

# Wulfric's Tomb

By John Dutton

A Basic Fantasy Role-Playing Game Adventure

## Release 1

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## Introduction

You are relaxing in one of your favourite inns, 'The Gentleman of Fortune'. It is a popular haunt of many adventurers: partly because the landlord, a former adventurer himself, is sympathetic to your profession's melodramatic ways. Mostly though, it is because they serve the finest pint of beer in the kingdom.

You have spent a merry evening, showing off your scars, telling exaggerated tales of your latest exploits and drinking heroic quantities of ale: eventually though, as it often does, the conversation turns to Wulfric's Tomb.

Wulfric's tomb is a place to excite the spirits of the most jaded adventurer and is viewed with a mixture of dread and desire. Desire due to the fabulous treasure said to lie within and dread because of the fell beings rumoured to stand guard over it.

Wulfric was a mighty warlock-king who died 500 years ago. According to legend, he was buried with two great treasures. His power was such that his spirit did not pass out of this world, but survived as a spectre that continues to brood over its treasure. In addition, through his dark necromancy, many of Wulfric's most loyal followers, who were entombed with their master, are said to serve him still.

Unfortunately few know for certain the precise location of Wulfric's Tomb. That is where the conversation usually ends. However, on this occasion, fate or the gods take a hand. Without warning, a grizzled old-timer with one eye and wooden leg, throws himself down at your table and begins.

"So you're seeking to plunder Wulfric's tomb? Well, unless you're lily-livered cowards, this is your lucky day. My name is Alfgar and I know for a fact that Wulfric's Tomb lies at the foot of Wolfsholme Mountain."

"You're asking yourselves, 'How does he know?' Well I know because I saw it with my own two eyes – when I still had two. I was bounty-hunting trolls up the Wolf's Tongue River and had tracked a huge one to the head of the valley. It was then that I saw it, a great stone door with weird looking statues on either side. The place oozed wickedness. Now I'm no coward and I have five great wounds to prove it, but I swear before the gods, I felt my knees go weak at the mere sight of the place."

"I always intended to go back, but what with one thing and another I never got round to it. Of course I'm too old and decrepit to go now, but if you'll buy me another beer I'll gladly point it out to you on a map."

Alfgar is telling the truth. Wolfsholme Mountain lies about five days to the west. The party can reach it by following a river called the Wolf's Tongue. GMs may wish to create their own set wilderness encounters to get their party from the inn to the start of this adventure. Alternatively, the journey could be taken as read, in which case the adventure begins below...

## Key to the Tomb

### 1. Orc Attack:

It is the fourth day of your journey. You have just broken camp and are following the Wolf's Tongue River through an area of light woodland. Suddenly the morning hush is shattered. Somewhere to the north, someone is screaming for help. You can also hear other, harsher voices laughing and jeering.

The screaming is coming from a boy who is being attacked by a group of orcs. If the characters follow the sound of screaming they will discover a dead hunting dog with three black-feathered arrows buried in its side. Roll 5 or more on 1d20 (+/- INT Bonus) to recognise them as orc arrows.

They also notice footprints leading away from the dead dog and towards the voices. If the characters continue towards the voices read:

You arrive at what appears to be a life and death struggle. A boy has climbed to the very top of an oak tree and is screaming for help. Meanwhile three orcs are standing at the foot of the tree. Two of the orcs have started felling the tree with their axes whilst the third is mocking the lad, shouting "Climb down little squirrel and join us for breakfast."

The orcs are armed with short bows and hand axes. They are so occupied they will be surprised on a roll of 1-4 on 1d6.

**3 Orcs** (AC 14, HD 1, #AT 1 weapon, Dam 1d6 (short bow/hand axe), Mv 30', Sv F1, MI 8)

HP 8      □□□□ □□□  
           6      □□□□ □  
           5      □□□□

**Equipment:** 20cp, 10sp, 5gp, bottle of snake bite antidote

The 'boy' is actually a 16 year old girl called Fern. She explains that she was out hunting when she was ambushed by the orcs who killed her dog and chased her up the tree.

She begs the characters to come home with her, explaining that her parents will want to thank them. In addition, her mother is a skilled healer and will be able to treat any wounds they have suffered. Her home is on an island in the middle the Wolf's Tongue River 6 miles to the west.

She confirms that Wulfric's Tomb is at the head of the valley, 11 miles west of her home, but also warns the characters that it is an evil, haunted place.

**Fern** (Human Fighter 1) (AC 13, HD 1, #AT 1 weapon, Dam 1d6/1d4 (short bow/dagger), Mv 40', Sv F1, MI 9)

STR 8 (-1), INT 12, WIS 13 (+1), DEX 16 (+2), CON 12, CHR 12

HP 6      □□□□ □

**Equipment:** Short Bow, Dagger

**2. Owl Bear:**

**Note:** This section assumes that the characters agreed to visit Fern's home. If they decided not to, they can still encounter the Owl Bear but without the benefit of her warning.

You have been walking for about an hour when suddenly Fern signals you to stop. She points to a strange looking creature. It resembles a large bear, but has a viscous looking beak. Fern whispers that it as an owl bear and explains that it is extremely dangerous and best avoided.

If the party try to avoid it, each player must roll 11 or higher (+/- DEX Bonus). Anyone moving downwind of the owl bear may add +2 to their roll. If anyone fails, the owl bear spots that character: roll for reaction.

**1 Owl Bear** (AC 15, HD 5, #AT 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)

HP 25      □□□□ □□□□ □□□□  
                   □□□□ □□□□

**3. Fern's Home:**

After another hour or so, Fern points to a small island in the middle of the river and says, "That's my home." You can see a large thatched house and several smaller thatched huts. She leads you to a canoe hidden amongst the reeds and paddles you to the island.

Fern lives with her father, Oaken and her mother, Amber. Oaken is a hunter and Amber is a healer. They are extremely grateful to the characters and invite them to stay the night.

Amber offers to treat any wounds the characters have suffered and is able to restore 1d4+1 points of damage to each. She is also able to identify the orc's snake bite antidote.

Oaken confirms what Fern said about Wulfric's Tomb and is able to describe its location in greater detail. He then makes the following offer:

"It's an evil place alright, and I wish you would change your minds, but I can see that you are determined. Therefore, I am willing to guide you as far as the marsh, after all, there's more to be afraid of in these parts than Wulfric's ghost."

Whether they accept Oaken's offer or not, when the character's leave Amber will give them a bottle of holy water each and three ancient flint daggers. The flint daggers do normal 1d4 damage; however they count as magical items.

**Oaken** (Human Fighter 2) (AC 16, HD 2, #AT 1 weapon, Dam 1d6 (short bow/short sword), Mv 30', Sv F2, MI 10)

STR 16 (+2), INT 9, WIS 13 (+1), DEX 13 (+1), CON 12, CHR 12

HP 16      □□□□ □□□□ □□□□ □

**Equipment:** Leather Armour, Short Bow, Short Sword

#### 4. Wilderness Encounter:

Two hours after leaving Fern's house the characters will encounter one of the following (Roll 1d6):

1	<b>4 Goblins</b> (AC 14, HD 1-1, #At 1 weapon, Dam 1d6/1d4 (short sword/sling), Mv 20', Sv F1, MI 7) HP 7      □□□□ □□ 5      □□□□ 4      □□□□ 2      □□
2	<b>3 Wild Boar</b> (AC 13, HD 3, #AT 1 tusk, Dam 2d4, Mv 50', Sv F9, MI 9) HP 16      □□□□ □□□□ □□□□ □ 11      □□□□ □□□□ □ 7      □□□□ □□
3	<b>2 Giant Ants</b> (AC 17, HD 4, #AT 1 bite, Dam 2d6, Mv 60, Sv F4, ML 7, 12) HP 14      □□□□ □□□□ □□□□ 10      □□□□ □□□□
4	<b>3 Wolves</b> (AC 13, HD 2, #AT 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)

	HP 12      □□□□ □□□□ □□ 8      □□□□ □□□ 8      □□□□ □□□
5	<b>1 Mountain Lion</b> (AC 14, HD 3+2, #AT 2 claw/1bite, Dam 1d4/1d4/1d6, Mv 50', Sv F3, MI 8) HP 20      □□□□ □□□□ □□□□ □□□□
6	<b>3 Elves</b> (AC 15, HD 1, #AT 1 weapon, Dam 1d6/1d8 (short bow/sword), Mv 30', Sv F1, MI 10) HP 8      □□□□ □□□ 6      □□□□ □ 6      □□□□ □ <b>Equipment:</b> Short Bow, Sword, Leather Armour

**Note:** If the characters are with Oaken they cannot be surprised. In addition the GM should add +2 to reaction rolls; this is because Oaken knows how to act in order to avoid conflict.

#### 5. Marsh:

The woods about you thin, then peter out altogether. You continue following the Wolf's Tongue across windswept heathland. Eventually, the river becomes a stream, the stream a trickle and before long you find yourselves gazing out across a bleak marsh that stretches before you for three miles. Beyond the marsh rise the grim crags of Wolfsholme Mountain. Oaken turns to you with a sigh and says, "Well, here we are my friends." He goes on to explain that he knows of two ways across the marsh, but both are risky. There is a causeway that leads to the entrance of the tomb, but it is long and winding with nowhere to hide from danger. Alternatively, one may cross the marsh itself, but it has many patches of quicksand and is home to all manner of deadly creatures.

**Note:** Oaken will not accompany the characters any further.

**Causeway:** If the party decides to use the causeway, about half way along they will be ambushed by two giant frogs that are lurking in the marsh. The characters will be surprised on a roll of 1-4 on 1d6.

2 Giant Frogs (AC 13, HD 2, #AT 1 tongue or bite, Dam grab (tongue) 1d4+1 (bite) Mv 30', Sv F2, MI 6)

HP 14      □□□□ □□□□ □□□□  
 12      □□□□ □□□□ □□

**Marsh:** If the party chooses to cross the marsh each character has a 2/6 chance of stepping in quicksand. A maximum of one character will become stuck in this way. If the characters take sensible precautions the GM may wish to reduce the chance of becoming stuck to 1/6.

A character stuck in quicksand has 5 rounds before being sucked under and lost.

Each round the trapped character may attempt to get out. Roll 17 or higher on 1d20 (+/- STR Bonus). If other characters help, add their strength bonuses to the roll.

To complicate matters, as soon as a character is stuck, the party will be attacked by four giant robber flies. Characters cannot fight the robber flies and help their companion at the same time and so will be forced to choose. If no one gets stuck in quicksand, the robber flies will attack anyway.

**4 Robber Flies** (AC 14, HD 2, #AT 1 bite, Dam 1d8 Mv 30' Fly 60', Sv F2, MI 8)

HP 12      □□□□ □□□□ □□  
 10      □□□□ □□□□  
 9      □□□□ □□□□  
 7      □□□□ □□

**6. Entrance to Wulfric's Tomb:**

As you near the mountain, you can clearly see the entrance of Wulfric's tomb which is flanked by the crumbling statues of long forgotten gods.

The doorway itself was once sealed with a massive stone slab, but this is now partly broken and there is gap large enough for a human to squeeze through.

The entrance chamber is now the lair of a giant rattlesnake which will attack immediately.

**1 Giant Rattlesnake** (AC 15, HD 2, #AT 1 bite, Dam 1d8 + Poison Mv 40', Sv F2, MI 8)

HP 15      □□□□ □□□□ □□□□

With the snake dead you are able to look around. The walls of the entrance chamber are elaborately decorated with ancient magical symbols. An open door way in the middle of the west wall leads from the entrance chamber into a broad passage.

**7. Passage:**

20' along, the floor of the passage is covered by a large patch of yellow mould that stretches from wall to wall for a distance or 10'. Lying in the centre of the mould are the skeletal remains of what appears to be an adventurer.

The patch of mould can be jumped by rolling 6 or higher on 1d20 (+/- DEX Bonus). GMs may wish to penalise characters wearing armour as follows: Leather -1, Chain -2 and Plate -3. If anyone fails, they land in the mould causing it to release a cloud of spores.

If anyone attempts to cross the mould by walking on top of the dead adventurer, there is a 9/10 chance that the body will shift causing the mould to react.

The dead adventurer can be retrieved by simply pulling him; however doing so will cause the mould to react. His equipment is worm-eaten and useless; however, he also has a scroll containing a painting of a wolf with an open, bloodstained mouth.

**1 Yellow Mould** (AC 0, HD 2, #AT Spores, Dam SAVE VS DR or take 1d8 for 6 rounds, Mv 0, Sv NM, MI N/A)

HP 9 □□□□ □□□□

### 8. Mural Chamber:

The northern and southern walls of this chamber are decorated with murals. The northern mural is of a wolf (The same as the painting on the adventurer's scroll). The southern mural is of a lamb. Both are painted with their mouths wide open and in the centre of each is a round hole, about 12" in diameter. An open archway in the western wall appears to lead into another chamber.

Each hole appears to be 1' deep and has an iron ring at the end.

The hole in the wolf's mouth is splashed with a red substance which resembles dried blood. If anyone tastes it they will realise that it isn't blood.

If either of the iron rings is pulled, the section of wall on which that animal is painted will slide up revealing a secret passage.

**Lamb Passage:** Behind the door lies a straight passage about 60' long. If anyone examines the walls they will see that they are pierced by hundreds of small holes. The passage ends in a wooden door. If the door is opened, it will be discovered that there is nothing behind it but a stone wall. At the same moment a cloud of toxic gas will fill the passage through the holes in the walls. Anyone in the passage must SAVE vs Poison or take 2d6 damage.

**Wolf Passage:** Behind the door lies a straight passage that continues north for 30' before turning sharply to the west (See 10).

**9. Statue Chamber:** The archway accommodates a portcullis, the bottom of which can be seen if the characters look up as they walk through.

On the other side of the archway is a circular chamber about 40' in diameter. A red line is painted across the middle of the floor. On the other side of this stands the statue of a warrior around whose neck hangs a large iron key.

Behind the statue is a strong looking door. Lying next to the door are the remains of another adventurer.

The statue is a living iron statue. He won't attack until someone crosses the red line. At this point the eastern portcullis will close. It can be lifted on a roll of 20 or higher on 1d20 (+/- STR Bonus). Objects placed to prevent it closing may be effective at the GM's discretion.

**1 Iron Statue** (AC 18, HD 4, #AT 2 Fists, Dam 1d8/1d8 + Special, Mv 10, Sv F4, MI 12)

HP 30 □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□

The large iron key can be used to open the western door.

The dead adventurer was a cleric. He has a scarab of protection and a potion of healing.

### 10. Secret Passage (Wolf Passage):

Behind the door lies a straight passage that continues north for 30' before turning sharply to the west. The passage continues west for 80'. Half way along it becomes narrow for 20'. At this point there is a skeleton lying on its back with a crossbow bolt lodged in its forehead.

The Skeleton has a **rope of climbing**.

At the end of the narrow section is a pressure pad. If stepped on, a bolt will shoot from a hole at the western end of the passage at human head height. Each character in the narrow section must SAVE vs Death Ray or take 1d8 damage. Characters in the wide section may add +2 to their roll. The bolt will only hit one character. The trap will be ready to shoot again in 1 turn. The trap can be avoided by crawling. The passage ends in an unlocked door.

### 11. Crossroads:

**North:** Stairs leading up.

**South:** Stairs leading down.

**West:** The main passage continues.

## 12. Queen's Burial Chamber:

The stairs lead down to a beautifully carved door inlaid with gold and jewels. The door opens to reveal a 40' x 50' chamber. The walls and ceiling are decorated with beautiful mosaics. The chamber contains three sarcophagi, two of which have been broken open. The floor is littered with bones and there is a large, untidy hole in the chamber's southern wall.

The bones show signs of having been gnawed by ghouls and the untidy hole is the entrance to their burrow (13).

The unopened sarcophagus contains the remains of one of Wulfric's wives. She is wearing a crown worth 300gp and a magical ring of beauty (+3 to Charisma whilst worn).

**13. Ghoul's Lair:** The tunnel is low. Humans and elves will have to crawl. It leads to an earth burrow containing 3 ghouls. The ghouls will have heard the party approaching and will have prepared an ambush (Surprise on 1-3 on 1d6). If the ghouls' morale fails they will flee through the southern tunnel which eventually emerges close to the main entrance of Wulfric's tomb.

**3 Ghouls** (AC 14, HD 2, #AT 2 Claws/1 Bite, Dam 1d4/1d4/1d4 all plus paralysis, Mv 30, Sv F2, MI 9)

HP	10	□□□□□ □□□□□
	8	□□□□□ □□□
	6	□□□□□ □

## 14. Larder:

This is evidently a larder. The walls are lined with shelves piled high with all manner of food and drink. Everything on the shelves glows with a pale blue light.

The food symbolically nourishes Wulfric and his warriors. It is magically preserved and protected. If anyone touches it they will receive a mild shock and their hand will be repelled. If dispel magic is cast, the blue glow will disappear and the food will crumble to dust.

## 15. Model Room:

The walls are lined with shelves upon which rest dozens of exquisitely constructed models. There are boats, wagons, livestock, servants, dancing girls, a kitchen, a smithy and much more.

The models are equivalent to 1/32nd scale and are another example of sympathetic magic. They symbolically provide for the needs of Wulfric and his warriors. They are worth between 10gp and 100gp; however, while the smaller models are easy enough to carry, the larger ones are heavy and bulky.

## 16. Pay Room:

This room contains a small table on top of which stands a set of scales. In one tray there is a 1lb weight and in the other, a small leather bag. Behind the table is a large wooden chest.

The small bag contains 10gp worth of gold dust. The chest is not locked and contains 1000 more bags of gold dust. If anyone takes a sack out of the room, the gold dust transforms into sand. A dispel magic spell will restore the sand to gold dust. It will also become gold again if it is carried out of Wulfric's tomb.

## 17. Bottomless Pit:

The passage comes to an abrupt end and you find yourself peering over the brink of a black pit. It is 40' across. At the far side a short flight of steps leads up to a large wooden door. An extremely narrow ledge runs right round the edge of the pit.

The pit is too wide to jump. The skeleton's rope of climbing could be used to cross it. Of course, the GM should feel free reward any other imaginative suggestions with success.

**Ledge:** The ledge is 12" wide. If someone wishes to use it:

- Roll 13 or higher on 1d20 (+/- DEX Bonus).
- Elves and dwarfs +1. Halflings +2.

- Characters wearing backpacks -1. 15 □□□□ □□□□ □□□□
- The GM may also wish to penalise characters wearing armour as follows: Leather -1, Chain -2 and Plate -3. 15 □□□□ □□□□ □□□□
- If someone fails, test again to see if they regain their balance.
- If they fail again they plummet 1000' to the bottom of the pit.

1 Skeleton Ogre (AC 15, HD 4+1, #AT 1, Dam 2d6 (giant warhammer), Mv 40, Sv F4, MI 12)

HP 30 □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□

**Note:** Each skeleton can be turned by its Hit Dice.

If someone reaches the door, they will notice a large lever sticking out of the wall next to it. If this lever is pulled, a wooden bridge will extend across the pit.

**18. Skeleton Chamber:**

You see a large, semi-circular chamber. The walls are lined with niches, each containing the skeleton of a warrior. The moment you enter, they spring to life and form line across the centre of the room. Four skeletons look tougher than the rest. There is also one huge skeleton that must be the remains of an ogre. They attack.

**19. Wulfric's Chamber:**

You find yourselves in a large square chamber. The walls and ceiling are decorated with murals illustrating the life of Wulfric. In the very centre of the chamber stands a golden throne, upon which sits the twisted shade of Wulfric. As you enter he opens his eyes, rises, and, with a nerve shattering shriek, hurls himself at you.

**Wulfric** (Wraith) (AC 15, HD 4, #AT 1 touch, Dam 1d6 + Energy Drain (1 level), Mv Fly 80, Sv F4, MI 12)

HP 32 □□□□ □□□□ □□□□  
□□□□ □□□□ □□□□ □□

**8 Skeleton Warriors** (AC 13, HD 1, #AT 1, Dam 1d8 (spear wielded with 2 hands), Mv 40, Sv F1, MI 1)

HP 8 □□□□ □□□  
8 □□□□ □□□  
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**20. Wulfric's Burial Chamber:**

An extremely narrow passage ends a small round chamber, the centre of which is occupied by a large sarcophagus. On top of the sarcophagus lies a recumbent statue of Wulfric.

The sarcophagus contains Wulfric's (inanimate) skeleton. He is wearing a golden crown worth 500gp. His head is resting on his spell book. This is one of Wulfric's great treasures. It is written in an ancient magical script that can only be read by a few highly experienced magic users (At least 10th level). However, if the characters decided to sell it, it would fetch a spectacular price.

**4 Skeleton Champions** (AC 15, HD 2, #AT 1, Dam 1d8+1 (sword +1), Mv 40, Sv F2, MI 12)

HP 15 □□□□ □□□□ □□□□  
15 □□□□ □□□□ □□□□

In his left hand he is holding a staff of fear and on his right hand he wears a ring of metamorphosis which allows the wearer to change into a wolf, a raven, or an eel once per day. The wearer may remain in animal for until the next sunrise.

At his feet is a small casket containing 50 precious stones worth a total of 2500gp and a tiny wooden box. The interior of the box is padded and contains a sparrow's egg.

The egg contains Wulfric's soul. This is the second of his great treasures. As long as it remains intact, Wulfric can never truly die. He didn't place his soul inside a sparrow's egg through choice; that was the 'twist' in the spell he used.

If Wulfric is slain, but the egg remains whole, he will return at least twice before the party leaves the dungeon. His first appearance will be in the extremely narrow passage. If the party don't have the egg, he will attack them out of spite. If they do, Wulfric will attack the character carrying it. Wulfric will make his final appearance as the party is crossing the marsh and will offer them a jewel worth 5000gp in return for it. If they refuse he will attack once again.

If the characters show the egg to a powerful magic user or cleric he or she will realise what it is and offer a large sum in return for it.

If the egg is destroyed read the following:

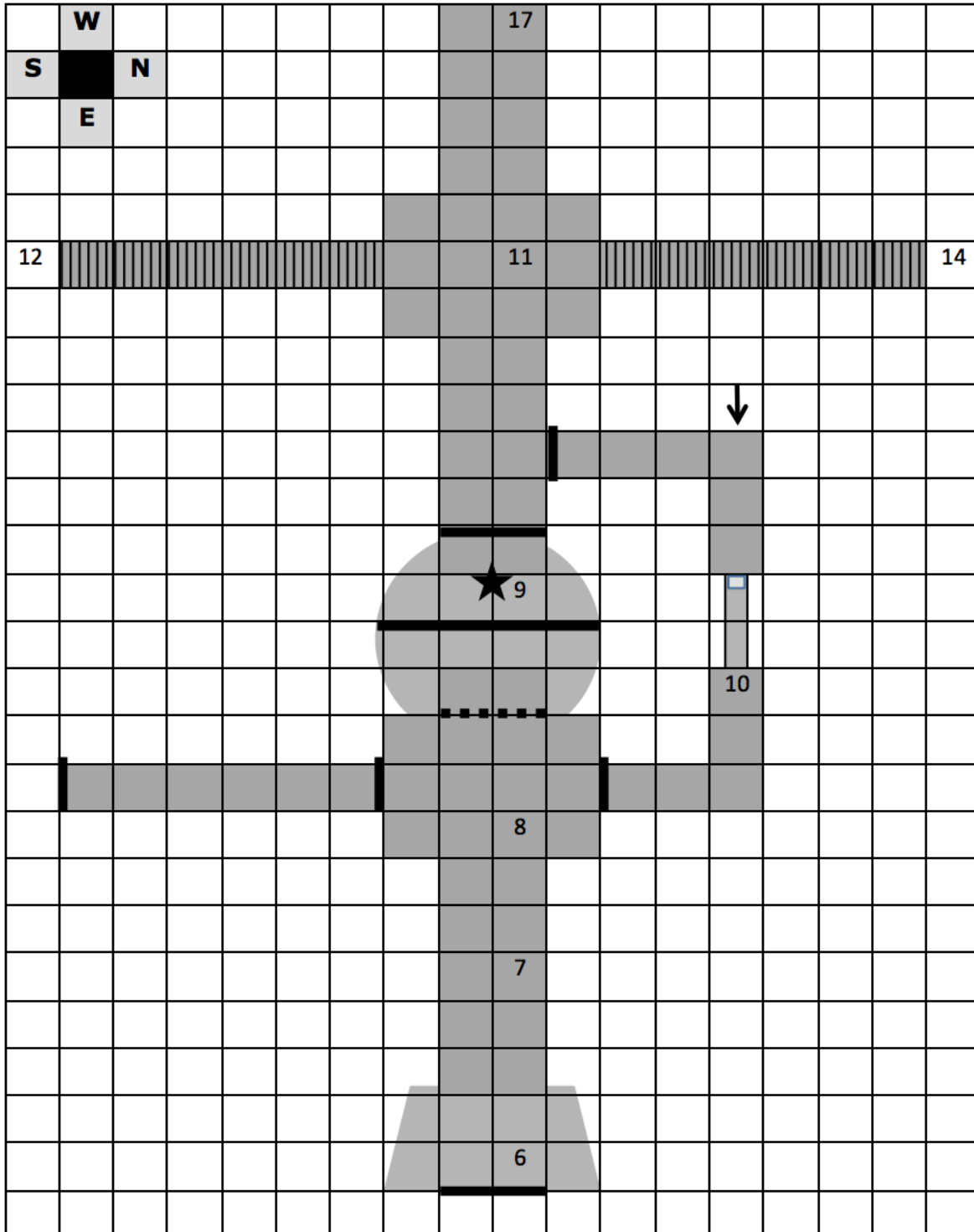
You are nearly deafened by blood curdling scream. In the silence that follows you can't escape the impression that a great evil has left the world.
---

### **Conclusion**

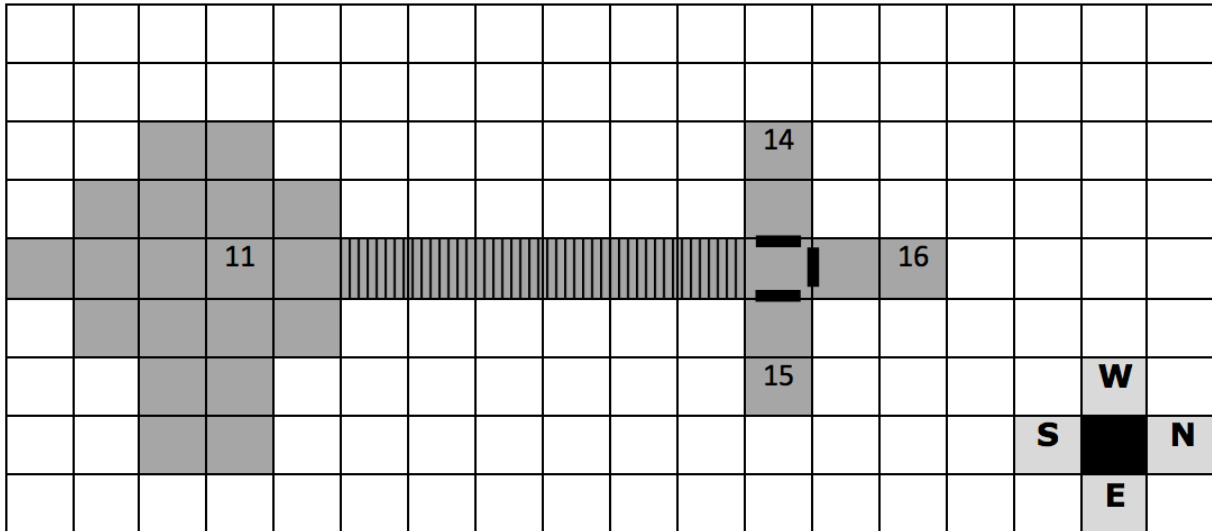
If the characters make it out alive they may feel that they didn't actually find the great treasures they imagined. Of course there are many things of value inside the tomb, e.g. the models, or the jewels on the door of the queens' tomb, but gathering them would require another expedition by which time the dungeon will have been repopulated by various nasties. If they left the bags of sand in the pay room, someone might notice that a few grains of sand stuck to their fingers have turned into gold. At the very least, the characters may take pride in the knowledge that they have rid the world of an evil. Moreover, if they have Wulfric's spell book and soul egg, they possess objects that are virtually priceless to the right buyer.



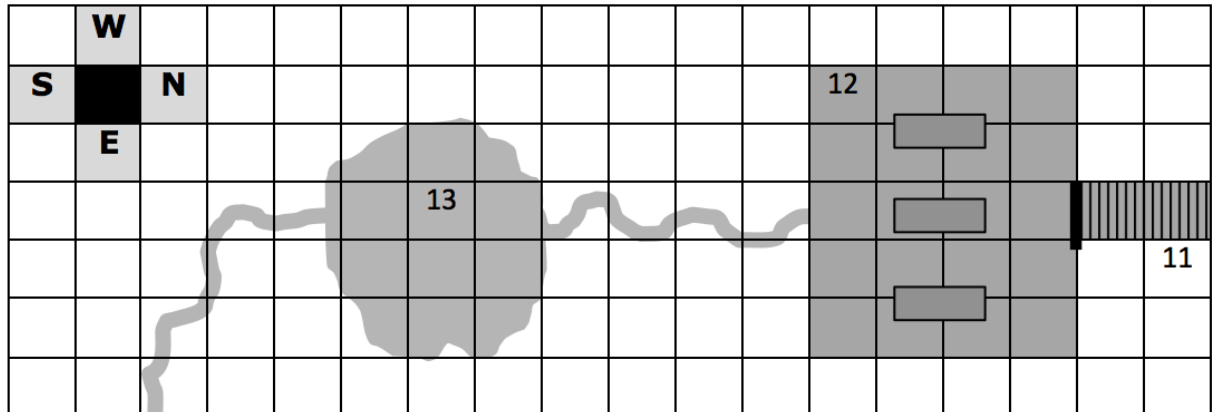
**Wulfric' Tomb Entrance: 1 square = 10'**



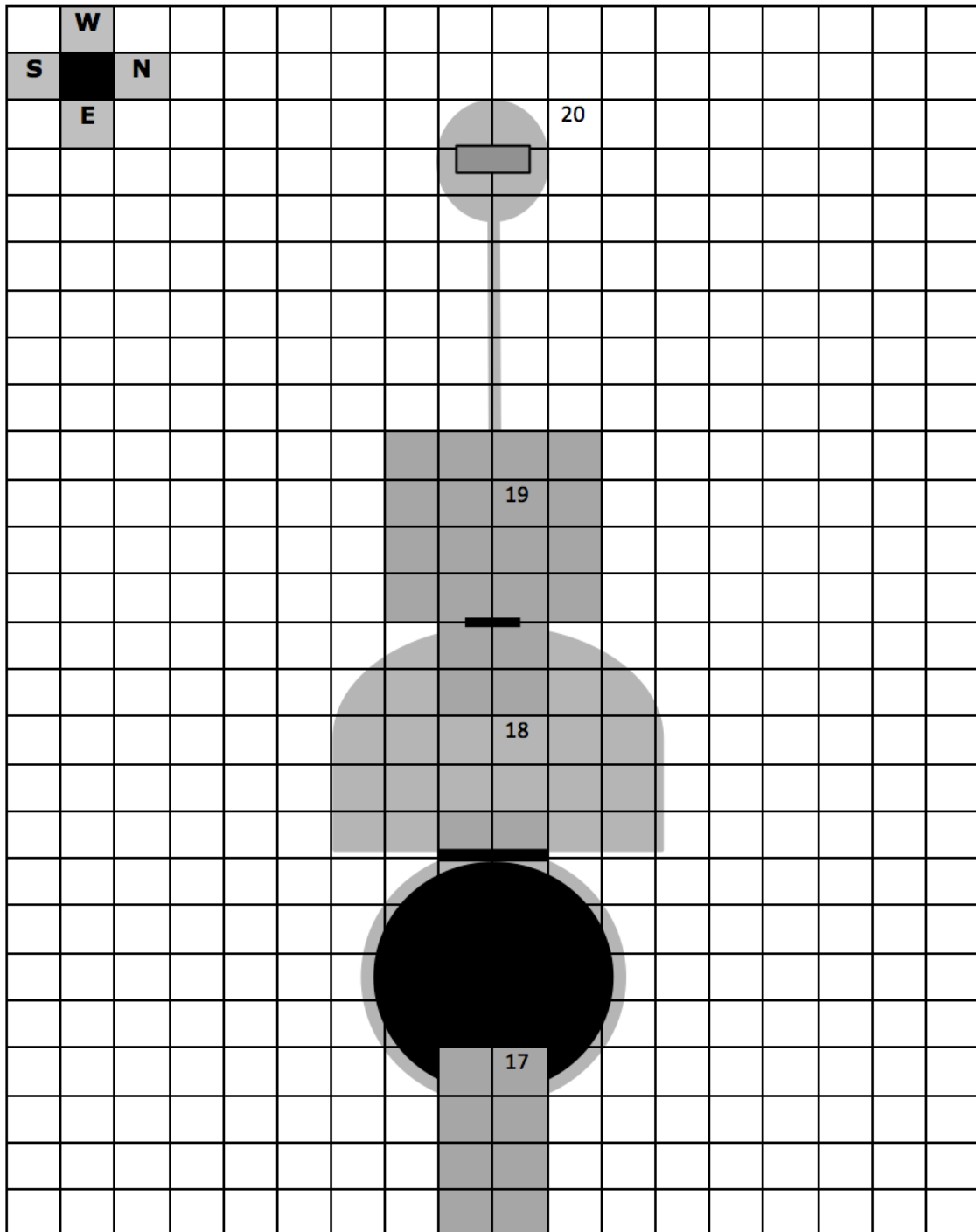
**Crossroads and Storerooms: 1 square = 10'**



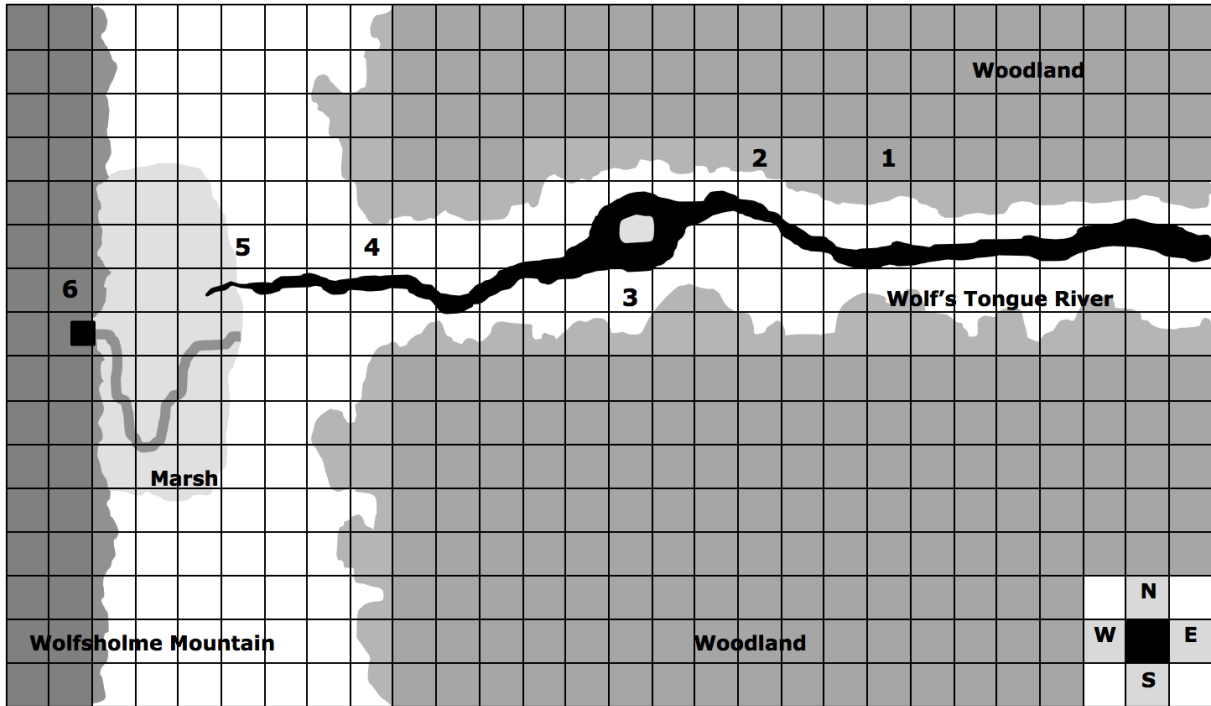
**Queens' Burial Chamber: 1 square = 10'**



**Wulfric's Burial Chamber: 1 square = 10'**



**Wolfs Tongue River: 1 square = 1 mile**



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