

The Spudfield Good Girl

A Paths Peculiar two-page dungeon adventure

This adventure is intended for a party of low level adventurers. It is written with D&D B/X in mind, but can easily be converted to any edition.

Background

Conrad and Eliza Spudfield and their five well-mannered children are in need of adventurers. Two days ago, when Eliza was about to bring up some potatoes from the root cellar under their kitchen she spotted a monster! An undead abomination peered at her from the shadows. She quickly escaped up into the kitchen and slammed the hatch shut. Eliza heard growling from below, and then everything went silent. Conrad bolted the hatch securely and just to be safe they moved their large cupboard onto it. They need adventurers to go down the hatch and dispose of the monster so that they can gain access to their food supply or there will be no spuds for the children trickin' and treatin' on Olde Hallow's Eve.

What happened?

The monster Eliza spotted is a wight. About 200 yards from the Spudfield homestead is a hill with a pet cemetery where the villagers of Fourtower Bridge lay their animal companions to rest. Under the cemetery there is something much more grim: an ancient tomb holding the remains of two evil brothers and their servants. The two wicked men have just recently risen as wights, and dug their way from the crypts into the Spudfield root cellar - hungry and vengeful.

The good girl

The growling Eliza heard was not the wight, but rather the family's dog Doris that died some months ago. When evil threatened the family she materialized as a ghost and drove the wights back into the crypts where they reside when the adventure starts. The Spudfields are in fact in no real danger as Doris will not let the wights back into the cellar. If the wights are slain she will go back to sleep in the pet cemetery where she will remain a ghost until Conrad or Eliza dies. Doris will then accompany them to the afterlife.

Doris remains invisible and will not show herself unless a wight is present, or if someone attacks the Spudfield family.



Doris the Ghost Bullmastiff

Armour Class 3 [16]
Hit Dice 4 (18hp)
Attacks N/A
THACO N/A
Movement 120' (40') / 240' (80') flying
Saving Throws D10 W11 P12 B13 S14 (4)
Morale Never flees
Special ability: Bark (as Turn Undead by third level cleric. At will. Range 30 ft), Invisibility (at will)

Concluding the adventure

The adventurers must go into the crypt and defeat the two wights.

If they can somehow lure the wights to the root cellar, Doris will assist by turning undead. This will be tricky though as the wights are very afraid of the ghost dog and will avoid her if they are able.

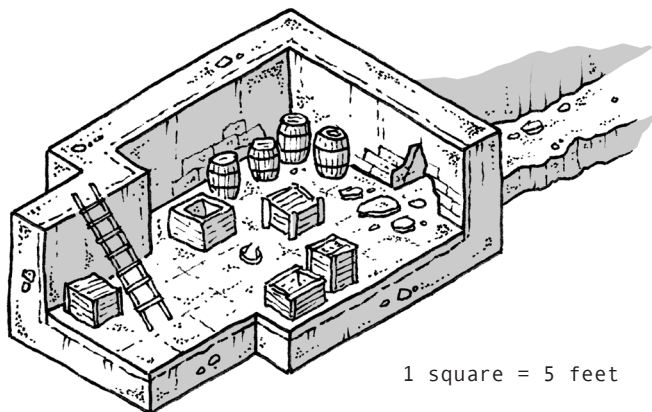
Reward: significant boost to reputation in Fourtower Bridge (or equivalent village in your campaign).



Escalation: for a higher-level adventure switch out the wights for two ghouls and adjust treasure accordingly

The Root Cellar

- Large cellar filled with crates and barrels of potatoes, grain, carrots and eggs.
- Dog collar on floor. If asked, the Spudfields recognize it as Doris', however they claim she was buried with it three months ago in the pet cemetery.
- Hole in wall. A 200 yard dug out tunnel leads to the ancient crypt.
- If the cellar is searched the PC's can find scraps of what seems to be ancient cloth (from the funerary bandages of the wights).



1 square = 5 feet

In loving memory of Doris
2010-2020

The Crypts

General features of the crypts

- Dry air with bitter smell from embalming herbs.
- There are no active light sources - pitch black.
- Oppressing silence, sounds are muffled (but not completely blocked out).
- Wooden, iron bound doors are stuck but can be forced open with suitable checks.
- **Monsters:** two mummified wights in funerary bandages, roll 1d6 for each to determine in which rooms they are when the PCs enter the crypt. They will be alerted to noisy PCs, and they will attack immediately upon discovering intruders.
- **Treasure:** some treasure has its worth stated in gold pieces, however most of the items that can be found are of such obscure nature that they can't be sold on the common market.

Room 1

- Two large silver candelabra with dark purple candles. Worth 75 gp each. Candles burn with green flame if lit.
- If searched: scraps of cloth (funerary bandages) can be found in rubble.
- Large, unsettling oil painting of two pale, grim looking men in their fifties standing in front of a burning village. The men are wearing red and black robes.

Room 2

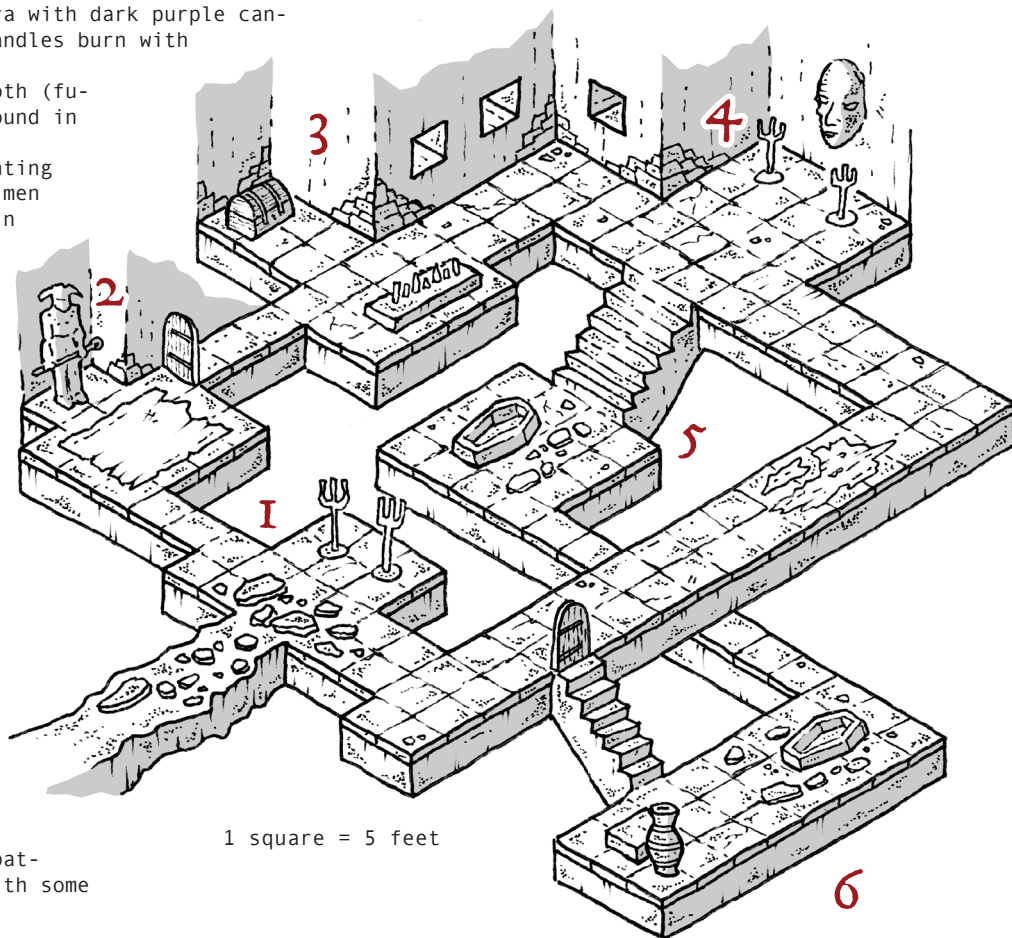
- Green-black stone statue of a naked, horned humanoid man with three eyes and two mouths. The statue holds a black metal staff with both hands. The staff head is in the shape of a crying infant's head.
- If a player wants to wield this staff as a weapon use the following stats: Weight 50 coins, Damage 1d8, Melee, Slow, Blunt, Two-handed (these are B/X stats, feel free to adjust for your edition of choice).
- Withered red and black woven rug with intricate pattern. Severely infested with some type of fleas.

Room 3

- Low, intricately carved stone altar with seven candles (as in Room 1).
- Large wooden chest containing:
 - two ceremonial robes with similar color and pattern as rug in Room 2
 - ten candles (as in room 1)
 - a large silver tray with gold inlays (worth 50 gp)
 - a cloth bag containing human finger bones
 - a leather bound book containing unholy psalms (written in chaotic/infernal)
 - two vials of green poison gas, 10*10 feet area of effect, save vs. poison or die.
- The three burial alcoves contain the mummified remains of the brothers' former servants. Each has a small purse containing seven silver coins and a human knuckle bone.

Room 4

- Two large candelabra, identical to those in Room 1.
- A huge stone head with smoky (visibly swirling) glass eyes protrudes from the wall.
 - The head is carved from pale, yellow stone with green marbling that resembles superficial veins.
 - The glass eyes contain a green, poisonous gas (same as vials in Room 3) and will break if someone tries to pry them loose.
 - If the metal staff from Room 2 is intentionally presented to the stone head, it will open its mouth and reveal two small, purple gems that fit the eye sockets of the infant's head. If fitted, the staff gains magical properties and becomes a magic weapon (+2, casts Darkness on itself when dealing a killing blow).



Room 5

- Large stone sarcophagus with broken lid.
- Hidden compartment in sarcophagus floor containing:
 - 2d100 gold coins
 - a ceremonial silver dagger, worth 150 gp

Room 6

- Large stone sarcophagus with broken lid.
- A tall, sealed clay urn. Chittering noises can be heard from it. It is filled with thousands of undead cockroaches. The cockroaches are harmless to the PCs but will swarm out and flee into the cracks and crevices of the crypt walls if the seal is broken. They might or might not animate the dead animals in the pet cemetery - I'll leave that to you to decide but they can't animate Doris.
- A wooden box contains a heavy, leather-bound book with a large collection of undead butterflies and moths pinned to its pages.