

G1

Designed for use with the **Basic Fantasy** Role-Playing Game

Dungeon Module G1

Godwyn's Law

by R P Davis

An Adventure for Characters Levels 1 - 5

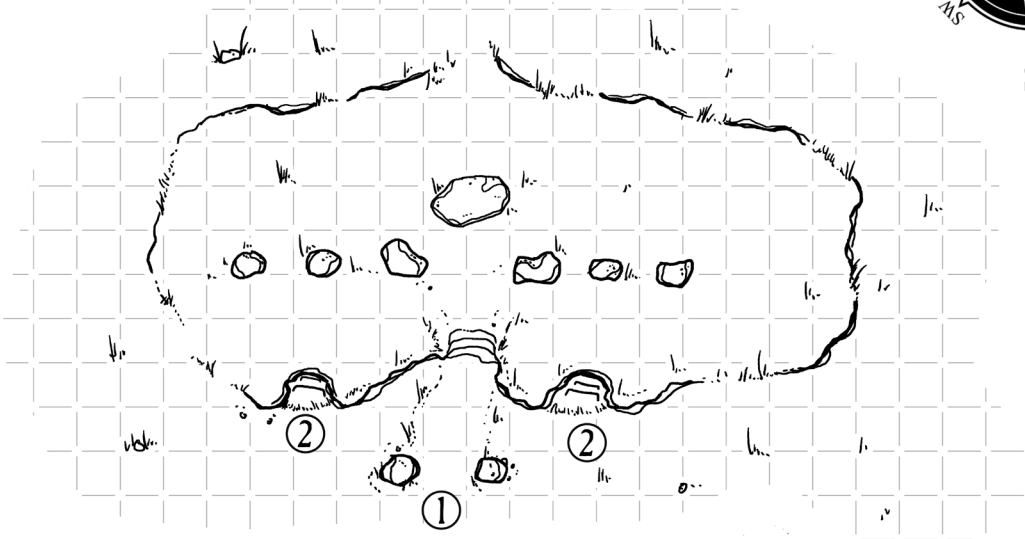


The people of Forweald are terrified. What was once a bustling farming community is now a ghost town of shuttered windows and locked doors. Adventurers have broken into Godwyn's Hill and stolen the long-dead chieftain's magic sword. Godwyn has risen from the grave to avenge the theft. Can the heroes track down the thieves, retrieve the stolen treasure, and save the day?

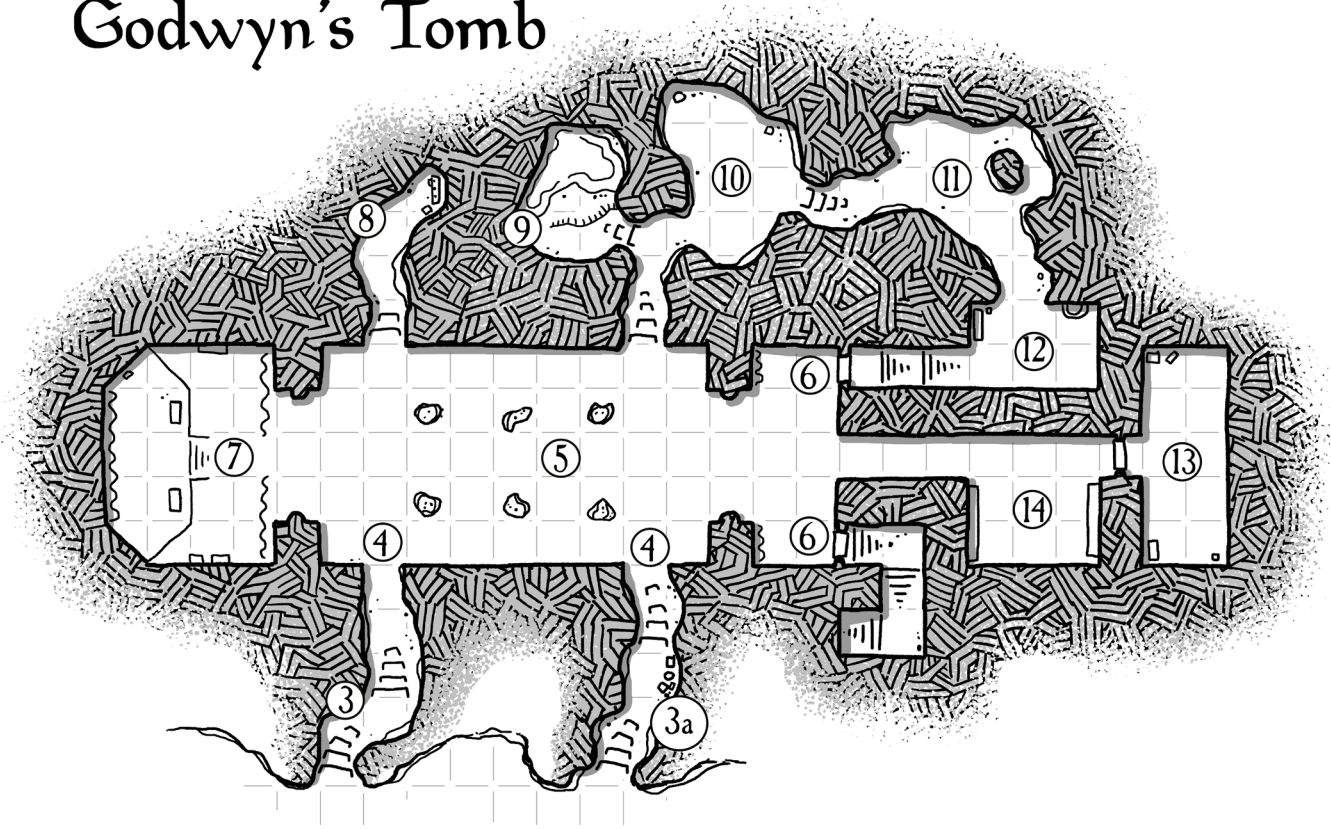




Godwyn's hill



Godwyn's Tomb



Godwyn's Law

Dungeon Module G1

a Basic Fantasy Adventure for Characters of levels 1 - 5

by R P Davis



This package (adventure, maps, and handouts within) forms a complete module for use with the BASIC FANTASY ROLEPLAYING GAME. It is especially designed for Game Masters to initiate play with a minimum of preparation.

In addition to descriptive and situational material, this module also includes special informational sections giving background history and legends, listings of possible monsters and treasures and how to place them, tips on various aspects of play for the Game Master, and helpful advice for starting players.

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Godwyn's Law

A adventure for 4 to 6 characters of levels 3–5 designed for use with the [Basic Fantasy Role-Playing Game](#).

All monsters appear in bold. If a monster doesn't have a stat block in this adventure's Appendix, it is found in the most recent [Basic Fantasy Core Rulebook](#). The adventure also makes use of Ability Rolls (see page 153 of the rulebook).

Adventure Background



THOUSAND YEARS AGO, THE LANDS OF Forweald were the domain of Godwyn, chief of the Eo clan and a warrior of unshakeable will. He was a ring-giver, forward in battle himself and generous to those who showed bravery in the shield-wall.

When Godwyn and his faithful huscarls fell to dark beasts summoned by sorcery, his son commissioned a great stone cairn, a tomb worthy of such a hero and his loyal retainers. For many long winters Godwyn slept. Grass covered his cairn, his line failed, and folk lost the memory of the cairn and who lay within. The great king was forgotten, save for the place called Godwyn's Hill where his tomb remains.

A few days ago, Godwyn's bones were disturbed by adventurers who despoiled his tomb. The chieftain rose in wrath, and his huscarls with him. They slew one of the thieves, and her fellows fled in terror. Since then Godwyn has brooded in his cairn, sending his huscarls forth at night to seek out the thieves and recover what they stole. The huscarls in their fury have begun attacking peasant huts in and around Forweald.

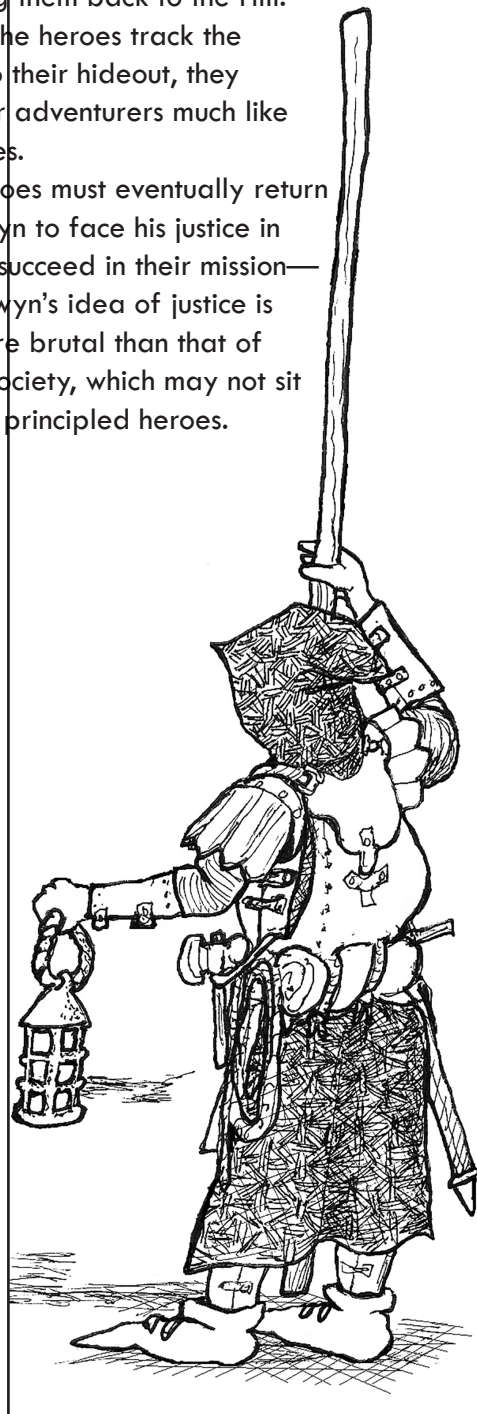
Adventure Summary

On their way to the village of Forweald, the heroes are attacked by a group of unusual skeletons. In Forweald, the villagers beg them to rid the area of the undead menace.

At Godwyn's Hill, the heroes meet a ghost named Godwyn who explains that he and his huscarls—the unusual skeletons—will not rest until the items stolen from his tomb are returned. The heroes must either find the thieves or the items and bring them back to the Hill.

When the heroes track the thieves to their hideout, they encounter adventurers much like themselves.

The heroes must eventually return to Godwyn to face his justice in order to succeed in their mission—but Godwyn's idea of justice is much more brutal than that of today's society, which may not sit well with principled heroes.



Godwyn's Law

Part 1: A Midnight Meeting



THE MOST EXCITING WAY TO HOOK THE players into the quest is to begin the adventure in the middle of the action.

The following assumes the characters are camped along a road—perhaps as caravan guards, perhaps on their way to or from another adventure. The road is little more than a cart track from a large town toward the village of Forweald.

Encounter 1

Use top map inside back cover.

Read or paraphrase the following:

It's the middle of the night, and the campfire has died down to embers. It was a long, tiring day on the King's Road; the village of Forweald isn't far away.

Suddenly, a twig cracks. The smell of mould and rot wafts through the air.

A man-sized humanoid figure steps to the edge of the campfire's feeble light. His features are obscured with shadows, but there is a sickly glow from where his eyes should be—two points of dim verdant light.

A low hiss of breath forced through clenched teeth sounds from off to one side. Another of the creatures appears.

They wear scraps of chain mail armor under threadbare tabards. Ragged tufts of blond hair stick out from under ancient-looking helmets. More horrifying are their withered limbs, merely patches of desiccated skin over bare bone. They brandish bronze axes.

Foes

1 **huscarl** for each hero (use the **skeleton** stat block from the **Basic Fantasy** book).

Features of the Area

Light. Unless the heroes have another light source, the campfire sheds dim light out to a range of 20 feet. If someone stokes up the fire, it sheds bright light for 20 feet and dim light for 20 feet beyond that.

Camp. The camp is a circular glade with a 20-foot radius ringed with forest. The campfire is in the middle of the glade.

Campfire. The campfire is in the center of the clearing. A creature can try to shove or pull another creature into the campfire. A creature in the fire must make a saving throw vs. Wands or take 1d6 damage.

Treeline. A creature in the treeline has a +2 bonus to AC.

Development. After the battle, if the adventurers want to figure out where the huscarls came from, they can track the monsters to Forweald.

Refer to the **Becoming Lost** rules on page 39 of the **Basic Fantasy** core book. If this roll is failed, each character takes 1d4 damage from bashing through thickets of long, prickly thorns, falling in streams, and other wilderness hazards, but they still follow the tracks to the village.



Forweald Village

Eventually, the adventurers reach Forweald. Read or paraphrase the following:

Forweald is a village like those found all over the settled lands hereabouts, the type which springs up where two roads cross. Forweald's roads meet near a ford which crosses a small river.

Ages ago, the crossroad widened into a relatively large open area containing a small pond over which a willow tree droops. This village green is faced by a small stone chapel and a half-timbered, two-story inn, as well as thatched wattle-and-daub cottages, each with its own small patch of garden.

The inn bears a sign, upon which is painted a standing stone on a grassy knoll. The chapel is surrounded by a small, fenced graveyard.

The inn's door has deep gouges in it as though someone tried to hack their way in with an axe. Characters who investigate their surroundings notice humanoid tracks around the cottages which indicate that someone or something tried to enter them.

The village is locked up tight. Its inhabitants have barred their doors and shuttered their windows in terror. Knocking on cottage doors elicits no response. Knocking on the inn's door causes a shutter on the second floor to timidly creak open. A human woman—Helburga Nantshaw, the owner of the inn (female 0-level human)—peers out at them from behind a crossbow. Once she determines they're not undead, she tells them to wait a moment so she can unbar the door.

The door creaks open, and a portly human woman in a long nightgown waves. She closes and bars the door, then lights a few candles from the taper in her lantern.

The common room is large, with a half-dozen tables scattered about. Benches sit before a fireplace in the wall opposite the door; the hearth glows with the coals from last night's fire. There is a bar against one wall, behind which are wine and

ale casks. There's an archway behind the bar, and stairs along the back wall lead up to a landing.

"Welcome to the Standing Stone, strangers," says the woman. "My name is Helburga. I own this place. What in the name of all that's holy are you doing wandering about? Don't you know it's dangerous?"

Inside The Standing Stone

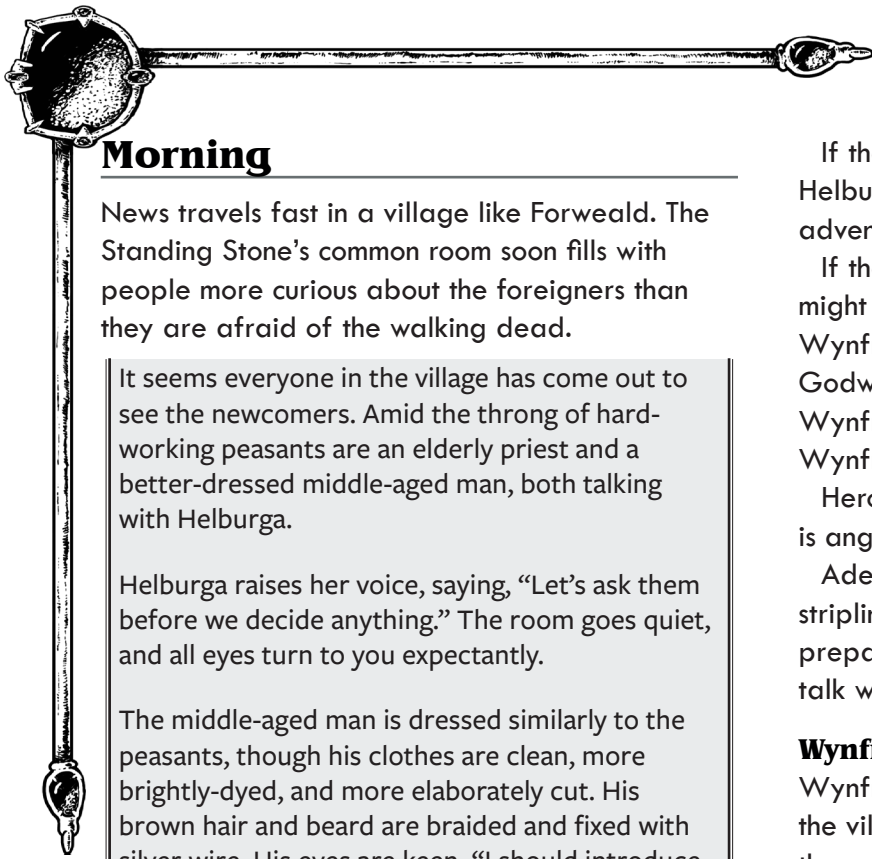
Development. Helburga knows everyone in the village, as well as the following information, which she offers in answer to questions:

- The skeletons have been attacking people for the past week. Nobody goes out after dark anymore, which has been hurting her business.
- Some other adventurers are also operating in the area. They rented a room from her over a week ago. She hasn't seen them since the undead started appearing, and assumes they met a horrid fate in the wilderness.
- The walking dead come out of the woods.
- She's heard the other adventurers had a base camp in a cave in the woods nearby.

Helburga agrees to let the adventurers hole up in the Standing Stone overnight for half price, as business is so slow. They can sleep in the common room for a silver piece, or take a private room on the second floor for two silver.

If the heroes didn't finish their rest last night because of the huscarls, you can count this as a rest, during which they will not be disturbed, so they can regain hit points.





Morning

News travels fast in a village like Forweald. The Standing Stone's common room soon fills with people more curious about the foreigners than they are afraid of the walking dead.

It seems everyone in the village has come out to see the newcomers. Amid the throng of hard-working peasants are an elderly priest and a better-dressed middle-aged man, both talking with Helburga.

Helburga raises her voice, saying, "Let's ask them before we decide anything." The room goes quiet, and all eyes turn to you expectantly.

The middle-aged man is dressed similarly to the peasants, though his clothes are clean, more brightly-dyed, and more elaborately cut. His brown hair and beard are braided and fixed with silver wire. His eyes are keen. "I should introduce myself. I am Aylward, reeve of this place. Helburga you know." He nods toward the elderly priest. "There's Adelbert, our priest."

Aylward folds his arms and presses his lips into a line. "Helburga tells me you've been set on by them things. What I want to know is, can you stop them from setting on **us**?"

The Villagers

Represented by the triad of Aylward, Helburga, and Adelbert, the villagers want the adventurers to end the undead menace.

Reward. They are prepared to offer free room and board at the Standing Stone until the quest is completed, as well as a reward of 100 gp per hero once they finish the task. Adelbert offers to cast what healing magic he can should it be necessary (2 x *cure light wounds*).

What the Villagers Know

No villagers have been killed, although three of the village's young men have been roughed up. The young men are present; each is clean-shaven with blond hair and blue eyes.

If the adventurers point out the similarity, Helburga recalls that the warrior in the other adventuring party looked much the same.

If the adventurers ask where the undead might be coming from, a young shepherd named Wynfrith says he saw the skeletons coming from Godwyn's Hill. Aylward scoffs and angrily mocks Wynfrith, calling him woefully superstitious. Wynfrith flees in tears.

Heroes watching carefully detect that Adelbert is angered by Aylward's actions.

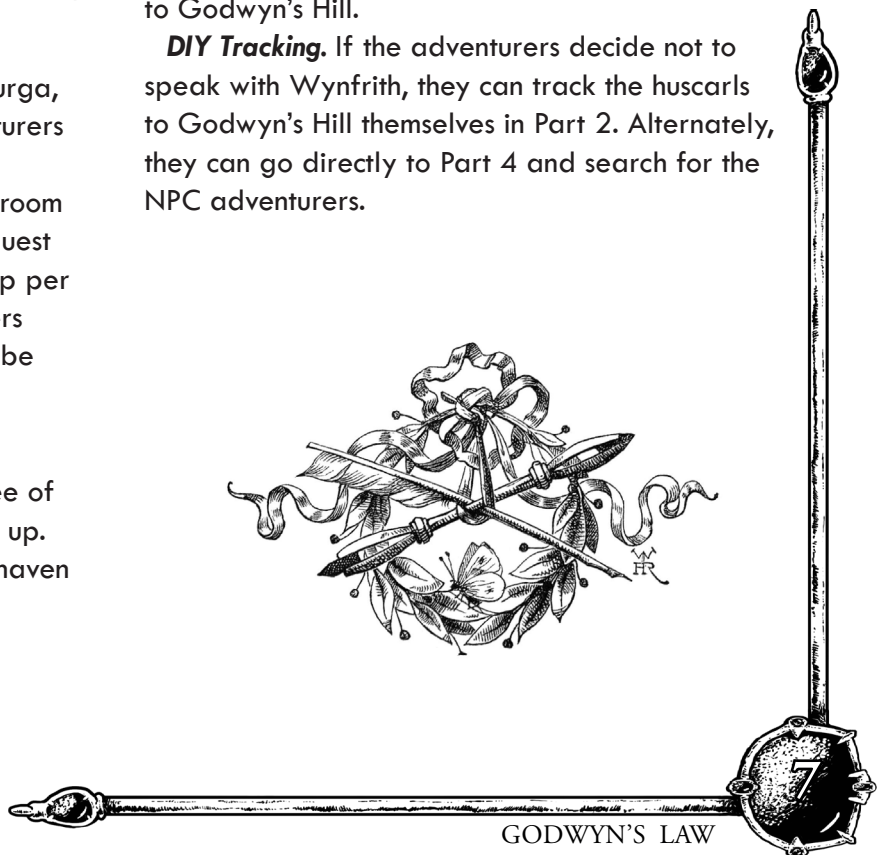
Adelbert knows Wynfrith, although just a stripling, often sees more than others are prepared to admit, and recommends they talk with him.

Wynfrith

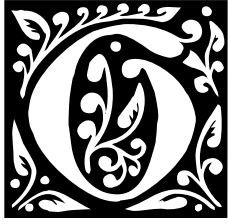
Wynfrith is correct. He hides in the willow tree on the village green. At first he is sullen, believing the adventurers have sided with Aylward and are here to tease him. Gentle words in role-playing convince Wynfrith to reveal what he knows.

Can't See Me. Wynfrith has followed the huscarls back to the cairn each night for the past three nights. They pay him no heed (because he is not their quarry, though he doesn't know that). He happily agrees to lead the adventurers directly to Godwyn's Hill.

DIY Tracking. If the adventurers decide not to speak with Wynfrith, they can track the huscarls to Godwyn's Hill themselves in Part 2. Alternately, they can go directly to Part 4 and search for the NPC adventurers.



Part 2: To Godwyn's Hill



GODWYN'S HILL IS LOCATED DEEP IN THE forest surrounding the village. Getting to the Hill requires approximately four hours of walking (three if Wynfrith leads them there).

Tracking the Huscarls

The adventurers might track or follow a huscarl to the tomb, bypassing the village entirely.

Refer to the *Becoming Lost* rules on page 39 of the **Basic Fantasy** core book. If this roll is failed, each character takes 1d4 damage from bashing through thickets of long, prickly thorns, falling in streams, and other wilderness hazards, but they still follow the tracks to Godwyn's Hill.

In any case, they arrive at the Hill.

Following Wynfrith

If the adventurers convince Wynfrith to lead them to Godwyn's Hill, they automatically find the

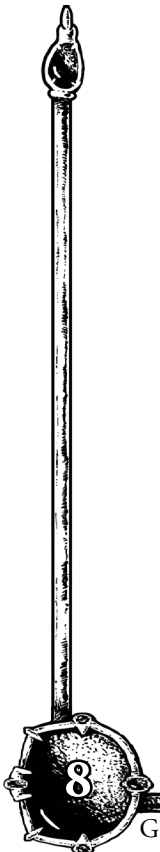
cairn, but he also absent-mindedly leads them to the **blood rose** from the Optional Random Encounters table.

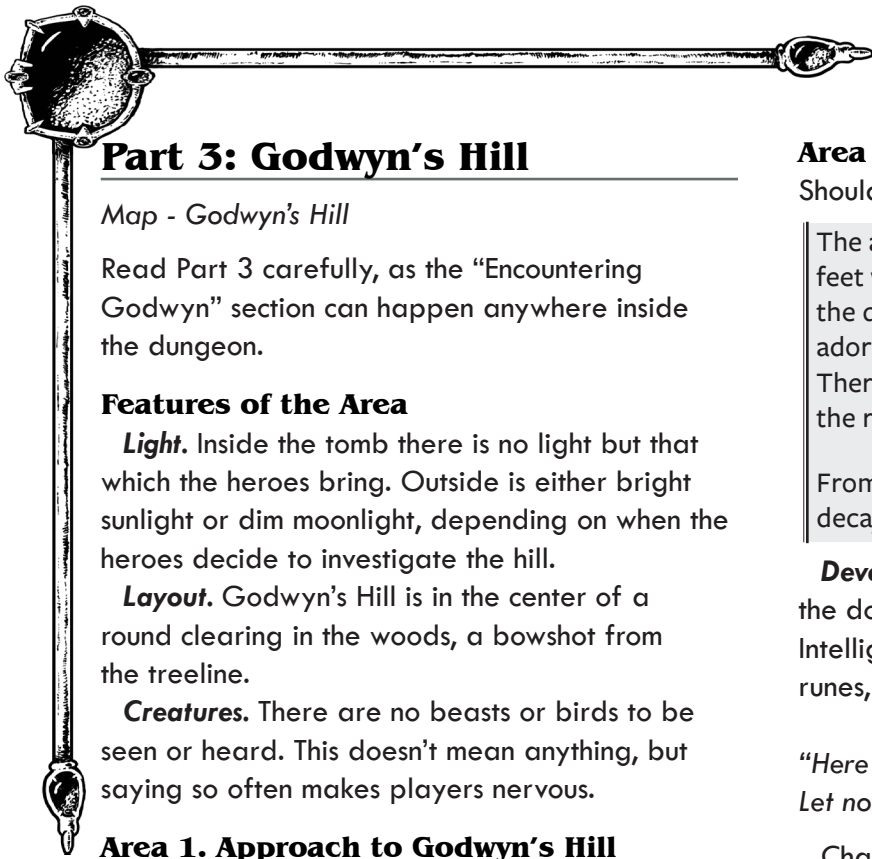
In no event does Wynfrith enter the tomb or participate in combat; as soon as initiative is rolled, he disappears into hiding until the fight is over.

Optional Random Encounters

To check for a wilderness encounter, roll 1d6; on a roll of 1, an encounter occurs. If a wilderness encounter is indicated, roll 1d6 on the table below. You can also simply decide an encounter occurs, as well as simply choose which encounter to run.

1d6	Type of encounter
1-2	2d4 huscarls
3	Shepherd & flock
4	1d2 black bears
5	blood rose
6	1d4 boars





Part 3: Godwyn's Hill

Map - Godwyn's Hill

Read Part 3 carefully, as the "Encountering Godwyn" section can happen anywhere inside the dungeon.

Features of the Area

Light. Inside the tomb there is no light but that which the heroes bring. Outside is either bright sunlight or dim moonlight, depending on when the heroes decide to investigate the hill.

Layout. Godwyn's Hill is in the center of a round clearing in the woods, a bowshot from the treeline.

Creatures. There are no beasts or birds to be seen or heard. This doesn't mean anything, but saying so often makes players nervous.

Area 1. Approach to Godwyn's Hill

The meandering tracks of the walking dead gives way onto an ancient road. Much overgrown now, at one time it must have been quite a feat of engineering, arrow-straight and paved with flat stones.

After a few hundred yards, the road leaves the canopy of forest. It continues between lines of ancient standing stones straight toward a grass-covered burial cairn as big as a barn, surrounded by a ditch. A space on the very top of the mound is flat and bears a ring of standing stones surrounding a stone table consisting of a flat slab resting on four smaller stones. Two arched doorways lead into the gloom under the hill.

Development. The hill is steep but easily climbed. Adventurers who investigate the table encounter Godwyn, who materializes from under the table to glare at them. Go to "Encountering Godwyn".

Area 2. The Doors

Should the characters pause to check an archway:

The archways are each easily ten feet tall and five feet wide. Stone doors once closed them, but the doors have been thrown down. Each door is adorned with runic carvings in an ancient tongue. There is a path beaten into the grass leading to the right-hand archway.

From within the hill comes a musty odor of decay and rot.

Development. Characters who approach the doors see the carvings. With a successful Intelligence check, an adventurer deciphers the runes, which say:

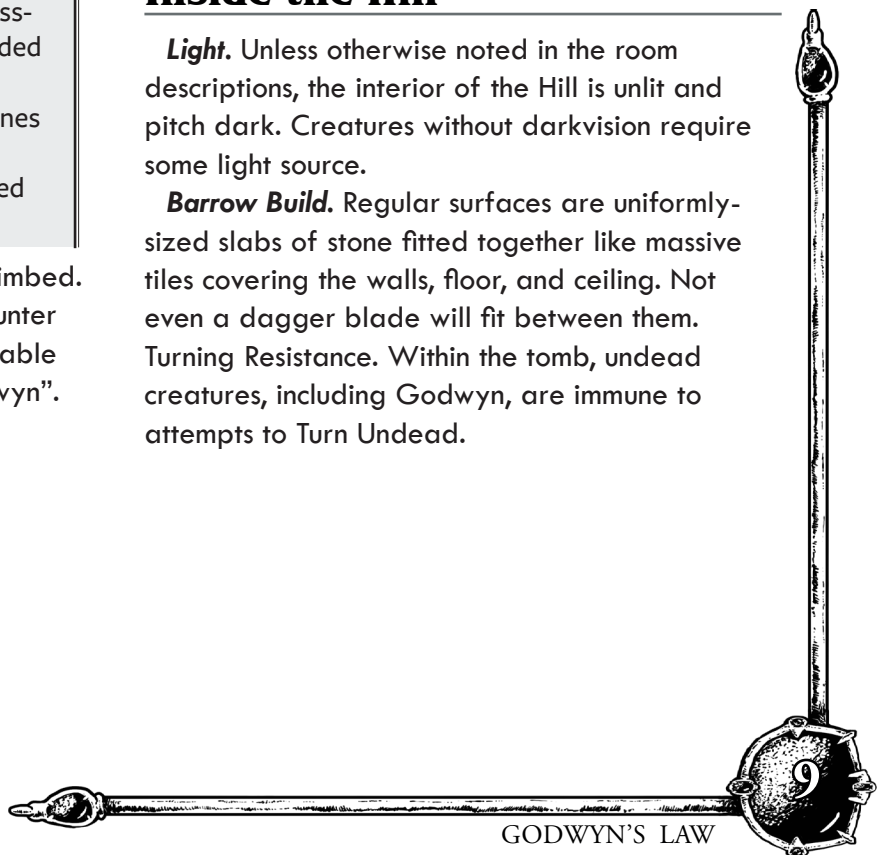
"Here lies Godwyn, son of Alwyn, lord of Forweald. Let none disturb his rest."

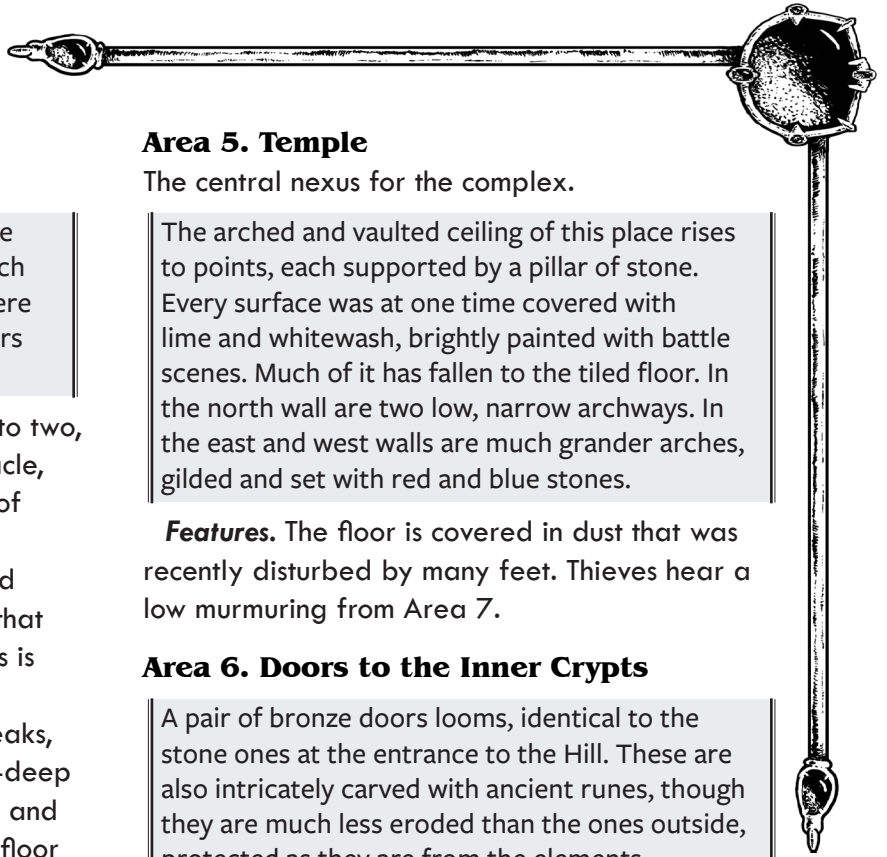
Characters who learn this and use it in interacting with Godwyn can gain a useful advantage when conversing with him, as Godwyn is vain and easily flattered; a character who prefaces a statement to Godwyn with a bow and language such as "Hail Godwyn king, son of Alwyn the valiant" pleases the ghost.

Inside the Hill

Light. Unless otherwise noted in the room descriptions, the interior of the Hill is unlit and pitch dark. Creatures without darkvision require some light source.

Barrow Build. Regular surfaces are uniformly-sized slabs of stone fitted together like massive tiles covering the walls, floor, and ceiling. Not even a dagger blade will fit between them. Turning Resistance. Within the tomb, undead creatures, including Godwyn, are immune to attempts to Turn Undead.





Area 3. Trapped Entry

The left entry passage is trapped.

Beyond the archway is a hallway lined with the same flat stones which make up the road which led here. The air is chilly, damp, and stale. There are footprints in the dust on the floor, on stairs that lead down into darkness.

The footprints diverge from a single path to two, as though around some sort of unseen obstacle, about 10 feet down the stairs in the center of the passage.

Trap. The passage is trapped with a spiked pit trap. The pit's lid is a thin sheet of slate that breaks when a weight exceeding 25 pounds is placed on it.

When a creature steps on the cover, it breaks, causing the intruder to spill into the 10-foot-deep pit below, taking 1d6 damage from the fall and 2d6 damage from spikes embedded in the floor of the pit.

Area 3a. Untrapped Entry

The right entry passage is not trapped.

Beyond the archway is a hallway lined with the same flat stones which make up the road which led here. The air is chilly, damp, and stale. There are footprints in the dust on the floor, on stairs that lead down into darkness.

The footprints make a single path right down the center of the floor.

Area 4. Archways

About 20 feet north of the entrance the passage ends in an archway that gives into a large rectangular room. A thick carpet of dust covers the floor. Trails through the dust lead to large, low archways in the west and east walls. Smaller archways in the north wall lead to narrow passages. Six stone columns support the ceiling.

The northern passages are so narrow that only Medium and smaller creatures can enter them, and even then one at a time, in single file. Large or larger creatures must squeeze. Otherwise, there is nothing of interest here.

Area 5. Temple

The central nexus for the complex.

The arched and vaulted ceiling of this place rises to points, each supported by a pillar of stone. Every surface was at one time covered with lime and whitewash, brightly painted with battle scenes. Much of it has fallen to the tiled floor. In the north wall are two low, narrow archways. In the east and west walls are much grander arches, gilded and set with red and blue stones.

Features. The floor is covered in dust that was recently disturbed by many feet. Thieves hear a low murmuring from Area 7.

Area 6. Doors to the Inner Crypts

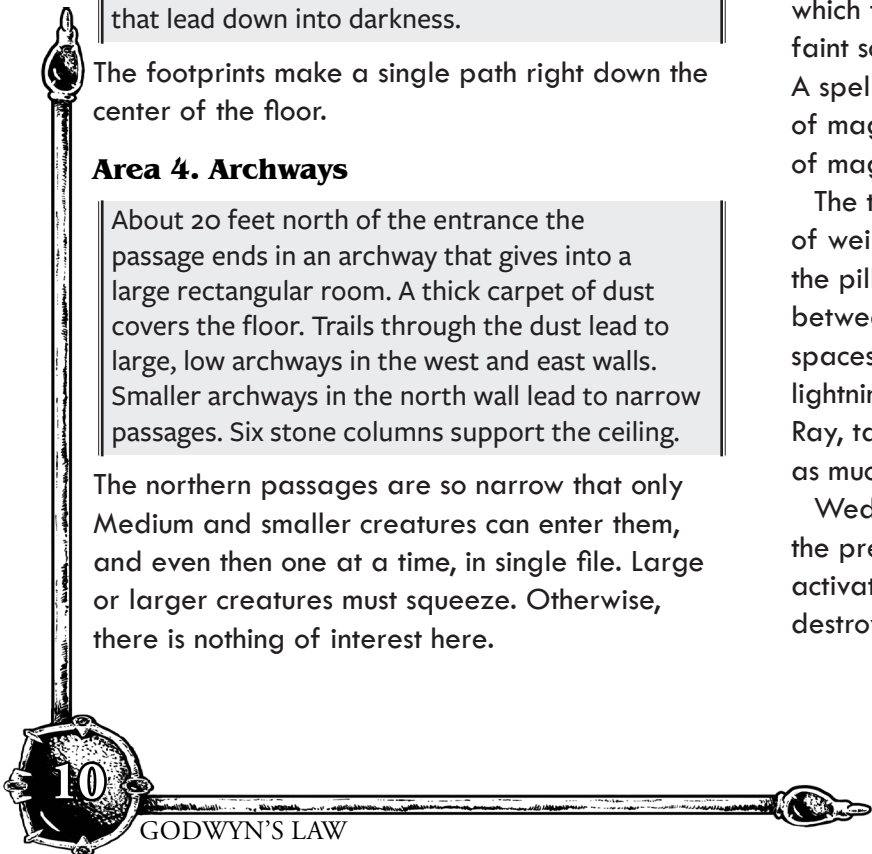
A pair of bronze doors looms, identical to the stone ones at the entrance to the Hill. These are also intricately carved with ancient runes, though they are much less eroded than the ones outside, protected as they are from the elements.

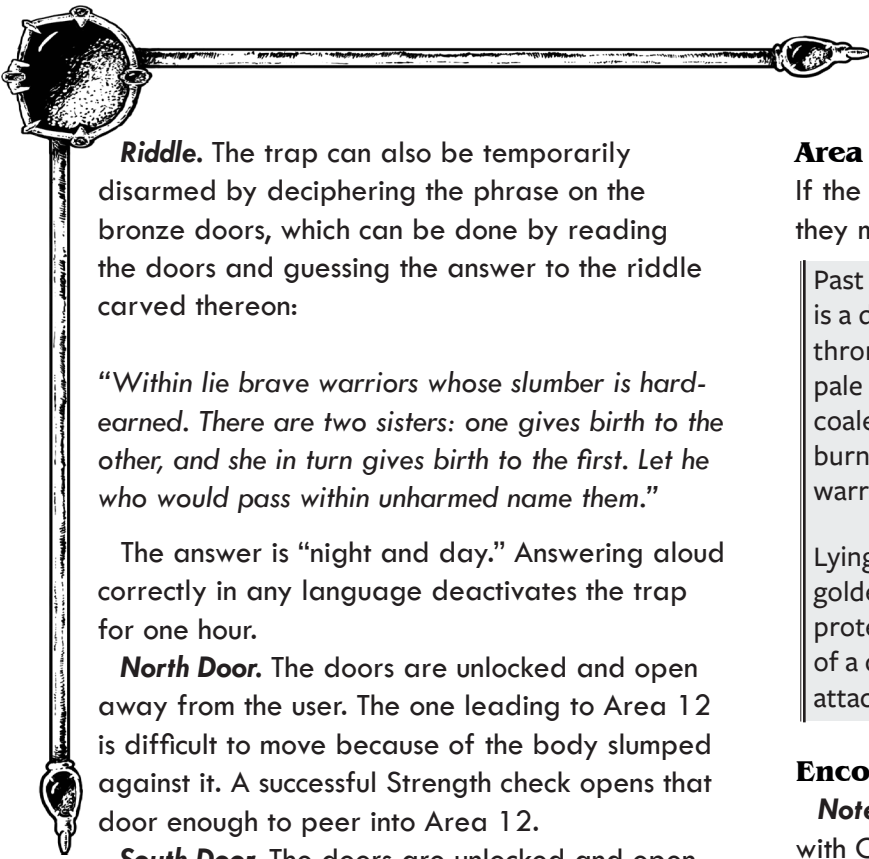
The doors are flanked by bronze pillars, each etched with more cryptic runes.

Trap. A trap protects each pair of doors to the inner crypt. This trap is activated when an intruder steps on a hidden pressure plate, releasing a magical gout of lightning from between pillars which flank the door. Searching for traps spots faint scorch marks on the floor, pillars, and ceiling. A spell or other effect that can sense the presence of magic, such as detect magic, reveals an aura of magic around the columns.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the pillars to release a sheet of magical lightning between them which completely fills the 5-foot spaces before the doors. Each creature in the lightning field must make a saving throw vs Death Ray, taking 3d8 damage on a failed save, or half as much damage on a successful one.

Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A *dispel magic* spell cast on the doors destroys the trap.





Riddle. The trap can also be temporarily disarmed by deciphering the phrase on the bronze doors, which can be done by reading the doors and guessing the answer to the riddle carved thereon:

“Within lie brave warriors whose slumber is hard-earned. There are two sisters: one gives birth to the other, and she in turn gives birth to the first. Let he who would pass within unharmed name them.”

The answer is “night and day.” Answering aloud correctly in any language deactivates the trap for one hour.

North Door. The doors are unlocked and open away from the user. The one leading to Area 12 is difficult to move because of the body slumped against it. A successful Strength check opens that door enough to peer into Area 12.

South Door. The doors are unlocked and open away from the user. The south door, leading to the staircase, is easy to open, and reveals a staircase leading down into darkness. The bottom of the staircase is choked with rubble.

LOWER LEVEL?

Another, lower dungeon level is beyond the scope of this adventure. Should your players be avid dungeoneers, there are any number of possible dungeon maps that might suit the bill. One possibility is included in this adventure’s Map Pack, but you’re on your own for populating it and having it make sense in terms of this adventure. Perhaps the staircase was deliberately collapsed because whatever’s down there is so dangerous that even Godwyn fears it; fiends? Vampires? Maybe Godwyn has a second quest for heroes who prove themselves worthy...

Area 7. Godwyn’s Throne

If the heroes didn’t meet Godwyn atop the Hill, they meet him here.

Past a set of threadbare but once fine tapestries is a dais. Upon the dais sits a throne, and on the throne sits a man—or what was once a man. A pale form rises from the enthroned corpse and coalesces into a similar shape. Furious energy burns in its eyes. He is flanked by 6 skeletal warriors standing at attention.

Lying on the floor nearby is golden scale mail, a golden helmet, and a round shield carved with protective runes and painted with the leering face of a demon. Oddly, none of the undead lurch to attack. Instead, they wait...for something.

Encountering Godwyn

Note. Once the adventurers finish their encounter with Godwyn, the adventure assumes the heroes immediately stop exploring the tomb and set off on their mission. If they continue to delve, Godwyn angrily demands they stop and do what he has commanded. If they persist in ignoring him, he triggers his Fear attack, then he and his horde of undead minions—which increases in size to 2d12 huscarls—relentlessly attack until the adventurers are slain.

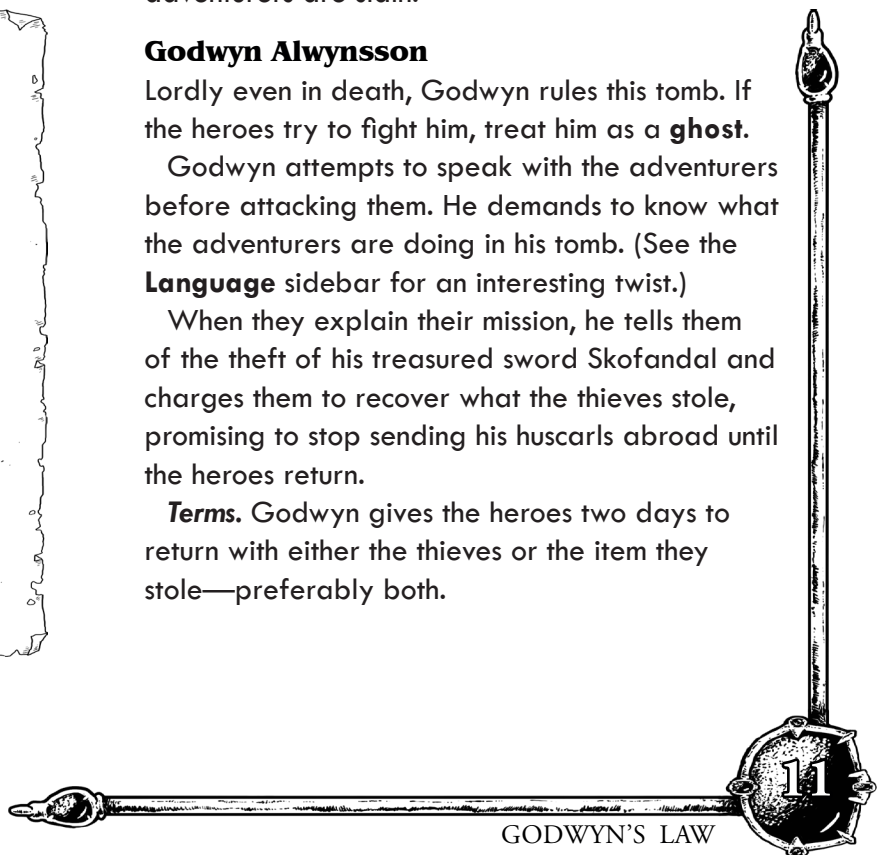
Godwyn Alwynsson

Lordly even in death, Godwyn rules this tomb. If the heroes try to fight him, treat him as a **ghost**.

Godwyn attempts to speak with the adventurers before attacking them. He demands to know what the adventurers are doing in his tomb. (See the **Language** sidebar for an interesting twist.)

When they explain their mission, he tells them of the theft of his treasured sword Skofandal and charges them to recover what the thieves stole, promising to stop sending his huscarls abroad until the heroes return.

Terms. Godwyn gives the heroes two days to return with either the thieves or the item they stole—preferably both.



LANGUAGE

Godwyn has been dead for a thousand years. Although Godwyn speaks Common, it is so ancient a version of the language that it is indecipherable to the untrained ear, much like Old English would be compared to what we speak today.

One very cool roleplaying effect for simulating this difference is to find a copy of Beowulf and simply recite phrases from it when the players interact with Godwyn—unless your players are scholars of Old English, they won't know that you're not actually making sense when you respond to them. There are free translations online; simply print a page and rehearse a few lines!

Adventurers wishing to communicate with Godwyn must either use magic which grants the effect of a comprehend languages spell or succeed on a DC 14 Intelligence (History) check to simulate his mode of speech. Success on the check indicates the character either studied ancient languages as a hobby or knew someone who did. Once the adventurers can access the language, you can switch from the Old English of Beowulf to heavily-accented modern English. Players love that sort of thing, even if they know you stole it from *The 13th Warrior*.

Roleplaying Godwyn. Godwyn is a king, accustomed to having his commands obeyed, and was not the nicest person even in the best of times. Impatient by nature and furious at being robbed, he is in a particularly foul and dangerous mood. He can't leave the mound of his tomb, but he knows he can send his huscarls to do his bidding.

Treasure. Godwyn's personal treasure, which the thieves didn't have a chance to take, consists of a gold talisman set with citrine (250 gp), fine leather gloves embroidered with silver (250 gp), a *ring of protection* +2, +1 *scale mail*, and a +1 *shield*.

Attack! Should the heroes kick off combat, the huscarls shamble into action. No matter how many huscarls they "kill", more and more keep coming. At the same time, Godwyn admires bravery. He spares the heroes. Go to "Waking Up With The Dead".

Steal! If the adventurers take anything from the tomb, Godwyn's vengeance now extends to them as well as the other party of tomb robbers. He relentlessly attacks them until they're unconscious (go to "Waking Up With The Dead") or flee from the Hill. As Godwyn can't leave the Hill, he can't pursue them himself, but his huscarls pursue them inexorably.

Make a Deal! Clever players may note that Godwyn needs the adventurers more than they need fear him, as they have the freedom to move about the countryside, which he lacks, as well as the intelligence to conduct an investigation, which the huscarls lack. The threat of an undead army killing everyone—including the adventurers—should bring them to heel.

Waking Up With The Dead

Godwyn expects heroes, and when he gives a quest, he expects those heroes to leap into action. If the heroes were all rendered unconscious by the undead under the Hill, they wake at Godwyn's feet. He makes a little speech.

"Thou art valiant, 'tis clear. But thou heedest me not. Go forth from this place and do thou as I have bade thee. Shouldst thou deny me again, my huscarls shall slay thee. Now dost thou ken my resolve?"

Area 8. Skull Ossuary

This area is where skulls are kept, some reverently stacked on shelves, but dozens more haphazardly piled along the west wall.

Note. The Ossuary rooms are roughly hewn from the bedrock under the Hill, and steep staircases lead down to them. Each is crammed with bones. The only method of traversing them is a narrow walkway along the southern walls.

Area 9. Ossuary Pool

The pool is natural water leaking in from and running off through the limestone. The room is filled with short bones, like carpals and tarsals.

Area 10. Long Bone Ossuary

A carpet of radii, ulnae, fibulae, tibiae, and femora are piled high in this room.

Area 11. Decomposing Room

Without getting too deeply into the burial practices of Godwyn's people, corpses were left to be picked over by wild beasts, and the resulting remains deposited in this room until the bones were completely disarticulated. The separate bones were then reverently interred in the other Ossuary rooms by priests. This room is Godwyn's "recruiting hall", from whence his huscarls come.

12. Passage & Mortuary

One of the other adventurers is here.

Slumped against the bronze door at the top of the stairs is the bruised, battered, and slashed corpse of a half-elf. The walls are tiled in detailed, painted mosaics depicting yellow-haired, bearded men in antique armor and helmets battling orcs, goblins, and hobgoblins.

Features. The area has the following features:

- Stairs leading up to Area 5/6.
- A stone archway leading to Area 11.
- There is evidence of a fight in the room. Wooden tables are smashed to kindling.
- A magical fountain in the north wall, to the right of the arch that leads to Area 11, holds fresh, clear water.
- A shelf on the west wall holds pottery jars that once contained salves and unguents used in embalming.
- The body (see below).

Foes. Once the heroes have given the room the once-over, **huscarls** (1 for each hero) emerge from Area 11.

If the heroes haven't yet met Godwyn, the huscarls don't attack; instead they beckon the heroes to follow them and escort them to their chief, who waits in Area 7. Go to "Encountering Godwyn".

If the heroes have met Godwyn and persist in wasting time and/or looting, wave after wave of huscarls come at the heroes until they're all rendered unconscious. Go to "Waking Up With The Dead".

Development: The Body. The body is fresh, only a few days old: a half-elf male wearing deep blue robes and clutching a wand. Should the adventurers speak with dead, the corpse's name was Viliaris, and he was a wizard—a member of the party of adventurers who tried to plunder the Hill and did not totally succeed. He was slain by Huscarls, for he lacked the strength to pull the door open and escape. He doesn't know what happened to his comrades, only that they abandoned him.

Treasure. A pouch in the corpse's robes contains 12 gp, 19 ep, 32 sp, and 47 cp along with a +1 dagger. The wand is a wand of lightning bolts. A haversack containing scrolls of *knock*, *speak with dead*, and *unseen servant* spells is draped around the body's shoulders. Several (1d4) of the pots on the shelves still contain embalming unguents worth 50 gp per pot.

Area 13. Priests' Quarters

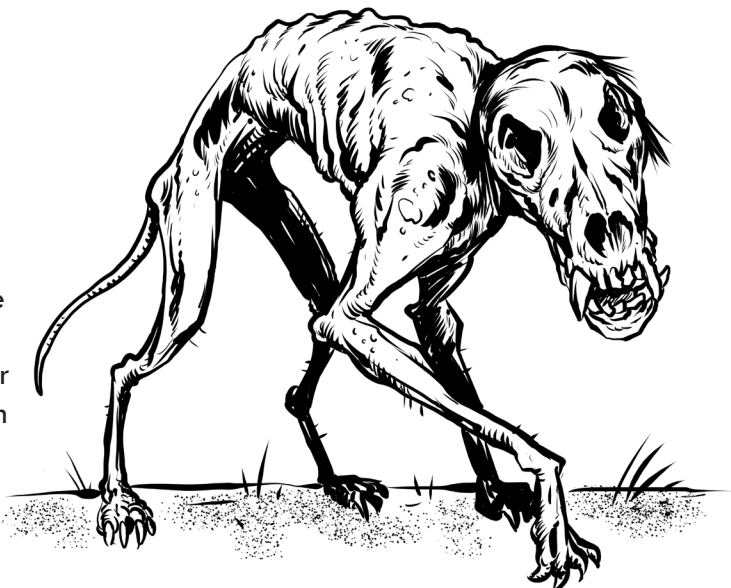
The bronze door to this room is slightly ajar. There is nothing of interest in this room save several piles of moldering, nearly dissolved bedding. A pile of bedding in the southeast corner is covered in **yellow mold**.

Area 14. Vestry

The priests who conducted ceremonies in and around the barrow stored their gear here.

The walls are tiled in detailed, painted mosaics depicting yellow-haired, bearded men in antique armor and helmets battling foul creatures and communing with radiant, amorphous beings in the sky. Shelves line the east and west walls.

Anyone who succeeds on an Intelligence check knows the mosaics depict gods long out of fashion. There is nothing in this room of value or interest otherwise.



Part 4: Finding the Thieves

Map - Adventurers' Lair



THE ADVENTURERS SEARCH THE FORESTED hills for the NPC adventurers' hideout. The forest is dense with briar patches and vines; beneath the trees, the air is thick and musty.

Tracking the Other Adventurers

Refer to the *Becoming Lost* rules on page 39 of the **Basic Fantasy** core book. If this roll is failed, each character takes 1d4 damage from bashing through thickets of long, prickly thorns, falling in streams, and other wilderness hazards, but they still follow the tracks to the NPCs' hideout.

Random Encounters

Each time they fail to track the NPC adventurers, you may wish to roll for or select a random encounter from the table in Part 2. Once a random encounter takes place, remove it from the

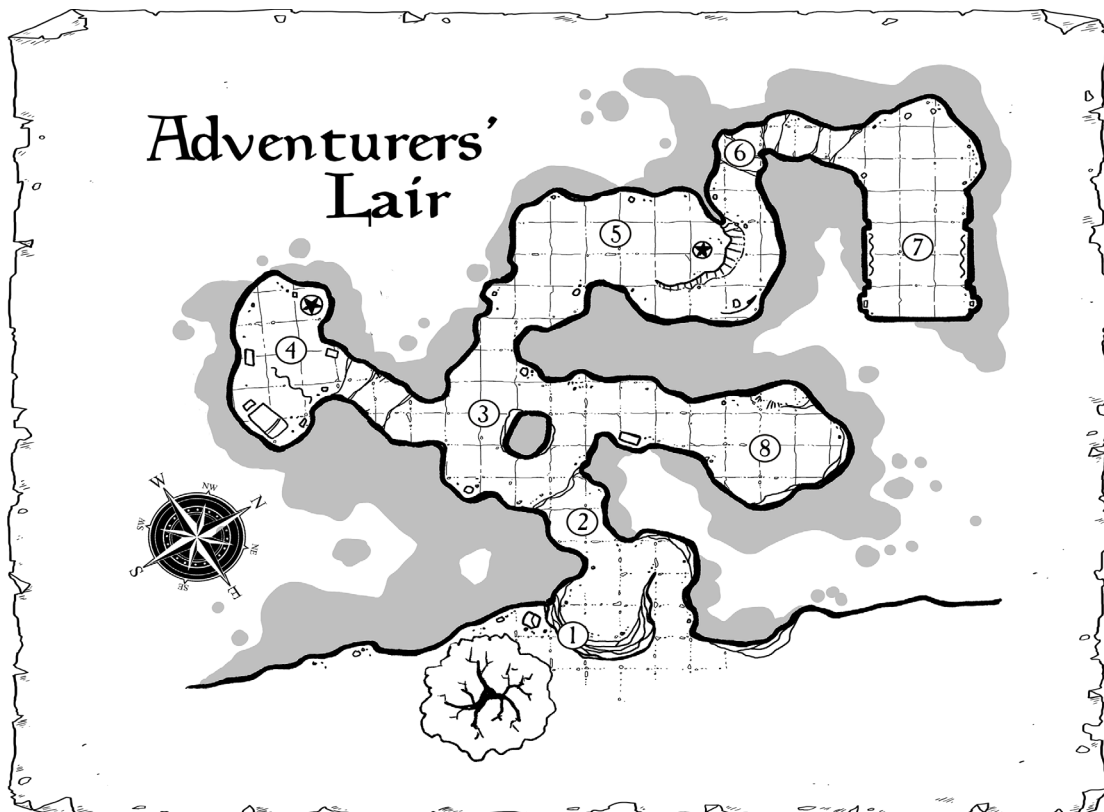
list; do not repeat them. If they had an encounter on the way to Godwyn's Hille, an interesting scene is to have them stumble onto the old battlefield.

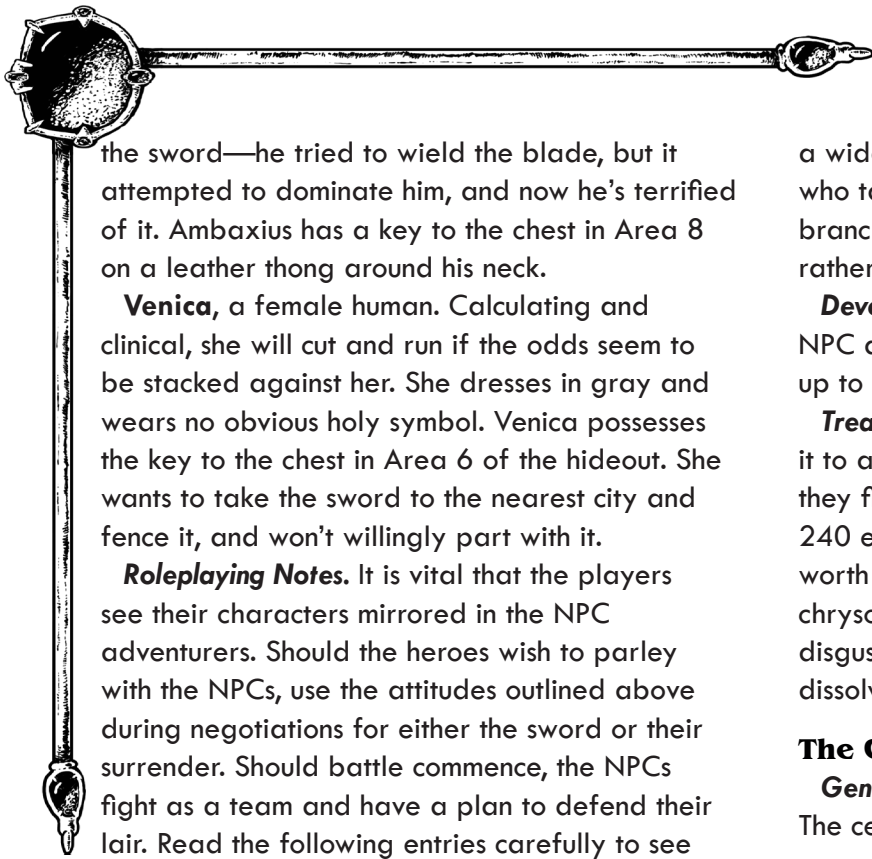
The Other Adventurers

The adventuring party that looted Godwyn's Hill left one of their fellows behind in the tomb and fled to the caves to lick their wounds. The remaining party members (stat blocks in the Appendix) are:

Taurio, a male human. Sarcastic, insulting, and snide, Taurio is a coward who avoids melee unless cornered. He dresses in dirty shades of brown, from his cloak to his leather armor. He doesn't care one way or the other about the sword, though he would like to get paid for his trouble in collecting it. He has a *potion of gaseous form*.

Ambaxius, a male human. Dull-witted yet pompous and confident to the point of arrogance, he thinks he's more intimidating than he is. He is blond, blue-eyed, and clean-shaven. Ambaxius dresses like a peacock, incorporating as many bright colors as possible into his outfit. As far as he's concerned, the adventurers can have





the sword—he tried to wield the blade, but it attempted to dominate him, and now he’s terrified of it. Ambaxius has a key to the chest in Area 8 on a leather thong around his neck.

Venica, a female human. Calculating and clinical, she will cut and run if the odds seem to be stacked against her. She dresses in gray and wears no obvious holy symbol. Venica possesses the key to the chest in Area 6 of the hideout. She wants to take the sword to the nearest city and fence it, and won’t willingly part with it.

Roleplaying Notes. It is vital that the players see their characters mirrored in the NPC adventurers. Should the heroes wish to parley with the NPCs, use the attitudes outlined above during negotiations for either the sword or their surrender. Should battle commence, the NPCs fight as a team and have a plan to defend their lair. Read the following entries carefully to see how the plan unfolds, but feel free to modify or completely change the plan to better suit your player group or the situation at hand. The NPCs are not interested in fighting to the death—if their plan fails, or if any one of them is killed, they cease fighting and ask for mercy.

The Approach to the Hideout

Once the heroes arrive at the hideout, read or paraphrase the following:

After several sweaty, dangerous hours searching the forest, a clear trail appears. The ground rises steadily upward. The path follows the rocky bed of a small stream of crystal clear water splashing over stones.

A cliff face looms through the trees about 50 yards ahead. The stream issues from a cave in the cliff. The hole almost looks like the mouth of a leering face.

Area 1. The Hangman Tree

The branches of a huge willow tree drape over a small clearing near the cave entrance. The breeze sighs in its leaves.

Foes. The **hangman tree** was here when the NPC adventurers arrived, preying on creatures passing in and out of the cave. The NPCs give it

a wide berth and use it as a guardian. Heroes who take the time to observe the tree notice its branches aren’t actually moving with the wind, but rather on their own.

Development. Combat with the tree alerts the NPC adventurers in the cave, and Taurio creeps up to Area 2 to investigate.

Treasure. If the adventurers uproot the tree, burn it to ashes, or otherwise gain access to its roots, they find lumps of metal worth 600 cp, 800 sp, 240 ep, and 300 gp. They also find a bloodstone worth 50 gp, 2 cut quartzes worth 50 gp, and a chrysoprase worth 100 gp, all mixed in with the disgusting, useless remnants of other items mostly dissolved by the tree’s digestive acid.

The Cave Hideout

General Features. The caves are natural caverns. The ceiling height varies from 10 to 30 feet, while passages vary from 5 to 10 feet wide. There is no light other than that which the heroes bring with them unless otherwise noted in the area descriptions.

Area 2. Entrance Alarms

The stream issues from the left side of the cave facing the entrance from the exterior. Within, all is dark. A faint scent of woodsmoke is on the breeze.

Trap. 10 feet within the cave is a tripwire connected to a network of ropes and string, attached to which are pieces of metal and hollow wood. Failing to detect the tripwire means the creature trips over the wire, falls prone, and sets off a hideous din which resonates throughout the cave. A successful check for traps notes the line of dust on the floor which shows where the NPC adventurers step over the wire. A thief character succeeds on a Remove Traps check disables the trap. Any other meddling with the trap sets it off.

Go Away. If the heroes set off the alarm trap, Taurio Moves Silently to creep out of Area 4 to hide behind the stone pillar in Area 3, where he Hides and shouts at the heroes to halt or face the consequences. He wants to frighten them away and will tell any lie necessary about the cave’s defenses to do so. If they continue forward toward Area 3, he attacks with his crossbow.



Ambush. If the adventurers battled the willow, Taurio is hiding behind the stone pillar in Area 3, having readied an action to shoot the first intruder he sees with his crossbow. He has a +2 bonus to AC if he takes cover behind the pillar. In either case, once he's fired his crossbow he runs toward Area 5.

Area 3. Stone Pillar

The cavern tunnel opens up into an egg-shaped cave that rises some 30 feet overhead. The ceiling is supported by a great stone pillar. More cavern passages lead out in various directions.

Trap. The entrance to the tunnel to Area 5 contains a spiked pit trap. A successful check for traps discerns the absence of foot traffic over the section of floor that forms the pit's cover. Merely poking at that area of "floor" confirms that it is actually a piece of painted canvas disguising a pit.

When a creature steps on the cover, it collapses, causing the intruder to plunge into the 10-foot-deep pit below, taking 1d6 falling damage and 2d6 piercing damage from the spikes embedded in the floor of the pit. Once the trap is detected, the cover can simply be removed, thereby making its location obvious.

A narrow ledge along one edge of the pit allows those who know it is there to safely traverse the passage.

Harried. If the heroes set off the alarm, they're unlikely to have time to search for traps—as soon as they come around the pillar, or even peer around it, as a readied action Taurio fires his crossbow at them from deep within the tunnel to Area 5. He enjoys half cover from this position. Heroes rushing to close with Taurio in melee can't make checks to spot the trap.

The Plan

The NPCs' plan is to lure enemies into the pit and deeper into the caves. Taurio tries to lure them into Area 5, after which Ambaxius and Venica rush out of Area 4 and attempt to trap the adventurers by causing a cave-in, after which they make their escape.

Prisoner. The passage leading to Area 9 is mostly blocked by rubble. If the adventurers succeed on a Listen check, they hear something. (If they listen carefully to detect activity on the other side of the rubble, they automatically hear it.) Read or paraphrase the following:

At first there's nothing but the dripping of water and falling stones, but after a moment there are faint cries of pain coming from behind the rubble, ending with a plea for help in Common.

See the Area 8 description for more details.

4. Camp

A firepit mars the center of this cave's floor. Flames still burn beneath a spit on which a rabbit roasts and a small metal pot with something bubbling in it—this must be the source of the woodsmoke smell.

Bedrolls surround the fire pit, and packs and sacks are strewn about the area. A stack of boxes obscures an area to the northeast.

Foes. If the heroes enter the room before the NPCs' trap is sprung, Ambaxius is bracing for battle behind the fire while Venica hides behind the stacks of boxes (marked by a star on the map) and casts her spells; while in this location, Venica's AC increases by 3.

Tactics. If Ambaxius and Venica are forced to fight here, she supports him with spells while he lets the heroes' melee fighters come to him. Ambaxius uses his attack to shove a hero into the fire (see Campfire). Taurio creeps up behind and targets party casters with his crossbow.

Campfire. The campfire is in the center of the clearing. A creature can try to shove or pull another creature into the campfire. A creature in the fire must make a saving throw vs. Wands or take 1d6 damage.

Treasure. The packs and sacks contain various personal belongings. Searching the packs uncovers a small book filled with terrible poetry and a silk handkerchief printed with a pentagram surrounded by alien symbols.

Information. A journal in Venica's pocket details their time spent in this lair. It describes Ambaxius's mental battle with *Skofandal*, Venica's quarrels with Taurio, and the cries for help they might have heard from Area 8.

4B. Storage Area

Stacks of boxes conceal a small hiding place.

In the boxes are enough rations to feed a dozen people for a month. There is nothing else of interest here otherwise.

5. Storage Cave

Rickety-looking wooden scaffolding looms above the entrance to this area. This oblong cavern is mostly empty, except for some crates. A brazier burns at the top of a ramp, carved from the cavern's stone, that leads down and away into darkness toward the north.

The Plot Thickens. If the NPCs' plan succeeds, once the adventurers follow Taurio into the cave, he opens the wicker gate to Area 6 (freeing the cockatrice) and drinks his potion of gaseous form, flying up to the ceiling to escape through the natural fissures that act as a chimney vent for their campfire smoke.

Blocking the Passage. Their plan dictates that, once the heroes are either in Area 5 or the pit in Area 3, Ambaxius and Venica rush out of Area 4 and collapse the scaffolding. The scaffolding requires a successful Strength check to pull down. Creatures within 5 feet of the scaffolding whenever it collapses must succeed on a saving throw vs. Breath Weapon or take 2d10 points of damage from the rubble. Once triggered, the rubble completely fills the passage, trapping the heroes in Area 5.

The collapsed passage can be cleared sufficiently to exit the room with 1d4 hours of exhausting work. By the time it's finished, the NPCs will be long gone, but they will have left their treasure behind in Area 7, which can be reached via the smaller passage (Area 6).

What About the Treasure?. The NPC adventurers aren't so interested in their loot that they'll risk taking on another party. If they can spring their trap and run, they will. They'd rather cut their losses and live. If the NPC adventurers flee, they disappear, never to be seen again in this adventure.

Foes. A **cockatrice** roosts behind a wicker gate that blocks off the ramp leading to Area 6. The NPCs throw their offal to it. As Taurio flees, he opens the gate and taunts the adventurers, saying "Have fun with our pet!"

Rawk! Feed Me! Rawk. The **cockatrice** is trained to ignore people who feed it, so if the heroes throw food, they have enough time to get through Area 6 into Area 7.

But Not Out Again. By the time they finish dealing with Area 7, the **cockatrice** will be hungry once more.

Area 6. Slippery Slope

The ramp gives way to roughly hewn stone stairs. Slick. Both ramp and stairs are slick with cockatrice dung, making it difficult terrain. A creature moving at its full walking speed must succeed on a saving throw vs Wands or fall and slide down the ramp, crashing into the wicker fence at the bottom, taking 1d6 damage from the fall.

Foes. If somehow the heroes didn't encounter the **cockatrice** in Area 5, it's still here and must be dealt with before the heroes can move on to Area 7.



Area 7. Treasury

The slippery, narrow passage halts at a field-expedient portcullis constructed of branches and twine. The archway opens into a small grotto glittering with thousands of points of light; crystals in the cavern walls reflect all sources of light, sparkling like stars in the night sky; there are even recognizable constellations.

Features. This area was, in days long past, shaped by hands. The walls are square, the ceiling arched. The glittering shards of glass embedded in the walls make swirling patterns. The wall at the end farthest from the entrance is studded with pearls in a vaguely humanoid shape. A hero who succeeds on an Intelligence check remembers a goddess who bore that shape for whom pearls were a precious offering.

Skofandal. Of more immediate interest, however, is the chest at the goddess's feet, on which rests an ancient sword in a battered leather sheath.

Trap. The chest is locked and trapped. Opening the chest without the Ambaxius's key causes the needle to spring out, delivering a dose of poison. When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature that triggers the trap must succeed on a saving throw vs Poison or die. A successful Remove Traps check disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

The sword is *Skofandal*. Note *Skofandal's* properties, should any of the adventurers draw it from its sheath—which they must do to examine it. Treasure. The chest contains 2,100 cp, 1,100 sp, 290 ep, 110 gp, assorted agates, obsidians, and tiger's eyes collectively worth 60 gp, a potion of climbing, and 2 potions of healing.

Area 8. Captive

The NPC adventurers captured a prisoner yesterday.

On a ledge against the rough north wall is a person, bound hand and foot with ropes. He looks up with pleading eyes. "Please!" he says. "You must help me!"

The man is Stefan Killigrew. Depending on circumstances, the heroes can get information from him.

What Stefan Knows. He knows the following:

- I'm just a woodcutter. I was walking through the woods and they jumped me, tied me up, and dumped me here.
- I don't know who they are or what they want. I just want to go home.
- The woman is the boss. The other two do what she says.
- (If the heroes haven't triggered the rockfall) They have a trap further in. I heard them talking about it.
- They keep some kind of animal, a big bird by the sound of it, back there. No idea why. (the cockatrice in Area 5/6)

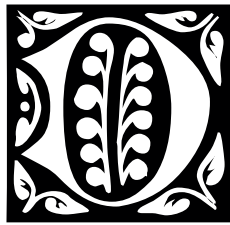
Release the Woodcutter. What Stefan does after the heroes release him depends on how the adventure is going thus far.

If they're doing poorly, he's hot for getting a bit of his own back; he'll join the party using the equipment the NPC adventurers dumped nearby (see Appendix for a stat block).

If the heroes are doing fine, he doesn't want to get involved in fighting. He just wants to go home. He leaves if the heroes let him.



Part 5: Rough Justice



DEPENDING ON THE ADVENTURERS' choices, alternate endings will be required.

When the adventurers approach the Hill, Godwyn awaits them at the stone table atop the Hill. Read or paraphrase the following:

Godwyn eyes you haughtily. "So," he intones. "You return. Where is my sword? Where are the thieves?" You see motion out of the corner of your eye, and notice that, silently, a dozen huscarls have stalked into the stone circle to flank their lord.

If the adventurers fail to secure either thieves or sword

Godwyn flies into a rage and bellows at them to finish the job. If they decline, he waves his hand and the hilltop goes misty, clearing to show Wynfrith (or another NPC to whom they are attached) tied to the stone table, and Godwyn holding an axe. They see the axe go up, then fall. Godwyn tells the heroes that the entire village will suffer this fate, one by one, until they comply with his orders. If they still decline, he and his

huscarls immediately attack unceasingly until they or the "heroes" are dead.

If the adventurers fail to capture the thieves, but secure Skofandal

Godwyn impatiently demands *Skofandal*. If the heroes refuse to give the sword to him, he and the huscarls immediately attack unceasingly until they or the "heroes" are shattered corpses.

If the heroes give him the sword, he demands to know the fate of the thieves. If the heroes give the true tale, he is satisfied. Though disappointed if they escaped, the return of his treasure is enough. If they tell a false tale, a successful Charisma check convinces him the false tale is true.

If the adventurers capture the thieves and secure Skofandal

When the heroes parade their captive(s) before Godwyn, he impatiently demands *Skofandal*. If the heroes refuse to give the sword to him, he and the huscarls immediately attack unceasingly until they or the "heroes" are shattered corpses.

If the heroes give him the sword, he commands them to tie the prisoners to the stone table, where he will behead them with *Skofandal*. If the heroes refuse, huscarls will shove them aside and do it themselves.



If the adventurers plead for mercy or attempt to negotiate for the prisoners' lives, Godwyn can be assuaged if the heroes personally vouch for the thieves. Since his rage burns hot, the heroes must succeed on a Charisma check to convince him.

If the heroes simply stand aside and let the undead begin the execution, the NPC adventurers struggle and resist. Ambaxius breaks his bonds, grabs an axe from a huscarl, and frees Venica, who tries to free Taurio (provided the heroes captured all three NPCs). Then the NPCs attempt to fight their way clear. Roll initiative. The undead focus on slaying the NPCs. The heroes can choose which side to help or remain neutral, doing nothing. The NPCs beg the heroes to help them.

Note. Undead outside the Tomb do not enjoy turning resistance! You may wish to confuse matters further by deciding that Venica successfully turns some of the huscarls. If the heroes join the NPCs, the probability of utterly defeating Godwyn and his huscarls increases. They will still have to clear the Tomb to claim Godwyn's hoard, however.

Concluding the Adventure



HERE ARE SEVERAL WAYS THE ADVENTURE can conclude, depending on the adventurers' choices.

Return the Sword

After the drama of returning *Skofandal*, if Godwyn remains and did not slay the thieves, read or paraphrase the following:

Godwyn nods sternly. "Thou art wise and mighty," he says. "Here then is just reward for wary warriors." With a wave of his hand, golden rings magically appear on the stone table. "Take these, and let skjalds sing of thy deeds. As for me and mine, we go once more to sleep with our longfathers. Let the doors to my tomb be sealed anew." As he whispers a final farewell, he and his huscarls crumble to dust.

The rings are ancient, made of solid gold, and worth 200 gp each just for the metal, and 500 gp to a collector of antiquities. There is one for each hero.

Award each hero a 200 XP bonus.

They are also lauded as heroes of the village, earning an epic night of drunken debauchery in the Standing Stone (as well as their promised reward).



Kill All the Things

If they slay Godwyn and his army of undead minions, the adventurers get the whole shebang, sword and all, including the villagers' regard.

Unless the heroes find a way to lay Godwyn to rest permanently, however, in 1d6 days he and his huscarls arise once more and the whole affair starts again. By that time the heroes have likely moved on, but having huscarls show up night after night should keep them interested in dealing with the problem.

Keeping the Sword and Legging It

Some characters may decide to simply keep the sword and flee. In such an instance, Skofandal attempts to take control of its wielder and persists in such attempts until it succeeds. When it does succeed, it compels its wielder to return to Godwyn's Hill by the swiftest means available. In the meantime, Godwyn magically knows about the theft of the sword, and sends huscarls to pursue and capture the thief then drag him or her back to the Hill. Huscarls keep coming every night, ruining rests.

If the NPC Adventurers Escape

Should this occur, they can become a recurring threat to the heroes, especially if the heroes slew one (or more) of them—or stood by while Godwyn and his huscarls beheaded slew them. Vengeance is a powerful motivator.



Appendix: Monsters

Ambaxius

Human Male Fighter 3: AC 17 (plate mail), AB +2, #At 1 battle axe +1 (AB +5) or 1 dagger (AB +4 melee), Dam 1d8+3 or 1d4+2, Mv 20', Sv F3, MI 9, XP 175

HP20

Stefan

Human Male Fighter 1: AC 12 (leather armor), AB +1, #At 1 axe, Dam 1d8, Mv 20', Sv F1, MI 10, XP 25

HP4

Taurio

Human Male Thief 3: AC 16 (leather armor +1 with dexterity bonus), AB +2, #At 1 longsword +2 (AB +4) or 1 dagger (AB +4 thrown) or 1 crossbow bolt (AB +4), Dam 1d8+2 or 1d4 or 1d6, Mv 40', Sv T3, MI 8, XP 145

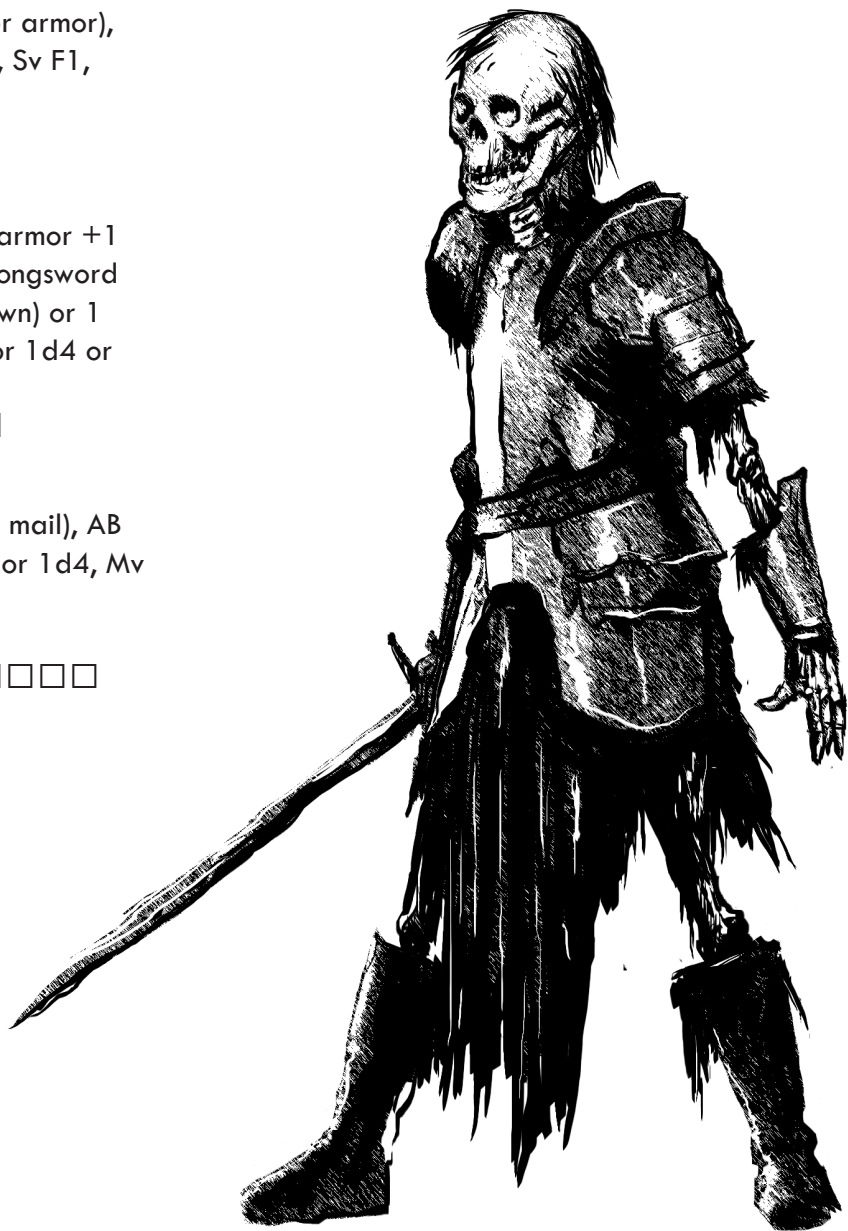
HP12

Venica

Human Female Cleric 4: AC 17 (plate mail), AB +2, #At 1 mace or 1 sling, Dam 1d8 or 1d4, Mv 20', Sv C4, MI 9, XP 280

Spells: cause fear, light, hold person

HP15



Appendix 2: Magic Items

Skofandal

Forged by dwarves in the distant past from metal smelted from a fallen star, *Skofandal* is a longsword of plain, utilitarian appearance. Its heavy blade is etched with ancient runes which name it and its sworn foes: Aberrations.

Skofandal is a magic sword, +1, +2 vs aberrations (creatures like aboleths and gibbering mouther).

Sentience. *Skofandal* is a sentient lawful neutral weapon with an Intelligence of 10 and the following powers:

- Detect magic
- Detect secret doors
- Detect traps

The sword communicates by speaking Old Common.

Personality. *Skofandal* loathes aberrations of all kinds, and its sole purpose is to destroy them. It has an Ego of 14, except when aberrations are within 60 feet of it, when its Ego rises to 16.

[See [Sentient Weapons – A Basic Fantasy Supplement](#) for more information on how to deal with *Skofandal*.]



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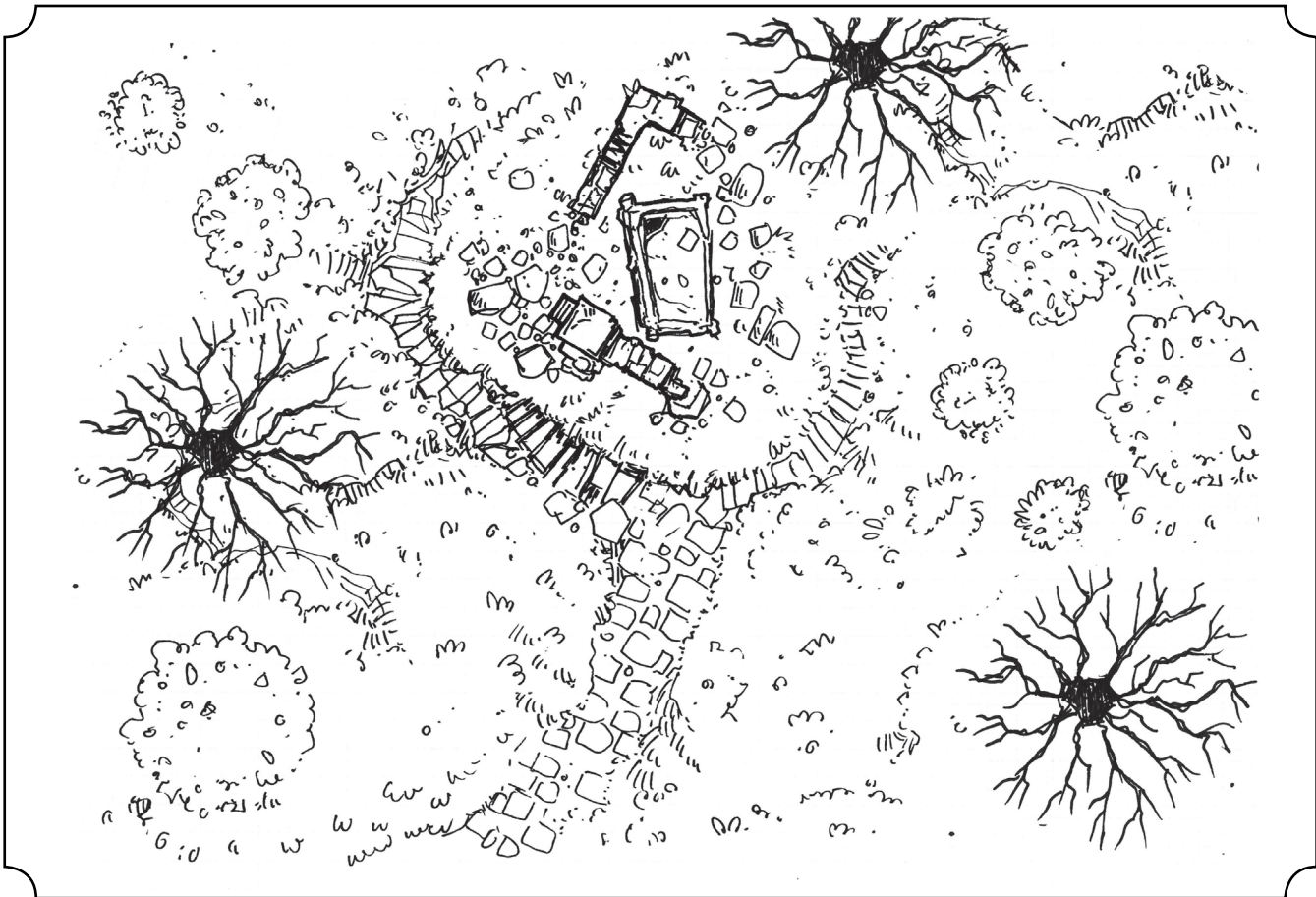
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