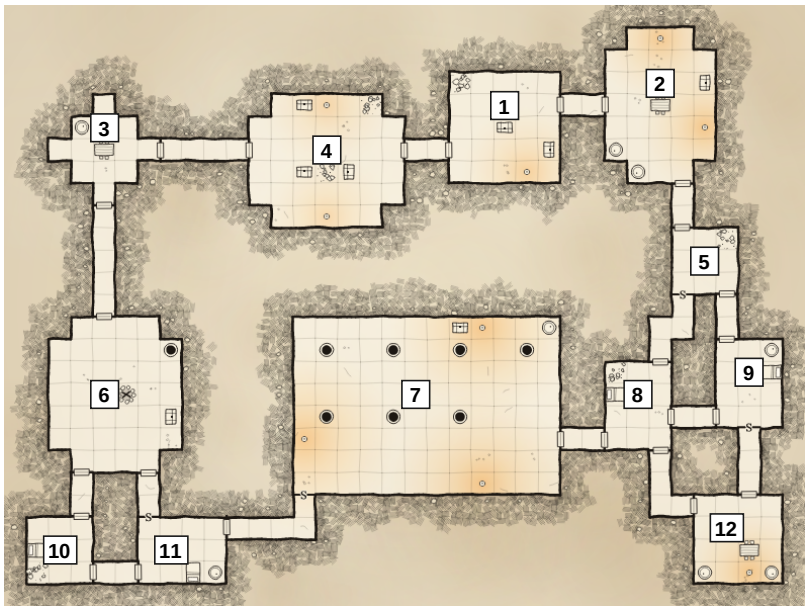
What the Plow Woke

Cheat sheet

A farmer's plow broke into the tomb of Ostric the Grey, and now his skeletons walk to the village at night and carry off sheep.

OSR / 5 characters, level 1 / 3 hours / Dungeon



Party enters at area 2. Climax in area 7.

PEOPLE

Peck Harrow farmer's son, twelve
Wants: To go home a hero, with at least one sheep. Talks fast, waves his stick for every point.
"Stay back! I've killed three rats!"

Wil Harrow farmer whose plow broke the tomb
Wants: His son back, then his sheep. Rubs his neck. Says 'right then' a lot.
"Right then. My boy's down there."

Ostric the Grey a wizard, now a ghoul
Wants: To get out and eat something better than sheep. A dry whisper. Laughs at his own jokes.
"Guests. How lovely. I'm so tired of mutton."

SCENES AND FIGHTS

Area	What	Who	Challenge
4	**Rats at dinner** They fight for the food. Roll morale when two fall.	5 Giant rat (HD 0.5)	Low
3	**The night patrol** They walk forward in a line and never stop. They don't chase past area 4.	3 Skeleton (HD 1)	Low
9	**Brave Peck** Reaction roll, plus 1 if the party says his dad sent them.	No fight	Social
7	**Ostric at his table** The skeletons hold the door while Ostric goes for whoever looks tastiest. He...	Ghoul (Ostric the Grey) (HD 2), 4 Skeleton (HD 1)	Moderate

CLUE CHAIN

Three rings of the brass bell make Ostric's skeletons stop and kneel. (for the ending)

area 1: A robed man rings a bell. The dead kneel in front of him.
Peck Harrow: I heard the bell ring three times, and they all just stopped. Then the roof fell in.
area 6: Three rings and the dead will rest.

The long hall door opens to Ostric's name said backward: CIRTSO. (opens area 7)

area 4: Speak my name as the dead speak it.
area 12: Master's word for the hall is his name, but back to front. CIRTSO. Silly man.
Peck Harrow: My gran says the dead talk backward. So say it backward!

PACING

0:00 Wil's offer at the field, climb down into the gatehouse in area 2.
0:15 The priests' tombs and the rats in the old crypt. Read the carvings.
0:50 The skeleton patrol in the watch room, then the altar room and the bell.
1:20 Find Peck in the cells. Read the guard's diary in the barracks.
1:50 Say the word, open the long hall, face Ostric and his last guards.
2:45 Climb out with Peck and the loot. Wil's ham.

TREASURE

Area 1: Priests' grave goods: silver cups and a jade bead (120 gp)
Area 11: Potion of healing and a purse of coins (50 gp plus the potion)
Area 7: Ostric's silver circlet and his spellbook (sleep, light) (300 gp)
Area 6: The brass bell (stops the skeletons, 25 gp to a temple)

IF IT GOES SIDEWAYS

If the party never finds the password, Peck works it out on the spot.
If they skip the bell, a cleric's turn undead does the same job in the hall.