



QUICKPLAY RULES

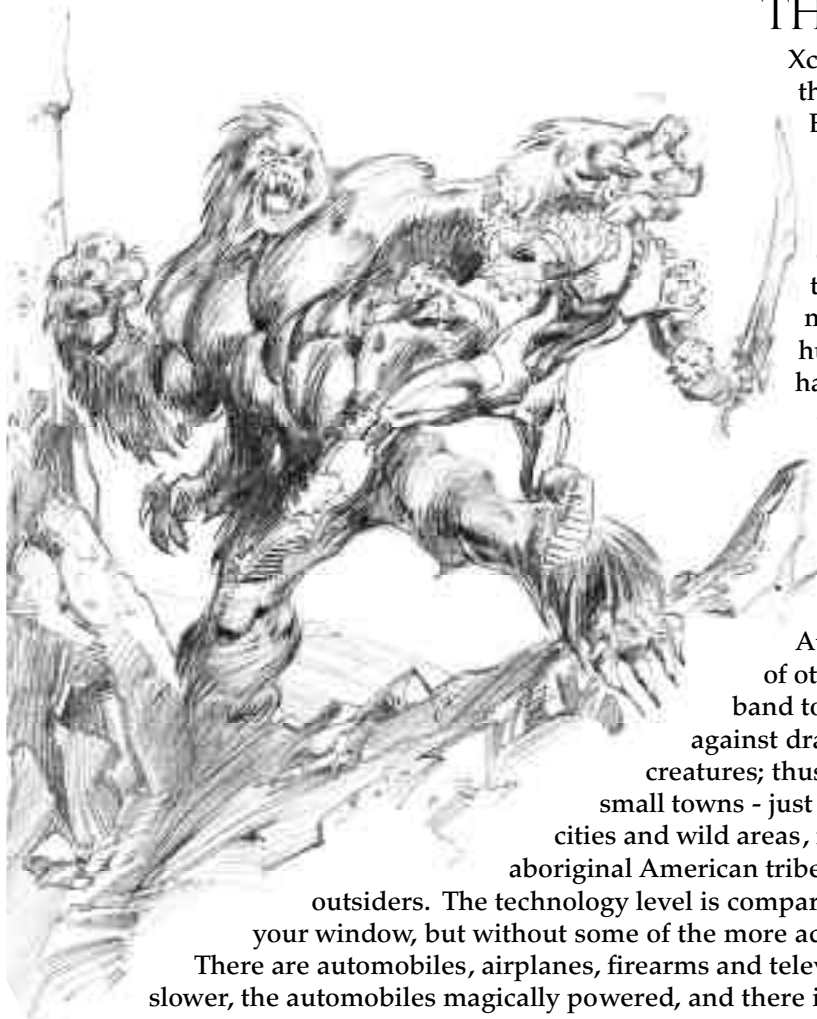
THE GAME

In Xcrawl, you play extreme sports athletes participating in the world's most dangerous sport. Collectively known as The Games, Xcrawl pits players versus a Dungeon Judge—or DJ—in a no holds barred battle of wits, steel and magic. Players have all the advantages of a normal adventuring party: weapons, armor, divine and arcane magic and special equipment. They face hideous creatures, brigades of well trained humanoids, lethal traps and dangerous obstacles - all chosen by a Dungeon Judge attempting to keep his TV ratings high. The DJ is the mastermind behind the dungeon; the dungeon is a created environment designed to not only challenge the team of Crawlers, but kill them to the delight of fans both live at the event and watching around the world on pay-per-view. TV cameras capture every move, every spell, and every kill. Survival isn't enough; players compete for the best score against other teams facing similar challenges. The traditional classes and races are available to players, along with new equipment, spells and feats. The adventures are televised across the nation, and their exploits discussed in sports bars and at office water coolers.

THE FAME

Xcrawl takes dungeon adventuring to the next level: massive mayhem and mass media come together for the first time in a no-holds-barred competition pitting adventurers versus the master of the game, head to head for the first time. Your players might become superstars, celebrity adventurers with publicists and lawyers who jet set all over the world—or they might join the pile of dead losers who litter the field. Xcrawl has no mercy for the foolish, the slow or the timid; if you die...you die.

The Pandahead Logo is a trademark of Pandahead Productions. Content © 2002 Pandahead Productions.
'd20 System' and the 'd20 System logo' are trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.1.
A copy of this license can be found at www.wizards.com.



THE WORLD

Xcrawl adventures begin in the North American Empire, or NAE, the most powerful nation on earth.

The society is patterned after ancient Rome, and a clear caste system divides the populous. The majority of citizens are humans, with gnomes, halflings, dwarves and

elves all being minority races living within the Empire's power structure. Citizens live in one of the major population centers—

New York, Chicago, Atlanta or any of a number of other major cities. Humans band together for protection against dragons and other wild

creatures; thus there are no suburbs or small towns - just large, defensible major cities and wild areas, ruled by savage monsters, aboriginal American tribes and mysterious

outsiders. The technology level is comparable to the world outside your window, but without some of the more advanced achievements.

There are automobiles, airplanes, firearms and television, but the planes are slower, the automobiles magically powered, and there is no digital television.

There are computers, but they are not very powerful or versatile. There is no

Internet. Medical technology lags behind everything else—the rich can afford divine healing, and the poor must hope and strive to stay healthy through any means.

THE LOOK

Larger than life. Xcrawl is an extreme sport to its core, and players dress to stand out. Players display tattoos, cowboy hats, spandex, sports equipment, piercings, war paint, mohawks, masks, bondage gear, dreadlocks and even traditional sword and sorcerer outfits—whatever best fits their image; and that image is identified by a nickname: The Messenger, Sellsword, Masta Killa and Nick O'Time, to mention a few Xcrawl stars. In the world of Xcrawl, nonhumans show regional variants so you can play a Japanese dwarf, an African gnome, a Native American Elf or any other combination that pleases.

THE MOJO

The Mojo is the magic of teamwork. Xcrawl squads unconsciously draw upon this power, and it can give them an edge in combat. This power is represented by the Mojo Pool, an ever-changing resource allowing players to give bonuses to their teammate's attack and skill rolls.



THE MONSTERS

Man shares the world with horrifying lethal creatures. Humans fear the wild places, as ancient dragons and terrifying monsters prey on all those who dare to enter their territory. The Alfar, an evil offshoot race, dwell in vast underground cities planning their revenge on the hated surface world. Monster collectors hunt in the most remote locations of the world, searching for unique and dangerous creatures to fight in The Games. Players are certain to encounter old favorite monsters in an entirely new context, and might be surprised by a few new creatures as well.

XCRAWL SPEAK

ADVENTURER'S GUILD - The organization that regulates Xcrawl. Characters must be members of the Adventurer's Guild to participate in Xcrawl events, or even to own a weapon larger than a dagger or quarterstaff.

COMMONERS - The citizens of the NAE. Commoners are taxable serfs serving the Empire. Commoners have very few rights and live an existence of hardship and toil. Commoners may not legally possess weapons or travel internationally.

DUNGEON JUDGE - The designer and host of an Xcrawl event. Dungeon Judges dictate what traps, monsters, treasure and prizes will be included in their dungeon. Dungeon Judges are better known by the letters DJ and their name, such as DJ Devastator or DJ Cudgel UP!

FACE - A Crawler that acts the good guy. The type of character who gets cheers from the crowd.

FAME - A rating that represents a character's celebrity and wealth. Long time Xcrawl adventurers are the superstars of popular culture, and many become rich from endorsements and personal appearances.

GM - Game Master. This is the guy actually running the game, not to be confused with Dungeon Judge, which is a powerful NPC who runs an Xcrawl event.

HEEL - A Crawler that acts the bad guy. The type of character who gets jeers from the crowd.

MAGE'S GUILD - The regulating body of arcane powers in the NAE. Anyone wielding arcane might must be members of the Mage's Guild to legally use magic in the NAE.

MOJO - The intangible power of teamwork, which propels adventurers working together to success greater than they could reach as individuals.

MOJO POOL - A bonus pool allowing characters to aid their teammates with d20 rolls, including combat and skill checks.

NOBILITY - The upper echelon of society in the NAE. The nobility is composed of titled landowners, businessmen and courtiers. Nobles are privileged, wealthy and connected.

NAE - The North American Empire, the world's foremost superpower. A Roman-style dictatorship under the command of Emperor Ronald I. The NAE is the origin country of Xcrawl.

SIGNATURE MOVE - A combat action that becomes identified with a particular character.

TRAPPERS - Professional hunters who capture monsters for use in Xcrawl events.

TURN - The attitude the Crawler shows the crowd. He can be either face or heel, depending on his attitude and actions.

THE RULES

The Quickplay Rules have been streamlined for simplicity and brevity. You can explore the complete scenario in the full version of Xcrawl: Adventures in the Xtreme Dungeoncrawl League

THE MOJO RULES

The Xcrawler puts his life into the hands of his teammates in every room of every event, and the bonds forged between players are comparable to any professional sports team. To simulate the intangible bond between players propelling them to greater success as a group beyond anything they could achieve as individuals, you can use the special Xcrawl Mojo rules.

The Mojo Rules

- Only official teams can utilize Mojo. An official team is one with a name that has spent some time training together.
- The Mojo is a bonus pool, represented by a number between zero and twelve. The Mojo can never be less than zero or higher than twelve.
- Players can give one another points from this pool to use as a bonus for any d20 roll other than saving throws. The catch is that players can't ever ask for a bonus from the Mojo pool, it has to be freely offered by another player. If a player asks for points out of the pool he is automatically disqualified for using any Mojo for that particular encounter—teamwork just doesn't work that way.
- The Mojo only works in Xcrawl events. It has as much to do with the spirit of the game and energy of the crowd as it does the team's unity. Even teams with a high Mojo score can't access it during adventures taking place outside of Xcrawl events.
- At the beginning of each new dungeon, players roll 1d6 plus bonuses or penalties to find their starting Mojo. Remember, no matter how well players roll, the pool can never



be higher than twelve. The Mojo pool resets every dungeon, not every level or encounter or gaming session.

- Players can offer Mojo points for any standard d20 roll other than saving throws, in or out of combat. This allows the players to aid one another during key junctures in the adventure. Points out of the pool translate directly to a bonus on the d20 roll. For example, three points from the pool given to an individual means he gets +3 on his next skill or attack roll. Mojo never adds to damage or saving throws.
- Two special Mojo situations: Destiny and Choke.
 - Destiny is a natural twenty on a die roll where Mojo has been donated. If a player rolls Destiny, she still gets the bonus, but no points are subtracted from the Mojo Pool. In addition, Destiny adds one point to the Mojo pool
 - A Choke occurs when a player rolls a natural one on a roll where Mojo points have been assigned. The points added from the Mojo Pool do not apply to the roll, since any roll of a one automatically fails. If a player rolls a Choke, the points that were offered plus two extra points are subtracted from the Mojo Pool.

THE GEAR

For purposes of this version of Xcrawl, allow players to purchase standard equipment for their listed prices. The full edition of the rules will include new weapons like the ice pick, wristblades, aluminum bats and combat flying discs. New armors include micromesh armored clothing, composite sports armor, riot gear and MiniLynx™.

Magic Equipment

Card-carrying members of the Adventurer's Guild may buy certain types of magic items, including 1st level potions, first level wands and first level scrolls, +1 armor, weapons and ammunition and +1 rings of protection. Other magic items must either be created by the character, found during their adventures or won in Xcrawl events.

NEW FEATS

Crowd Favorite

The crowd gets behind you very easily.

Prerequisite: Minimum Charisma bonus +3, four ranks in Perform

Benefit: You gain +4 to all rolls to motivate the crowd or grandstanding.

The Profile

You kill with style and distinction.

Prerequisite: charisma bonus +3, four ranks in Performance

Benefit: After you slay an opponent, you get +4 on your grandstanding skill check. This benefit lasts for one round.

Rally

You know how to motivate your teammates in a tight situation.

Prerequisite: Cha bonus +3, minimum character level 5.

Benefit: Once per dungeon level, you can call for a Rally as a free action. All teammates must be able to hear the Rallying player's voice in order to gain the benefits. For one round, every member of the team gets + 2 to hit and + 2 on willpower saves. Victims of enchantment magic get a new save at +2 to resist the spell's effects when the rally is called.

NEW SKILLS

Perform (cha)

Perform is a vital skill to the would-be champion Xcrawl player. Xcrawl is a spectacle for the audience, and smart players learn to work the audience very early in their career. There are two new performance forms pertaining to Xcrawl: Grandstanding and Mugging.

Grandstanding is the art of working the crowd for maximum applause and recognition. A player can grandstand at any time when a live audience is present in a room. He can do it in any manner he sees fit - the one fisted salute to the crowd is always popular, but the possibilities are endless. Each crowd has a target DC to sway them determined by the gamemaster. A player attempting to grandstand makes a performance check versus the crowds DC. A success means that the crowd reacts favorably—clapping, hooting, pumping their fist, or whatever else is appropriate. A critical success might mean a standing ovation. Failure can mean boos and catcalls or worse—stony silence.

The gamemaster assigns bonuses as he sees fit. Grandstanding at appropriate times, such as right after a hard fought dramatic victory, for example, should receive a bonus, while grandstanding during inappropriate times—such as right after a teammate dies horribly—should receive a definite penalty. There are many other factors that might come into play; consider the ranger who insists on butchering his kills and parading around with severed heads—that sort of mayhem will not sit well with the nobility of the NAE, and such action will incur major Grandstanding penalties. Well known players will often develop certain grandstanding moves that the audience loves and comes to expect. For example, after every successful fireball Justin "Blaze" Cropper jumps in the air, clicks his heels and points at the crowd. Once the player's move becomes well known to national audiences (performing the move three consistent crawls is a good standard), he should receive a +2 when using his move during grandstanding attempts. This sort of Grandstanding move is not the same as a Signature Move, and should not be confused with one. A successful Grandstanding roll will lower the DC of the crowd by one, and add one to the Mojo Pool.

Mugging is grandstanding for the camera alone, with no live audience. It is a more subtle art, but an extremely important one. The difference between grandstanding and mugging is the difference between acting in the theater and acting for a movie camera, using tiny suggestive gestures instead of grandiose ones. Winking, blowing kisses or giving steely-eyed looks all work well.

The DC for mugging is always twenty-one. A successful Mugging roll lowers the DC of the crowd by one. Mugging affects both the individual's popularity and the overall popularity of the team. After the crawl, any player who succeeded in 75% of their attempts will have a +4 bonus on any popularity awards they receive. Any player who succeeded in 90% of their rolls should receive +6. The same factors effecting grandstanding effect mugging - the gamemaster should feel free to assign bonuses or penalties as they see fit.

Mugging and grandstanding may both be performed untrained.

