

# The Misspelled Cemetary

## Mausoleum

**Say:** You snoop around the Mausoleum for a while, but you don't find anything interesting, unless you count a bottle of wine left behind by a hobo interesting. Actually... DO you find that interesting?

**[Give player item: Hobo Wine (10 meat)]** when they almost certainly answer yes.

**Say:** You hear some muttering and moaning coming from around a corner in the mausoleum. It sounds like this: "[GM moans and mutters]" You creep in to investigate, and you're attacked by a surprised-looking lih.

**Combat:** Lihc 1 / 1 / 1, 1 HP

**[Give player treasure: Pewter Phylactery (20 meat)]**

**Say:** You find one of those awesome, grindy shifting walls in the back of the mausoleum, and it leads to a secret passage. What's at the other end?

**Uses:** Taped out grid, blindfold, map, stopwatch

**Rules:** Player has 1 minute to navigate a route through the grid while blindfolded. Team mates have a map and try to coach the player through without having him stray off the path. If the player messes up, they lose. "Remember to go real slow!"

**[Give player item: Hidden Treasure Map (30 meat)]** if he makes it to the end.

**Say:** You find an urn, and open it up, hoping for some good old-fashioned grave-robbing action. When you remove the lid, though, the ashes spring up into a ghostly form, and start yelling at you to leave it alone.

**Combat:** Creains 3 / 2 / 2, 2 HP

**[Give player item: Brimful of Ashes (40 meat)]**

**Say:** You pop into the mausoleum, and find a whole family full of rich folks, just lying there, all skeletal and bedecked with jewelry. You figure life is for the living, and so is loot, so you decide to help yourself.

**Uses:** Memory Cards

**Rules:** Player has 3 chances to make as many matches as possible. Any match that they make gives them a free turn.

2 matches - **[Give player generic treasure: Big Pile of Meat (30 meat)]**

3 matches - **[Give player generic treasure: Meat Stack (40 meat)]**

5 matches - **[Give player generic treasure: Bag of Meat (50 meat)]**

**Say:** As you're exploring the mausoleum, you hear a noise behind you. You turn around and ask the creepy floating skull if he heard anything, and he says "No. I'm pretty sure it's just you and me in here."

**Combat:** Floating Skull 3 / 2 / 2, 2 HP

**[Give player item: Bottle of Popskull (60 meat)]**

**Say:** You walk into the mausoleum, and after a while you come to a realization -- this is your own family crypt! The ghost of your great, great, great, great, great, great-aunt notices you, pinches your cheek, and starts quizzing you about your ancestral line.

**Uses:** Memory Cards, stopwatch

**Rules:** A random series of 7 cards is laid out in a row. The player has 15 seconds to memorize the series which is then flipped over. Going from left to right, the player tries to remember what each card was and then flips it over.

**[Give player generic treasure: 10 meat's-worth times number correct — best reward is thus a Meat Gem (70 meat)]**

**Say:** Looks like you hit the jackpot -- in one of the little niches in the mausoleum, you find a solid gold skeleton! It must've been the skeleton of one of the solid gold dancers.

**[Give player treasure: Golden Skull (80 meat)]**

## Evil Altar

**Say:** You look behind the altar -- looks like whoever was last performing a dire ritual here left his lunch. And it looks like it came from Taco Bell! Actually, upon closer examination, it seems to have come from some weird, alternate-dimension EVIL version of Taco Bell. What do you suppose they might sell at an Evil Taco Bell? [Make them come up with a few evil Taco Bell foods.]

**[Give player item: Evil Taco (10 meat)]**

**Say:** You step up to the altar to investigate, and a robed figure emerges from behind a nearby tree, zipping up his... robe. "Hey!" he says. "How dare you desecrate the altar of the blue oyster! Have at you!" He advances on you with a knife (not pictured).

**Combat:** Cultist 1 / 2 / 1, 1 HP

**[Give player generic treasure: Little Pile of Meat (20 meat)]**

**Say:** As you approach the altar, you're drawn close to it by some unseen force. Your hand is drawn, as though by some sort of powerful hand-magnet, toward a blood-etched circle on the top of the altar. A small, extra-sharp-looking knife flies into your other hand (kinda like when Luke's lightsaber flew into his hand in the Wampa cave).

**Uses:** Sharpie, paper (to protect the table top), stopwatch/timer

**Rules:** Players put their hand out flat on the paper and use the sharpie to follow the following pattern as fast as they can: Starting on the outside of their thumb and stab between each finger proceeding to the outside of their pinky finger and then go back, stabbing between each finger till they reach the outside of their thumb. Tell them the goal is to do it as many times as they can within a certain time limit.

If they manage to do it without hitting themselves, nothing happens. Imply that they didn't do it fast enough.

If they DO hit their hand, **[Give player item: Transdimensional Dagger (30 meat)]** and

**Say:** The blood from your wounds seeps into the altar, and slowly flows toward the knife.

**Say:** Oh, bloody hell. You get attacked by a bloody head.

**Combat:** Bloody Head 2 / 2 / 2, 1 HP

**[Give player item: Blood Sausage (40 meat)]**

**Say:** As you approach the altar, you're suddenly waylaid by a ghostly game-show host. "Welcome, contestant! Welcome to the afterlife's most popular game show, GUESS HOW MUCH BLOOD IS IN THAT JAR!" Well, whaddya say, Adventurer? How much blood... is in that jar?

**Uses:** Jar full of Hot Tamales

**Rules:** Players try to guess how much blood is left in the sacrificial jar. The number is always dwindling, however, because you keep giving blood away to parties who encounter it.

Regardless of how well or poorly they do, give the party 10 hot tamales, and keeps track in their script of how many groups have gotten the encounter.

CURRENT TOTAL: **678**

**[Give player generic treasure: Bag of Meat (50 meat)]** if they guess within 50.

**Say:** As you approach the altar, a monstrous being fades into existence atop it. "FEED ME," it says. "What would you like us to feed you?" you ask. "WHATEVER," it replies. So you're going to feed it these bean bags, which are conveniently piled up next to the altar.

**Uses:** Gaping Maw, 5 bean bags

**Rules:** Players stand on a taped line at a respectable distance from the gaping maw and try to feed it beanbags.

**[Give player item: Meatballapult (60 meat)]** if they get at least 3 bags through the mouth.

**Say:** It looks like all of the candles on the altar are lit except for one. Would you like to light it? [Keep messing with them until they say yes.] As you light the last candle, a tiny little tentacled, fanged monstrosity pops into being and starts gnawing on your ear.

**Combat:** Cthulhoid 2 / 3 / 3, 2 HP

**[Give player item: Bottle of Dunwich Mist (70 meat)]**

**Say:** You bump your elbow on the skull on the left side of the altar, and hey, look at that -- turns out the chalky whiteness of it was just some white chalk on the outside. The skull itself is made of solid gold!

**[Give player treasure: Golden Skull (80 meat)]**

## Hangman's Tree

**Say:** As you pass near the tree, you suddenly feel a tug at your neck. You're being hung! Oh, no! [Look at them.] You're being hung. You should start acting like it. [Make them act it out.] Suddenly, the rope loosens. It's a relief, and next to the relief you see some candy!

**[Give player item: Licorice Rope (10 meat)]**

**Say:** You hear a moaning. "You heard I was huuuuuuuuung.... You heard I was huuuuuuuuung...." The next thing you know, you're locked in combat with the spooky ghost of a hanged criminal. With a larger-than-average package.

**Combat:** Hangin' Ghost 1 / 1 / 2, 1 HP

**[Give player item: Ectoplasm (20 meat)]**

**Say:** A raven flies down from the top branch of the tree, and lands on a tombstone in front of you. "nrvmr," it croaks. "nrvmr... ahem, -cough cough-. Sorry. Frog in my throat. Literally. Delicious. Say, I'm in a bit of a pickle. The wife, she wants a fancy black nest, but I'm white-black color blind, and I'm having a really hard time picking out twigs for it. I don't suppose you could help me out?"

**Uses:** Pickup sticks

**Rules:** The Ref drops the pickup sticks on a table or floor (bundled in one hand with ends touching the table) The player has 3 attempts to get as many black sticks from the pile as possible without disturbing ANY of the other sticks. For each black stick they manage to pull, they get 1 free turn. For each stick that does get disturbed, they lose the stick they were trying to move.

**[Give player treasure: Bust of Pallas (30 meat)]** if they get the Raven at least 3 sticks

**Say:** As you near the hangman's tree, a mysterious force grips you. By the neck! The force whispers into your mind, letting you know that in order to escape hanging, you're going to have to guess a word, one letter at a time.

**Uses:** Dry Erase Board (ideally, paper otherwise)

**Rules:** Normal hangman, but with misspelled cemetery words.

Lihc   Ghuol   Grave Rober   Skkeleton   Smart Skelton   Zmobie   Zobmie   Gaunt Ghuol  
Gluttonous Ghuol   Grave Rober Zmobie   Skelter Butleton

**[Give player item: Misspelled Dictionary (40 meat)]** if they get the word.

**Say:** You check out the big hole in the hollow tree, because those usually have something cool in them. No, wait. I was thinking of bees. They usually have bees in them. Bees that kidnap you and force you to learn their language. Bees that subject you to a grueling final exam!

**Uses:** Taped out Grid, map, stopwatch/timer

**Rules:** Player gets a map marked with 2 starting spots, and 2 "flower" spots where he wants his team mates to jump to. Within 1 minute, and from at least 10 feet away, the player must communicate, with his arms tucked up into his armpits, and using only dancing and buzzing, where his team mates first should start from, and then where they should jump to. If a team mate starts in, or jumps to an incorrect spot, the player loses.

**Example:** Bee dances and buzzes > team mates jump to their starting squares > bee dances and buzzes some more > team mates jump to the flower squares

**[Give player item: Tame Bees (50 meat)]** if somehow the player manages to pull this off.

**Say:** An apparition appears before you, because that is by definition what apparitions do. "Are yooooooooou the hangman? Aaaaaaaaare you?" [No matter what the player says,] "At laaaaast I've found you. At laaaaaaast I shall have my revenge."

**Combat:** Vengeful Wraith   2 / 3 / 3, 2 HP

**[Give player item: Wraith Broth (60 meat)]**

**Say:** You step up onto a stool and put your head in the noose to pose for a photo. [Gesture that they should act this out.] As you try to disengage yourself, you find that the noose has come to life, and doesn't particularly want to let go of you.

**Combat:** Noose   3 / 3 / 3, 2 HP

**[Give player treasure: Velvet Rope (70 meat)]**

**Say:** In a flash of insight, you go around behind the tree and grab all of the Meat that fell out of peoples' pockets while they were being hung. Then you throw it in a chest and take it with you.

**[Give player generic treasure: Chest of Meat (80 meat)]**

# Open Grave

**Say:** You see a drunk gravedigger leaning up against a tombstone as if it were a saguaro. "Hey, you," he says. "Lookie here. In my right hand, I've got this shovel. I call it my turner, because I use it to turn the earth, you see. And in my other hand, this bottle of booze. Can you guess what I call IT?" [Get them to guess Hooch. If they don't get it, make fun of them and give them the item anyway.]

**[Give player item: Gravedigger's Hooch (10 meat)]**

**Say:** In what is probably the least surprising turn of events ever, the bones in this grave reform themselves into a skeleton, which attacks you.

**Combat:** Skeleton 1 / 1 / 1, 1 HP

**[Give player treasure: Fancy Tophat (20 meat)]**

**Say:** You find a body, hastily tossed into this open grave. He's wearing a tuxedo, but he doesn't look like he's dressed for oblivion -- he looks like he was at a party. This must be some sort of Mafia body disposal situation. You decide to search him, to see if he's got any valuables on him.

**Uses:** Cards

**Rules:** 10 cards are placed face down in front of the player. The player turns over 1 card at a time and can stop playing at any time. If the player ever gets 3 strikes (red X) they lose and they get nothing.

**[Give player generic treasure: 10 meat's-worth per pair] and/or [Give player item: Rusty Flask (30 meat)]**

(Every matched pair the player turns over is worth 10 meat. If the player turns over at least 1 head (skull or zombie head) they also get a rusty flask. If they turn over 3 red Xs they get nothing, including the flask!)

**Say:** You jump down into the grave, and something suddenly grabs you from behind and starts strangling you. "Oh no, a zombie," you think. Then you turn around, and say "Oh, yay, it's not a zombie!" Then you come to your senses, and say "Oh no, it's a snake made out of a skull and a spine!"

**Combat:** Skullspine Snake 2 / 2 / 2, 1 HP

**[Give player item: Snake Oil (40 meat)]**

**Say:** A harried-looking gravedigger approaches you. "You've gotta help me out! I've got so many graves to fill, and so little time! There's a rainstorm coming! A rain of VOODOO, that will bring all these corpses to life if we don't get them covered up!"

**Uses:** 5 Beanbags, taped out grid

**Rules:** The player stands about 5 feet away from the grid and tries to throw beanbags over their shoulder into different squares on the grid.

**[Give player generic treasure: 10 meat's-worth x (number of successes), thus best reward would be Bag of Meat (50 meat)]**

(10 meat's-worth per square on the grid that they get a bag into (a square with more than 1 bag only gets them 10 meat)

If you feel like it, tell a story about the gravedigger being carried off by zombies if they player doesn't do a good job.

**Say:** You hear a tiny, squeaky voice coming from inside the grave. "Hey, can you give me a hand? Let me out!" You hop down into the grave to investigate, and see a little worm in a skull. "I was just kidding," the voice says. "I like it in here." It attacks you.

**Combat:** Skullworm 3 / 3 / 2, 2 HP

**[Give player treasure: Gold Tooth (60 meat)]**

**Say:** "GRAAAAAAAGH," says a voice from nearby. "GRAAAAAAAGH." Luckily, you speak zombie -- this zombie is saying that some punk kids filled his corpse up with foreign objects before he was buried, and that it's driving him nuts. He's imploring you to fish out as many of them as you can, but quickly, because he's got a fancy Zombie Jamboree to get to, and he really doesn't want to miss it because there's a girl zombie there that he really likes. He also muses a little bit about how much information he managed to cram into two syllables of grunting.

**Uses:** Operation Board, stopwatch/timer

**Rules:** The player is asked to remove as many things from the zombie as they can within 30 seconds. If they make the buzzer go off 3 times, the game is over

**[Give player**

3 bits - **[Give player generic treasure: Bag of Meat (50 meat)]**

4 bits - **[Give player generic treasure: Dense Meat Stack (60 meat)]**

6 bits - **[Give player item: Leftover Zombie Bits (70 meat)]**

**Say:** You hop down into the open grave, and discover a hidden passage in between a couple of thick roots. You follow the tunnel for what seems like miles, taking a left turn at Albuquerque, and finding a big hoard of Meat in a hidden secret underground chamber! With all like dripping stalactites and whatnot.

**[Give player generic treasure: Chest of Meat (80 Meat)]**

# Tombstones

**Say:** A gravedigger approaches you, and says "What do you want on your tombstone?" [Player has to list three things, at least one of which isn't a pizza ingredient.] "Sorry, we don't have any of those. You get NOTHING." / "Okay, then, here you go."

**[Give player item: Tombstone Pizza (10 meat)]**

**Say:** Something taps you on the shoulder, and says "Trick or Treat!" You turn around and see a sheet draped over what is probably a little kid. "Well, I don't have any candy," you start to say, but the ghost interrupts you -- "Just kidding, I'm not a trick-or-treater, I'm a real ghost. I'm going to kill you now."

**Combat:** Ghost 2 / 1 / 1, 1 HP

**[Give player item: Ectoplasm (20 meat)]**

**Say:** You find a gravestone with one of those tacky carvings on the backside of it -- this one of a golf club. Man, this guy must've been BOOOOOORING when he was alive, you think to yourself. And he must have heard you, because his ghost fades into view and says he's gonna kick your ass if you don't play a game of golf with him. He hits the ball through the wicket and into the hole in 5 strokes, and challenges you to do better.

**Uses:** Golf club, ball, wicket, golf hole

**Rules:** The wicket and golf hole are placed on the far side of the head stones. The player tries to go through the wicket and into the hole in as few shots as possible.

**[Give player item: Haunted Golf Ball (30 meat)]** if they make it in fewer than 5 shots .

**Say:** Remember that time in all those video games when one of the tombstones in the background suddenly came to life and attacked you? That was both awesome, and exactly like what is happening to you right now.

**Combat:** Tombstone 2 / 3 / 3, 2 HP

**[Give player generic treasure: Meat Stack (40 meat)]**

**Say:** You bend over to read one of the tombstones, when suddenly a decaying hand bursts out of the ground and grabs you by the ankle. It makes you really mad, because you JUST washed all the grave dirt off of the socks you're wearing.

**Combat:** Zombie Hand 3 / 3 / 3, 2 HP

**[Give player treasure: Sequined Glove (50 meat)]**



**Say:** You see a weird, long inscription on the back of one of the tombstones. Man. Whoever is buried here must have been a really big fan of logic puzzles. He's probably better off dead.

**Uses:** 1 Logic Puzzle Handout

**Rules:** The players are given a logic puzzle and have until they spend their last adventure to solve it. Players can trade any treasure to the gravedigger for a cheat sheet that does some math for them. (Cross off the treasure if they spend it this way).

If the group gets this as their last or next to last adventure, give them a good 5 minutes to fight with it. Refs should feel free to kick teams who are stalling on their last adventure, and mucking up the works, out of the room.

**[Give player generic treasure: Dense Meat Stack (60 meat)]**

**Say:** A zombie hand bursts out of the ground in front of you, and scratches a tic-tac-toe board into the ground. What fun!

**Uses:** Beanbags, grid

**Rules:** Tic Tac Toe with thrown beanbags, played against the ref. The player goes first and the first person with 3 in a row wins. If your bag lands in a square with another bag, remove the first bag.

**[Give player treasure: Personalized Headstone (70 meat)]**

**Say:** You take a look at one of the headstones, which seems to be for a guy named dot dot dot dot dot dot dot X. You think to yourself "that's a weird name," until you realize that the tombstone isn't a tombstone at all, but a map to some pirate treasure! You follow it, and find a big chest of Meat.

**[Give player generic treasure: Chest of Meat (80 meat)]**