

THE TOMB OF TERRORS

A Savage Worlds One Sheet™ by Shane Lacy Hensley. Art by Jordan Peacock and Cheyenne Wright. Editing by Clint & Jodi Black, Piotr Korys, & Matt Cutter.



A devious necromancer makes a bid to become the most vile creature imaginable—a liche!
Dedicated to Gary and especially the beloved S-Series.

THE SETUP

The town of Socanth has been fighting undead for days. Now a group of great heroes has gone off to destroy the necromancer responsible. But a band of younger adventurers learns of a trap and must battle the necromancer themselves—before he transforms into an abominable liche!

Make your own Seasoned fantasy characters, or use the free pregenerated characters found on our website for this One Sheet Adventure™. Our free *Wizards & Warriors* download will also be helpful.

GETTING STARTED

Read the following to your group when they're ready to begin.

Several days ago, the village of Socanth recruited you to help fight a plague of vile undead sent against them by an angry sorcerer-turned-necromancer named Thomas Ochan. Now it is late at night in the Grey Hawk Inn and you're devouring a well-earned meal. A band of more experienced heroes has gone north into the Barrier Mountains to finish off the necromancer while you rest and ensure the town is protected, leaving you to enjoy the fruits of your labors.

As you commiserate with the villagers who fought beside you, an aging bard takes the stage. He sings of the defense of Socanth and the heroes who saved it—including your small band. Drinks

flow freely and by the witching hour you and your companions have overcome the exhaustion caused by the week's events. Hours later, the reverie winds down and the crowd disperses. Only your closest companions remain. You yawn, and begin to think of the warm bed granted you at the inn when the door opens.

A solemn guard—the only remaining member of the militia—enters the inn and stares grimly at the heroes. "Something's wrong," he says flatly. The guard is a friend of the adventurers who fought beside them in the previous days. He walks them outside and points to a storm drain along the street. "The rats are fleeing," he says. "Something's down there."

All of the warriors in town are wounded or fatigued—the more healthy fighters joined in the pursuit of Ochan to the north. Of those left in town, four are on watch while the rest sleep off the evening's ale.

The main access to the sewers is just outside the town's sole temple. Arneson takes the group there and bluntly asks them to see if a few undead may have crawled down in there to hide.

Before they do so, have each character who wanted to celebrate with the locals make a Vigor roll. Those who fail are still somewhat woozy from ale. They suffer -2 to all Smarts-based skills for the rest of this adventure, but add +2 to Vigor rolls for the same duration.

THE INEVITABLE SEWERS

The Socanth underground is old, but the sewers are a relatively recent renovation. It used to be a vast catacomb. In the distant past, Socanth was a far larger settlement. It suffered a massive plague some centuries ago, and the dead were interred in cave-like catacombs beneath the earth.

Ochan felt the presence of the dead during his unholy studies and realized the town was the perfect place to finalize his "ascension" to becoming a liche.

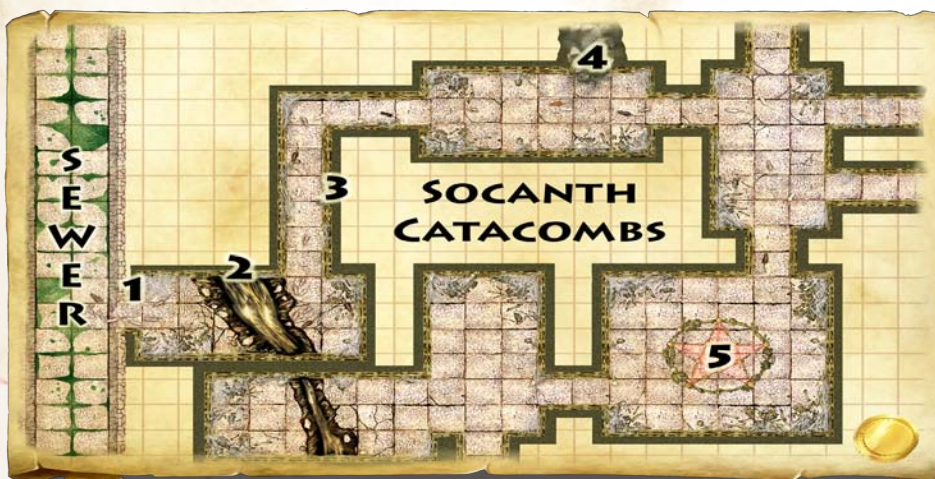
The rats are fleeing in small packs, sensing the dark magic further on. This makes it easy to find Ochan, though several obstacles must be overcome to reach him.

1) Hole in the Wall: The sewer leads almost directly to the nearby river, but this isn't where the rats are coming from. They're working through a small hole in the crumbling wall. A few minutes bashing on the stones quickly reveals a far older passageway beyond—into the catacombs. Corpses lie stuffed like cordwood in pockets along the walls. Many have tumbled to the floor where they were gnawed upon by rats or other scavengers.

A Common Knowledge roll at -2 allows a character to remember something about Socanth once being far larger than it is today. A raise reminds the sage that it also suffered a great plague in which thousands died. A virtual army of undead lies interred here. Ochan's dead came from the countryside cemeteries, so it is very unusual that he has yet to tap this horde.

2) Chasm: The floor has fallen in to an invading stream, requiring the heroes to jump the distance (see Movement in the core rules). The distance is just over 2" (around 13'), so the heroes must make a Strength roll to clear the chasm. Those who make it land on the crumbling ledge beyond and must make a second roll to pull themselves up. A critical failure means the hero falls and the ledge collapses, increasing the distance so that it can't be jumped by those left behind. The group will have to figure out some other method for crossing.

The pit is steeply angled and descends to 30 feet deep, inflicting 3d6 damage to anyone unlucky enough to fall into it.



3) Rat Swarm: The rats become more panicked as Ochan's ritual nears completion. Two swarms of them run blindly into the party and attack. See Swarms in the core rules (they do not have the "Split" ability).

The chamber here is very cramped so make sure you know which adventurer is in the lead. The rat swarms have no problem maneuvering in the tight space, but the heroes cannot move through each other and will have to carefully coordinate their actions. They must also be careful of the weapons most effective against swarms—area effect spells or flame—as it will be very hard to keep such damage from spreading along the tight passage.

4) Excavation Room: Eight zombies stand idly in this room. They've burrowed a shaft halfway up to the ground above but are awaiting Ochan's orders before bursting forth. Because they have been told to "wait," they simply stare at the party in wide-eyed confusion as they enter the room. They retaliate once attacked, but play this one for suspense and horror at first.

Lodged in the guts of the zombies are glass vials containing a deadly green gas. Each time one is slain, roll a die. On an odd result, the vial shatters and releases its gas in a Large Burst radius. Everyone within must make a Vigor roll at -2. Those who succeed are Fatigued; a raise means they shrug it off. Those who fail suffer an automatic wound and are Shaken.

5) Ochan's Ascension Chamber: The necromancer stands at the center of this chamber amid a pile of bones, completing a ritual from an ancient tome written in blood.

A Notice roll detects a black, uncut gem lying amid the debris. A raise notes two of the bones on the bottom are cut as if they were blades. This is a bone golem, and it animates to attack as soon as an intruder enters the room (call for fear checks as the bones rise up into this deadly horror).

The golem is soul-bound to Ochan through his black magic. While it yet "lives" he is surrounded with an aura of black magic that prevents him from being harmed.

Ochan can't cast other spells while performing his ritual. He continues to chant while the heroes battle his guards and attacks only when he's finished.

Ochan needs five more rounds to complete his ascension. If the group defeats the golem before Ochan's action on the fifth round, his aura of protection drops and he can be attacked normally. This interrupts his ritual for now and he turns his ire upon the interlopers. If Ochan finishes the ritual, he becomes a demi-liche. He gains the Undead ability and doubles his maximum Power Points. In addition, every time a living human dies within 10' of Ochan, he gains 2d6 Power Points.

A GRATEFUL TOWN

Assuming the warriors are successful, Socanth is a grateful town. The mayor awards them the "White Plume" for their heroism, and the new priest (the elder died in the previous fighting) vows to always grant them healing, compliments of the temple.

The group that traveled north returns tired and hungry, having chased a small band of undead decoys far away from Socanth. Whether they welcome the help of the party or become jealous rivals is a tale for another day...

MONSTERS



THOMAS OCHAN,
NECROMANCER

Thomas is a native of Socanth, though he was always an outcast for his interest in the strange and macabre. In later life, he devoted himself to magic, and eventually the magic of death. Now he is ready to take the next step and "live" forever as a horrible liche. Then he will gain his revenge on the people of Socanth.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Occult) d10, Notice d8, Spellcasting d8, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Mean, Vengeful

Edges: AB: Magic, Strong Willed, Trademark Weapon (bolt), Zombie Master (undead raised are permanent)

Gear: Armband of resistance (ignore one level of wound penalties), bracer of combat (increases Fighting one die type; stats adjusted above), power crystal (stores 5 Power Points, caster can refill with their own with a Spellcasting roll, currently full), ring of clear thought (+2 to recover from Shaken), vicious saber (Str+d6+1; does +1d8 damage instead of +1d6 on a raise); 8 black gems worth 1d6 x \$50 each. Ochan also has a worn, leather-bound journal belonging to some ancient necromancer named Acererack. Using the tome requires a lifetime of demented research, but it might be sold to certain parties for the price of a small keep—if one can live with the consequences...

Spells (25 PPs): *Armor, bolt, blast, zombie.*

ZOMBIES

See *Savage Worlds*.

BONE GOLEM



These golem-like creatures are made from hundreds of human bones. Their spirit is wrapped up in a black gem enchanted with foul magics. If the gem is destroyed, the golem immediately falls to pieces.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Bone blades:** Str+d6.
- **Fearless:** Bone golems are immune to Fear and Intimidation.
- **Improved Frenzy:** Bone golems can make two Fighting attacks at no penalty.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage (except to gem). Ignores wound penalties.
- **Weakness (Gem):** The gem is the source of the golem's unlife. Hits to the gem do +4 damage but require a called shot at -4.

