

THE TOWN OF BRIDGEPUDDLE



A 5e Adventure for PCs of the 5th to 8th Level

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This is a 5th edition adventure for 4 to 6 characters of 5th to 8th level. Shrewd characters of lower levels might survive it, and foolish PCs of much higher levels could have trouble. This adventure has been converted from the 4th edition original. You can download the 4e version and find out more information about the world in which the adventure is set here: <http://frothsofdnd.blogspot.com/2013/06/download-my-free-4e-fanzine.html>. I have included simple OSR conversion notes on the last page.

This adventure was originally published under the GSL, which I have reprinted below. Most 5e terminology is generic (i.e. hit, attack), but I want to make a few things clear. This is free. This is a promotional tool for 5e. You cannot play it without downloading the Basic rules from here: www.wizards.com/dnd/Article.aspx?x=dnd/basicrules. I encourage you to buy all of the core products as they are released.

For more information on other projects I am working on, you can follow me at www.frothsofdnd.blogspot.com or find me on G+ at <https://plus.google.com/+JeremyfrothsofSmith>.

Created, edited, and written by frothsof. Professional cartography by the legendary Crypt Thing, Robert Waluchow. See more of his work at <http://cryptthing.blogspot.com>. Original artwork by Timothy Reynolds. All other artwork is public domain in the USA.



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Bridgepuddle is a remote town in northwestern Serd. It thrives as a result of its robust trade in high-quality, uncommon exports. It is a curious place, filled with eccentrics and odd specialty shoppes. It is also about to become ground zero for the zombie apocalypse.

Overview

This article presents DMs with a location-based adventure for PCs of the 5th to 8th level. This module presents the PCs with a flavorful town to explore. Just as they have gotten comfortable, perhaps in the middle of their beauty sleep, a rapidly spreading outbreak of Zombies envelops the town. The PCs will have to quickly figure a way out, help others in need, and make other choices while fighting off the hordes of Zombies.

A Brief Description of the Town

The town is a quiet, peaceful place, isolated from the political and hermetic machinations of the south. Post-war Bridgepuddle has also inadvertently become a “last chance” for supplies and trade for adventurous Serdians heading to and from the Wilderlands of the north.

The town has all of the common businesses you might expect to find in a town of fair size. However, Bridgepuddle is most widely known for its furniture. Bridgepuddle is home to several famed craftsmen known for their exquisite woodworking and idiosyncratic furniture design. The chances are that if one has ever seen a finely crafted couch or wooden cabinet that it was fashioned in Bridgepuddle.

Bridgepuddle has a strange, vaguely unwholesome vibe. It is fairly isolated from any nearby towns, and its residents march to the beat of their own drum. Many personalities encountered are eccentric and unusual in some form or fashion.

The town's primary defense is a massive, 30 foot tall wall which was built well over one hundred years ago, during the War. Three gates provide access into town from the northeast, east, and west. More details of these locations are provided in the Bridgepuddle map Key. The town is also accessible from the north and south by way of the slow-moving Blue River.

A few miles to the north lie the untamed Wilderlands. To the south, a traveler faces two days' journey to the next point of light. Few dare stray off of the Blue River during this stretch, as renegade Elves and Gnomes inhabit the thick forests.

How the Outbreak Starts

It all starts about a day before the PCs arrive in town. As was their monthly routine, teenage brothers Bill and Kip Chapman took their father's small boat and rowed upriver to trade with some of the hill folk living on the edge of the Wilderlands. They typically traded for molasses, edible flowers, and animal skins; exotic goods such as these sell for a high price in southern Serd. The boys were especially anxious today, as their most reliable trading partner, Old Jim, had sent word via carrier pigeon that he had found something special for the young men. Jim's short note indicated that he had happened on the ruins of an old underground structure, and that within a half-collapsed room found a metallic cone, "heavy as all git out". Knowing the absurd value southern Serdians ascribe to such archaic discoveries, the boys felt they might have hit the jackpot.

When the young men arrived at the trading post, it was very late in the afternoon. Old Jim was nowhere to be found, but the goods (including the curious cone) were stacked and waiting and a fire was smoldering, so the boys went ahead and unloaded and loaded their boat. As it was late in the day by the time they finished, they decided to camp there for the night and head back to Serd in the morning. They rebuilt the fire.

Late that night they heard rummaging going on around the campsite and woke to see a familiar face. It was the trapper, Old Jim, staggering towards them. Thinking him drunk, Kip approached him in a friendly manner. As he entered the moonlight, it was plain to see that something was very wrong with Old Jim. It looked like wild animals had gotten a hold of him...and in fact they had.

You see, the strange cone originally belonged to a powerful Necromancer that lived tens of thousands of years ago. Its purpose was to raise an undead army. When activated, the cone gives off an almost imperceptible vibration. Dead creatures within about a quarter mile will stir and rise from the dead. Once risen, the undead do not need to stay within range of the cone in order to stay animated. Any creature killed by the undead will turn into a Zombie as well. Old Jim, drunkenly fumbling with the cone, accidentally activated it by unscrewing its base. He quickly reattached it in the fear that he might break it, but the damage had been done. Shortly after packing up the shipment he was attacked by his dinner: some skinned and gutted squirrels he was getting ready to cook.

Old Jim pounced on Kip, managing to nearly bite his arm off before Bill caved Jim's head in with a shovel. The young men ran to the boat in a daze and hurriedly rowed downstream. By the time they got back to Bridgepuddle, Kip was hallucinating.

Bill took the cone from the boat and hurried Kip home. Sometime within the next 8-10 hours, Kip turned and killed his family (who were at his bedside). In the melee, the cone was knocked over and activated, and everything fell apart from that point. The outbreak spreads with incredible speed and tremendous momentum. In a matter of hours, the town is completely overrun with Zombies.

Notes for the DM

Prior to the outbreak, allow the PCs to roam the entire town to their heart's desire. There are dozens of locations and plenty of bizarre NPCs; see the Bridgepuddle Map Key for more information. The more they explore, and the more people they meet, the richer the experience will be later when all hell is breaking loose.

In order for the outbreak to take the PCs by surprise, the PCs need to spend a few hours somewhere doing something that will prevent them from noticing the town transforming around them. There are several options that a DM could choose from, or you could easily make up your own. Perhaps the most cinematic choice would be to catch the PCs by surprise while they are asleep at an inn. They could go to bed, fall asleep, and be jolted awake by the chaos. Another option is for the PCs to be invited to the tower of Archibald the Fair (Location 18 in the map key section); Archie is attracted to anything unusual and would likely offer the PCs a meal and conversation, as well as a tour of his tower. PCs could also spend several hours visiting Bingham College (Location 31). Among the other curiosities currently on display at the college are bizarre, foreign relics that have recently washed ashore on Serd's western coast (from Soro!)

Wherever the PCs might be, it is important to make their first Zombie skirmish a quick one. This is noted in the Zombie Encounter Tables later in the adventure. Use the first encounter to establish what is going on.

Once PCs are made aware of the outbreak, there are two main sites that will contain holed-up survivors. These "survivor sites" are Bingham College (Location 31) and Aleister Bamen's furniture showroom and gallery (Location 9). Each entry for these sites goes into more detail. There will be a few other survivors here and there in random buildings, but these are the primary two. Wherever the PCs start, it is important for them to be made aware of the nearest large group of survivors. If they start at Bingham College, this is automatic. In other cases, PCs might hear screaming, look out a window and see motion, etc. Don't railroad, just give them the opportunity to be heroes.

The many warehouses on the river are not identical, but they are similar enough that one description can suffice. They are all large, wooden structures. They typically only house freight for only a short amount of time, and there is a constant flow of goods coming through them. Most are lumber companies; others ship finished products, typically furniture. Great cranes are used to load lumber and palettes onto ships. Assume that each warehouse has 1d20+30 employees on site, with a foreman present as well. Many of the warehouses employ their own security, and it is rare to see a constable here unless accompanying a tax collector. During the outbreak, warehouses and docks will have an 80% chance of being ablaze. There will be huge throngs of Zombies around the docks (see the Zombie Encounter Tables). All large waterborne vessels will be sunk, aflame, or have already set sail...in some cases manned by Zombies!

The largest congregations of Zombies are at the cemetery and the mausoleum. PCs will always encounter zombies at these locations. See the key for more details. If PCs are moving in the open at any time, such as running from a building to another building, or are holed up in a location, hiding with others, then use the Random Zombie Tables provided.

Creating Encounter Maps

This adventure is not a series of planned encounters. The framework is loose, and no two DMs will run this adventure in the exact same way. As a result, DMs will want to set up combat encounters on the fly, as the action occurs. I suggest a combination of mind's eye and gridded combat, whichever fits the narrative of the adventure and the pace of your game at the time.

If you intend to use maps and minis, a DM should be prepared to run combat encounters in an urban setting. I advise having a set of city tiles, a printed battle map of a city, and/or a dry-erase mat. You might find having some tiles for interiors of buildings handy. If you do not own a lot of miniature figures or tokens, I also recommend cutting out some small pieces of colored paper to use as "minis", as there is a good chance the PCs will be facing a considerable number of Zombies.

A DM can decide for themselves when a combat encounter is appropriate. You can slowly map the PCs way through the town, inch by inch, or you can just run an encounter here or there depending on where the PCs want to go; do whatever best fits your group's style of play.

Hiding in Buildings

PCs, henchmen, and townsfolk that are hiding in buildings must remain fairly quiet and discrete, or else Zombies will be attracted. This will be easier said than done, as there will be young children, elderly folk, and stressed out and hysterical people in each location. If Demi-Humans are present, there could be added racial tension.

If the DM feels the survivors have not been cautious, Zombies begin beating on the walls of the building, trying to get in. It is up to the DM how long Zombies might take to gain entrance into a given building, or if it is even possible. It may depend on how well the building has been boarded up, or what have you. If they break in, use the “Main Street/Other Buildings” die expression from the Zombie Encounter Table to determine their numbers. Other important considerations for those hiding in buildings could include food, water, medicine, temperature, or whatever else the DM imagines.



The Townsfolk

Unless noted otherwise, use the following information for townsfolk of Bridgepuddle.



Townsfolk Statistics

AC: 11

HP: 4

Speed: 25 ft.

STR-10/DEX-10/CON-10/INT-10/WIS-10/CHA-10

Senses: passive Perception 10

Languages: Common

Challenge: 1/10 (20 xp)

Actions: *Punch/Kick:* melee weapon attack, +2 to hit, reach 5 ft., one target. **Hit:** 1d2 bludgeoning damage.

-Adult males and females have a 10% chance of having training in the Firearms skill. Constables always have training in Firearms.

-Trained adult males and females encountered have a 30% chance of currently being armed with a loaded pistol. Constables are always armed.

-Adults carry 6d6 gp

Reaction Table for Townsfolk

-roll 2d6 once for NPCs and check the table below*

2 Unusually friendly

3-6 Friendly

7-9 Neutral/Indifferent

10-11 Unfriendly

12 Openly hostile

The Firearms Skill

In order to use a firearm effectively, you must have training in the Firearm skill. Those trained gain advantage on attack rolls with firearms. You do not add any ability mods to attack rolls with firearms. Any untrained creature that attempts to use a firearm always has disadvantage, even if they have advantage from another source. Untrained creatures cannot reload a firearm. Untrained creatures suffer an increased chance of backfire (see below).

Notes on the Serdian Pistol

This long-barreled pistol is the most common type found throughout Serd. A quasi-revolver, they hold 3 shots, but each bullet takes a few seconds to maneuver to the chamber. Therefore, the pistol has a rate of fire of one shot for every two combat rounds. A trained creature spends an Action to fire it and an Action to reload it.

Action: *Pistol Attack:* ranged weapon attack, 1 shot per 2 rounds, range 20ft./40 ft., one target., Hit: 3d10 piercing damage at short range, 3d6 piercing damage at long range. There is a 10% chance of the pistol backfiring (30% if untrained). In the case of backfire, the shot that caused the backfire does not leave the gun. In addition, the backfire causes 2d10 damage to all creatures within a 15 foot sphere centered on the shooter.



Zombies

Zombie statistics are provided below with a Zombie Encounter Table to use based on the PCs locations. Also provided is a Zombie Flavor Table.

Tactically, the Zombies will seek to surround and overwhelm individual PCs; emphasize this in your descriptions. This tactic is reinforced by the Zombies' Reaction (see the Zombie statistics); if a PC faced with a horde of Zombies takes an eye off of one for even a moment-say in order to fend off another-it opens a spot for the Zombie to bite. The Zombies are fairly slow and never Dash. They will never flee an encounter unless a spell or class feature forces them to.

Note that many of the Zombies were originally killed in the War. Hundreds, perhaps thousands of soldiers are buried in memorial in Bridgepuddle.

The strange cone does not continually reanimate the dead; a creature can only be raised by the cone but once. When PCs, NPCs, henchmen, or whomever "kill" a Zombie, that Zombie is defunct; it cannot rise again. It is assumed the attack that dispatches the Zombie was a head shot, dismembered the Zombie, melted the Zombie, or otherwise made it impossible for it to continue.



ZOMBIE (Type 1)

Medium Undead

AC: 11

HP: 10 (2d10)

Speed: 20 ft. Zombies cannot Dash.

STR-14/DEX-10/CON-10/INT-8/WIS-10/CHA-8

Senses: darkvision 60 ft., passive Perception 10

Languages: Nil

Challenge: 1 (200 xp)

Immunities: poison, necrotic, charmed, poisoned, stunned

Actions:

-*Multiattack:* The zombie can make a Claw and Bite attack as the same Action.

-*Claw:* melee weapon attack: +4 to hit, reach 5 ft., one target. Hit: 4 (d4+2) slashing damage

-*Bite:* melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 6 (2d6) piercing damage

-*Overwhelm:* If an enemy adjacent to the zombie makes an attack that does not include the zombie as a target, the zombie can make a bite attack against the enemy as a Reaction.

ALIGNMENT: Chaos

ZOMBIE (Type 2)

Medium Undead

AC: 15

HP: 40 (4d10+20)

Speed: 20 ft. Zombies cannot Dash.

STR-16/DEX-14/CON-10/INT-10/WIS-10/CHA-8

Senses: darkvision 60 ft., passive Perception 10

Languages: Nil

Challenge: 3 (700 xp)

Immunities: poison, necrotic, charmed, poisoned, stunned

Actions:

- *Multiattack:* The zombie can make a Claw and Bite attack as the same Action.

- *Claw:* melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 8 (d10+3) slashing damage

- *Bite:* melee weapon attack: +7 to hit, reach 5 ft., one target. Hit: 10 (d10 +5) piercing damage

- *Eat Brain:* Once per encounter when the Zombie hits with a bite attack, it can add 10 extra poison and necrotic damage to the attack as a Bonus Action.

- *Entrail Splash:* Once per encounter as a Bonus Action, the zombie can hurl its entrails. Each living creature in a 25 ft. cone must make a Constitution saving throw with disadvantage or take 10 poison and necrotic damage.

- *Overwhelm:* If an enemy adjacent to the zombie makes an attack that does not include the zombie as a target, the zombie can make a bite attack against the enemy as a Reaction.

ALIGNMENT: Chaos



Illustration by Timothy Reynolds

About the Zombie Encounter Table

The following table provides die expressions for variable totals of Zombies based on the PCs location in town. If the PCs are still engaged with a group of Zombies after the given time limit has passed, reinforcements will be attracted and join the encounter. Roll for each successive group of reinforcements using the same table as before, and start the newly-attracted Zombies anywhere within 20 squares of the PCs.

Circumstances should encourage PCs to keep moving; they can easily be overwhelmed if they stand around fighting for very long. DMs should use their own best judgment as to whether a given street would be considered a main or side street, although the map is clear enough in most cases.

Zombie Encounter Table

<u>Location</u>	<u>No. Appearing</u>	<u>Reinforced In</u>
Docks/Mausoleum/Cemetery	1d12+20 Type 1 Zombies; 2 Type 2 Zombies	1 round
Side Street/Wall Gate (Open)	1d8+2 Type 1 Zombies; 1 Type 2 Zombie	2 rounds
Main Street/Other Building	2d6+5 Type 1 Zombies; 1 Type 2 Zombie	1 round
Wall Gate (Closed)	2d20+20 Type 1 Zombies	2 rounds
*First Encounter	1d4+4 Type 1 Zombies	-

*Note that the first encounter is a small skirmish, wherever the PCs are located.

About the Zombie Flavor Table

If at any point you need some quick Zombie flavor, use this table. Roll again if you get the same thing twice.

Zombie Flavor Table

-Roll 2d20 for flavor.

- | | |
|--|---|
| 2. No eyes | carriage |
| 3. One eye dangling | 23. Halfling Zombie |
| 4. No eyes, but another Zombie is on its back, directing and riding it | 24. Zombie with flute stuck through the back of its head |
| 5. Hops on one leg | 25. Eating a dog |
| 6. Young child Zombie holding a doll with its head torn off | 26. Eating a cat |
| 7. Zombie chews on eyeballs | 27. Dwarf Zombie |
| 8. Zombie child holding a slingshot | 28. Lots of bullet holes; large enough that you can see through them |
| 9. Legless Zombie dragging itself along ground | 29. Skeletal Zombie; has a small amount of tissue bunched around its neck, otherwise bones |
| 10. Zombie playing with its exposed, dried entrails | 30. Impaled on an oar; as it walks and turns, knocks other Zombies over inadvertently with the oar |
| 11. Zombie in rotting military outfit | 31. Child Zombie eating hard candy, which falls through a hole in belly into the street; it picks it up and eats it again |
| 12. Bird flies out of hole in its chest | 32. Wears a red satin sash |
| 13. Squirrel crawls out of hole in chest | 33. Long, white beard |
| 14. Has no bottom jaw; swollen tongue dangles | 34. Gnome Zombie |
| 15. Neck is broken and head has flopped over its back; walking backwards | 35. Spits up black liquid |
| 16. Zombie in long flowing dress | 36. Leaves trail of a brown-white discharge |
| 17. Elf Zombie | 37. Fumbles with a gun and blows own head off |
| 18. Zombie is munching on a severed arm | 38. Reading a book; holds it upside-down |
| 19. Armless Zombie | 39. Worms crawl from its eyes and mouth |
| 20. Zombie wearing a fancy wide-brimmed hat | 40. Covered in maggots |
| 21. Zombie being dragged by a horse | |
| 22. Zombies riding in the back of a runaway | |

Notes on the Bridgepuddle Map Key

Locations are given two descriptions. The first gives details of what PCs encounter upon entering town, *before the outbreak*. The second description gives details of those same locations, only this time, *it is during the outbreak*. Descriptions of locations during the outbreak are noted with a **ZA**, which is short for “Zombie Apocalypse”. The more exploration that a party has done before the outbreak, the richer the overall experience when they see how everything has changed; encourage PCs to explore the town. Zombies always attack, but remember to use the Reaction Tables provided for Bridgepuddle NPCs if needed.

Bridgepuddle Map Key

1. Western Gate. This entrance can only be used by Humans. It is locked at dusk and opened at dawn. This wall entrance is referred to as Westgate; the northwestern quarter of the town is known by the same name, and is home to the most famous of the master furniture craftsmen and their galleries. The southwestern area of town is called the Working Quarter. Residents there are primarily loggers and dockworkers. Several government buildings are also found there, including the jail.

ZA: Use the Zombie Encounter Tables to determine number of Zombies depending on whether the gate is closed or open. Zombies will be kind of banging their heads against the gate, and the constables (Location 2) will now be Zombies.

2. Guardhouse. This small building is always manned by $1d4+2$ Human constables who will attempt to verify residence and collect a small tax of $1d4+1$ gp from every entrant into town. Anyone entering the gate will be approached, but use the Reaction Table for their moods.

ZA: Any remaining guards will now be Zombies wandering around Location 1. The doors and windows of the guardhouse have been smashed.

3. This is the town's bank and moneylender. They will convert currency and buy jewelry. The manager is a bald Human named Jared. Jared has a huge birthmark on his head and wears a thick mustache. Jared will be drawing something on a piece of paper when first encountered, then quickly put it away in his desk when he sees anyone looking. Do not use the Reaction Tables; Jared always puts on friendly airs, but in truth he is quite greedy, and PCs will immediately get the feeling that he is basically a sleazy salesman.

ZA: There is money everywhere, all over the floor. Roll $2d10$. The currency is worth the total in thousands of gp. This is of course, the town's money; a bank employee, likely Jared, must have been trying to make away with it when everything went down the drain. The front windows and doors are smashed. There are also $1d8$ Type 1 Zombies wandering around inside the building. If Jared's desk is searched, it is discovered he was drawing a picture of a bearded female Dwarf on the aforementioned piece of paper. Jared will still be alive, hiding out with others at Location 9.

4. This is a jeweler's shoppe. The proprietor is a Human female named Linda Bennett. She will typically be encountered behind her desk, hunched over with an eyeglass, working on some delicate piece.

ZA: The shoppe has been ransacked and Linda is nowhere to be found. A party spending 1d4 turns searching the place finds a few gems with a total worth of 1,000 to 4,000 gp. Linda has been turned into a Zombie. If she is spotted in the streets, her eyeglass will be stuck through one of her eyes.



5. This is the abode of a Human sage named Horace. Horace's specialty is Palmistry. Horace wears a loose pink tunic and stutters. On the walls of his abode are realistic portraits of bearded Dwarven women. Horace charges 20 gp to read a fortune. All party members' fortunes will be the same: Horace will turn pale and say that all he can see is death. He will then try to return their money and rush them out the door.

ZA: The place is empty and Horace is nowhere to be found. In truth he has managed to escape town. He started preparing to depart immediately after the party left.

6. The market square. A variety of stalls and wagons surround a war memorial. The memorial is a 30 foot tall stone obelisk on a slightly raised mound. Its design reflects the imagery of the fraternal occult organization of the south; in many cases their civic and public works have hidden symbolic meanings. Most of the carts here sell foodstuffs. The most common items are misshaped roots and tubers, local honeycomb, and whole rabbits tied to spits. Several of the stalls are operated by Humans that live in the hills and mountains outside of town; they will be wearing animal skins and smell a little gamey.

ZA: Treat as a Main Street on the Zombie Encounter Table. In addition to Zombies, each stall has a 50% chance of being engulfed in flames. The rabbits on the spits will be reanimated but unable to move, as they are bound by rope. They bare their front teeth and stare with crazed red eyes.

7. Mausoleum. This impressive stone building serves as a monument and tomb for honored military veterans of the War. There are hundreds of bodies entombed here. The building's grounds are impeccably manicured, and its interior features extravagant fixtures, marble floors, and other fancy amenities. It is well-known that a great deal of wealth is interred here with the honored dead. Cremations are also performed here.

ZA: There are hundreds of undead wandering here, most of them dressed in tattered remnants of military uniforms. Many will have sabers on their belts, and the highest-ranking officers (10%) will have loaded firearms in holsters. Random gunfire goes off every few seconds. The grounds and the interior will be completely infested. See the Mausoleum on the Zombie Encounter Table.

8. Fire Department. More a loose fraternal organization than a disciplined unit, this building serves as the headquarters for the fledgling fire-fighters. There are four wagons with water pumps; two are horse-drawn and the others are hand-drawn. "Bucky" Burgur is the chief of the 20-man force. He is a rosy-cheeked, grey-haired Human who bares more than a passing resemblance to Santa Claus.

ZA: The building is deserted. Most of the men will have given their lives attempting to put out fires in the warehouses. PCs might see the abandoned wagons here and there, or even spot some Zombies joyriding in one drawn by an undead horse. Bucky will be holed up in Location 9, head in his hands, weeping.

9. Alexandre Bamen's Furniture Showroom. Mr. Bamen is perhaps the most famous furniture craftsman in Serd. He is a middle-aged Human with a wispy mustache; he is wealthy and flamboyant. The building's layout consists of two small offices and one large, open showroom filled with odd furniture. The chairs, beds, and tables all look as if Dr. Seuss had made them. They

are stretched in odd angles, squared here, curved there, elongated and twisted in weird directions. The pieces are wholly original and bizarrely functional. Mr. Bamen has an aged companion, a living legend in the world of wood craftsmanship named Tony Shay. Confined to a wheelchair, Mr. Shay is attended to by a youngish boy named Lucas. Tony and Alexandre will be wearing Serdian silken robes; perceptive PCs will also notice that both wear signet rings depicting a motif of some sort of bird. The furniture is just outrageously expensive.

ZA: This is one of two main locations that will have the highest number of survivors. There will be 1d12+20 survivors here. 10% of the survivors (rounded down) will be children; another 10% will be elderly and/or incapacitated. In addition, Jared (Location 3), Bucky (Location 8), Lady Gertrude (Location 10), and Mamie Halford (Location 53) will also be hiding out here. The only windows are at the front of the building. The front windows will already have been expertly boarded up by the time the PCs arrive. Those inside will initially resist letting the PCs in. It should be very difficult for Zombies to break into this building. That said, there is no food or drink here, no medicine, and the Zombies aren't going anywhere.

10. Perfumer. Lady Gertrude is a Human female of the ripe age of 82, but she is still dressed in the fashions of a teenager. She will dramatically step from behind her display tables, shush any member of the party speaking, then close her eyes and sniff the air around a random PC. She will be able to deduce something about the PC, Sherlock Holmes-style.

ZA: Lady Gertrude will be at Location 9. Her shoppe looks pretty much unscathed and could be used as a temporary hiding place.

11. Ray's on the River. This is a tavern and inn. Old Ray is known for serving fine local fish. Ray grills the fish on a deck looking out on the river; the smell of the grilled fish wafts all over town, and the place is always fairly crowded with locals and visitors alike. Ray wears an eye patch due to an unfortunate salmon accident. The rooms are of fair quality, and there is a 50% chance that all of the rooms are full.

ZA: Ray's will be crawling with Zombies (treat as an Other Building on the Zombie Encounter Table). There will be Zombie fish terrorizing any living creatures. Ray has been turned, his eye patch gone, the open socket oozing.

12. This particular warehouse belongs to the E. E. Blankenship Logging Company. E.E. Blankenship is a rotund, squat fellow who always wears suspenders and smokes a cigar. He is paranoid and if approached he will figure the adventurers as spies for the other logging companies.

ZA: The warehouse will have an 80% chance of being ablaze. There will be huge throngs of Zombies around the docks (see the Zombie Encounter Tables), and many of them will be on fire. E.E. is nowhere to be found; his bloated, lifeless body is actually floating down the river.

13. Furrier. A hare-lipped man of few words, Jeb Mudd stands 7 feet tall and wears a coonskin cap. Hanging on hooks throughout the small store are breeches, coats, boots, and other items made from the fur of local critters such as muskrat and beaver. There are dozens of fox stoles as well, each with the fox's head still attached.

ZA: Jeb has fled into the wilderness. The fox stoles have regained consciousness and yip and try to bite anything in reach. Half-cleaned undead varmints waddle about a back room, hungrily.

14. The river is very deep and slow moving here, so you will see a wide variety of vessels of all sizes docked here. This particular dock is maintained by the Northern Reaches Lumber Company.

ZA: The warehouse will have an 80% chance of being ablaze. There will be huge throngs of Zombies around the docks (see the Zombie Encounter Tables), and many of them will be on fire.

15. These docks are operated by the Hanover and Sons Logging Firm.

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables).

16. These docks are operated by the E. E. Blankenship Logging Company (see Location 12).

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables).

17. Tower Bridge. This is a pleasant and scenic thoroughfare. There are benches and planters here and there that give the bridge the feel of a public park. The town is named for this bridge.

ZA: The bridge is made from cement and iron, and will not burn (unlike the docks). Any living creatures still here will be in total panic. Treat the bridge as a Main Street on the Zombie Encounter Table.

18. Wizard's Tower. A powerful Mage resides here, a 14th level Human Nethermancer known as Archibald the Fair. His apprentice is a young, mute Half-Elf that goes by the name of Bobby Bertrand, or "Bonny" Bobby Bertrand. "Archie", as he prefers to be called, has built a tower in the center of the city on a small island in the river. The island is connected to the rest of the city by the Tower Bridge (Location 17). Archie will be enthused to meet any traveling adventurers. If he becomes aware that the PCs are in town he will invite them to dine at his tower. Archie's tower is a bizarre, decadent place. The interior seems much larger than the exterior. There are all sorts of bizarre artifacts on display, usually of a grotesque or perverse nature...treasure found from his years of adventuring. Archie will get uncomfortably close to PCs when talking to them, and laugh and shriek like a schoolgirl if this behavior is corrected.

ZA: If the PCs are visiting the tower when the outbreak occurs, Archie and Bonny Bobby will attempt to help the PCs fight Zombies. Unfortunately, all of Archie's spells deal with charm of some sort, and these spells will not affect the Zombies. This will cause Archie to fly into fits of weeping. Bonny Bobby will quietly attempt to console him and stare into space. If the PCs were not at the tower during the outbreak, Archie and Bonny Bobby can be seen at the very top of the tower, dousing Zombies from above with boiling oil.



"Bonny" Bobby Bertrand

19. Constable's Pier. Incoming vessels from the north must check in with authorities here and pay applicable taxes before being able to dock in Bridgepuddle. $1d4+2$ Constables are always on duty. They sometimes employ dinghies equipped with red-tinted lanterns.

ZA: The aforementioned constables will be among the undead running amok here. 80% chance of the pier and dinghies being on fire.

20. Petunia's Dock. This dock is used by Benway Logging Enterprises. Their warehouse is nearby. Tom Benway named the dock (and the largest vessel of his fleet) after his niece, Petunia.

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables).

21. Graveyard. This large graveyard was established during the War and is the resting place for many deceased soldiers (those of lower rank, as officers were typically interred in the mausoleum). Regular townsfolk are now usually buried here as well, unless cremation is desired. Cremations are performed at the mausoleum.

ZA: Hundreds of undead roam the graveyard (see the Encounter Table). The stench alone is enough to stun. Bodies will be pouring out of the ground. Many Zombies will be clad in rotting military regalia. Undead soldiers from the graveyard will not carry firearms, as these were usually only buried with officers.

22. Northgate. The busiest of the town entrances, and the only gate that is not locked at night. $1d4+2$ constables will be on duty and collect $2d4$ gp in taxes from anyone entering the town. The northeastern section of town is the trendiest, most youthful area of town. You have the theater district, Bingham College, Willoughby Street. The graveyard stands in stark contrast, a reminder of the bloody history of the area. Demi-Humans can use this gate after dusk.

ZA: The gate is wide open. Treat as an Open Gate on the Zombie Encounter Table. The constables are nowhere to be seen.

23. Willoughby Street is known for its "Odds and Ends" shoppes. Filled with bizarre bric-a-brac of varying quality, these are the kind of places that one might find a journal of scribbled alchemy formulas, or perhaps an obscure book with a map stuck inside.

ZA: Most store-owners in this area made it out of town, as they were right next to the gate. Most valuable items that could be carried will have been taken with them. Treat as Other Buildings on the Zombie Encounter Tables.



24. Candle Maker. Run by the husband and wife team of Ernie and Esmerelda Jipsom. Both wear white wigs. Esmerelda will ramble on and on about the healing power of candles. Hundreds of candles are lit as well as incense.

ZA: Ernie has been bitten and is out in the streets somewhere. Esmerelda will be at Bingham College (Location 31). The little candle shop has completely burnt to the ground.

25. Public Docks. The boats typically docked here are used by sportsmen and small-time fishermen. Locals also fish and crab off of the docks. Smells of dead fish.

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables). Discarded fish heads will flop and gasp, and stray crab-arms will lurch about.

26. Herbalist. Thick, rich smoke wafts from the open doorway of this handsome little shoppe. A wooden sign with a pipe carved onto it hangs from the sill. The shop is owned by Elaine Rigby, a dreadlocked Human who looks 40 but is in reality over 70 years old. She will be smoking a long cigarette that gives off a fragrant bluish smoke. She specializes in herbs local to the area. Most are intoxicants, but a few will provide minor benefits, like a small bonus to Perception checks for an hour or two. Other herbs are simply tasty seasonings. Rigby has a one-legged dog named Shep. If adventurers enter the shoppe, Shep will good-naturedly hop over to them, causing Rigby to exclaim, "Shep, no!"

ZA: Rigby can be found at Location 31, crying. If asked about Shep, she says that he didn't make it. Actually, they only got separated; he will be inside the herb shoppe whimpering, and he will hop to the adventurers if they enter. The shoppe is not damaged.

28. Theater District. Home to several small theaters of varying quality. Performances are mostly melodramatic fare, although some of the shows could be described as vaudevillian revues. Most but not all of the performers will be locals; traveling troupes sometimes pass through.

ZA: Many of the Zombies encountered will be in stage costumes. Some will carry instruments and/or be impaled on them.

29. Town Hall. Bridgepuddle's governing body consists of a revolving council of five randomly selected citizens (Human ex-military above the age of 30). Each member serves for a period of six months, then five more are selected. The council has little to do. There is a meeting once a month that is open to the public, where citizens can air grievances or make suggestions. Any new logging outfits will apply for permits here, although most of the surrounding areas (at least those that are somewhat safe) are already claimed. Authorities will not acknowledge claims to the Wilderlands or Elf/Gnome country; if you are gutsy enough to try and log these areas, go for it. Any major crises or issues are to be turned over to the bureaucrats in the south, but Bridgepuddlians would always prefer to handle matters themselves.

ZA: The building is locked; the five current town leaders and 3 representatives of a fledgling logging company barred themselves inside as the outbreak spread. They will refuse to open the door.

30. Mama's. This inn and tavern is more upscale than Ray's (Location 11). Sharp dress is expected. Traveling dignitaries stay here. There is an exclusive casino upstairs for high-rollers; Mama also provides escorts for these guests if needed. The menu includes steamed escargot and fresh rutabaga. Rooms are expensive but there will always be at least a few vacancies.

ZA: The building is mostly abandoned, but 1d10 Type I Zombies will be wandering about inside. There is a locked safe in the casino containing 6,500 gp, 12,000 sp, and a loaded Serdian Pistol.

31. Bingham College. Let's hear it for old Bingham U! This public college awards degrees in Astrology, Mathematics, and the new science of Archeology. The Archeology department serves as a recruiting front for the southern occult society. They seek the best and brightest minds to help analyze artifacts found in various newly-uncovered ruins. They also utilize small teams from college in finding the artifacts in the first place. The Bingham Archaeological Society has gone on several digs and excursions recently to the western coast of Serd. There they found multiple artifacts and relics that appear to originate from an entirely alien culture: odd weapons, totems, and most spectacularly, a beaded headdress. These artifacts are all in fact Soron and washed ashore several years ago. The items are now on proud display in the college, and intelligent PCs that visit the college, especially those trained in History, will be encouraged by staff to view the items and share their input.

ZA: This is one of the main survivor sites. There will be 2d10+15 other survivors. 10% of the survivors (rounded down) will be children; another 10% will be elderly and/or incapacitated. 20% will be Demi-Humans. In addition to these survivors, Esmerelda Jipsom (Location 24), Dusty and Charley (Location 34), Og (Location 36), Toots and Pip (Location 39), and Sam (41) will be hiding here. The college is actually pretty secure due to the involvement of the inner circle and the valuables it contains. A portcullis around the main entrance has been lowered and the windows are barred. There is not much food here, and the academics are not medical doctors. It might be fun to have one of the survivors here hiding the fact that they have already been bitten; have them turn on everyone out of the blue, and cause the whole situation to blow up.

32. Armorer. Thaddeus "Teddy" Rockeater, a burly Dwarf, operates this establishment with his twin children, Gigli and Dinka. They are both bearded, tween females, and will giggle at the adventurers and blush. The armor is very high quality and can be sold for twice its value in the south. Teddy is a man of few words and does not suffer fools gladly.

ZA: Teddy will be defending his daughters and store, fending off droves of Zombies with a craghammer. If aided by the PCs, Teddy will give the party his magic craghammer. The craghammer scores critical hits on rolls of 17-20. Teddy calls it “Boomer”.

33. Spice Shoppe and Charcuterie. “Spiced meats! GET YOUR SPICED MEATS HERE!”, calls the sing-songy voice of little Punkin Pitt, son of Ben and Winnie Pitt, owners of the shoppe. Inside, sausages, speck, prosciutto, and link after link of cured, spicy meat hang everywhere. There are also small vials of various spices and dried peppers. Ben and Winnie will invite customers to spice up their life with their spiced olive loaf. The Pitts are a bit creepy; their smiles seem exaggerated and grotesque. The meat is delicious but has a strange hard-to-place flavor. This is actually a family of undercover Vryloka. They sometimes feed on Humans, and grind any unused bits into their spiced meats.

ZA: The Pitts have fled the town. The grisly truth about the business can be learned by checking out the back of the store. An animated severed head will be rolling about amongst the innards.

34. Stapleton General Store. Here one can purchase a variety of mundane goods, such as bedrolls, lamp oil, dried beans, dust mops, and other non-magical items. Two old Humans named Dusty and Charley play cards on the front porch daily; they will always act crotchety. Winnie Stapleton runs the store with her son Markus. Winnie has a matter-of-fact way of doing business, but by all accounts she has a heart of gold. Markus however is lazy and spends most of his days feigning work.

ZA: Dusty and Charley will be at Location 31; they will be playing cards and will barely take a notice of other survivors. Winnie and Markus are holed up in their cottage, located directly behind the store. The store has been ransacked, with looters grabbing as many basic necessities as they could carry before fleeing into the wilderness.

35. Eastgate. This gate is open to Demi-Humans and Humans alike, but is locked at night. Demi-Humans can use Northgate (Location 22) after dusk. There is increased police presence here; $3d4+4$ constables will be on duty, collecting $2d4$ gp in taxes from anyone entering the town.

ZA: Use the Zombie Encounter Tables to determine number of Zombies depending on whether the gate is closed or open. Zombies will be kind of banging their heads against the gate, and the constables will now be Zombies.



36. Blacksmith and Wainwright. Despite his gruff demeanor, Og the Half-Orc actually runs a reputable establishment. Fair prices, solid work, and only a bare minimum of farting. Og speaks in simple, short sentences, like “Og fix cart good”, and “Og take good care of you”.

ZA: Og will be at Bingham College (Location 31). The shop is ransacked; all of the carts and wagons have been stolen, several of them by Zombies.

37. Orphanage. It is a hard knock life for the young, scrappy orphans of Bridgepuddle. There are about twenty children of mixed race living in this three-story wooden building. Most were left on the doorstep as infants. A few runaways were caught pickpocketing or stealing food and brought to the orphanage. The children will take a great liking to the PCs if they encounter each other. The marm, kindly old Winifred Lane, will treat the PCs in a friendly manner.

ZA: The lower floor of the building is on fire. The children and marm are screaming from the third-story windows for help.

38. This bakery serves hot cross buns and butter pies 24 hours a day. It is run by the Half-Elf Fiddle-Faddle family. The butter pies are delicious but very, very high calorie. Twaddle Fiddle-Faddle is the progenitor, a rotund type who coyly sticks his left pinky in every butter pie to make sure the butter is as hot as it should be.



ZA: The Fiddle-Faddle family (Twaddle, Twinkie, Tim Tim, and little Nance) are locked in their storage room. They have 2d4 butter pies with them.

39. Wigmaker. Thomas “Toots” Thayer is the master wigmaker, and he is assisted by his young apprentice, Pip. Unfortunately, the wigs here are of very poor quality. Both Toots and Pip will be wearing wigs which look something like roadkill stapled to their heads. Toots will constantly claim that hats are just a passing fad but that “Wigs are forever”.

ZA: Toots and Pip will be at Location 31, nearly all of their inventory lying in a sad pile at their feet. Toots will attempt to sell a wig to survivors. Their shoppe is unattended. There is a one wig-wearing zombie under the counter, chewing on a severed leg.



40. Lodge of the Path of the Hidden Hand. This fraternal hall is home to the innocuous Path of the Hidden Hand, a group formed mostly of loggers and fishermen. They donate to the orphanage (Location 37) and pool resources if one of their own get sick or has some other emergency.

ZA: There will be 6d6 Type I Zombies inside, members that could not escape or that were drawn back to the lodge in death. They will be wearing crimson hooded robes.

41. Spectacle Maker. Visitors to this shoppe encounter an incredibly gaunt Half-Elf wearing goggles. He will excitedly and manically engage the PCs in conversation. Known only as Sam, he spends every waking hour on an invention that he says will change the world. The invention looks like a prototype of our modern-day binoculars, which Sam calls his “Gen-u-ine Box-shaped Binocular Terrestrial Telescopes”. He will entreat PCs to use the contraptions to view chickens in a nearby backyard. Though Sam is not nearly as passionate about standard, mundane spectacles, he has a wide variety on display.

ZA: Sam will be at Bingham College (Location 31). He will carry only a small chest containing his binocular prototypes. He will offer several pair to the PCs to help them scout the area.

42. Bill and Kip Chapman's house. If the PCs pass by the house prior to the outbreak, they simply see a cozy little cottage with its shutters drawn. If PCs approach the house for whatever reason, they hear the sound of Kip's mother crying softly at Kip's bedside.

ZA: The house radiates magic. Inside, the PCs will find the remains of the Chapman family, and the unscrewed cone humming, sitting on a blood-stained bed.

43. Watch Maker. Impish Gnome Donnagen “Patches” Davenport is an absolute master craftsman. The timepieces are all one-of-a-kind creations, incredibly accurate, and look smart on the wrist. Donnagen says, “God gave me tha’ fingahs for it”, then holds up his hands. “See! I got small hands!” He has a wispy beard, and the storefront has a large window that allows passers by to watch him work. He has a small pet bird in a cage by his work desk.

ZA: Donnagen can be seen on the top of his store, 20 feet up, holding the bird cage, swatting at Zombies that are climbing the building. He will be happy to see any PCs, and will promise to make them all custom watches if they help him survive. The shop’s windows are smashed in, and the structure will eventually collapse if the climbing Zombies are not fended off.

44. Ye Olde Chubb Brewery. The Chubb family of Halflings has operated this small brewery for almost 75 years. The most popular concoction is their Chubby Ale; it is a flavorful brown ale with hints of walnut and spice. They supply the local taverns and also sell small batches out of the brewery. Tyler, wife Anne, and son Turtledove are the current owners. Tyler resents the constables and tax collector, as they are made to pay more in taxes than Humans. Tyler gives each member of the party a free mug of ale, as he is very proud of his skills.



ZA: The Chubbs will be holed up in the cellar; PCs entering the building will hear their screams. The building is otherwise empty. Tyler will promise the PCs a year's supply of ale if they help his family escape.

45. This house is empty. There is a nice little garden in the front with a small plot of carrots. There is a shed in the back of the house containing three gallon-sized buckets of oil, hedge clippers, shovels, saws, and axes.

ZA: Everything is the same as it was prior to the outbreak.

46. Barber. A Half-Elf named Quint runs this establishment along with his assistant Poppy. Quint is a fine hairdresser, but a poor doctor. Quint pretends to keep up with modern scientific discoveries, but in reality he makes things up as he goes along. Quint's few living clients are usually worse off after visiting him. Quint and Poppy will almost always prescribe bloodletting as a cure for an ailment.



ZA: Quint was bitten. Minutes before turning he begged Poppy to tie him down and perform a crude transfusion. PCs entering the building will see an appalling amount of blood spraying all over the place. Remarkably, the procedure cures Quint. Unfortunately it is not feasible to give blood transfusions to all of the infected, but the process could be used selectively.

47. Demi-Human Docks. These are the only docks in Bridgepuddle that Demi-Humans can use unless they are under the employ of Humans. Crowded and rowdy.

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables). Most of the Zombies are not Human.

48. Newly constructed docks. These docks are new construction and have not been finished. There will be 2d10 construction workers working on them during the daytime.

ZA: These docks are not on fire. There is a large, 6-man rowboat still tied to a post.

49. Constable's Pier. Incoming vessels from the south must check in with authorities here and pay applicable taxes before being able to dock in Bridgepuddle. 1d4+2 Constables are always on duty. They sometimes employ dinghies equipped with red-tinted lanterns.

ZA: The aforementioned constables will be among the undead running amok here. 80% chance of the pier and dinghies being on fire.

50. Jail. Bridgepuddle is typically quiet, and rarely sees more than a charge of vagrancy or an occasional fistfight. There are only five cells, four empty and one occupied by a certain Samuel J. Hornthwaite, public drunk extraordinaire. Should the party encounter him, the most remarkable things about him are his breath and rotten teeth. He will sloppily attempt to put on high-class airs. He will always vomit in the presence of a female character. 1D4 constables will be on duty.

ZA: The place is empty except for Samuel, who will beg for his release.

51. South Street Docks. These docks are shared by several smaller lumber outfits. Alexandre Bamen (Location 9) also ships from these docks.

ZA: Docks will have an 80% chance of being ablaze. There will also be huge throngs of Zombies around the docks (see the Zombie Encounter Tables).

52. South Street Warehouse. These warehouses are jointly leased by several lumber companies. Product ships from the South Street Docks (Location 9).

ZA: The warehouse will have an 80% chance of being ablaze. There will be huge throngs of Zombies around the docks (see the Zombie Encounter Tables), and many of them will be on fire.



53. Blacksmith/Wainwright. Mamie Halford is a tough-as-nails woman of about 50 years. She has the strength and spunk of someone half her age. She will always be at work hammering something or other against an anvil. She gets a lot of business and takes pride in her work. She has several well-built carts and carriages for sale, and sells her high-quality metalwork to several of the logging outfits. She is a bit uncouth and will scratch her crotch frequently, spitting in her hand prior to shaking another. Mamie also has some stables on the property and charges reasonable rates.

ZA: Mamie will be at Location 9. Her carts and carriages have been stolen by folks fleeing the town, but otherwise her shoppe appears as it was prior to the outbreak. If encountered during the ZA, she will insist on fighting alongside the party, and will use her large, heavy hammer against any Zombies. Treat Mamie as a Level 5 Great Weapon Fighter.

54. Tax Collector's Office. The tax collector, Mr. Higgenbotham, is a skinny, rat-faced Human with a thin mustache. He always wears a dark suit and tie. He is actually an Adept in the southern occult group, and he uses his position to observe progress made in research at Bingham University (Location 31). As taxes are the primary source of funds for the southern government, all tax collectors are typically trusted initiates into hidden degrees.

ZA: The building is empty. Higgenbotham fled town and is on his way back south as fast as he can travel. He left in a rush. PCs entering the office will find paperwork that mentions some cryptic details about the inner circle and their aims. A large safe contains almost 40,000 gp. The safe will be trapped with a poison needle (DC 15 to detect; does 10 poison damage upon opening if not disarmed.)

55. Printer. Beautiful young Celia Pureheart operates this small press. She lives off of an inheritance and focuses on publishing what she considers to be important work. She is uncompromising and capable. Most of the press' releases are pamphlets espousing various concerns, such as the current deforestation crisis, the danger firearms present to the public, and a desire for all races to live together in harmony. The heads of the logging firms all despise her.

ZA: Celia fights in vain to put out the flames burning her small offices. If the party sees her, they may be just in time to save her life, but the building will be lost.

56. Pigeon Street. Named after the birds that tend to congregate here.

ZA: The pigeons have all wisely flown away.

57. Post Office. This post office sends mail via carrier pigeon. In southern Serd, post offices employ riders on horseback (and the rare griffon), but in the more distant northern towns the pigeons are much more reliable. A man with enormous sideburns named Tibbs manages the office. He uses baby talk when dealing with the pigeons, calling them Sweetums and Yum-yums in creepy fashion. He will happily blurt out the names of all ten of his prize-winning brood: Hosiah, Jebediah, Jeb Jr., Lila, Lil', Peaches, Patches, Bigsby, Hornfuel, and Poot.

ZA: The pigeons turned on Tibbs, eating (most of) him alive. At first glance he appears dead, but suddenly comes alive screaming "KILL ME !!!!".

Concluding the Adventure

There is no predetermined way for this adventure to end. It is likely that your group will set its own goals, such as destroying all Zombies, rescuing children, etc, and so the adventure will end when they either complete their objectives or die. Some of the Zombies inevitably escape; this could lead to other adventures. It is possible that the PCs will detect the cone's magic and shut it down. If the cone is not discovered by the PCs, then the occult group of the south will dispatch a team to Bridgepuddle to retrieve it.



OSR CONVERSION NOTES

To convert this to your favorite OSR system, the main thing to switch is the monsters. If you are running with lower level parties, use standard zombies as the type 1 zombies, and ghouls as the type 2. High level parties could treat ghouls as the type 1s, with ghouls or wraiths as the type 2s. The Zombie Encounter Table should be roughly fine as-is.

For the firearms, you can either invent a firearm proficiency or allow anyone to shoot them with a THACO of 20. Give the constables a THACO of 15. Ranged 2" / 4", 2d8 damage at short range, 2d4 damage at long range.

Treat townsfolk as 0-level fighters with ½ HD.

That's about it. Hope you like it!