

# TONIGHT, WE KILL THE BEAST!

A 0-level funnel in which an angry mob hunts down a monster.

By Chance Dudinack

**The Hook.** People are disappearing. Your fellow villagers taken, found dead days later. In the middle of the night, someone thought missing rushed in from the woods, raving about a horrible monster. He says it is what has been hunting you, and it lives in a derelict keep on a hill rising out of the woods.

**Grab your pitchforks and your torches! Tonight, we kill the beast!**

**The Characters.** You are level 0 villagers. You have 1d4 hp, a weapon suited to your profession (pitchfork, meat cleaver, rolling pin, etc.), a torch, and one **special item**:

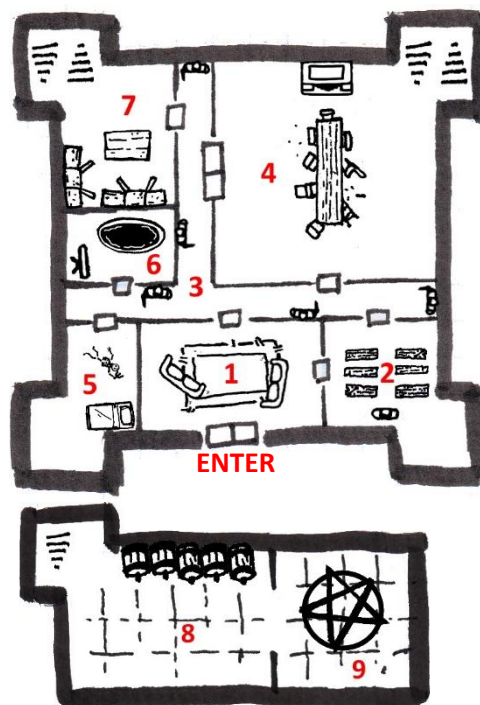
1. **Holy Water.** Repels evil things. Burns undead.
2. **Faithful Dog.** 2 hp and a bite attack.
3. **Flask of Oil.** Burns for two rounds when lit.
4. **50' Rope.** Just in case.
5. **Piecemeal Armor.** +2 AC.
6. **Family Sword.** Passed down from your father's father. The edge is a bit dull, but it's better than nothing.

**The Beast.** A lumbering wolf-thing, as tall as a man on its four legs and covered with tumorous muscles under matted fur. He was a man transformed by dark magics after attempting to use them to resurrect his lost love.



**Random Encounters in the Woods:** 1d6/ hour

1. **Nothing.**
2. **Atmospherics.** A baleful howl, a cloud of screaming ravens, a pair of eyes staring back from the shadows...
3. **A mauled corpse.** Old Tom the thatcher. He went missing just last night.
4. **Starving wolves.** Foaming mouths and visible ribcages. Carry off whoever they kill to eat.
5. **A swarm of vampire bats.** Hungry for blood.
6. **A wounded hunter.** Fending off a pack of goblins. He will join the party if you help him.



## THE KEEP

**Beast Encounters.** Roll 1d6 every 2 turns or whenever the PCs make a loud noise.

1-3. **Distant sounds.** The beast hasn't found you...yet.

4-5. **The Beast is in a nearby room.** Scraping claws, heavy breaths, snarling.

6. **The Beast appears!**

## FIRST LEVEL

### 1. Foyer

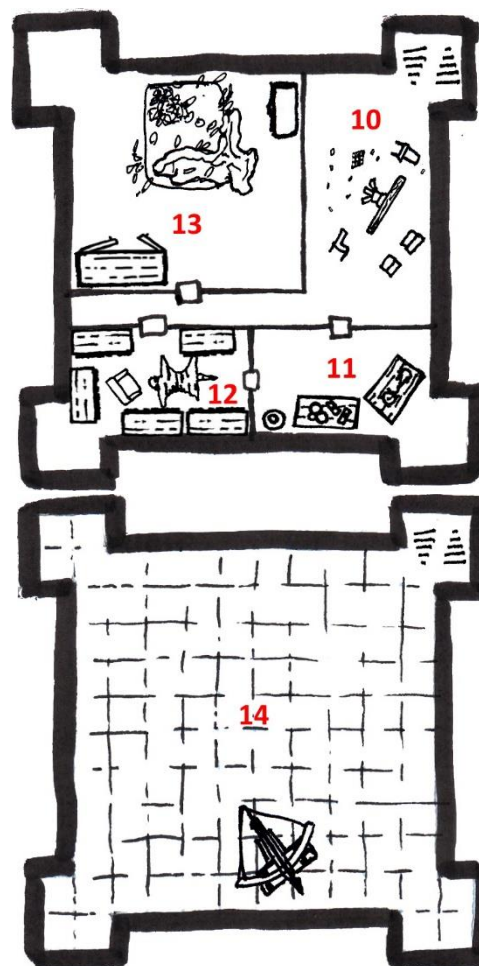
- **Luxury furniture.** Caked with dust and cobwebs.
- **Chandelier.** Crystals are expensive if you can get them down safely. Could be cut down as a trap.
- **Moldy Curtains.** Velvet. Touch and release spore cloud (save or 1 round of coughing and sneezing)

### 2. Chapel

- **Stained glass windows.** Scenes of a village and castle, of a knight and a fair lady. Lightning flashes paint the room a sickly yellow.
- **Rotten wooden pews.** Barely standing. Sitting on one will break it.
- **Headless statue.** An idol of the goddess of fortune. Her head was broken off and lies on the floor.
- **Reattach her head:** The character is blessed by the goddess. They gain an **automatic success** they can use on a roll of their choice.

### 3. Corridor

- **Servant Ghost.** Holding a candelabra, inspecting the armors. Flees in terror to the Servant's Quarters and disappears. Repeats this on loop.
- **Suits of armor.** Helmets shaped like fanged skulls., gripping halberds. Animate for a surprise attack. Each hit against one knocks a piece off. Remove the head to incapacitate them.



### 4. Dining Hall

- **Massive Table.** Gnawed bones cover cracked plates and moldering food scraps.
- **Paintings.** Ripped by claws. A young noble and his wife. The same noble alone, older, and of dark expression.
- **Coat of Arms.** Hanging above the fireplace. **Two swords** are crossed behind it.
- **Stairs.** Up to 10. **Sitting Room.**

### 5. Servant's Quarters

- **Broken Skeleton.** Clothes in ribbons. Spine in pieces, skull cracked. Gripping a golden candelabra.
- **Under the Bed.** A locked coffer. Contains the servant's savings.

### 6. Bathroom

- **Bathtub.** A **slime** lazily floats on the surface of the murky water. A **silver ring** sits at the bottom.
- **Standing mirror.** Glass smeared with bloody handprints. Silver frame.

### 7. Kitchen

- **Cupboards.** Hanging open and empty. Ceramic and glass are shattered on the floor. Only crumbs of food are left.
- **Giant Rats.** Fighting over a piece of dried beef. Retreat down to the storeroom if outmatched.
- **Stairs.** Down to 8. **Storeroom.**

### 8. Storeroom

- **Barrels.** Stacked against the walls. Full of whiskey. Whiskey can be ignited for a **burst of flame**.
- **Stairs.** Up to 7. **Kitchen.**

### 9. Ritual Chamber

- **Pentagram.** Points are piled with wax from black candles melted to nubs. At the center is a **skeleton**.
- **Skeleton.** Wearing a purple dress with gold accents. **A character wearing the dress could fool the beast into thinking they are his lost love.**

## SECOND LEVEL

### 10. Sitting Room

- **Game Table.** Flipped on its side. Heavy.
- **Chess Set.** Scattered all over the floor. Made of fine ivory.
- **Stairs.** Up to 14. **Roof.** Down to 4. **Dining Hall.**

### 11. Laboratory

- **Alchemy Lab.** Can be sold to an alchemist or magician for a hefty sum.
- **Flask of green liquid.** Stinging alcohol smell. Can be thrown for a 5' splash of flesh-melting acid.
- **Pantry.** Filled with bottles of rare spices and alchemical reagents.

### 12. Library

- **Bookshelves.** Lined with thick, dusty tomes on the Dark Arts. A character who studies them could go on to become a magician.
- **Tiger Skin Rug.** Animates to attack anyone who attempts to take a book.
- **Armchair.** Gold coins are lost in its cushions.

### 13. Bedroom

- **The Beast** will be here if not encountered already.
- **Feathers.** All over the place. Mattress and pillows torn to shreds.
- **Wardrobe.** Filled with extravagant clothing.
- **Locked Chest.** Poison needle trap. Contains a stash of gold and a spider-marked blade.
- **Spider-Marked Blade.** Masterwork sword. Gifted only to members of a political secret society.

### 14. Roof

- **Ballista.** Heavy, unwieldy, but devastating if it hits.
- **A long fall** into the clawing trees and jagged rocks below. A fall from here could kill anyone...even the beast.