

## Wunnibad's Tomb

Simple, short adventure for Savage Worlds by Grzegorz Gacek

### Introduction

Wunnibad is a hero of old, famous for saving the land from terrible invasion (by undead army, greenskins horde - choose something appropriate to the setting). Some believe that he was deified and worship him as Protector, god of Defence. Entrance to Wunnibad's Tomb has been recently dug out by a local count, who wants to use it to fill his coffers (by plunder or establishing a pilgrimage site). Unfortunately it is a dangerous place, two workers got killed in explosion when they entered with a torch, one brave knight took a lamp and was doing well before he mysteriously fell over and something dragged him inside. Count forbid his men from entering and started to look for other ways to explore the tomb. Fortunately group of adventurers showed up (or volunteered to get out of count's dungeon). The tomb is a cursed place, defiled by Wunnibad's enemy (the unsuccessful invader). Interior is infested with deadly magical intelligent weed which tries to kill everyone who enters.

### Entrance

Dark, long (60m) stone corridor leading into the hill. Above it is a crude inscription which says: "*You are nothing but foul dogs to me, and as such, by the leash, you will come. Fail to obey me, and you will suffer.*" Inscription is written in some uncommon language known by one of PCs. If they don't possess such skill (or can't read) one of count's men will provide translation, if characters ask for it.

Interior of the corridor is covered with strange plants, similar to moss or lichen. At bottom of the corridor vegetation is thinner and stone tiles can be seen. There is crudely carved line, which starts straight, but zig-zags after few meters (this is the "leash").

Corridor is dangerous. One species of moss reacts to open fire by releasing gas which explodes causing 2d6 damage. Other (present only on the ceiling) detects living beings and releases its pollen, PCs entering straightened have to pass Spirit test at one-third of corridor length, difficult (-2) at two-thirds and very difficult (-4) at the end or fall asleep. Characters not following the carved line will step on a plant which will try to grapple them and cause 2d6 electric shock damage each round. The inscription is the key to the safe passage, if characters crawl inside on all fours following the "leash", they will be safe.

### Entry room

Nothing deadly here. There are almost no plants on the floor but walls are almost completely covered in leaves. Vegetation is thickest on the ceiling, which cannot be seen but seems quite high (lowest leaves are 2m from the floor). Wall opposite to entry has single wooden door (open) and three small windows.

### Statue room

This chamber is higher than previous with same vegetation. There are two stone feet on the floor, remains of shattered statue of a warrior. On his shield symbol of tower can be seen, sign of Wunnibad. Between the broken feet stands the knight who was dragged into the tunnel. He shows no signs of life and seems to be hanging from entangled vines going down from the ceiling. Closer look reveals that they pierce armour and go into knight's body. As in previous room there are windows on opposite wall, though in place of leftmost is a hole. This time door is closed with a grate. Mechanism to open it is present but doesn't work, PCs may lift the grate and block it or go through the window-hole.

This room holds an ambush. When party will be distracted (by knight or attempt to get to next room) several humanoids hiding in bushes at the ceiling jump down and attack the PCs. They resemble zombies, though like a knight, each is "connected" by the vines to vegetation. Cutting the vines connecting monsters to the plant reduces their Fighting skill and Vigor by one die (affecting also Toughness and Parry). Depending on party strength knight may also join the fight in dramatic moment...

### Stairs room

Vegetation in this chamber grows mostly on the walls. Floor is covered by grappling moss (same as in the entry corridor), ceiling by tangled, woody, leafless vines (ideal for attaching rope to swing across to avoid the moss). Several warrior statues guard the stairs leading to next chamber, all have a tower carved on their shields. There used to be a door leading to next chamber but it is destroyed.

### Burial chamber corridor

Several thick vines hang down from the ceiling, closer examination shows that they are covered in small hooks and sticky slime. Vines are sensitive to contact and quickly wrap around and adhere to touching object or person and try to raise its prey up. Their victim is wrapped up in big leaves and digested (2d6 acid damage per round; use Grapple rules to get free). Non edible objects are dropped. It takes 30 seconds for the vine to unwrap down again.

### Burial chamber

Heart of the tomb with sarcophagus completely covered with vegetation, inside is a root of all trouble. When PCs approach lid will crack, thorned tendrils will flail and the final battle will begin. Stats of the weed's root should pose a challenge, its tendrils should have a range of 1 or 2, it should be Fearless, and maybe have Sweep edge. If the party is experienced or really tough some plant-zombies can descend from the ceiling. Make it memorable! Wunnibad may reward heroes with defence boosting magical items (e.g. increasing Parry), in line with his aspect.

