

Please go to sleep, Arthur Cobblesworth

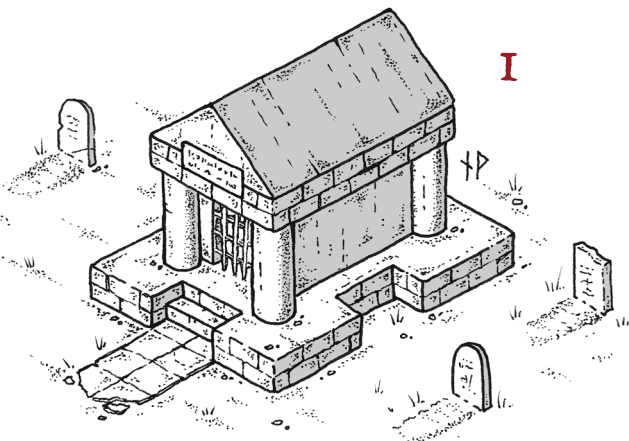
A Paths Peculiar one-page dungeon adventure

Background

The eccentric, but rather successful, merchant Arthur Cobblesworth died a few months ago and was buried in his mausoleum. Since then there have been reports of Arthur "howling like a bloody banshee" during dark nights. The townsfolk are afraid that Mr. Cobblesworth will wake the other dead in the cemetery, and want the player characters to go and put him to sleep again. They offer a 250 gp reward. They do however also politely remind them that grave robbing is considered a serious crime in these parts.

In fact ...

Arthur isn't to blame for all the ruckus. Some time after he was buried, a weak demon tried to possess him. The demon was a bit of a putz and instead possessed the pet parrot Arthur was buried with. The demon is now locked into a large bird cage and can't get out. It tried to reanimate Arthur's corpse and succeeded, although the merchant is a rather useless zombie who doesn't understand complex commands such as unlocking a cage. The demon-parrot howls in frustration at the unfortunate Mister Cobblesworth.



1. The Mausoleum

The sturdy iron gates are securely locked. The cemetery caretaker has the key. Inside, stone stairs lead down to room 2.

2. The Cosmic Room

- Walls and ceiling made of black stone. Silver and gemstone inlays represent stars and planets in a beautiful cosmic map.
- Two sconces mounted on the stone pillar.
- A large stone globe depicts a strange planet (Carcosa).
- Two shelves with several beautiful sculptures and trinkets with cosmic motifs (these will be recognized as belonging to Arthur by everyone in town).

3. The Art Gallery

- Marble Statue of Arthur Cobblesworth. If the head is turned, iron bars in room 5 are lowered.
- Several oil paintings of Arthur in various heroic situations.
- Northern door is locked, no key is available.

4. The Crypt

- A huge stone sarcophagus with broken lid.
- Five large oil paintings depicting beautiful landscapes and nature scenes (worth 50 gp each).
- Eastern door is locked, no key is available.

5. The Treasure Room

- Sturdy iron bars protect a large stone coffer. The iron bars can be lowered by turning the head of the statue in room 3.
- Coffer is locked (Arthur has key) and trapped (poison cloud, 10' radius, save vs. poison or die).
- Treasure: gems and coins worth 3d100+200 gp.

6. The Aviary

- Large metal bird cage with copper roof (worth 250 gp, weighs 500 lbs.). Locked, Arthur has the key.
- Decomposed, but quite rowdy parrot. Tries to convince player characters to set it free and promises to tell them how to lower the iron bars in room 5 if they do so. It will keep this promise and then fly off and cause lots of grief somewhere else.

The Ex-parrot

AC 6 [13], HD 2 (hp 9), Att 1 × bite (1d4), THACO 18 [+1], MV 180' (60') flying, SV D12 W13 P14 B15 S16 (1), ML 8, AL Chaotic, XP 40. Can cast Charm Person (once per day) and Darkness (at will).

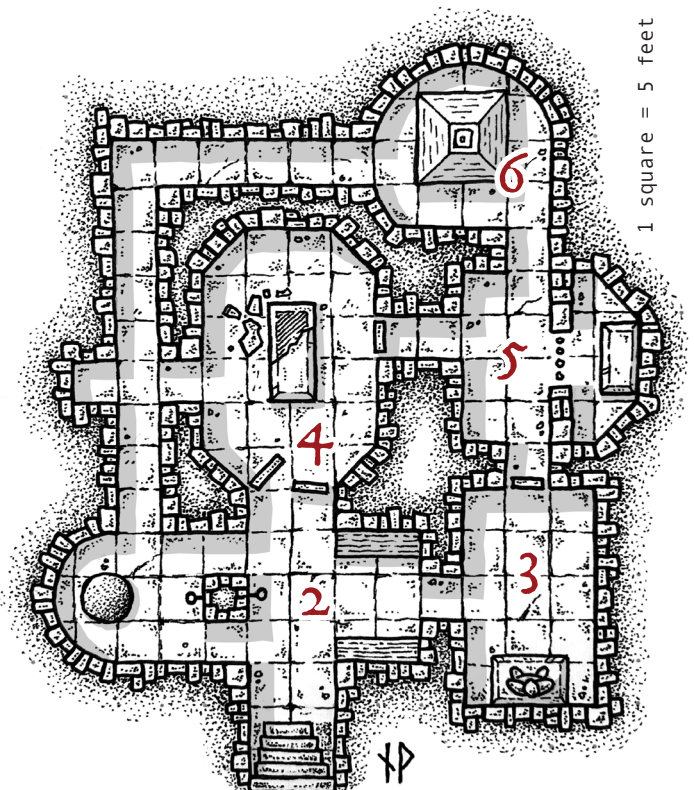


Arthur Cobblesworth

Arthur is a tall man with a large moustache. He is quite decomposed. Dressed expensively in full-skirted knee-length coat, knee breeches, and vest. Wears a chain with two keys around his neck (to the coffer in room 5 and the aviary in room 6).

Arthur is not aggressive and if left alone (don't touch him!) he ignores the player characters. Roll a d6 at the beginning of the adventure to see where he is. Then roll every turn (10 minutes) to see which room he wanders off to.

AC 8 [11], HD 2 (hp 9), Att 1 × slam (1d8), THACO 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Neutral, XP 20.



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