

FIFTH EDITION

FUNNEL

"TURNING PEASANTS INTO
HEROES SINCE 2016"



A TEN RED CROWS PRESS PRODUCTION

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“You disappoint me girl, I had you marked for an adventurer!”
-Dab Sweet

“Never by choice.”
-Shy South

Exchange from [Red Country](#) by Joe Abercrombie

Introduction: The Purpose of a Funnel

Ever wanted to face the cold, dark, and dangerous unknown without the advantages of a fantasy hero? This is your chance!

Low-level play has always been an RPG staple, but the Funnel, created in 2012 by Goodman Games, put a brand new spin on slaughtering fresh player characters. In the Funnel, each participating player quickly generates several 0-level characters blessed with the abilities and low survivability of your average commoner. Those that survive the funnel will be promoted to 1st-level heroes. Most players will have more than one surviving character, thus creating a ready supply of raw recruits to fill the gaps when a hero or heroine dies.

The funneling process serves to bond characters over common challenges they meet and (hopefully) overcome. The surviving 1st-level characters share a common origin as adventurers. Instead of merely rolling dice, there is a trial by fire where average people overcome the odds to do something heroic (or hide under a table in a tavern).

The Fifth Edition Funnel has three distinct phases. First, your group of characters is randomly generated. Second, your freshly created villagers go on a small adventure. Third, the survivors are promoted and upgraded to true heroes.

Part 1: Character Creation

Each player should generate 3 to 4 characters. Many of the minute details of traditional character creation have been streamlined in order to allow quick, on the fly generation. Character attributes will be assigned randomly until the characters are promoted to 1st-level.

Optional Rule: A Single Free Choice

During the creation process, a player might find they want to choose a character's race, occupation, personality trait, or name, instead of using what was randomly generated.

Once per character, a player may overrule a random trait. This cannot be used to alter ability score rolls.

Example: Tim rolls a female dwarf farmer named Agatha. He decides that a jeweler is a better occupation than farmer for his dwarf, and uses his free choice to make it so.

1. Roll 3d6 for each ability score

Roll 3d6 and total the amount. Assign that number to your Strength ability. Continue rolling 3d6 for each ability score of the character *in order*: Dexterity, Constitution, Intelligence, Wisdom and Charisma.

2. Determine Race

Determine race by random throw. In the *Even Odds Race* table, every basic race has an equal percentage chance of being selected. The *Human Centric World* table represents a world dominated by humans. The world you play in will determine which table is more appropriate to your funnel.

Even Odds Race

d10	Race
01	Elf
02	Halfling
03	Dwarf
04	Human
05	Dragonborn
06	Gnome
07	Half-elf
08	Half orc
09	Tiefling
10	Player's Choice

Human Centric World

Basic Races

d20	Race
1	Elf
2	Halfling
3	Dwarf
4 to 19	Human
20	Exotic Race

Exotic Races

d6	Race
1	Dragonborn
2	Gnome
3	Half-elf
4	Half orc
5	Tiefling
6	Player's Choice

Since you are playing commoners, some traditional racial traits are excluded: Use only the traits listed in the *0-Level Racial Bonuses and Traits* table. Assuming the character survives, you can add any excluded traits once your character is promoted to level 1.

0-Level Racial Bonuses and Traits

Race	Ability Score	Other Traits
Dwarf	+2 Con	25 ft speed, Darkvision, Dwarven Resilience
Elf	+2 Dex	Darkvision, Fey Ancestry
Halfling	+2 Dex	25 ft speed, Small Size, Lucky, Brave
Human	+1 to all traits	
Tiefling	+2 Int, +1 Cha	Darkvision, Hellish Resistance
Half-Orc	+2 Str, +1 Con	Darkvision, Relentless Endurance
Dragonborn	+2 Str, +1 Cha	Draconic Ancestry, Damage Resistance
Gnome	+2 Int, +1 Con	25 ft Speed, Darkvision, Gnome Cunning
Half-Elf	+2 Cha, +1 to two other	Darkvision, Fey Ancestry

For convenience, brief descriptions of the racial traits are listed below.

Brave

Halflings have advantage on saving throws against being frightened.

Damage Resistance and Draconic Ancestry

Dragonborn choose their draconic lineage from the *Draconic Ancestry* table. Their ancestry forms the basis for the nature of their damage resistance and eventually their dragon breath.

Draconic Ancestry

Dragon Type	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Darkvision

This trait allows a character to see in complete darkness, but only in shades of black and white. All basic races with darkvision, with the exception of half-elves, have a visual range of 60 feet. Half-Elves have a visual range of 30 feet.

Dwarven Resistance

Dwarves have advantage on saving throws against poison. They also have resistance against poison damage.

Fey Ancestry

Elves and half-elves have advantage on saving throws against being charmed, and magic cannot put them to sleep.

Gnome Cunning

Gnomes have advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Hellish Resistance

Tieflings have resistance to fire damage.

Lucky

When a halfling rolls a 1 on the d20 for an attack roll, ability check, or saving throw, the halfling can reroll the die and must use the new roll.

Relentless Endurance

When a half-orc is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. You cannot use this feature again until you finish a long rest.

3. Determine Gender

Choose your gender or determine it randomly. Roll a d4. A roll of 1 or 2 will create a female character, where a 3 or 4 will be male.

4. Skills and Proficiency Bonus

The commoners will not have any skills or proficiencies. However, they have knowledge associated with their occupation. If the player can make a convincing case as to why their character would do better than average on a check due to their career, the DM can grant a +2 to their roll or allow an automatic success.

For example, Tim the Tanner and his crew have found an intact deer carcass in the woods and Tim wants to skin the deer. Assuming there is plenty of time and Tim has the proper tools, the DM should consider granting an automatic success. If Tim is rushed or does not have the proper tools, then the DM should consider allowing a +2 bonus to the appropriate check.

This bonus can apply to situations that would be covered by a skill or proficiency. If a locksmith wants to pick a lock or a woodsman wants to be stealthy in the woods, the DM can grant a +2 bonus.

5. Occupation, Magic, and Gear

Roll a d100 on the *Occupation and Equipment* table to select your occupation. The character's occupation determines their starting gear. Items listed under occupation are the only gear 0-level characters have until they acquire more during gameplay.

Weapons

Some occupations, such as a watchman, start with a weapon. Weapons are bolded in the occupations table. While anyone is able to *use* a weapon, 0-level characters are not considered proficient with weapons. Therefore, they will not add a proficiency bonus to their attack rolls. Characters will receive a proficiency bonus once they reach the 1st-level. Most characters will not have any weapons, as their professions would not require them. These characters have two options: using improvised weapons or finding weapons during gameplay. An **improvised melee weapon** uses Strength for its attack modifier and does 1d4 + Strength modifier damage. A commoner who makes an **unarmed attack** (such as a punch or kick) does 1+ their Strength modifier as damage. Both attacks use Strength for their attack modifier. A successful attack roll always deals at least one point of damage, even if a negative modifier would cancel it out.

Armor

All 0-level characters lack proficiency with armor, regardless of race or occupation. If any characters attempt to use armor, they suffer disadvantage on all ability checks, saving throws that involve Strength or Dexterity, and attack rolls. 0-level characters wearing armor also lose the ability to cast magic.

Other Gear

Characters will come equipped with various other items in line with their professions (e.g. a pair of well-made boots, two pigs, et cetera). These items will not have a specific mechanical effect in gameplay; however, clever players will find ways to utilize these items to their characters' advantage. This is a good opportunity for a DM to encourage creativity by rewarding smart use of items with inspiration or other advantages.

Scrolls

Some occupations may allow your characters to touch the arcane arts. At the DM's discretion, characters with certain occupations (e.g. the witch's apprentice) may be able to decipher a magical scroll. To use a scroll, a character must make a DC 10 + the spell's level **Intelligence** check. The DM may allow a +2 bonus on the check if the player can sufficiently explain how their character's occupation applies to deciphering the scroll. A character's spell save DC is 8 + the relevant ability modifier. Again, the player must convince

the DM that their character's occupation would enable them to cast the spell in order to allow the addition of a +2 bonus.

Optional Rule: Minor Cantrip

Some fantasy games incorporate more magic in their canon than others. In a game where magic is prominent, some characters may be able to harness such powers even though they are only commoners. If a character has an **Intelligence** or **Wisdom** ability score of 15 or more, they gain the ability to cast the Uninitiated Magic cantrip. Because the characters are at level 0, the spell attack modifier will be only the ability score modifier to which the magic is tied: no proficiency bonus is allowed.

Uninitiated Magic

Casting Time: 1 Action

Range: 30 ft

Components: Verbal, Somatic

Duration: Instantaneous

You create a small glowing bolt of energy and hurl it at your enemies. Make a ranged spell attack. On a hit, you do 1d4 force damage.



Occupation and Equipment

d100	Occupation	Equipment
01	Advocate	book of legal formalities, glasses, quill, ink, 1d4 sheets of paper, stately clothes
02	Apothecary	book of recipes, healer's kit, pint of oil, flask of acid, common clothes
03	Artist	paint brushes, palette, professional paints, funny-looking hat, half finished painting, common clothes
04	Astronomer	spyglass, robe, book of planetary charts, common clothes
05	Astilliator	light crossbow , 1d12 bolts, sinew, common clothes
06	Bailiff	seal of the local noble, accounting book, quill, 1d4 sheets of paper, bottle of ink, stately clothes
07	Baker	rolling pin, sack of flour, 1d4 apples, common clothes
08	Barber	sharp razor, apron, comb, common clothes
09	Basket Weaver	heavy basket, 1d4 pounds of flat reeds, basket making tools, full waterskin, common clothes
10	Beggar	dull knife, ragged clothes with a fake pocket, begging dish
11	Bellmaker	1d8 sleigh bells, small hammer, 1d4 bell molds, common clothes
12	Blacksmith	smithing hammer, scraps of metal, leather apron, common clothes
13	Bookbinder	bottle of glue, 1d4 well-made books, glasses, common clothes,
14	Bowyer	shortbow , sharp knife, 1d10 arrows, quiver, common clothes
15	Brewer	sturdy pot, sack of malted barley, small keg of beer, common clothes
16	Bricklayer	level, 1d4 bricks, recipe for mortar, trowel, common clothes
17	Butcher	cleaver, blood stained apron, small ration of salted meat, common clothes
18	Carpenter	work mallet, handheld auger, 1d8 nails, common clothes
19	Cartwright	1d4 wagon wheel spokes, dull knife, notes for your current project, common clothes
20	Catchpole	knife, cloak, warrant for the arrest of a debtor, boots, common clothes
21	Chandler	1d20 candles, 1d4 bars of soap, 1d10 pounds of wax, small box of matches, common clothes
22	Charcoaler	shovel, 1d4 pounds of charcoal, soot stained clothes
23	Clerk	book of accounts, 1d4 pieces of paper, quill, bottle of ink
24	Cobbler	tack hammer, box of nails, 1d4 pairs of new boots, common clothes
25	Colporteur	1d20 pamphlets, 1d4 ordinary books, 1d4 religious texts, common clothes

Occupation and Equipment

d100	Occupation	Equipment
26	Constable	club , chain of authority, official hat, uniform, iron cufflinks with a key
27	Cook	metal pan, warm meal in a basket, chef's knife, white uniform
28	Cooper	stout piece of wood, two empty barrels, barrel shaping tools, common clothes
29	Cowherd	walking stick, 1d8 turnips, 1d4 cows, common clothes
30	Criminal	sharp knife, small stolen item (player's choice), ragged clothes
31	Ditcher	shovel, that day's lunch, common clothes
32	Dyer	1d4 dyes, 1d4 sheets of brightly colored cloth, well dyed clothes, boots
33	Eggler	2d20 eggs, 2 chickens that follow you, common clothes, boots
34	Entertainer	well tuned lute, brightly colored clothes, a set of makeup, 3 juggling balls
35	Falconer	well trained falcon, heavy gauntlet, falcon hood, common clothes, boots
36	Famulus	empty book of spells, historical guide to the area, 1d4 sheaves of blank paper, common clothes
37	Farmer	pitchfork, straw hat, small sack of grain, common clothes
38	Farrier	tack hammer, 8 horseshoes, box of nails, common clothes
39	Fisher	pole and line, dried fish meat, small cup of worms, common clothes, waterproof boots
40	Fletcher	sharp knife, shortbow , 2d20 arrows, quiver, common clothes
41	Forester	hatchet, shortbow , 1d4 arrows, compass, muddy boots, common clothes
42	Fortune Teller	tarot deck, small tarot deck guide book, scuffed "crystal" ball, flowing robes, pointy hat
43	Gambler	2d20 sp, pair of loaded dice, normal dice, debt of 1d20 gp, common clothes
44	Gardener	spade, 1d4 carrots, 1d6 potatoes, packet of seeds, common clothes
45	Glassworker	steel blowpipe, 1d4 glasses, small bucket of pure sand, common clothes
46	Glover	1d4 pairs of well stitched gloves, sharp knife, needle and thread, 1d6 skins, common clothes
47	Hat Maker	needle and thread, 1d4 fancy hats, 1d6 beaver pelts, mannequin head, common clothes
48	Hayward	loud horn, map of the local area, large belt knife, woolen clothes, boots
49	Herbalist	1d4 packets of dried herbs, 1d4 packets of seeds, small knife, book on herbs, common clothes
50	Hound Trainer	1d4 well trained dogs, 1 bag of dog snacks, 2d4 dog food rations, common clothes, boots

Occupation and Equipment

d100	Occupation	Equipment
51	Innkeeper	axe handle, waterskin filled with wine, apron, common clothes
52	Janitor	staff, list of approved guests, uniform
53	Jeweler	1d4 jewelry molds, metal tongs, scrap metals, common clothes
54	Linkman	1d4 torches, knapsack, pint of oil, common clothes
55	Locksmith	thieves' tools, set of master keys, well made lock and key, common clothes
56	Mason	masonry hammer, level, stone carving tools, symbol to a secret society, common clothes
57	Miller	hand quern, 1d4 sacks of flour, common clothes
58	Mime	white face paint, black performance clothes, fun hat, common clothes
59	Miner	pickaxe, lantern, pint of oil, 50 feet of rope, common clothes
60	Nobel	blunt epee, deed to a large farm, 2d10+10 gold pieces, silk clothes, high end boots
61	Ostler	riding crop, brush, small bag of horse feed, common clothes
62	Outfitter	heavy belt knife, backpack, flint and steel, fishing pole, well worn boots, common clothes
63	Page	wooden practice sword, clothes brush, a forgotten message, livery, scuffed boots
64	Pastry Chef	1d4 pastries, recipe for a "superior" dough, apron, rolling pin, common clothes
65	Peddler	local area map, sack of 1d10 trinkets and 1d20 baubles, common clothes, comfortable boots
66	Philosopher	tome of logic, sheaf of notes, quill, ink bottle, common clothes with ink stained sleeves
67	Physician	healer's kit, healing herbs, bandages, common clothes
68	Pie Seller	basket containing 1d4 fruit pies, apron, rolling pin, common clothes
69	Plumer	sack of goose down, fine pillow, 1d4 rare feathers, common clothes
70	Poisoner	1d4 vials of basic poison, treatise on poison, cloak, common clothes
71	Potter	1d4 pounds of clay, potter's wheel, 1d6 small clay jars, common clothes
72	Priest	holy symbol, healer's kit, incense, vestments, small bottle of wine, habit
73	Ratcatcher	club , 1d8 dead rats, rat bait, common clothes, coat made out of clean rat skins
74	Roofer	tack hammer, 1d4 bunches of thatch, box of nails, common clothes
75	Rope Maker	sharp knife, two 50 ft lengths of rope, common clothes

Occupation and Equipment

d100	Occupation	Equipment
76	Sage	book of lore, quill, ink, few sheets of paper, scroll of magic missile, common clothes
77	Salter	sharp knife, 1 pound of salted meat, 1d10 pounds of salt, common clothes
78	Scribe	1d20 pages of paper, half copied book, quill, 1d4 colored inks, common clothes
79	Scullion	apron, well worn brush, half a loaf of bread, broom, common clothes
80	Servant	dull knife, mark of indentured servitude, common clothes
81	Spice Merchant	1d10 exotic spices, small amount of cinnamon, 1d8 gp, silk clothes, shiny boots
82	Squire	longsword , book on chivalry, fine clothes, polished boots
83	Stevadore	thick belt, heavy belt knife, warm clothes, heavy boots
84	Steward	livery, chain of office, book of the estate's accounts, velvet clothes
85	Swineherd	crook, 1d8 turnips, 1d4 pigs, common clothes
86	Tailor	needle and thread, scraps of cloth, well sewn vest, common clothes
87	Tanner	belt knife, 1d6 animal skins, thick gloves, common clothes
88	Teamster	crop, brush, blanket, small bag of horse feed, common clothes
89	Timberwright	hand axe , several small pieces of wood, comfortable boots, common clothes, cloak
90	Tinker	sharp knife, sack full of 1d20 small trinkets, small tools, colorful clothes
91	Torturer	bag of "special tools", signed confession, cloak, common clothes
92	Town Crier	hand held bell, fancy hat, buckled shoes, lantern, common clothes
93	Veterinarian	book of animal diseases, 1d4 packs of herbs, small bag of horse feed, common clothes
94	Vintner	1d6 bottles of cheap wine, 1d4 bottles of rare wine, common clothes, boots
95	Watchman	spear , steel helmet, lantern, well-made boots, uniform, cloak
96	Weaver	1d6 pounds thread, loom tools, hand loom, a finely woven cape, common clothes
97	Witch's Apprentice	knife, scroll of burning hands, jar of "newt eyes", common clothes, cloak
98	Woodcrafter	hand axe , small knife, small carved wooden item, common clothes
99	Yeoman	longbow , shortsword , 1d10 arrows, title to a small farm, cloak, common clothes, boots
100	Player's Choice	

6. Quirks

Each character gets one physical and one personality quirk. Determine them by rolling a d100 on each table.

Physical Quirks

d100 Trait

01	A mark of Fey ancestry	48	Long hair
02	Almond-shaped eyes	49	Long legs
03	Amputee	50	Missing teeth
04	Authentic limp	51	Mumbles
05	Bald	52	Muscled
06	Beady eyes	53	No eyebrows
07	Beard	54	Notched ears
08	Beautiful	55	Noticeable birthmark
09	Beer gut	56	Noticeable scar
10	Big ears	57	Peg leg
11	Broad-shouldered	58	Perfectly groomed
12	Bushy mustache	59	Perfumed
13	Button nose	60	Pierced ears
14	Chapped lips	61	Pierced nose
15	Cleft chin	62	Pigeon toed
16	Club foot	63	Plump
17	Completely unremarkable	64	Previously broken nose
18	Constantly dirty	65	Rat faced
19	Cross-eyed	66	Several warts
20	Curly hair	67	Shapely knees
21	Curvaceous	68	Short
22	Differently colored eyes	69	Short hair
23	Disarmingly adorable	70	Slightly green skin
24	Eye patch	71	Six fingers on left hand
25	Facial scar	72	Slack jawed
26	Facial tick	73	Sleek
27	Fair skin	74	Small ears
28	Fake limp	75	Sniffles constantly
29	Fancy clothes	76	Sparkly eyes
30	Fat	77	Square jaw
31	Fit	78	Stocky
32	Freckled	79	Stout
33	Frizzy hair	80	Stubble
34	Gap-toothed	81	Swan necked
35	Gassy	82	Sweaty
36	Gaunt	83	Tall
37	Goateed	84	Tattooed
38	Graying Hair	85	Thick eyebrows
39	Great sense of smell	86	Thick hair
40	Harry arms	87	Thin
41	High cheek bones	88	Thin lips
42	Humpback	89	Tiny feet
43	Knock kneed	90	Turkey neck
44	Lanky	91	Twitchy
45	Large nose	92	Uneven shoulders
46	Lazy eye	93	Unusually colored hair
47	Long fingernails	94	Voluptuous
		95	Weak-chinned
		96	Well-toned calves
		97	White streak in hair
		98	Wide chin
		99	Wide-eyed
		100	Wild hair

Personality Quirks

d100 Quirk

01	Abrasive
02	Absentminded
03	Aimless
04	Alert
05	Aloof
06	Anxious
07	Articulate
08	Assertive
09	Bland
10	Blunt
11	Calculating
12	Callous
13	Cantankerous
14	Careless
15	Casual
16	Cautious
17	Charming
18	Chummy
19	Clean
20	Clear-headed
21	Coarse
22	Cold
23	Complacent
24	Compulsive
25	Critical
26	Cunning
27	Daring
28	Deceptive
29	Delicate
30	Devious
31	Dirty
32	Disciplined
33	Dramatic
34	Droll
35	Empathetic
36	Fanciful
37	Fickle
38	Fiery
39	Folksy
40	Freethinking
41	Freewheeling
42	Fun-loving
43	Gallant
44	Gentle
45	Genuine
46	Gracious
47	Healthy
48	Helpful
49	High-handed
50	Honorable

51	Humble
52	Hurried
53	Idealistic
54	Intense
55	Kind
56	Lazy
57	Masculine
58	Mellow
59	Messy
60	Modest
61	Moody
62	Morbid
63	Mystical
64	Neat
65	Nihilistic
66	Obedient
67	Objective
68	Odd
69	Open
70	Optimistic
71	Outspoken
72	Patient
73	Placid
74	Prim
75	Proud
76	Pure
77	Relaxed
78	Religious
79	Rigid
80	Ritualistic
81	Romantic
82	Selfish
83	Serious
84	Shy
85	Skeptical
86	Smooth
87	Stern
88	Stubborn
89	Stylish
90	Suave
91	Tense
92	Tough
93	Uninhibited
94	Unpredictable
95	Unsentimental
96	Versatile
97	Well-meaning
98	Whimsical
99	Wishful
100	Witty

7. Name

Choose either table and roll a d100.

Masculine Names		Feminine Names	
d100	Name	d100	Name
01	Adriano	01	Abby
02	Agnar	02	Abelina
03	Allan	03	Abigail
04	Alonso	04	Adela
05	Amerys	05	Agate
06	Archie	06	Ainsley
07	Ario	07	Alfey
08	Arnalt	08	Alice
09	Arnost	09	Alisha
10	Askan	10	Anest
11	Astgeir	11	Angela
12	Belal	12	Anne
13	Benedict	13	Arionna
14	Bernard	14	Audrey
15	Book	15	Bailee
16	Bryson	16	Barbara
17	Caerwyn	17	Breanna
18	Carl	18	Brook
19	Carter	19	Carlie
20	Cason	20	Carmen
21	Cortez	21	Cassie
22	Curtis	22	Cat
23	Dacio	23	Ceri
24	Dean	24	Chin
25	Delphin	25	Christine
26	Devon	26	Dalila
27	Dylan	27	Damete
28	Dyonte	28	Dani
29	Earl	29	Dawn
30	Eldon	30	Diega
31	Elliot	31	Dufa
32	Ewart	32	Eartha
33	Feo	33	Edith
34	Flavio	34	Eike
35	Friso	35	Eir
36	Fuller	36	Elena
37	Gauti	37	Ellie
38	Gerveis	38	Elsie
39	Gigjar	39	Enida
40	Gil	40	Erna
41	Godfrey	41	Esmeralda
42	Gregory	42	Eve
43	Hakim	43	Faith
44	Hayden	44	Fodla
45	Heini	45	Fran
46	Helmut	46	Frauke
47	Hespu	47	Gotlinde
48	Horace	48	Hana
49	Hubert	49	Harley
50	Ix	50	Hollie
51	Jack	51	Inge
52	Jafari	52	Isabelle
53	Jaxson	53	Ixtab
54	Jonah	54	Jstormie
55	Jordan	55	Judith
56	Jorvar	56	Karin
57	Joseph	57	Kasey
58	Kaleb	58	Kassidy
59	Kaprice	59	Katarina
60	Ken	60	Kelsey
61	Kincade	61	Khat
62	Kyle	62	Lara
63	Lawrence	63	Libby
64	Lind	64	Lillian
65	Luther	65	Ludwina
66	Mal	66	Luna
67	Manu	67	Lynda
68	Marsden	68	Madeleine
69	Mather	69	Madisen
70	Michael	70	Maisy
71	Miles	71	Margot
72	Miller	72	Marlena
73	Mulac	73	Merte
74	Nassau	74	Nathalie
75	Nixon	75	Nicolette
76	Nolan	76	Ninna
77	Oliver	77	Nykee
78	Osburn	78	Olwenna
79	Oscar	79	Piper
80	Quedell	80	Priscilla
81	Rawley	81	Ranno
82	Rodric	82	Rihanni
83	Rodulf	83	Romana
84	Rufo	84	Rosemary
85	Samuel	85	Sadie
86	Sap	86	Samuella
87	Sherman	87	Sandra
88	Spencer	88	Sara
89	Stroud	89	Seben
90	Terrill	90	Serefine
91	Thor	91	Skye
92	Tureis	92	Skyler
93	Turolt	93	Toka
94	Tyler	94	Tykeria
95	Urick	95	Vanessa
96	Valtyr	96	Vigdis
97	Voltan	97	Xoco
98	Wendall	98	Yizel
99	Wendlin	99	Ylfa
100	Willie	100	Zita

8. Introduce Characters

Go around the room and introduce your characters. Take notes about your new party.

9. Bonds

Each character should have a bond with another player's character. A bond represents a character connection to another character or the group as a whole.

To create a bond, two players should each select one character as half of a bonded pair. Once the players agree on a pair, each player should roll a d6 and consult the table below. The resulting ability score is increased by one point.

Bond Ability Score Increase

d6	Ability Score
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

Have the two players create a brief explanation of their character's relationship. This explanation should account for the increase in the characters' respective stats. For example, Tim and Eric decide that their characters were friends in the village. Tim rolls a 4, which increases his character's Intelligence by one, while Eric rolls a 1, which increases his character's Strength by one. They establish a simple story in which Tim's character, Ario, devised a plan to scare off an orc patrol, and Eric's character, Lara, led the charge to successfully scare them away. Both players should record the bond on their character sheets.

Remember, bonds hold the group together. They represent a character's ties to other members of the party, and characters should occasionally attempt to reference them. As characters, notify the DM when you are acting on your bond so she can determine whether or not to award **inspiration**.

The DM should pay close attention to the players' bond stories and ask any relevant questions. Did the orcs ever return? What clan were they from? How did the rest of the villagers feel about the plan? The DM should make quick notes for later story hooks, and can also award extra gear if she feels it is appropriate. Perhaps two characters formed a garage (stable?) band where one character sings and the other plays an instrument. If neither character has an occupation that provided a musical instrument, the DM can award it.

After all of the characters have created their bonds, total their ability scores and determine each character's ability score modifiers.

Ability Score Modifier

Total	Modifier
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4

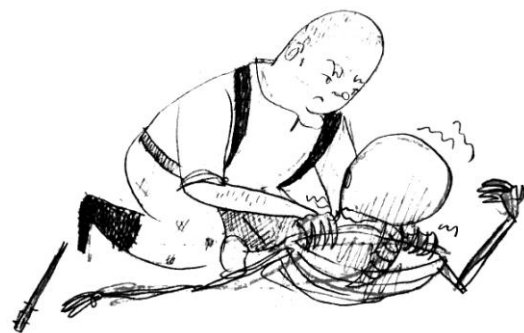
10. Determine Hit points, Speed, AC, and Initiative

Now that ability scores have been added up and modifiers determined, use the following steps to complete your characters' final stats.

- A character's hit points are 4 + their Constitution modifier
- Level-0 characters do not have any hit dice.
- A character's speed is 30 ft unless listed differently on the racial traits table.
- A character's armor class is 10 + their Dexterity modifier.
- A character's initiative is the same as their Dexterity modifier.
- Level-0 characters do not get death saving throws.

11. Adventure awaits

Once all of the characters are complete, they are ready to begin the adventure. Onward!



After the Adventure: Leveling up

Whether the adventure ends in success or failure, standing against the darkness and surviving is a great feat worthy of a hero. At the end of the funnel, each player should pick a surviving character to promote to 1st level. If there are not enough survivors, a player can choose to create a character using the traditional rules found in the appropriate handbook.

1. Increase Ability Scores

Heroes have impressive stats compared to your average commoner. Once a character is promoted to 1st-level, they receive a stat boost to bring them up to heroic levels. Roll a d6 for each ability score and consult the table below to determine what to add.

Ability Score Increase

d6	Stat Boost
1-3	+1
4-6	+2

No stat should ever be increased over 19. All stat increases beyond 19 will be ignored.

2. Add Remaining Racial Traits

When a character is promoted, they receive all of their applicable racial traits that were excluded for 0-level play. If race options allow for a subrace, choose it now.

Variant Humans

If you choose to play as a Variant Human, you will need to remove the +1 to all traits ability score bonus that was added during character creation before applying the feats, proficiencies, and ability score bonuses granted by the Variant Human.

3. Class

You are free to choose any class your DM allows. You should be able to explain (i.e. concoct a back story) why your character is drawn to a particular class.

For example: Horace the watchman barely survived a run in with an Orc. Deciding that he “never wants to be in melee combat with an orc ever again” he chooses to train as a wizard.

The reasoning of Horace’s choice should be recorded on his character sheet.

4. Background

You are free to choose a background from any source your DM approves. If you already have a feel for your character, you can create a background using the guidelines below.

Making your own Background: Skills, Tool Proficiencies, and Languages

Choose two skill proficiencies related to your character’s occupation or experiences during the Funnel. Then choose one tool proficiency and one language, or no tool proficiencies and two languages.

Again, this is an excellent opportunity for the DM to ask pointed questions and take notes. For example, if you choose the deception skill for your character, your DM could ask “how many enemies has the character made through deceit?”

Remember, any choice you make while constructing a background is subject to the DM’s approval. It should represent your character’s profession or experiences during play. For example, a player argues that his saltier (a person who sells salt), should have a stealth skill, but is unable to provide a convincing reason as to why his saltier would be stealthy. The DM suggests that in lieu of stealth, the saltier should have the persuasion skill to represent the character’s sales experience.

Making your own Background: Traits, Ideals, Bonds, Flaws, and Features

Throughout the character creation process, you have been making decisions and creating stories about your character. You should use this information to create your traits, ideals, bonds, flaws, and features. Recalling the example under Step 3, Horace decided to become a wizard because he fears melee combat with monsters. Based on that information, a good flaw for Horace would be “I desperately try to move out of the way of monsters.”

Take time to reestablish bonds between the freshly promoted characters. They have likely just lost many of their friends. If possible try to use the events of the Funnel to create the bond. You can also use the method under “Bonds” above to create new story. Promoted characters do not get an ability score bonus when using this method.

If you are unable to come up with a trait, ideal, bond, flaw, or feature, use the traditional handbook for ideas or randomly select from their options.

5. Gear

Gear and equipment for your promoted character generally has to be won through adventure or purchased. However, your DM may decide to grant you the standard gear selections for your class.

Part 2: DM's Notes

Building Encounters with 0-Level Characters

Four 0-level characters roughly constitute a single 1st-level character for encounter building purposes. However, you should only use this as a guide. Depending on the performance of characters, you should adjust the difficulty on the fly.

Parties Have Strength in Numbers

Commoners do not fare well against monsters. A group of four will have a difficult time killing an orc. If the orc strikes first, it can probably defeat the entire group and survive. The player characters' real strength is in numbers. A group armed with scavenged weapons is capable of taking down more powerful monsters. For example, eight 0-level characters could defeat an orc with only one or two likely casualties. As the characters dwindle, they will lose their effectiveness.

Using monsters with multiattack and area of effect spells will quickly decimate the ranks of commoners and should be avoided. Encourage and reward clever thinking to tip the balance of the combat to the commoners (or, even better, avoid combat altogether).

As the characters slay monsters and arm themselves from their defeated foes, their potential to inflict damage will increase. This helps keep the damage output constant despite the body count.

Enemies Should Have Low Armor Classes

The most common to-hit modifiers for 0-level characters range from -2 to +3. Since they do not have proficiency bonuses, level-0 characters will have difficulty hitting the enemy. Enemies with low armor classes will be a boon to your players' chances of survival. Needing to roll a 15 to hit might become frustrating after the 10th missed attack.

Keep Adventures Short

The Funnel features a high body count: Keep the casualty rate between 50-75% and, unless you really want a dark and gritty campaign, you will want to use the Funnel as an introductory adventure only. Generally three or four encounters will be sufficient to whittle down the group.

There Are Many Characters, Find a Way to Manage Them

Each player has multiple characters at the beginning of the Funnel, and this can be difficult to handle during combat. To speed up play, I allow each player to control all of their characters as a group on one turn. Each player gets one initiative roll, using the highest modifier among their characters and they move all their characters on the same turn.

You should also consider using a "theater of the mind" style of play. Moving dozens of tokens along the battle map and finely calculating each character's turn and combat actions can bog down the game.

Story Hooks: You're Going to Die Anyway...

From the perspective of a 0-level character, it's insane to adventure. Poor equipment and little training all lead to low survivability. Why go out in the cold when you can sit at home and slave away at your boring occupation? When writing your own 0-level adventures, you need to ensure that the story's hook is powerful enough to motivate everyone to go on the adventure, whether they want to or not.

A classic example is tampering with the town's grain stores. If the town's food supply has been compromised, the characters are faced with a stark choice: Adventure or starve.

Adding your own 0-Level Racial Traits

To keep character creation quick and the funneling process scary, racial traits should be minimized to two or less. Disallow overly powerful traits (such as the Dragonborn's Dragon Breath ability) entirely. Furthermore, focus on the core race, eliminating subtypes if possible. Finally, keeping with the theme of non-proficient commoners, you should not allow any racial ability that grants a proficiency bonus.

How Does This Method Compare With 4d6 or the Standard Array?

The total ability scores of characters built using the Funnel are, on average, comparable to the 4d6 drop the lowest or standard array method of stat generation, but the results are more varied.

On average, a 3d6 roll will produce an ability score of 10.5, while 4d6 drop the lowest will produce an average of 12.24. Adding +1d2 to each 3d6 stat when a character is promoted, plus the stat increase associated

with a bond, creates an average score of 12.17. Both of these methods are higher than the average of the standard array (12). Broken down in a different way, the standard array provides 72 ability points, 4d6 drop the lowest provides an average of 73.46, and the Funnel creates an average of 73. Therefore, all of the methods create comparable characters.

However, in the Funnel method, the lowest score (i.e. rolling all ones on a 4d6 drop the lowest) is now impossible, while the higher scores like an 18 are *much more likely to happen*. Before adding racial bonuses, a character built using the Funnel method has an approximate 18% chance to have at least *one* ability score be an 18 while a character built using 4d6 drop the lowest has about a 9% chance. An ability score of 20 is possible in just under 2% of characters. When you include racial and bond bonuses, a character has a (very unlikely) maximum potential of 23.

If multiple characters survive, it's likely that players will choose a survivor with high stats, further skewing the results toward characters with higher ability scores. The Funnel may well produce characters with very exceptional abilities.

Due to the nature of the 5e system and its bounded accuracy, high ability scores can be drastically unbalancing. I strongly suggest that no ability score should exceed 19, regardless of any type of ability score boosts.

A Roster of Examples

Here are three examples made using the Funnel compared to a fighter built using the standard array.

Names	Kar	Benedict	Jafari	Std Fighter
Race	Half-Orc	Halfling	Half-orc	Human
Occupation	Eggler	Constable	Advocate	N/A
Strength	18	13	11	16
Dexterity	17	10	15	14
Constitution	11	11	13	15
Intelligence	13	14	16	9
Wisdom	8	11	10	11
Charisma	11	13	8	13
Racial Bonus	-3	-3	-3	-6
Total Points	75	69	70	72

You can see that while some of these characters might have greater abilities than the standard array, they are not optimized for play.

Kar would make a good fighter aside from her average Constitution score. Her occupation of eggler provides her with two chickens that follow her around which hints at a ranger if her Wisdom score wasn't terrible. It's a tough choice.

Benedict is just... average. His job as a constable and low Strength score doesn't leave many options. Maybe Benedict is a folksy "Barney Fife" type cop that never has to draw his sword. Maybe he's a bard detective that spends most of his time talking.

Jafari was a lawyer in a former life, but perhaps stabbing a few people during the Funnel ruined that profession. The high Intelligence and Dexterity scores suggest a thief that always knows of a legal loophole to get out of the harshest punishments.

Stepping Away From Character Optimization

The Funnel method of character development actively takes a step *away* from optimization. At the base level, your stats are rolled randomly in order. This means that even characters with overwhelmingly good ability scores in multiple areas might not emulate a paragon of whatever class they choose.

If you have a player that wants to be something specific, this method is not likely to give them the character they want. You should explain this to your players before the campaign begins.

This creation method may also create "hopeless" characters. The ability score generation used in the Funnel is more random than using 4d6 drop the lowest, so you may get characters that are exceedingly powerful, but, conversely, a player may harvest a crop of "losers".

Characters with low ability scores can be just as unique and exciting as a character with high ability scores. The only doomed character is one that the player refuses to play. You should ask that players try the "hopeless" character out for a few sessions. A modestly rolled hero who uses their wits and creativity to succeed often spins a better tale than one with all the advantages. That being said, as a DM you must understand that people play RPGs for different reasons, and if the player is increasingly unsatisfied with their poorly rolled and unoptimized character, consider allowing them to build a character using traditional methods.

Alternate Racial Table

Shortly after publication, @johnnyzemo sent me an additional racial table that lands nicely between the two extremes outlined in character creation. This table is used with his permission.

Alternate Racial Table

d100	Race
1-4	Dragonborn
5-16	Dwarf
17-28	Elf
29-36	Gnome
37-44	Halfling
45-56	Half-Elf
57-64	Half-Orc
65-94	Human
95-98	Tiefling
99-100	Player's Choice

How You Can Help

Did you like Fifth Edition Funnel? If so, that's awesome and we are glad to hear it. This module is the result of many hours of work from people's busy lives. If you really enjoyed this, there are a couple of things you can do to help out.

- **Pay Up.** This adventure is released as Pay What You Want. If you want to encourage the editor, writer, or artist to keep making content (or buy them a beer), toss a few coins in the cup.
- **Rate.** Maybe you don't have the cash, or don't want to spend it on RPGs. It's cool. You can still show your support by giving the module a 5-star rating on DriveThruRPG and writing a review. Tell everyone how much fun you had. This allows others to find this product and enjoy it.
- **Post About It.** Do you have a blog? Do you tweet? That's filling 140 characters for having a good time. Put your thoughts on social media. Let me know. You can find the writer at @ken_the_dm on twitter.
- **Email Us.** Maybe social media isn't your thing. That's totally fine. Send us an email at ten.red.crows.press@gmail.com and tell us you had a fun time. Maybe your honeyed words will warm our cold, dark hearts enough to get us moving on our next project.
- **Check out Goodman Games.** The Funnel concept was formalized by this company back in 2012 and highly influenced the design of this product. They were incredibly nice and encouraging when I reached out to them about this. If you like this style of play, especially the random aspects, you should check out their offerings.

Part 3: The Adventure

Premise

A once lawful and kind man, Lord Dunnywit has fallen under the complete control of an artifact he acquired during a military campaign six months ago. Along the route to corruption, Lord Dunnywit has abused the local townsfolk by forcefully taking property and killing any dissenters. His estate has become an altar to debauchery as he and his small cult research the dark arts.

After the characters stop bandits from stealing the last of the town's grain reserves, their fellow townspeople implore them to take the fight to Lord Dunnywit and set things right.

Make this Adventure Yours

This is a simple adventure designed to be malleable and fit almost all fantasy settings. The only assumption made is that the characters have been in the town long enough to both witness the brutality of Lord Dunnywit and make a few friends. During character creation, the DM should listen to the bonds made by the characters and use them to fill in more information of the town. Did two characters come together to form a band? Where do they play in town?

Also, if you want to create a collaborative environment, ask each player to identify or create something in the town.

Feel free to delete, embellish, rearrange, and change the adventure as you see fit. Make it yours.

Trouble in Town

Grain Stores

As you walk to the tavern, you hear screams coming from the edge of town. Turning to investigate you see dancing flames in the distance. You instantly recognize the village's grain stores, their thatched roofs poking out over the small wooden wall that surrounds them. Orange flames lick the furthest one. You hasten closer, just in time to witness four silhouettes, illuminated by firelight, securing sacks of grain in a full cart. The steel of their swords catches the light as they work: these men are armed and determined. An unlucky watchman lays prone and immobile. You know this is the only stock of grain the people have stored for winter; if it is taken or burned the village will starve.

The grain stores are four small wooden shacks that are raised a foot off the ground. They inhabit the only part of the village that has any substantial fortification: A flimsy five foot high wooden wall surrounds the stores with only a small opening for an entrance. The entrance leads to the main road of the town. The stores are surrounded on the remaining three sides by one story buildings.

There are four **bandits** here, and after months constantly bullying the populace, they assume the people are cowed. If there are more than 15 player characters, add an additional **bandit**. The bandits are flagrant, and they are not keeping a watchful eye as they plunder the grain stores. They are all completely corrupted by the Lord Dunnywit's dark artifact, and they will fight to the death. Along with their listed gear, the bandits start with four **bolts** and 14 **copper pieces** each. One carries a **small token of Lord Dunnywit's authority**, indicating that they were operating under his orders.

Once the bandits are defeated, the townspeople appear within a few minutes and start a bucket brigade. It takes at least an hour to put out the flames, although with some direction and encouragement (a DC 13 **Intelligence** or **Charisma** check) the flames can be put out in half as much time. This draws admiration from the townsfolk.

Unlikely Heroes?

Roused by the disturbance, the townsfolk appear and slowly gather around you. A gruff-looking man with a peg leg and a beard comes close to you. You recognize him as Rollic, the man who owns the only tavern in town, the Brewer's Blessing. He then turns and addresses the crowd.

"They were going to take our food! And these..." he pauses, looking for the right word, "these... heroes... stopped Lord Dunnywit's goons! See my friends?

They can stand up to the tyrant. We have hope!"

Murmurs of agreement ripple through the crowd.

"Please, for the sake of the village, go to Lord Dunnywit and stop him!" Everyone looks at you expectantly.

Rollic is there to answer any questions the characters might have. He knows the following information:

- Lord Dunnywit's manor is five miles north of town.
- Lord Dunnywit and his men haven't been defending the town like they have pledged.
- Most of Lord Dunnywit's guards have quit, but at one time he had a household guard of 35.
- Lord Dunnywit was a good lawful man, but he changed when he came back from the war.

- Lord Dunnywit will expect the bandits soon and will become suspicious if they do not arrive. Time is of the essence!
- Lord Dunnywit will not give up the town easily. Be prepared for anything.
- Rollic is missing a keg of ale, and he believes that the bandits took it. The keg would have the seal of the Brewer's Blessing on it.

The townsfolk are poorly armed and in worse shape than the characters. While they are willing to support the characters, they have little to offer in materials, except for a few torches and a hot meal. If pressed, Rollic has a **short bow** and **seven arrows** that he is willing to part with.

The Road to Rebellion

Forest looms all around you as you move toward the manor. After an hour of traveling, you spy the flickers of a small campfire. You hear high-pitched guffawing laughter and shouting. The voices are not human.

A small group of eight **kobolds** have stolen a keg from Rollic and proceeded to get rip-roaringly drunk. If there are more than 15 characters, add two more **kobolds** for a total of ten.

A DC 5 **Intelligence** or **Wisdom** check identifies that the voices belong to kobolds and their voices are slurred.

A DC 15 **Intelligence** or **Wisdom** check identifies the exact number of kobolds and they are drunk.

While a single character would easily be able to stealthily position within striking range, it would be nearly impossible for the entire group to reach melee range without notice.

Eight kobolds dance, laugh and jeer in a small circle around the campfire. They all take repeated long drinks from a keg set up on the far side of the camp. They're having an extremely good time.

If the players decide to attack, the kobolds are considered **poisoned** and roll initiative and all attacks at disadvantage (unless offset by their pack tactics).

In addition to daggers and slings, the kobolds have a small collection of "treasure." There are 45 **pieces of silver plated silverware** (worth 9 sp total), a **small chipped ruby** (7 gp), and a **half keg of ale stamped with the seal of Brewer's Blessing**. The characters easily recognize the seal on the keg.

The Manor

You have reached the end of the road. Despite the full moon, Lord Dunnywit's Manor broods in the darkness before you. The once glorious building is now in a state of obvious disarray. An eerie silence sits heavily over the area. You hear nothing: no people or animals. It's the silence of death.

The manor is a stone building with large windows on the second floor and a barn out back. Upon close observation, anyone would be able to tell that there has been minimal upkeep on the building. Anything of value has been stripped away. The front door is locked.

Three alert **cultists** await the return of the bandits in the barracks. **Lord Dunnywit** (use statistics for a **cult fanatic**) and a **skeleton** are on the second floor.

Sneaking up

While a few villagers could sneak to the building (DC 10 **dexterity** check), a large number walking toward the manor are easily identified as such unless they are disguised as bandits or cultists (DC 10 **charisma** with the appropriate clothing).

Parley

The characters may attempt to parley with Lord Dunnywit. If they knock on the door, a **cultist** will answer, listen acutely to their complaints, and then promise to approach Lord Dunnywit if the characters wait outside. The **cultist** will then rouse everyone (two more **cultists**, **Lord Dunnywit**, and a **skeleton**) who will then go sit in the dining room. The **cultist** will then open the door, note that Lord Dunnywit will now hear them, and lead the characters to the dining room, which is empty except for the noted furniture and broken dishes. The cultist shuts the door, and the melee begins.

1. Entryway

The once grand entryway has seen better days. Refuse and small pools of water cover the floor. An acrid smell and black staining indicates that some of the puddles might be mixed with stagnant blood. A wrought iron staircase in the corner leads up to the second floor. Doors lead ahead, to the right, and to the left.

If the villagers are noticed, the cultists will sound the alarm and everyone will prepare to attack the characters as they come through the entryway door.

2. Dining room

This room is dominated by a long wooden table, its dark wood split and gouged. Chipped and broken once-fine China dishes are scattered about, some containing molded food. There are two chairs at the far end of the room and three more around the table. You hope that smell is only the rotting food.

There is nothing of value in this room.

3. Barracks

Based on the furniture, you surmise this was once a fine living room. All of the couches have been transformed into beds and aligned as if this was a barracks. A desk sits near a large window, looking over the trail up to the main entryway. A wardrobe in the back of the room has seen better days.

Three **cultists** are here, awaiting the return of the **bandits**. They occasionally glance out the window. If the cultists spy a character in the manor, they call out and attack. **Lord Dunnywit** and a **skeleton** will arrive after the second round.

Combined, the cultists have 15 **silver pieces**. The desk contains quills, writing material, and a **black book discussing evil artifacts**. The book is worth 20 gp to the right buyer. A DC 10 **Wisdom** check reveals a secret compartment containing a small bag that holds 45 **gold pieces**. The wardrobe contains a bag full of soiled common clothes for all three cultists.

4: Kitchen

The kitchen is a complete disaster. The cabinets and stove are in total disrepair. Broken plates, dented pots, and other miscellaneous equipment are scattered about the floor. There is a servant entrance that opens to the backyard of the manner.

A DC 15 **Wisdom** check reveals a **spoon carved out of dark wood** after a minute of two of searching. A failed check would require an hour of searching to find it. The Dwarven word for mushrooms, *Frongoi*, is carved on the handle. Saying the word causes the spoon to magically produce a spoonful of exceptional mushroom soup.

During any search, a character will find a crack in the floor. Further observation will indicate that the flagstone on the floor appears movable, but it would likely take several hours with the proper equipment to move it. Although not accessible now, the adventurers could return to move it.

5. Study

This large carpeted room contains a once-impressive stately desk and bookcase. Both appear to have been ransacked. There are two obvious exits, a single door on the far end of the room and a stairway down.

There is a **skeleton** stationed here that will follow the commands of Lord Dunnywit and the cultists. It will not attack anyone escorted by a person wearing a cultist robe unless commanded. The rags the skeleton wears indicates that it used to be one of Lord Dunnywit's guards.

6: Master Bedroom

Of all of the ruined rooms you have seen, this one retains the most dignity. A large canopied bed takes up a third of the room, while a small chest of drawers lines one wall. Next to the bed is a small altar on which sits a small silver goblet... you almost feel like it is calling to you.

Lord Dunnywit, is here unless he is alerted to presence of the characters. In combat, he casts *inflict wounds* as often as possible and then resorts to his sacred flame cantrip. His corruption is complete: the goblet has a strong hold over him and he will fight to the death.

The **silver goblet** was used for drinking the blood of the dead and has absorbed the evil intentions of its former masters. A DC 5 **Wisdom** check notes that the artifact is exceedingly evil; it should not be touched without gloves. If a character touches the goblet directly, they need to make a DC 10 **Charisma** check to avoid falling under the sway of the artifact.

The rest of the room contains little treasure. The chest of drawers contains some old clothes. A **small journal** is in the top drawer. It recounts Lord Dunnywit's corruption by the goblet and his descent into madness.

Back Yard

Around the back of the manor, you see two smaller buildings among a field of unkempt grass. One appears to be a rotting stable; the other is a small ramshackle wooden building that was probably used for storage in a former life. A large tree grows against the manor, while a small back door leads inside.

The tree is climbable with a DC 5 **athletics** check. From the tree, a character is easily able to enter the study through a window.

7. Stable

As you enter the stable you are surrounded by cold breeze. The wooden planks appear to be rotting. Refuse covers the floor, bits of grain leather and wood all clumped together in piles. In the far stall a skeleton of a horse stands motionless, its bleached white bones catching the moonlight. It moves its head to look at you.

The **warhorse skeleton** will not attack the characters unless they remain in the barn or take a hostile action. The stable itself is completely ruined.

8. Shed

The contents of the shed are unimpressive: a several large sacks of grain and some rusted farming implements scattered across the floor. There is a thin waxed canvas case hanging from two pegs next to a quiver of arrows.

There are 7 **silvered arrows** in the quiver. The waxed canvas bag contains a serviceable **longbow**. The 8 **sacks of grain** here would be a boon to the town.

Extending the Adventure

This adventure is extended easily once the heroes have reached the 1st-level.

Destroying the Goblet

The goblet's evil nature prevents it from being destroyed through traditional means. No matter how much the local blacksmith tries, the goblet cannot be bent, melted down, or otherwise destroyed. The **black book** discussing evil artifacts offers some insight: "an object of great evil generally needs to be destroyed with object of opposing power" and "only a magic weapon can truly destroy it."

It's possible that the vaults/catacombs/tombs under Dunnywit's manor (see The Flagstone in the Floor below) contain a plethora of magical weapons. The characters could also seek the local clergy for ideas. One of them might know of a place or person that can help.

The goblet takes a month before it begins warping the minds of those around it. If a character touches it, the effects are instant. A *remove curse* spell can temporarily stymie the goblet's effects on an individual.

The Flagstone in the Floor

Evidently, Dunnywit's manor was built atop a previous structure. Perhaps the cultists knew about it and performed some of their grotesque experiments down there. Maybe they didn't, and it's just a crypt that is waiting to be explored. Maybe there are things *wanting to get out*. Then again, maybe flagstone merely covers up a long hidden cache of rotted and rusted adventuring equipment. If this is the case, the adventurers could find a map hidden among the debris.

Kobolds Are At It Again

The drunken kobolds came from somewhere, right? There's obviously a nearby infestation, and the town will need the heroes' help in cleaning them out. Perhaps the kobolds have even dug small tunnels under the town that allow them to pilfer items.

Map of Lord Dunnywit's Manor



Maps and Artwork

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