



# THE MISSING CUPCAKE

GREENFIELD



**HOMEBREW**

In the sleepy town of Greenfield, a beloved treasure has gone missing.



# THE MISSING CUPCAKE



OMMA AND MAPO APPROACH THE PLAYERS WITH A look of concern. Mapo, clutching an old, tattered map, explains that he has lost his beloved stuffed animal, Cupcake. This stuffed animal was a precious gift from their adopted parents and holds immense sentimental value. Mapo tearfully pleads

with the players to help him find Cupcake.

## INFORMATION

- Mapo last saw Cupcake near an old, abandoned mill on the outskirts of the village.
- The mill is rumored to be haunted or inhabited by mischievous creatures.
- Omma provides the players with a sketch of Cupcake: a small, worn-out stuffed animal shaped like a cupcake with one missing button eye and a patch on the frosting.

## THE ABANDONED MILL

When the players arrive at the mill, they find it in a state of disrepair. The mill is surrounded by overgrown vegetation, and the sound of creaking wood fills the air.

### ENTRANCE PUZZLE

The mill's door is locked, and the players need to solve a riddle to open it. The riddle might be etched on a nearby stone tablet or hidden in the mill's surroundings. Example riddle:

"I speak without a mouth and hear without ears. I have no body, but I come alive with the wind. What am I?" (Answer: An echo)

### MISCHIEVOUS SPRITES

Inside the mill, the players encounter a group of mischievous sprites who have taken residence. The sprites found Cupcake and are using it as a plaything. The players need to either negotiate with or defeat the sprites to retrieve the stuffed animal.

**Negotiation.** Can involve offering the sprites something in return, such as shiny trinkets or a small favor, or whatever creative solution your players come up with.

**Fight.** If the players choose to fight, there should be a number of sprites equal to the collective level of the players divided by 2. *ex: a party of 3 level 2 players would fight 3 sprites.*

**Secret Door.** If the players fight instead of negotiate with the sprite, they can find a secret door to the basement with a DC12 investigation check.

## THE HAUNTED MILLSTONE

As the players delve deeper into the mill's basement, they discover that the old millstone is haunted by a restless spirit. The spirit, once a miller who tragically died in an accident, guards a hidden compartment where Cupcake is kept.

**Calming the spirit.** The players must uncover the story of the miller and perform a small ritual, such as lighting candles and reciting a prayer or poem found in the mill basement.

**Defeating the spirit.** The players can, of course, kill the spirit too. Murderhobos deserve to have fun in this side quest too.

## HIDDEN BASEMENT

In the secret basement the players will find a few candles along with a nearly completed poem belonging to the miller spirit on the second floor.

The poem reads as follows:

In fields where golden grains do sway,  
I worked the mill both night and day.  
The rhythm of the wheel's soft hum,  
A song of peace, my heart to drum.

The flour dust, like morning mist,  
Would wrap me in a gentle kiss.  
The creek would whisper tales so old,  
As I turned wheat to precious gold.

In twilight's glow, my work is done,  
I find my rest with setting sun.  
May peace now wash these worn hands clean,  
And soothe my soul, serene, unseen.

## THE SECRET OF THE MILL

In the miller's hidden compartment, along with Cupcake, the players find an old journal that reveals secrets about the mill and its history.

**Cupcake.** It appears the sprites were very kind to the toy. You find Cupcake cleaned and repaired.

**Journal.** The journal is very old and tells the history of the mill from the miller's perspective while he was alive. There are sketches and poems inside the back cover.



## CONCLUSION

After overcoming the challenges, the players find Cupcake and return it to Mapo. Mapo is overjoyed and grateful, offering the players a small reward, such as a unique trinket or a favor that the brothers can provide in the future. Omma also expresses his gratitude and hints that they might have more work for the players in the future.

## REWARDS

If you play with experience points, the players gain xp for solving the puzzle, dealing with the sprites, and calming the spirit.

**Mapo's Gratitude.** Mapo will give each player a drawing of their party.

**Omma's Gratitude.** Omma will give the players 10 gold and offer his help if the party is ever in need.

**Miller's Keepsakes.** Inside the back cover of the journal there is an IOU with a wax stamp of the local Lord's family crest.





# PART 2

Monsters





## MILLER SPIRIT

Medium undead, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

**Skills** Perception +3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

**Condition Immunities** Grappled, Paralyzed, Petrified, Prone, Restrained

**Damage Immunities.** Poison

**Languages** Common

**Challenge** 2 (450 XP)

**Incorporeal Movement:** The miller spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Undead Nature:** The miller spirit doesn't require air, food, drink, or sleep.

### ACTIONS

**Spectral Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) necrotic damage.

**Haunting Wail (Recharge 5-6):** The miller spirit releases a wail that can be heard up to 300 feet away. Each creature within 30 feet of the miller spirit that can hear the wail must make a DC 13 Constitution saving throw. On a failure, a creature takes 24 (4d6) psychic damage and is frightened for 1 minute. On a success, a creature takes half as much damage and isn't frightened. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### REACTIONS

**Fade Away:** When the miller spirit takes damage, it can use its reaction to become invisible until the end of its next turn or until it attacks, causing all attack rolls against it to have disadvantage.



MILL SPIRIT  
CHATGPT