



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.

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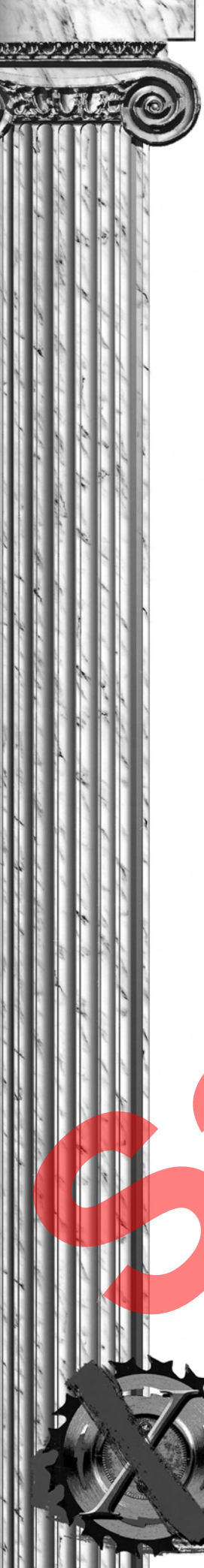
Brendan thanks: All the players and fans, Lori, Duane, Micki, Gordon, Stephanie, Einstein, Vindaloo, Bacchus, Pandora, Sleater-Kinney, Mina, the man the myth the Joseph Goodman, the Fire and Flavor crew and as always Mom Dad and Lex.

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



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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.

TERMS TO KNOW:

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. See the Fame sidebar on page 79 for complete fame rules.

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 players to help their teammates through difficult situations. For the function and uses of the Mojo Pool see **Xcrawl: Adventures in the Xtreme Dungeon-crawl League**.

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

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

Surrender: Intelligent monsters may surrender, but it is up to the characters whether or not they accept their surrender. Handlers remove surrendered monsters from the dungeon.

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.

Non-Com 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 wearing a non-com badge are disqualified.

Disqualified: Disqualified characters cannot return to the dungeon. If the characters are unclear of their instructions or have other problems they can call for a ref at any time.

AVS: An AVS (Arcane Video Screen) is a magical two-way screen and camera. DJs can communicate with their players via the

AVS. All AVSs are networked, and while there are some live cameramen, most of the recording comes through these technological marvels. 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, lock pick guns, and bombs 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. All the pre-generated characters presented in the appendix are in compliance. For a complete list of banned equipment, along with the complete rules, see **Xcrawl: Sellout!**.

Win Conditions: Typically, the characters must complete the dungeon and survive to win.

Signature Move: Signature moves are signature attack combinations that characters develop. They are usually crowd-pleasing, flashy moves that stir up the audience. For full details on the signature move see **Xcrawl: Adventures in the Xtreme Dungeon Crawl League**.

Standard Appearance Fee: A character's Standard Appearance Fee equals his current fame score multiplied by 250 gp. Note that this counts as monies earned outside the crawl.

Treasure: A character owns any prizes – magical and monetary, both goods and services – that he earns during the crawl. This is the only money that the characters can use to buy new equipment and/or magic items for use in Xcrawl. The Adventurer's Guild keeps careful records on characters' earnings and those who attempt to circumvent this ban risk losing their status as professional adventurers if they are caught.

Mojo Pool: The Mojo Pool is a bonus pool that the character team can share from. It represents the intangible power of teamwork. See Basic Mojo Rules page 6.

BACKGROUND STORY

DJ Faces is famously sociopathic, vain, domineering, angry and just plain twisted. His main goal is to kill as many high-ranking players as possible – it's the only thing that makes him happy anymore. He was banned from Xcrawl after his own staff members found evidence of his plotting to take revenge on a team of crawlers that thwarted his 4698 dungeon a bit too easily. Xcrawl commissioner Bradley Leibrock originally commissioned the Coney Island Crawl from DJ Grandmo Dean, but a family crisis forced her to quit at the last minute. Unwilling to assign Coney Island to an untested DJ, Leibrock had no choice but to remove Faces from the black list and trust him with the crawl. Faces is determined to restore his status by wowing fans everywhere with a spectacular dungeon that presents an exciting but fair challenge to the players. However, Faces is still Faces and sometimes the rage takes over...

The event takes place on November 18th, 4702 at the Emperor George Augustus Memorial Civic Center. Producer Jennifer Stephenson-Gorn personally invites the player character team to participate during a brief conference call with their agent and management staff. The players are one of eight teams that are invited to compete in Coney Island.

DJ Faces' Minacious Funhouse is a three-level Division I competition. In consideration of Faces' reputation for the occasional irrational episode, Leibrock has assigned a panel of three impartial judges to decide both the victors and the win conditions. The panel created a rating system wherein the teams are judged on their battle skills, heroism, teamwork and professionalism. Eight teams staggered into two heats all have the opportunity to challenge level 1. The two best teams go on to level 2, and only the best team goes on to level 3. For purposes of your game, this is all window dressing – it is a foregone conclusion that the PC team wins all their heats and goes on to the third level unless they die or dis-

qualify themselves. The other teams are flavor text – unless, of course, it serves your story better to use them otherwise.

THE COMPETITION

The following teams are set to challenge the PC team in Coney Island Crawl.

Competing Team	Home City
Six Righteous Tigers	Tokyo
Cleaver Clocks	Providence
Goldaholics	Athens
Los Manos del Apollo	Miami
Lost Argonauts	Taos
Mythasippi Arcanes	Jackson
Pittsburg Law Enforcement All-Stars	Pittsburg

These teams are included only as background material; there is no point to an NPC win. You might have the PC team encounter members from the above squads. They could meet in the parking lot, in the hotel, in the local Adventurer's Tavern or anywhere else that suits you. Hardened crawlers who act with honor and professionalism make up the bulk of all the adventurers participating in this year's Coney Island Crawl, with the exception of the Goldaholics who are a terrible bunch of drunken miscreants.

ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL	Loc	Pg	Type	Encounter	EL
1-2	12	C	<i>Kruleta the hag</i>	8	2-16	44	C	10 kobolds	12
1-3	13	T	Spin room	8	2-16	44	C	3 warheads	11
1-3	13	C	24 stirges	8	2-16	44	T	Poison balloon trap	5
1-6	16	C	12 gnoll warriors	16	2-18	46	C	8 wraiths	13
1-7	16	T	TV trap	5	2-19	47	C	<i>Warren Tyburn</i>	14
1-8	17	C	Chuul	11	2-19	47	C	2 mohrgs	10
1-9	17	C	3 mohrgs	11	2-20	48	C	8 yellow musk zombies	8
1-10	18	T	Stairwell trap	5	2-21	49	C	<i>Fletcha the sea hag</i>	9
1-11	18	C	2 Fire giants	13	2-22	49	T	Haunted door trap	6
1-13	19	C	5 manic marionettes	13	2-23	50	C	Cloaker	11
1-15	20	T	Teddy bear trap	7	2-24	51	C	Zombie minotaurs	8
1-17	22	C	Dire rats	8	2-25	51	T	Confusion trap	6
1-17	22	T	Rat trap	7	2-26	52	C	<i>Lord Stephen Castlerock</i>	9
1-18	23	T	Heat trap	10	3-2	56	C	8 rhinoceroses	13
1-19	23	C	3 fire elementals	10	3-3	56	T	Illusion trap	5
1-20	24	P	Numbers puzzle	5	3-3	56	C	Dire shark	9
1-20	24	C	Gorgon	10	3-4	57	T	Sliding door trap	6
1-22	25	C	4 mummies	10	3-6	60	T	Flimsy door trap	5
1-22	25	C	Master mummy	8	3-7	60	C	10+ kobolds	12+
1-22	25	T	Sarcophagi trap	5	3-8	63	C	Monstrous spider	8
1-24	27	C	30 hobgoblin fighters	16+	3-8	63	C	Kobold chest trap	5
1-24	27	C	<i>Redknife</i>	10	3-8	63	T	Wire trap	5
1-24	27	C	12 crocodiles	15	3-9	64	C	Red dragon chimera	10
2-2	31	C	8 trolls	11	3-9	64	C	White dragon chimera	7-9
2-3	32	T	Spin room	10	3-11	66	T	Hallway trap	10
2-3	32	C	Invisible stalker	7	3-11	66	P	Crank puzzle	5
2-4	33	T	Elevator trap	8	3-12	67	C	10 ogres	8
2-6	33	C	Medusa	7	3-12	67	C	Iron golem	13
2-6	33	C	Fire giant	9	3-14	69	C	Behir	10
2-6	33	C	Two headed snake	6	3-15	70	C	5 manticores	11
2-6	33	C	Dwarf sorceress	12	3-15	70	P	Jump obstacle	7
2-6	33	C	Human barbarian	8	3-17	71	C	30 monstrous spiders	20
2-7	36	T	Chest burn trap	4	3-18	72	T	Treadmill trap	8
2-9	39	C	Black pudding	7	3-19	72	C	2 razorsprites	10
2-10	39	C	4 mimics	8	3-20	73	T	Putt game trap	9
2-10	39	C	Roper	12	3-21	74	C	Razor boar	10
2-11	41	T	Gravity trap	5	3-21	74	C	Shambling mound	9
2-13	42	C	3 salamanders	9	3-21	74	C	Dire lion	10
2-13	42	C	2 fire giants	13	3-21	74	C	Spirit naga	9
2-15	44	T	Shish kabob trap	10	3-21	74	C	<i>DJ Faces</i>	14