

COMPATIBLE WITH
**DCC
RPG**

X CRAWL

LOUISIANA RISING



A LEVEL 3 ADVENTURE USING DCC RPG RULES
BY BRENDAN LASALLE & GEORGE "LOKI" WILLIAMS

DCC XCRAWL 101



If you've never played Xcrawl, you can still play *Louisiana Rising* using just this adventure and your DCC rulebook! This overview will tell you how.

The world of Xcrawl is a blend of unexpected genre elements combined to create a highly original, offbeat adventure game. Xcrawl combines strategic dungeon crawl action in a harsh dystopia of absolute authoritarianism and rigid class conflict, featuring a quirky alternate modern history with a carnival-mirror view of the strange world we live in. It's a treatise on the phenomenon of fame in our celebrity-worshipping culture. It's a grand strategic challenge that forces out-of-the-box thinking by presenting crawlers with improbable situations that they simply could not discover in a standard fantasy setting. Most of all, Xcrawl is fun – monster-slaying, sports-car-winning, crowd-pumping, face-on-the-cereal-box fun!

Xcrawl itself is a live-on-pay-per-view death sport. The players take the roles of professional athlete adventurers, who live and die in modern arenas. They face the challenges set forth by the Dungeon Judge, or DJ, who designs a dungeon full of dangerous creatures, perilous traps, deadly obstacles, and incredible treasure.

Here are a few special rules for DCC Xcrawl.

MOJO

Mojo represents the unconscious power of teamwork that can push individual players to greater success than they ever could achieve on their own.

The Mojo Pool is a pool of points shared by an Xcrawl team. The team must be an established one with a set name, and the members must have trained with one another in order for all to share in points from the Mojo Pool. Normally, Mojo Pool points can only be used during Xcrawl events, but you the Judge can rule otherwise in case of special circumstances.

The Catch: you can never take points from the Mojo Pool for yourself; you can only give them to allies on your team OR allied creatures summoned by magic to fight for the team. Players are not permitted to ask for points out of the Mojo Pool, and those that do are blocked from receiving Mojo points for the remainder of the current encounter.

The Mojo Pool can never go lower than zero, and normally cannot go higher than 12. Though there are special factors that can increase or decrease the size of your pool.

Points from the Mojo Pool can normally only be added to the following dice rolls: action dice for combat or spell-casting, skill checks, or ability score checks.

Points from the Mojo Pool are added on a one-to-one basis, and there is no limit to how many points you can give out.

For example, if you see that your brawler is about to have to make a difficult crossbow shot to finish off a monster to end the room, you can take two points out of the pool and give it to your brawler, who then adds two points on his action die to-hit roll.

Mojo points can not normally be added to the following rolls: saving throws, critical checks, fumble checks, corruption checks, or deity disapproval checks.

Player characters must be at least 1st level to share in the Mojo Pool. A zero level character on an Xcrawl team may not receive Mojo points, and only players with a character of 1st level or higher may give Mojo points to one another.

STARTING MOJO

The Mojo Pool refreshes per Xcrawl event – not per room or encounter, but per full event.

Some adventures (such as the tournament Anaheim Crawl) have a preset starting Mojo Pool size. Otherwise, roll 1d12 to determine the starting Mojo Pool for your team. Every team member also makes a Luck roll – each success adds 1 point to the Pool, each failure takes 1 point away. The bonus for successful Luck rolls is doubled for halfling characters. Note that the Mojo Pool can still never be higher than 12 or lower than zero, no matter what the die roll is.

MOJO POOL ADDS

The following events add points to the Mojo Pool:

- Victory in an Xcrawl combat encounter adds 1 point to the Mojo Pool.
- Successfully defeating a trap in Xcrawl adds one point to the Mojo Pool
- A crit on any hit roll or ability check during combat adds 1 point to the Mojo Pool.
- Bypassing a trap without anyone getting affected adds 1 point to the Mojo Pool.

MOJO CRIT IN COMBAT

If Mojo is added to a roll and the result is a crit, it is referred to as Destiny. The points are added to the roll normally but no points are actually taken out of the pool. In addition, one point is added to the Mojo Pool.

MOJO FUMBLE

If Mojo is added to a roll and the die comes up a natural one, it's referred to as a Choke. One additional point of Mojo comes away from the pool (minimum pool still zero – it can't go underwater).

LOUISIANA RISING



PRESENTED BY DJ LE TIGRE • A LEVEL 3 ADVENTURE

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Team Soggy Slayers: Jayson 'Rocky' Gardner, John Kenney, Stephen Theoret, Rebecca Theoret, Andy Rumph, Ian McGarty



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Ladies and Gentlemen, it's time for the game more wicked than a coffee-deprived war witch with a hangover! And this time it's a bloodbath for a cause! Xcrawl: Louisiana Rising! Kicking it old school using Dungeon Crawl Classics RPG rules, Xcrawl is where dungeon hack and slash meets the mass media and sells advertising space on the cooling corpses of your enemies.

George "Loki" William grabs the mic: In mid August of this year, mid Louisiana flooded in one of the worst natural disasters ever recorded. Over 7.1 Trillion gallons of water – that's Trillions with a "T" – fell in four days of steady rain. Houses across nine Parishes (what we have in place of Counties down here), most of them not on a flood-plain, were inundated. At the time I am writing this, the Baton Rouge Area Chamber of Commerce estimates roughly 110,000 homes, valued at \$20.7 billion, could have flooded.

As we watched the middle of Louisiana fill with water in the unprecedented flood, Brendan and I both wanted to do something. I'm a native French Creole, and the memory of our own disaster, Hurricane Katrina and the Levee Failures, came rushing back to me as I saw neighborhoods submerge. Brendan went to college here, and has family in the state. As you may imagine we know many people in the affected area, a lot of them gamers.

In the months after the Levee Failures I was the recipient of an incredible amount of kindness from the gaming community. Many across the world were sending dice and games to local gamers who had lost all their gear, as well as donating to more traditional charities. There were also many benefit products raising money for the afflicted area. We take our cue from those efforts, and give it some homegrown Louisiana flavor as we do.

All proceeds from this adventure will be split between Second Harvest Food Bank, who are one of our mainstays during the chaos, and Zeus' Rescues, who are doing phenomenal work with animal rescue and displaced pets.

As a New Orleanian, I vividly remember what it was like 11 years ago. Baton Rouge welcomed us into their homes, made room for our kids in their schools, their people came down to wreck out our flood damage, and so much more. This is just the tiniest part of paying back that kindness.

Loki throws the mic across the stage to Brendan: My father's family are from the St. Martinville area of Louisiana, and I had two-and-a-half of the finest – and most challenging – years of my life at Loyola University, New Orleans. But you don't need to have any direct connection to Louisiana or its people to want to reach out and lend a hand to people in need. Now is the time to recognize our shared humanity and to reach out to lend a hand to folks who find themselves in real need, just as we all will if we live long enough. I hope you will consider donating further to some of the organizations listed below, or find some way to help out folks in need.

I thank you all for purchasing this adventure – may it give every satisfaction, and may this game bring you and your crew all the laughs and all the thrills.

Be well!

BACKGROUND



The Gulf area of the North American Empire has always been subject to tropical storms and hurricanes, on rare occasions the area is even hit by naturally occurring weather infused with arcane energy. It was just so in mid August of 2016 when a huge rainstorm settled over the middle part of the Duchy. Green and black lightning bolts crackling with eldritch energy, the booming harmonics of magical thunder, and incessant rain were constant for the next five days. The flooding was vast in scope and several entire towns and cities were completely submerged, as were most of the roads between them.

After the waters came the troglodytes. Waves of raging, green humanoids, driven from their bayou homes by the floods, arrived to attack the vulnerable masses as they searched for high ground. Local irregulars and Imperial forces heroically managed to keep the loss of lives low, but hundreds of thousands lost everything they owned to the rising waters and marauding humanoids.

Xcrawl athletes and fans alike wanted to help. Duke Edward Bell of Baton Rouge authorized a charity Xcrawl event to help fund relief efforts, signing off on the edict from a skiff near the flooded Ducal Palace. Conveniently, his niece Anabel was an up and coming Xcrawl judge, and was more than willing to help out family.

In short order a Crawl was pulled together to be held in New Orleans, just south of the flood zone, one of many efforts by the sports and arts communities as the waters receded. The Imperial Dome was about about to host its first major crawl. By attending this event, all attendees are helping to support the ongoing relief efforts.

ANABELLE BLANC AKA DJ LE TIGRE

Anabelle Blanc is an avid table-top Dungeonbattle player who sometimes tries out her dungeon ideas at the table with her gaming group before bringing them to the televised world. (So far all attempts to bribe her gaming group for "previews" have been met with laughs of derision and a fusillade of polyhedral dice!). She always wears stunning ensembles in shades of purple and gold. Her hair is jet black with a single emerald streak.

Anabelle is focused, merciless, charismatic, intuitive, organized, and serious of demeanor when in the DJ chair. She takes great pride in using locally sourced monsters and talent in her crawls. Prior to taking her virtuoso DJing to the professional level Anabelle ran Arceneaux's, a local four star restaurant.

After winning an Adventurer's Guild contest she ran her first Division I game in New Orleans where she garnered critical acclaim. In the two years since her popularity has rocketed and she is now a regular Division III DJ for the Deep South. She's kept up with her cooking though, with her recently launched cooking show, *Roux The Day!* on Imperial Broadcast Channel 3. If the ratings so far are any indication it's going to be a critical hit!

HOW THE TEAM GETS INVOLVED

The world of professional Xcrawl is a tight knit one. Many in that world, especially the jammers, have ties to the Duchy forged of blood or friendship. Some in the Adventurer's Guild are natives of the area and have been hit directly. Charles Boudreaux AKA The Ragin' Cajun lost everything he owned to the waters, but luckily got his wife and daughters out safely. Alton Monroe AKA DJ Laissez Faire lost his life rescuing a five year old boy from troglodytes. DJ Le Tigre herself lost her home to arcane lightning and rising water. As a result the best and brightest of the X Crawl world have come in to make it happen.

All participants in the crawl from the athletes and DJ to the tech crew have donated 100% of their wages, tips, and winnings to charity. They have also all committed to an Adventurer's Guild Week of Service, assisting in rescue and relief efforts for the week after the bout.

OKAY, YEAH, BUT WHAT IS XCRAWL, ANYWAY?

In Xcrawl characters take the roles of superstar athletes taking their chances in a live on pay-per-view death sport, Xcrawl. Xcrawl is short for Extreme Dungeon Crawl. The game is simple: the Dungeon Judge, or DJ, creates an artificial dungeon under controlled, but still potentially lethal, conditions. They design the maze, stock it with traps, secret doors, monsters, treasure and prizes. The characters must go through the dungeon and fulfill whatever conditions the DJ puts forth in order to win. These conditions usually include defeating all the monsters, finding keys or other hidden items, bypassing obstacles, rescuing "captives," and the like. DJ's have a great deal of leeway in creating their dungeon but most play fairly - DJ's who make their dungeons too difficult, or too easy, do not get invited back.

Xcrawl is a sport and the challenges are manufactured but the danger is none the less real. If you die you die. There are no second chances. Citizens of the North American Empire tune in every week to watch their favorite characters get trampled, disemboweled, defenestrated... the nation's hunger for blood and mayhem grows with every contest.

Terms to know:

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJ's can communicate with their characters via the AVS. All AVSs are networked, and while there are some live cameramen most of the recording comes through these handy dandy technomagical timesavers. Few things can hurt them and characters are not allowed to attack them.

Banned Equipment: The following items are banned for use in Xcrawl: guns, acid, poison, lockpick guns, mundane explosives other than standard alchemist's fire. There are limits on how many magic items and scrolls a character may take into the crawl but all magical equipment they find in the dungeon can be used.

Break Room: Crawlers are safe in any break room. DJs may not put any hazards in a break room.

Charmed Monsters: Charmed, or otherwise coerced monsters, are counted as defeated at the end of a room. They may not accompany the team deeper into the dungeon.

Disqualified: Disqualified characters can not return to the dungeon - not even on later levels. If the characters are unclear of their instructions or have other problems they can call for a ref at any time.

Fame: A character's fame score determines how popular they are at any given moment. Crawlers with a high fame are celebrities who receive VIP treatment and high appearance fees. Players earn Temporary Fame, which can be converted to Permanent Fame. For full rules on Fame see the upcoming release, Xcrawl Classics.

Grandstanding: Grandstanding is the art of working the crowd. Successfully grandstanding can earn a crawler Fame: twice during every combat encounter - once during the battle and once the round immediately after combat ends - characters can make a Grandstanding check (d20 + Personality mod + character level) against the Crowd DC - success earns the character a point of Temporary Fame.

Mojo: The Mojo is the spirit of teamwork that lets crawlers on cohesive teams take their performance to the next level. The Mojo pool is a bonus pool that allows characters to help their teammates through difficult situations.

NoGo Doors: There are NoGo doors throughout the dungeon. Characters may run through them to escape danger but if they do so they are disqualified.

NonCom Badge: A non-com badge has two functions. First, it tells characters that whomever wears one is not a target and may not be attacked (nor may they attack or hinder in any way, including aiding monsters). Characters who attack anything in a non-com badge are disqualified and could face arrest. Creatures struck while wearing a non-com badge are instantly teleported to safety.

Referee: There are referees around throughout the crawl. Their word is law. If a character breaks the rules they typically get one warning. Characters who disobey the ref are disqualified.

Surrender: Intelligent monsters may surrender, but it is up to the characters whether or not they accept their surrender. Accepting a surrender is the professional thing to do - monsters are expensive to replace, after all. Handlers remove surrendered monsters from the dungeon.

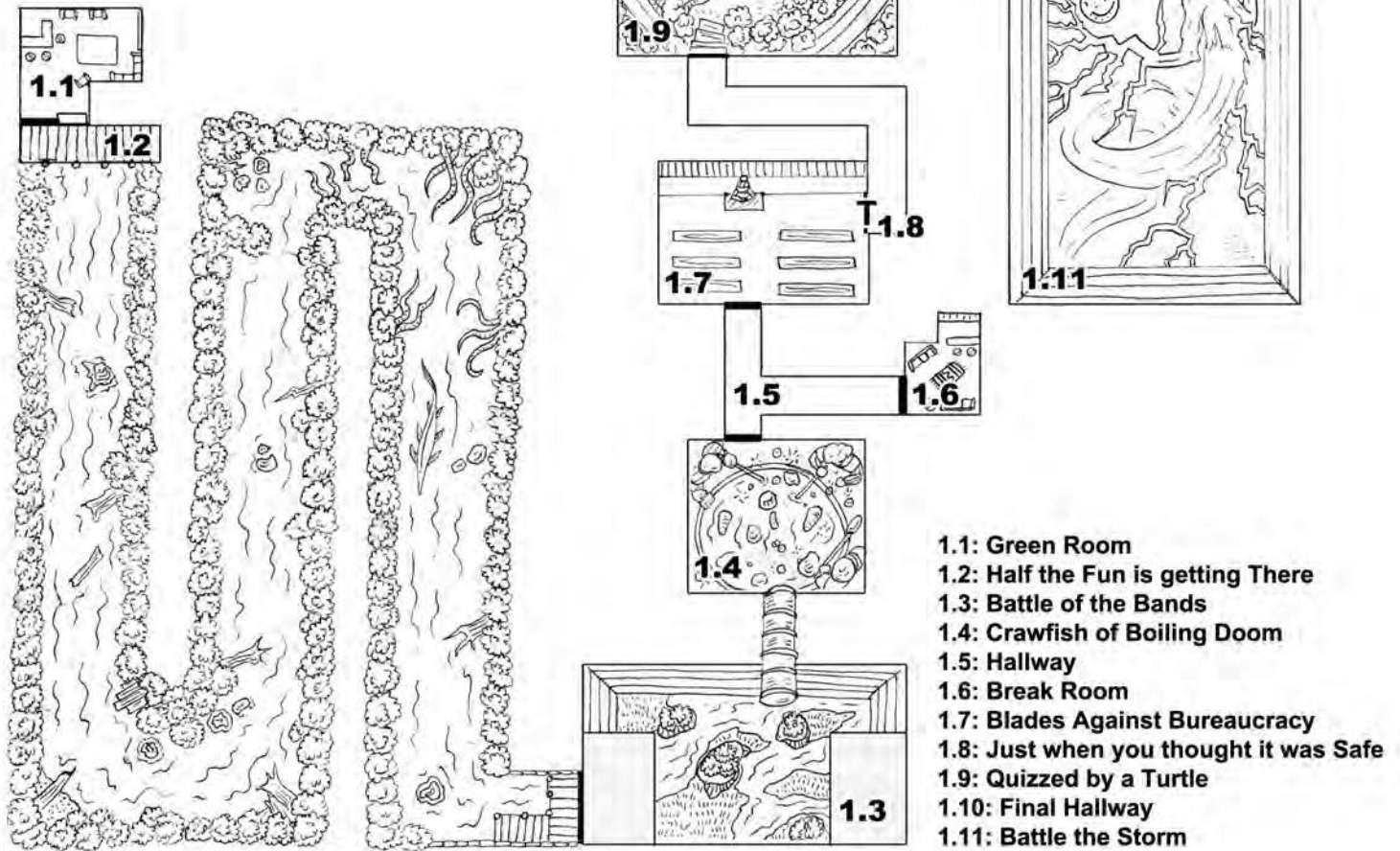
THE DUNGEON

Unless otherwise noted:

- All hallways are 12' high with AVS advertisements running along either side.
- All doors are tough security doors, requiring a DC 16 Strength check to break one down.
- Rooms are well lit.

THE CROWD DC IS 13 for the entire dungeon unless otherwise noted. The crowd is hyped up to be a part of this important cause, and many of the local breweries, wineries, and distilleries, have donated beverages, and they have been flowing freely all afternoon. Consequently, the crowd is in a great mood and ready to cheer.

LOUISIANA RISING DUNGEON MAP



- 1.1: Green Room**
- 1.2: Half the Fun is getting There**
- 1.3: Battle of the Bands**
- 1.4: Crawfish of Boiling Doom**
- 1.5: Hallway**
- 1.6: Break Room**
- 1.7: Blades Against Bureaucracy**
- 1.8: Just when you thought it was Safe**
- 1.9: Quizzed by a Turtle**
- 1.10: Final Hallway**
- 1.11: Battle the Storm**

THE MOJO RULES FOR DCC RPG

The Mojo pool is a pool of points shared by an Xcrawl team. The team must be an established one with a set name, and the members must have trained with one another in order for all to share in points from the Mojo pool. Normally, Mojo pool points can only be used during Xcrawl events.

The Catch: you can never take points from the Mojo pool for yourself; you can only give them to allies on your team OR allied creatures summoned by magic to fight for the team. Players are not permitted to ask for points out of the Mojo pool, and those that do are blocked from receiving Mojo points for the remainder of the current encounter.

The Mojo pool can never go lower than zero, and normally cannot go higher than 12. There are special factors that can increase or decrease the size of your pool.

Points from the Mojo pool can normally only be added to the following dice rolls: action dice for combat or spellcasting, skill or ability score checks. Mojo pool points can also be used on Luck checks, lowering your result.

Points from the Mojo pool are added on a one-to-one basis, and there is no limit to how many points you can give out. For example, if you see that your brawler is about to make a difficult crossbow shot to finish off a monster to end the room, you can take two points out of the pool and give it to your brawler, who then adds two points on his Action Die to hit check.

Mojo Points can NEVER be added to the following rolls: Saving Throws, Critical checks, Fumble checks, Corruption checks, Deity Disapproval checks.

In Louisiana Crawl, players start with 1d12 Mojo.

A WORD ABOUT TREASURE

There are many opportunities for the players to earn treasure in Louisiana Rising!. Normally, they earn an amount of gold, some magic treasure, and a donation to the relief efforts to be made in their honor. **If the PCs declare, at any point, that they are donating all their gold to the relief efforts, each character earns 1d6 points of Temporary Fame, and none of them ever pay for a drink in Louisiana again.** If they donate their gold AND the magic items they earn, then they earn 6 points of Temporary Fame, and the become legends of the sport in Louisiana.

KEY TO DUNGEON AREAS

Area 1-1 – Green Room: *The Green Room buzzes with activity as you step in from the heat of the parking lot. Music plays from speakers inset in the ceiling – Tabby Thomas playing “The Hoodoo Party”. There are a dozen people in this small space – two security guards, a referee, an elf cosmetologist and her assistant, producer Casey “Force Agent” Phillips stands in a corner giving directions over his headset, a dwarf cameraman and a boom mike operator, a still photographer, a white-jacketed food attendant behind a huge table piled high with po’boys from Cafe Jean-Pierre and a massive vat of gumbo. A pair of bartenders stand ready behind a fully stocked open bar.*

There is a row of lockers on the south wall. Each of you see one with your name stenciled upon it, over a roaring tiger face.

There is a door in the south wall which seems to lead to the entrance to the dungeon. The referee stands beside it, watching the room. An AVS floats over the door, currently playing the local news and showing information about recovery efforts.

The referee is head ref “Spin” LeBlanc. She answers questions about the rules of Xcrawl, but if players ask about dungeon specifics she gives them a warning and let them know they can be disqualified for even asking.

Producer Casey “Force Agent” Phillips comes over and introduces himself. He tells the party that the pre-game ceremony is about to begin, and let’s them know that they have an hour before they get introduced. He then gets a message over his headset, apologizes, and heads off at a rapid pace.

The adventurer’s are free to spend their time however pleases; they can eat, warm up, make plans, drink themselves silly, meditate, or spend their time however else pleases.

If they approach the bar the old cajun bartenders, Boudreaux and Thibodeaux, pour them each a shot of Chartreuse. Once they drink the entire room cheers, and the AVS smashes to a display that reads +100 GP PER SHOT TO THE SECOND HARVEST FOOD BANK!” The bartender lets them know that in certain places in the dungeon they can take another shot that earns more money for local charities and flood relief programs. “But be careful,” he advises, “this stuff has a bite!”

Every player that takes a shot in the green room earns 1 point of Temporary Fame.

At 2:45 the producer arranges the team in front of the AVS.

The crawl Logo fades out, and the opening ceremonies begin. You see a crowded auditorium packed with cheering aristocrats. The announcer addresses the crowd, “Thank you thank you all so much. Ladies and gentlemen, you have seen the challenges. You have seen the hazards. You have met the monsters. Now, it’s time to meet the lady of the hour. She is a native daughter of Baton Rouge. Ladies and gentlemen, let’s have a warm Louisiana welcome for the First Lady of Danger... the Queen of the Bayou... the Chef de Carnage... Annabelle Blanc, DJ Le Tigre!”

DJ Le Tigre walks out on stage to wild ovation, in a purple and gold gown and a tiger wrap around her bare shoulders. When she arrives at the microphone, she stands silently until the crowd quiets down, then addresses the room soberly.

CHARITY SHOTS!

In several places around the adventure the player’s can take shots which will earn money for relief efforts and fame and other rewards for themselves, but the more they drink the more likely they might find themselves impaired.

The first drink has no significant effect. After that the player’s must make a DC 12 Fortitude save for each additional drink they have, with the save DC increasing by one for every additional drink they take (Judges are en-

couraged to keep a chart). Every failure means they move down one slot on the Drunk Chart (below), and they may possibly find themselves in extremely dire straits.

For every hour spent sobering up, the players go back down one slot on the chart, healing any ability damage they took from the level. A Lay On Hands attempt may be used to dispel inebriation – note that it takes the power of one entire use of that ability to sober an individual up (i.e., it won’t heal any other damage or conditions).

Drunk Chart

Tipsy
Drunk
Hammered
Horizontal Mambo!

All TEMP ability damage

1 point Intelligence OR Agility (50/50)
1d3 Agility + 1d3 Personality
1d3 Intelligence + 1d3 Personality
Sick, 50% passed out

Character believes he is

Much more good looking and funny
10 feet tall and fireball proof
Has the best friends ever
Never drinking again

"Ladies and gentlemen, I'd like to begin with a moment of silence for all those who lost everything in the storm."

There is a moment of respectful silence. Then Le Tigre smiles, coldly, and continues.

"Alright y'all, it's time to get to business. Welcome to Louisiana Rising!" huge cheers. "Today we are going to demonstrate the courage and quality of the North American Empire – and we're doing it for a cause so close to my heart – rebuilding our land and helping our displaced and disadvantaged citizens. Today we are going to raise money for flood relief in the Duchy of Louisiana!"

Huge cheers.

"For those watching at home, the number at the bottom of your screen is how y'all can help. Your pledge dollars go directly to helping your fellow citizens who have been so terribly affected by the storm. Whatever you give in the name of the Glorious Olympians we will gladly accept."

And now it's time to begin. Let us introduce our final team of the evening, the (PC TEAM NAME)!"

The team is introduced individually, and each one is given the opportunity to say a few words. DJ Le Tigre interviews them all briefly – she asks how strong they are feeling, if they have any messages for those affected by the storm, etc.

Once the interviews are over the DJ continues.

"Okay, enough of making nice. Time I gotta get formal." Le Tigre pulls out some note cards and reads from them, her casual tone replaced with crisp enunciation. "Team, I salute your courage and your willingness to participate in this event – but do not be mistaken, you are in mortal jeopardy. The contest is an affront to the Gods if there isn't a very good chance that you all lose your lives – and I assure you, this contest is extremely respectful."

"It's time to begin! In the name of Emperor Ronald I, the Uniter, the First in our Nation, I declare this contest open. From this moment forward your lives are forfeit in the service of the Empire. I call out to honored Apollo to watch over this contest, for mighty Neptune, to show mercy and preserve us from the storm, and to Vesta, goddess of home and hearth, to help restore what has been lost in these past weeks."

"Crawlers, your task is simple. Go through every room, defeat every challenge. Not every monster needs to be destroyed – some can be dealt with in other ways. And remember, for every gold piece you earn, the Imperial Council of Charitable Giving will match it with a donation to Louisiana Flood Relief. Let the need of those displaced grant you strength."

"Allons-y!"

The AV changes to the crawl logo, which now sports a graffiti style overlay: "Crawlers Care!". The referee steps away from the door.

The door to the dungeon is locked (DC 14 pick lock check to open) but not trapped. An airboat is moored right outside the door.

Area 1-2 – Half The Fun Is Getting There: *Impenetrable lines of trees delineate the walls of this 40' wide waterway. Your team steps directly into the air boat docked at the door and looks out at a stretch of simulated bayou terrain before you. The corridor bends out of sight about 200' away. Cypress knees, stumps, and vibrant plant life fill the corridor. AVS screens on the walls light up and the face of DJ Le Tigre appears, a cold smile on her face.*

"Greetings, my children! Welcome to the bayou. Everything here wants to eat you." She smiles.

*"Your airboat will carry you over both land and water, as long as you don't flip it over that is. Watch out for those tree stumps. *winks* All you have to do is make it through to the other end and you can relax with some music. Be careful though – you never know what you'll run into between here and there. You'll have to move fast though, because you forfeit any treasure in..." She looks at her watch* exactly four minutes after the room begins."*

She crosses her arms, and raises an eyebrow at the party. Overhead you can see the box seat patrons staring down at you through the force walls that make up the ceiling. Signs held aloft read "Soul is Waterproof!", "225 Strong!", "Livingston Parish" and more. You have never seen such passion and hope from an Xcrawl audience before in your carriers.

The camera zooms in on Le Tigre. "Are you ready? Set! GO!"

Once the room begins, keep track of combat rounds – the PCs have 24 combat rounds (4 minutes) to make it to the door handle or they forfeit their treasure for this room.

There are three segments of the bayou encounter separated by sharp turns. An Agility check is required to make a turn without flipping the boat. The DC is 8 + 1 per every 10' of speed over 20'. The boat has a maximum speed of 60'.

If the boat flips, the PCs are launched out. They can make a Reflex save (DC = same as boat handling DC at that speed), or take 1d4 points of damage from being flung out.

If the boat flips, roll a 1d4. On a 4 there is a nest of water moccasins under the stump that are not happy about the boat – the immediately attack.

Righting a flipped boat requires a DC 10 Strength check to right the boat. Once the boat is flipped back, it takes an additional round to climb in and get it moving again.

All Sections:

- 40' wide by 200' long, joined by hairpin turns.
- Water is 4' deep and murky.
- Whoever pilots the airboat must succeed at an Agility check every 50' to navigate the area without flipping the boat. The DC is 8 + 1 per every 10' of speed over 20. The boats have a maximum speed of 60' and can increase the speed 5' per round.
- Mosquito swarms incur penalties due to itching and poor visibility. The airboat will pass through 1d4 swarms in each of the three stretches of artificial bayou.

First Section: *The bayou terrain stretches out before you, stumps and other obstacles thick along the way. In the distance the way bends sharply to the right.*

In the first stretch the DC to pilot the airboat increases by an additional +2 due to the plethora of half-submerged stumps and obstacles. About half way through the PCs can make a DC 12 Intelligence check to spot a dire gar just beneath the surface of the water. If they spot it they can maneuver around it – if not it leaps up and gets a single attack before the boat speeds away. If it successfully attacks a player, roll a d6 – on a 1-2 it snatches the player off the boat and they go into the water, 4-6 it remains on the boat as it speeds away.

Second Section: *As you make the turn the path before you clears a bit. Ahead you see far fewer obvious obstacles. You don't have time to notice much more before you find a tentacle of Spanish Moss striking towards your face!*

As the characters enter and leave this section they are attacked by animated Spanish Moss (tentacle attacks from above) In the middle of the bayou rises a stump tricked out to look like a bar. A lizardman in a tux stands amidst the bottles, underneath a sign that says "Shots for Charity". The heroes can make a DC 12 Agility check to grab a shot without slowing down - failure means they spill it. If any succeed the AVS screens lining the walls spring to life with the sound of cheering and a display that reads "+100 GP PER SHOT TO ZEUS' RESCUES!"

Don't forget to roll on the Drunk Chart!

As you reach the end of this stretch an AVS screen drops down, DJ Le Tigre's predatory grin framed by its screen. "Hurry, hurry! Your time is running out!"

A hairpin turn looms in front of you, animated tentacles of Spanish Moss writhing in anticipation as you careen towards them.

This section of Moss gets a chance to grab the PCs just before they leave the second section.

Third Section: *As you come out of the hairpin turn you feel rain falling from above, which obscures vision beyond 20'. An AVS screen paces your boat, counting down the remainder of your four minutes. The banner across the top of the screen reads "Sponsored by Cafe Luna, New Orleans".*

As you traverse this strip of bayou the airboat is paced by a dire gar wearing a fish-fitting magical *Girdle of Fish Speed* to allow it to keep up with the boat. The girdle has a huge advertisement for the Audubon Zoo along both sides.

If no one falls off the boat by the time it has traversed half the section the Gar leaps from the water to bite a random PC.

When the end of this section becomes visible the PCs see the end of the corridor is filled by what seems to be a rustic barroom. Neon lights pick out the name, "The Chimes of Midnight" above the rough wooden door. The AVS screen pacing you begins to flash faster and faster. You must reach the door handle before time runs out!

There is a short pier at the end of the indoor waterway that leads to the door. Once the player's reach it an air horn sounds the room is over.



If the player's finished the room in less than 24 combat rounds, the announcer declares that they win the treasure: 10,000 gp, the *Ascension Bow*, a magical +2 bow that does double damage against water-based creatures and against which water is no barrier (so an archer can fire through water as easy as air, and the water provides no cover), and a 10,000 gp charitable donation in the PC team's name, courtesy of the Imperial Council of Transportation, for bridge repair in the affected areas. A referee hands the team the *Ascension Bow* and a quiver of 24 standard arrows just as the team passes into the next room.

If the PCs don't make it in less than 24 combat rounds the Announcer wishes them better luck in the next room.

The door leading out is neither locked nor trapped.

Water Moccasin Swarm: Init +1; Atk swarm bite +3 melee (1d3 + venom); AC 11; HD 3d3; hp 8; MV swim 20'; Act 1d20; SP venom, scatter; SV Fort -1, Ref +1, Will +0; AL N.

These are standard water moccasins in a nest. When their nest is disturbed, they swarm out and attack with a series of bites (treated as a single attack). On a successful bite, the victim must make a DC 13 Fortitude save – failure means the victim takes 1d2 Strength and 1d2 Stamina damage, and is at a -2 on skill checks until he gets treatment.

Dire Gar: Init +1; Atk bite +1 melee (1d6+1); AC 15; HD 2d6; hp 8 each; MV swim 30'; Act 1d20; SP swallow whole; SV Fort +1, Ref +2, Will -1; AL C.

Dire Gar are monstrous versions of the normal river fish. They have evil dispositions and violent natures, and even if they aren't hungry they will attack to injure sentient species they encounter. They grow up to 15' long, have intelligent eyes and cruel, gnashing teeth.

On an attack roll of a natural 20, a dire gar swallows some or all of their opponent, as long as they are man sized or smaller (no other critical effect). Roll a d6: 1-3 leg (left or right), 4-5 arm (left or right), 6 entire creature. If the gar gets a hold of a limb, the target takes an automatic 1d6+2 damage every round until it can free itself with a DC 13 Strength check. If the victim is swallowed whole, they take 2d6 damage per round until they either slay the creature from within with a small hand-held cutting weapon (automatic hit, but the player should still roll to see if he scores a crit), or the creature is slain and the swallowed creatures allies take a round cutting him free of the creature.

The Dire Gar with the *Girdle of Fish Speed* swims at 60', and gets an extra attack every round that it does nothing else but attack.

Area 1-3 – Battle of the Bands : *The door opens on a deck over a large indoor swamp. A huge cheer goes up as you enter the room – a stadium crowd sits behind force walls. A three sided AVS hangs over the room, listing your names alongside advertisements for next year's Baton Rouge Blues Week festival. On the deck where you enter is a seven piece band and their equipment. You step out between two stacks of amplifiers. The swamp is muddy and shallow, perhaps a foot deep, with odd clumps of land, each supporting a single Spanish Oak. On the other side of the swamp room is another bandstand – you see instruments in stands, a drum kit, and a stack of amplifiers, but no musicians.*

The AVS changes, and you see DJ Le Tigre dancing with a white handkerchief. The camera zooms up close on her face. "Okay, crawlers, you better be ready for this! This is the battle of the bands – and the stakes are your very lives! The rules are simple. We pick a song and our bands will begin the jam session, each trying to upstage the other. We've already divided the audience up.

"Crawler side, let me hear you!" the northern half of the arena crowd cheer and wave handkerchiefs. A graphic "applause-o-meter appears on the scoreboard, it jerked sharply left to the side labeled CRAWLERS.

"Monster side, y'all got something to say to that'?" Huge cheer from the southern half of the audience, and the indicator swings hard to the right side of the graphical meter, reading MONSTERS.

"KK this room is blessed with a true gumbo of our local music – crawlers, you will feel its power or its wrath. The side with the loudest cheering side gets some good juju. The other side? Well..." She winks, slowly.

"Crawlers, your job is to defend your band and destroy all the monsters in the room. When I drop the handkerchief, you better get ready to fight like hell to defend your side."

"Y'all better be ready! Go!" She drops the handkerchief. Suddenly, a band appears on the far off platform – they appear to all be undead. At the same time, you see a group of figures rising up from the swamp – feral and yet man-shaped, hunched and savage. You see a gleam of light as they bare their sharp, orange fangs at you. They move towards you silently.

The creatures are were-nutria, an extremely rare lycanthrope found exclusively in the Louisiana area. The curse that transforms these former humans to creatures turn them into animalistic, if cunning, beasts no matter which form they assume. They will try to get past the player's and attack the band directly.

Each member of the PC band, (Lizardman Henry on trombone, Johnny Sketch on electric cello and electric guitar, Clint Liquidrone on a bewildering array of junkyard percussion, Electric Earl on slide guitar, Dixie Charbonnet on vocals, Portalmouth Brown on electric guitar, and Queen Bee Delphine Laurie on vocals and saxophone) have a special non-com badge issued to them. The instant before what would have been a successful blow would land, they are instantly teleported off stage to safety.

The room is infused with the magic of music. The two bands start playing against one another once the room begins. Each band plays the same song - "Callin' Baton Rouge," written by Dennis Linde. The PC side plays a heavier blues-rock version, while the monster band plays in an alt-country idiom.

At the beginning of each combat round, roll 1d20+6 for each band to represent their ability to whip the respective side into a frenzy. Whichever band has the higher roll, the OTHER side rolls one die lower on the dice chain for Action Dice and saving throws. On a tie neither side has an advantage.

For every member of either band taken out, the bonus to the Battle of the Band die roll drops by one. So if two members of the crawler's side band disappear, their roll drops to a d20+4, etc.

If one band is completely taken out, their side has the disadvantage until either the other band falls or the combat ends.

The were-nutria are cunning combatants. They know they need to take the crawler band out, but they know that the PC team is the danger. They will use every trick and deception to achieve their goal. Depending on the circumstances of combat they will gang up on single players, hold crawlers under water in an attempt to drown them, play dead, or try other tricks.

The undead musicians just play their instruments until they are attacked directly hand to hand, at which point they put aside their instrument and fight, returning to the music if they slay a crawler, or are otherwise freed up from hand to hand combat.

Two rounds into the combat the Shot Guy appears – in this case it is a handsome young man in swim trunks and a scuba mask who pops up from the water in the middle of the room wearing a non-com badge. He has a tray of shots (lidded in this case, to keep out the swamp water), and if a PC drinks one (a move action), the scoreboard notes that this earns a 1,000 gp donation to the Jose Villalobos House for War Widows and Orphans, who are working with families of veterans displaced by the storm. There is one shot for each PC, but one character could conceivably do multiple shots. The were-nutria ignore him entirely.

When all the were-nutria are dead, an air horn sounds – the PC team have won! Whoever remains from either band stands up to take a bow. The Shots Guy dumps his tray as soon as the air horn sounds and leaves.

A treasure chest rises up from the mud as soon as the air horn sounds. It is locked (DC 14 pick locks) and trapped (DC 16 find trap and disable Trap). If the chest is opened before the trap is disarmed, a jet of liquid shoots out at the opener, a mix of liquid butter, hyper-ground garlic, celery salt, onion extract and essence of green pepper – in effect it instantly marinates the target.

When the chest is open the announcer calls out the group's treasure: 5,000 gp, a Mantle of the High Priest (a rough woven garment of coarse wool, this magical garment reminds a cleric of the Olympic Pantheon to remain humble before the Gods, and grants a +1 on clerical spell checks, turning undead checks, and lay on hands rolls), and a 25,000 gp donation of wood and rebuilding materials from the Duke of New York. Only the Mantle is physically inside.

After the treasure is announced, a gong sounds and a single large AVS screen lights up. The figure of DJ Le Tigre, wearing a purple chef's hat and uniform fills the screen. She points an excessively large cooking knife at the PCs and grins.

“To see what we've got cooking next, you're going to have to take a leap of faith.”

Using the knife she points downwards. Immediately below the screen is a three foot diameter pipe, angled steeply downward. Neon arrows around the outer edge of the opening, all pointed into the pipe, begin flashing. Obviously the PCs have little choice but to take the waterslide...

On screen Le Tigre brings her knife down with a bang and the camera pans down to show a redfish, its head freshly severed. The camera zooms in on the eye of the fish until it fills the screen and then goes black.

Were-Nutria (6): Init +2; Atk claw +3 melee (1d5+1) or bite +3 melee(1d3); AC 13; HD 2d6+2; hp 11 each; MV 30' or swim 30'; Act 1d20; SP lycanthropy, transformation; SV Fort +3, Ref +4, Will+1; AL C.

Were-Nutria are accursed individuals who have been afflicted with lycanthropy. They can transform between three forms – normal mortal (treat as a normal peasant with 2 HD), an oversized nutria (no real combat ability, 15' move on land or water), or their battle form, a five foot tall man-nutria that stands upright and fights with claws. Their battle



form is fearsome, with huge orange teeth, gleaming eyes, and a feral aspect. They are as comfortable in the swamp water as they are on land; they swim as fast as they can run, and can hold their breath for up to five minutes.

A Nutria will attempt to grapple (Strength +1), and if it does it can attempt its bite attack. Bite victims must make a DC 12 Fortitude save or become a were-nutria in 30 days. The curse can be removed by magical means. This transformation affects every aspect of the cursed creature's lives – their alignment turns chaotic, they become furtive and violent even in their human form, and they shun the company of men, finding agreeable fellowship only with their fellow were-nutria. For the first year were-nutria can only transform involuntarily on nights of the full moon; after that they can transform whenever they choose.

Un-dead Musicians (6): Init +1; Atk slam +3 melee (1d6+1+freezing touch); AC 12; HD 2d6; hp 5; MV shamble 20'; Act 1d20; SP freezing touch, un-dead traits, infravision 60'; Fort +1, Ref 1, Will+0; AL N.

These musicians have been brought back through a special musical ritual – their souls came willingly back into the specially prepared corpses so that they could participate in this event and aid the land that they loved in life in its time of need. Their skin is blue, their eyes stare out without focusing, and creatures within 10' of them feel the cold coming off their bodies. They smell like graveyard soil and PBR.

Their touch is supernaturally cold – any creature they grab, or who they grapple with, or who takes damage from their slam attack, must make a DC 12 Fortitude save or take 1d3 Strength damage due to the extreme cold.



The un-dead musicians do not need to eat, drink, or breathe (although they can draw breath, so they can still play their horns and sing). They are immune to critical hits, disease, poison, sleep, charm, and paralysis spells, mental effects, and cold damage. Fire is anathema to these creatures, and any fire based damage they take is increased by one in the die chain (+1d).

Area 1-4 – Crawfish of Boiling Doom: *After a long slide you exit the pipe, splashing down in a large metal-walled, circular chamber. A hundred feet overhead you see three titanic figures looming above. They are all semi-transparent and wearing Chef's uniforms. Each one holds a wooden spoon the length of a dwarf-ball field. Below you the water is extremely hot and getting hotter by the moment. Raft sized potatoes, ears of corn, and cloves of garlic float around you.*

An AVS screen floats down to your eye level. DJ Le Tigre, still in chef's clothes, smiles wickedly.

"You know, I've always wanted to find a way to bring my two great loves, Xcrawl and cooking, together somehow. Since you have made it this far you get to help me realize that dream. This segment of the Crawl will also be used in a special feature episode of Roux The Day!, my cooking program on Imperial Broadcast 3! I certainly hope your palates are up to it, we do tend to get a bit primal about our food down here."

The PCs are in deep gumbo – fifteen feet deep, to be precise. The lip of the pot is fifteen feet over the surface of the gumbo, and the sides are extremely slick (DC 18 climb sheer surfaces).

PCs can get out of the water by climbing up on the giant vegetables. A DC 11 Strength check is required to climb out. An additional Agility check must be made each time a PC is hit by an attack in combat (DC 6 + total damage taken), or the player's fall back in.

The water is being brought to a boil. Every round a PC spends in the water they take 1 hp of damage. After the third round of combat that increases to 1d2 hp/round, 1d3 hp/round after the sixth round of combat, and so on up the die chain every three rounds. Standing on a vegetable prevents heat damage.

The three "giant chefs" looming above are illusions. The spoons and seasonings are being manipulated by wizards using telekinesis.

The camera moves in closer as she holds up a freshly boiled crawfish, rips it in half, sucks the juices out of the head and then devours the tail meat. The process is rapid, predatory, and takes mere seconds. The AVS screen floats upwards 30 feet where it joins a ring of screens around the interior of the gumbo pot. As it exits at the top, an array of giant crawfish are dumped into the room from above. All PCs make a DC 13 Reflex save to remain floating as the splash rocks the tank. (3 giant crawfish per PC, more if you like.) They move in for the attack, claws spread wide. On the side of each crawfish shell is stenciled the logo for Acosta's Spacemetal Crab Boil, the sponsors of this room.

As the heroes fight the crawfish they need to balance on the corn and potatoes. This is made more difficult by the giant cooks standing over the pot.

- Every 1d4 rounds one of them will stir the pot for 1 round. All characters balancing on vegetables must make DC 13 Reflex saves to avoid falling back into the gumbo. A 1 on this check means a crawler has been hit by a spoon, taking 1d5 damage.
- Every 1d6 rounds one of them will season the dish. Hot sauce and crab boil come raining down on the PCs doing 1d3 acid damage to crawlers not in the gumbo.

All the crawfish must be defeated in order to move on to the next challenge. Once all the crawfish are dead, a ladder drops down so the player's may easily climb out of the pot. The audience gives them a big hand as they escape. Once they are all outside, the announcer announces their treasure: 10,000 gp, Etienne's Amulet of Defense (a magical protective amulet. To activate its magic, a player kisses it, at which point it grants +2 AC and +2 on saving throws for 1 hour. The amulet can be activated once per day), and a 20,000 gp donation in the PC team's name to Animal Rescue of New Orleans.

PCs who succeed in this section gain an additional point of Fame prior to their next crawl, after the episode is broadcast.

The door leading out of the room is locked (DC 14 pick locks) but not trapped.

Giant Crawfish (3/ PC): Init +0; Atk bite +1 melee (1d3); AC 12; HD1d6; hp 4 each; MV swim 30'; Act 1d20; SV Fort +1, Ref +2, Will -2; AL N.

Giant crawfish are huge versions of the standard freshwater crustacean, found in swamps and kitchens throughout the southeast.

Area 1-5 – Hallway: This hallway splits off, going either north or east. The walls are lined with advertisements for various charitable institutions, including the Jose Villalobos House for War Widows and Orphans.

If the players listen carefully they may hear faint music coming from the right hand hallway (DC 15 Intelligence check).

Area 1-6 – Break Room: The door is neither locked nor trapped.

The door opens – you hear quiet music and smell fried food and beer. You have found a break room. Scanning the room, you see two couches, a small bar watched over by the same two bartenders from the Green Room, and a huge AVS showing highlights from this weeks Xcrawl events. A paramedic stands behind an examining table.

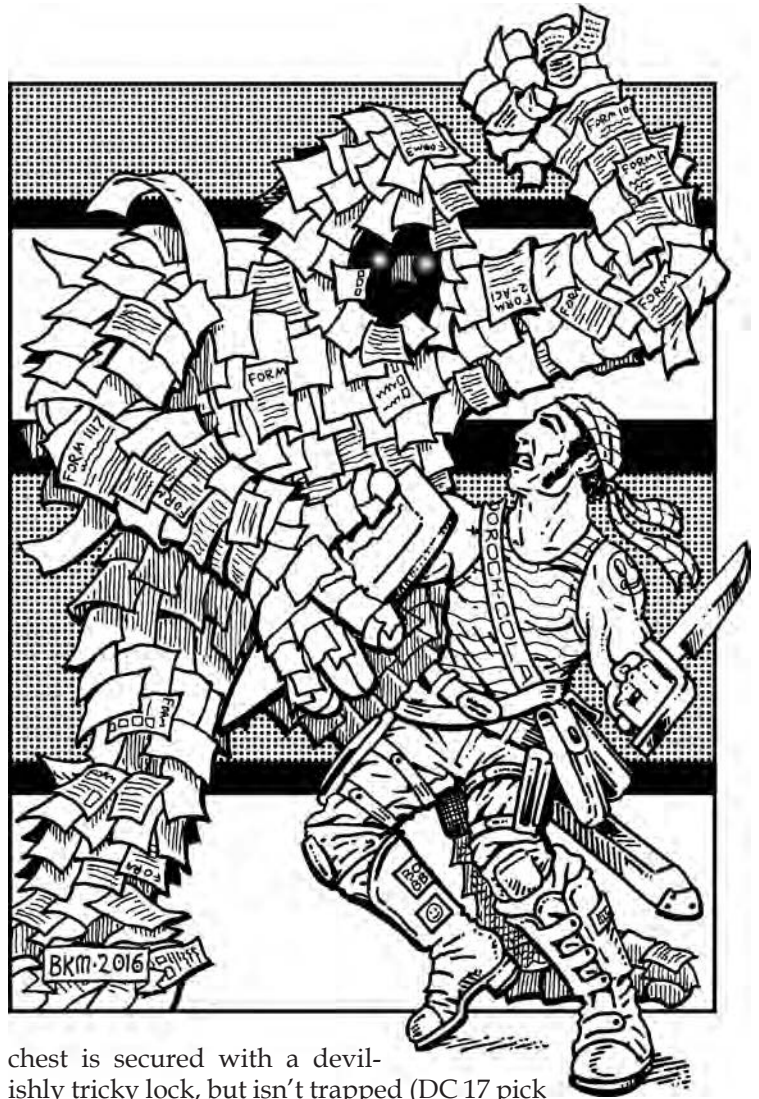
The breakroom is a safe space where the player's can relax and spend up to half an hour here without penalty. The player's free to eat, relax, take care of their equipment. They can have shots at the bar – Boudreaux and Thibodeaux are happy to set up shots, and each one the player's take earns 500 gp for New Orleans Public Radio.

Area 1-7 – Blades Against Bureaucracy: The door opens on a room that incongruously looks like the waiting area of some kind of office building. Rows of uncomfortable looking benches face a wall with a walk up window – an uninterested woman sits behind a cashier's window. The wall around it is covered in work posters, mostly safety posters, implorations to hang in there until Friday, and reassurances like "You don't have to be crazy to work here... but it helps." When you enter the room the woman calls out "NEXT."

If the PCs enter approach the window, the woman behind the cashier's window (who is wearing a non-com badge) holds out a stack of forms, telling them they need to fill them out before they can go on to the rest of the dungeon. Once a crawler takes them, the woman disappears and the words on the sheaf of papers begin to glow. They finally catch fire, and a creature appears in the middle of the room – it is the Red Tape Golem, a terrifying avatar of the very spirit of bureaucracy representing all the difficulties citizens encounter obtaining Imperial aid. The creature fights until it is victorious or dead.

Two rounds into the combat, a shot girl comes in through the NoGo door. In this case it is a local drag performer called Mabel Bonnot, resplendent in a slinky sequined evening gown and handlebar mustache. At the same time, an AVS appears over the East wall, flashing a message: ANNOY A BUREAUCRAT... TAKE A SHOT! Mabel is a brave soul, and if a crawler gets stuck in the red tape he might just rush into the tape field to present him with a beverage (Mabel's Strength +1). Every shot downed provides +1,000 gp of legal aid to help displaced citizens navigate the aid application process.

Once the creature is destroyed one of the inspirational posters falls off the wall, revealing a treasure chest inside. The



chest is secured with a devilishly tricky lock, but isn't trapped (DC 17 pick locks). Once it opens, the announcer calls out the player's treasure:

5,000 gp, six Potions of Extra Healing (each restores 2d6 of damage), and 100 washer/dryer combos donated by philanthropist and music superstar Prince Bowie. The potions are physically in the chest.

Red Tape Golem (1): Init +1; Atk fist +6 melee (2d4+3); AC 19; HD 8d8; hp 55; MV 20; Act 1d20; SP tape explosion, sticky grab, snatch weapon, obscene reach, golem Traits; SV Fort +5, Ref +1, Will +5; AL L.

The Red Tape Golem is a custom-generated magical creature created by the Imperial Emergency Management Agency, a way of them poking fun at themselves for the mountain of (all completely necessary) paperwork they require from citizens who put in claims for disaster relief funds. The creature is 10' tall, vaguely man-shaped stack of blank forms and actual sticky red tape, with elongated arms, and evil aspects.

Once every minute the creature can send out a burst of red tape tendrils in a 30' radius, centered on itself. These tendrils are permanent, lasting even after the creature dies. Every creature who begins a round in the tape explosion radius must make a DC 12 Strength check or be stuck – its movement is arrested and it cannot go any further that round. On the victim's next round he may make the Strength check – success means he can move half his normal speed, failure means they can only move five feet that round.

Any creature striking the Red Tape Golem with a weapon risks losing it. The attacker must make a DC 11 Agility check – failure means their weapon is stuck to the golem, and must be lodged free as an attack action (DC 12 Strength check) before it can be used again.

When the red tape golem successfully strikes an enemy it can choose to get a free grab attack. It makes a strength check at +3 versus the target's strength check – success means that part of its tape body has whipped around the target, catching him up. Creatures struck like this can still attack or cast spells, but their action die drops one on the die chain until they can free themselves, which requires an attack action and a DC 13 Strength check. The golem can only have one creature grabbed at any given time, although it can hold one and strike others with its free arm. If the golem chooses to use his free hand to strike an opponent in its clutches its attack die increases to 1d24, and it crits on a 22-24.

The Red Tape Golem's arms are 15' long – it can reach right past two human-sized or smaller opponents to hit a third standing behind them.

The golem is immune to mind-affecting magic, such as charm and fear effects. It does not need to breathe, eat, or sleep. Due to its deeply ordered and lawful nature, a powerful chaotic cleric has a chance to turn it.

Area 1-8 – Just When You Thought It Was Safe...: The door leading out of the Red Tape Golem room is trapped (DC 16 find traps) and locked (DC 15 pick locks). If the door is opened or bashed down before the trap is discovered or disabled (DC 15 disable trap – trap automatically triggers on a natural roll of 1-3), an explosion of wind and razor sharp paper erupted from the hallway while a voice chants “ONE MORE FORM! JUST ONE MORE FORM!” Player's within 20' of the door when the trap goes off take 3d3 points of damage from high velocity paper cuts (DC 13 Reflex save for half damage).

Area 1-9 – Quizzed by a Turtle: *Pulling fragments of red tape out of your gear (something you'll be doing for years after this), you step into a 50' diameter circular room. A ring of Live Oaks, dripping with Spanish Moss and Resurrection Vines, rings the perimeter holding AVS screens in their branches. Beyond the trees you see a small audience ringing the room, safe behind force walls. They cheer as you enter.*

In the center of the chamber sits a gigantic turtle, an alligator snapper that must be ten feet long. He sits on a small mound, laconically eating something that looks suspiciously like a troglodyte arm, his craggy shell is covered in moss and vines. He is wearing a non-com badge and a pair of wireframe spectacles.

With a burst of blues riffs the AVS screens light up showing a bespectacled DJ Le Tigre, books piled high in stacks all around her. She is reading a book, bound in red leather. The camera pans around and you see the title is Riddle De Dum. She looks up from it's pages, directly into the camera.

“You are to be commended! Few survive the Red Tape Trials, and it usually takes years for the ones who do! I guess it's time to jolt your poor benumbed brains back into gear before the final battle!”

It is my great honor to introduce the legendary Pierre The Ancient! Pierre has lived in the area for close to three hundred years. He is the only awakened animal ever accepted to the faculty of Louisiana Imperial University, or any center of modern learning for that matter! In order to enter the final battle you must solve three riddles. The longer you take, the more dangerous it gets.”

“Last thing – Pierre never learned to speak English. Seek and ye may find a solution!”

VOULEZ-VOUS RAMPER AVEC MOI CE SOIR?

Pierre only speaks French, but there is a way around that. Amidst the various foliage there is a smallish mushroom, half green/half purple in color. It's the only mushroom in the entire room. Searching players discover it with a DC 13 Intelligence check. Eating the purple side bestows a comprehend languages effect that lasts five minutes, while eating the gold side causes the hero to lose the ability to understand ANY languages whatsoever for five minutes. There is only enough mushroom for one dose of each effect.

Here are the proposed riddles for Pierre, but if you have more fiendish ones you wish to substitute go right ahead.

- **Q:** Round as an apple, deep as a cup. All the Emperor's horses can't pull it up. **A:** A well
- **Q:** What is it you can feed, but not give water? **A:** Fire
- **Q:** Rough on the outside, smooth within; Nothing can enter but a big flat thing. When it enters, it wiggles about, and that is the time that the goodie comes out. **A:** An oyster

On the first round, four Louisiana troglodytes appear, teleported in from outside. They are being strategically placed by handlers so they appear in the room at wherever is most inconvenient for the PC team, like flanking an unarmored mage or in a space where they can cut off an injured teammate.

The PC team can make one attempt every combat round to guess the riddle. If they succeed, a huge cheer goes up from the crowd and at the beginning of the next round Pierre asks his next riddle. If they fail, they must make another guess next round and 1d4 more Troglodytes appear. These creatures appear every round until the player's answer all three riddles.

After each question is answered, and combat has ceased, the air horn sounds – the room is won! A pair of shot girls dressed in antebellum finery appear with trays of shot glasses. For each shot the characters consume the AVS screens light up “+5,000 gp to Zeus' Rescues! Matched by House Seven Stars!”

Once the applause has died down, the announcer announces the player's treasure: 10,000 gp, a magical earring of com-



prehension (a silver hoop earring that allows the wearer to understand and speak any languages spoken in his presence), and a 50,000 gp donation in the PC team's name for wetland reclamation.

There is only one door out of this room

Louisiana Troglodytes (variable): Init +1; Atk small spear +1 melee (1d6) or claw +1 melee (1d3); AC 13; HD 1d6; hp 4 each; MV 30', swim 20'; Act 1d20; SP heightened senses, poison and disease resistance, water breathing; SV Fort +0, Ref +2, Will-1; AL C.

Louisiana troglodytes are 3' tall reptile men. They have brownish-green scaly skin, huge bulbous eyes, webbed fingers and toes that end in three sharp talons. They are intelligent, cruel scavengers and pack hunters who normally avoid human civilization, but who recently took advantage of the chaos caused by the flooding to attack human towns and cities affected by the weather. They organize themselves into matriarchal tribal bands, who cooperate and compete with one another depending on their circumstance.

Louisiana troglodytes are amphibious, and equally comfortable fighting on land or underwater. They manufacture crude tools, weapons, and structures, although they mostly inhabit submerged caverns. The foul things are amazingly resistant to poison and disease, rolling a d24 on all checks to save against either. They have extremely sharp eyesight and hearing, gaining a +3 on all rolls to spot hidden objects or to hear sounds.

Area 1-10 - Final Hallway: As the PCs make their way down this hall they can hear the roar of a huge crowd, which gets louder as they get closer to the door to area 1-7. That door is locked with Poseidon XI Custom Lock (DC 17 pick locks) but not trapped.

Area 1-11 - Battle the Storm: *The door opens to a huge arena. The capacity crowd get to their feet and cheer like mad once you enter. Many wave signs with the names of parishes hit hard by the storm: St. Helena, Ascension, Livingston, East Baton Rouge.*

There is a three sided AVS scoreboard hovering 100' over the arena floor. DJ Le Tigre looks down sternly upon the team. "Well, let's give a big hand this brave band of adventurers, (TEAM NAME).

Huge round of applause.

"Look carefully, y'all - these are the survivors of all the traps and monsters that I put before them. They have done themselves honor, but now they need to face their greatest challenge. It's a challenge we in Louisiana have face constantly - it's the wrath of the storm itself. Defeat this final challenge and survive, crawlers, or fail and surrender to the power of the storm. Ground yourself and have courage."

Suddenly a wind whips up, strong enough to rock your whole team back on its heels. It begins to rain, and there in the rain you see a man-sized figure with eyes of arcing lightning. It raises its arms and howls.

The creature is a Fury elemental, a byproduct of the arcane storm front that did so much damage to South Louisiana, summoned and trapped in the confines of the arena so that the PCs can exact a bit of vengeance against the usually faceless outrages of nature.

DJ Le Tigre has arranged for some aid for the crawl team. When combat begins roll initiative normally. On initiative count 1 of the first round, the earth shakes and a six foot pillar of bedrock with a glowing purple crystal at its summit smashes up through the floor at the place indicated on the map. This is a *genus loci*, a benign earth spirit summoned by Le Tigres arcane specialist. Everyone nearby it feels the strength and power it radiates.

Any weapon touched to the pillar automatically assumes a rocky appearance, as if it were carved from stones, and becomes a temporary magical weapon of random strength. Roll 1d6:

1-3	+1
2-5	+2
6	+3

In addition, any wounded creature who touches the pillar regains 2d6 hp of damage - this only happens once per wounded crawler.

The Fury elemental is apoplectic with its inability to leave the arena, and it means to destroy the entire crawl team while the world watches. It is cunning and cruel - as the circumstance dictates it might attack a crawler directly, use its lightning attack, or create Storm Assassins, all the while ranting in a voice like thunder about how the crawlers are all doomed, just like all the people, animals, and houses.

Le Tigre, usually merciless and detached to a fault, finds herself emotionally drawn into this fight. If the players are on the verge of total destruction, she appears on the AVS and taunts the Fury elemental for one round. Give her a Personality check (+2, DC 14) - if successful the Fury elemental spends one round destroying the AVS with lightning, or threatening Le Tigre if it can't fire lightning that round.

Once the creature is destroyed, the airhorn sounds - the players have won the room! Unless it better serves your campaign to have them loose, they wind up the overall winner of the competition.

The announcer calls out the player's treasure: 10,000 gp, a 20,000 gp donation in the player's name towards rebuilding infrastructure, and a 2 week all-inclusive New Orleans vacation provided by Native Sons Tours. In addition, each player receives an extremely rare item, a Probability Draught, a tiny potion that confers a one-time bonus of 1-3 Luck.

The force walls come down and the crowd comes forward to congratulate the team on their victory.

Fury Elemental (1): Init +2; Atk Wind Rip +5 melee (1d10 + knockdown); AC 16; HD 10d8; hp 65; MV Fly 60'; Act 1d20; SP hard rain, lightning blast, terror wind, create storm assassins, elemental form traits; SV Fort +5, Ref +7, Will +4; AL C.

The Fury elemental is the ultra-rare byproduct of the arcane storm front that punished southern Louisiana. The fear and grief of storm victims cause them to form, and they go about, bringing terror and destruction in their wake. This one was captured by DJ Le Tigre's personal hunter squad.

The Fury elemental fights with a claw of shearing wind. Any creature struck by its claw must succeed in a Fortitude save (DC 10 + damage done) or fall prone.

The Fury elemental can fire a blast of lightning at a group of targets within 120'. Targets must be within 5 feet of one another to be effected, with a maximum of 1d6 targets per strike. This attack does 1d6 damage per 10 hp the creature has remaining at the time of the attack, with a DC 13 Reflex save for half damage. It takes 1d6 rounds for the Fury elemental lightning blast to recharge.

The Fury elemental can turn into a screaming, spectral wind once per hour for up to 1d4 turns. In its Terror Wind form the elemental cannot be physically harmed (except by Magic Missiles or similar arcane attacks), nor can it physically harm creatures, or use its rain or lightning ability. The creature flies at 120' in this form, and if it flies within 15' of creatures of 1 HD or less must make a DC 15 Willpower save or run in terror for 1d6 rounds.

An intense hard rain blows in a 60' radius around the Fury elemental. This rain hampers combatants, imposing a -2 penalty on all missile fire attack and spell check rolls except for druids, who can ignore this effect. The rain reduces visibility to 20' within 60' of the creature.

As its attack, the Fury elemental can sacrifice some of its strength to create a group of killers made from rain, lightning, and wind. These storm assassins cost the creature 1d6 hit points each to create, and can be made to appear anywhere the elemental chooses within 30' of itself. The Fury elemental can create a maximum of three storm assassins per round. These creatures fight independently of the Fury elemental, attacking random opponents and fighting to the death. See below for the storm assassins statistics. The Fury elemental is unable to make enough Storm Assassins to destroy itself. If the elemental is destroyed its assassins automatically wink out of existence. Fury elementals regain hit points lost from creating storm assassins at a rate of 1/ day per hit die (in this case 10).

The Fury elemental takes half damage from all attacks except for spells or magic weapons - including magical weapons created by the *genus loci* (see above). It has no need to eat or sleep, although if they are cut off entirely from oxygen somehow they die in 1 turn. The creature is immune to mind-affecting spells, such as fear or charm spells. Weather control spells are its bane - it must make a Willpower save (DC = spell check) or be utterly enslaved to the caster for the duration of the spell - it can even be forced to dispel its storm assassins, or even to simply stop existing and die.

Storm Assassins: Init Special; Atk wind blade +2 melee (1d6+1); AC14, HD 1d8; hp 1d8; MV fly 40'; Act 1d20; SP Elemental Traits; SV Fort +1, Ref +3, Will -1; AL C.

Storm assassins are created by Fury elementals as guardians and warriors. They exist for up to one hour or until destroyed.

Storm assassins have a semi-coherent form - non-magical weapons have a 50% chance of passing through them without doing any damage. Magic weapons and spells affect them normally. They have no need to eat or sleep, although if they are completely cut off from oxygen somehow they die in 1 round. They are immune to mind affecting magic.

AFTER THE CRAWL

The player's receive the traditional laurels, red capes, and roses, and are paraded through the city behind a huge brass band. The evening is spent in joyous merriment.

On the following night the traditional post-crawl banquet is replaced by delivering food to the affected areas. Dozens of celebrities join in, including the Archduke of Louisiana and his family, Duke Edward Bell of Baton Rouge, and dozens of other local luminaries. The usual delicacies and social jockeying are replaced by oyster po-boys and feeding the hungry. No one would have it any other way!

If it serves your campaign, they might encounter a connection at the party who leads to their next adventure!

The players are the toast of the city! From this day forward anytime they are in the Duchy of Louisiana their Fame is increased by 2.

Postscript: If this crawl has inspired you to do so, please consider contributing to the flood relief efforts. (We've listed some vetted charities at the end of the adventure.) Disasters of this scale are only in the news a comparatively short time, but the recovery and rebuilding takes years. Thank you for purchasing this benefit crawl and for anything else you do to help. All of us down here are deeply grateful. - Loki + Brendan



HOW TO HELP

These first two are our obvious favorites, the proceeds from this pdf are donated to them.

Second Harvest Food Bank

<https://give.no-hunger.org/checkout/donation?eid=91189>

This is a rock-solid nonprofit that has stellar organization and experience and is doing a great job on the ground helping people in the affected area with necessary supplies.

Zeus' Rescues

<http://zeusrescues.org/donations/>

This New Orleans shelter is rescuing pets, evacuating them from the flood zones, sheltering them, providing veterinary care, finding fosters and helping reunite pets with owners.

Additional charities we recommend include:

Foundation for Louisiana

<http://www.foundationforlouisiana.org/news/77/ffl-stands-ready-to-help-with-strategic-flood-response-fund>

They were instrumental after Katrina distributing funds to smaller groups on the ground serving the hardest hit, for short-term and long-term assistance.

Animal Rescue New Orleans

<https://animalrescueneworleans.org/>

They're providing life-saving assistance to the Denham Springs Animal Shelter which suffered catastrophic flooding. Evacuation, shelter, veterinary care, fostering & adopting out of displaced shelter animals.

Wind Dancer Ranch Equine Rescue

<https://www.gofundme.com/2jpx3qh8>

This equine rescue in Slidell, LA is currently sheltering 13 horses rescued from the flood.

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GRANDSTANDING

Grandstanding is the art of working the crowd.

Grandstanding Check = 1d20 + Cha bonus + character level

The DC for this check is referred to as Crowd DC. The average Crowd DC is 21. Circumstances can raise or lower this DC. For example, a hometown crowd eager for a victory might be DC 15, while a hostile crowd could be DC 25 or higher.

While crawlers can grandstand whenever they feel like whipping the crowd up, twice per combat encounter they can earn a Fame point (see below) with a successful Grandstanding attempt.

Once during the fight itself. Characters can Grandstand as a move action on their turn. A successful check means they earn 1 point of Fame.

Once the round immediately preceding combat. Success means they earn 1 point of Fame.

FAME

Fame is a measure of how popular a character is. A character's Fame rating means several things:

- A character's Fame rating is his % chance to be instantly recognized in a public place. This only works in locations that watch Xcrawl; i.e. every city in the North American Empire.
- A character's Fame rating determines the character's Standard Appearance Fee. The Standard Appearance Fee is the range a player can expect to earn from a normal appearance: a TV commercial, a sit-com cameo, a celebrity judge for a contest, etc. When a player receives an offer for a Standard Appearance, use the Standard Appearance Fees table to determine the value of the offer.

STANDARD APPEARANCE FEES

Fame	Standard Appearance Fee, in GP
01-10	500-2,500 (1d5 x 500 gp)
11-20	2,550-5,000 (1d5+5 x 500 gp)
21-25	5,500-7,500 (1d5+10 x 500 gp)
26-30	8,000-10,000 gp (1d5+15 x 500 gp)
31-35	10,500-12,500 (1d5+20 x 500 gp)
36-40	13,000-15,000 (1d5+25 x 500 gp)
41-60	17,000-26,000 (1d10+16 x 1,000 gp)
61-65	21,000-30,000 (1d10+20 x 1000 gp)
33-70	26,000-35,000 (1d10+25 x 1000 gp)
71-75	31,000-40,000 (1d10 +30 x 1000 gp)
76-80	36,000-47,000 (1d12 +35 x 1000 gp)
81-85	41,000-52,000 (1d12 + 40 x 1000 gp)
86-90	51,000-64,000 (1d14+50 x 1000 gp)
91-95	61,000-76,000 (1d16 + 60 x 1000 gp)
96	100,000 gp minimum
97	150,000 gp minimum
98	200,000 gp minimum
99	250,000 gp minimum
100	500,000 gp minimum

Note that this is "out of Crawl" money – the rules of Xcrawl state that players can only use money earned in Xcrawl to buy new equipment, including potions or scrolls to be used in the games. Standard Appearance Fee gold can be used for day-to-day expenses and lifestyle – real estate, cars, fancy clothes, etc.

Characters can spend Fame points to receive advantages in their celebrity. This represents them expending some of their personal influence to improve a situation to their advantage. Use the Fame Buy table to determine the cost.

Expanded rules for Fame and sponsorship will be in the upcoming Xcrawl Classics.

FAME BUY TABLE

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



LOUISIANA RISING

This is a level 3 adventure that can be played with only the core DCC RPG book!

The Gulf area of the North American Empire has always been subject to tropical storms and hurricanes, on rare occasions the area is even hit by naturally occurring weather infused with arcane energy. It was just so in mid August of 2016 when a huge rainstorm settled over the middle part of the Duchy. Green and black lightning bolts crackling with eldritch energy, the booming harmonics of magical thunder, and incessant rain were constant for the next five days. The flooding was vast in scope and several entire towns and cities were completely submerged, as were most of the roads between them.

Xcrawl athletes and fans alike wanted to help. Duke Edward Bell of Baton Rouge authorized a charity Xcrawl event to help fund relief efforts, signing off on the edict from a skiff near the flooded Ducal Palace. Conveniently, his niece Annabel was an up and coming Xcrawl judge, and was more than willing to help out family.

This is a special charity module, and all proceeds from this adventure will be split between Second Harvest Food Bank and Zeus' Rescues, who are doing phenomenal work with animal rescue and displaced pets.

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