

# X CRAWL



# THE GUILD SOURCEBOOK



## XCRAWL: THE GUILD SOURCEBOOK

Presenting your complete guide to some of the most important organizations in the North American Empire and the Xcrawl Games - **The Mage's Guild, The Specialists' Guild, and The Adventurer's Guild.**

The Guild of the Magi is one of the most powerful organizations in the NAE, and you get to examine firsthand their rise to power and their role in the government.

The Adventurer's Guild lays down the law for the Games, and states what is and isn't allowed, and who can and cannot participate.

The Specialist's Guild (*Thieves' Guild* is just too negative a term) use their status to defend the Rogues involved in Xcrawl—after all, they are performers, not criminals.

But above and beyond all that, the Xcrawl: Guild Sourcebook is loaded with the cool stuff you look for in a sourcebook. Over one hundred new spells (including some VERY unique spells), new feats, new prestige classes, and much more to enhance any Xcrawl campaign.

Xcrawl: Your Next Adventure WILL Be Televised—  
and the Guilds will make sure that it's on the level..

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# 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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Total Awesomeness by Scott Knuchel. No, seriously...

*Serving Suggestion:*

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NOTICE

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

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Xcrawl is a work of fiction. Any similarities between persons living or dead is coincidental

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

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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

