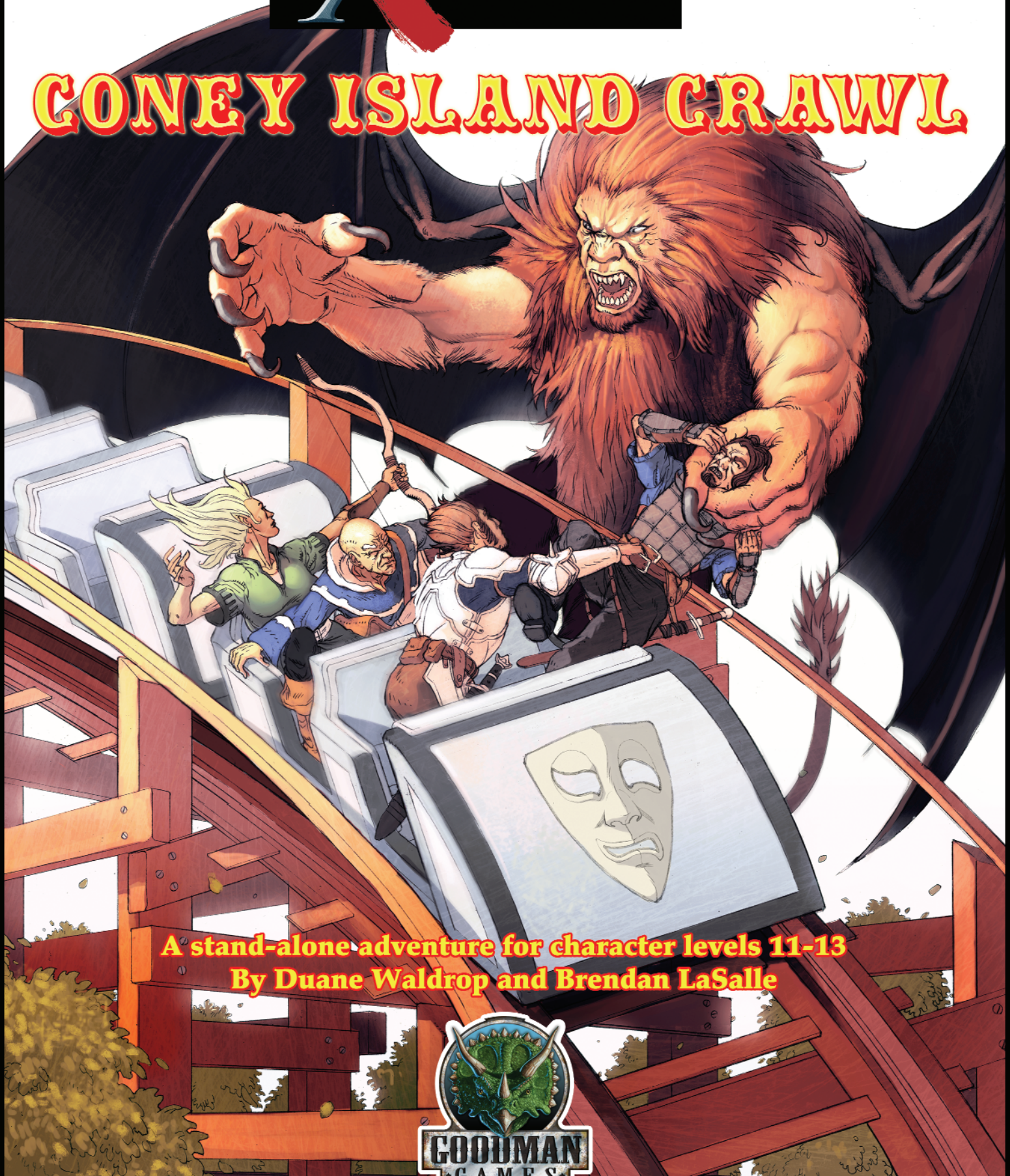


X CRAWL

CONY ISLAND CRAWL



**A stand-alone adventure for character levels 11-13
By Duane Waldrop and Brendan LaSalle**





CONEY ISLAND CRAWL

An adventure for character levels 11-13

***This is a stand-alone adventure that can be played with only the core d20 books!
Pregenerated characters are included.***

In **Xcrawl**, the players are superstar athletes taking their chances in a live-on-pay-per-view death sport. It's a modern-day world with a fantasy twist, and the game is simple. The Dungeon Judge, or DJ, creates an artificial dungeon under controlled – but lethal – conditions. The players go through the dungeon and try to fulfill whatever conditions the DJ puts forth in order to win. **Xcrawl** is a sport and the challenges are created, but the danger is no less real. If you die, you die!

This insane dungeon crawl is the work of the legendary DJ Faces, a judge famous for being sociopathic, vain, domineering, angry and just plain twisted. After being banned from **Xcrawl** due to a bizarre revenge plot, DJ Faces is back, determined to restore his status by wowing fans everywhere with a spectacular dungeon that presents an exciting but fair challenge to the players. This tough adventure will test even the bravest crawlers as they face the Roller Coaster of Doom and other legendary menaces!

*Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
This product utilizes updated material from the v.3.5 revision.*

\$19.99
GMGP1007





GONEY ISLAND CRAWL

DJ FACES' MINACIOUS FUNHOUSE AN ADVENTURE FOR CHARACTER LEVELS 11-13

mi·na·cious [mi-ney-shuhs] – *adjective*: menacing; threatening.

Writers: Duane Waldrop and Brendan J. LaSalle

Cover Art: Jeremy Mohler and Tom Scholes

Interior Art: Brad McDevitt

Cartography: Brian Patterson

Graphic Designer: Alvin Helms

Editor: Joseph Goodman

Stat Block Editor: Aeryn "Blackdirge" Rudel

Playtesters: Annie Steel, Brendan J. LaSalle, Brian O'Neil, Dan Dreiske,
David Hughie, David McFarland, Keith Collier, Paulie Sgroi,
Scott Moore, Shannon Aschmann, Will Westoven

Xcrawl created by Brendan J. LaSalle

Duane thanks: All the players and fans, Micki, Brendan, Dave, Annie, No Show Dan,
Paulie, Keith, Christian, Zac, Mom and Dad, Joseph Goodman

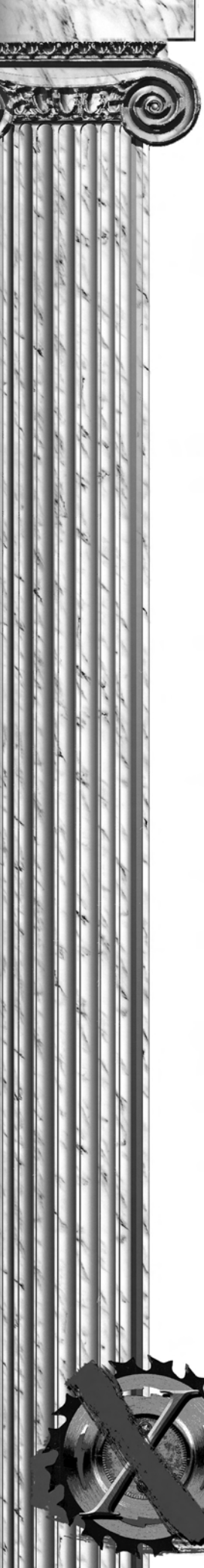
Brendan thanks: All the players and fans, Lori, Duane, Micki, Gordon, Stephanie, Einstein,
Vindaloo, Bacchus, Pandora, Sleater-Kinney, Mina, the man the myth the Joseph Goodman,
the Fire and Flavor crew and as always Mom Dad and Lex.

I crawl, you crawl, we all crawl for Xcrawl!



Published by Goodman Games under license from Pandahead Publishing

Visit www.goodman-games.com and www.pandahead.com for more great Xcrawl material!



Xcrawl – the meanest game since STFU: The LARP – presents another man-grinder of a dungeon. Xcrawl is a world of sell out superstar adventurers, corporate-sponsored action and live on pay-per-view mayhem. Enter at your own risk because if you die...YOU DIE! Get ready for MAXIMUM FRP!

Coney Island Crawl 4702: DJ Faces' Minacious Funhouse is a fun, challenging adventure featuring maniacal mayhem, monstrous malfeasance and the murderous mind of a mad DJ, designed for a 4-6 character Division I team. Characters should average between 11th and 13th level, with at least one competent rogue and cleric. Balanced, smart teams with just a little bit of luck will do well in Coney Island; all others take their character sheets in their own hands.

XCRAWL?

IS THAT ANYTHING LIKE DREAM PARK?

Hell no. The players take the parts 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. He designs the maze, stocks it with traps, secret doors, monsters, treasure and prizes. The players 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. DJs have a great deal of leeway in creating their dungeon but most play fairly – DJs who make their dungeons too difficult, or too easy, do not get invited back.

Xcrawl is a sport and the challenges are created, 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 players get eaten, paralyzed, turned to stone, ripped apart... the nation's hunger for blood and mayhem grows with every contest.

If you know the basic d20 rules, you know how to play Xcrawl. The core rulebook, **Xcrawl: Adventures in the Xtreme Dungeoncrawl League**, offers a full explanation of the game, but you can play much of it using only the basic d20 rulebooks and this module.