



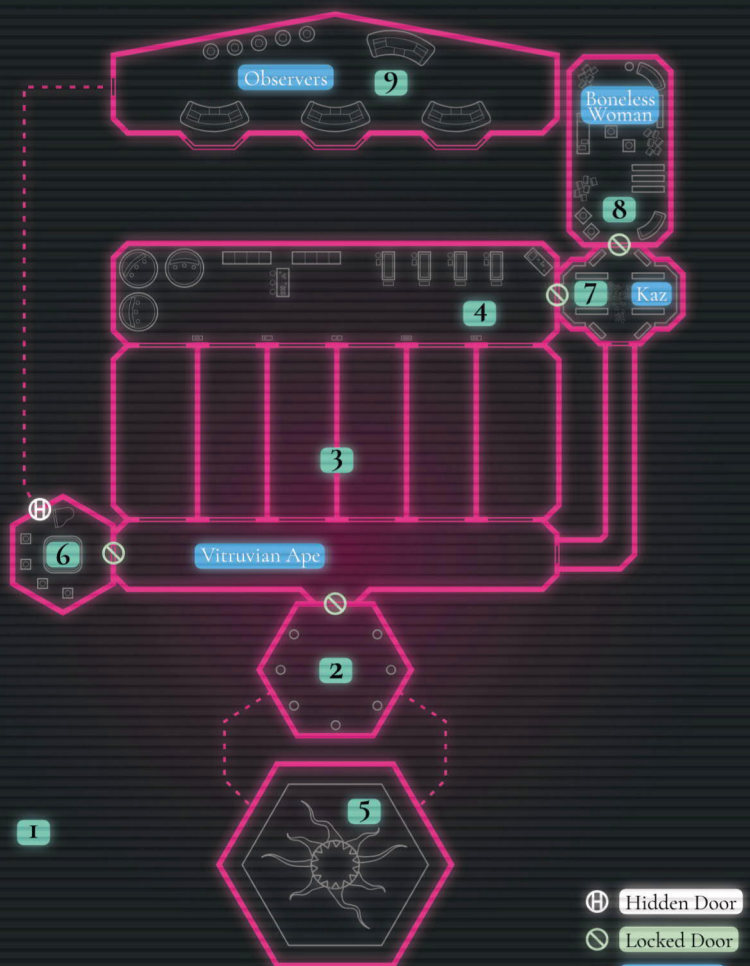
# ZED & TWO NOUGHTS

A LEVEL-0 FUNNEL FOR OSE

DOMANSKI

QYOTE





# THE ALIEN CRAFT

## LEGEND

1. HOME
2. PRISON  
Warm metal floor. Confused townsfolk.
3. VIVARIUM  
Thick glass barriers. Six vivariums.
4. LABORATORY  
Surgical tools, supplies, operating tables.
5. LIVING ENGINE  
Pulsating labyrinth. Aluminum catwalks.
6. SPA  
Bathroom. Lifelike statues.

7. STOREROOM  
Completely dark. Cabinets and cupboards.
8. LIBRARY  
Long hallway. Piles of books.
9. OBSERVATION DECK  
One-way viewing floor. Frozen townsfolk.

# ZED & TWO NOUGHTS

**A LEVEL-0 FUNNEL FOR OSE**

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# INTRODUCTION

## LEVEL-0 FUNNEL

Popularized by *Dungeon Crawl Classics*, a “funnel” is an alternative to 1<sup>st</sup>-level starting adventures. Players create a handful of player characters (PCs) at level-0—common folk with no class abilities, strange powers, or divine protectors. Instead of focusing on the actions of a single PC, problems are solved with creativity and a mob mentality. A funnel aims to discover that crucial moment when everyday folk transform into full-fledged 1<sup>st</sup>-level adventurers.

In *Zed & Two Noughts*, extraterrestrials rip simple townsfolk from their homes, thrusting them aboard a vast construct of treacherous organics and advanced technology. Those that make it out alive will be forever changed.

This scenario presumes that the PCs live in a small town with a diverse community. Players control a few young adults (PCs) in their first years of apprenticeship. It's assumed that the PCs have at least a passing familiarity with one another.

In lieu of a funnel, *Zed & Two Noughts* works at higher levels of play with a few minor adjustments. Tear down this module's parts and suggestions as you like. Play belongs to you, and it's your responsibility to ensure your table remains free of racism, sexism, transphobia, fascism, and other such harms.

## GRAPHIC CONTENT

This module contains **violence against teens/young adults, abduction, body horror, gore, and violence against animals**. As such, we recommend a discussion with the group before starting the game, especially if playing with someone for the first time. If this content makes anyone at your table uncomfortable, swap out the PCs for adults and make agreeable substitutions from there. Beau Jágir Sheldon's *Script Change* is a great resource for your table.

## RUNNING THE FUNNEL

- ▶ Players should generate a total party of 10–18 PCs, with each player controlling **3–5 PCs each**. Surviving PCs progress to level 1, gaining their chosen class' abilities, saving throws, and hit-dice.
- ▶ If a player loses all of their PCs, they should generate replacements and introduce them at the earliest convenient moment. **Favor inclusion over realism.**
- ▶ **Simplify as much as possible.** When sensible, referees should **focus on a player's group** rather than individuals, as rolling to resolve the actions of a dozen or more PCs is cumbersome. To pick up the pace, PCs may act as a group (e.g. attacking all at once), applying a +1 bonus for each additional participating PC.
- ▶ **Keep the action moving.** Every dungeon turn players spend on the Alien Craft (10 minutes of in game time), the referee should roll on the **Random Events** table on page 21.

## ENDING THE FUNNEL

The ultimate goal of the PCs is to escape and make it back home alive. Here are a few ways a party might survive:

- ▶ **Destruction:** Sabotage the **Living Engine** and descend to the surface.
- ▶ **Departure:** Use a keycard to activate the escape pods in the **Laboratory**.
- ▶ **Diplomacy:** Find the hidden passageway to the **Observation Deck** and confront the **Observers**.

# CHARACTER CREATION

## STARTING AT LEVEL-0

Follow these steps to create your PCs. Referees will need the *Old-School Essentials* rulebook, either *Classic* or *Advanced Fantasy*. The original Basic/Expert or similar rules may be suitable as an alternative.

### 1. ROLL APPRENTICESHIPS

An apprenticeship represents your PCs' background before they were thrown into a life of adventure. It places them within their setting, providing a role and related item. For each PC, roll randomly from the list on the following pages, choose, or work with the referee to create your own.

### DEMIHUMANS

Apprenticeships only represent your PCs' societal role. Anyone may be a demihuman (dwarf, elf, halfling), but you must progress as that demihuman class after reaching 1<sup>st</sup>-level unless using the *Advanced Fantasy* rules.

### 2. ROLL ABILITY SCORES

Roll 3d6 for each of your PCs' ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

### QUICK TO ACTION (OPTIONAL)

If you'd like to get into the action quickly, only roll to create your PCs' ability scores when they become relevant during the game.

### SUB-PAR CHARACTERS (OPTIONAL)

If a PC's ability scores are exceptionally low (typically all under 8), the referee might allow you to discard them and start again.

### 3. NOTE ABILITY MODIFIERS

Make note of any associated bonuses or penalties as a result of your ability scores.

### 4. NOTE ATTACK VALUES

Level-0 characters use the Normal Human attack matrix, THACO 20 [-1]. Make note of attack and damage modifiers from STR (melee) and DEX (missile).

### 5. SAVING THROWS

For the sake of simplicity, level-0 PCs have a single Saving Throw Value (SV) of 14. PCs receive their full array once they reach level 1 and select their class.

### 6. ROLL HIT POINTS (HP)

Level-0 PCs start with 1d4 Hit Points. Add or subtract your CON modifier from the roll. Regardless of your modifier, PCs always start with at least 1 hp.

### 7. ALIGNMENT

Decide whether each PC is of Lawful, Chaotic, or Neutral alignment.

### 8. NOTE KNOWN LANGUAGES

All PCs know the common tongue and demihumans also know their native languages. PCs with high INT may learn an additional language for every positive INT modifier.

### 9. ROLL EQUIPMENT

PCs start with the items connected to their apprenticeship and a keepsake from the Keepsakes table on Page 8.

### 10. ARMOR CLASS (AC)

Level-0 PCs' base AC is 9 [10]. Note any changes from armor or their DEX modifier.

### 11. NAME

Finally, give each of your characters a name.



# APPRENTICESHIPS

D66	APPRENTICESHIP	BELONGINGS
11	Apothecary	Medicinal Herbs
12	Astrologer	Tarot Cards
13	Baker	Kitchen Scissors
14	Beekeeper	Bug Net, Hive Smoker
15	Blacksmith	Sledgehammer
16	Bookbinder	Awl, Needle, Scalpel, Thimble
21	Bowyer	Crude Self Bow and Five Arrows
22	Burglar	Lockpicking Set
23	Butcher	Sharpened Knife
24	Carpenter	Hammer, Nails
25	Cobbler	Spare Leather, Thread
26	Enchanter	Small Quartz & Blank Spellbook
31	Farmer	Wheat Sickle
32	Gambler	Playing Cards, 3d6 Gold
33	Goldsmith	Hand and Needle Files
34	Haberdasher	Worn Leather Armor
35	Leatherworker	Knife Sharpener, Glue
36	Mason	Hammer, Chisel





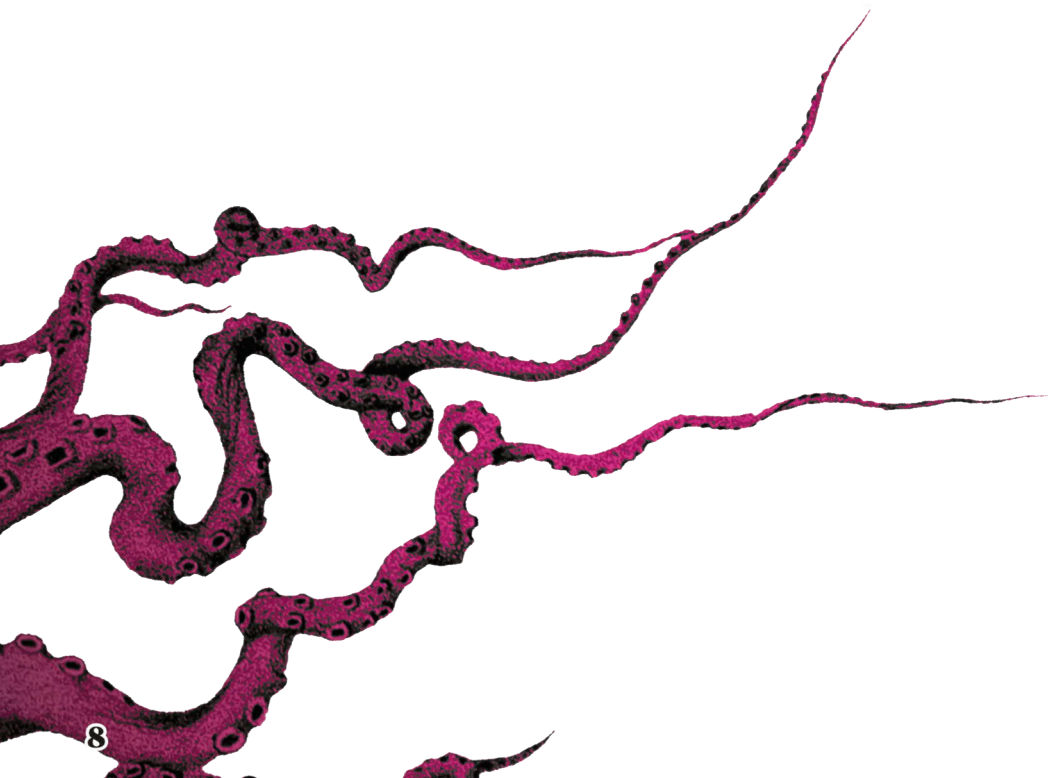
D66	APPRENTICESHIP	BELONGINGS
41	Mercenary	Club, Leather Armor
42	Messenger	Homing Pigeon
43	Miner	Black Powder Explosive
44	Mortician	Powdered Limestone
45	Musician	Musical Instrument
46	Performer	Costume Kit
51	Plumber	Heavy Wrench
52	Sage	Book of Arcane Research
53	Scribe	Parchment, Ink
54	Shepherd	Crook, Flute
55	Squire	Rusted Sword, Shield
56	Stable Hand	Flat Shovel
61	Tinkerer	Wrenches, Screwdriver
62	Trader	Bolt of Fine Cloth
63	Trapper	1d4 Beaver Traps
64	Weaver	2 Bone Pin Beaters
65	Winemaker	Bottle of Wine
66	Roll Twice and Combine both results	



# KEEPSAKES

## D20 KEEPSAKES

- |   |   |
|---|---|
| 1 A dream journal, filled halfway.                      | 11 A flower crown made for you last night.          |
| 2 A tiny wind-up music box.                             | 12 A book on local monsters.                        |
| 3 A hyacinth flower which never wilts.                  | 13 Your first gold coin.                            |
| 4 A silver locket with pictures inside.                 | 14 A broken pocket watch.                           |
| 5 A set of forged documents to keep you out of trouble. | 15 A vial of spice from distant lands.              |
| 6 A complex marble puzzle box.                          | 16 A second place trophy from a recent competition. |
| 7 An old and dirtied dog's collar.                      | 17 A fancy, personalized hygiene kit.               |
| 8 A star-shaped candle.                                 | 18 A necklace of interesting teeth.                 |
| 9 A stuffed doll from your childhood.                   | 19 An unopened letter from a nearby monastery.      |
| 10 A lifelike drawing of a distant friend.              | 20 A torn half of a supposed treasure map.          |





# ADVENTURE OVERVIEW

## THE SETUP

Late into the night, a gargantuan alien craft from **beyond the pale blue sky** invades the PCs' home. Their goal: collect impressionable youth and subject them to **twisted trials**. Once abducted, our budding heroes find themselves trapped within a complex labyrinth of odd creatures and strange experiments. Escaping with their lives will require strength, courage, and collaboration.

## THE ALIEN CRAFT

Creatures dubbed the **Observers** grew their war machine in an attempt to harvest, observe, devour, and assimilate choice subjects. From the outside, it resembles a massive **writhing disc** of tightly packed **arms** dangling beneath a **bulbous mound of steel and flesh**. While it flies overhead, the arms lash out, shoving hapless victims into the ship at a frenzied pace. The arms are **oily-slick**, a combination of **muscle and metal** covered in **tiny hairs**. They resist all but the most exceptional attacks. Once captured, subjects are imprisoned aboard the ship for **experimentation** and likely **death**.

## INSIDE

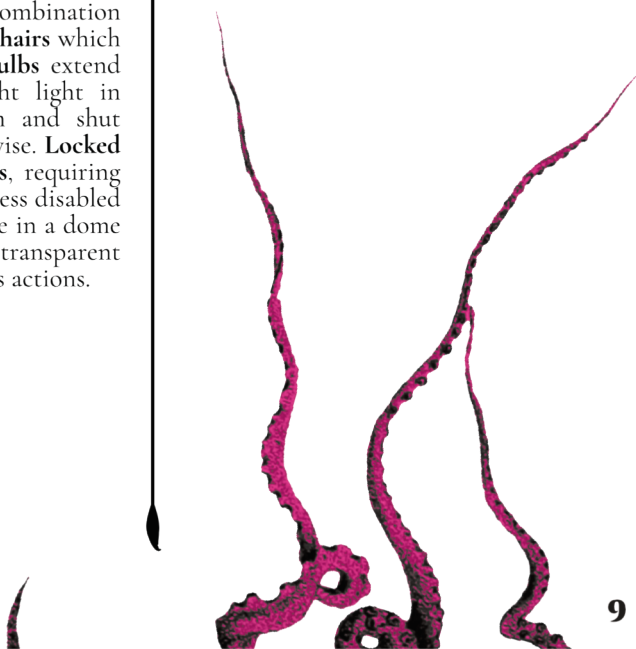
The floor, walls, and ceiling are a combination of **steel and flesh**, covered in **tiny hairs** which **scrape like sharp velvet**. Glass **bulbs** extend from the ceiling, emitting bright light in almost every room. Doors open and shut automatically unless noted otherwise. **Locked** doors have small **rectangular slits**, requiring an **Observer's keycard** to open unless disabled or destroyed. The **Observers** reside in a dome above the prison, complete with a transparent floor to keep their eyes on the PC's actions.

## THE OBSERVERS

They act as cruel judges, placing obstacles in the way of the PCs to study their behavior. Worse, they're natural **shape-shifters**, using their gift to inspire **fear**, **confusion**, and **sorrow**. They avoid direct conflict when possible and won't prevent escape directly, but have no problem defending themselves if attacked. They speak **telepathically**, if at all, but are eager to divulge the nature of their plans should any particularly diplomatic PCs earn their respect.

## WHAT'S REALLY GOING ON?

The **Observers** feed off the psychic energy of sentient species. They've come to determine if the planet is a viable source of food and assimilate into its population accordingly. Capturing subjects allows them to observe and absorb their behaviors, beliefs, and nuances. **They may even appear as fellow villagers or replacement PCs**. Though their basic goal is sustenance, in time, they hope to establish a pool of trustworthy adventurers strong enough to aid against a universe-shattering event foretold by **The Great Eye**.







# AREA DESCRIPTIONS

## 1. HOME

PCs wake in their homes to sounds of destruction exploding in the dead of night. Fires rage, buildings topple, and townsfolk flee in every direction. **The Alien Craft** flies overhead, **abducting the young and killing the rest**. It's only a matter of time until the PCs fall victim to the **greedy appendages** of the ship.

The PCs have but moments before the arms capture them. Offer each player a chance to grab some desired item. Assume PCs know where to find just about anything normally in town. PCs must make a **DEX check** to successfully retrieve items while avoiding capture. No matter the outcome, the arms catch up to them before they can make a second attempt.

Abducted PCs are pulled through **slimy, circulatory tunnels** in the ship's walls and dropped into the **Prison** (Area 2). **Orifices** along the walls open only when an arm moves through them.

## 2. PRISON

*Warm metal floor littered with confused townsfolk.*

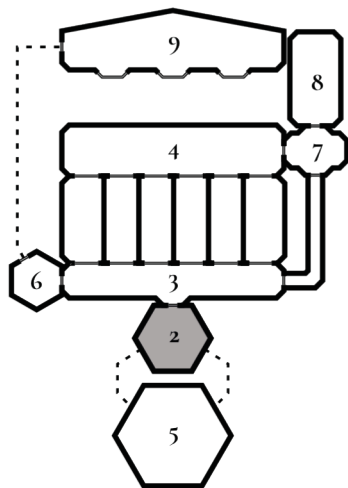
**Fleshy walls** sprout hard bunks like scabs. **The ceiling squirms** overhead, as **bulbs of glass** emitting sterile light form across its surface.

Seven **bowls on stalks** stick out from the floor around the edges of the room, resembling the placement of numbers on a clock.

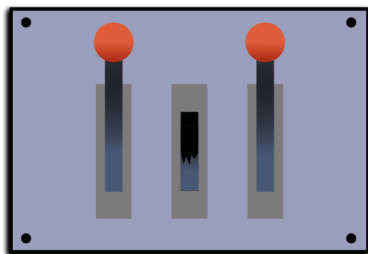
- ▶ A friend from town is squeezing into one.
- ▶ Leads to **Living Engine** (Area 5)

**North:** A heavy mechanical door (10' tall, **locked**) flanked by **three levers**. Leads to **Vivarium** (Area 3)

- ▶ Middle lever is **broken** and missing.
- ▶ At least one prisoner pulls a lever before the PCs.
- ▶ If PCs fashion a beam for the middle lever and pull **all three simultaneously**, the bulbs turn green, unlocking the door.



Lever Diagram



Pulling any single lever results in a **bolt of electricity** from one of three red bulbs atop the door, striking the PC for **1d4 damage**.



## VITRUVIAN APE

*A pair of ape-like creatures, one black, one white, sewn together back-to-back in perfect symmetry, struggling to separate themselves.*

### TETHERED

**AC** 6 [13], **HD** 4 (20hp), **Att** 2 x pummel (1d4) or 1 x spinning fists (1d6, 5' radius), **THACO** 16 [+3], **MV** 45' (15'), **SV** D12 W12 P13 B14 S14 (2), **ML** 10, **AL** Neutral, **XP** 100, **NA** 0 (0), **TT** None.

### SEPARATED

**AC** 8 [11], **HD** 2 (8hp), **Att** 1 x smash (1d4) or grab, **THACO** 18 [+1], **MV** 60' (20), **SV** D14 W14 P15 B15 S16 (2), **ML** 10, **AL** Neutral, **XP** 50, **NA** 0 (0), **TT** None.

**Enraged:** 2-in-6 chance an attack smashes open a vivarium (roll 1d6 on the Vivaria table).

**Grab:** Restrained for 1d6 rounds (save vs paralysis).

## 3. VIVARIUM

*Sheets of thick glass separate a hallway from a row of six disturbing vivaria.*

The enclosed **Laboratory** (Area 4) is visible beyond a second pane of glass.

As the PCs enter, the **Vitruvian Ape** crashes through the glass of the tropical forest enclosure, their seams tearing violently.

- ▶ They act in rage, **attacking indiscriminately**.
- ▶ They separate in 1d6 rounds.

**East:** Smooth door leads to **Storeroom** (Area 7).

**West:** A locked door leads to the **Spa** (Area 6),

- ▶ The faint sound of **gentle music** can be heard through a thin, rectangular keyhole.

### VIVARIA

1. **Tropical forest enclosure.** **Broken glass.** Empty aside from a variety of mind-altering plants and **angry insects**.
2. **Wheat stalks** in concentric circles. Three **halflings** affixed to crosses covered in **thick, acidic sap**.
3. **Miserable human** inside a chamber of **discarded body parts**. Begs to join the PCs (secretly an **Observer**, see Area 9).
4. **Aquatic enclosure.** 1d6 **augmented townsfolk** with gills, tails, and fins swim about. They die in 1d6 rounds if not submerged.
5. An **albino mountain goat** snacks on frozen remains atop a **snow-covered mound**. The snow **freezes flesh on contact**. Anyone touching it with bare skin suffers 1d4 damage.
6. A small, foreign, and **futuristic family home** containing a man, woman and child. They're perfectly content where they are.

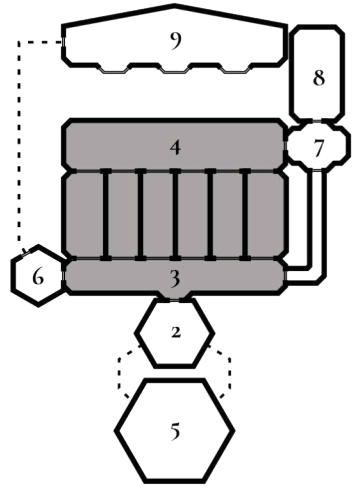
## 4. LABORATORY

*Surgical tools, medical supplies, and various poisons in cabinets. Operating tables stained with entrails.*

Along the outer wall are three **egg-shaped capsules** of glass and steel.

- ▶ Each is large enough to hold half a dozen people.
- ▶ Small panels on the front of each capsule have a thin, **rectangular slot** punched into their surface resembling those found on **locked doors**.
- ▶ The capsules are **escape pods** but don't open or activate without the **key card** carried by the **boneless woman** (see Area 8).

East: Door to the **Storeroom** (Area 7)





## 5. LIVING ENGINE

*A pulsating labyrinth of twisting aluminum catwalks, slick and warm to the touch.*

The **Living Engine** is underneath the **Prison** (Area 2) at the bottom of the ship.

- ▶ PCs can access this area by **riding an arm** through the walls or crawling through the **waste receptacles** in the **Prison** (Area 2).

Walkways grown from scabbed walls spiral downward in **nonsensical angles** until ending in a grinding **ring of magnetic teeth**.

- ▶ The teeth encircle a **massive tumor** extending from the floor like a tongue.
- ▶ Dozens of **arms** grow from the tumor, snaking into the walls.
- ▶ Two large **gaps** in the walkway threaten a **considerable drop** into the maw.

### BRAVING THE GAP

Any PCs carrying **magnetic metals** feel a strong **pull** as they near **exposed teeth**.

- ▶ Those foolish enough to attempt crossing the gaps with magnetic gear are **violently drawn in** and **impaled** on the sharp denticles.

### THE SHIP'S STOMACH

At the very bottom, a single **pulsating orifice** looks down on the town below. The **smell of waste** hangs in the air.

- ▶ If sufficiently **jammed** or **destroyed**, the PCs can **escape** through the **orifice**.
- ▶ If the ship has not landed by now, it will **descend in 1d6 rounds** to begin purging and repairing itself.



## 6. SPA

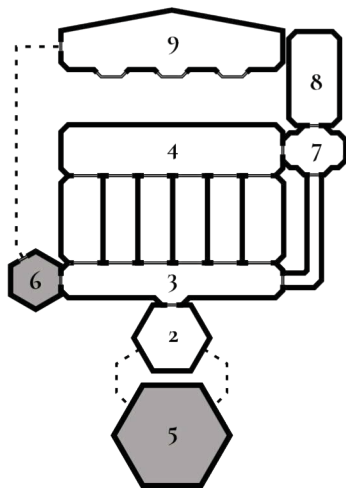
*Bathhouse decorated with lifelike statues in blissful poses.*

A pool of clear water in the center (40' deep).

- ▶ The pool is kept at the perfect temperature, **restoring 1 hp** to a PC for **each minute** they soak.
- ▶ Resting in the water at full hp induces **deep relaxation**, which **prevents them from attacking** until they've been attacked first or slept since.
- ▶ A lone **gem** rests at the bottom of the pool amid a scattering of **3d10 gold pieces**.

**Magical instruments** float atop a small stage, playing **strange music** of their own accord.

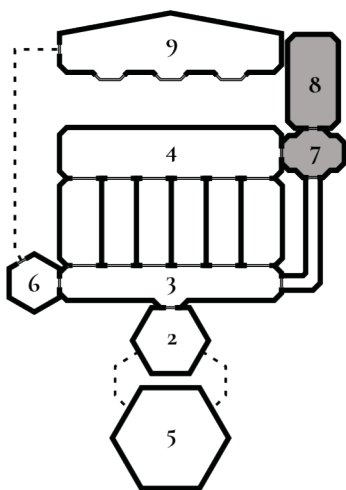
- ▶ The instruments are **harmless** and may be collected with ease, save the piano.
- ▶ Each C flat key on the piano drains the pool when pressed. A C major chord fills the pool back up.
- ▶ Accompanying the magical instruments for at least one minute opens a **secret panel**, revealing a **spiral staircase** to the **Observation Deck** (Area 9).



### The Gem

If placed in Kaz Du Monde's helmet (see Area 7), the helm grants immunity to mentalism.





### KAZ AND FRIENDS

*Abducted from another town nearby. They wear simple clothing and carry improvised weapons.*

**AC 9 [10], HD 1/2 (2hp), Att 1 x improvised weapon (1d2), THACO 20 [-1], MV 120' (40'), SV D14 W15 P16 B17 S18 (NH), ML 6, XP 5.**

## 7. STOREROOM

*Completely dark. Cabinets and cupboards contain a vast collection of foods, tools, and supplies.*

The floor is covered in **shards of glass**, cutting squishy flesh and the feet of those without shoes.

Apprentices led by **Kaz Du Monde** killed an **Observer** here after discovering it had **infiltrated** their ranks.

- They've shattered the lightbulbs overhead.

**North:** Locked door leads to **Library** (Area 8).

**West:** Locked door leads to **Laboratory** (Area 4).

### KAZ DU MONDE

Wears a damaged **metallic helmet** with an **empty gem socket** (see Area 6).

Kaz and friends (1d4+4 Normal Humans) **lie in wait** for another **Observer** to kill.

- They **mistakenly ambush** the party in the dark as soon as they enter the **Storeroom**, fighting until persuaded to back down or killed.
- If Kaz defeats the PCs completely, players may, at the referee's discretion, take control of Kaz's group and continue playing.

## 8. LIBRARY

*Disorganized piles of books dumped into a long hallway full of sculptures, artifacts, and oblong seats.*

A **boneless old woman** sits calmly in the corner, poring over an open book of halfling recipes (secretly an **Observer**, see Area 9).

- ▶ She isn't hostile unless provoked.
- ▶ More interested in translating her collection of books than entertaining guests.
- ▶ Wears a **keycard** around her neck that **can open locked doors** and activate the **escape pods** in the **Laboratory** (Area 4).

### SEARCHING THE LIBRARY

The party may wish to rifle through the chaotic collection of junk. If successfully searched (see **Dungeon Adventuring in Old-School Essentials**), roll on either the **Arcane** or **Divine Findings** tables.

### ARCANE FINDINGS

1. A scroll of hypnotism.
2. A book of Foul Corruption.
3. A ragged flying carpet (in need of repair).
4. The wand of Erasthmus. Sentient, but in a deep sleep.

### DIVINE FINDINGS

1. A scroll of entangle.
2. A priest's amulet. Fortifies the wearer's faith (3-in-6 chance to resist corruption).
3. A Tome of Sublime Holiness containing the teachings of a petty God.
4. The lost journal of Markus Knox, a bard renowned for their tall tales.



## OBSERVER

*Amorphous shape-shifters with many piercing eyes and gripping tentacles.*

**AC** 4 [15], **HD** 4\*\*\* (18hp), **Att** 2 x piercing tendril (1d2 + vein rush) or mentalism, **THACO** 14 [+5], **MV** 60' (20), **SV** D10 W10 P11 B12 S14 (4), **ML** 7, **AL** Neutral, **XP** 225, **NA** 1d4 (1d4), **TT** None.

**Vein Rush:** Tendrils flow into the victim's bloodstream, rapidly replicating the host from the inside out and killing them in 1d4 rounds. Observer are able to take the shape of anyone they kill by using vein rush.

**Mentalism:** Can use the following powers 3 times/day:

- **Entrance:** A target within 30' must **save vs spells**, or be entranced for 1d6 rounds. Commands the go against the target's alignment or are self-destructive allow another saving throw.
- **Petrify:** Everyone in a 30' cone (10' at the end) must **save vs petrification** or be paralyzed with fear for one round.

**Force of Will:** +2 bonus to all saves against mind control.

**Levitation:** Able to move freely through space.

**Telepathy:** Able to communicate telepathically with any creature within 90', unless obstructed by 2' or more of lead or rock.

## 9. OBSERVATION DECK

*A one-way viewing floor allows the Observers to look down upon the other areas of the ship.*

Spans the entirety of the Alien Craft.

- Multiple **control panels**, **frozen adult townfolk** in tubes, and a **massive brain-like structure** of tangled arms dangle from the ceiling.
- **1d4+2 Observers** stare through the glass beneath them, watching their prisoners from above with great interest as they operate **unearthly controls**.

## JUDGMENT

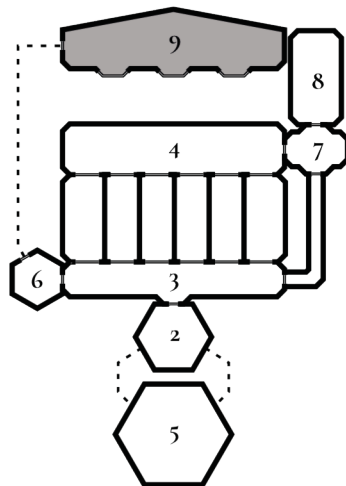
The **Observers** have kept a close eye on the PCs since their arrival. They regard the party differently depending on the PCs' behavior so far.

**Were they murderous and cruel?** The Observers are fearful and ready to defend themselves.

**Were they clever and competent?** The party is met with respect and deference.

**Did they lie, cheat and steal?** The Observers are suspicious, ready to take control or strike a deal.

**What about the foolish and humorous?** They are met with condescension and mockery.







# CONCLUSION

## LEVEL 1

Whether they escape, destroy the Alien Craft, seize it for themselves, or convince the Observers to let them go, the PCs are forever changed and are bound together by this traumatic memory. With no home to return to, they need to rely on each other—or perish.

The referee should ask each player to summarize how their characters' train to become level-1 PCs. If a player has two or more surviving PCs, they must choose one as their primary character going forward. At the referee's discretion, their remaining characters may become retainers (see *Hired Help* in *Old-School Essentials*).

PCs perform the following to reach level 1:

- ▶ Choose a character class, reflecting upon the PC's actions during their first adventure. Bear in mind any minimum ability score requirements for that class. Note your class's abilities and their full array of saving throws.
- ▶ Unless using the *Advanced Fantasy* rules, demihumans characters progress in that demihuman's class.
- ▶ Adjust ability scores (see *Creating a Character* in *Old-School Essentials*).
- ▶ Add the rolled value from their class's Hit Die to their 0-level hp (e.g. 1d4+1d8+Con for a Fighter). This results in slightly higher hp than your standard level-1 PC. A small reward for surviving the funnel.
- ▶ Gain 3d6 x 10 gold pieces. This can be used to purchase equipment for the PC (see *Buy Equipment* in *Old-School Essentials*). Note that weapons and armor might be restricted by your chosen class.

## AFTERMATH

If the **Observers** aren't killed or stopped, they kidnap and replace members of the surrounding communities over the next few months. The referee may hint at this invasion subtly over time, only reaching a tipping point if the players realize the threat and the **Observers** have had time to propagate.

For the PCs next adventure, we recommend referees explore the aftermath of the attack, support another third-party adventure, or run one of the following official *Old-School Essentials* modules:

▶ ***The Hole in the Oak* by Gavin Norman:**

A classic expedition into the Mythic Underworld for characters of 1st to 2nd level.

▶ ***The Incandescent Grottoes* by Gavin Norman:**

A classic expedition into the Mythic Underworld for characters of 1st to 2nd level.

▶ ***Winter's Daughter* by Gavin Norman:**

A romantic fairy-tale dungeon adventure for characters of 1st to 3rd level.



Every turn, roll 1d6. On a 1, roll 1d10 and consult the following table. Referees should telegraph events when sensible.

## 1-IN-6 CHANCE PER TURN

## RANDOM EVENTS

### D10 EVENT

1. The structure **trembles** violently, turning to one side. PCs must **save vs paralysis** or lose their footing, falling/sliding 15', and suffer **1d4 damage** from any collisions.
2. A bloodied young **dwarf** claims to have discovered **shape-shifting creatures** after being assaulted by what they thought was their brother.
3. **Poisonous gas** pours from the ceiling. Obscures vision and dyes the skin yellow; **lethal after one turn**. Save vs death.
4. An overconfident **bully** abducted from town insists they are best suited to lead the party (they aren't).
5. A roaring **fire** blocks the path ahead. It **spreads rapidly**, eating away at moaning walls, revealing a **steel skeletal structure**.
6. An **Observer** (see Area 9) disguised as a townspeople stabs a PC in the back! It flees through the nearest **locked** door (carries a **keycard**).
7. A PC is **chosen** as an **Observer's favorite**. A squishy **whisper** enters their mind, assuring them that they mean no harm. They ask the PC a strange and personal question every **2 turns**.
8. **Piercing screams** emit from the **Laboratory** (Area 4) as an **Observer** performs a vivisection on a **living** subject.
9. The **floor** turns **soft** and **gelatinous**. It isn't harmful, but there is a 1-in-6 chance PCs' shoes and feet become **permanently invisible**!
10. A sickening **cloud of spores** burst from a nearby wall, covering four random PCs. After a fit of coughing, they discover they have **switched bodies**! Players with affected PCs should trade character sheets.



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