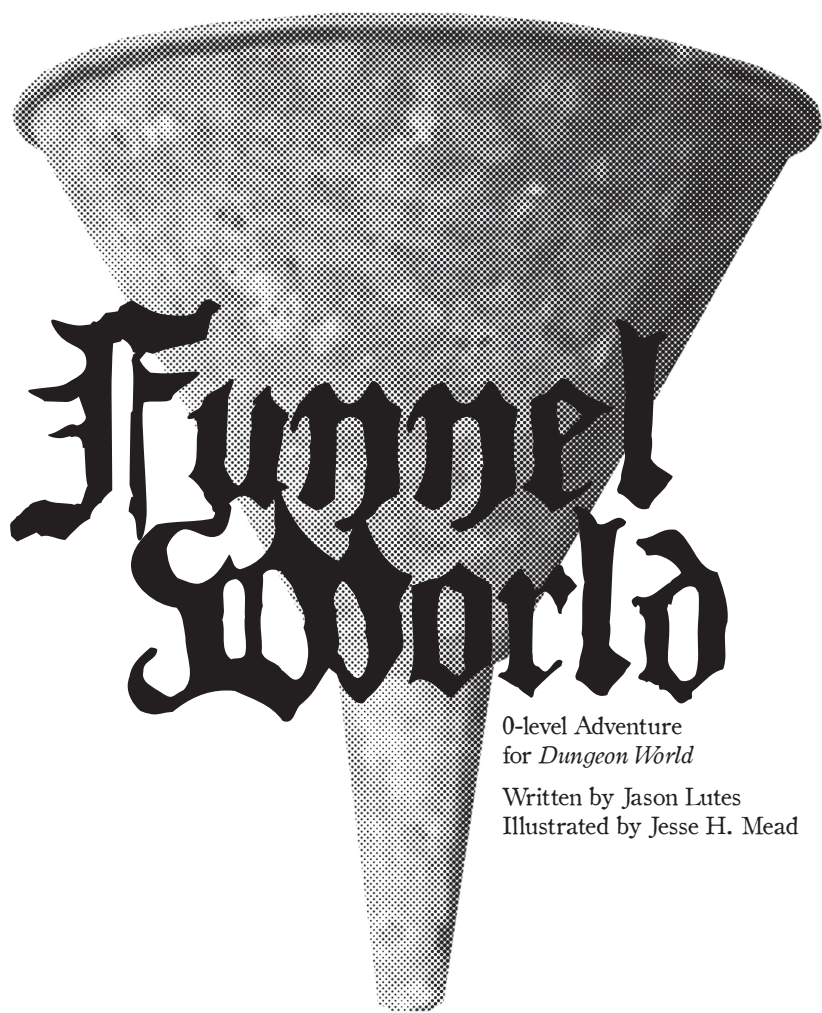




0-level Adventure
for *Dungeon World*

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Funnel World



Introduction

These rules are an attempt to combine elements of my two favorite fantasy RPG systems—the *Dungeon Crawl Classics Role-Playing Game* and *Dungeon World*—by taking the “0-level Funnel” experience of *DCC RPG* and adapting it to the *Dungeon World* ruleset. As such, you need a copy of the *Dungeon World* rules to play.

What is a Funnel?

A Funnel is an adventure in which the player-characters start as a motley crew of ordinary villagers who find themselves in extraordinary circumstances; common folk thrown into a crucible of death and terror, who struggle merely to come out the other end in one piece.

Many, and sometimes all of these poor souls die horrible deaths over the course of a Funnel adventure, but those lucky enough to survive are transformed by the extremity of their experience.

While most fantasy RPGs start the PCs off as heroes, a Funnel adventure concretely demonstrates how common folk *become* heroes.

It is their origin story.

FUNNELING DUNGEON WORLD

Changes and additions to the core rules

Funnel World is played using the basic *Dungeon World* rules, with the changes and additions outlined here:

Agenda & Principles

When running a Funnel adventure, the GM should abide by the Agenda and Principles as described in *Dungeon World*, while considering the following additional Principles:

- * Savor the kindness and cruelty of fate
- * Strike fear into their hearts

Enjoyment of a Funnel adventure derives in large part from the randomness of die rolls, especially those rolls made during character generation. Before generating villagers, players should be made aware that they have close to zero control over the process, and so will have to live with whatever odd, inefficient, and sub-optimal characters emerge. But they shouldn't just live with the results; like the GM they should *savor the kindness and cruelty of fate*—take as much pleasure in the “bad” rolls as the “good,” because both kinds make the story more interesting (and often more hilarious).

Because of this highly random nature of character generation, and the relative fragility of villagers, Funnels can be deadly. Funnels *should* be deadly. The GM should not go out of her way to kill the PCs, but foolish choices and poor luck should be rewarded, where appropriate, with death. In describing events and surroundings to the players, the GM should *strike fear into their hearts*, making it clear that each important decision and die roll has consequences. When the villagers are running and hiding

and doing everything possible to stay alive, the GM knows that this principle is in play. And thus, when one of them chooses to stand and fight or defend another, that choice has greater weight and impact.

0-Level Villagers

All characters in *Funnel World* start as “0-level” Villager characters, but each will likely “graduate” to a full-fledged *Dungeon World* class at the end of the Funnel. Unlike characters in the *Dungeon World* core rules, each Villager—from name and appearance to ability scores and gear—is generated entirely at random.

Occupation

Instead of a class, each Villager has an occupation. From beggars to pig farmers to tax collectors, Villagers come from all walks of life. A Villager's occupation is rolled up during character generation, and the result indicates the Villager's starting gear.

Along with occupation, each Villager has the following Starting Move:

KNOW YOUR STUFF

When you *Spout Lore* or *Discern Realities about something related to your occupation*, tell the GM why you deserve it and take +1 to that roll if the GM agrees.

In addition, when you *have the resources (time, materials, etc.) to do something you know how to do*, you do it.

Race

A given character's race is determined by their occupation roll. Unless otherwise indicated, a Villager is human. There is a small chance that a PC will start as a "dwarf," "elf," or "halfling." Each of these rare creatures has a single associated Starting Move:

SMELL GOLD

When you *are a dwarf and sniff the air for treasure*, the GM must tell you if there is gold nearby.

TREAD LIGHTLY

When you *are an elf and move with care and grace*, you have perfect balance and a feather-light step.

MAKE FRIENDS

When you *are a halfling and Parley with a civilized person who is not hostile to you*, you do not need leverage.

When players ask whether or not their non-human characters are able to do things like see in the dark or detect downward-sloping passages, the GM is encouraged to ask them to answer their own questions by Spouting Lore.

Alignment

Villagers start with no declared Alignment, because with the forging of a hero (or villain) comes the forging of moral character.

At the end of the Funnel, the GM and players will discuss which Villagers have behaved in ways that may indicate an Alignment, and each player must choose an Alignment for their Villager based on this discussion. See the modified "Level Up" move (p4) for a full explanation.

Modified Moves

The following basic moves have been modified for use by Villagers. After a Villager graduates to a full-fledged class, these moves work as normal.

LAST BREATH

When you *are a Villager and dying*, you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom. Then, you die.

END OF SESSION

When you are *a Villager and reach the end of a session*, decide whether your bond has been resolved (completely explored, no longer relevant, proven true or false). Ask the player of the character with whom you have the bond if they agree. If they do, mark XP and write a new bond with whomever you wish.

Then answer these three questions as a group:

- * Did we learn something new and important about the world?
- * Did we overcome a notable monster or enemy?
- * Did we loot a memorable treasure?
- * Did we witness the horrible death of a comrade?

For each "yes," everyone marks XP.



~ OPTIONAL RULE ~

LUCK

Each player rolls a Luck score along with the other six ability scores. Luck may be lost (see below), and is restored each time a Villager levels up, but never past its original value. Unlike other abilities, Luck may not be increased upon leveling up.

Luck is associated with some new Basic Moves and Thief Moves:

Basic Moves

TEST YOUR LUCK

When you *hope against hope that things will go your way*, roll +LUC:

- 10+ You get what you hoped for, but spend 1 Luck.
- 7-9 Sorry, no.
- 6- Mark XP, and the GM makes a move.

REAP YOUR FATE

When you *have the lowest current Luck in the party and something bad happens to the party*, it happens to you.

By the same token, when you *have the highest current Luck in the party and something good happens to the party*, it happens to you.

Thief Moves

LUCKY FELLA (for levels 2-5)

When you *Level Up*, you recover 1d4 points of spent Luck.

LUCKY DEVIL (for levels 6-10)

Requires: LUCKY FELLA

When you *Level Up*, you recover 2d4 points of spent Luck.

LEVEL UP

When you *are a Villager and survive an adventure*, if you have at least 5 XP and a few hours or days of downtime, you can reflect on how your experience has irrevocably altered the way you see the world, and leave your old life behind.

Perform the following steps:

- 1) Subtract 5 from your XP.
- 2) Choose a new class playbook that makes sense, given your experience (see below).
- 3) Transfer the information from your Villager playbook to your new class playbook. Do not choose ability scores or gear as indicated by your new playbook; carry that stuff over from your Villager playbook.
- 4) Retain your Villager moves (KNOW YOUR STUFF and any race move)
- 5) Recalculate Hit Points and Load as indicated by your new class playbook
- 6) Choose an alignment from those options on your new playbook, based on your experience
- 7) Increase one of your ability scores by 1, adjusting that ability's modifier if necessary
- 8) If you are using the optional Luck rules (this page), regain 1 point of spent Luck.



When choosing a new class, consider everything you've been through and whether or not the class makes sense. Be aware that, in a campaign that starts with a Funnel, it may be rare for Villagers to graduate to more exotic classes like Ranger, Druid, or Wizard.

Use the following questions as guidelines. If you can answer "yes" to all of the questions listed for a given class, that class is a valid choice.

BARD: Are you human or elf? Did you encourage and/or assist your comrades when things got rough?

CLERIC: Are you human or dwarf? Did you have or make any connection to a higher power?

DRUID: Are you human, elf, or halfling? Did you have or make an intense connection to the natural world?

FIGHTER: Did you face the enemy in mortal combat and live to tell the tale?

PALADIN: Are you human? Did you express belief in a higher power, and pursue a goal singlemindedly?

RANGER: Are you human or elf? Did you have or make any connection to an animal that could become your animal companion?

THIEF: Are you human or halfling? Did you employ stealth and subterfuge in order to survive?

WIZARD: Are you human or elf? Did you find a book or other source from which you could learn the arcane arts?

Keep in mind that there are many more *Dungeon World* playbooks available than those in the core rules. You may want to investigate what's out there before settling on a new class. You may also want to work with the GM to write your own. It can be lots of fun to build a custom playbook off of a Villager's occupation, elevating the likes of a Swineherd or Halfling Brewer to heroic status!

~ OPTIONAL RULE ~

BOON TOKENS

AKA "AWESOME TOKENS"

Roleplaying is a pleasure unto itself, but some folks enjoy tangible rewards for a role well-played. To that end, we offer this option.

Place a pool of light-colored tokens in the middle of the table (clear or green glass beads are recommended). These are the boon tokens.

Whenever a player does something inspired by their ability scores, occupation, and/or traits, to entertaining or dramatic effect, the GM may grant that player a boon token. The decision to grant a boon token need have no rhyme nor reason; it is entirely at the whim of the GM.

Before making any die roll, a player may spend boon tokens to add additional dice of the same type to that roll, 1-for-1. Then, the player rolls all of the dice, and keeps the die or dice of their choice to use as the result. The player may only keep the same number of dice as called for by the original roll. Spent tokens are placed back in the central pool.

EXAMPLE: A player has 2 boon tokens and must make a damage roll (d4). She spends 2 tokens to take 2 additional d4, rolls 3d4 total, and keeps the best single die result.

Boon tokens do not carry over from session to session; they are lost if they are not spent by the end of the session in which they were earned. If you have them, spend them!

MUSTERING VILLAGERS

How to roll up a motley crew of poorly-equipped commoners

All characters in Funnel World start as “0-level” Villagers, who call the same village home. Upon surviving their first adventure, these Villagers will likely become level 1 *Dungeon World* characters.

After all of the players are assembled at the table, the GM and players together must agree upon the number of Villagers each player will roll up and control.

Generally speaking, the more players, the fewer characters each player should control. In a 2-player game, each player might control 6 Villagers, while in a 8-player game, each player might control 1 Villager.

Print out copies of the Villager playbook provided (pp14-15) and make sure each player has one copy for each Villager she controls. Use these playbooks to record the information generated in these instructions.

For each Villager, go through the following steps. It is recommended that all players complete each step for each Villager they control before moving on to the next step.

Step 1

Determine ability scores

Roll 3d6 for each ability, in order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma (and Luck, if that optional rule is in play). Record the results of these rolls in the appropriate spaces on the Villager playbook.

Step 2

Determine ability modifiers

Check each ability score against the table below, and write the corresponding modifier in the STR, DEX, CON, INT, WIS, and CHA (and LUC if Luck is being used) spaces provided on the playbook.

ABILITY SCORE	MODIFIER
---------------	----------

3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Step 3

Determine Hit Points

Each Villager starts with Hit Points equal to her Constitution divided by 4, rounded up. So, for instance, a Villager with a Constitution of 13 would have 4 HP.

Step 4

Determine Load

Each Villager's Load is equal to her STR+4. So, for instance, a Villager with a STR of +1 would have 5 Load.

Step 5

Take note of base damage die

Each Villager's base damage die is a d4, as already noted on the Villager playbook.

Step 6

Determine occupation, race, and gear

Roll percentile dice (1d100) and compare the result to the table on pp8-9 to determine the Villager's occupation, race, and starting gear. A Villager is human unless otherwise indicated.

Write the Villager's occupation, race, and starting gear in the appropriate areas of the playbook.

If the Villager is a dwarf, elf, or half-ling, check the box of the relevant Starting Move to indicate that that move is in play.

Step 7

Determine gender

Choose your Villager's gender, or roll 1d6: 1-3 = male, 4-6 = female.

Step 8

Determine name

Using whichever table is appropriate to the Villager's race and gender, roll on one of the tables on pp10-11 to determine that Villager's name.

Step 9

Determine traits

Roll 1 physical trait and 1 personality trait on the appropriate tables (pp12-13), recording these traits in the "Traits" area of the Villager playbook.

Step 10

Introduce characters

Introduce your Villagers to the other players at the table with a brief description, using all of the information generated in the previous steps to help you paint the picture.

Step 11

Determine bond

Roll 1 bond using the table on p16. Fill in the bond with the name of any 1 other Villager in play.

Step 12

Play!

Dive into the Funnel. The GM may use a pre-written adventure or one of the Funnel Starters provided herein. See "Filling a Funnel," p20, for details.



VILLAGER OCCUPATION & STARTING GEAR

Id100	OCCUPATION	STARTING GEAR
01	Alewife	Rolling pin (<i>close, awkward</i> , 1 wt), cask of ale (2 rations, 2 wt)
02	Apiarist	Staff (<i>close, reach</i> , 1 wt), 1d4 clay jars of honey (1 wt ea.)
03	Apothecary	Sickle (<i>close, messy</i> , 1 wt), mortar & pestle (0 wt)
04	Baker	Baking paddle (<i>reach, awkward</i> , 1 wt), sack of flour (2 wt)
05	Bard	Knife (<i>hand</i> , 0 wt), instrument [roll 1d4: 1 = voice; 2 = flute (0 wt); 3 = lute (1 wt); 4 = horn (1 wt)]
06	Basketmaker	Knife (<i>hand</i> , 0 wt), sturdy basket (1 wt)
07	Beggar	1 begging bowl (0 wt), 1D4 coins
08	Blacksmith	Hammer (<i>close</i> , 1 wt), burlap sack (0 wt), 1D4 iron ingots (1 wt ea.)
09	Boatwright	Handaxe (<i>close</i> , 1 wt), 2D4 planks of wood (1 wt each)
10	Bowyer	Shortbow (<i>near, far</i> , 1 wt), arrows (1 ammo, 1 wt), 1d4 sets of staves & sinews (1 wt ea.)
11	Bricklayer	Trowel (<i>close, awkward</i> , 1 wt), hod (1 wt), 2d4 bricks (1 wt each)
12	Burglar	Prybar (<i>close, awkward</i> , 1 wt), burlap sack (0 wt)
13	Butcher	Cleaver (<i>hand, messy</i> , 1 wt), side of salted beef (4 rations, 2 wt)
14	Carpenter	Handaxe (<i>close</i> , 1 wt), hand saw (1 wt)
15	Cartwright	Handaxe (<i>close</i> , 1 wt), pushcart
16	Catchpole	Club (<i>close</i> , 2 wt), shoulder bag (0 wt), 2D6 coins
17	Chandler	Staff (<i>close, 2-handed</i> , 1 wt), 2D4 candles (0 wt)
18	Chapman	Staff (<i>close, 2-handed</i> , 1 wt), rucksack (0 wt), trade item [roll 1d4: 1 = worthless baubles (0 wt); 2 = smoked fish (2 rations, 1 wt); 3 = adventuring gear (2 uses, 1 wt); 4 = jewelry (25 coins, 0 wt)]
19	Cheesemaker	Staff (<i>close, 2-handed</i> , 1 wt), burlap sack (0 wt), wheel of cheese (4 rations, 2 wt)
20	Cobbler	Tack hammer (<i>hand</i> , 0 wt), 1d4 pairs of shoes or boots (1 wt ea.)
21	Constable	Shortsword (<i>close</i> , 1 wt), set of iron cuffs w/key (1 wt)
22	Courier	Knife (<i>hand</i> , 0 wt), leather satchel (0 wt), important letter (0 wt)
23	Crier	Knife (<i>hand</i> , 0 wt), plumed hat (<i>worn</i> , 0 wt)
24-27	Crofter	Pitchfork (<i>close, reach</i> , 1 wt), bushel of crops (4 rations, 2 wt, roll 1D4: 1=turnips; 2=potatoes; 3=onions; 4=oats)
28	Ditch digger	Shovel (<i>close, awkward</i> , 2 wt)
29	Dung carter	Shovel (<i>close, awkward</i> , 2 wt), pushcart full of dung
30	Dwarf miner	Pick (<i>close</i> , +1 damage, 2 wt), adventuring gear (1d4 uses, 1 wt)
31	Dwarf smith	Hammer (<i>close</i> , 1 wt), burlap sack (0 wt), 1d4 iron ingots (1 wt ea.)
32	Dwarf mason	Hammer (<i>close</i> , 1 wt), chisel (<i>hand, awkward</i> , 1 wt)
33	Dwarf trapper	Knife (<i>hand</i> , 0 wt), burlap sack (0 wt), 1d4 mole traps (1 wt ea.)
34	Elf hunter	Shortbow (<i>near, far</i> , 1 wt), arrows (1d4 ammo, 1 wt)
35	Elf troubador	Knife (<i>hand</i> , 0 wt), elven lyre (1 wt)
36	Elf wanderer	Staff (<i>close, reach</i> , 1 wt), hooded cloak (<i>worn</i> , 0 wt)
37	Elf weaver	Knife (<i>hand</i> , 0 wt), bolt of silk (2 wt)
38	Executioner	Executioner's axe (<i>close, 2-handed, messy</i> , +1 damage, 2 wt), black hood (<i>worn</i> , 0 wt)
39	Falconer	Knife (<i>hand</i> , 0 wt), leather gauntlet (0 wt), falcon
40	Ferry pilot	Club (<i>close</i> , 2 wt), 10' pole
41-43	Fisherperson	Knife (<i>hand</i> , 0 wt), fishing net (<i>reach, thrown</i>)
44	Fletcher	Shortbow (<i>near, far</i> , 1 wt), arrows (1d4 ammo, 1 wt)
45	Footpad	Sap (<i>hand, stun damage</i> , 0 wt), burlap sack (0 wt)
46	Forager	Sickle (<i>hand, messy</i> , 1 wt), burlap sack (0 wt), mushrooms (1d4 rations, 1 wt)
47	Forester	Shortbow (<i>near, far</i> , 1 wt), arrows (1d4 ammo, 1 wt)

Id100	OCCUPATION	STARTING GEAR
48-50	Goatherd	Crook (<i>reach, awkward</i> , 1 wt), 1d4 goats
51	Gravedigger	Shovel (<i>close, awkward</i> , 2 wt)
52	Halfling brewer	Staff (<i>close, 2-handed</i> , 1 wt), cask of beer (2 rations, 2 wt)
53	Halfling cook	Cleaver (<i>hand</i> , +1 damage, 1 wt), meat pies (1d4 rations, 1 wt)
54	Halfling crofter	Pitchfork (<i>close, reach</i> , 1 wt), bushel of crop [2 wt, roll 1D4: 1 = turnips (4 rations); 2 = potatoes (4 rations); 3 = onions (4 rations), 4 = pipeweed]
55	Halfling gardener	Spade (<i>hand, awkward</i> , 0 wt), wheelbarrow
56	Healer	Staff (<i>close, 2-handed</i> , 1 wt), shoulder bag (0 wt), bandages (1d4 uses, <i>slow</i> , 0 wt)
57	Hedge wizard	Staff (<i>close, 2-handed</i> , 1 wt), belt pouch (0 wt), 1 cantrip [roll 1D6: 1-2 = Light; 3-4 = Unseen Servant; 5-6 = Prestidigitation]
58	Herald	Shortsword (<i>close</i> , 1 wt), trumpet (1 wt)
59	Herbalist	Staff (<i>close, 2-handed</i> , 1 wt), pouch (0 wt), poultices & herbs (1d4 uses, <i>slow</i> , 0 wt)
60-62	Hunter	Shortbow (<i>near, far</i> , 1 wt), arrows (1d4 ammo, 1 wt)
63	Innkeeper	Club (<i>close</i> , 2 wt), provisions (2d4 rations, 2 wt)
64	Lantern maker	Hammer (<i>close</i> , 1 wt), lantern (0 wt), flask of oil (0 wt), flint & steel (0 wt)
65	Laundress	Canvas sack (0 wt), cake of soap (0 wt)
66	Miller	Club (<i>close</i> , 2 wt), sack of flour (2 wt)
67	Miner	Pick (<i>close</i> , +1 damage, 2 wt), lantern (0 wt), flask of oil (0 wt), flint & steel (0 wt)
68	Monk	Staff (<i>close, 2-handed</i> , 1 wt), holy symbol (0 wt)
69	Netmaker	Knife (<i>hand</i> , 0 wt), fishing net (<i>reach, thrown</i>), 50' of rope (2 wt)
70	Noble	Longsword (<i>close</i> , +1 damage, 1 wt), signet ring (10 coins, 0 wt)
71	Oxherd	Whip (<i>reach</i> , 1 wt), ox
72	Peddler	Knife (<i>hand</i> , 0 wt), rucksack (<i>worn</i> , 0 wt), trade item [roll 1D4: 1 = pots & pans (2 wt); 2 = 2d4 knives (<i>hand</i> , 0 wt), 3 = adventuring gear (1d4 uses, 2 wt), 4 = 1d4 healing potions (heal 1d8, 0 wt)]
73	Pilgrim	Staff (<i>close, 2-handed</i> , 1 wt), holy symbol (0 wt)
74	Potter	Club (<i>close</i> , 2 wt), burlap sack (0 wt), 5 lbs. of clay (2 wt)
75	Prostitute	Knife (<i>hand</i> , 0 wt), flask of perfume (0 wt)
76	Rat catcher	Club (<i>close</i> , 2 wt), burlap sack (0 wt), 2d4 dead rats (1 wt)
77	Ropemaker	Club (<i>close</i> , 2 wt), 100' of rope (2 wt)
78	Scout	Knife (<i>hand</i> , 0 wt), cloak (<i>worn</i> , 0 wt)
79	Scribe	2d4 pieces of parchment (0 wt), quill & bottle of ink (0 wt)
80-82	Shepherd	Crook (<i>reach, awkward</i> , 1 wt), 1d4 sheep
83	Soothsayer	Nothing
84-86	Swineherd	Crook (<i>reach, awkward</i> , 1 wt), 1d4 swine
87	Tanner	Knife (<i>hand</i> , 0 wt), 2d4 animal hides (2 wt)
88	Thatcher	Handaxe (<i>close</i> , 1 wt), 1d4 sheaves of straw (1 wt ea.)
89	Tinker	Tinker's tools (0 wt)
90-92	Trapper	Knife (<i>hand</i> , 0 wt), traps [roll 1D4: 1 = 2d4 rat traps (0 wt); 2 = 1d4 rabbit traps (2 wt); 3 = 1 snare trap (1 wt); 4 = 1 bear trap (2 wt)]
93	Undertaker	Holy symbol (0 wt), coffin (4 wt)
94-96	Watchman	Spear (<i>reach, thrown, near</i> , 1 wt), helmet (<i>worn</i> , 0 wt), lantern (0 wt), flask of oil (0 wt), flint & steel (0 wt), horn (0 wt)
97	Weaver	1d4 bolts of fabric (1 wt ea.)
98-100	Woodsman	Handaxe (<i>close</i> , 1 wt), 2d4 sticks of firewood (1 wt ea.)

VILLAGER NAME - HUMAN

If you roll the same name as another Villager, re-roll until you get different name.

1d100	MALE NAME	FEMALE NAME	1d100	MALE NAME	FEMALE NAME
01	Abeodan	Acca	51	Edmund	Edmunda
02	Ace	Aedre	52	Eldrid	Edrys
03	Acwel	Aefentid	53	Eorl	Eldrida
04	Aelle	Aefre	54	Farmon	Elene
05	Agyfen	Aethelflaed	55	Garrett	Elga
06	Aheawan	Aethelhryth	56	Geoff	Ellenweorc
07	Alchfrith	Alodia	57	Gildas	Ellette
08	Aldhelm	Alodie	58	Gimm	Elswyth
09	Alfred	Andsware	59	Graeme	Elva
10	Algar	Anlicnes	60	Grendel	Elvina
11	Alger	Annis	61	Grimbold	Engel
12	Almund	Ar	62	Grimme	Eostre
13	Alwin	Ardith	63	Halig	Erlina
14	Andettan	Arianrod	64	Ham	Esma
15	Andsaca	Ashley	65	Landry	Estra
16	Andswaru	Audrey	66	Lange	Etheswitha
17	Andwyrdan	Bearrocsir	67	Lar	Freya
18	Ane	Bernia	68	Leax	Garmangabis
19	Archerd	Bisgu	69	Leng	Hamia
20	Archibald	Bletsung	70	Leof	Harimilla
21	Arlice	Bliss	71	Lin	Hilda
22	Astyrian	Blythe	72	List	Ifield
23	Avery	Bodicea	73	Lufian	Juliana
24	Baldlice	Brigantia	74	Manton	Kendra
25	Bana	Brimlad	75	Norville	Linette
26	Banan	Bysen	76	Odi	Lora
27	Bar	Cartimandua	77	Odin	Loretta
28	Bawdewyn	Cearo	78	Oswine	Lyn
29	Beadurinc	Chelsea	79	Peadar	Mae
30	Benoic	Claennis	80	Perry	Maida
31	Benwick	Clover	81	Pierce	Megan
32	Besyrwan	Gwen	82	Prasutagus	Mercia
33	Betlic	Gyst	83	Ramm	Moirra
34	Bronson	Daedbot	84	Rand	Nelda
35	Caedwalla	Daisy	85	Rinc	Nerthus
36	Caflice	Darel	86	Ro	Odelia
37	Camden	Darelene	87	Rypan	Ora
38	Chapman	Darelle	88	Scrydan	Orva
39	Cynewulf	Darlina	89	Seward	Osberga
40	Cynn	Daryl	90	Sihtric	Rheda
41	Dalston	Dawn	91	Stearc	Rowena
42	Deogol	Devona	92	Stedman	Sibley
43	Derian	Dohtor	93	Swift	Silver
44	Drefan	Don	94	Tamar	Sulis
45	Dreogan	Eacnung	95	Tolan	Sunniva
46	Eadig	Eadgyth	96	Trace	Tate
47	Eadlyn	Easter	97	Waelfwulf	Udele
48	Eamon	Eda	98	Winter	Viradecthis
49	Ecgrfrith	Edith	99	Wissian	Wilda
50	Edmund	Edlyn	100	Worthington	Willa

VILLAGER NAME - DWARF, ELF, OR HALFLING

If you roll the same name as another Villager, re-roll until you get different name.

DWARF NAME

1d10	MALE	FEMALE
1	Babbar	Baergi
2	Borar	Belrin
3	Dalor	Dagna
4	Dragir	Dragrina
5	Gindor	Giva
6	Givli	Glorna
7	Mavon	Melviel
8	Ravan	Tholga
9	Thodor	Thorgana
10	Thorli	Thorva



ELF NAME

1d10	MALE	FEMALE
1	Analith	Cadrielith
2	Celaith	Deleviel
3	Elromir	Eariothiel
4	Fondel	Elronia
5	Galoldur	Galaniel
6	Horfir	Legarawen
7	Legoriand	Milmalith
8	Tinilith	Sithrade
9	Thrund	Tinoniel
10	Unaramir	Throrfiviel

HALFLING NAME

1d10	MALE	FEMALE
1	Adelard	Amaryllia
2	Andwise	Carissa
3	Calkin	Donamira
4	Eldon	Lavinia
5	Falco	Marigold
6	Griffo	Myrtle
7	Halfred	Pearl
8	Olo	Ruby
9	Rosco	Seraphina
10	Seredoc	Violet



VILLAGER TRAIT - PHYSICAL

If a rolled trait does not agree with your gender and/or ability scores, re-roll.

1d100 PHYSICAL TRAIT

01	Bald
02	Balding
03	Barrel-chested
04	Big feet
05	Big hands
06	Bloodshot eyes
07	Blue-eyed
08	Bony
09	Booming voice
10	Braided hair
11	Broad brow
12	Broad chest
13	Broad hips
14	Broad shoulders
15	Buck teeth
16	Bushy eyebrows
17	Cleft chin
18	Crooked teeth
19	Curly hair
20	Dark eyes
21	Dark skin
22	Dimples
23	Dirty
24	Fair-haired
25	Fat
26	Freckled
27	Full lips
28	Furrowed brow
29	Glowering
30	Gnarled fingers
31	Greasy-looking
32	Hairless
33	Hawk-nosed
34	High cheekbones
35	Hirsute
36	Hunchback
37	Husky voice
38	Lambchop sideburns
39	Lanky
40	Large ears
41	Large eyes
42	Large eyes
43	Large nose
44	Lazy eye
45	Limp
46	Long arms
47	Long beard
48	Long fingers
49	Long legs
50	Long mustache

1d100 PHYSICAL TRAIT

51	Long torso
52	Matted hair
53	Missing teeth
54	Nasal voice
55	Nearsighted
56	Nose ring
57	One ear
58	One eye
59	One hand
60	Pale skin
61	Peg leg
62	Persistent cough
63	Petite
64	Piercing(s)
65	Plump
66	Pop-eyed
67	Pot-bellied
68	Quiet voice
69	Rosy cheeks
70	Rotten teeth
71	Ruddy
72	Scars(s)
73	Scowly
74	Sharp chin
75	Sharp fingernails
76	Short
77	Short hair
78	Skinny
79	Small ears
80	Small eyes
81	Small feet
82	Small hands
83	Small nose
84	Smiley
85	Spade-like hands
86	Square jaw
87	Stocky
88	Stubby fingers
89	Swan-like neck
90	Tall
91	Tattoo(s)
92	Thick neck
93	Unibrow
94	Wavy hair
95	Weathered
96	Well-built
97	Well-groomed
98	Wheezy
99	Whiny
100	Wild hair

VILLAGER TRAIT - PERSONALITY

If a rolled trait does not agree with your ability scores, re-roll.

1d100	PERSONALITY TRAIT	1d100	PERSONALITY TRAIT
01	Absentminded	51	Honorable
02	Aggressive	52	Humble
03	Aloof	53	Impulsive
04	Ambitious	54	Kind
05	Arrogant	55	Lazy
06	Callous	56	Libidinous
07	Calm	57	Loyal
08	Cantankerous	58	Melancholic
09	Cautious	59	Methodical
10	Cheerful	60	Modest
11	Coarse	61	Moralistic
12	Competitive	62	Morbid
13	Conceited	63	Mystical
14	Confident	64	Naive
15	Conscientious	65	Neat
16	Courageous	66	Nihilistic
17	Courteous	67	Obedient
18	Covetous	68	Obsessive
19	Cowardly	69	Opportunistic
20	Crazy	70	Optimistic
21	Crude	71	Outspoken
22	Curious	72	Paranoid
23	Cynical	73	Peaceful
24	Daring	74	Pedantic
25	Deceitful	75	Plodding
26	Decisive	76	Power-hungry
27	Dignified	77	Protective
28	Disciplined	78	Proud
29	Drunkard	79	Quiet
30	Earnest	80	Realistic
31	Earthy	81	Religious
32	Efficient	82	Romantic
33	Egocentric	83	Sadistic
34	Enthusiastic	84	Sanctimonious
35	Fatalistic	85	Sarcastic
36	Fiery	86	Secretive
37	Foolish	87	Selfless
38	Forgiving	88	Serious
39	Forthright	89	Shrewd
40	Friendly	90	Solitary
41	Frugal	91	Steadfast
42	Generous	92	Stoic
43	Gentle	93	Stone-cold
44	Good-natured	94	Stubborn
45	Gracious	95	Superstitious
46	Greedy	96	Suspicious
47	Gullible	97	Thorough
48	Helpful	98	Timid
49	Honorable	99	Treacherous
50	Humble	100	Trusting

A VILLAGER

NAME _____ LEVEL 0 XP _____

OCCUPATION _____ GENDER _____

TRAITS _____

ABILITY SCORES & MODIFIERS

Strength ____ STR ____ ☐ *Weak* (-1 STR)
Dexterity ____ DEX ____ ☐ *Shaky* (-1 DEX)
Constitution ____ CON ____ ☐ *Sick* (-1 CON)
Intelligence ____ INT ____ ☐ *Stunned* (-1 INT)
Wisdom ____ WIS ____ ☐ *Confused* (-1 WIS)
Charisma ____ CHA ____ ☐ *Scarred* (-1 CHA)
Luck ____ LUC ____ ☐ *Cursed* (-1 LUC)

VILLAGER PORTRAIT

DAMAGE d4 LOAD ____ ARMOR ____ HP ____ Current HP ____ Current Luck ____
(STR+4) (Constitution/4)

ALIGNMENT Undeclared

BOND

GEAR

STARTING MOVES

KNOW YOUR STUFF

When you *Spout Lore* or *Discern Realities* about something related to your occupation, tell the GM why you deserve it and take +1 to that roll if the GM agrees. In addition, when you *have the resources (time, materials, etc.) to do something you know how to do*, you do it.

☐ SMELL GOLD

When you *are a dwarf and sniff the air for treasure*, the GM must tell you if there is gold nearby.

☐ TREAD LIGHTLY

When you *are an elf and move with care and grace*, you have perfect balance and a feather-light step.

☐ MAKE FRIENDS

When you *are a halfling and Parley with a civilized person who is not hostile to you*, you need no leverage.

A VILLAGER

NAME _____ LEVEL 0 XP _____

OCCUPATION _____ GENDER _____

TRAITS _____

ABILITY SCORES & MODIFIERS

Strength ____ STR ____ ☐ *Weak* (-1 STR)
Dexterity ____ DEX ____ ☐ *Shaky* (-1 DEX)
Constitution ____ CON ____ ☐ *Sick* (-1 CON)
Intelligence ____ INT ____ ☐ *Stunned* (-1 INT)
Wisdom ____ WIS ____ ☐ *Confused* (-1 WIS)
Charisma ____ CHA ____ ☐ *Scarred* (-1 CHA)
Luck ____ LUC ____ ☐ *Cursed* (-1 LUC)

VILLAGER PORTRAIT

DAMAGE d4 LOAD ____ ARMOR ____ HP ____ Current HP ____ Current Luck ____
(STR+4) (Constitution/4)

ALIGNMENT Undeclared

BOND

GEAR

STARTING MOVES

KNOW YOUR STUFF

When you *Spout Lore* or *Discern Realities* about something related to your occupation, tell the GM why you deserve it and take +1 to that roll if the GM agrees. In addition, when you *have the resources (time, materials, etc.) to do something you know how to do*, you do it.

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When you *are an elf and move with care and grace*, you have perfect balance and a feather-light step.

☐ MAKE FRIENDS

When you *are a halfling and Parley with a civilized person who is not hostile to you*, you need no leverage.

VILLAGER BOND

Roll to determine bond, then choose or roll the indicated die to determine detail.

1d20 BOND

- 1 _____ has much to teach me about... [choose or roll 1d6]
1 = love; 2 = anger; 3 = food; 4 = coin; 5 = raising children; 6 = survival
- 2 _____ insulted me by... [choose or roll 1d4]
1 = spitting on me; 2 = calling me names; 3 = insulting my mother; 4 = ignoring me
- 3 _____ misunderstands me when I say that... [choose or roll 1d4]
1 = I hate them; 2 = I like them; 3 = they stink; 4 = they are the best among us
- 4 _____ owes me... [choose or roll 1d6]
1 = their life; 2 = a favor; 3 = a kiss; 4 = a drink; 5 = 1d4 coins; 6 = a child
- 5 I am bound to _____ because... [choose or roll 1d4]
1 = they are kin; 2 = I owe them my life; 3 = I have no other friends; 4 = I am their property
- 6 I blame _____ for... [choose or roll 1d4]
1 = losing that thing; 2 = getting me in trouble; 3 = my loss of faith; 4 = someone's death
- 7 I lied to _____ about... [choose or roll 1d4]
1 = my feelings; 2 = where I hid that thing; 3 = my faith; 4 = my family
- 8 I saved _____ from... [choose or roll 1d4]
1 = drowning; 2 = drink; 3 = a life of crime; 4 = bodily harm
- 9 I respect _____ for... [choose or roll 1d4]
1 = listening to me; 2 = telling it like it is; 3 = their sacrifice; 4 = their discipline
- 10 I stole that thing from _____ because I needed to... [choose or roll 1d4]
1 = satisfy an urge; 2 = feed my family; 3 = sell it for profit; 4 = practice
- 11 _____ and I seek knowledge about... [choose or roll 1d4]
1 = the wider world; 2 = beasts and monsters; 3 = the ways of the wild; 4 = arcane forces
- 12 I trust _____ because... [choose or roll 1d4]
1 = we have sworn an oath; 2 = they are kin; 3 = they are wise; 4 = I have no choice
- 13 I will convince _____ of the value of... [choose or roll 1d6]
1 = my faith; 2 = honor; 3 = power; 4 = coin; 5 = friendship; 6 = knowledge
- 14 I will protect _____ from... [choose or roll 1d4]
1 = the truth; 2 = dark magic; 3 = themselves; 4 = the others
- 15 I have much to teach _____ about... [choose or roll 1d6]
1 = the gods; 2 = good; 3 = love; 4 = teamwork; 5 = the wild; 6 = the social order
- 16 _____ must forget about... [choose or roll 1d4]
1 = their lost loved one; 2 = their mistakes; 3 = my mistakes; 4 = our past together
- 17 _____ is destined for greatness, because... [choose or roll 1d4]
1 = the gods have told me so; 2 = they have that special glow; 3 = I say so
4 = the rest of us are chumps
- 18 I will learn _____'s secret about... [choose or roll 1d4]
1 = what they stole; 2 = where they're really from; 3 = [another Villager]; 4 = me
- 19 I do not trust _____ because... [choose or roll 1d4]
1 = they smell; 2 = they think they're better; 3 = they're stupid; 4 = they're just plain evil
- 20 I will soothe _____'s concerns about... [choose or roll 1d4]
1 = [another Villager]; 2 = their missing loved one; 3 = coin; 4 = our fate

BUILDING A VILLAGE

Home sweet home, at least until the dung hits the fan

This section is addressed to the GM.

Villages are the smallest steadings. They're usually out of the way, off the main roads. If they're lucky they can muster some defense but it's often just rabble with pitchforks and torches. A village stands near some easily exploitable resource: rich soil, plentiful fish, an old forest, or a mine. There might be a store of some sort but more likely its people trade among themselves. Coin is scarce.
—*Dungeon World*, p205.

At some point during play, you will probably need to determine some details about the place your Villagers call home. Whenever more than few questions about the village stand in need of answers, take a break from the main narrative and follow the steps outlined here to quickly fill in key details.

Step 1

Name the village

Choose a name for the village, ask a player to choose a name, or ask a player to roll to roll for a name using the table on p19. Take a sheet of paper and write the name of the village at the top.

Step 2

Tag the village

Refer to the steadying section on pp205-210 of the *Dungeon World* rulebook for an explanation of steadying tags.

By default a village has *Poor* Prosperity, *Steady* Population, *Militia* Defenses, a *Resource* (choose or ask a player what) and perhaps an *Oath* to another steadying of your choice. Write these tags under the village name on the piece of paper.

If the village is part of a kingdom or empire, choose one additional tag, or ask a player to roll for one:

1d6 ADDITIONAL TAG

- 1 The village has some degree of natural defense: *Safe*, -Defenses.
- 2 The village has abundant resources: +Prosperity, *Resource* (your choice), *Enmity* (your choice).
- 3 The village is under the protection of another steadying: *Oath* (that steadying), +Defenses.
- 4 The village is on a major road: *Trade* (your choice), +Prosperity.
- 5 The village is built around a wizard's tower: *Personage* (the wizard), *Blight* (arcane creatures)
- 6 The village was built on a site of religious significance: *Divine*, *History* (your choice)

Then, choose a problem, or ask a player to roll for one:

1d6 PROBLEM

- 1 The village is on arid or barren land: *Need* (Food).
- 2 The village is dedicated to a deity: *Religion* (that deity), *Enmity* (steadying of another deity).
- 3 The village has recently fought a battle: -Population, -Prosperity if they fought to the end, -Defenses if they lost.
- 4 The village has a monster problem: *Blight* (that monster), *Need* (adventurers).
- 5 The village has absorbed another village: +Population, *Lawless*.
- 6 The village is remote or unwelcoming: -Prosperity, *Dwarven* or *Elven*.

Step 3

Map the village

Draw a line all the across the page right under the village tags. This marks the north edge of the village map, the other edges of which are defined by the left, right, and bottom edges of the paper.

Then, choose a spot near the middle of the map to be the village's main water source, and decide whether that source is a brook, river, well, or spring. If it is a brook or river, draw it winding across the map from any one border to any other border, crossing the spot you chose and adding lesser tributaries, if you wish. If it's a well or spring, draw a well or spring on the spot. If you want the village to be on the shore of a pond, lake, or sea, draw that in as well.

Next, draw a road from one edge of the map to the water source. If the village has *Dirt Prosperity*, that's the only road in. If it has *Poor* or better Prosperity, draw the road continuing from the water source off a different side of the map from where it entered. If the road crosses a brook or river, draw in a bridge or ford where it does so.

Pass the map around the table, asking each player to add one thing they know about the village by drawing it on the map and labeling it. A thing can be a building, landmark, terrain feature—anything a Villager might know about their home town. Each time someone

adds a thing is an opportunity to ask them how and why they know about it, but only ask if you're curious.

Keep passing the map around the table until 8-12 things have been added, making sure all players have contributed an equal number of things.

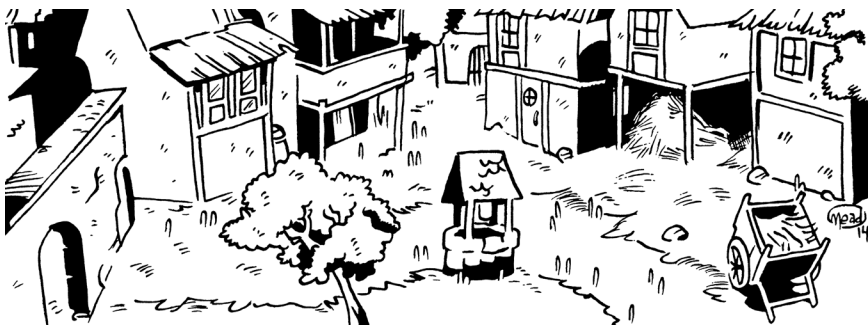
Then, check the map against the following list. If a something on the list is missing, draw it in yourself or ask a player to do so.

- ☐ A market square (usually near the main water source and/or a cross-roads)
- ☐ An administrative building (chief-tain's hall, elder council chamber, reeve, magistrate, etc.)
- ☐ A shrine or temple (every village has some sign of religious devotion)
- ☐ Defenses (none if Defenses are *None*; wooden palisade wall if Defenses are *Militia* or better)
- ☐ Any other structure suggested by the village tags.

Then, seeing how things are laid out, draw in minor roads and paths where you imagine the most traffic occurs, and as many incidental residential huts as you feel like adding.

Finally, make sure that the home and workplace of each PC villager is somewhere on the map. If any are missing, ask the relevant players to add them.

All done! Let's hope this place doesn't burn to the ground any time soon.



VILLAGE NAME

Id100 VILLAGE NAME

01	Alderfyfe
02	Aminster
03	Ampleforth
04	Applepond
05	Arith
06	Aston
07	Bailey
08	Ballanmallard
09	Balmor
10	Bamburg
11	Bannock
12	Bardford
13	Barkham
14	Bawold
15	Beggar's Hole
16	Bewold
17	Black Hollow
18	Broken Shield
19	Broughton
20	Butterkeep
21	Byhill
22	Cafeld
23	Calchester
24	Calcot
25	Cardend
26	Castleham
27	Chawold
28	Chestone
29	Clearham
30	Colkirk
31	Cufield
32	Daham
33	Dayhurst
34	Deeplake
35	Deerwick
36	Dumbarton
37	Easton
38	Elwold
39	Everwinter
40	Fairmill
41	Farncombe
42	Fernsworth
43	Garrigill
44	Glaston
45	Goosehow
46	Griffinmere
47	Harthwaite
48	Hayhurst
49	Hifeld
50	High Bluff

Id100 VILLAGE NAME

51	Highfort
52	Highview
53	Hollowton
54	Hornden
55	Iceham
56	Illsbury
57	Ingbrook
58	Keld
59	Lastow
60	Lethorp
61	Lannybladder
62	Lochmarble
63	Marlton
64	Mansfield
65	Marblewick
66	Middlebough
67	Newsham
68	Oldham
69	Peagate
70	Peawick
71	Pirn
72	Puttlewedge
73	Redgate
74	Ruthor
75	Ruttle
76	Shadowbrook
77	Silveroak
78	Snowdell
79	Spraek
80	Springpool
81	Stronghill
82	Swadlincote
83	Swinepool
84	Swinford
85	Teedale
86	Thetford
87	Three Streams
88	Treebrook
89	Tunstead
90	Verdenfell
91	Wafeld
92	Wamoor
93	Warrington
94	Whitewitch
95	Whitmere
96	Wildwood
97	Wintertop
98	Wolfden
99	Worsted
100	Wyvernmere

FILLING A FUNNEL

What to do before you drop them into the wide part at the top

This section is addressed to the GM.

There are more than a few ways to set up and run a Funnel, but here we will discuss the two that best serve our purposes: improvising an adventure from a “Funnel Starter,” and adapting an appropriate pre-written adventure to the *Dungeon World* rules.

Four Funnel Starters are provided on pp24-27 for the more improvisational approach, but there are a plethora of other adventures on the market, and adapting one generally pretty easy. For a list of published adventures that make good Funnel runs, see the inside back cover.

Regardless of the basis of your Funnel, the inclusion of certain elements has been shown to heighten playability and enjoyment. Before the first session, take a moment to think about how to include some or all of the elements explained below in your Funnel of choice.

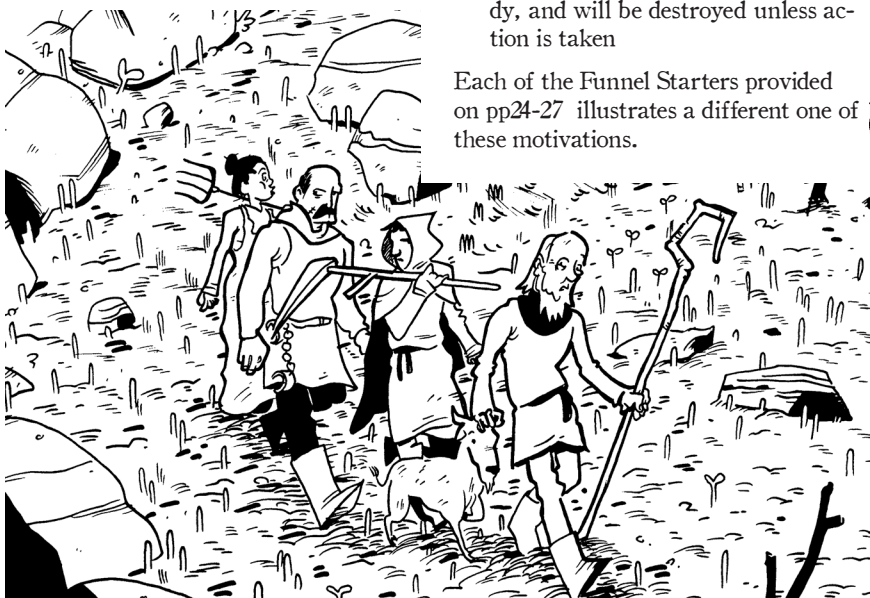
COMPELLING MOTIVATION

Most Villagers prefer the safety and ignorance of peasant life, regardless of the back-breaking labor and tedium entailed. “Adventures” are for crazy folk on the fringe of society. Therefore, a Villager who risks life and limb on an adventure must have a really, really good reason to do so. The most important part of setting up a Funnel is creating a believable and compelling motivation for the Villagers to face the terrifyingly unknown.

A few tried-and-true compelling motivations include:

- * Friends and family members have been abducted, and must be rescued
- * The Villagers themselves have been abducted, and must escape
- * A holy relic or other object sacred to the community has been stolen, and must be recovered
- * The village itself is in great jeopardy, and will be destroyed unless action is taken

Each of the Funnel Starters provided on pp24-27 illustrates a different one of these motivations.



VILLAGER BANK

It is common for Villagers to drop like flies in the course of a Funnel, which can be disappointing to anyone who loses all their Villagers early on. For this reason, it is good practice to include a “Villager bank” somewhere within the adventure—a place or narrative conceit from which a player in need can roll up a fresh Villager. However, if this option is overused the threat of death becomes less palpable, so you are advised to allow each player to roll up one and only one new Villager; when that last-chance Villager dies, the player is out of the game.

Potential sources of fresh Villagers include:

- * Stragglers who finally catch up with the group
- * Survivors of a preceding party, stumbled upon
- * Captives of the enemy, rescued at long last

CLASS OPPORTUNITIES

If any Villagers are lucky enough to survive a Funnel, they will likely become full-fledged level 1 *Dungeon World* characters (see p4). In order to make a wide variety of class choices available while abiding by the fiction of the Funnel, you may want to fold certain opportunities into the adventure. Villagers tend to make the transition to Fighters and Thieves with relative ease, but graduation to other classes can often be more difficult to rationalize.

To wit, here are some suggestions for elements to include in a Funnel for each of the core *Dungeon World* Classes, to be determined ahead of time or on the fly:

BARD: a musical instrument, a book of songs, a dying troubador.

CLERIC OR PALADIN: a holy book, a devout exemplar, a manifestation of divine power.

DRUID: communion with the wild.

FIGHTER: a noteworthy weapon, a foe fought head-on.

RANGER: the wilderness, close contact with an animal.

THIEF: poison, a thing of value in need of taking, a dangerous place crossed with caution.

WIZARD: an eldritch tome, an arcane laboratory, contact with otherworldly forces.

- OPTIONAL RULE - BANE TOKENS

When a player rolls a 6-, the GM makes a move. But sometimes the GM can't think of a good move to make, or the pacing of the fiction would be better served by a pause instead of an intensification of the drama. In these instances, “bane tokens” may prove useful.

To use this option, place a pool of black tokens in the middle of the table (glass beads, the kind available cheaply in most craft stores, serve nicely). These are the bane tokens.

Whenever a player rolls a 6-, instead of making a move as usual, the GM may take a bane token, and play proceeds.

At any point in the session, the GM may spend a bane token to make a soft or hard move. A spent token is placed back in the central pool.

Unlike boon tokens, bane tokens do carry over from session to session. At the end of a given session the GM should make a note of how many bane tokens s/he has accumulated, and start the next session with that many tokens.

Servants of the Cinder Queen

as a Funnel

If you own the *Dungeon World* adventure *Servants of the Cinder Queen*, you may enjoy running it as a Funnel adventure, with the following tweaks:

- * Start the Villagers in the Pit of Despair (Area 5-E), which can also act as a Villager bank (see p21), containing additional unconscious Villagers.
- * Take away their gear, but put it all in the Makeshift Quarters (Area 5-B) for them to find. Livestock might be found alive, butchered, or eaten.
- * Thorde Skul starts overseeing the excavation at the Hindrance (area 5-C).
- * The Disciples guarding the Pit of Despair are about to kill someone so Skul can turn them into a Servant (see Player Intro, below). The person they choose can be an NPC or PC villager, at GM discretion. Note that killing a PC Villager right off the bat is a great way to strike fear into their hearts and demonstrate what's at stake. Plus: funny.

Player Intro

People had been disappearing for months, but you never thought you'd be one of them. A sack over your head, a sudden blow bringing darkness, and now you wake up here, in this foul hole, with these others. Blood, still tacky, covering the lump on your pate. Two robed figures on the ledge above, holding curved knives. "Your time has come," one says, gesturing to one of your fellows. Someone else falls sobbing to the floor. The end is nigh. You feel more alive than ever before.



FUNNEL STARTERS

Choose one; it will not end well

The four Funnel Starters provided here are designed to kick off Funnel adventures. They are intended as springboards, not comprehensive summaries, and the GM is encouraged—nay, exhorted—to run as far afield as imagination demands. It's up to the GM to invent or extrapolate anything not fleshed out in a given Starter (for instance, some creatures are mentioned only by name, with no stats listed). At some point, the wheels should come off.

In any case, all four of these Funnel Starters share a basic structure and common elements:

The **Player Intro** is meant to be read aloud to the players at the start of the adventure.

The GM may ask **Questions** of the players whenever the time seems right.

Stakes are questions for the GM to keep in mind when playing to find out what happens.

Entries marked with a * are choices or possibilities.

Entries marked with a ☐ are meant to be checked off when used, and not used again in that session. Use pencil!

Numbered entries are meant to be rolled by a player, or chosen by the GM.

Beyond these commonalities, each Starter has one or more unique entries open to GM interpretation on the spot.



The Dog-Men Cometh

Player Intro

The portal splinters and bulges under the assault from without, but does not yet break. The barking and snarling is so loud you would think all the wolves in the world were at the door. You look around the room: only a handful of your neighbors and kinfolk have found refuge here, terror in their eyes. Howls and screams from outside say all there is to say: the dog-men run rampant without; blood runs in the road. You and those here with you may be the only ones left. And that door is about to give.

Note

This Funnel benefits from mapping out the home village before play (see p18).

Questions

- * Who here is kin to you?
 - * What is this place where you have taken refuge?
 - * Where were you and what were you doing when the dog-men came?
 - * What loved one was slain before your eyes, and how did they die?
 - * How did that nursery rhyme about the dog-men go again?
-

Stakes

- * How will the Villagers escape imminent slaughter?
 - * What distant place might offer safety?
 - * What dangers await in the surrounding wilderness?
 - * Where did the dog-men come from, and why did they attack the village?
 - * What curse do they carry?
 - * Who will survive, and at what terrible cost?
-

Dog-Man

Horde

Damage Fangs 1d6 (*hand*)

HP 3 Armor 0

Ferocious, voracious, half-human.

Instinct To kill them all

- * Call the pack
 - * Pounce from a distance
 - * Tear their throat out
-

Dog-Man Champion

Solitary, Intelligent

Damage Jagged blade 1d8 (*close*)

HP 8 Armor 0

Bigger, badder, smarter.

Instinct To kill the strongest

- * Knock their weapon away
 - * Make their friends watch
 - * Gut them
-

Dog-Man Chieftain

Solitary, Organized, Intelligent

Damage Jagged spear 1d8+1 (*close, reach*)

HP 10 Armor 1

Hater of men, bent on vengeance.

Instinct To see them suffer

- * Call for their capture
- * Ignore killing blow
- * Impale them

Children of the Sdood

Player Intro

The first child went missing a year ago. Every moonless night since, more have disappeared. Those families that have not fled the village bar their doors at night and dwell in fear. Rumors speak of ghostly songs, carried on the wind from the Thornwood, on the far side of the river. Surely some evil within has claimed the innocents. But you cannot let this go on. You will find them. You will bring them back.

Questions

- * What is the name of the child taken from you at the last new moon?
 - * Why did your parents always tell you to stay out of the Thornwood?
 - * When was the last time you crossed the river, and why?
-

Stakes

- * Are any of the children still alive?
 - * What has taken them, and why?
 - * What is the forest's greatest secret?
-

Impressions

- * Unnatural quiet
 - * Walls of twisted trees
 - * Thick roots, interlaced as if in unseemly congress
 - * Thorny vines, covering everything
 - * Rotten logs, collapsing underfoot
 - * Pale shelf-fungus, climbing a trunk like a ladder to the moon
-

Adventure Move

When you *venture deeper into the Thornwood*, roll +WIS:

- 10+ You find a clue (ask the GM what).
- 7-9 You encounter something (ask GM).
- 6- Mark XP, and GM makes a move.

Thornwood - Clues

- ☐ A child's shoe
 - ☐ Tracks in soft earth
 - ☐ Distant voices, raised in song
 - ☐ A huntsman, on his last breath
 - ☐ A great nest of bones and branches
 - ☐ The hidden entrance to an underground warren
-

Thornwood - Encounters

- * A deep black pool, encircled by a ring of rotten roots
 - * A cloaked figure, watching from a distance
 - * A clever trap, laid by thornlings
 - * A thornling ambush
 - * The second-worst thing living here
 - * The worst thing living here
-

Thornling

Horde, Organized, Intelligent, Devious
Damage Thorny weapons 1d4 (close)
HP 2 Armor 1

Diminutive, wirey, thorny-hided creatures that enjoy laying traps and singing childish songs.

Instinct To trick and torment

- * Slip into the shadows
- * Entangle them
- * Scratch their eyes out

Escape from the Plague Pits

Player Intro

The last thing you recall, you had fallen asleep on the village green after the harvest festival. Now your head is pounding, but you don't remember drinking that much. What is this place—some sort of pit? Friends and family crowded together in the stench-filled dark. Some unmoving, some awake and frightened. Faint torchlight flickers through the grate covering mouth of the pit, far above. Why are you here?

Questions

- * Who here is kin to you?
 - * Just how bad is that rash?
-

Stakes

- * Who among the Villagers will end their days serving the Nosomancer?
 - * Will the Hundred Plagues of Natofax be unleashed upon the world?
-

Adventure Moves

When you **make it out of the pit**, you find yourself in a torchlit place, filled with many such pits. 2d4 doorways lead away into the pitch-dark Maze.

When you **dare the Maze**, roll +WIS:

- 10+ You find a unique area (GM choice).
 - 7-9 You find a common area (roll for it).
 - 6- Mark XP, and GM makes a move.
-

When you **suffer a Plague**, roll +CON:

- 10+ You feel queasy, but shake it off.
 - 7-9 You show a symptom (ask the GM).
 - 6- Mark XP, and GM makes a move.
-

The Maze - Unique Areas

- ☐ The Oubliette
- ☐ Den of the Blighted
- ☐ The Midden
- ☐ Lair of the Blight Beast

- ☐ Laboratory of Natofax
 - ☐ A twisting stair to the surface
-

The Maze - Common Areas

- 1 A collapsed dead-end.
 - 2 A door of black wood (locked?)
 - 3 A straight or turning passage.
 - 4 A 3- or 4-way intersection.
 - 5 A room containing something useful.
 - 6 Stairs going up or down.
-

The Blighted

Horde

Damage Tooth and nail 1d4 (*close*)
HP 2 Armor 0

Experimental subjects of Natofax.

Instinct To blight them

- * Drag them to the ground
 - * Inflict a Plague upon them
 - * Welcome them as kin
-

Natofax the Nosomancer

Solitary, Organized, Intelligent, Devious

Damage Plague dagger 1d6+1 (*close*)
HP 8 Armor 0

Special Quality Sorcerer-alchemist

Father of the Hundred Plagues.

Instinct To unleash the Plagues

- * Summon the Blighted
- * Conjure a cloud of Plague
- * Shriveled them

The Hand of St. Ignys

Player Intro

The noontime sky is dark. Rain, relentless. Mud, ankle-deep. Crofters wring their hands, bemoaning the loss of field and livestock. For the Reliquary lies empty. The Hand of St. Ignys—protector of all you know—is gone. The priest, once a comfort, speaks ceaseless dooms in the downpour: “The gods have forsaken us for our stupidity!” Some of you disagree, and have banded together to prove it. You will find the Hand. You will prove your worth in the eyes of the gods. You will save your home.

Questions

- * Who among you leads this band?
- * Who was Saint Ignys, and why do you believe so fervently in her/him?
- * What holy power is the Hand said to possess, and what evidence have you seen of that power?
- * Why have the Standing Stones been shunned since time immemorial?
- * What makes you think the Standing Stones hold some clue to the Hand’s whereabouts?



When you **reach the next stage of your quest**, roll +WIS:

- 10+ You find something useful. Choose 1 from the list below.
 - 7-9 You find trouble, but have time to react (ask the GM to describe an imminent danger or obstacle).
 - 6- Mark XP, and GM makes a move.
- * A clue, pointing to another place (ask the GM what and where).
 - * A mundane object (describe it).
 - * A person of interest (ask the GM who).
-

Stakes

- * Who took the Hand, and why?
 - * Who will claim the Hand, or be claimed by it?
-

Adventure Moves

When you **search among the Standing Stones**, you find evidence of evildoing. Choose whither it points:

- ☐ Into the Forest Perilous
- ☐ To the ruined tower atop the hill
- ☐ To the village graveyard
- ☐ Beneath the Stones themselves

Then, describe the evidence and why it points that way.

Thief Identity & Motivation

- 1 A member of the party, for reasons known only to them.
- 2 A necromancer, to resurrect and enslave St. Ignys.
- 3 A demonic creature, in search of sustenance.
- 4 An arcane scholar, seeking knowledge and power.
- 5 An agent of St. Ignys, to punish the village and its priest.
- 6 A neighboring village, to claim what is rightfully theirs.

Funnel World

Written by Jason Lutes in Hartland, Vermont, U.S.A.
Illustrated by Jesse H. Mead at Ghostscout Training Camp
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Inspiration

The original capital "F" Funnel, as described in the *Dungeon Crawl Classics Roleplaying Game*, by Joseph Goodman.

Playtesters

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Type

The text is set in Blackletter HPLHS and Oldstyle, by the H.P. Lovecraft Historical Society; and Zapf Dingbats from ITC.

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PRE-FORGED FUNNELS

Published adventures designed as Funnels or well-suited to adaptation

Although the idea of playing multiple 0-level characters goes back to the original roleplaying game, the Funnel as a mode of play was resurrected, given a name, and imbued with unspeakable eldritch power by Joseph Goodman for the *Dungeon Crawl Classics Roleplaying Game (DCC RPG)*. Hence, many of the published adventures best suited to Funnel play are published by Goodman Games.

Herewith is a list of published adventures worth investigating. All will require some degree of adaptation to *Dungeon World* on the part of the GM, ahead of time or on-the-fly. Those written expressly as Funnels are listed first, followed by those in need of further GM prep to make Funnel-ready.

Funnel Adventures

The Arwiche Grinder by Daniel J. Bishop (for *DCC RPG*, from *Crawl!* no. 9)
Attack of the Fravags! by Stephen Newton (for *DCC RPG*, Thick Skull Adventures)
Frozen in Time by Michael Curtis (for *DCC RPG*, Goodman Games)
A Gathering of the Marked by Jon Marr (for *DCC RPG*, Purple Sorcerer Games)
Halls of the Minotaur by Harley Stroth (for d20 3.5, Goodman Games)
Legends are Made Not Born by Chris Doyle (for d20 3.5, Goodman Games)
Nebin Pendlebrook's Perilous Pantry by Mark Bishop (for *DCC RPG*, Purple Sorcerer Games)
The Ooze Pits of Jonas Galk by Jon Marr (for *DCC RPG*, Purple Sorcerer Games)
Playing the Game by Perry Fehr (for *DCC RPG*, Purple Duck Games)
The Portal Under the Stars by Joseph Goodman (for *DCC RPG*, Goodman Games)
Prince Charming, Reanimator by Daniel J. Bishop (for *DCC RPG*, Purple Duck Games)
In the Prison of the Squid Sorcerer by Ken Jelinek & Daniel J. Bishop (for *DCC RPG*, Mystic Bull Games)
The Ruins of Ramat by John Adams (for *DCC RPG*, Brave Halfling Games)
Sailors on a Starless Sea by Harley Stroth (for *DCC RPG*, Goodman Games)
Tower of the Black Pearl by Harley Stroth (for *DCC RPG*, Goodman Games)
The Well of Souls by Carl Bussler (for *DCC RPG*, Storm Lord Publishing)
The Witch of Wydfield by John Adams & Colin Chapman (for *DCC RPG*, Brave Halfling Games)
The Wizardarium of Calabraxis by Claytonian (for *DCC RPG*, Kill It With Fire)
Street Kids of Ur-Hadad by Edgar Johnson (for *DCC RPG*, from *Metal Gods of Ur-Hadad* no. 1)

Potential Funnel Adventures

Adrift on the Sea of Love by Gus L. (for *Dungeon of Signs*)
B1: In Search of the Unknown by Mike Carr (for *D&D Basic Set*, Wizards of the Coast)
The Brigands of Lyrkenfenn by Christian Kennig (for *Dungeonslayers*)
Death Frost Doom by James Edward Raggi IV (for *Lamentations of the Flame Princess*)
Eye of the Serpent by Graeme Morris (for *AD&D*, TSR (UK) Ltd.)
Into the Wilds by Harley Stroth (for d20 3.5, Goodman Games)
The Lost Vault of Tsathzar Rho by Michael Mearls (for d20 3.5, Goodman Games)
The Mistress of Spider Mountain by Christian Kennig (for *Dungeonslayers*)
Monolith Beyond Space and Time by James Edward Raggi IV (for *Lamentations of the Flame Princess*)
Prison of the Hated Pretender by Gus L. (for *Dungeon of Signs*)
Queen of Black River by Christian Kennig (for *Dungeonslayers*)
Sinister Secret of Whiterock by Harley Stroth (for d20 3.5, Goodman Games)
Tower of the Stargazer by James Edward Raggi IV (for *Lamentations of the Flame Princess*)
The Wizard of Lom-Fanar by Christian Kennig (for *Dungeonslayers*)

