allow you to change your mass or weight, or lengthen any part of your body.

Material Component: A specially prepared 20 GP note, which disappears upon casting.



HOWITT'S REROUTE©

Level: Sor/ Wiz 4

Components: V, S, M

Casting Time: One action

Range: Personal

Target: You

Duration: One hour + one hour/level of caster

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

Description: You may consciously control the internal organs within your body. You may shift specific organs and reroute entire body systems, such as the respiratory or circulatory, to avoid damage and facilitate supernaturally fast healing. While this spell is in effect, you gain immunity to critical hits, subdual damage, stun attacks, and sneak attack damage—your vitals actually dodge out of the way of incoming attacks. In addition, if the caster sits still and takes no other action, he can make a heal roll (DC 15) to regenerate one hit point per round, up to a maximum of 90% of his normal total. The caster must make a heal roll each round to regain a hit point. This represents him manually repairing damage and distributing internal resources for their maximum healing effect. Many spellcasters find this spell uncomfortable and repugnant—your body's organs moving around is not a pleasant sensation.

Material Component: A specially prepared 50 GP note, which disappears upon casting.

HOWITT'S STRETCHING EXTREMITIES©

Transmutation (Copyrighted)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Self

Target: Creature touched

Duration: One minute/level of caster

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

Description: The subject can stretch his arms to amazing lengths. You gain five feet additional maximum reach in each arm for every three caster levels. The subject stretches like rubber and ignores his normal anatomical range of motion, reaching around corners or bending his elbows backwards if he so chooses. For the duration of the spell, the target can stretch his limbs to any length he chooses up to the spell's maximum, although he may



not make his arms shorter than normal. He gains no additional strength, but he magically retains his lifting power at any distance, regardless of leverage problems. For example, a ninth level human sorcerer casts *Howitt's Stretching Extremities* on himself, giving him an extra fifteen feet of reach with each arm. He could lift a treasure chest weighing up to 175 pounds up at the maximum extent of his reach, even though his lack of leverage should disallow him to do so. This spell works on a maximum of two arms; spellcasters with multiple arms must cast this spell multiple times to have all limbs affected. Multiple castings do not affect the subject's maximum stretching length.

Material Component: A specially prepared 30 GP note, which disappears upon casting.

I CAN'T BELIEVE IT'S NOT FEATHER FALL!©

Transmutation (Copyrighted)

Level: Sor/ Wiz 0

Components: V, M

Casting Time: Special

Range: Zero

Target: Touch

Duration: One round/ level of caster

Saving Throw: No

Spell Resistance: No

Description: This powerful cantrip slows down your falling speed. Your velocity is instantly halved when this spell is cast. You take half damage from any fall while this spell is in effect. If the spell's duration ends before you reach the ground, you immediately begin to accelerate to a normal falling velocity. This spell can be cast as a free action, and the caster need not have the material component in hand for the spell to take effect (although he must have it on person).

Material Component: A coupon, covered with arcane symbols, which may be ordered through the mail in the NAE. Coupons cost 10 GP each and disappear once the spell is cast. Orders of more than ten coupons receive a 10% discount.

I CAN'T BELIEVE IT'S NOT FIREBALL!©

Evocation (Copyrighted)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Medium

Effect: 10' radius blast

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Description: You create a smallish fire explosion. The blast affects a 10' radius, and causes 1d4 points of damage per caster level (maximum 5d4) to every target in its area of effect, including inanimate objects. It can ignite combustible items such as paper and fabric, but is not hot enough to melt most metal.

Material Component: A coupon, covered with arcane symbols, which may be ordered through the mail with a check or money order in the NAE. Coupons cost 20 GP each and disappear once the spell is cast. Orders of more than ten coupons receive a 10% discount.

I CAN'T BELIEVE IT'S NOT TELEPORT!©

Transmutation (Teleportation) (Copyrighted)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: One minute

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description: This spell allows you to instantly travel to a pre-designated area. You can only transport yourself and up to twenty pounds of gear per level. The area you teleport to must be prepared beforehand with an arcane circle, which must be marked exactly on the floor. If you ever decide to change your teleport destination, you must remove the former circle, leaving absolutely no trace, and draw a new circle in the new designated location. If you fail to completely remove the former arcane circle, half of your body and equipment (by weight) will be sent to each location, killing you instantly. This occurs even if only a tiny portion of the old circle remains. If your arcane circle is broken or erased, the spell will fail. If you go over the weight allowance of the spell (20 pounds of gear per caster level), then you remain in place while your equipment, including all clothing and any magic items you carry, disappear into the ether, never to be seen again. As long as the arcane circle is intact and there is no duplicate circle created by the same spell caster, there is no chance of a teleportation error. *I Can't Believe It's Not Teleport!* causes a loud explosion and cloud of foul-smelling smoke when you arrive.

Material Component: A coupon, covered with arcane symbols, which may be ordered through the mail with a check or money order in the NAE. Coupons cost 50 GP each and disappear once the spell is cast. Orders of more than five coupons receive a 10% discount.

INFORMATION OVERLOAD

Abjuration (Technomagic)

Level: Media 2

Components: V, S, M

Casting Time: One action

Range: Medium

Target: One creature

Duration: Instantaneous

Saving Throw: Special

Spell Resistance: Yes

Description: You fire an electrical ray of concentrated data at your opponent, overloading his brain with information. The ray requires a ranged touch attack to hit. The ray does 1d10 electrical damage (no save). The electrical discharge is just a vector for the real attack, a blast of concentrated information filling the opponent's senses with millions of images, sounds, and bits of random statistics and facts per second. The massive intelligence intrusion stuns an opponent for 1d6 rounds (Will save negates). Media Mages receive a +4 on this save to reflect their constant media conditioning. Creatures who are immune to electrical damage are also immune to the spell's stunning effect.

Material Component: The Media Mage's Arcane Transformer.

INVISIBILITY TO MEDIA

Illusion

Level: Sor/Wiz 2, Tech 2, Media 1

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Ten minutes/level of caster

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Description: You and any equipment you carry become



invisible to all video recording devices, including still cameras, video cameras, AVSs, and motion picture cameras. This spell defeats the *See Invisibility* power of Technomagic Sentinels. This spell does not confer invisibility to normal sight. Equipment dropped during this spell's duration seems to magically appear on camera; likewise, items picked up and hidden on the recipient's person seem to suddenly disappear. Attacking or being attacked does not dispel *Invisibility to Media*.

KUPERSMITH'S BITTER BILE©

Necromancy (Copyrighted)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One creature

Duration: One round plus one round/level of caster

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description: This spell poisons the glands of the victim's throat. Once the spell is cast, you have three rounds to connect with a hand-to-hand touch attack before the spell dissipates harmlessly. If you connect and the victim fails his saving throw, the spell causes his glands to swell terribly. The target takes one point of temporary Con damage, and one more point of Con damage per level. In addition, the victim spews forth a noxious frothy green discharge from his nose and mouth, preventing normal speech. This stops any spellcasting with verbal components, and the use of magic items with a command word trigger, such as scrolls and wands. If the victim is reduced to zero Constitution by this spell, he begins to drown in his own discharge (treat as normal drowning, but the effects disappear once the spell's duration ends). This spell can be negated with a *Remove Curse*.

Material Component: A specially prepared 25 GP note, which disappears upon casting.

KUPERSMITH'S CHILLING VIRULENCE©

Necromancy (Copyrighted)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One weapon

Duration: One round + one round/level of caster

Saving Throw: Fort halves

Spell Resistance: Yes

Description: You magically coat one weapon with a deadly magical ice poison, which freezes your opponent's heart. The spell works on any one slashing or piercing weapon. If an opponent is struck with a weapon poisoned with *Kupersmith's Chilling Virulence,* she takes 1d10 points of additional cold damage and 1d4 points Str damage immediately, and an additional 1d4 points of cold damage in one minute. When used against fire-based creatures, the Strength damage is doubled. The poison retains its potency for one strike for every three caster levels. Victims reduced to zero Strength die, their hearts becoming chunks of red ice. Creatures immune to cold or poison ignore the effects of this spell.

Material Component: A specially prepared 15 GP note, which disappears upon casting.

LAURELS OF GLORY

Level: Clr 0, Bard 0, Sor/Wiz 1

Components: V, S

Casting Time: One action

Range: Touch



Target: Creature touched

Duration: One round/ level of caster

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Description: The spell enhances the presence and the bearing of the target, giving him an aura like a glorious hero of old. This spell adds ten to the character's Fame for the spell's duration.

LONG DISTANCE VOYAGE

Transmutation (Teleport) (Technomagic)

Level: Tech 4

Components: V, S, F

Casting Time: One action

Range: Zero

Target: You and the creatures you are touching (see description)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description: You instantly travel between any two places connected by an open telephone line. You must be speaking on an open telephone line to another party when you cast this spell. You do not need to know where the individual on the line is in order to safely teleport to his location. Once the spell is cast, you are instantly teleported to the location of the individual. You arrive safely at the individual's side. The call recipient need not be aware you are casting a spell in order for it to work. The caster may also carry up to 100 pounds of gear, and may travel with one additional creature per Technomancer level. Creatures traveling together via *Long Distance Voyager* must be in physical contact with one another. If there is no room for the individuals in the space where they arrive—such as in a phone booth—the teleported creatures will either be crushed or will burst out of whatever holds them (in the case of a phone booth). GM's discretion on damage and other effects.

Arcane Focus: The Technomancer's Arcane Transformer and a functioning telephone line.

MAGIC RAMP

Conjuration

Level: Sor Wiz 2

Components: V, S, M

Casting Time: One action

Range: Medium

Target: One magically summoned ramp

Duration: One round/level of caster

Saving Throw: No

Spell Resistance: No

Description: You create a magical ramp. This ramp is up to 10' long and 10' wide, and can have as much as a 45° angle. The ramp can hold up to 1000 pounds per spellcaster level. Overburdened *Magic Ramps* will shatter and be destroyed. The GM must determine the effects of vehicles jumping off ramps, dependent on the vehicle's speed and weight.

MEDIA MESSAGE

Transmutation (Media)

Level: Media 2

Components: V, S, M

Casting Time: One action

Range: Special

Target: One creature with media access

Duration: One minute/ level of caster

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Description: You send a magical personal message over broadcast media—such as radio or television—that can only be heard by its intended target. In order for this spell to work, the target creature must be tuned in to the appropriate media, i.e. radio if the mage

uses radio or TV if the mage is broadcasting over TV airwaves. No matter which medium is used, you can only send voice messages, not text or images. The recipient may not answer back by means of this spell, although he may use his own *Media Message* spell to hold a conversation with the initiator. The magic of this spell automatically finds the correct recipient and delivers the message. Even if the target creature is with other individuals, only he can hear the message—observers may hear a distant background static (Listen check DC 30) if they make an active effort. This spell will not work under any conditions disallowing normal speech, such as within a magical *Silence* field, or in a raucous club.

Material Component: The Media Mage must have access to a TV or radio to cast this spell, depending on which media he intends to broadcast over.

MEDIA PHANTOMS

Illusion (Media)

Level: Media 4

Components: V, S, M, F

Casting Time: One action

Range: Special

Target: One creature

Duration: Concentration + ten minutes

Saving Throw: Will reduces effect.

Spell Resistance: Yes

Description: You cause a hideous mélange of horrifying sounds and images to bedevil the target creature from all nearby sources of media, including television, radio, movies, videos, and even print sources such as newspapers and books. You can cast this spell from anywhere in the world, concentrating on the victim. You cannot fully control what form these images take; you concentrate on a *theme* that will instill fear and confusion in the victim, and the magic invokes the victim's subconscious. If the victim fails his save, he sees images of these themes everywhere in the media, blending almost seamlessly with the real thing.

Example: Evil Media Mage Susan Todd decides to give her ex-husband, Archie, a really bad Monday. She casts *Media Phantoms* on him at 6:30 in the morning, concentrating on the theme of fear. Archie is mortally afraid of disease and hospitals. As he walks to work, he slowly begins to notice the spell's effect; he perceives newspaper headlines that read "Incurable Viral Infection Sweeps Nation" and "Airborne Illness On The Rise." He hears his favorite song on a taxicab radio, except it seems that the lyrics have become an ode to a two-month stay in an intensive care ward. He opens his paperback to take his mind off all the strangeness, and is shocked to read that the protagonist has suddenly come down with a deadly disease.

Possible themes include death, insanity, humiliation, fear, guilt, or paranoia. You do not have control over specific aspects of the illusion, nor how the victim's subconscious will interpret a given theme; for example, the *Death* theme may make the victim focus on fear of losing his own life, or the eventual deaths of those he cares about, or on undead creatures he fears. The GM has full artistic license.

If the victim makes a successful Will save, the effect is greatly diminished. The projected theme seems to coincidentally appear in everything he reads, watches or listens to that day. The effect is subtly unnerving, but not terror inducing.

Positive themes such as love, forgiveness, self-esteem, trust, and awe are also possible.

Example: The theme *hope* might give the target images of a world uniting, happiness, and good news in general—everywhere he sees media he sees a positive message. While such images will likely not cause terror in the victim, it will still be a singular and disorientating experience, and the victim still gets a saving throw.

There is a very simple cure for this spell: if the victim simply avoids the media he avoids the spell's effect.

Material component: A reference to the victim in some form of media; a mention in print, a recording, or a photograph will work.

Arcane Focus: A candle and a thin metal rod.

MELSENSCHLAP'S 1-D LIGHT©

Evocation (Copyrighted)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One object

Duration: Ten minutes/level of caster

Saving Throw: Yes (harmless)

Spell Resistance: Yes

Description: You create a field of light that cannot be seen beyond its own border—the light is only visible to those standing within its radius. The spell causes an object to glow in a 20′ radius, but those standing farther than 20′ away from the source cannot see the light at all. Example: A party is walking down a dark corridor using a sword with *Melsenschlap's 1-D Light* cast upon it. There are orcs down the hallway, but they do not see the party until they are 20′ away and the light reaches them.

The magical light sheds no heat. This spell is countered by *Darkness* spells and effects.

Material Component: A specially prepared 25 GP note, which disappears upon casting.

MELSENSCHLAP'S 1-D PORTHOLE©

Transmutation (Copyrighted)

Level: Sor/ Wiz 4

Components: V, S, M

Casting Time: One action

Range: Short

Target: One door-sized opening

Duration: One minute + one minute/level of caster

Saving Throw: None

Spell Resistance: No

Description: This spell opens a one-way porthole through a solid wall. The magical passageway is up to five feet wide, ten feet tall and one foot per level deep. Once the spell is cast, the users can see through into the next chamber, but they cannot be seen. The passageway allows only one-way travel, once the individual steps into the new passageway they can't leave through *Melsenschlap's 1-D Porthole*. Individuals stepping through the magical passage appear to step out of a solid wall. If the passageway is dispelled while people are inside, they are forcibly ejected back the way they came.

Material Component: A specially prepared 50 GP note, which disappears upon casting.

MEDESKI'S ABERRANT TRAIT©

Transmutation (Copyrighted)

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: One action

Range: Personal

Target: You

Duration: One round + one round/ level of caster

Saving Throw: No

Spell Resistance: No



Description: You gain a physical ability from a monster you have encountered. You may borrow one of the following traits from the creature you choose: appearance, a single attack type, a single movement rate, natural armor bonus, or a single ability feat or skill. Any abilities gained do not stack with the spellcaster's own abilities. For example: a wizard with a natural armor bonus can only benefit from copying the monster's natural armor bonus if it is greater than his own. Copying a monster's attack type does not also copy its strength bonus to damage. If the caster copies an animal's movement rate, he gains the relevant feature of the animal—choosing a dragon's flying movement rate causes the caster's arms to become wings, and choosing a mermaid's swimming rate morphs the caster's legs into a giant fish tail. If the caster chooses to emulate the monster's appearance, he transforms into a melding of himself and the creature he copies. The appearance change doesn't cause the character to take on other traits of the creature, such as natural weaponry or flight. For example: if a wizard chose the appearance of a medusa, his head would sprout snakes and he would look terrifying, but he would not gain any relevant physical abilities (such as the ability to attack with snaky locks) or the petrifying gaze. Traits copied are from an average creature of that type, you cannot choose a specific or exceptional example of the creature to copy. A caster may use this spell multiple times, but the results do not stack with one another; the caster must choose a different trait to emulate each time.

Arcane Focus: A specially wrought amulet of platinum and iron available in the continental NAE by mail for a 200 GP, check or money order.

MEDISKI'S DEVOLUTION©

Transmutation (Copyrighted)

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: One action

Range: Personal

Target: You

Duration: One round + one round/level of caster

Saving Throw: No

Spell Resistance: No

Description: You gain a physical trait of an animal. You may choose one of the following traits to copy: appearance, single attack type, movement rate, attack type, natural armor bonus, or a single ability feat or skill. Any abilities gained do not stack with the spellcaster's own abilities. For example: a wizard with a natural armor bonus can only benefit from copying an animal's natural armor bonus if it is greater than his own. Copying an animal's attack type does not also copy its strength bonus to damage. If the caster copies an animal's movement rate, he gains the relevant feature of the animal—choosing an eagle's flying movement rate causes the caster's arms to turn into wings, and choosing a gorilla's climbing rate gives him the arms and hands of a simian. If the caster chooses to emulate the animal's appearance, his appearance transforms to a melding of his own and the animal he copies. If he chose the appearance of a housecat, his face would take on a feline cast and short fur would sprout all over his body. The appearance change doesn't cause the character to take on other traits of the animal, such as natural weaponry. Traits copied are from an average animal of that type—the caster cannot choose a specific or exceptional example of the animal to copy. A caster may use this spell multiple times, but the results do not stack with each other; the caster must choose a different trait to emulate each time. Your equipment changes shape when necessary to accommodate your new body shape for the duration of the spell, so there is no chance of you "transforming out" of clothing or protective magical devices.



Arcane Focus: A specially wrought amulet of bronze and silver, available in the continental NAE by mail for a 100 GP check or money order.

MEDISKI'S MISSING LINK©

Transmutation (Copyrighted)

Level: Sor/ Wiz 6

Components: V, S, F

Casting Time: One action

Range: Personal

Target: You

Duration: One round +one round/ level of caster

Saving Throw: No

Spell Resistance: No

Description: Under the effect of *Mediski's Missing Link*, you appear to have reverted to something between a gorilla and a primitive human. While in the simian battle form, you may not cast spells, use scrolls, or devices producing spell-like effect. Equipment you wear grows to accommodate your new form, so you do not "grow out of" personal gear or magical protective devices. The battle form may be dispelled at any time. For an hour after casting this spell, the caster feels especially aggressive and primal.

The spellcaster's appearance becomes more primal, taking on a more sloping brow and pronounced jaw, arms extending by several inches, and short fur covering his entire body. In your new form, you gain the following bonuses:

- +4 Strength and Dexterity
- +6 Constitution
- +10' to your running speed
- + 10 to all Climb and Jump skill checks
- Two slam attacks per round at your normal melee combat bonus + 5, doing 1d10 (+ adjusted strength) damage
- The Rend special attack.
- The Multidexterity feat.
- The Magical Beast creature type

If the spellcaster strikes with both slam attacks in a single round, he rends his opponent for an additional 2d8 + improved Str bonus damage.

Arcane Focus: A specially wrought amulet of bronze and steel, available in the continental NAE by mail for a 200 GP check or money order.

MEDISKI'S SIMULTANEOUS DEVELOPMENT©

Transmutation

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: One action

Range: Personal

Target: You

Duration: One round +one round/ level of caster

Saving Throw: No

Spell Resistance: No

Description: You copy a trait from your teammate. For purposes of this spell, "teammate" is defined as an adventuring or traveling companion who has been your ally in a combat or other action situation, but not a familiar or animal companion. You may copy one of the following traits from your ally: base attack bonus, a single movement rate, or a single ability feat or skill. While you may benefit from multiple castings of *Mediski's Simultaneous Development* the effects do not stack with themselves; you must choose a different trait with each casting.

Arcane Focus: A specially wrought amulet of gold and jade, available in the continental NAE by mail for 250 GP, check or money order.

MORPH AUDIO

Illusion (Media)

Level: Media 3

Components: V, S, F

Casting Time: One action

Range: Close

Target: One audio recording device

Duration: One minute/level of caster

Saving Throw: No

Spell Resistance: No

Description: You create a special audio illusion that can be picked up by recording devices. Cast during the recording process, this spell allows you to add any sound you have experienced to recorded media. Once it has been recorded, the phantom sounds cannot be distinguished as illusory, nor can they be disbelieved. You must make a Performance (mimicry) check to effectively simulate a specific voice or sound (example: the Emperor speaking, as opposed to any other random voices).

Arcane Focus: A tin kazoo.

MORPH VIDEO

Illusion (Media)

Level: Media 3

Components: V, S, F

Casting Time: One action

Range: Close

Target: One camera

Duration: One minute/level of caster

Saving Throw: No

Spell Resistance: No

Description: You create a special visual illusion that can be recorded on film, videotape, or static photography. You create your illusion in front of the camera, and it is recorded as if it were real. Once recorded, the phantom images created by this spell cannot be distinguished from real images. *Clarity Tracking* perceives *Morph Video* effects as a lie—they appear fuzzy and out of focus.

Arcane Focus: A small red plastic lens.

NOTME'S PSYCHIC SHIELD

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: One minute

Range: Personal

Target: You

Duration: One hour + One hour/level of caster

Saving Throw: No

Spell Resistance: No

Description: You hide your mind from psychic assaults and invasions. While this spell is in effect, you are completely immune to *ESP*, *Domination* and other mind-affecting spells. Psychic attacks which require a visual line of sight, such as the mind blast of a monster, affect the character normally.

Material Component: A newly minted, unmarked Gold Piece.

THE NOTME SPELLS

Notme spells aren't found in any spellbook; copies are passed through trusted acquaintances and friends, or on the black market. While the authorities are not aware of the Notme spells as of early 4700, possession of them would be considered treason.

NOTME'S PSYCHIC SLUG

Universal

Level: Sor/Wiz 2

Components: V, M

Casting Time: One action

Range: Zero

Effect: One outgoing copyrighted spell

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Description: You cheat paying for copyrighted spells, expending a dummy piece of paper in place of the required treasury note. You cast this spell on a piece of parchment with arcane symbols and equations immediately before you cast a copyrighted spell. You then substitute the parchment for the treasury note. You must make a Spellcraft roll (DC = 10+ the copyrighted spell's level) to trick the spell into working properly. Failure indicates that the copyrighted spell is lost without effect.

Material Component: The dummy parchment, and a newly minted Gold Piece, unmarked and unmarred.

NOTME'S BURIED TREASURE

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: Five minutes

Range: Touch

Target: Creature touched

Duration: Special

Saving Throw: Special

Spell Resistance: Yes

Description: You completely hide a memory so perfectly that the mind no longer realizes it carries it. The spell takes five minutes to cast, during which the subject concentrates on the memory he wishes to hide. Once the spell is complete, the subject has no recollection of the hidden memory, and isn't aware that he just had a spell cast upon him. The memory is forgotten and cannot be discovered using mind-affecting magic. The memory is completely gone until the trigger sets it free. The caster decides the trigger when the spell is cast. The trigger can be a phrase ("Have you tried the yellow lobster?"), circum-stance (a man in a red hat tosses you a football), preset time (March 15 of 4700, two minutes after sunset), or event (the death of the Emperor). The amount of information that can be retained is determined by the caster's level. The memory can be a single spell, a single life episode, or memorized textual information of up to 1,000 words per level of caster. Other than the preset trigger, only a *Wish* spell can discover a memory hidden with *Notme's Buried Treasure*.

Material Component: A newly minted gold coin, unmarked and unmarred.

POLECAT HELLO

Conjuration

Level: Sor/Wiz 2

Components: V, S

Casting Time: One Action

Range: 10' + 1'/level of caster

Effect: Cone of musk 10' long and 5' wide at its base

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

Description: You create a blast of musk so offensive it nauseates a victim. The musk shoots from your fingertip in a cone, 10' long and 5' wide at the end of its range. All creatures struck must make a Fortitude save or be *Nauseated* for 1d4 rounds + one round/level of caster (maximum +5 rounds). This spell is ineffective against undead, constructs, and any creatures who do not breathe or have no sense of smell.

QUERRET'S SUBLIME SUBTITLES©

Divination (Copyrighted)

Level: Sor/Wiz 3

Components: S, M

Casting Time: One action

Range: Personal

Target: You

Duration: One minute + one minute/level of caster

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Description: This spell provides subtitles for everyone in your field of vision. The subtitles appear as two-dimensional text at the bottom of the wizard's field of vision. Any speech the caster can clearly hear and understand becomes subtitled, and multiple speakers create multiple lines of text for the wizard. The subtitles capture what everyone says perfectly if they speak the spellcasters primary language, and foreign speech is precisely transliterated to the caster's primary language. Deafened spellcasters can read what people are saying without hearing them, provided they are speaking within 30' of the caster.

The subtitles grant a +10 insight bonus to Spellcraft checks; once the arcane language is translated to simple speech, it's easy to discern what spell is being cast.

This spell's effects are normally invisible to everyone but the casting wizard. However, this spell has an odd synergy with Technomagic AVS spells; anyone watching a sorcerer cast this spell on an AVS will be able to read the subtitles along with the caster, provided they speak the caster's primary language.

Material Component: A specially prepared 20 GP note.

RAGSDALE'S BITCHSLAP©

Transmutation (Copyrighted)

Level: Sor/Wiz 3

Components: S, M

Casting Time: One action

Range: Touch

Target: Creature slapped

Duration: Instantaneous

Saving Throw: Will halves

Spell Resistance: Yes

Description: This spell allows the caster to deliver a devastating open-hand slap capable of stunning and incapacitating a victim. The slap makes a sound like a small thunderclap, and can clearly be heard 100' away. The slap does 1d10 subdual damage per every odd caster level, i.e. 3d10 at fifth level, 4d10 at seventh level, 5d10 at ninth level, to a maximum of 10d10 (Will save for half damage). In addition, creatures failing their save are stunned for one round. The damage from *Ragsdale's Bitchslap* cannot be augmented by a hand-to-hand attack, nor does it receive a strength bonus for damage. The slap does not provoke an attack of opportunity. The caster can strike the same round he casts the spell.



Material Component: A specially prepared 20 GP note, which disappears upon casting.

RAGSDALE'S DISRESPECTING HAND©

Evocation (Copyrighted)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Medium

Target: One disembodied hand

Duration: One round/level of caster

Saving Throw: None

Spell Resistance: Yes

Description: *Ragsdale's Disrespecting Hand* creates a disembodied glowing hunter-orange hand that gets in your opponent's face and will not get out. The hand sticks with the target, no matter where he moves. It is unaffected by *Illusion, Invisibility,* or *Displacement. Dispel Magic* has the normal chance to terminate this spell. While this hand is in a target's face, the target receives a -6 distraction penalty to attacks, and must make a concentration check (DC 20 + *Hand's* caster's intelligence or charisma bonus (for a wizard or sorcerer, respectively) to cast any spell, or magic item creating a spell-like effect like a wand, staff, or scroll. The target can shove the hand away as a partial action with a successful strength versus strength roll (the hand receives +3 for its 17 Str), but it automatically returns at the beginning of the next combat round. The hand is the size of a human hand, and may be attacked and destroyed. The hand is AC 21, has 1d10 hit points per caster level, and has a damage reduction of 20/+1.

Material Component: A specially prepared 10GP note.

RACHANDA'S WORKOUT©

Transmutation (Copyrighted)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

Description: This spell charges the target's body with positive energy which courses through muscles and fatty tissue and invigorates the vital organ systems. In effect, it gives the target the benefits of having an amazing workout. It can be used to fulfill an athlete class character's constant training requirement. The target is fatigued for half an hour after the spell is cast, as well as being extremely sweaty, a bit sore and hungry.

Material Component: A specially prepared 10GP note.

REBUILD APPARATUS

Transmutation (Technomagic)

Level: Tech 2

Components: V, S, F

Casting Time: One minute

Range: Touch

Target: One machine

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Description: You magically reassemble parts of machine into a whole. The parts must all be in full working order—this spell does not repair broken machines, only disassembled ones. The caster assembles the pieces in an area large enough

to hold the assembled machine. Once the incantation is cast, the components rise up and fly together in a few short seconds, joining themselves tightly. All of the assembled pieces must have been together at some time—random car parts cannot make a new random car. Once the spell is complete, the Technomage has a supernatural insight into the completed machine—he knows which components are missing or non-functional, if any.

Arcane Focus: The Technomancer's Arcane Transformer.

RENOVATE APPARATUS

Transmutation (Technomagic)

Level: Tech 4

Components: V, S, F

Casting Time: Five rounds

Range: Zero

Target: One item

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Description: You summon the missing parts of a broken machine. When you cast this spell, the missing parts of a non-functioning machine appear at your feet. This spell can be used in conjunction with any *Repair* spell to repair virtually any machine. This spell cannot be used to duplicate existing parts, or to create replacement parts. This spell summons the original missing parts whenever possible, or finds new parts if the old have been completely destroyed (for example, disintegrated).

REPAIR ARCANE APPARATUS

Transmutation (Technomagic)

Level: Tech 4

Casting Time: One hour

Description: Except where noted above, this spell is identical to *Repair Heavy Apparatus*, but the spell's power can repair magically enhanced machines (such as AVS Control Boards or Arcane Transformers) or summoned technomagical creatures (such as Technomagic Sentinels). If this spell is cast upon a technomagical creature, it heals 3d10 hit points + 1 hit point per caster level to the creature (maximum + 15).

REPAIR HEAVY APPARATUS

Transmutation (Technomagic)

Level: Tech 3

Casting Time: 30 minutes

Description: Except as noted above, this spell works like *Repair Major Apparatus*, with the following differences. This spell works on major machinery, such as vehicles with multiple systems (automobiles, airplanes), complicated electronic machines (televisions, video equipment), or oversized simple machines (elevators, assembly line conveyer belts).

REPAIR MAJOR APPARATUS

Transmutation (Technomagic)

Level: Tech 2

Casting Time: Ten minutes

Description: Except as noted above, this spell is exactly like *Repair Minor Apparatus*, with the following differences. The spell works on intermediate level machines with multiple internal systems. This includes industrial tools (such as jackhammers or hydraulic lifters), alcohol powered tools (such as riding lawn mowers or electrical generators), or electronic driven machinery (alarm clocks).

REPAIR MINOR APPARATUS

Transmutation (Technomagic)

Level: Tech 1

Components: V, S, F

Casting Time: Five rounds

Range: Zero

Target: One item

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Description: You magically repair a simple, non-functioning technological apparatus, restoring it to full functionality. *Repair Minor Apparatus* can completely repair a simple machine, such as a clothes iron, a firearm, or a power tool. Alternately, this spell can repair a single component of a more complex machine, such as an automobile's drive shaft or a building's air conditioning system's thermostat. The machine must have all of its parts in order for this spell to work, although those parts can be in any condition. Once this spell is cast, the Technomage will have a supernatural understanding of the machine, and will know if any components of the machine are missing.

Arcane Focus: The Technomancer's Arcane Transformer.

SOUL SHIELD

Abjuration

Level: Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Ten minutes/level of caster

Saving Throw: None

Spell Resistance: No

Description: This spell creates an impenetrable shield defending the target creature's anima, completely blocking the following spells or spell-like effects: *Death Knell, Energy Drain, Finger of Death, Magic Missile, Soul Bind,* and magical death effects (for example, the gaze attack of a creature).

STAGE FRIGHT

Enchantment (Compulsion) (Media)

Level: Media 2

Components: V, S, F

Casting Time: One action

Range: Long

Target: One creature

Duration: Ten minutes + one minute/level of caster

Saving Throw: Will negates

Spell Resistance: Yes

Description: This spell amplifies the target's subconscious fear of public speaking. Victims failing the saving throw do not know they have been affected until they are actually in front of an audience or camera. The victim receives a -10 penalty to all Performance rolls while under the influence of this spell.

A character with any levels of Master Celebrity or any prestige class with the Eminence ability is immune to the effects of this spell.

Arcane Focus: A representation of the target on paper. This can be a photograph, a printed review of the target's performance, or even something the intended target has signed. If the caster has none of the above on hand, he can substitute a piece of paper with the individual's full name written 99 times, but the individual then receives a +2 on his Will save to resist the spell's effect.



STAINLESS STEEL FALSEHOOD

Abjuration

Level: Bard 3, Media 3, Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: One minute + one minute/level of caster

Saving Throw: None

Spell Resistance: No

Description: Targets under the influence of this spell can lie with remarkable conviction. Lies told while under the effect of this spell resist any conventional or magical attempts to discern the truth (including lie detecting machines and spells such as *Zone of Truth* and *Clarity Tracking*). The subject of *Stainless Steel Falsehood* receives a +20 enchantment bonus to Bluff skill checks involving lying. The power of this spell is such that individuals hearing the lie with direct knowledge of the actual facts must make a Will save (DC 21) or he begin doubting his own memories of the subject in question, and be inclined to believe the spellcaster.

STROUD'S FADING ECHO©

Transmutation (Copyrighted)

Level: Wiz/Sor 5

Components: V, S, M

Casting Time: Five minutes

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: No

Spell Resistance: No

Description: You permanently eradicate one memory from a willing subject, including yourself. The subject concentrates on the memory he wishes to remove forever while the wizard chants and makes arcane gestures. Once the spell is completed, the memory is wiped out and can only be regained by means of a *Wish* spell. (The effect of losing certain memories will have to be determined between player and GM.) Trauma may be eliminated with the use of this spell, but certain life lessons may be lost as well. This spell has no effect on experience points or character level.

Material Component: A personal item worth at least 50 GP belonging to the subject, which disappears upon casting. The subject loses all memory of ever owning the item sacrificed for this spell.

SUBLIMINAL DIRECTIVE

Enchantment (Compulsion) (Media)

Level: Media 4

Components: V, S, F

Casting Time: Five minutes

Range: Special

Target: One intended victim

Duration: One hour/level of caster

Saving Throw: Will negates (special)

Spell Resistance: Yes

Description: You create a powerful suggestion in a specific individual watching television. The target must be an individual you have at least a passing familiarity with; this spell does not work on complete strangers. In order to cast *Subliminal Directive*, the Media Mage must either have the individual in visual range, or he must find the target using the *Channel Zero* spell. Once the target is located and the material component is at hand, the spellcaster may cast this spell at any distance.

The spell may be used to give the target a command he will follow to the best of his ability during the spell's duration. The command must be given in twenty words or less. Requiring the target to act in a



blatantly self-destructive or ruinous manner will break the magic, causing the spell to be lost. Naturally non-violent targets will not carry out violent commands. However, the target can be forced to act in ways which are otherwise completely contrary to his nature; policemen can be convinced to destroy evidence, Xcrawl rogues might deliberately fail a lockpicking attempt, and vegetarians will go to a Square Burgers franchise and try the new WilderBeef Triple Munch combo. Once the spell is over, the target must make a separate Will save (same DC as the spell). If he fails this saving throw, he believes his actions were his own idea, and under interrogation will attempt to justify his actions completely. Victims who make the second saving throw are aware they were coerced, although they will not necessarily know the means.

Arcane Focus: A specially prepared television set. Preparing the TV takes an hour, during which the caster inks arcane symbols and mystic equations relating to frequency and electrical resistance on the outer casing. Once the TV is prepared, the spell takes five minutes to cast. The TV set is identical to the set required for *Channel Zero*, and the same set may be used for both spells.

TALE OF THE TAPE

Divination (Media)

Level: Media 2

Components: V, S, M

Casting Time: Five minutes

Range: Short

Target: One recording

Duration: Instantaneous (see description)

Saving Throw: Yes (object)

Spell Resistance: Yes

Description: You can witness the circumstances of any recording. *Tale of the Tape* allows the Media Mage to enter a limited parallel universe created when recordings are made. The mage casts this spell while a recording is playing—a taped conversation, a video movie, and a recorded song can all be subjects of this spell. The media mage closes his eyes and projects a ghost-like version of himself into the pocket universe of the recording, witnessing the circumstances of its creation.

While this spell is instantaneous, it seems much longer for the spell caster (ten virtual minutes + one virtual minute/level). He can have no effect on the pocket universe he enters—it is just an echo in time created by the recording itself—but he may investigate and explore an area within 100' of the focal point of the recording (the camera or microphone, as appropriate). He walks through solid objects like a ghost. He cannot manipulate objects, but all of his senses function normally. Recordings made with multiple devices (such as a movie with many camera angles, or a multi-tracked studio song) will occasionally, randomly transport the voyeur's point of view around between points of recording.

Multiple Media Mages casting *Tale of the Tape* simultaneously can enter the same recording at once; they can see each other in the pocket reality, but they cannot speak or touch.

Material Component: An ounce of unpopped popcorn.

TELEPHONE GREMLINS

Conjuration (Summoning) (Technomagic)

Level: Tech 3

Components: V, S, M, F

Casting Time: Five minutes

Range: Long

Target: One creature with the capacity to use a telephone

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: You summon a squad of intangible telephone gremlins and assign them the task of harassing the target. Telephone Gremlins are hateful creatures who delight in miscommunication and lost appointments. To cast this spell, you must spend five minutes on the phone, bargaining with the gremlins. Once the spell is cast, the target suffers insurmountable difficulty each and every time he tries to use a phone. Telephone gremlins have a big bag of tricks to use on innocent phone users: static drowns out conversations, every number called is a wrong number, calls are suddenly cut off, messages disappear from answering machines, and telemarketing calls world wide are transferred to the hapless victim. He is effectively prevented from communicating on any telephone or getting electronic voice messages while this spell is in effect. This spell can be removed with a *Break Enchantment* or *Remove Curse*. A *True Seeing* spell cast on the victim of this spell shows the appearance of the telephone gremlins themselves–tiny, translucent fey beasties with moth-like wings and horrible old-man faces, who congregate around the victim's ears.

Material Component: A supply of hot fries, which must be given to the gremlins. The gremlins will bargain for as much as they can, but two or three pounds usually satisfy them.

Arcane Focus: A standard telephone directory.

Special: Telephone Gremlins can only be struck with magical weapons or spells, have an AC of 18 and 1-2 hit points each. They are physically defenseless, but woe to the unfortunate who kills a telephone gremlin, as his friends and family will gang up and harass the murderer, who basically loses his telephone privileges for life.

THE BOOT, BY TERRY PARIS©

Conjuration (Copyrighted)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: One action

Range: Medium

Target: One creature with legs

Duration: Ten minutes + one minute/level of caster

Saving Throw: Reflex negates

Spell Resistance: Yes

Description: From spell designer Terry Paris comes *The Boot*, a spell creating a heavy leg weight to slow down foes during combat. *The Boot* is actually a supernaturally heavy leg clamp that attaches itself to your opponent's leg. Creatures can be no larger than



huge for this spell to work. When the spell is cast, the clamp's individual components fly from out of the ether, assembling themselves on the target leg. The clamp is road sign yellow and black. *The Boot* weighs 1/3 of the opponent's body weight, slowing down the target considerably. The target's base movement rate is reduced, and he may not run or charge. The reduction in movement rate depends on the number of legs on the target creature:

One Leg - Complete Immobility

Two legs - 1/3 movement rate

Four Legs - 1/2 movement rate

Six or More Legs - 3/4 movement rate

Examples:

- A human with a normal 30' movement rate can move 10' (and may not run or charge)
- A halfling with a normal 20' movement rate can move 6'
- A light horse with a normal 60' movement rate can move 30'
- A basilisk (six legs) with a 20' movement rate can move 15'

Booted characters cannot effectively swim, tumble, or climb, and have difficulty balancing and dodging (maximum Dex bonus to AC is reduced to 1 while *The Boot* is in place). They may not drive an automobile, cannot ride a horse, and will likely have other physical limitations (GM's discretion on the effect in any given situation).

If the target makes her save, she has moved out of the way in time and the boot assembles itself without trapping her. The clamp disappears the next round. Only one Boot may be cast on an opponent at a time.

Arcane Focus: A tiny replica designer boot, manufactured by Terry Paris, Inc., costing 30 GP. The boots can be ordered by mail in the NAE.

THE GAUNTLET, BY TERRY PARIS©

Evocation (Copyrighted)

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: One round + one round/level of caster

Saving Throw: Yes (harmless)

Spell Resistance: Yes

Description: This designer spell creates a glowing green force field around one of the target creature's hands, resembling a spiked gauntlet. The spell gives the recipient amazing hand to hand damage and the ability to do structural damage. *The Gauntlet* does 1d8 + 1 point of damage per caster level plus their strength bonus per strike, ignoring hardness and damage reduction. Damage from *The Gauntlet* does not stack with other hand to hand damage, such as a monk's strike (use only the highest damage). The wielder must roll to hit normally, but gains a +2 enchantment bonus to attacks. He may strike with *The Gauntlet* as many times as he has normal attacks in a round. This spell is effective on golems and constructs, damaging them normally and ignoring their magic immunity. Stone and Iron golems take double normal damage from *The Gauntlet*.

Arcane Focus: A single designer glove from the Terry Paris collection (cost avg. 200-250 GP, only sold in pairs).

THE HAT, BY TERRY PARIS©

Transmutation (Copyrighted)

Level: Wiz/Sor 4

Components: V, S, F

Casting Time: One minute

Range: Zero

Target: One designer hat

Duration: One hour + one hour/level of caster

Saving Throw: No

Spell Resistance: No

Description: This spell creates a large extra-dimensional storage space inside a lovely hat, appropriate for any occasion–a Terry Paris original. Once the spell is cast, an extra-dimensional space exists within the hat that the owner can fill with equipment. The hat can hold one hundred pounds of equipment taking up a maximum of ten cubic feet per caster level. For example, a seventh level sorcerer casting this spell can hold 700 pounds of equipment taking up seventy cubic feet. The hat never gets any heavier, no matter how much equipment is stored within, and it never loses its sleek, stylish shape. Until the spell ends, items do not fall out of the hat, even if turned upside-down; the caster must reach in and remove items manually to get them out. Although *The Hat* can potentially hold dozens of square feet of equipment, items must be small enough to fit within the hat's opening to be held inside. Example: a clarinet would fit, but not a grand piano. It takes a full round action for the wizard to find a specific item within *The Hat*. There is no air within its extra-dimensional expanse, so living creatures placed within will die of suffocation. If *The Hat* is placed inside of another extra-dimensional storage space (such as a *Bag of Holding*), the spell fails and anything inside is lost forever in the intra-dimensional vortex. If the reverse is done, and the container is placed inside *The Hat*, it explodes, destroying all items involved and dealing 5d8 damage to anyone holding it. Once the spell's duration is over, the hat spills its contents.

Arcane Focus: A hat from the Terry Paris collection (avg. price 200-700 GP).

TRUMAN'S BOUNDLESS SMOKE©

Illusion (Phantasm) (Copyrighted)

Level: Wiz/Sor 2

Components: V, S, M

Casting Time: One action

Range: Medium

Target: One creature

Duration: One round + one round/level of caster

Saving Throw: Will disbelief

Spell Resistance: Yes

Description: You create an illusory cloud of smoke that only the target perceives. The target believes he is in a massive smoke cloud engulfing everything in sight. The target creature is effectively blind for the duration of the spell. Within the smoke cloud, the victim has a 50% chance to miss in hand to hand combat, may not effectively cast line of sight spells or use ranged attacks, and loses any Dex bonuses to AC. Opponents attacking the victim receive a +2 bonus to attack rolls. Targets only receive a Will save versus *Truman's Clinging Smoke* if they actively attempt to disbelieve.

Material Component: A small parcel containing 10 GP.

TRUMAN'S GAMBIT©

Illusion (Glamour)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Zero

Target: One companion/level who is within 30′ of yourself

Duration: One round/level of caster

Saving Throw: Yes (harmless)

Spell Resistance: Yes

Description: All of your companions are transformed into identical look-alikes of yourself. You may affect one individual per caster level, and they must all be within 30' of you at the time of casting. For the duration of the spell, all companions appear to be perfect duplicates of you. Their attacks look like attacks you could conceivably make, for example: a fighter attacking with a broadsword would appear to be you attacking with a dagger or whatever hand to hand weapon you normally use. This spell does not disguise spell use, or the use of spell-like abilities.

Material Component: A small parcel containing 20 GP.

TRUMAN'S PHANTASTIC FIREWORKS©

Illusion (Figment) (Copyrighted)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: One minute

Range: Touch

Target: One firecracker

Duration: One minute/level of caster

Saving Throw: None

Spell Resistance: No

Description: You improve ordinary firecrackers and non-lethal pyrotechnics, increasing their burst radius, loudness, and beauty. The spell takes a full minute to cast, and you must have all of the individual fireworks cached together in front of you while it is cast. The caster may then launch up to one firework every other round for the spell's duration. Each firework must be individually touched. The explosions are twice as brilliant, twice as large, and twice as loud. The effect is illusory; the size and force of the explosions remain unchanged.

Material Component: A specially prepared 30 GP note.

Special: Casters who have the Craft (Fireworks) skill may make themselves specific charges for use with this spell to create amazing pyrotechnic effects.

UNSEEN SECRETARY

Conjuration (Summoning)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Close

Effect: One magical office aid

Duration: Eight hours

Saving Throw: No

Spell Resistance: No

Description: You summon an invisible force being who can type, take dictation, and organize desks. The *Unseen Secretary* cannot lift more than ten pounds, but is exceptionally quick at simple tasks like filing, collating, and transcribing. It can be sent up to 100' away from the caster—if it ever moves beyond this range, the spell automatically ends. It can answer the telephone, but since it cannot speak it is rarely asked to. It can understand spoken commands and follows them to the letter—careful wording is a must when dealing with an *Unseen Secretary*.

Material Component: A tiny gem or pearl (5gp or greater value).

UPSTAGE

Transmutation (Media)

Level: Bard 2, Media 2

Components: V, S, M

Casting Time: One action

Range: Short

Target: One fellow performer per level

Duration: Ten minutes + one minute/level of caster

Saving Throw: Will negates

Spell Resistance: Yes



Description: You overshadow your fellow performers by borrowing some of their talent. This spell is only effective when cast on a group of individuals who have come together in some kind of performance—a musical group, a troupe of actors, or a dance squad are all likely victims of this spell. Every performer working together in the spell's radius must make a Will save. Each individual failing their save receives a -2 confidence penalty on all performance rolls, while you receive an equal bonus. Therefore, if six individuals fail their saving throw, they all receive a -2 penalty and you receive a +12. Unlike most spells, the effects of this spell are undetectable once cast, performers affected simply feel as if they are having an off night.

Material Componant: An item reflecting the talent to be taken from the target—i.e., ballet shoes for a dancer.

URFKIN'S TABLECLOTH TRICK

Illusion (Shadow)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Zero

Target: One section of floor, 10'x 10' per caster level (maximum 50' sq. area)

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

Description: You create a quasi-real copy of the floor over the real floor, and then pull it out from under opponents. The effected floor must be a continuous rectangular area, but the caster may center it wherever he wishes, so long as he stands at its immediate edge. The caster need not utilize the spell's entire area of effect, as long as it is no larger than the spell allows. Once the spell is cast, the caster creates and then yanks the false floor up in one smooth motion. Everything in the spell's area is effected. Creatures standing in the area must make a Reflex save or fall down. Light objects are overturned or rolled over. Prone opponents, heavy objects, or objects with a low center of gravity are unaffected—the false floor effortlessly slides out from under them (GM's discretion in what falls and what remains where it is).The spell can be cast on level or inclined floors or stairwells. Creatures falling on stairs will take 1d4 damage and must make an additional Reflex save or roll down the stairs. Rolling down the stairs in this manner causes 1d4 damage per 10' descended, Tumble check (DC 25) for half damage. The shadow floor disappears once it has been pulled out from under the targets.

Material Component: A linen handkerchief.

VILLALOBO'S ANVIL OUTTA NOWHERE©

Evocation (Copyrighted)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: One action

Range: Long

Target: One creature

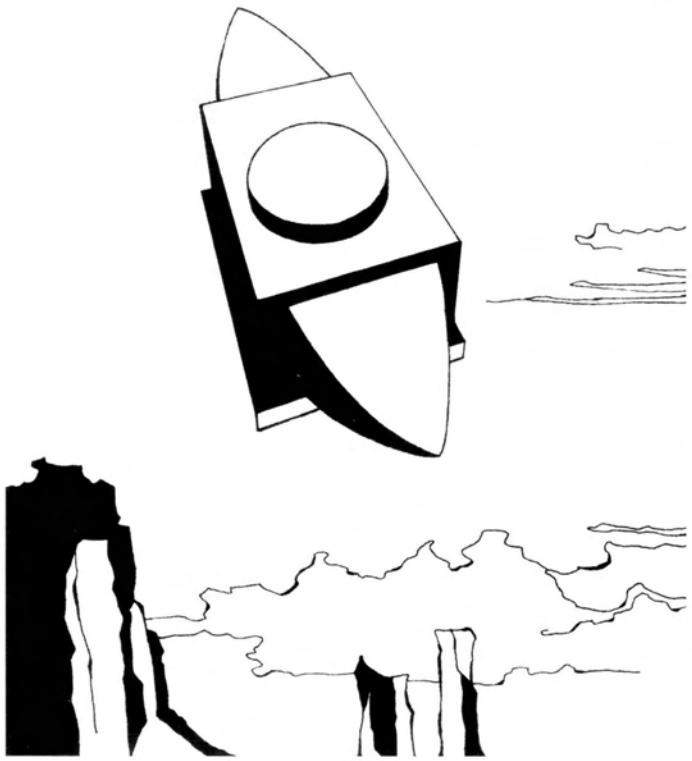
Duration: Instantaneous

Saving Throw: Reflex negates (special)

Spell Resistance: Yes

Description: You cause a large, vaguely anvil-shaped force to materialize and fall on an opponent. The anvil does 1d6 points of bludgeoning damage per caster level to one opponent, to a maximum of 12d6. Only creatures with some level of the Uncanny Dodge feat receive a Reflex saving throw against this spell; if they succeed, they have sidestepped the attack entirely. The anvil disappears after it strikes.





Material Component: A specially prepared 25 GP note. The proceeds from all Villalobo's Spells go to the Jose Villalobo's House charity.

VILLALOBO'S BOMB OUTTA NOWHERE©

Evocation (Copyrighted)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: One action

Range: Long

Effect: One explosive blast

Duration: Instantaneous

Saving Throw: Yes halves

Spell Resistance: Yes

Description: You create a powerful localized explosion with no obvious point of origin. Creatures within the area of effect take 1d6 damage per level of spellcaster (Reflex save for half). Medium or smaller targets failing their save are propelled in a random direction one foot for every two points of damage taken. Creatures propelled away take additional damage from impact (1d4 per ten feet for most landing surfaces), unless they make a successful Tumble check (DC 25). This spell does not cause intimate items or equipment to catch fire.

Material Component: A specially prepared 25 GP note. The proceeds from all Villalobo's Spells go to the Jose Villalobo's House charity

WALL OF PAIN

Enchantment (Mind-Affecting)

Level: Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Medium

Effect: Intangible wall whose area is up to one 10' square/level of caster, or sphere or hemisphere with a radius of up to 1'/level of caster

Duration: One round/level of caster

Saving Throw: Will negates

Spell Resistance: Yes

Description: You create an intangible barrier causing intense pain to anyone passing through it. Creatures passing through the wall's area failing their Will save are wracked with pain and receive a -2 penalty to Str and Dex, -4 on all skill checks and ability checks, and a -6 to all attack rolls. The pain lasts 1d4 rounds plus one round per caster level after the victims leave the area of the wall. The pain's duration can outlast the spell's duration. Creatures must make



a saving throw each time they pass through the wall's area.

WALL OF NOISE

Conjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: One action

Range: Short

Effect: Wall whose area is up to one 10' square/level of caster, or sphere or hemisphere with a radius of up to 1'/level of caster

Duration: One round/level of caster

Saving Throw: Fort special

Spell Resistance: Yes

Description: You summon an invisible wall of sound. The wall is invisible to normal senses until a creature passes through, at which time he is assailed by a blast of terrible noise that only he can hear. Creatures with the ability to hear extremely high-pitched sounds will be uncomfortable within 100' of a *Wall of Sound*. Creatures passing through the wall failing their save take 1d10 subdual damage, are stunned for 1d3 rounds, and are deafened for one minute (the effects can outlast the spell's duration). Creatures who save take no damage, are stunned for one round and deafened for three rounds. Each time an individual passes through the wall's area of effect he must make a new save, unless he is still deafened. This spell has no effect on creatures who cannot hear, or who are already deafened.

WALL OF SLEEP

Enchantment (Mind Effecting)

Level: Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Medium

Effect: Wall whose area is up to one 10' square/level of caster, or sphere or hemisphere with a radius of up to 1'/level of caster

Duration: Concentration + one round/level of caster

Saving Throw: Will negates

Spell Resistance: Yes

Description: You create an invisible wall, lulling creatures passing through it into enchanted slumber. The wall is invisible to normal senses. Creatures passing through its area must save or fall into a deep sleep. There is no limit on how many creatures can be put to sleep with this spell. The effect lasts one round per caster level, and can outlast the spell's duration. Creatures affected will not awaken from loud noise or creatures passing over their bodies. It takes a full round to slap or kick a sleeping creature awake. Attacked sleeping creatures automatically wake up.

WAR MASK

Illusion (Glamour)

Level: Sor/Wiz 1

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: One round/level of caster

Saving Throw: Special

Spell Resistance: Yes

Description: This spell gives your face an unnatural horrifying appearance. While this spell is in effect, the target creatures receives a +10 enchantment bonus to Intimidate checks. Once per round, the target creature may turn his gaze to a specific opponent as a free action. The target must make a Will save (DC standard for spell) or hesitate. Hesitating creatures may only take a partial action on their next turn.



WEAVE ARMOR

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S

Casting Time: One action

Range: Close

Target: One creature

Duration: One hour/level of caster

Saving Throw: Yes (harmless)

Spell Resistance: Yes

Description: You weave a suit of armor around your subject, perfectly tailored and suited to its form. The spell may create armor for creatures of any tangible body type, even irregular body types (creatures with multiple arms or heads, for example). You can *Weave Armor* on a creature up to two size categories larger than yourself, or any size smaller. The spell creates either masterwork leather, masterwork chain, or masterwork breastplate armor, according to your wishes. Armor spikes can be incorporated into the design if you so choose. You have full control over the armor's intangible assents, such as color and style. However, armor always appears as armor; it is not possible to create armor appearing to be clothing, or to be nothing at all. This spell has no effect on intangible creatures or on creatures with amorphous bodies (such as slimes).

WEAVE BONDS

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S

Casting Time: One action

Range: Short

Target: One creature or one creature/level of caster

Duration: One hour/level of caster

Saving Throw: Reflex negates (or special)

Spell Resistance: Yes

Description: You magically weave perfect bonds to hold a creature. You may cast this spell either on one active creature, or one prone, inactive or helpless creature per level. Bonds may be created for creatures up to two size categories larger than your own, or any smaller size. The bonds are considered masterwork, and are perfect for holding the target creature completely still, but once created they are static—shapeshifting creatures may transform in order to escape captivity. The bonds are made of steel, have a hardness of 10, and 5 hit points per caster level. Creatures trying to escape from the bonds may make either a strength or Escape Artist check—the DC for both is 30 + your caster level. This spell has no effect on intangible or amorphous creatures.

WEAVE RAIMENT

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S

Casting Time: One action

Range: Close

Target: One creature

Duration: One hour/level of caster

Saving Throw: Yes (harmless)

Spell Resistance: Yes

Description: You create a perfectly tailored suit of clothing for one individual. The spell can create clothing for a creature of up to two size categories larger than your own, or any size smaller. This spell cannot create armor, riding tack, environmental suits, or other gear that is more tool than clothing. It can be used to create any type of



standard clothing, including formal wear, bathing suits, exercise gear, cold weather gear, or other specialty clothing. Apparel created with this spell should be considered masterwork, is tailored perfectly to fit the subject, and includes appropriate footwear and a hat if the caster so desires. Intangible aspects of the clothing, such as color, style, and fit are completely subjective to the caster. Individuals wearing the fine clothing created by this spell receive a +2 on appropriate social interaction checks at the GM's discretion. For example, a Gather Information check during a formal party should receive a +2 if the acting party is wearing a *Weave Raiment* outfit.

WEAVE WEAPON

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S

Casting Time: One action

Range: Close

Target: One creature

Duration: One hour/level of caster

Saving Throw: Yes (harmless)

Spell Resistance: Yes

Description: You create a custom weapon for a specific individual. The spell can create either a masterwork club, staff, dagger, or sword (longsword, shortsword, greatsword, or scimitar). You can create an appropriately sized weapon for a creature up to two size categories larger than yourself, or any size smaller. The weapon has no magical bonus, but it receives an additional +1 to hit and damage when wielded by the creature it was created for (stacking with its masterwork bonus for a total of +2 to hit and +1 on damage).

ZIPZAMS©

Conjuration (Creation) (Copyrighted)

Level: Sor/Wiz 4

Components: V, S, A

Casting Time: One action

Range: Touch

Target: One pair of ZipZams©

Duration: Ten minutes + ten minute/level of caster

Saving Throw: Yes (harmless)

Spell Resistance: Yes

Description: You conjure two micro-thin planes of force, which absorb all impact. You must cast the spell on a pair of ZipZams, specially designed footwear that attach the target to the force planes. *ZipZams* allow you to skate along any solid surface, adding 10' to your movement rate for every five caster levels. *ZipZams* absorb all impact to your feet, allowing the wearer to fall from any height without harm if he makes a successful balance check [DC = 15+ one for every 10' fallen (maximum +15)]. Failure means the wearer takes normal damage from the fall. Characters may use *ZipZams* defensively by sacrificing all attacks and attempting to kick at incoming melee attacks; this gives the target the equivalent of 25% cover.

Characters falling from a great height can intentionally try to land on opponents below them. This requires a normal to hit roll to strike opponents. The attack does 1d8 damage, plus one damage for every five feet fallen (maximum +20). A failed hit roll means the character must make an immediate Balance check or take full falling damage. You can make a Tumble check (DC 20) to do only half damage when landing. *ZipZams* also negate the character's height restriction on jumping. Skilled wearers learn to trick like skateboarders—they bounce off walls, skate down rails, etc. There are endless varieties of stunts, so the GM must determine the difficulty class of individual tricks.



Material Component: A liability waiver, 100 pages thick, from ZipZam international, which must be signed every time you cast the spell. The document releases ZipZam International Holdings, LLC from any and all liability for damage or harm caused by the wearer to property, people, or himself.

Arcane Focus: A pair of ZipZam Arcane Disc Shoes, which can be purchased by mail. A pair of ZipZams typically runs about 200 GP, but elite (masterwork) models are available for 1000 GP. Masterwork ZipZams add +2 to Balance and Jump checks when performing tricks.



Sample ZipZam trick DC:

- Bouncing off a moving car, landing safely: Balance check, DC 25
- Riding up a half-pipe ramp, handplanting, riding back down: Tumble check DC 20
- Land on narrow railing: Balance check DC 25
- 360° turn in air: Tumble check DC 25
- 480° turn in air: Tumble check DC 28

NEW MAGIC ITEMS

Magical Body Jewelry

Magical body jewelry takes many forms—belly piercing, ear piercing, navel rings, earrings, nose rings, septum, etc. Mages creating magical rings may choose to instead forge the item as an ornate piece of body jewelry.

Magical body jewelry allows the wearer to wear up to *two additional* pieces of magical jewelry, with the equivalent power of a magical ring. Only one may be worn from the neck up (ear, nose, septum, eyebrow). Only one may be worn from the neck down (belly, surface, nipple). Magical body jewelry costs an additional 20% of the price of an equivalent magic ring.

Magical body jewelry additionally never infects or irritates.

New Magical Body Jewelry Items

Belly Ring of Grandeur: This ring dramatically increases the character's presence and personal magnetism. It temporarily adds ten to the character's Fame score. *Prerequisites:* Caster level: third, Cloak of the Player; Market Price 5,000 GP.

Bull's Ring: This magical septum ring enhances the ability to rage. While this ring is worn, creatures with the Rage class ability can rage for

an additional four rounds. In addition, the penalties for raging are negated while wearing a *Bull's Ring. Prerequisites:* Caster level: fifth, Forge Ring, Bull's Strength, Endurance; Market Price 3000 GP.

Earring of Keen Hearing: This single gold hoop adds ten to the wearer's listening checks. *Prerequisites:* Caster level: fifth, Forge Ring, four ranks in Listen; Market Price 3000 GP.

Nose Ring of Resistance: This adds a permanent arcane bonus to saving throws; the ring's have a value ranging from plus one to plus five. *Prerequisites:* Caster level seventh, Resistance, Shield; Market Price: +1–2,000 GP; +2–4,000 GP; +3–8,000 GP; +4–16,000 GP; +5–32,000 GP.

Magical Tattoos

The art of magical tattooing originated in New Zealand, where Maka Kanohi mystics have practiced the art for centuries. It is only in the last century that this unique and powerful arcane art became available in the west. American Tattoo Mystics have created their own system of symbology to empower magical tattoos.

There are four major Tattoo Mystics working in the NAE; one in New York, one in Houston, and two in Los Angeles. There is usually a waiting list of up to six months to get a mystic tattoo. The tattoo takes several days to complete (twenty days minus the player's constitution bonus, minimum 2 days). The process is excruciating, and for two weeks afterward the player is considered *Fatigued*. The tattoos all have a tribal appearance, and are extremely prominent on even the darkest skin. Humans and other medium humanoids can wear up to four functioning magical tattoos. Small humanoids may benefit from up to three magical tattoos. Any attempts to add additional tattoos result in the charm failing, making it a normal tattoo. You may only have one of each particular type of tattoo. Magical tattoos are attuned to the wearers, and their power may never be harnessed by anyone else. The Necromancer's Guild continues their gruesome and illicit experiments with the skin of magically tattooed cadavers, certain that some good must come of it.

Magical Tattoos

Crashing Wave: Adds one point enhancement bonus to Strength. *Cost 5,000 GP*

Defiant Mountain: Adds one point enhancement bonus to Constitution score. *Cost 5000 GP.*

Laughing Alligator: Adds a plus two deflection bonus to AC. *Cost 10,000 GP*

Swimming Hero: Adds a plus two enchantment bonus to Saving Throws *Cost 10,000 GP.*

Cluster of Stars: Adds a plus one enchantment bonus to Charisma *Cost 7,500 GP*

Smiling Rabbit: Adds two to *Bluff* and *Sense Motive* checks when dealing with members of your sexual preference. *Costs 10, 000 GP*

Watchful Gecko: Adds a plus one bonus to Will save. *Cost 2,000 GP*

Running Horse: Adds a plus one bonus to Fortitude saves. *Cost 2,000 GP*

Diving Fish: Adds a plus one bonus to Reflex saves. *Cost 2,000 GP*

Rabbit Running: Adds a Luck bonus: you may re-roll one d20 roll per play session. *Cost 20,000 GP*

Owl Hunts: Confers 60' *Darkvision. Cost 5000 GP*

Owl Victorious: Adds +1d6 to your Sneak Attack ability dice. Players who do not have the Sneak Attack ability do not gain the ability from this tattoo, and thus do not benefit from it. *Cost 12,000 GP*

Dragon Sleeps: Adds +4 bonus to Saving Throws versus fear effects. *Cost 2,000 GP*

NEW CREATURES

Creature Templates

BARZODI'S ZOMBIE TEMPLATE

Barzodi's Zombie is a template that can be added to any humanoid. It changes the creature type to undead, and makes the following changes to stats:

Hit Dice: Increase to d10.

AC: The creature gains a +4 natural armor bonus

Attacks: The creature retains all of the natural attacks and weapon proficiencies it had in life.

Save: The creature gains +4 to its Fortitude save

Feats: The creature gains the Power Attack, Improved Bull's Rush, and Improved Disarm feats if it did not have them in life.

Abilities: The Barzodi's Zombie gains +2 to Dex and Wis, but loses six points of Cha; it is a cunning creature who does not hesitate, but it's still a rotting, repugnant beast. It has no Constitution stat due to its undead nature. Barzodi's Zombies are mute, and unable to cast any spells it knew in life requiring a verbal component.

Alignment: Always chaotic evil

Description: The Barzodi's Zombie is a horrifying undead creature, created by use of either *Barzodi's Dark Decree* or *Barzodi's Dark Pronouncement*. The creature appears like a zombie, but its eyes retain the look of personality and intelligence it had in life. The creature returns from death with a driving need not only to kill and terrify, but also to preserve its own existence as long as possible; the creature is indeed immortal until destroyed. The creature attempts to destroy any life encountered, but with cunning and guile. Barzodi's Zombies are hampered by daylight (including *daylight* spells), gaining a -2 penalty to all rolls. They attempt to hide during the day, waiting for night to do their evil.

Barzodi's Zombies are completely under the control of the spellcaster. However, due to the delayed effect of this spell, the spellcaster may be far away or even dead by the time the spell takes effect. If he is still alive, he instantly knows the moment his Zombie rises. The spellcaster can control the creature if he is within visual range of it, but will not necessarily know where it is when it rises. Once the spellcaster takes control of his Barzodi's Zombie, it remains in his control even if it goes beyond visual range. Controlled creatures retain their cunning, and can be sent on complex missions by their creators.

Uncontrolled, the Barzodi's Zombie begins a campaign of terror that will not end until it is put to rest. It will find a safe place to hide during the day, then begin its search for victims by night. It has a special hatred of the people and places it knew when it was alive, and often centers its attention on the community where it once lived. It is careful, cunning, and organized, and it attempts to remain undetected for as long as possible. It retains its memories and skills, and uses them to its best advantage.

Combat: The creature retains its combat abilities from life.

Undead: The Barzodi's Zombie has all the standard undead type immunities.

Carrion Rejuvenation: The creature heals damage done to itself by sucking the marrow of the bones of its victims. This horrifying process takes two hours. The Barzodi's Zombie regains four hit points from a small corpse, eight from a medium, and sixteen from a large corpse.

SAMPLE BARZODI'S ZOMBIE: ERIN HIGGINS

Erin Higgins, police lieutenant, had *Barzodi's Pronouncement* cast upon her while she slept by a necromancer who wanted to exploit her skills against his enemies. Ironically, a few days later he was arrested in an unrelated DUI incident and jailed. Officer Higgins died of a gunshot wound several months later, and is now a free undead terrorizing the community she once protected.

Medium Undead

Hit Dice: 6d10 (hp 51)

Initiative: +6

Speed: 30'

AC: 22 (+4 Dex, +4 Kevlar vest, +4 natural armor)

Attacks: Billy club +8, .35 police special revolver +9

Damage: club 1d6 +2, revolver 1d8 (x3)

Face/Reach: 5'x 5'/5'

Special Attacks: None

Special Qualities: Undead, Carrion Rejuvenation

Saves: Fort + 8, Ref + 4, Will +5

Abilities: Str 16 , Dex 18, Con -, Int 16, Wis 15, Cha 5

Skills: Climb +11, Drive +13, Escape Artist +4, Hide +6, Jump +10, Knowledge (Police Procedure) +8, Listen +5, Open Lock +2, Profession (Police Officer) +6, Search +8, Spot +9, Swim +5

Feats: Improved Disarm, Improved Bull's Rush, Improved Initiative, Power Attack, Point Blank Shot, Skill Focus (Drive)

Climate/ Terrain: Any

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Chaotic Evil

Advancement: None

This Barzodi's Zombie has her six-shot police special .35 revolver, her vest, and forty-one rounds of ammunition. Since her return from the dead, she has acquired a nondescript van and an assortment of butcher knives (+8 to hit, 1d3+2 dam, 19-20, x2).

TECHNOMAGIC RADICAL TEMPLATE

The technomagic radical is a sentient being sprung to life from the detritus of technomagic spells and arcane spell effects. Each one is a unique being with certain qualities in common.

The process of creating technomagic effects involves ripping normal arcane spells apart, and rearranging their components until a new spell is woven (normally with the use of an Arcane Transformer). However, some of the original spell's effects are extracted and left behind by the process, leaving a residue of magical energy in the atmosphere where the spell is reworked. This residuum can sometimes create uncontrolled magical effects—such as brilliant rainbows of color and light appearing, twinkling for a moment then winking out, or the sky rains jelly beans for several seconds, or maybe random passers by spontaneously combust.

Sometimes magic cast in an area with a high concentration of technomagical residue will create an unprecedented magical effect: the creation of a technomagic radical, a living physical representation of an arcane spell. These freakish creatures live for days, months, or even years, only to disappear leaving no trace of their existence.

The technomagic radical template is applied to a magic spell. To create one, you must make two choices: the spell the radical is based upon, and the level of the wizard or sorcerer casting the spell.

Choose or determine a spell randomly. The spell must be an arcane, technomagic, or media spell. Determine the level of the spellcaster originally casting the spell. Apply the following template, using the spell as the base creature.

Creature Type: Outsider

Size: 4-6 HD Small, 7-10 HD Medium, 11-15 HD Large, 16+ Huge

Hit Dice: The base caster level +3 (d8)

Speed: 30' flight, + any additional movement power. For example, a technomagic radical with a *Flight* spell from an eighth level caster as the base "creature" would have its normal 30' movement, plus 90' for the permanent flight effect for a total of 120'.

AC: 10+ (Dex) +5 (natural armor)

Attacks: The creature can cast a magical bolt each round. This bolt is a ranged touch attack with a base bonus equal to the magic user's who originally cast the spell

Damage: The magical bolt is a ranged touch attack that does 1d4+1 damage per creature HD, Will save for half damage

Special Attacks: Devour Magic

Special Qualities: Outsiders: Arcane Communication, Magic Use, Permanent Effect, School Immunity, Impermanent Beings, Damage Reduction 12/+1, Spell Resistance (equal to 15 + the base spell level, example: a fireball-based radical would have an 18)

Saves: Fort +6, Will +12, Ref +9

Abilities: Roll randomly for stats (4d6 subtracting the lowest die)

Skills: Spellcraft +28, Use Magic Device +19

Feats: Improved Initiative, Iron Will, Spell Penetration (its own school)

Alignment: Technomagic radicals begin their existence chaotic neutral, but their experiences can shape their beliefs, eventually evolving their own belief structure, becoming any alignment.

Description: A technomagic radical appears as a vaguely humanoid creature made of solid magical energy, a floating luminous apparition glowing like green neon. They have no facial features, and their skin occasionally breaks out in a pattern of glowing arcane symbols and equations. When they first come into existence, they are curious and happy to be alive, much like children. Later, as they discover the singularity of their situation, they grow restless and afraid, not wishing to spend their lives in freakish solitude. They seek out others for companionship especially those who can help them discover their nature. They are strange creatures, born intelligent but with no knowledge of anything but the elusive nature of magic. Their logic patterns develop in the first few moments of their lives, and their early allies are never forgotten. Of course, such powerful and naive creatures are as dangerous to their friends as their enemies. They can grow to become intensely powerful, dangerous creatures, whose actions are largely unfathomable to humans at large.

Their disposition is based largely on what school of magic they come from.

Abjuration: The abjuration radical is obsessed with its survival. It will go to any lengths to keep itself alive, and has no compunction about taking life to preserve its own.

Conjuration: Conjuration radicals want to master others and make them do their bidding. They will attempt to insure their long-term survival by forcing others to protect and serve them.

Divination: Divination radicals are curious spies, searching relentlessly for the truth. These strange creatures seek to discern the very fabric of the universe in its quest to understand the ultimate enigma, itself.

Enchantment: Enchantment radicals are dominating fiends, seeking to enslave others to do their will. They think of living creatures as pawns in their own game of survival.

Evocation: Evocation radicals are furious warriors reveling in destruction. They have a serious disdain for the long-term goals of their peers, wanting only to vent their anger and frustration at the world.

Illusion: Illusion radicals are bipolar personalities, alternately giddy and happy and then morose and self-hating. They seek to amuse themselves with worldly pleasure and distraction until the inevitable end.

Necromancy: Necromantic radicals see life as a problem they intend to solve completely; they are dedicated to no less than the utter destruction of all life on earth. They do not see



themselves as evil; rather, they see themselves as midwives, delivering the ignorant and stubborn into blissful death.

Universal: Universal radicals are the rarest of all. They are the most individualistic and creative of their kind. They tend towards lawful neutrality.

Combat

Magic Blast: All technomagic radicals can channel magical forces into a blast of energy doing 1d4+1 points of damage per creature hit dice. It requires a ranged touch attack. Victims can make a Will save (DC 5 + creature's HD) for half damage.

Arcane Communication: Technomagic radicals have the ability to communicate telepathically with any arcane magic-using creature. They have no other form of communication.

Devour Magic: Technomagic radicals have the ability to siphon the energy from magic items creating spell-like effects, including potions, scrolls, wands, staffs, and rods. The creature must strike the item with a hand-to-hand touch attack. The item receives a saving throw (DC 20). If the save fails, the creature drains the item of magical power. If the creature is wounded, it can use the magical power absorbed to heal itself: five hit points per potion or scroll level, 1/2 hit point per charge in a wand, and one hit point per charge from a rod or staff. Devouring magic completely destroys the magical item. This power does not work on magic weapons or shields, or wondrous devices that do not reproduce spell effects. Devour magic is a full round action provoking an attack of opportunity.

Magic Use: The Technomagical radical can use the following spell-like abilities at will: *Arcane Mark, Detect Magic, Identify, Invisibility, Prestidigitation*, and *Read Magic*.

Permanent Effect: The radical can cast his spell of origin—the spell that created him—at will as a sorcerer equal to his hit dice. If the spell spawning the radical had a metamagic advantage, then the radical's spell has that same metamagic power.

School Immunity: The technomagic radical is not effected by spells from the same school of magic as his origin spell unless it so desires.

Impermanent Beings: The technomagic radical is an aberration of the universe. Its unnatural form cannot exist for too long in our world. At some point, it simply winks out of existence. The average lifespan for these creatures is roughly two weeks, although the rare radical lives more than a year. There seems to be no pattern to their natural existence—they are held together by nothing but will and the whim of the universe. Technomagic radicals instinctually know when they are within an hour of their death, and some go mad from rage and despair, destroying whatever is in their power until they die.

SAMPLE TECHNOMAGIC RADICALS: HUGO

Based on an *Ice Storm* cast by a eleventh level sorcerer.

Medium Size Outsider

Hit Dice: 14d8+ 28 (112 hp)

Initiative: +7 (+3 Dex, +4 improved initiative)

Speed: 30'

AC: 18 (+3 Dex, +5 natural armor)

Attacks: Magical Blast +11

Damage: Magical Blast 11d4 +11 Will save [DC 19 (5 + creature's HD)] for 1/2 damage

Face/Reach: 5'x 5'/5'

Special Attacks: Devour Magic

Special Qualities: Outsiders: Arcane Communication, Magic Use, Permanent Effect–*Ice Storm*, at eleventh level, School Immunity: Evocation, Impermanent Beings (he will be dissipated within a month), Damage Reduction 12/+1, Spell Resistance 19 (equal to 15 + their base spell level; i.e., a fireball-based radical would have an 18). Spell-like abilities: at will *Arcane Mark, Detect Magic, Identify, Invisibility, Prestidigitation, Read Magic*.



Saves: Fortitude + 6, Will +12, Reflex +9

Abilities: Str 14, Dex 17,Con 15, Int 4, Wis 13, Cha 16

Skills: Spellcraft +31, Use Magic Device +22

Feats: Improved Initiative, Iron Will, Spell Penetration (Evocation)

Climate/Terrain: Currently haunting an Adventurer's Guild hall

Organization: Solitary thus far

Challenge Rating: 11

Treasure: Hugo has a *Wand of Villalobo's Knife Outta Nowhere* with eighteen charges he is saving in case he gets injured.

Alignment: Chaotic Neutral

Advancement: None

Hugo is the result of a young Technomancer fixing a CB radio for a friend.

Hugo spends his time looking for interesting things to freeze. He hides most of the time from individuals, watching them silently. As soon as his victims-to-be are in an interesting pose, he lets loose with a barrage of *Ice Storm* spells until the victim is dead and stiff. Hugo becomes quite displeased if his first barrage doesn't kill and his subjects move, ruining the image he wished to create.

SAMPLE TECHNOMAGIC RADICALS: BLUE BLUE MEOW

Based on an *Illusory Script* cast by a 8th level wizard.

Medium Size Outsider

Hit Dice: 11d8 (71)

Initiative: +7 (+3 Dex, +4 improved initiative)

Speed: 30' flight

AC: 18 (+3 Dex, + 5 natural armor)

Attacks: Magical Blast +11

Damage: Will save 8d4 +11 [DC 13 (5 + creature's HD)] for 1/2 damage

Face/Reach: 5'x 5'/5'

Special Attacks: Devour Magic

Special Qualities: Outsiders: Arcane Communication, Magic Use, Permanent Effect - *Illusory Script*, at 8th level, School Immunity: Illusion, Impermanent Beings (she will dissipate in nine months), Damage Reduction 12/+1, Spell Resistance 18, spell-like abilities: at will *Arcane Mark, Detect Magic, Identify, Invisibility, Prestidigitation, Read Magic*.

Saves: Fort + 8, Will +13, Ref +12

Abilities: Str 16, Dex 8, Con 11, Int 17, Wis 10, Cha 9

Skills: Spellcraft +34, Use Magic Device +17

Feats: Improved Initiative, Iron Will, Spell Penetration (Illusion)

Blue Blue Meow was created when wizard investigator Richard Marryat tried to leave a secret message for a friend warning that the Media Mage cabal was on to him. The morose radical haunts a newsstand, invisibly writing secret messages in *Illusory Script* all over the day's post, papers, and magazines. The notes are addressed to her imaginary mother and father, who she begs to come save her from the world. She occasionally lashes out at humans carrying magic items to feed her great hunger for magic.

TECHNOMAGIC TINK TEMPLATE

A Technomagic Tink is a magically empowered robot, constructed from metal, copper, silicon, and glass. It is animated through a *Convoke Technomagic Tink* spell. A Tink appears as a robotic version of its base creature. It is quite obviously not a standard creature; its skin is metal, its movement is jerky and unnatural, and its joints hiss hydraulically. Its eyes are as white and as blank as china.

Tinks are the hallmark of low budget Xcrawl. DJ's with limited budgets often use them, as their feeding, housing, and upkeep is negligible. They



also have a special benefit: a Tink can be networked into an *AVS Network*, in the same fashion as a *Technomagic Sentinel*. This allows for especially gory "Tink Cam"attacks—never failing to take an audience's breath away. You must build a separate control position into your *AVS Control Room* for each networked Tink.

Xcrawl purists hate the Tink. They feel that it betrays the spirit of the games, and has the Crawlers competing against an artificial challenge rather than a "real" monster. There has been talk of boycott by some members of the IAG, but nothing has come of it to date.

Apply the following template to the base creature:

Creature Type: Changes to Tink (see below)

Size: The same as base creature

Hit Dice: Improves to d12

Speed: Same as base creature, but the creatures maximum run is only two times his base speed

AC: A Tink's natural armor bonus increases by four, or if it has no natural armor it gains a +4 natural armor bonus

Attacks: Tinks retain their standard attacks

Damage: Tinks gain a +2 damage bonus to each hit due to the increased hardness of their natural attacks

Special Attacks: Jolt

Special Qualities: Tink qualities

Magic Resistance: None

Saves: Tinks gain +2 to fortitude saves but take a -2 penalty to their reflex save

Abilities: As the base creature, adding +2 Str and -2 Dex

Skills: As base creature

Feats: As base creature

Alignment: Remains unchanged

Challenge Rating: The original creatures CR +2

Description: Technomagic Tinks are mechanical clones of actual animals, brought into existence by the Convoke Technomagic Tink spell. Technomancers discovered the worth of this spell quickly, and contacted Xcrawl DJs to sell their new creation at a reasonable market value.

The Tink looks like a awkward, metallic version of an animal. Literally like something tinkered out of spare parts, hence the name. Its size, attitude, and actions are all identical to the base creature type from which the Tink was cloned.

Combat: Tinks use the same combat abilities as their natural counterparts, but they also have an electrical discharge attack they may use once every three rounds. Tinks use their jolt attack the first time they strike an opponent in combat, and on every further chance after that.

All Technomagic Tinks have the following qualities:

Tink: Tink is a new creature type. A Tink is a magical robot created by technomagic. Tinks are immune to sleep, poison, disease, aging, radiation, mind effecting and standard charm, illusion and mind-influencing effects. Tinks cannot heal naturally—they must be repaired by hand or through Technomagic. Tinks are likewise immune to subdual damage, critical hits, sneak attacks, ability damage, ability enhancement, or energy drain. Tinks take twice normal damage from electric or water based attacks. Tinks submerged in water have a chance each round to automatically fail and become inert equal to the entire amount of damage they have taken, read as a percentage. Thus a Technomagic Tink which has taken 22 points of damage in combat has a 22% chance of being destroyed each round it is submerged. Tinks cloned from water-based creatures are immune to this weakness. It requires a *Repair Arcane Apparatus* spell to heal damage to a Tink.

Jolt: A Tink may zap opponents with an electrical jolt once every four rounds. The Tink must hit with one of its natural weapons to deliver the jolt. The attack does an additional 1d6 +1 per creature hit die.



Sample Tink: Crocodile Tink

Medium Tink

Hit Dice: 4d12 +9 (35)

Initiative: + 0

Speed: 20', swim 30', maximum "run" is twice base movement

AC: 17 (-1 Dex, +8 natural)

Attacks: Bite +7 melee or tail slap +7

Damage: Bite 1d8+7, slap 1d12+7

Special Attacks: Jolt (1d4+4)

Special Qualities: Tink

Magic Resistance: None

Saves: Fort +8, Reflex +1, Will +2

Abilities: Str 21, Dex 10, Con 17, Int 2, Wis 12, Cha 2

Skills: Hide +7, Listen +5, Spot +5

Alignment: Neutral

Challenge Rating: 4

New Monsters

DUMBLE ZEE

Tiny Beasts

Hit Dice: 1d3 (2)

Initiative: +9 (+5 Dex, +4 improved initiative)

Speed: Fly 60'

AC: 18 (+2 size, +5 Dex, +1 natural)

Attacks: Sting +6

Damage: Sting 1d2

Face/Reach: 1'x 1'/5'

Special Attacks: Lay eggs

Special Qualities: Darkvision (60'), Light Sensitive, Ultrasonic Hearing

Saves: Fort +0, Ref +7, Will +0

Abilities: Str 4, Dex 20, Con 8, Int 4, Wis 10, Cha 5

Skills: Hide +15, Move Silently +7, Spot +5, Tumble (Aerial) +9

Feats: Combat Reflexes, Improved Initiative, Mobility, Weapon Finesse (Sting)



Climate/Terrain: Any underground or domesticated

Organization: Mated pair (2), Shriek (21-30)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: None

Dumble zees are natives of the Zura'ah'zura. They are dangerous pests whose parasitic reproductive method can decimate populations

of underground animals and humanoids if left unchecked. Dumble zees look like small, sleek bats with six legs, huge eyes and tiny black antenna. Dumble zees are omnivores, who can live on garbage or carrion, but are perfectly willing to take on live prey. Males are rare and spend most of their time guarding hatchlings while the females hunt. The creatures have an amazing reproductive cycle: eggs are laid in other living creatures to gestate for three months. After lying dormant for three months, the creatures suddenly develop into larva in 24 hours, killing the host.

Combat: Dumble zees attack by stinging. While their stings can be dangerous if faced with an entire swarm, the real danger is the long term problem of egg incubation.

Lay Eggs: On a successful sting attack, female dumble zees attempt to lay a cluster of microscopic eggs in its opponent. The target makes a fortitude save (DC 15). Failure means the dumble zee has successfully laid an egg in the creature's bloodstream, which then attaches itself to the wall of the stomach. The creatures gestate for a period of 90 days, at the end of which 1-4 dumble zees burst forth from the character's stomach,killing him instantly. The only warning comes 24 hours before the actual birth, when infected individuals begin to feel the symptoms: abdominal cramps, blurred vision, and nausea.

Darkvision: Dumble zees can see perfectly in darkness at a range of up to 120'.

Light Sensitive: Dumble zees are highly adapted to life in the dark depths of the Zura'ah'zura. They fair poorly in bright light, receiving a -2 to all to hit rolls and skill checks.

Ultrasonic Hearing: Dumble zees hearing extends into the ultrasonic range, and extremely high pitched noises (such as dog whistles) chase them off.

TECHNOMAGIC SENTINEL

Medium-Sized Construct (Incorporeal)

Hit Dice: 1d8 per spell level

Initiative: +0

Speed: Float 30' (can't run)

AC: 15

Attacks: Zero or Data Overload blast +8

Damage: None or special

Face/Reach: 5'x 5'/5'

Special Attacks: None or Data Overload

Special Qualities: Incorporeal, Construct

Saves: Fort +1, Ref +1, Will +3

Abilities: Str 0, Dex 13, Con 10, Int 6, Wis 15, Cha 5

Skills: Spot +12, Search +5, Listen +6

Feats: Alertness

Climate/Terrain: Any

Organization: As summoned

Challenge Rating: 1/2 per HD

Treasure: None

Alignment: Always Lawful Neutral

Advancement: None

The technomagic construct is a force being brought into existence with one of the *Convoke Technomagic Sentinel* spells. It is a floating translucent humanoid, with a nervous system-like network of cables and ports running through his body terminating at a nexus behind the eyes and in the extremities. It can see and hear, but has no other senses. It is connected to the Technomancer who summoned it through the spellcaster's Arcane Transformer.

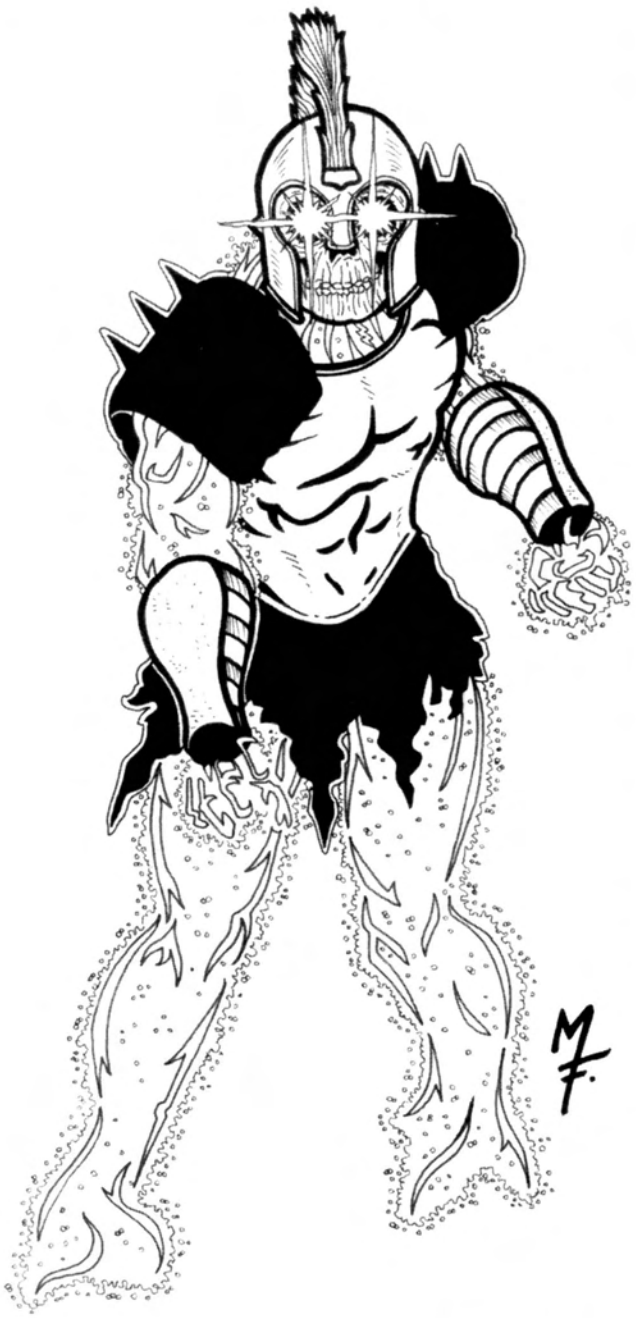
The caster instructs the construct to perform simple tasks, such as guarding a specific person or place or following an individual. All technomagic sentinels

can communicate with the caster by sending messages to the caster's Arcane Transformer.

All technomagic sentinels have the following abilities:

Construct: Technomagic sentinels have all the standard construct immunities.

Incorporeal: Can only be harmed by magic weapons, spells, and other incorporeal creatures. May pass through solid objects at will.



Additionally, technomagic sentinels have the following abilities, dependent on the level of spell used to summon them.

Technomagic Sentinel II:

Detect Magic, See Invisibility.

Technomagic Sentinel III:

Data Overload: The technomagic sentinel has the ability to deliver a blast of electrical energy from its eyes to a creatures brain. The electrical discharge is just a vector for the real attack, a blast of concentrated information filling the opponent's senses with millions of images, sounds, and bits of random statistics and facts per second. The sentinel must make a ranged touch attack to hit, with a maximum range of 60'. Media Mages receive a +4 on this save, conditioned as they are against information overload. The attack does 1d10 electrical damage, and the target must succeed in a Will save (DC 21) or be stunned for 1-4 rounds. The information is delivered too quickly and randomly for it to be interpreted.

Network Ready: The level three Technomagic Sentinel can be networked with an AVS Control Room (see *Convoke Technomagic Control Room*), allowing the sentinel to transmit sensory data to the switchboard, which can then be broadcast to end users. To link a technomagic sentinel to an AVS Control room requires a dedicated operator position, which can control only a single sentinel. The operator can manipulate information through the technomagic sentinel as if it were a standard AVS, but with the additional ability to move and change angles at will.

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