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General Features

Fieldstone construction on the first floor with **Tudor** architecture above. The cellar is **dug out** with rough cement patching over the dirt walls and floor and **wood framed walls** between the rooms. Smells **earthy**. A crack in a cellar wall leads to a **natural stone** cave (14). **Dark** throughout unless indicated otherwise.

1. Front Porch

Muffled **cavorting** heard on approach, falls silent when near. The **door** is locked. "Moncleus" has the key, if the party waits, he will arrive and guide them to danger in 11 (roll two encounters, ignore 2 and 8). Vase of **flowers**, nightshades, their pollen is poisonous, can be made into oil in 4. Cockroaches burrow in the soil in the vase.

2. Parlor

Furniture, hacked apart for firewood. Smoky and hot from the fire in 3/4. Sticky **footprints** lead from 4 through 2 up

the stairs to 8. Brass **urn** (worth 10 GP) in corner, *filled with treasure covered by ash*:

- 200 GP in ancient coins, worth double to a collector.
- An emblazoned dagger +1, looted from a fallen soldier. A **wraith** will seek the bearer in 1d4+2 days.
- A solid gold dwarf skull the size of a large apple. Worth 500 GP alone, attaches to the gold golem body in 13.

3. Dining Room

Roaring **fireplace**, *threatens to spread if haphazardly-piled broken furniture is not tidied*. The remains of half-eaten **meals** on six silver plates (5 GP each). *Eating the food makes one frustratingly hungry for one week, but can speak the language of any hungry creature they meet*.

4. Kitchen

Fireplace, see area 3. Ransacked **cupboards**, utter mess. Sticky **footprints** that look like blood lead from shattered jam jars and vinegar bottles to 3, 2, and up to 8. **Sneezing** heard from 5. *Drawer of fine silverware worth 20 GP*.

5. Pantry

A **demon** (blood-soaked chimp) sneezes black blood relentlessly after a whiff of **strong salts** that can *startle a creature with 0 HP back to 1*. Small **shelf** and stool where Moncleus took his meals, still set for dinner with a **book**, (*Service and Inheritance*) and the angel-faced **head** from the statue in 15. **Stairs** lead down to 12.

6. Privy

Clogged **drain pipe**, backed up but not flooding over yet. A **demon** (pig-faced baby, diseased as **giant rat**) swims and cavorts in the filth. *Pipe is clogged with a sack of 20 rubies (50 GP each), difficult to retrieve. The demon will fetch the sack for a "donation." Also bites the donator.*

7. Library

Well-stocked occult **bookshelf**. Some exceptional books are worth 50 GP each to collectors:

- *The Conjuring - Seeking Answers From Beyond* - details the specifics of communing rituals, *such as, a circle can be restored by the hand of one (Moncleus) who spoiled it*.
- *Beyond the Realms of Death* - treatise on theoretically extending one's life with otherworldly magic
- *The Sign of the Southern Cross* - woo-woo (but evil and vaguely accurate) astrology
- *Remember Tomorrow* - how to recall prophetic memories (complete bunk, can inspire public hysteria)

8. Guest Room

Two **beds**, each with a coarse plaster **sculpture** of a sleeping person under the sheets. *If a person lies next to a statue, one vomits 200 GP, one vomits 200 cockroaches that skitter to 10 to coalesce as a demon*. The sculptures are uncanny and evoke revulsion in potential buyers.

9. Master Bedroom

Sticky brown **footprints** lead in. Four-poster **bed** with threadbare sheets. A **demon** (cat face, goat horns, stained with dried jam and vinegar) is stuffing legal papers into the chimney vent. *The deed to the house is in the stack*.

10. Moncleus's Closet

Cramped, crawling with **roaches**. **Cot** and locked **chest** (Medium lock. *Servant clothes, 5 GP, cameo portrait of a rosy-cheeked halfling woman (Moncleus's mother)*). *The roaches from 7 coalesce as an insectile demon (reforms from 0 HP in 1d4+2 rounds unless roaches are killed). Ravenous, devours corpses down to the bone in minutes*.

11. Portrait Studio

Slashed **portraits** of townsfolk *Morrow spied on*. Costume **clothes** scattered about. Featureless human-sized posing **dummy**, wood over iron frame, *will hold position as an immovable rod, command word "vogue" etched on neck*.

12. Basement

Damp, chilly. *Carried torches burn blue from carbon monoxide. Save vs poison after searching or acquire nausea and headache, find fresh air soon or save vs poison or die*. **Shelves** bear a jar of silver dust (50 GP, *can repair the circle in 16*) and arcane tchotchkes used in rituals. *One search yields 1d4 worth 50 GP each, up to 20 tchotchkes*.

13. Wine Cellar

Fresh air. **Table** with wineglasses and stool. Racks of **bottles**, mostly wine (20 bottles with 1d4x10 GP each), 1 bottle of holy water labeled "Splash in Case of Emergency."

14. Cellar

Fresh air. Shelves of **preserved foods** (24 iron rations), scattered **trash** (shattered jars, torn butcher paper, half-eaten food). Headless gold dwarf-sized **golem** crawls blindly about (*cannot hear or see until head from 2 is reattached. Needs to be restrained (Hard strength check). Then obeys commands, fights as level 3 dwarf (fighter) in*

plate. Worth 1000 GP as scrap if killed). **Gap** between shelves leads to a natural cave. Inscribed above, “unearned answers only ever begat, anxiety, shame, and deep regret.”

15. Body Stash

Faceless halfling **corpse** (Moncleus) carelessly stuffed into a natural-stone nook. A pulsating thrum is heard from 16.

16. Holy Font

Water burbles from the neck of a headless **statue**. *If the head from 5 is returned, holy water gently arcs from its mouth.*

17. Summoning Cave

Red **candles** surround a silver dust **ritual circle**, thrumming as black flame rises and falls within. *The flames will answer three questions truthfully (but cynically). After the third, a **demon** emerges every round until the circle is restored. **Scorch mark** where the circle was smudged. **Old Man Morrow** stands against the wall as though crucified to it (**ghoul**, brain full of **rot grubs**), muttering about health and immortality. *Pushes PCs into the flames, save vs spells, 1d8 damage, half on save, taken to the demon plane on a 1. The circle can be restored with silver dust and a Hard intelligence check (Medium for spell casters). Remaining demons are drawn to the restored circle to smudge it again.**

1d6	Demons
1	Humanoid membrane full of murky fluid (gray ooze), harmless unless punctured
2	Stooped figure with melting, flowing wax flesh over a spiky onyx skeleton worth 50 GP.
3	Bird head with bulging eyes, hocks up a flammable cloud of dusty feathers 1/day obscuring area
4	Humanoid assemblage of all teeth, like magnetized balls. Can bite from any limb.
5	Gnome-sized balor with massive inferiority complex, goes bananas with flaming whip and sword if laughed at.
6	Shadow , can enter and animate demon corpses, survives if corpse is killed.

Old Man Morrow Is Dead.

Let's Loot His House!

A system-neutral adventure for fantasy role playing games by Andy Dempz, written May 2026. Cartography by Dyson Logos. More at <https://folkvangr.blog>.

What's Going On Here? Old Man Morrow was strikingly rich, notoriously cheap, and as mean as a hornet. He was, predictably, liked by none. The villagers loved to gossip about the treasures he surely had hidden beneath his floorboards. His lack of an heir led to dreams of dividing up his worldly wealth among the common folk of the town after his inevitable passing. The only possible claimant was his servant, the odd halfling called Moncleus.

...And so when Moncleus burst into the tavern common room that windy, rainy evening and announced, “Master is finished!” the fires of greed were lit in the hearts of the folk assembled there. Singly or in small groups, excuses were made and tabs were paid, and the race to find Old Man Morrow’s treasure was on.

But Old Man Morrow is not quite dead yet. He was ritually communing with a demon when his resentful servant smudged the summoning circle with his duster, opening a portal through which minor demons can move between worlds. They bound and tormented Old Man Morrow, and now his head is full of brain-eating worms. Moncleus was killed on the spot, and the “Moncleus” who visited the tavern was a demon wearing his face, luring treasure seekers, for the demons grow hungry and bored.

And by luck, readiness, and overwhelming greed, the adventurers find themselves the first to arrive at Old Man Morrow’s door...

Adapting the Adventure. The adventure is intended for low-level characters (1-3), adapt as needed to fit your table. Ability checks and saves are marked as Easy, Medium, or Hard. Some systems like 5e and Shadowdark can derive DCs from these terms, while for other systems, Medium can be applied as a straight roll-under check or save, with Easy giving a bonus to the roll and Hard giving a penalty.

Features and **NPCs** are bolded, *secrets* are italicized.

Monsters!

- **Old Man Morrow:** Little remains of the person he was. His brain is full of worms (**rot grubs**) and his decrepit body collapses lifeless if the parasites abandon it.
- **Townies:** Local greedy dummies. **Commoners** one and all. Clumsy, noisy, and destined to die in search of loot.
- **“Moncleus”:** A **doppelgänger**-like demon that assumes the form of anyone whose face it wears. Initially assumes the guise of Morrow’s uncanny halfling servant. Its skin sloughs off if it sees the corpse whose face it wears. If a character is alone, “Moncleus” finds them on a 1-in-6.
- **Demons:** Minor chaos creatures who slipped through the smudge in the summoning circle, they relish mayhem and hunger for flesh. Can be banished if splashed with holy water. Use **kobold** stats or **gnolls** or whatever. On this plane, they take the form of creatures from nightmares, with their appearance in parenthesis.

Random Encounters/Events: Check as often as indicated by your system of choice, each time a new room is explored (2-in-6), or as needed to shake things up.

2d4	Encounter/Event
2	A townie treasure-seeker has been killed. Roll 1d10+1 for the location. If the result is the present location, Moncleus enters in the guise of the townie, their body is stuffed into 15.
3	A demon (head is all flapping-lipped mouths) runs through the room with a nude portrait from 11, babbling, “Moncleus! Moncleus!”
4	A demon (saucer-sized eyes, bald, yellow) strolls through wearing Morrow’s mother’s moth-eaten finery. Demands filial piety.
5	A demon (hellish toad, hell hound) gives its full attention to slowly eating a townie corpse.
6	Two townies fistfight and beat each other with bags of loot (50 GP each, various silver goods).
7	Three demons (scaly oversized wolf heads) peek through the doorway and fail to quietly discuss eating the PCs.
8	The fire in 3/4 escapes the fireplace. Unless extinguished quickly the house soon burns.