

# Release the Worthy

## Enter the Funnel

“Funnel Adventure”, “0th-level Adventure”, or “The Meat Grinder” are all names for the same type of game:

A game session where the players start each controlling several characters - all of whom are weaker than a starting character should be (hence, with “0 levels”) and many of whom are expected to die in the course of the adventure, leaving each player with only one or two survivors to bring to the 1st level.

Thus, the funnel is created.

Funnels are a very fun way to give your character a “hands-on” backstory and create bonds with the other players that were forged in a tangible experience you all shared. While many adventuring groups are assumed to have known one another in some way at the start of their games, the structure of a funnel adventure is meant to turn a group of strangers into the kind of group of strangers who would go out and battle the forces of evil with each other!

This guide will be made up of two parts:

### 1) Character Creation -

A random process that will allow the players to create their small gaggle of PCs.

The process is random to discourage getting attached.

### 2) The Funnel -

An adventure meant to weed out the weak and help the survivors form an everlasting bond.

# Character Creation

Character creation is done entirely through roll tables. As seen in the Reclaim the Wild rulebook, roll tables are tables that give you one of a selection of options depending on the roll of a die.

There will be 2 types in use here:

-d6 roll table: The table has one column with a number (1 to 6) and one with a relevant option. You roll a single six-sided die and compare the result to the table. This is the simplest one.

Example:

1	One
2	Two
3	Three
4	Four
5	Five
6	Six

-2d6 roll table: The table has one column with a number (2 to 12) and one with a relevant option. You roll two six-sided dice, total their results, and compare the total to the table. This is very similar to the d6 roll table.

Example:

2	Two
3	Three
4	Four
5	Five
6	Six
7	Seven
8	Eight
9	Nine
10	Ten
11	Eleven
12	Twelve

-d6 x d6 roll table: The table has one column with a number, and one row with a number, and the relevant options are in their intersection. You roll one six-sided die to correspond to the row and one die to correspond to the column, and use their intersection as the result.

Example:

	1	2	3	4	5	6
1	One and One	One and Two	One and Three	One and Four	One and Five	One and Six
2	Two and One	Two and Two	Two and Three	Two and Four	Two and Five	Two and Six
3	Three and One	Three and Two	Three and Three	Three and Four	Three and Five	Three and Six
4	Four and One	Four and Two	Four and Three	Four and Four	Four and Five	Four and Six
5	Five and One	Five and Two	Five and Three	Five and Four	Five and Five	Five and Six
6	Six and One	Six and Two	Six and Three	Six and Four	Six and Five	Six and Six

For every category going forward, each player will roll on each table in succession for as many times as they have characters.

**Number of Characters Created:**

How many characters any player creates is dependent on the number of players. This adventure calls for a total of 16 characters created, designed for 4 players to each make 4 characters. In the case that you cannot divide 16 neatly among your number of players, round up or down to the closest possibility.

For instance, if you have 3 players, they could either each make 5 characters to a total of 15 or 6 characters to a total of 18. Since 15 is closer to 16 than 18 is, choose for them to make 5.

If you are in a situation where you have 11 or more players and thus the calculation would cause your players to each make 1 character:

- 1) **Please Share Some**
- 2) Have them make 2 characters and double the number of monsters they will face at each encounter.

**Note:** If you dislike the result you got in a character for whatever reason, you are encouraged to, instead of trying to switch it out, throw that character in danger as often as possible. Either they'll die and you'll be rid of them, or you'll get attached real fast. That said, if you find rolling for some categories to be a chore, you *may* choose the result you want instead of rolling. How's your GM gonna know? Who's gonna tell them?

**Character Races:**

In order to determine each character's race, roll on either the Primary Races table or the Secondary Races table.

Half of the characters each player creates should belong to the Primary Races and half to the Secondary. In case the number of characters created is odd, each player decides which they prefer to have more of.

**Primary Races Table**

1	Hyleian
2	Goron
3	Sheikah
4	Zora
5	Gerudo
6	Rito

**Secondary Races Table**

1	Deku
2	Demon
3	Fairy
4	Talking Animal
5	Subroasian
6	Twili

For most races, the choice of racial bonuses is up to the player, however, since Talking Animals are especially open ended, they have an optional additional table to them. Roll three times on this table rerolling if you get the same result twice. Try to find an animal that satisfies all 3 bonuses, or just make one up!

**Talking Animal Racial Bonus Table**

	1	2	3	4	5	6
1	Armed	Armored	Scent-Sense	Mover (Climbing)	Producer (Food)	Producer (Gemstones)
2	Leaper	Mount	Ever-Ready	Mover (Swimming)	Producer (Critter)	Weather-Proof (Coldsnap)
3	Skilled	Burrower	Blind-Sense	Mover (Flying)	Producer (Wood)	Weather-Proof (Rain)
4	Armed	Armored	Scent-Sense	Mover (Gliding)	Producer (Cloth)	Weather-Proof (Heatwave)
5	Leaper	Mount	Ever-Ready	Ruminant	Producer (Metal)	Weather-Proof (Sandstorm)
6	Skilled	Burrower	Blind-Sense	Cooperative	Ruminant	Cooperative

**Traits:**

As your characters are not adventurers (yet) their traits more so resemble those of the average villager. They have:

- Two Traits at 4
- Four Traits at 3
- Six Traits at 2
- All other Traits at 1

This brings their total of Tokens used for Traits to 50.

In order to determine which Trait is at what number, use the roll table.

First, roll for those at 4, then those at 3, then those at 2, and finally put 1 in all the rest.

If either die lands on 6, you must reroll that die.

If you roll double 1s, reroll as well.

Naturally if you roll a Trait you already rolled, you must reroll as well.

**Trait Table**

	1	2	3	4	5	6
1	[Reroll]	Combat	Willpower	Accuracy	Mechanics	[Reroll Column]
2	Intimidate	Hearts	Magic	Stamina	Smithing	[Reroll Column]
3	Influence	Athletics	Perception	Insight	Enchanting	[Reroll Column]
4	Command	Civilization	Arcana	Nature	Cooking	[Reroll Column]
5	Guile	Fortitude	Discipline	Agility	Perform	[Reroll Column]
6	[Reroll Row]	[Reroll Row]	[Reroll Row]	[Reroll Row]	[Reroll Row]	[Reroll]

If you happen to have polyhedral dice outside of the range of the six-sided ones, you may use the Sane Trait Table instead, using a d6 and a d8.

**Sane Trait Table**

d8/d6	1 - 2	3 - 4	5 - 6
1	Combat	Willpower	Accuracy
2	Hearts	Magic	Stamina
3	Athletics	Arcana	Nature
4	Civilization	Perception	Agility
5	Fortitude	Influence	Command
6	Intimidate	Perform	Insight
7	Mechanics	Discipline	Guile

8	Smithing	Enchanting	Cooking
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**Starting Equipment:**

Each character’s starting equipment is determined by their previous profession. Use this profession to start building an idea of how they live their day to day life.

Regardless of profession, all characters roll on the same table for clothing. All characters also start with a pack as detailed on page 18 of the core rulebook.

**Clothing Table**

1	1 piece of Rank 1 Clothing, and 1 piece of Rank 0 Clothing
2	1 piece of Rank 1 Clothing, and 1 piece of Rank 0 Clothing
3	1 piece of Rank 1 Clothing, and 2 pieces of Rank 0 Clothing
4	1 piece of Rank 1 Clothing, and 2 pieces of Rank 0 Clothing
5	1 piece of Rank 1 Clothing, and 2 pieces of Rank 0 Clothing
6	2 pieces of Rank 1 Clothing

**Profession Table**

	1	2	3	4	5	6
1	Actor	Alchemist	Hunter	Blacksmith	Jeweler	Brewer
2	Butcher	Acrobat	Farmer	Gravedigger	Merchant	Doctor
3	Lumberjack	Guard	Chef	Novice Mage	Fisherman	Scribe
4	Mercenary	Builder	Burglar	Minor Noble	Vagabond	Exterminator
5	Navigator	Miner	Rancher	Lamplighter	Explorer	Seamster
6	Musician	Child	Priest	Glassblower	Demolitionist	Old Wo/Man

Actor: 1 Prop Sword (Rank 0 Wooden Greatsword), 1 Makeup and Costume Bag (Rank 1 Toolkit(“Make disguises”), 1 Opera Glasses (Rank 0 Telescope)

Alchemist: 1 Pestle (Rank 0 Metal Club), 1 Rank 0 Bottle, 5 Candles, 5 Chalk

Hunter: 1 Rank 1 Wooden Bow, 20 Arrows

Blacksmith: 1 Smithing Hammer (Rank 0 Metal Hammer), 1 Rank 1 Flint-fire Kit, 5 Firewood

Jeweler: 1 Spare Mallet (Rank 0 Wooden Hammer), 1 Spare Chisel (Rank 0 Metal Dagger), 1 Rank 1 Mallet & Chisel

Brewer: 1 Tankard (Rank 0 Wooden Blunt Fist), 1 Rank 1 Portable Cooking Vessel, 1 Rank 0 Bottle

Butcher: 1 Meat Cleaver (Rank 1 Metal Hand Axe), 1 Rank 1 Rope

Acrobat: 1 Balancing Pole (Rank 0 Wooden Staff), 1 Rank 0 Rope, 1 Rank 0 Grappling Hook, 5 Balloons

Farmer: 1 Pitchfork (Rank 0 Metal Spear), 1 Rank 1 Sickle, 1 Rank 0 Skein-Winder

Gravedigger: 1 Mattock (Rank 0 Metal Sledge), 1 Rank 1 Shovel, 1 Rank 0 Lantern

Merchant: 1 Fancy Cane (Rank 0 Wooden Bat), 1 Scales & Weights (Rank 1 Toolkit("Appraise items")), 1 Rank 0 Ink and Quill

Doctor: 1 Doctor's Cane (Rank 0 Wooden Bat), 1 Doctor's Bag (Rank 1 Toolkit("Medical examination")), 1 Rank 0 Blanket

Lumberjack: 1 Rank 1 Metal Axe, 1 Rank 1 Saw

Guard: 1 Rank 1 Metal Sword, 1 Rank 1 Wooden Shield

Chef: 1 Serving Tray (Rank 0 Metal Shield), 1 Rank 1 Portable Cooking Vessel, 5 Oil

Novice Mage: 1 Rank 1 Wooden Rod, 1 Book of Arcane Lore (Rank 1 Written Book("Magic 101"))

Fisherman: 1 Harpoon (Rank 1 Wooden Spear), 1 Rank 1 Net

Scribe: 1 Letter Opener (Rank 0 Metal Dagger), 1 Rank 1 Ink and Quill, 1 Rank 0 Blank Book

Mercenary: 1 Rank 1 Metal Greatsword, 1 Rank 0 Bedroll, 1 Rank 0 Tent

Builder: 1 Builder's Hammer (Rank 0 Metal Hammer), 1 Rank 0 Saw, 10 Nails

Burglar: 1 Brass Knuckle (Rank 0 Metal Blunt Fist), 1 Lockpick Set (Rank 1 Toolkit("Lock-picking")), 1 Rank 0 Sack

Minor Noble: 1 "Exotic Weapon" (Rank 1 Metal Boomerang), 5 Soap, 30 Rupees

Vagabond: 1 Rank 1 Wooden Crossbow, 1 Rank 0 Bag of Caltrops, 5 Arrows

Exterminator: 1 Snake Catcher (Rank 0 Metal Staff), 1 Rank 1 Butterfly Net, 1 Rank 0 Torch

Navigator: 1 Rank 0 Wooden Shield, 1 Rank 0 Telescope, 1 Local Map (Rank 1 Written Book("Geography"))

Miner: 1 Rank 0 Metal Sledge, 1 Rank 1 Pickaxe, 1 Rank 0 Lantern

Rancher: 1 Hoe (Rank 0 Wooden Axe),

Lamplighter: 1 Spent Torch (Rank 0 Wooden Club), 1 Rank 0 Flint-fire Kit, 10 Candles

Explorer: 1 Machete (Rank 1 Metal Sword), 1 Rank 0 Tent, 1 Rank 0 Torch

Seamster: Sewing Shears (1 Rank 0 Metal Dagger), 1 Rank 1 Korok Leaf, 1 Rank 0 Blanket

Musician: 1 Repurposed Harp (Rank 0 Metal Bow), 1 Rank 1 Musical Instrument, 1 Minor Song (your choice)

Child: 1 Rank 0 Wooden Boomerang, 1 Rank 1 Blanket, 5 Balloons

Priest: Holy Symbol (1 Rank 0 Metal Rod), Holy Scripture (1 Rank 1 Written Book("Theology")), 5 Oil

Glassblower: 1 Glassblowing Block (Rank 0 Wooden Hand Axe), 1 Rank 1 Bottle, 1 Rank 0 Telescope

Demolitionist: 1 Rank 1 Metal Sledge, 5 Bombs

Old Wo/Man: 1 Rank 1 Wooden Sword, 1 Meat Dish (Rank 0 Healthy Dish (Restores 5 HP)), 1 Piece of Wise Advice (a phrase said to heroic passersby, such as "Dodongo dislikes smoke", "Aim at the eyes of Gohma", "Buy medicine before you go", or "I AM ERROR")

Any weapons you start with may be made in your race's Crafting Style or be without a Crafting Style.

**Key Item:**

Every character also gets to start with a little personalizing trinket, stored as a key item in their inventory. Whether the trinket will become a real key item when they ascend to true characters is up to the GM, but it is mostly meant as a stepping point to get you imagining who your characters are.

Think of how your character got that trinket, and how they feel about it.

	1	2	3	4	5	6
1	A jar with holes poked at the top. The jar contains a small amount of bees.	A smoking pipe, older than you are.	A knitted animal doll.	A small idol depicting some figure of myth.	A leatherbound diary with a lock. You lost the key.	An incredibly polished and smooth stone, dug up at the beach.
2	An old wooden festival mask.	A pendant in the shape of a leaf. You had never seen the plant it depicts.	A letter, read, folded, unfolded, and read again so many times the writing has nearly faded completely. Its ends are charred.	A music box, playing a song you know by heart.	A delicate felt pouch inscribed with the initials of someone important to you.	An amber magatama.
3	A novelty shrunken head. It's fake, right?	A wax mold meant to be used for metalworking. You can barely discern what it's supposed to make.	A pill-shaped glass capsule. It contains wavy smoke that never stops moving.	A walking stick. Carved on it is writing in a language you'd never seen before.	A simple, unremarkable rock. Yet, it seems to remain cold to the touch, no matter what.	A ring you no longer wear on your finger.
4	Half of a green clay medallion. You wonder where the other half is. It makes you feel lucky!	An empty scabbard. Both its sword and its owner are lost to you.	A hand-held, cubic piece of machinery that you tinker with often. You are clueless as to its purpose.	A single white feather. For what reason do you keep it with you?	An old leather collar.	A pouch of wooden figures and colored rocks meant to be used in a board game. Most pieces are missing.

5	The tooth of a slain beast. Or so you claim.	A small satchel full of a mysterious powder.	A gold medallion with strange iconography.	A box of multi-colored beans.	An oddly shaped, angular stone that you swear sometimes vibrates.	A gold covered seed. It has a faintly rank smell...
6	Granny's soup recipe.	A fishing lure, shaped to resemble some humorous creation or another.	A small, hand-held mirror you received as part of an inheritance.	A stone owl's beak. It has the ability to open and close.	A blue gem, shaped like a tear. You found it in a small crater one day.	A blue octahedral crystal with a small colored orb at its center. It seems to radiate with energy.

**Feats, Spells, and Techniques:**

Once you've determined your starting equipment, select one Feat, Spell, or Technique for your character that costs 3 Tokens.

**Physical Descriptors:**

The following is the least necessary to roll on, and should be taken as a suggestion more so than the others.

Still, it could spark some creativity yet.

These are the physical traits of your character. Their hair (or fur, or feather) color, eye color, height, weight, age, and so on.

Each race has its own tables for physical traits.

**Gerudo Tables**

Height		Weight		Skin Color		Eye Color		Hair Color	
2	6' 11"	1	238 lbs	2	Fair	1	Yellow	Red	
3	7' 1"	2	250 lbs	3	Light Tan	2	Amber		
4	7' 3"			4	Tan	3	Brown		
5	7' 5"	3	263 lbs	5	Tan	4	Hazel		
6	7' 7"	4	275 lbs	6	Brown	5	Green		
7	7' 9"			7	Brown	6	Silver		
8	7' 11"	5	300 lbs	8	Brown				
9	8' 1"	6	313 lbs	9	Dark Brown				
10	8' 3"			10	Dark Brown				
11	8' 5"			11	Umber				
12	8' 7"			12	Pitch Black				

**Age**

Roll 2 six-sided dice. Add the result of both to 15.

Then, if your character's Profession is Child, deduct 10. If your character's Profession is Old Wo/Man, add 40.

## Goron Tables

Height		Weight		Skin Color		Eye Color		Hair Color	
2	4' 8"	1	467 lbs	1	Yellow	1	Cyan	1	White
3	4' 10"	2	500 lbs	2	Light Orange	2	Blue	2	Blond
4	5'	3	533 lbs	3	Orange	3	Brown	3	Orange
5	5' 2"	4	566 lbs	4	Brown	4	Brown	4	Red
6	5' 4"	5	600 lbs	5	Clay	5	Black	5	Brown
7	5' 6"	6	633 lbs	6	Red	6	Black	6	Black
8	5' 8"								
9	5' 10"								
10	6'								
11	6' 2"								
12	6' 4"								

## Age

Roll 2 six-sided dice. Add the result of both to 30.

Then, if your character's Profession is Child, deduct 15. If your character's Profession is Old Wo/Man, add 25.

## Hyllian Tables

Height		Weight		Skin Color		Eye Color		Hair Color	
2	4' 10"	1	113 lbs	2	Albino	1	Purple	1	Blond
3	4' 11"	2	125 lbs	3	Alabaster	2	Grey	2	Brown
4	5'	3	133 lbs	4	Pale	3	Blue	3	Black
5	5' 2"	4	142 lbs	5	Fair	4	Green	4	Red
6	5' 4"	5	150 lbs	6	Light	5	Brown	5	Blue
7	5' 7"	6	159 lbs	7	Light Tan	6	Black	6	Green
8	5' 10"			8	Tan				
9	6'			9	Dark Tan				
10	6' 2"			10	Brown				
11	6' 3"			11	Dark Brown				
12	6' 4"			12	Umber				

## Age

Roll 2 six-sided dice. Add the result of both to 15.

Then, if your character's Profession is Child, deduct 10. If your character's Profession is Old Wo/Man, add 40.

## Rito Tables

Height		Weight		Skin Color		Eye Color	
2	5' 10"	1	209 lbs	1	Pink	2	Pink
3	6'	2	225 lbs	2	Pink	3	Purple
4	6' 2"	3	242 lbs	3	Brown	4	Magenta
5	6' 5"	4	259 lbs	4	Brown	5	Red
6	6' 7"	5	275 lbs	5	Black	6	Ochere
7	6' 9"	6	291 lbs	6	Black	7	Black
8	7'			Hidden by Feathers		8	Green
9	7' 2"					9	Turquoise
10	7' 4"					10	Blue
11	7' 7"					11	Light Blue
12	7' 9"					12	Grey

## Feather Color

	1	2	3	4	5	6
1	Balding	Gray	Platinum	White	Pastel Yellow	Yellow
2	Gold	Dirty Blonde	Pink	Orange	Amber	Red
3	Crimson	Burgundy	Rust	Brown	Moss Green	Lime
4	Olive	Emerald	Teal	Aqua	Blue	Indigo
5	Purple	Violet	Fuchsia	Magenta	Salmon	Lilac
6	Sapphire	Sea-Foam	Ruby	Royal Purple	Peach	Black

## Age

Roll a six-sided die. Add the result of both to 8.

Then, if your character's Profession is Child, deduct 5. If your character's Profession is Old Wo/Man, add 30.

**Shiekah Tables**

Height		Weight		Skin Color		Eye Color	Hair Color
2	4' 10"	1	113 lbs	1	Light	Red	White
3	4' 11"	2	125 lbs	2	Tan		
4	5'	3	133 lbs	3	Dark Tan		
5	5' 2"	4	142 lbs	4	Caramel		
6	5' 4"	5	150 lbs	5	Brown		
7	5' 7"	6	159 lbs	6	Dark Brown		
8	5' 10"						
9	6'						
10	6' 2"						
11	6' 3"						
12	6' 4"						

**Age**

Roll 2 six-sided dice. Add the result of both to 15.

Then, if your character's Profession is Child, deduct 10. If your character's Profession is Old Wo/Man, add 50.

## Zora Tables

### Height

2	4'
3	4' 6"
4	5' 1"
5	5' 8"
6	6' 3"
7	6' 9"
8	7' 4"
9	7' 11"
10	8' 6"
11	9'
12	9' 7"

### Weight

2	60 lbs
3	100 lbs
4	140 lbs
5	180 lbs
6	220 lbs
7	260 lbs
8	300 lbs
9	340 lbs
10	380 lbs
11	420 lbs
12	460 lbs

### Eye Color

1	Purple
2	Blue
3	Emerald
4	Green
5	Brown
6	Red

## Skin Color

	1	2	3	4	5	6
1	Nearly See-through	Gray	Platinum	White	Pastel Yellow	Yellow
2	Gold	Dirty Blonde	Pink	Orange	Amber	Red
3	Crimson	Burgundy	Rust	Brown	Moss Green	Lime
4	Olive	Emerald	Teal	Aqua	Blue	Indigo
5	Purple	Violet	Fuchsia	Magenta	Salmon	Lilac
6	Sapphire	Sea-Foam	Ruby	Royal Purple	Peach	Black

## Age

Roll 6 six-sided dice. Add the result of all to 40.

Then, if your character's Profession is Child, deduct 30. If your character's Profession is Old Wo/Man, add 120.

## Deku Tables

Height		Weight		Skin Color	Eye Color		Foliage Color	
2	2' 5"	1	34 lbs	Brown (Wooden)	1	Pale (nearly white)	1	Light Green
3	2' 6"	2	40 lbs		2	Yellow	2	Forest Green
4	2' 8"	3	47 lbs		3	Yellow	3	Yellow
5	2' 9"	4	53 lbs		4	Orange	4	Orange
6	2' 11"	5	60 lbs		5	Orange	5	Red
7	3'	6	66 lbs		6	Red	6	Brown
8	3' 2"							
9	3' 3"							
10	3' 5"							
11	3' 6"							
12	3' 8"							

## Age

Roll a six-sided die. Add the result to 2.

Then, if your character's Profession is Child, their age is automatically 1. If your character's Profession is Old Wo/Man, add 10.

## Demon Tables

Height		Weight		Skin Color		Hair Color	
2	5'	1	67 lbs	1	Black	1	Black
3	5' 6"	2	150 lbs	2	Blue	2	Blue
4	5' 11"	3	233 lbs	3	Gray	3	Gray
5	6' 4"	4	316 lbs	4	Red	4	Red
6	6' 9"	5	400 lbs	5	Green	5	Green
7	7' 3"	6	483 lbs	6	White	6	White
8	7' 8"						
9	8' 1"						
10	8' 6"						
11	9'						
12	9' 5"						

## Eye Color

	1	2	3	4	5	6
1	Rainbow	Gray	Platinum	White	Pastel Yellow	Yellow
2	Gold	Dirty Blonde	Pink	Orange	Amber	Red
3	Crimson	Burgundy	Rust	Brown	Moss Green	Lime
4	Olive	Emerald	Teal	Aqua	Blue	Indigo
5	Purple	Violet	Fuchsia	Magenta	Salmon	Lilac
6	Sapphire	Sea-Foam	Ruby	Royal Purple	Peach	Black

## Subrosian Tables

### Height

### Weight

### Eye Color

2	1' 10"	1	29 lbs	1	White
3	2'	2	35 lbs	2	White
4	2' 1"	3	42 lbs	3	Yellow
5	2' 3"	4	48 lbs	4	Orange
6	2' 4"	5	55 lbs	5	Red
7	2' 6"	6	61 lbs	6	Burgundy
8	2' 7"				
9	2' 9"				
10	2' 10"				
11	3'				
12	3' 1"				

### Age

Roll a six-sided die. Add the result to 2.

Then, if your character's Profession is Child, their age is automatically 1. If your character's Profession is Old Wo/Man, add 6.

## Twili Tables

Height		Weight		Skin Color		Eye Color		Hair Color	
2	5' 3"	1	126 lbs	1	White	1	Yellow	1	Yellow
3	5' 6"	2	135 lbs	2	White	2	Yellow	2	Yellow
4	5' 8"	3	143 lbs	3	Grey	3	Orange	3	Orange
5	5' 10"	4	151 lbs	4	Grey	4	Orange	4	Orange
6	6'	5	160 lbs	5	Black	5	Red	5	Red
7	6' 3"	6	168 lbs	6	Black	6	Red	6	Red
8	6' 5"								
9	6' 7"								
10	6' 9"								
11	7'								
12	7' 2"								

## Age

Roll 2 six-sided dice. Add the result of both to 20.

Then, if your character's Profession is Child, deduct 15. If your character's Profession is Old Wo/Man, add 60.

Fairies and Talking Animals, unfortunately, offer too much variance for a concise table format.

**Graduation:**

Refer to this section once your funnel adventure has concluded, and you are ready to select one of your survivors to become a fresh PC.

First, you get 30 Tokens to spend on your character's Traits.

Then, you get 9 more Tokens to spend on Feats, Spells, and Techniques.

Your equipment is as it was at the end of the funnel, with any losses or gains that happened throughout the adventure.

In addition to it, you gain:

1 Rank 1 Weapon, or 2 Rank 0 Weapons.

1 Rank 1 piece of Armor and 1 rank 1 piece of Clothing.

1 Rank 1 Mundane Tool, or 2 Rank 0 Mundane Tools. (2 Bombs may be substituted for a Rank 0 Tool, or 5 Bombs for a Rank 1 Tool.)

As per usual for these choices, Heroes who begin with Ranged weaponry also start their journey with ammo. If you begin with any Rank 1 Ranged weapons, you also have 10 Arrows. If you begin with only Rank 0 Ranged weapons, you instead have 5 Arrows. You gain these arrows only if you got these new weapons from your graduation, and not your starting profession.

Lastly, you now should have had a chance for your character to get familiarized with those that they will be traveling with, and possibly they now have a concrete goal in mind for why they are adventuring in the first place!

You may want to write those down, as a nice little bow to wrap up your brand new character in!

## A Few Quick Tips For Players

- 1) **Your characters are inexperienced and expendable!** You may be used to braving dungeons and dunking on baddies, but your characters are generally just normal people! NPCs in any other game. Try to embrace it! Make wrong decisions, act stupid, laugh at the consequences because the loss doesn't matter that much!
- 2) **You should like your characters!** True, you have many of them, and it can be hard to manage as you simultaneously pilot so many bodies, but in the end, one of these bastards is going to be your character for the campaign! Try to get in their heads - not all at once, but bit by bit as you make whatever decision you find the most fun - and see who you like most!  
Don't like a particular character's direction? Either change it, or make them suddenly *real* brave! Do you like a particular character? Maybe want to play them more? Good! Try and keep them safe if you can, or let them go out in a tear jerking scene to get the most out of them right away.
- 3) **You can embrace concepts that wouldn't normally be viable!** Your character CAN be a lone wolf, or an evil bastard, or hilariously out of place. Of course, this is only because these characters are temporary. If you intend to use them as your character in the full campaign, try to explain how the experience changed them into someone who fits better with the game and the group.
- 4) **Practice creative problem solving!** Most professions aren't people who are well versed in combat or exploration. They may not jump at the opportunity to get into a fight and may not take to solving puzzles with any conventional methods or ways of thinking.  
This is not just a sticking point for roleplay either. The adventure to come is designed to leave a high casualty count, so tread carefully!
- 5) **Falling Helpless means you are OUT!!** As said in point no. 4, this game is looking to end your characters, and for that, your characters need the ability to be ended. Dropping to 0 Hit Points means your character can no longer be used during this adventure.  
At the end of the adventure, such characters would have a lasting trauma of that which felled them, and will much prefer returning to their regular lives than going out and being an adventurer.

**Now go, soon to be champions of Hyrule! Ever Upwards into the realm of Heroes!**  
(See I managed to fit it in at the end)

# GM Section

## Reader Beware: You're In For a ||Spoiler!||

This next half of the document details the **Release the Worthy Funnel Adventure** and is meant for those wanting to run it, not those wanting to play it.

If you are a prospective player of this adventure, you best turn back now! Lest I, and your GM both, label you *Naauuughtyy*.

If you are a prospective GM of this adventure, make sure you read carefully and all the way to the end. You're the last one who should be getting surprised here.

# Running the Adventure

## **The Premise:**

*Your peaceful and humble lives at Town Village were interrupted, rudely and suddenly. A cloaked figure arrived, with a small gang of beasts and monsters. Some tried to chase them out, but soon all the village people fell into a deep slumber.*

*You find yourselves in an underground cell, and the only way out is through the traps, puzzles, and monsters in the employ of this mysterious stranger.*

*Are you courageous, cunning, and capable enough to make your way out?*

*Or are you doomed to remain here, left to whatever grim fate awaits you?*

## **Important Notes:**

For the sake of this adventure, a character that falls Helpless is essentially forfeit.

To facilitate that, as soon as a character falls Helpless, a helpful Wallmaster drops from the ceiling to whisk them away while they are unconscious. When this happens, all of their equipment save for Rank 0 Clothing drops from their body to the ground.

Make sure to describe this as a strange and frightening phenomenon, as this huge severed hand appears from thin air to snatch up what the characters may well think are corpses.

Loot is lopsided in this adventure. There is, by definition, not enough to go around.

If any arguing happens over who gets what (unless it is in character and not actively holding up the game) I recommend simply rolling randomly for who gets a given piece of loot.

In the event that an in character discussion takes a bit too long: Remind them that murder is an option!

Whenever the adventure refers to a map or enemy you will be given a number for that map or enemy. For example: "Bokoblin Bodyguards (Enemy 1)"

In such a case you are to navigate to the appropriate appendix at the end of the document to retrieve the map or the enemy statblock.

The relevant appendices are:

Appendix A: Maps

Appendix B: Enemies

## **Random Encounters:**

Whenever the party stops to take a short rest (make sure to roll before they rest), during certain times in the adventure that call for it, and whenever you feel the party is hesitating to progress, roll for one of the following random encounters, or choose one that seems appropriate.

1	<i>As you idly examine the walls, you notice that there are words carved into them. In uneven, sloppy text you can barely make out, appear to be the thoughts of someone - or someones - that had the displeasure of being here before you. Whatever you can make out, it quickly descends to utter mad gibberish.</i>
2	<i>You hear a faint scuttling sound coming from above you.</i>

	<p>If they choose to look up, ask them for a Perception check. The DC is 9, but can be lowered by between 2 and 5 depending on how much light is currently in the room. If they succeed, describe what appears to be a dismembered human hand scuttling along the ceiling. As soon as it is spotted, it slips into a crack in the wall and vanishes.</p>
3	<p>Choose a character at random:  <i>You step in the dung of an animal.</i>          If they ask which animal, ask them for a Nature check, then make up an animal. Make it plausible if it's high and implausible if it's low.          i.e <i>You appear to have stepped in bat guano vs You aren't sure, but it smells like horse vs You're certain this was left here by a Lynel</i></p>
4	<p><i>You hear a grumbling, growl-like sound from the room you just left.</i>          If they choose to investigate, there's nothing there.</p>
5	<p>Choose the character that currently has the most damage.  <i>You begin to feel faint. Your vision is swimming, and you make a small misstep as you walk.</i>          Ask them to make a Hearts check. On a 7 or lower they fall Helpless.          Note: As opposed to the character that currently has the most damage out of the entire group, you should consider going for the characters of a player that has yet to lose a character, or has more characters than the rest of the party.</p>
6	<p>Choose a character at random:  <i>As you move forward / As you sit down (Whichever the situation calls for) you find yourself nearly tripping on a small bit of vine poking out from the floor.</i>  <i>When you catch yourself, you also catch that the vine appears to have slinked back into the floor.</i></p>

### **The Holding Cells:** (Maps 1 - 2)

At the bottom-most floor of the underground structure, there are 4 jail cells, each containing 4 of the player characters. In a 4 player game, each cell would be reserved for one player's characters, but they can be mixed and matched as necessary.

If you wish, give the players some time to roleplay their various characters, but keep in mind that the herd is about to be thinned very soon.

Also in the room are a pair of Bokoblin Bodyguards (Enemy 1), standing near a ladder leading out of the holding area.

*You awaken to the feeling of moist dirt, like recently tilled soil, underneath you. In a dark and dank cell, only barely lit by a nearby brazier and a few torches, you find yourself, and several other people you may or may not know from your time at Town Village, huddled and scared.*

The lack of light in the area shouldn't factor into the characters' ability to perceive the immediate area. They are aware of the other people with them and do not suffer consequences in combat.

If they make any attempt to exit the jail cells, they will find that the bars are installed very poorly, and they can exit without so much as spending an action.

However, if someone has a cool idea for how to escape, allow them to execute it, and make it seem like that extra effort really was necessary. Make some rolls behind your screen. Write them down. Send them to me over DMs.

As soon as the players leave their cells, the Bokoblins are alerted and will initiate combat. In combat, their main goal is to not let any of them escape, and will use their Shield Bash and Body Check very liberally. They will fight until their HP reaches 0, and ruthlessly. Simply put, they are here to limit the number of characters right away.

### **The Crossroads:** (Map 3)

After all the remaining characters have ascended the ladder, describe their being in a small and cramped room, and they become more aware of the dank, earthy scent that permeates the entire cave system.

To their immediate left, they can see a road sloping upwards and curving away from them. However, in front of them, they can see a path curving right that slopes downwards and seems to have light streaming out of it.

If they go to the path in front of them, proceed to **The Treasure Horde**.

If they go to the path to their left, proceed to **The Crystal Room**.

As they proceed through the corridor leading to the crystal room, roll for a random encounter.

### **The Treasure Horde:** (Map 4)

In this room, the simple rocky walls of the rest of the cavern, more like packed dirt than stone, are replaced with golden brickwork, simmering in the light that seems to come from nowhere and everywhere at once. The ground is still the same, though perhaps a shade darker.

There are glistening piles of gold and jewels, as well as a marble table holding a crystal that's emanating magical energy, and a statue, sat at a large throne that's been hewn from the cavern wall, who's eyes seem to bore holes in you as you enter. The light in the room has no specific explicable source.

When a character approaches the crystal, they will notice that a section of the marble table's surface is pressed down by the crystal's weight.

A DC 9 Mechanics check will allow an investigating character to determine how much the crystal weighs, and how they can use the surrounding jewels (or other objects) to replace the crystal without disturbing the switch. Actually committing the deed requires a DC 13 Agility check.

If the crystal's switch is disturbed, or any treasure is taken to the top left of the room or beyond, the statue's eyes will begin glowing. It is a Beamos (Enemy 2) and gets to make a Basic Attack on the offending character as a Reaction, after which, combat will begin. It should be made clear to the players that they cannot hope to defeat the Beamos. Once the room no longer has characters in it other than the Beamos it once again becomes dormant (and can make that same Basic Attack as a Reaction should it be reawakened).

The crystal, when obtained, is revealed to be able to project an ethereal shield when held in one hand. The crystal counts as a Rank 1 Ancient Shield, and cannot be deconstructed.

When a character that had taken from the treasure horde exits the room, those gold and riches that they had attempted to carry off are revealed as something else. Roll 2d6 and consult the following table, as the illusion of riches fades: (roll multiple times if necessary)

2	Pile of Dirt
3	1d6 Rank 1 Cloth
4	1d6 Rank 1 Unidentified Meat (Healthy Food Ingredient)
5	1d6 Rank 1 Worms (Healthy Critter)
6	1d6 Rank 1 Monster Parts
7	1d6 Rank 1 Metal
8	2d6 Rank 1 Worms (Healthy Critter)
9	2d6 Rank 1 Monster Parts
10	2d6 Rank 1 Metal
11	2d6 Rank 1 Mashed-Up Fruits (Healthy Food Ingredient)
12	2d6 Rank 1 Cloth

### **The Crystal Room:** (Maps 5 - 7)

In this room there are three giant crystals, one red, one blue, and one green. There are also several body-sized mirrors, a glass orb, floating immovably in the center of the room, and a stone door that cannot be opened.

Above each crystal is a skylight - a hole in the ceiling that allows natural light to come down on the crystals. It causes each crystal to shine a light of its respective color out in a beam towards one of the mirrors (see map for greater detail).

The mirrors can be rotated by the players by succeeding on a DC 7 Athletics checks. They only need to roll once for each mirror. As soon as a mirror has been successfully rotated, it can then be rotated freely.

On a failed roll, the mirror falls and shatters, dealing 2 damage that can't be mitigated by defense in a burst 1 around it. In this case, anyone looking at the fallen shards will find that there is a shard large enough to be used in the mirror's place, provided it is held by someone with both hands.

When a light shines on the glass orb, the orb changes color to match the color of the light. When the orb shines with white light (the result of all 3 red, blue, and green lights hitting the glass orb at once) the stone door is unlocked and opened with a loud click and thud sound.

Trying to break the orb will always fail, and inflict 2 damage that cannot be mitigated to the offending character.

### **The Second Crystal Room:** (Maps 9 - 16)

In this room, the walls and floor suddenly become clean stonework, save for a few outcroppings of cavern rock that jut out near the middle of the room. The earthy scent of the underground lessens slightly.

In here, the characters will see yet more giant crystals, mirrors, two glass orbs, and several doors.

In this room are 2 red crystals and 1 yellow crystal.

The mirrors in this room are colored as well. There is 1 white mirror, 2 black mirrors, and 1 cyan mirror, as well as 7 clear ones.

When light is reflected using a white mirror, it makes the color a shade brighter. When using a black mirror, it makes the color a shade darker. When using a cyan mirror, it makes the color a shade brighter and adds blue to it.

These mirrors only require a DC 5 Athletics check to rotate.

The doors are also colored. There is a door colored partly orange and partly purple, a door colored green, a door colored yellow, a door colored red, and a door colored pink.

The doors open when one of the glass orbs shines in their respective color.

The orange and purple door needs one orb to shine orange and one orb to shine purple to open. (There will be a dull thud from it when one color is achieved but it will only open when both colors are achieved.)

The orange and purple door opens the way to **The Climb**.

The yellow door contains a locked chest (it cannot be moved or lifted). Instead of a normal lock, the chest has a small glass bead on it.

When unlocked and opened, the chest contains a total of 220 rupees. It is divided amongst 2 purple rupees (Each worth 50 rupees), 4 red rupees (Each worth 20 rupees), 7 blue rupees (Each worth 5 rupees), and 5 green rupees (Each worth 1 rupee).

If you want players and characters to squabble a bit over loot distribution you can bring this up. If not, just say 220 rupees and let them sort it out with no further complications.

The pink door contains a wall-mounted device that shoots a yellow laser (like a laser pointer - just harmless light) at the clear mirror in front of it. When the laser is reflected towards the chest, it unlocks.

The green door contains two dead bodies. If the bodies are looted, the looting character receives a Rank 1 Medium Helmet, Rank 0 Medium Tunic, and Rank 1 Light Tunic.

The red door contains a wild dog (Enemy 3). It is very skinny and appears enraged. An encounter could possibly be avoided by feeding it.

To aid the GM in this puzzle, a list of the result of various color combinations is found in **Appendix C**. This is one of those puzzles that's a little silly and requires you to 'Yes, and' with your players. Still, the ultimate purpose is to have fun together, so if it's taking a while, encourage creative puzzle breaking methods.

### **The Climb:** (Map 17)

A tunnel burrowed straight up. The characters can see outcroppings of rock and roots that can be used as leverage points to climb it.

Halfway up, force them to make a Perception check at DC 8. If they fail, they try to grab for something that isn't there, causing them to slip. They can then make an Athletics check at DC 10. If they fail they take 3 damage, unmitigated by defense, but if they succeed they only take 1.

A character that falls once doesn't have to roll for the rest of the climb.

The end of the tunnel brings them to **The Ground Floor**.

### **The Ground Floor: (Map 19)**

*Finally, light.*

*You find yourselves in a building made of stone. Brick and mortar the likes of which aren't common in Town Village. In fact, none of you recognize this structure.*

*The room you are in is vast, empty, and silent. But it is also cold. You can feel a harsh wind coming from the windows.*

*The windows! Yes, there are windows here, ones streaming light and a chilling breeze into the room, but they are barred with iron. Out from them you can clearly see your beloved village, looking much the same as it always had, but devoid of life. As empty and silent as this room.*

*You're above ground, but there still aren't any obvious exits.*

*Ahead of you is a large staircase.*

The weather in this room is Rank 1 Coldsnap.

If any character could reasonably exit through the barred windows (say a Fairy or a Twili using Twili Transit), allow them, but warn them that since this character has effectively abandoned the others, they are ineligible to win this adventure, and thus will not be able to graduate to a PC.

This is one area where I would allow the players to take a break or a short rest without using a random encounter, but if so, I would roll for a random encounter as they climb the staircase.

The staircase leads to **The Second Floor**.

### **The Second Floor: (Map 20)**

*You enter what appears to be an ordinary room. It has a rug, a nice little chair and table, a bed, and a closet!*

*But more importantly, a ladder, leading to what you presume to be the roof, given how you can see the sky beckoning you just from above it.*

*However, you are equally deterred from it, as the voice of the stranger that locked you here comes from above, along with sounds of gore.*

If they choose to loot the bed, they gain a Rank 1 Bedroll. If they choose to loot the closet, they find a simple shirt (Rank 1 Civilian Torso Armor), simple pants (Rank 1 Civilian Legs Armor), and two warm coats (Rank 1 Civilian Torso Armor with the Weatherproofing: Cold enchantment at Rank 1). They also ought to make a Perception check. The DC is 10 for the one who took the clothes, seeing nothing on a failure, and 7 for anyone looking at the closet after them. If they succeed, they find that the closet is a secret door.

The ladder leads to **The Roof**.

The closet door leads to **The Magic Study**.

### The Magic Study: (Map 21)

Past the closet is a small and rather cramped room. It features only a black stone table in the middle of the room, surrounded by monstrous quantities of leatherbound books in bookshelves that reach from the floor to the surprisingly high ceiling.

On the table, is a simple red cloth (Rank 0 Towel) and a stand, similar to the ones used for musical notation, that appears to be for the purposes of holding a book.

Any book taken from the bookshelves and placed on the table will incur no reaction.

If they search through the bookcases, tell the players that they are all about very dense topics, then ask for all characters that are searching to make an Arcana check.

If any character exceeds a 12, that character finds one of the books to be particularly easy to pick up.

The book is a magical tool, and can be used to cast a certain spell that costs 3 Tokens (determined by the GM) as if you know it while it is in the hand.

However, when a character attempts this, they must also roll 2d6. If they roll a 7 or below, an error occurs according to the result of the roll.

2	The caster passes out and is Helpless.
3	The book burns to ash and is destroyed.
4	The caster transforms into a cat. Their stats are replaced with the Cat, Domestic statblock in the Ravage the Wild Bestiary, and all of their belongings spill out haphazardly on the floor near them. This change persists until the caster's next Extended Rest.
5	All of the caster's remaining empty inventory slots, including overflow, become filled with 1 pound bags of sand.
6	The spell's target becomes a random creature in its range. If the range is Self, the target is chosen at random from any participant in the scene that is not the caster.
7	The spell fails.

(GM Tip: If a character graduates while still holding the book, recommend to them to use their tokens to learn the spell included in their book. The book can then become a Rank 1 Written Book about a subject relating to the spell.

Otherwise, it remains as is.)

### **The Roof: (Map 23)**

*Finally, you're out.*

*Cold air, blue sky... And the stench of death as you are faced with the stranger who took over your village.*

*Still robed and with their features obscured, all you can make out is a small smile before they vanish in a puff of smoke, summoning in their place a mass of dark shadows.*

*As the shadows unfurl, you can make out their form more clearly. A horde of shadowy beings that look similar to people you know, both from the village and from your recent adventure.*

*A little... **too** similar in fact.*

The weather is Rank 1 Coldsnap.

The fight is against every character that has fallen Helpless till this point, using their stats. They take a -1 penalty to their initiative. (This is in addition to penalties from Coldsnap) They have none of their equipment save for their Rank 0 Clothing. This means that their Defense is 0 and their only weapon is their Empty Hands, which have 5 Accuracy and 0 Attack.

They can still use any Spells and Techniques they know, and can use the Parry Reaction. If you feel your players survived too well, you may allow them to use Maneuvers as well, but that usually is not the case.

If there are more than 6 surviving characters, then for each character above 6 add a 4 member swarm of Shadow Villagers (Enemy 4).

If they have 4 or less characters, or you sense they are struggling too much, a friendly traveling Rito drops in to help them. Roll initiative for Frances (Enemy 5) and have him aid the characters.

When a shadow character or a member of a Shadow Villager swarm is defeated, the shadows recede from them, revealing their unconscious form on the ground.

**The Victory:**

You did it! You freed Town Village from the stranger's control!

The friendly Rito who either did, or did not, show up earlier helps the various villagers down from the roof, and all is well!

Town Village is throwing a huge party in their saviors' honor!

Except... That stranger is still out there. And those saviors seem to have gained a taste for adventure!

So, will they set out to fight against this evil? Or is this someone else's problem?

Now that victory is at hand, your players can each graduate 1 character. Any other characters (survivors or otherwise) can be Town Village NPCs for any ensuing adventure to come!

As for the stranger, you may notice many details about them were left very, very vague.

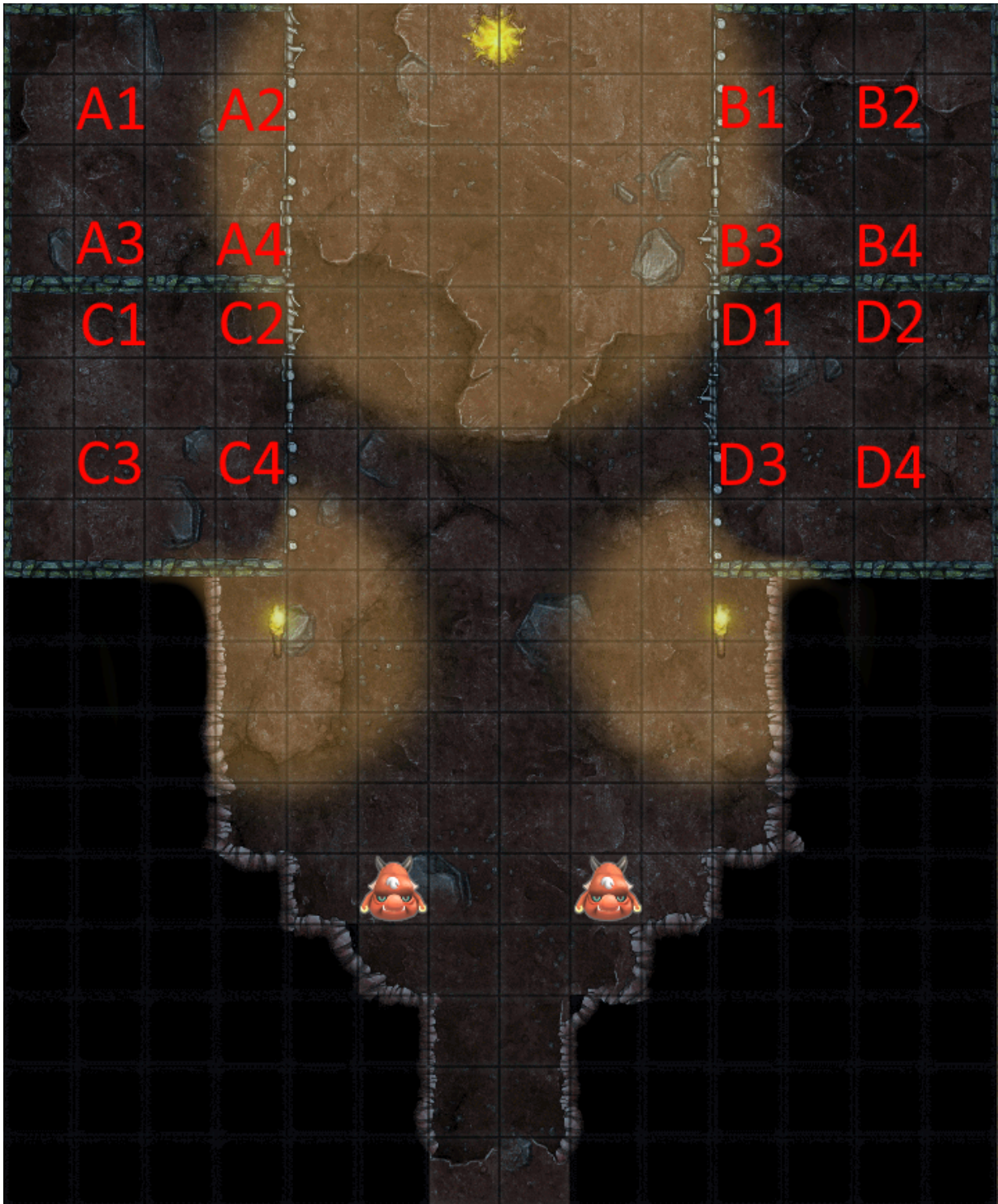
Even confusing or contradictory!

This is because the stranger is meant to be a villain (big or small) in any future campaign!

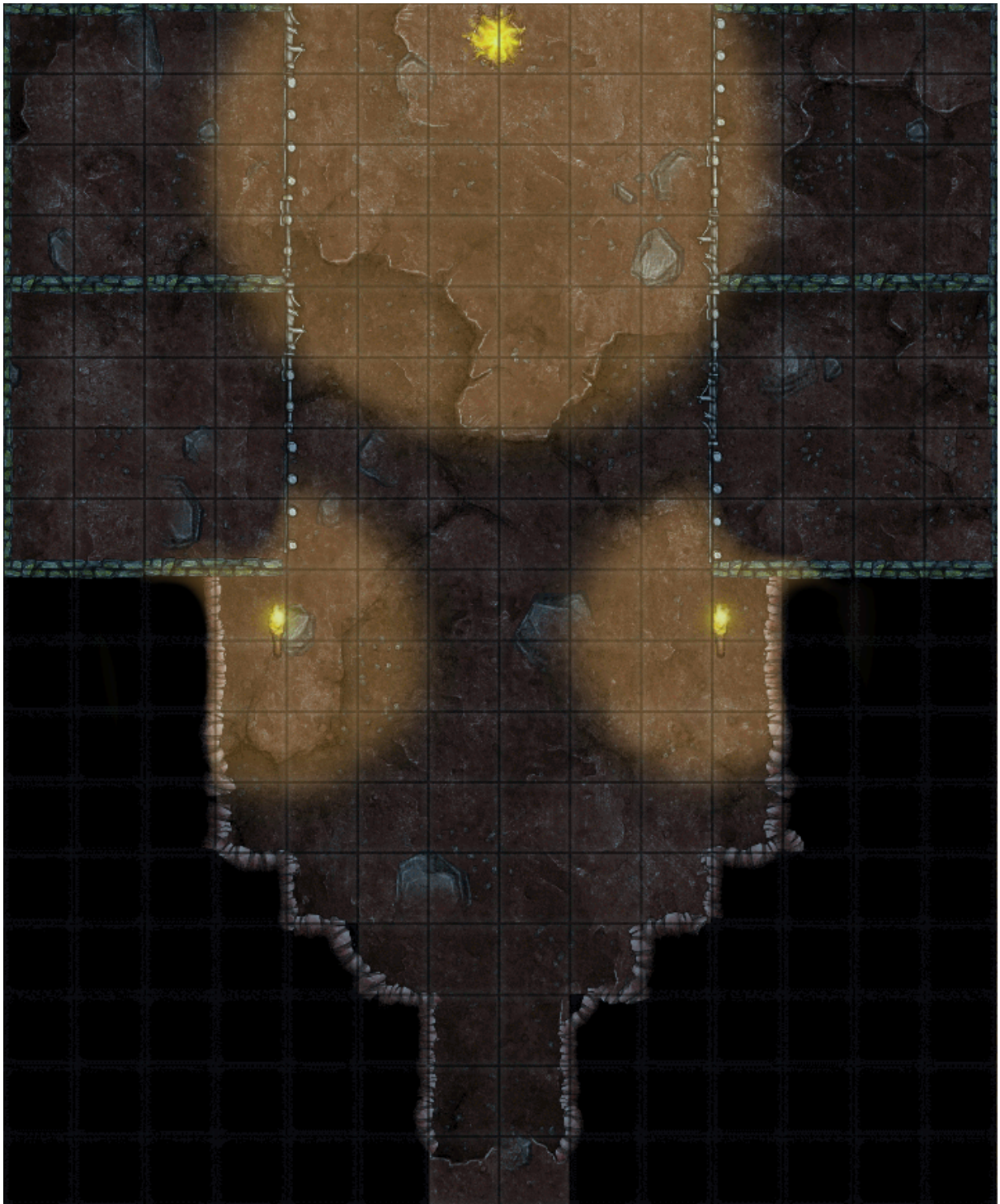
Thus, they are meant to be able to fill any role you desire, with the only constant being that they practice, or know someone who practices, dark magic.

## Appendix A: Maps

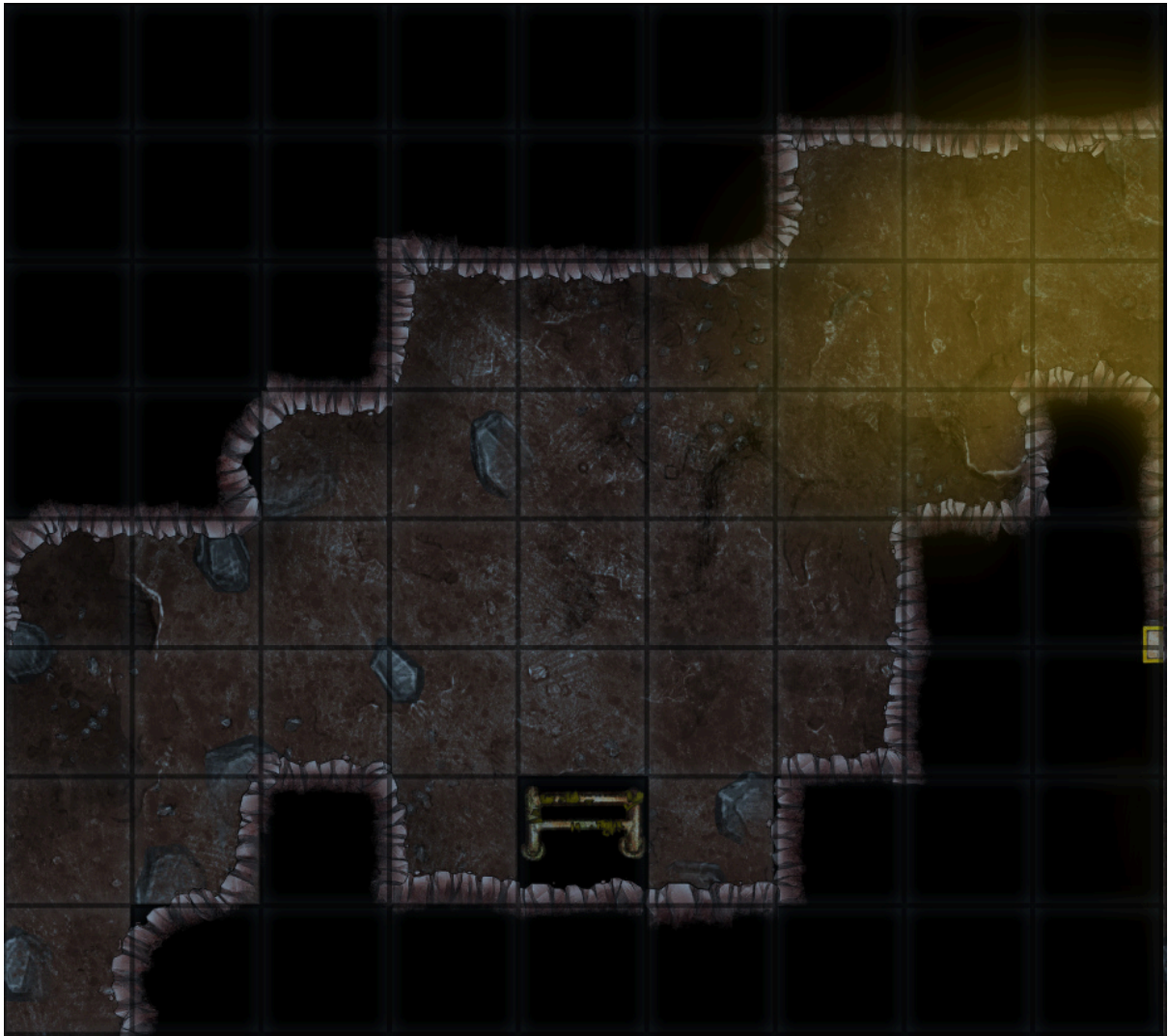
**Map 1** - Map of the holding area, with the location of the Bokoblins and players marked.



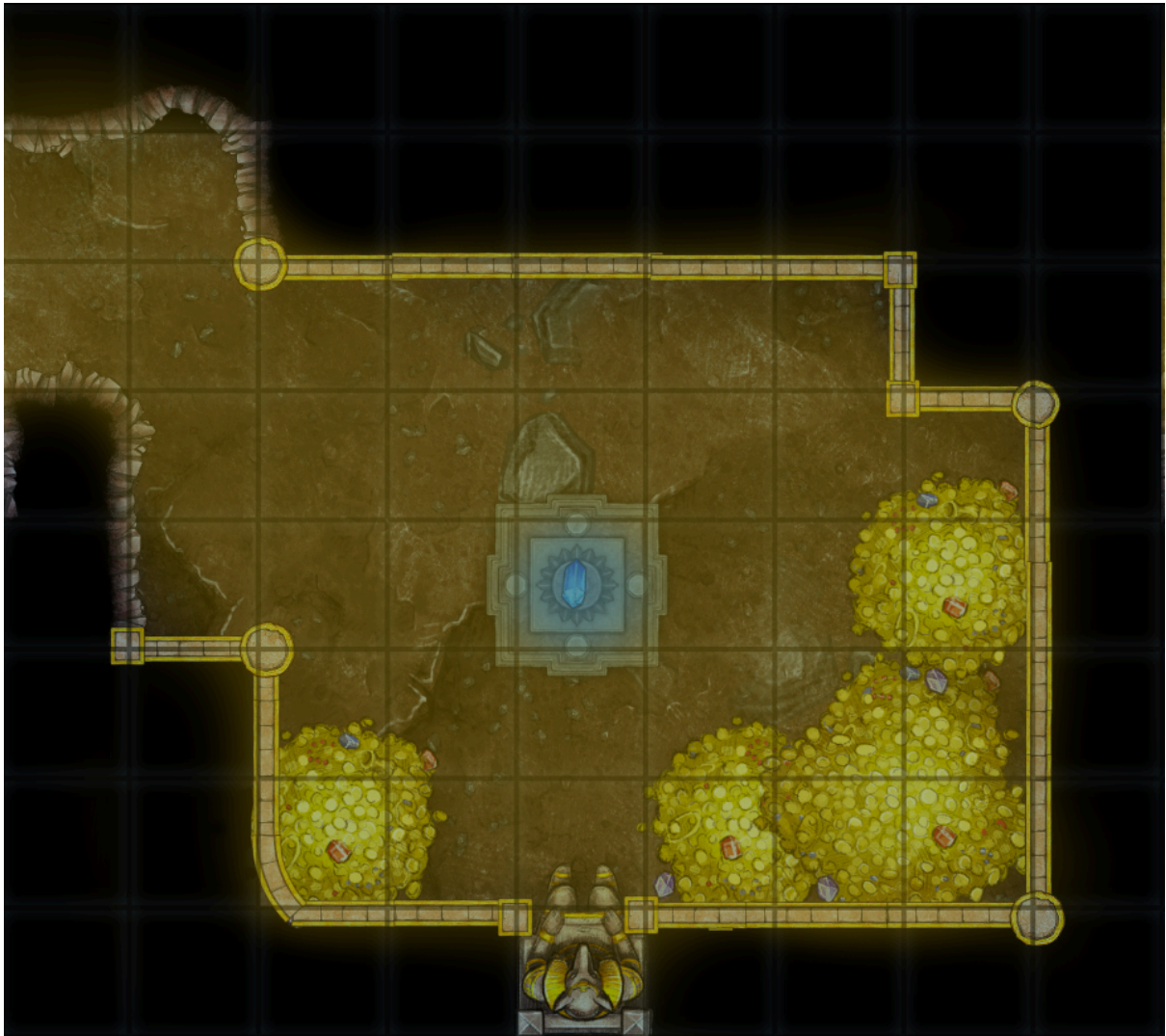
*Map 2 - Map of the holding area, blank.*



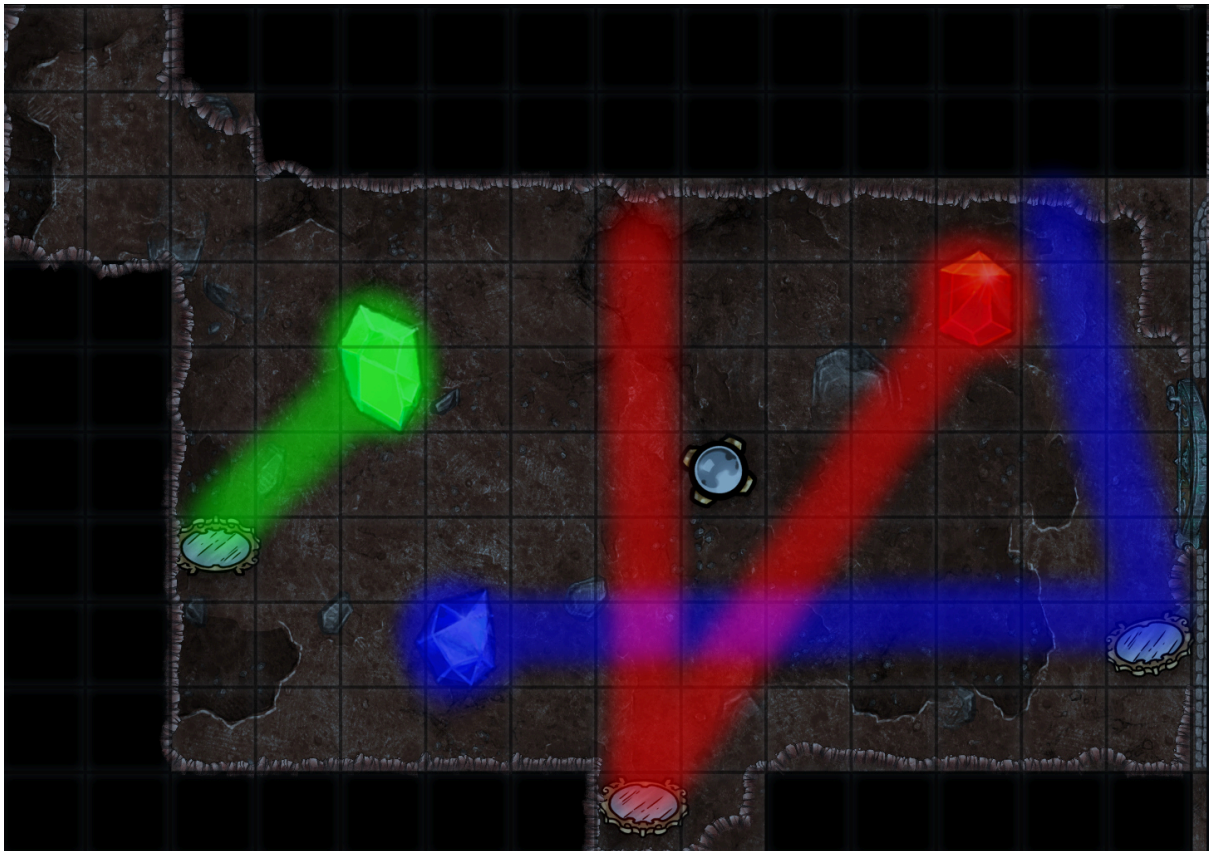
*Map 3 - Map of the crossroads.*



*Map 4 - Map of the treasure horde.*



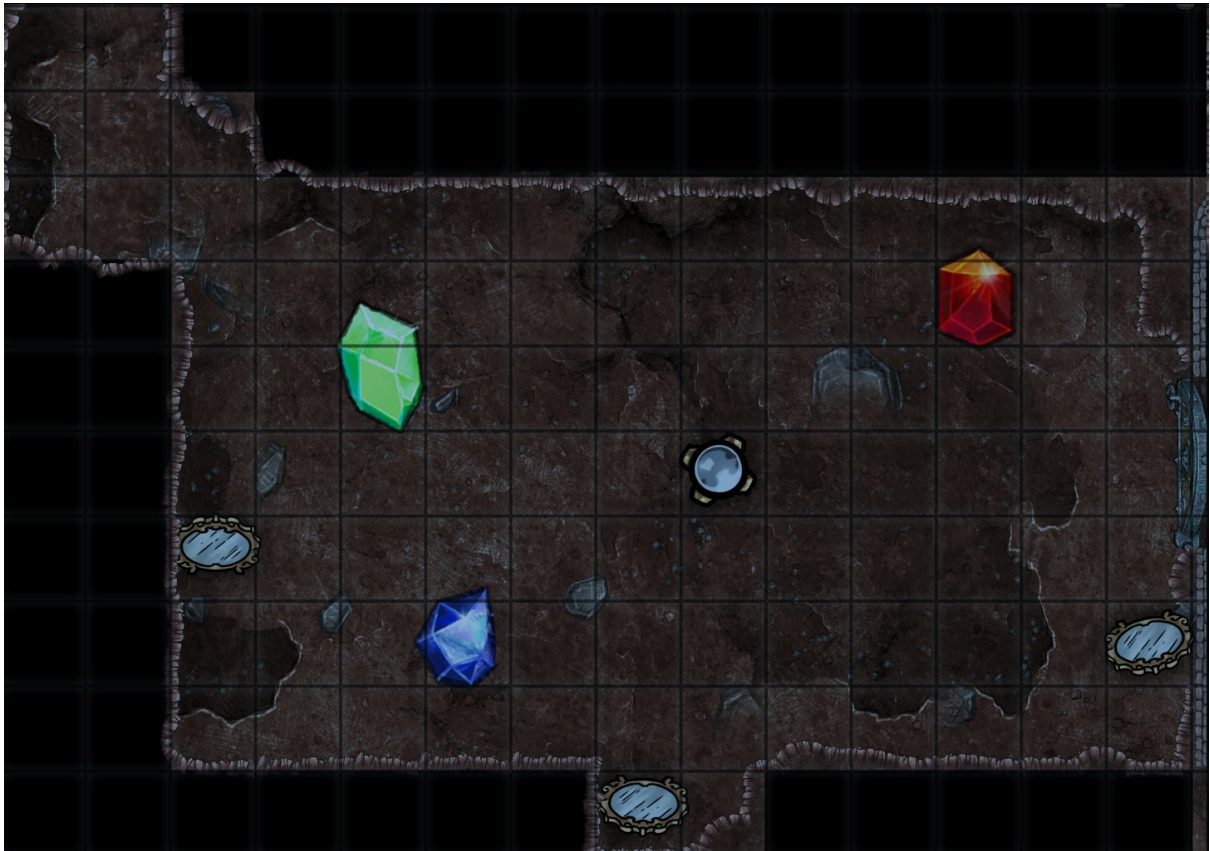
**Map 5** - Map of the crystal room, with the lights as they are when the characters enter the room.



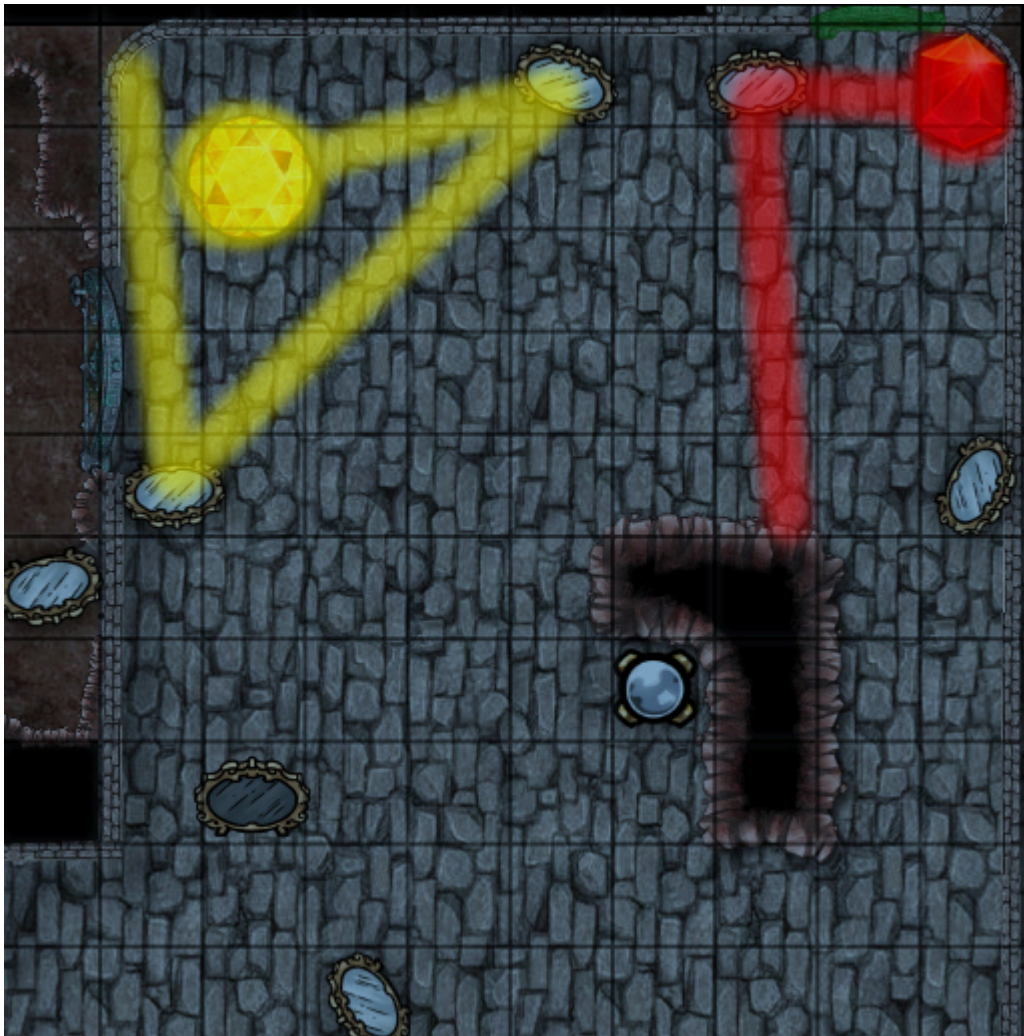
**Map 6** - Map of the crystal room, with the lights as they are when the puzzle is solved.



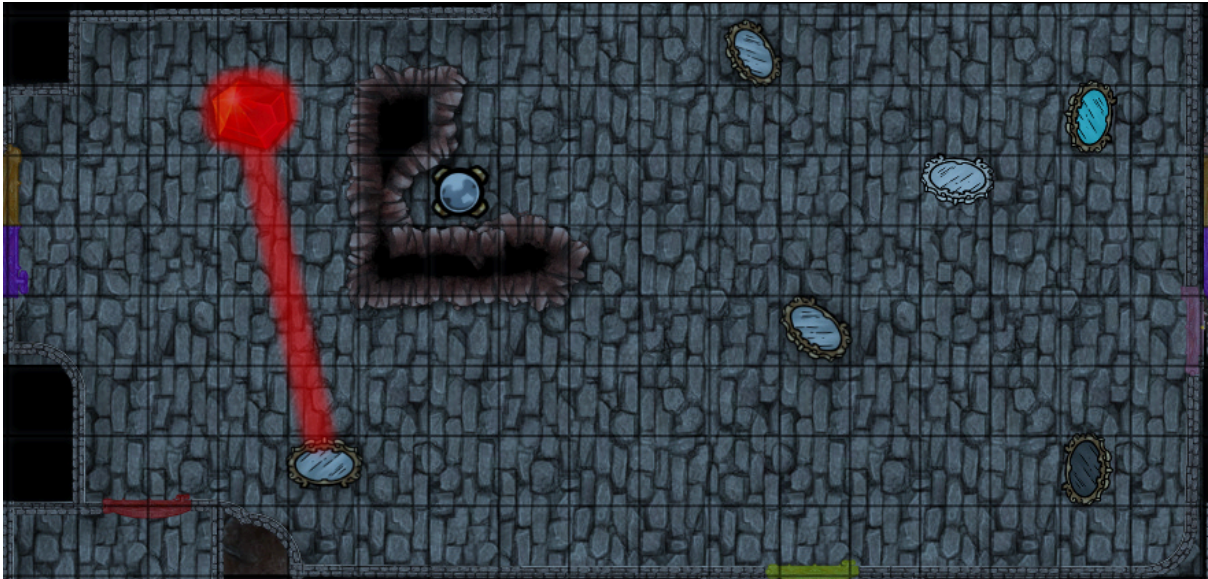
*Map 7 - Map of the crystal room with no lights.*



**Map 8** - Map of the second crystal room (northern half), with the lights as they are when the characters enter the room.



**Map 9** - Map of the second crystal room (southern half), with the lights as they are when the characters enter the room.



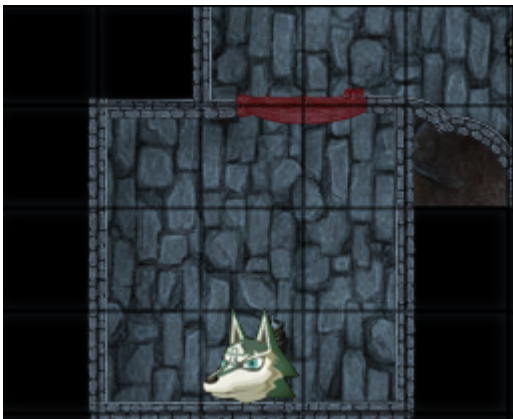
**Map 10** - Map of the room past the green door.



**Map 11** - Map of the rooms past the pink and yellow doors.



**Map 12** - Map of the room past the red door, with the location of the dog marked.



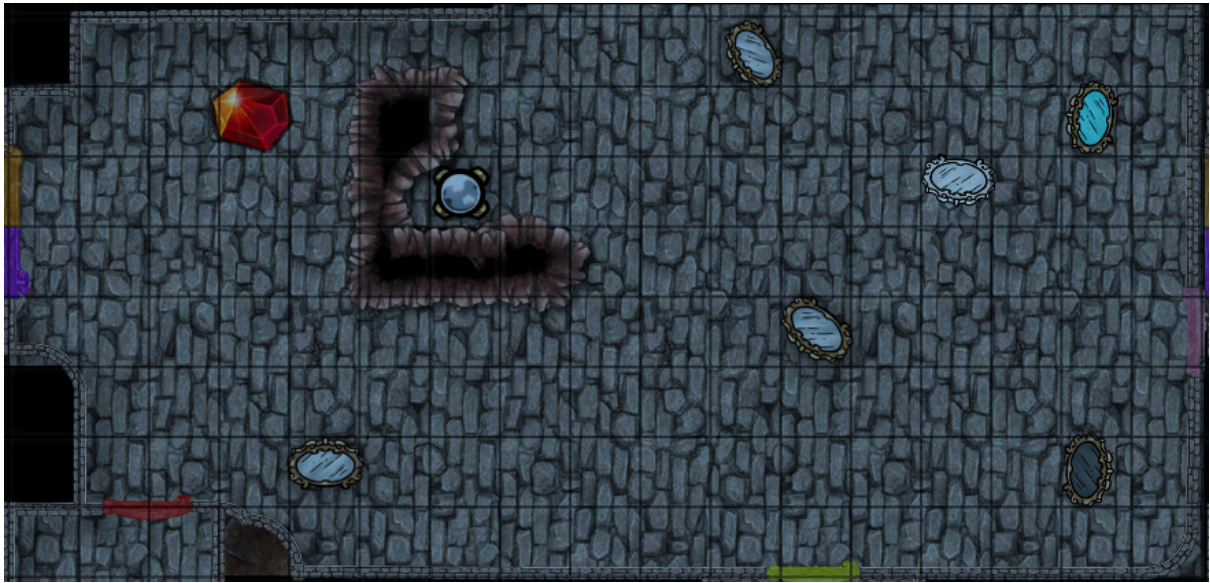
**Map 13** - The full second crystal room, with the lights as they are when the characters enter the room.



**Map 14** - Map of the second crystal room (northern half) with no lights.



**Map 15** - Map of the second crystal room (southern half) with no lights.



*Map 16 - The full second crystal room with no markings.*



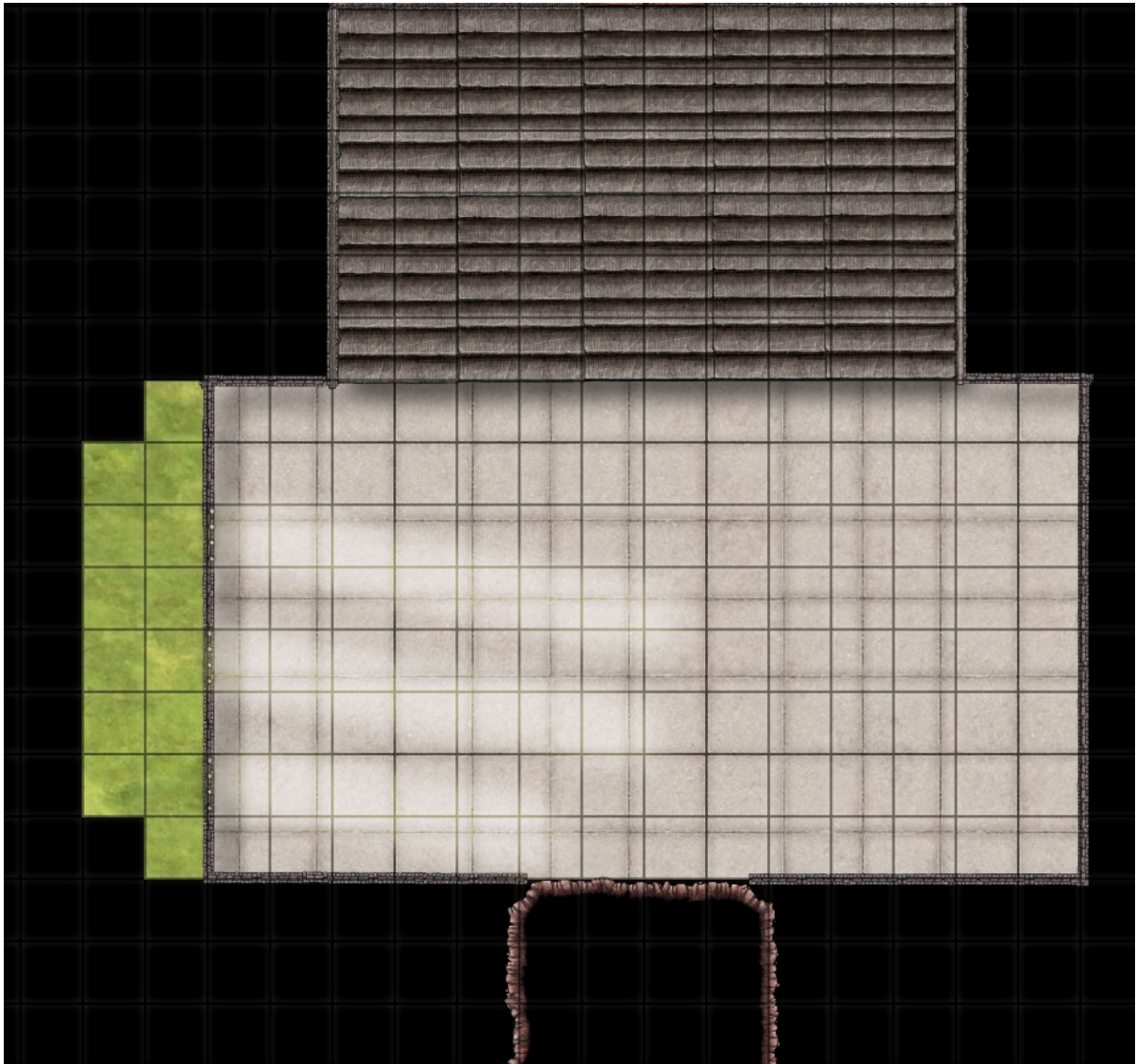
**Map 17 - Map of the climb.**



*Map 18 - Full map of the underground areas.*



*Map 19 - Map of the ground floor.*



*Map 20 - Map of the second floor.*



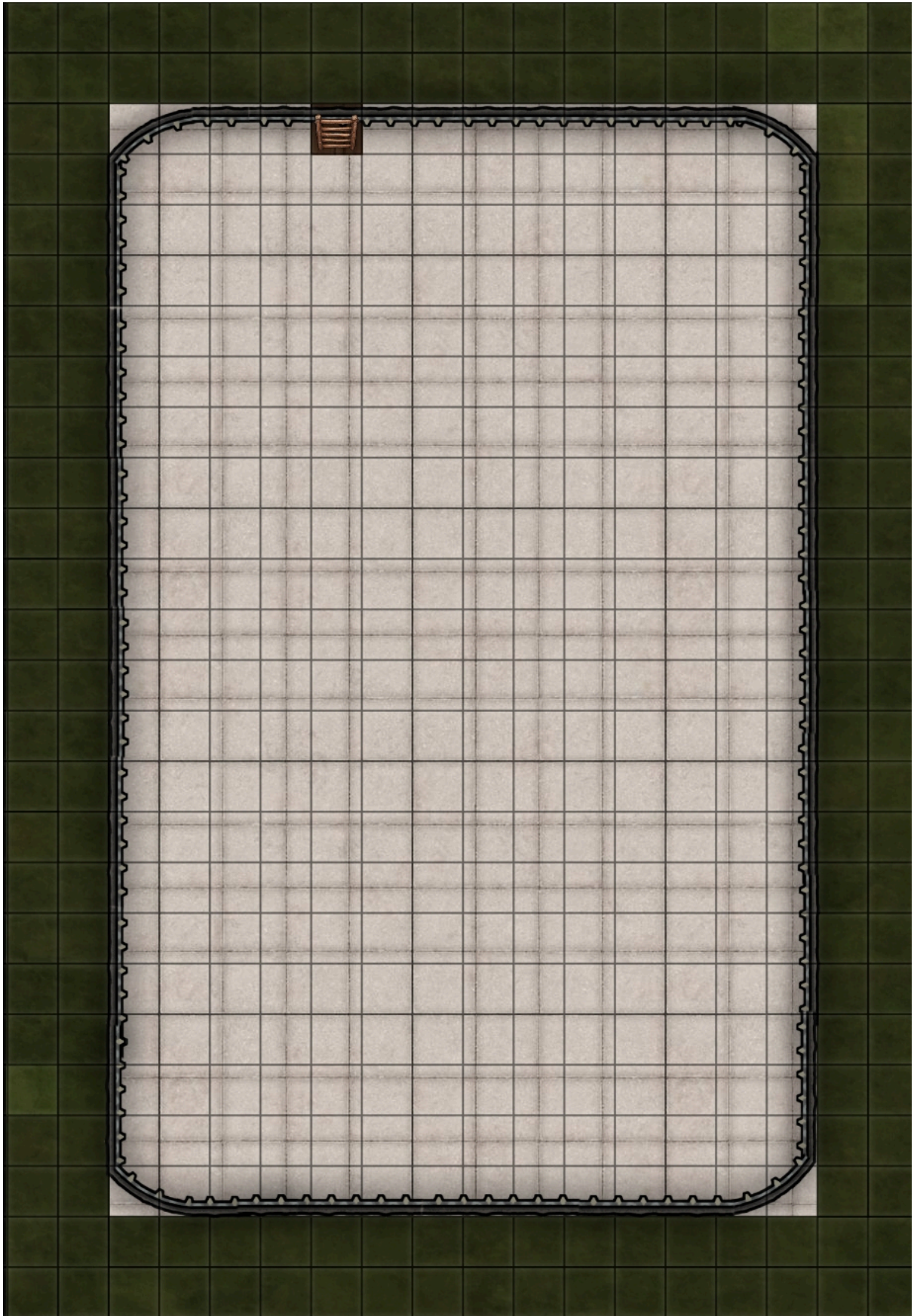
*Map 21 - Map of the magic study.*



*Map 22 - Full map of the upper floors.*



*Map 23 - Map of the roof.*



## Appendix B: Enemies

### *Enemy 1 - Bokoblin Bodyguard*

Bokoblin Bodyguard			
Rank 1 Natural Protector			
<b>HP:</b> 16	<b>MP:</b> 0	<b>SP:</b> 16	
Defense: 6 (Medium)	Concentration: 13		
Initiative: +3	Evasion: 11		
Size: Medium	Vitality: 14		
Movement: 4 (Walking)			
<b>Strike (Sword)</b>	Damage: 8		
To-Hit Check: +6	Range: Melee		
<b>Strike (Shield)</b>	Damage: 6		
To-Hit Check: +6	Range: Melee		
<b>Body Check</b>	Damage: 4		
(Reaction)	Range: Special		
4 Stamina			
<b>Use Requirement:</b> A foe leaves a square you are adjacent to, and you are not Halted.			
You enter the square the foe left. Roll To-Hit target's Vitality; on success, target is Pushed 1 square in a direction of your choice and Knocked Prone, and you may choose to enter the square they previously occupied.			
<b>Shield Bash</b>	<b>Shield Bash</b>		
(Free Action)	3 Stamina		
4 Stamina			
When you successfully Deflect an attack with your shield, you may activate this Technique to make a follow-up Strike Basic Attack with the Shield you used.			
<b>Default Weapon:</b> Boko Blade			
(Rank 1 Metal Sword, Bokoblin Style)			
Accuracy: 3	Attack: 4	Durability: 2	
Boko Shield			
(Rank 1 Wooden Shield, Bokoblin Style)			
Accuracy: 3	Attack: 2	Durability: 2	
<b>Harrier (Passive)</b>			
This creature grants all allies (but not itself) a +1 on all To-Hit checks against any foe they are adjacent to. This bonus does not stack with other allies' Harrier.			
<b>Limited Intelligence</b>			
Combat 4	Willpower 1	Accuracy 3	
Hearts 4	Magic 0	Stamina 4	
Athletics 4	Arcana 0	Nature 3	
Civilization 1	Perception 4	Agility 3	
Fortitude 4	Influence 1	Command 2	
Intimidate 3	Discipline 3	Insight 3	
Mechanics 0	Perform 1	Guile 3	
Smithing 2	Enchanting 0	Cooking 1	
<b>Drops:</b> Weapons (when available)			
2x Bokoblin Guts (Rank 1 Monster Part)			

## Enemy 2 - Beamos

<b>Beamos</b>			
<b>Rank 2 Mechanical Trap</b>			
<b>HP:</b> 28	<b>MP:</b> 24	<b>SP:</b> 24	
Defense: 26 (Impervious)	Concentration: 17	Initiative: +0	
Size: Medium	Evasion: 5	Vitality: 17	
Movement: None			
<b>Magic Salvo</b>	Damage: 15, Light		
To-Hit Check: +11	Range: Projectile 6		
<b>Barrage</b>	Damage: -		
12 Stamina	Range: Projectile 3		
Make three separate Ranged Basic Attacks. These Basic Attacks have their Range halved. You do not need to target the same enemy with each attack. You cannot move between attacks.			
<b>Spin Laser</b>	Damage: 15, Light		
12 Magic	Range: Burst 2		
You create an Updraft in a Burst 1 around you until the end of your next turn.			
<b>Default Weapon:</b> Beamos' Eye			
(Rank 2 Metal Rod)			
Accuracy: 4	Attack: 8	Durability: 9	
<b>Blind Panic (Passive)</b>			
This creature depends on its vision utterly. If Blinded, this creature will attempt to use Spells or Techniques, no matter how poor a tactical idea that is.			
<b>Bullseye (Weak Point)</b>			
This creature's eye is its Weak Point, and is Hard to Hit. Once struck, this creature is Blinded, and its Weak Point cannot be struck, until the end of its next turn.			
<b>Defly Deflectable (Passive)</b>			
If a creature uses the Deflect Reaction against any attack, effect, or passive from this trap, or if they are using the Defend action while equipped with a Defensive weapon, then this trap's attacks deal no damage nor ill effects to them.			
<b>Explosive End (Passive)</b>			
When this creature dies, it explodes. It immediately makes an attack: Burst 1, +11 To-Hit; on hit, deal 22 damage and push the foe out of the blast radius.			
<b>Instinctive Intelligence</b>			
Immunity: Flirt			
Combat	0	Willpower	7
Hearts	7	Maqic	6
Athletics	0	Arcana	0
Civilization	0	Perception	7
Fortitude	7	Influence	0
Intimidate	0	Discipline	7
Mechanics	0	Perform	0
Smithing	0	Enchanting	0
		Accuracy	7
		Stamina	6
		Nature	0
		Agility	0
		Command	0
		Insight	0
		Guile	0
		Cooking	0
<b>Drops:</b> 3x Gear (Ancient Material)			
or Diamond, Rank 2			

## Enemy 3 - Wild Dog

<b>Dog, Domestic</b>			
<b>Rank 1 Natural Warrior</b>			
<b>HP:</b> 8	<b>MP:</b> 0	<b>SP:</b> 12	
Defense: 0 (Unarmored)	Concentration: 13		
Initiative: +3	Evasion: 13		
Size: Small	Vitality: 13		
Movement: 6 (Walking), 3 (Swimming)			
<b>Strike</b>	Damage: 8		
To-Hit Check: +6	Range: Melee		
<b>Default Weapon:</b> Dog's Teeth			
(Rank 1 Natural Dagger)			
Accuracy: 4	Attack: 5	Durability: 6	
<b>Drag Down</b> (Passive)			
If this creature hits a foe with a Basic Attack or Charge, and they do not use a Reaction against the attack, they are Knocked Prone.			
<b>Limited Intelligence</b>			
<b>Scent Sense</b>			
Combat	3	Willpower	0
Hearts	2	Magiq	0
Athletics	2	Arcana	0
Civilization	2	Perception	4
Fortitude	3	Influence	4
Intimidate	3	Discipline	3
Mechanics	0	Perform	1
Smithing	0	Enchanting	0
		Accuracy	2
		Stamina	3
		Nature	3
		Agility	3
		Command	1
		Insight	4
		Guile	1
		Cooking	0
<b>Drops:</b> 3x Hound's Hide (Rank 1 Monster Parts)			

## Enemy 4 - Shadow Villager Swarm

Shadow Villager Swarm					
Rank 0 Civilized Warrior Swarm					
HP: 4		MP: 8		SP: 8	
Defense: - (Civilian)			Concentration: 12		
Initiative: +2			Evasion: 12		
Size: Medium			Vitality: 12		
Movement: 6 (Walking)					
Strike			Damage: 6		
To-Hit Check: +6			Range: Melee		
Default Weapon: Household Object					
(Rank 0 Wooden Club)					
Accuracy: 4		Attack: 4		Durability: 1	
Harrier (Passive)					
This creature grants all allies (but not itself) a +1 on all To-Hit checks against any foe they are adjacent to. This bonus does not stack with other allies' Harrier.					
Rational Intelligence					
Vulnerability: Light					
Combat	2	Willpower	2	Accuracy	2
Hearts	2	Magic	2	Stamina	2
Athletics	2	Arcana	2	Nature	2
Civilization	2	Perception	2	Agility	2
Fortitude	2	Influence	2	Command	2
Intimidate	2	Discipline	2	Insight	2
Mechanics	2	Perform	2	Guile	2
Smithing	2	Enchanting	2	Cooking	2
Drops:	2.5x Rupees				

## Enemy(?) 5 - Frances

Frances					
Rank 1 Civilized Warrior					
HP: 16		MP: 4		SP: 20	
Defense: 4 (Light)			Concentration: 13		
Initiative: +4			Evasion: 14		
Size: Medium			Vitality: 13		
Movement: 6 (Walking), 6 (Gliding), 3 (Flying)					
<b>Rapier Strike</b>			Damage: 10		
To-Hit Check: +9			Range: Melee		
<b>Shield Strike</b>			Damage: 8		
To-Hit Check: +8			Range: Melee		
<b>Combo</b>			Damage: Special		
10 Stamina			Range: Melee		
Make three separate Strike Basic Attacks with your weapon. These Strikes do not need to target the same enemy, but you cannot move between Strikes.					
<b>Riposte</b>			Damage: Special		
(Free Action)					
4 Stamina			Range: Melee		
When you successfully Deflect an attack with your shield, you may activate this Technique to make a follow-up Basic Attack of your choice with your other Weapon. (This cannot be combined with Shield Bash.)					
<b>Default Weapon: Anju, The Rapier</b>					
(Rank 1 Metal Sword)					
Accuracy: 4		Attack: 6		Durability: 6	
Buckler					
(Rank 1 Wooden Shield)					
Accuracy: 3		Attack: 4		Durability: 6	
<b>Weapon Specialist (Sword) (Passive)</b>					
Select a Weapon type. You add 1 to all To-Hit rolls you make with that Weapon type, and to resist attempts to disarm you of that weapon type. (Precalculated in default weapon and basic attacks)					
Rational Intelligence					
Immunity: Coldsnap Weather					
Vulnerability: Earth					
Combat	4	Willpower	1	Accuracy	5
Hearts	4	Magic	1	Stamina	5
Athletics	2	Arcana	1	Nature	2
Civilization	2	Perception	3	Agility	4
Fortitude	3	Influence	1	Command	1
Intimidate	1	Discipline	3	Insight	1
Mechanics	1	Perform	1	Guile	1
Smithing	1	Enchanting	2	Cooking	2
<b>Drops:</b>	80x Rupees				

## Appendix C: Color Theory

This is meant to be used as a reference for the color puzzle in the second crystal room, and not as concrete rules or information.

Passing light through a black mirror after it has been passed through a white mirror cancels out the effects of both and vice versa. (i.e. Red light through a white mirror turns pink. Pink light through a black mirror turns back to red. Red light through a black mirror turns dark red. Dark red light through a white mirror turns back to red.)

Red + White Mirror =	Pink
Red + Black Mirror =	Dark Red
Red + Cyan Mirror =	Light Purple
Red + Black Mirror + Cyan Mirror =	Purple
Yellow + White Mirror =	Pale Yellow
Yellow + Black Mirror =	Muddy Yellow
Yellow + Cyan Mirror =	Light Green
Yellow + Black Mirror + Cyan Mirror =	Green
Red + Yellow =	Orange
Red + Yellow + White Mirror =	Light Orange
Red + Yellow + Black Mirror =	Dark Orange
Red + Yellow + Cyan Mirror =	Salmon
Red + Yellow + Cyan Mirror + Black Mirror =	Muddy Red

Art used from:  
Inkarnate.com  
Skyward Sword sprites  
Animal Crossing: New Leaf sprites

**Thank you for playing!**