

Dead Man's Wish

Taken from The Whispering Cairn (Paizo), Modified for DCC

"There's some things you almost expect to unexpectedly breathe deadly gout's of fire. Big lizards, dogs with orange eyebrows, certain golems...not typically a regular-sized koala, though."
 – Gazza, speaking at the funeral of Allastor Cartwright

One or more of the PCs are previous associates of Allastor Cartwright, a recently-deceased adventurer; they've been mentioned in his Will. Allastor paid a wizard to put a sort of reverse-curse on his remains; his last wish was for his body to rest alongside the graves of his brother, wife and two children, who died of the Red Rattle some 25 years ago and buried in the farmstead's family plot. These tragic deaths are what sent Allastor on the often-suicidal path of Adventuring; his subsequent long and storied career being further evidence of the gods' perverse sense of humor. His charred bones now rest in a mystic shroud in a burlap sack, and any who carry out his request shall receive a blessing.

[Anyone who participates in the interring of Allastor's remains alongside his family receives a permanent +1 to their Luck score. Anyone carrying the bones gains 1 Fleeting Luck at the start of their turn so long as they work towards fulfilling Allastor's last wish. This luck does not accumulate.]

Upon arriving at the Cartwright property (which has fallen into disrepair after being abandoned for 25 years), the family plot has been recently excavated; a broken shovel lies discarded in the dirt, and wheelbarrow tracks lead to a nearby Observatory, which has become the lair of a potion-addicted necromancer.

- 1: **Landing.** Lock DC 20; fail by 5 alerts skeletons. Closet outside under stairs (Locked 20) contains **Tomb Mote (x2)**, which attempt to bite as many of the party as possible. Each Mote contains a burial trinket that grants +1 critical hit threat range and +1 to the crit effect roll, then shatters upon a successful crit.
- 2: **Murder Room.** Three **Skeletons (x3)** hide behind a wooden table and fire loaded crossbows. Surprise round if PCs made noise. +2 AC from Cover. All squares are difficult terrain. Brother Anders, Wife Bemissa, Son Couri
- 3: **Abandoned Office**
- 4: **Dormitories**
- 5: **Feasting Hall:** Table populated by zombies that go through a scripted pantomime of dinner when anyone sits at the table. Zombies do not attack. 200 GP of Silver utensils
- 6: **Kitchen:** enormous cheese wheel, moldy bread.
- 7: **Pantry:** not much
- 8: **Storage Closet**
- 9: **Bedchamber:** accessible from rooftop through narrow window; armored creature must squeeze through over 1 min. Mummified Goblin holding severed head on platter, with a platinum coin on its tongue. If Head on Plater is Touched, screams INTRUDER! Treasure: Small Noble's Outfit 50 gp, Smoked Glasses 75 Syringes: Potions of *Chill Touch* (+3 atk, +1d6 dmg & 1d4 Str 1 round), *Gentle Repose*, *Animate Dead* (generic zombie, obeys injector for 1 round), *False Life* (1d10+3 Temp HP, 1 round), all require Filge's Injector to be used. Treasure: 200 GP Golden Pelt Rug, Spellbook containing *Chill Touch*
- 10: **Closet:** six sets of identical sleeveless black coats
- 11: **Operating Theater:** Necromancer works on pickled blue corpse on table. Zombie minions stored in glass chambers full of yellow fluid, use their first Action to break out. **Filge, Skeleton Minion** (Gertia Cartwright), **Big Boy, Bodyworlds Zombie (x3)**. Treasure: 20 GP emerald lodged in corpse, 200 GP silver surgical implements, McGuffin From Another Story

Skeleton Minion: Init +0, Atk Shortsword +3 Melee (1d6) or Crossbow +3 ranged (1d8 plus poison); AC 13; HD 2d6; MV 30'; Act 1d20; SP un-dead (immune to crits), half damage from piercing and slashing, Guard (+2 AC to adjacent ally 1/round) Poison (Fort DC 15; 1d4/1 str); SV Fort +0, Ref +0, Will +0; AL C

Tomb Mote: Init +4, Atk Bite +6 melee (1 plus disease); AC 16; HD 3d4+3; MV 20'; Act 2d20; SP Quickness (2d20), Half Damage from Non-magic weapons; Undead, Disease (Corpse Bloat, Fort DC 13 or 1d4 Str); Sv Fort +0, Ref +6, Will +3; AL C

Filge's Big Boy: Init +0, Atk Grab +3 (1d4+1 plus Grab) or Throw (grabbed creature is thrown 20 ft, 1d6 dmg & prone, Reflex DC 13 1/2); AC 12; HD 4d8+4; MV 20'; Act 2d20; SP Undead; SV Fort +4, Ref -2, Will +0; AL C

Bodyworlds Zombie: Init +1; Atk Bite +2 Melee (1d6+2); AC 13; HD 2d8; MV 30'; Act 1d20; SP: Undead; SV Fort +0, Ref +0, Will+0

Filge, Deranged Necromancer Init +4; Atk Injector +3 Melee (1d4); AC 12 (16 with Mage Armor); HD 3d6+3; MV 30'; Act 2d20; SP: Spellcasting +5, Potions; SV Fort +2, Ref +2, Will +5; AL C
 Spells: *Mage Armor* (+4); *Chill Touch* (+3 atk, +1d6 dmg & 1d4 str), *Ray of Enfeeblement* (DC 15 Will Save or 1d8+1 temp str loss, no stacking)
 Potions: *False Life* (10 temp HP), *Healing* (2d4+2)
Amulet of Toughness (reduce all incoming damage by 1, shatters when hit by Crit or on Fumble, this negates the crit/fumble effect)

"Wait...this is about BONES? You're not from the Guild, you're not working for Borgnar, and this isn't to do with Smenk? You break into my home, damage my property, undo months of my work, and its for fucking BONES?!"



Seconds after the feast begins, a zombie turns to look directly at the seated PC, and comments (via a *magic mouth*): "Once again, milord has provided a delicious meal," it says in an accent tinged with the airs of nobility. "It is an honor to dine in your august presence."
 Thereafter, other diners chime in with sycophantic comments of their own. "The Guild of Wizardry was wrong to turn you out," a male elf corpse remarks. "You ought to show them like you showed me." The tattered remains of what must once have been a young woman speak up next. "I shouldn't have ever doubted you, Filge," it says earnestly. "I always loved you when we were together. Now I will love you forever." Conversation continues along these lines until the seated PC stands up, at which point the production comes to a close and the zombies "reset" to their beginning positions. Each time a character sits at the head of the table, the script begins again.

