

# The Tomb of Ugulbash

Mini module for **Epées & Sorcellerie** – level 1 or 2

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The Tomb of Ugulbash is a very traditional small module intended to be used as an adventure for one or two evenings. It should be easily incorporated into any campaign, with perhaps some modifications. The elements of the background and hooks are very generic in order to be changed or adapted to suit the wishes of GM. Some elements are intentionally left vague in order to allow different GMs to inject their ideas there.

## Background

Nearly one hundred years ago saw the rampage of an orc bandit named **Ugulbash**. At the head of his gang of goblins and orcs, he was guilty of widespread looting, and in particular the death of one individual, **Sir Holger**, a valiant knight of the time. The bandit Ugulbash finally fell during a great battle. He was granted the greatest of honours by the shamans of Gorloch, a demonic deity revered by the orcs, they buried him in a tomb dug in a rocky escarpment, the **Hardened Peak**.

With the fall of their chief, the horde of Ugulbash continued to carry out some raids, but the inhabitants of the region forced the plunderers to leave the area. And the tomb of the orc chief was forgotten.

But rumours still continued among the local population. The memory of Sir Holger persisted in legend and the stories always say that the tomb of his murderer must contain the fruits of plunder, especially the Cross of Holger, a precious relic for the worship of Libra, an influential local deity.

## Adventure Hooks

- The characters have found a map indicating the location of the tomb of Ugulbash.
- An erudite archaeologist has found evidence of the location of the grave and wants to hire adventurers to help him explore.
- In a tavern or inn, the characters hear rumours about the tomb and its treasure.
- The legend of Holger is still alive in the cult of Libra. Clerics of Libra would pay a high reward if the Cross of Holger finally found its place among the treasures of the local temple.
- The disappearance of some individuals has been reported near the Hardened Peak. Some say they have fallen into the snare of the ghost of the bandit Ugulbash...

## The Tomb

The cave entrance leading to the Tomb, is rather difficult to locate. Thick bushes and ferns naturally camouflage the crevice dug atop the rock escarpment, which leads to heart of the caves. The PCs may possibly also find a second entrance. This leads directly into the collapsed cave (see Caves - 6. Collapsed Cave), but entry through this passage requires ropes, pitons and / or a person gifted in climbing.

## Caves

**1. The entry:** This room contains nothing special, except three possible passages, the floor is uneven and the ceiling rather low, causing torches to burn badly (which is true in the rest of the caves).

**2. Cave:** The access passage to this cave has a very low ceiling and individuals taller than one metre must almost crawl to get there. The cave itself allows a human to stand upright, but hunched.

Careful examination however will detect traces of dried blood along the passage leading to the grotto.

In the cave, darkness is total. Behind a rock, which the traces of blood lead to, characters will see a half-decomposed corpse. It has a short sword, a shattered shield and rotting leather armour. A purse containing 50cp is in a belt pouch, along with a flask containing a brownish liquid (a Potion of Ogre Strength, duration 10 minutes.)

**3. Cave:** This cave is empty and contains nothing special, except some fragments of rock.

**4. The Cave of Piercers:** This cave serves as a lair of 6 Piercers. Piercers are strange creatures resembling stalactites, equipped with multiple short legs, which allow them to hang from the ceiling of caves. When Piercers are motionless – which they are most of the time - their imitation is so perfect that they are very difficult to detect.

When they attack a prey, Piercers will drop from the ceiling, and generally surprise their victims. After the attack, they flee on their tiny legs and climb the walls with agility to regain their position on the ceiling.

***Piercers** (6) AC 9 HD 1 (1/2/2/3/4/4) Mvt 1 Att +0 AL Neutral **Special:** Surprise (5 in 6 chance of surprising victim) XP: 100 xp each*

**5. Cave:** This cave is empty and contains nothing special, except some fragments of rock. Scraps of viscous and sticky web (giant spider) move in the air currents that run through the cave network...

This place was once the nest of a few giant spiders, but they have now left the caves.

**6. Collapsed Cave:** This large cavern contains nothing special. A hole in the ceiling, some 5 metres above the ground, acts as a chimney. The room is strewn with blocks of scattered stone.

**7. Cave of the Three Witches:** In the centre of the cave sits a cauldron smoking and nauseous. Scattered around the room, one can notice pots, containers or flasks containing suspicious liquids or strange ingredients, like toads, tongues of vipers, etc. On a worm-eaten lectern with macabre decorations, rests a grimoire. Three old women, blind with empty eye sockets, mumble and bicker around the cauldron.

To see, the Three Witches, **Naël**, **Zaël** and **Laël**, must share a Crystal Eye, a device which enables them to also see in the dark. This Eye also gives them the power to *Charm* (as per the Magic-User spell, see below). Therefore, only the witch who carries the eye at a given time is able to see and use the power of *Charm*.

The Witches babble, argue and constantly plot to take revenge on men, dwarves or elves. Sometimes they feast on boiled human flesh. Cunning and deceit are their weapons of choice and they will try to deceive anyone foolhardy enough to help them. If necessary, or even for pure evil's sake, they will use their power of *Charm*. The Witches are very greedy for magic ingredients, rare and/or disgusting. Gold interests them only slightly. But, depending on the person they have before them, they always find a reason to try to make him do something for them.

In a cabinet, the Witches have 3 potions, 2 Healing and 1 Capacity (not to be drunk, but to pour on an object, for example a rucksack), and 55gp. Obviously, there is a potion missing, because the location for it in a box obviously for this purpose is empty.

**Witches** (3) AC 6 HD 1 (5 hp each) Mvt 2 Att +0 AL Chaotic **Special:** *Charm: the Magic-User spell 3x/day: as a Magic-User of level 3, but the Three Witches cast it as if they were one person. The spellbook contains: Sleep (1), Reading Magic (1), Decrease (1), Travel (1), Read Thoughts (2)* It is left to the GM to choose which spells are prepared by the Witches XP: 200 xp each

**8. Wet cave:** This cave has no other exit. In the middle of the passage which leads there, is a corpse. Part of the body seems to have been dissolved in acid. The corpse does not have anything of value (perhaps its possessions were dissolved also...)

Water drips from the ceiling of the cave, seeping down the walls or falling on the floor. The walls of the cave seem to shine, this is due to the presence of some copper ore in small quantities in the rock. On the ceiling sits a Green Slime.

**Green Slime** (1) AC 5 HD 2 (10 hp) Mvt 0 Att + 1 AL Neutral **Special:** A Green Slime automatically inflicts 1d6 pts of damage per round (no roll to hit) if it drops on its victim. It can be destroyed only by fire and the spell of Cure Disease destroys it instantaneously. XP: 300

## The Crypt

**1. Lobby:** The trapezoidal shaped grand lobby was more impressive in the distant past. Bits of murals, although defaced, are still visible. Perhaps they recounted the deeds of Ulgubash?

**2. Antechamber:** This round room is strewn with the skeletons of creatures of small size (Goblins), which become animated as soon as somebody enters.

**Skeletons** (4) AC 7 HD 1/2 (2/3/4/5) Mvt 2 Att +0 AL Chaotic **Special:** Skeletons are immune to magical effects that affect the mind or cause sleep. They are also immune to poisons. Piercing weapons inflict only half damage. XP: 50 xp each

**3. The Hall of Devotion:** The statue in the northeast corner is almost completely destroyed, only the base remains surrounded by rubble. The statue in the northwest corner is intact. It is of a grinning humanoid with demonic features and a large open mouth, from which hangs a forked tongue.

These statues were used as receptacles into which devotees could slip offerings in honour of the orc hero, who granted a small blessing in exchange. The bottom of the base is a permanent spell of *Teleport*, instantly transporting offerings to the treasure room (A.) of the tomb. Walking onto the base of the demolished statue may have adverse consequences (like seeing a bit of leg teleported to the treasure room ...)

Currently, only the statue in the north-west corner can grant a "beneficial" return to offerings made. An offering of 1gp will grant 1d6 hp. An offering of 1sp has no effect and an offering of copper is considered an offence (the profaner undergoes violent muscular pain inflicting 1d6 points of damage). But above all, the orcs support the offerings of rotting meat. Such a sacrifice grants one of the six following effects (GM's choice or roll randomly):

1. *Mark the Fearless:* a "magnificent" battle scar (-1 Charisma, permanent).
2. *Fangs of the Beast:* the lower canines grow to double their size (-1 Charisma, difficulty in speaking to a non-orc, attack bite damage 1d6-2) duration 1d6 days.
3. *Intoxication of the Vanquisher:* the devotee is drunk for a duration of 1d6x10 minutes (-2 on all rolls, but +1 for resist mental attacks, mental control, etc.).
4. *Marauder Endurance:* receive a bonus to hit points (may exceed the maximum, these points are lost first) of 1d6.
5. *Eye of Groloch:* the character has a Darkvision (20m, 1 hour). If he already has this ability, the range of his vision is doubled for one hour.
6. *Strength of Ulgubash:* Strength +2 for 1d6 hours.

**4. The Cursed Chapel:** This vaulted chapel has a black and white chequered floor. Each square flagstone is approximately 50 cm square. Walking on the black slabs is safe for a person of evil alignment. However, a good-aligned character suffers 1d6 points of damage, while a neutral person receives half that total.

Walking on the white tiles is safe for a good or neutral character. A character of evil alignment however suffers 1d6 damage.

If necessary, a saving throw will allow a character to receive only half damage whenever he steps on a flagstone.

Another feature, the central part of the east wall is composed of a large slab of black onyx, which is about the size of a large double door. A strange golden symbol glows faintly in the middle:



**East-West Corridor:** This long corridor is trapped. The western part, of which the last 6 meters are under the influence of a permanent *Darkness* spell, is bordered by two gutters that rise slowly from the floor to the ceiling towards the end of the corridor, where an open hole is drilled.

In the centre of the north wall is a false door (**a.**). Trying to open it triggers the trap: a heavy portcullis falls behind the door that leads into 3, to prevent any retreat into the Hall of Devotion. At the same time, a large spherical rock falls from the hole in the ceiling at the west end and is guided by the two sloping gutters, gaining speed to crush everything in its path, until the wall (**b.**) is reached. The stone will hit the wall with full force, causing a part collapse and revealing a section of the corridor, which runs oblique to the southeast.

The rock inflicts 2d6 points of damage. A saving throw (the Dexterity modifier is taken into account) makes it possible to avoid the stone by being thrown up against the wall, receiving only half of the damage.

**5. The Vault of Ulgubash:** Leaning against the south wall of this circular room is a sarcophagus, placed upright, and containing the remains of Ulgubash. As soon as the sarcophagus is opened, a cloud of green dust spreads in a radius of 3 meters, causing a disease, the *Macabre Rot*. The *Macabre Rot* causes severe itching and seeps into the lungs. Any direct exposure causes the loss of 1d6 hp and 1hp per day until dead. Only a *Cure Disease* spell can stop the infection and recover lost hit points (a saving throw with Constitution modifier prevents the loss of 1hp per day, but not the initial loss of 1d6).

The remains of Ulgubash wear the pendant, the Cross of Holger (value 1,000gp.)

**A. Treasury Room:** A large box contains 8,000cp, 400sp & 200gp. An ornate Battle Axe (value equal to twice the normal price) is on one wall. There is also a stand bearing a shiny set of Chain Mail (Chain Mail +1).

**B. Antechamber:** This square room is empty and contains nothing remarkable.

**C. Guard Room:** This room contains 8 skeletons, the remains of the personal guard of Ulgubash. Their weapons and armour are in tatters or rusted.

**Important:** The skeletons will only animate and attack if someone enters the treasure room (**A.**) or open the sarcophagus (**room 5**).

*Skeletons (8) AC 7 HD<sup>1</sup>/<sub>2</sub> (2/3/4/6) Mvt 2 Att +0 AL Chaotic **Special:** Skeletons are immune to magical effects that affect the mind or cause sleep. They are also immune to poisons. Piercing weapons inflict only half damage. XP: 50 xp each*