

F'Chelrak's Tomb

*F'Chelrak's Tomb written by Jennell 'Paul' Jacquays 1976
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Goblins in the Hills

Hired to put an end to goblins who have been menacing outlying hamlets and farms near the forest, after following the tracks of a stolen farm cart, the adventurers catch them up in the hills near the northern part of the wood.

Near a mule-drawn cart, the goblins are fussing about a hill amongst piles of rock until they sight you. They snatch up their weapons and yell out to you, 'Gree-nark Dath!', as they rush forwards.

Monster:

8 Goblins (AC 6; HD 1-1, hp 3; #AT 1/1 ; Dmg d6 (various weapons including broken blades, knives, clubs and a war-hammer); SZ S; XP 5 each). They have some stolen spades, bags, crates of vegetables, bottles of beer and even a large chest (empty) on a two-wheeled cart attached to a mule. Some of the gobs are keen to eat the mule but they need it for now.

Treasure:

The goblin leader has 6 hp and bears the best weapon they have, a **fine dwarf short sword**. It is masterfully constructed, is a bit heavier than usual blades and does an extra point of damage on a hit. It's worth 20 XP. The goblins have a total of 18 silver coins and 1 gold half-coin the leader likes to chew on.

The Barrow-Mound

When sighted:

The long, skinny weeds covering this small hill wave in the wind. Its roundness makes it stand out among the other small hills and ridges nearby. It is surely a barrow, and the goblins have removed most of the rocks covering the entrance to the tomb.

If climbed:

The view from atop the mound is pleasing, with the nearby hills and fields extending to the edge of the wood in the distance.

Many centuries ago, a sorcerer-chieftain named F'Chelrak was buried in the lands he once ruled. His weed-covered, roughly round barrow-mound is about 40 paces across. The goblins have removed most of the large stones covering the entrance.

The sealed entrance to the barrow is a rock-like wall with an engraving carved into it. The runes are in an unknown language, but if *Comprehend Languages* or similar magic is used, it can be determined that it reads 'F'Chelrak', but this will also activate a *Fear* spell (save vs magic or flee). Note that this happens anytime one can read the sorcerer-chieftain's name.

Room 1 - The False Tomb

Beyond the seal, an area of darkness and cobwebs is revealed. Light shone into it reveals that it is indeed a barrow, with a stone sarcophagus near the back of the flagstone floor, beyond which the grinning face of a giant skull is cut into the back wall.

Area A

The skull is cut into the middle of the back wall and is about 5 feet wide. The two eye sockets are deep holes, filled with cobwebs. If carefully examined with light, it looks like right at the back of each is a stone button the size of a large coin.

Left: pushing the button causes the floor of the sarcophagus to open, with it hinging back against the wall in two long rectangles and dropping the false burial remains 100 ft to Room 2 below. This shaft is filled with old webs and is the entrance to the actual burial vault.

Right: pushing this button causes the secret doors C - L to open for the skeletal guards to be released.

Monster:

10 Skeletons (AC 7, HD 1; 5 each; #AT 1/1; Dmg 1-6 (variety of one-handed swords); SZ M; SD 1/2 dmg from edged weapons; XP 10 each). They wear rotting robes and wield short blades made of ancient pig iron. All of them are either slightly bent, have been hammered back into shape or have cracks and chinks. There's a 10% chance per hit that they break or bend (50% chance of either). The skeletons attack any living thing within the room, but will not leave the tomb.

Area B

A carved stone sarcophagus with a rounded lid. It isn't sealed but slides into place and weighs 300 lbs. If slid off, the dusty, skeletal remains of a human lie within. The figure wears a rotting robe with gold stitching along the edges, pointy and shrivelled boots, and a carved staff in its bony hands. It wears a ring with a large gem.

Treasure: gold stitching worth 1 gp and a corroded, gold finger ring set with a fat red crystal worth 4 gp. It is actually a **Ring of Rainfire**, which can be used once each day as the spell (from Dragon Magazine #205, on page 87, created by Spike Y. Jones), as a 3rd level magic-user, for 3 turns; it creates a small fire which shoots from the ring at the end of a fiery trail and can be used to light a fire which can burn even in heavy rain or even underwater at one-tenth duration; or used as an attack on an enemy within 30 feet, doing d4 damage each round if the targets fails a save vs magic; duration is three turns; worth 1500 XP if experience given for magic items.



Room 2 - The Tomb of F'Chelrak

The bones of the the sarcophagus lie broken upon another stone floor of another room far below the one you were in. In the cold darkness, you see large casks lining the walls, a tapestry hanging from one wall and on the other wall, a throne. Dressed in golden robes, the bones of F'Chelrak sit upon it, a jewelled crown atop his grinning skull, and an ornate rod across his lap. The gems from the rod and crown glint in your light.

When they land on the ground:

The skeletal lord's mouth opens and a horrible whisper fills the air, but you are unable to understand the words. He grasps the rod, drawing from it a sword, its blade glowing blue. His bony arms detach themselves from his body and fly towards you, swishing the sword.

Monster:

Dread (AC 6; HD 3+3, hp 17; THACO 17; #AT 1/1; DMG d6+1 (F'Chelrak's magic sword); SZ: S; MOR 20; XP 975; see Monstrous Compendium Annual, Volume 1, p. 24)

Treasure:

Crown worth 5500 gp, fine robe worth 28 gp but too rotted to wear, **elf rod of spell recall and storing** (it can hold up to 2 levels of spells, i.e. two 1st or one 2nd level, and currently has the spell **Dog for a Day** (2nd level magic-user spell which forms the shape of a dog out of whatever materials are at hand, typically dirt and rocks. It is semi-intelligent, completely loyal and lasts until midnight, has AC 8 +/- 2 depending on material; HD 1; #AT 1/1; Dmg 1-3; MV 6; MOR 20; SZ S); also allows the bearer to regain one cast spell each day, up to 2nd level; has a +1 **elf short sword** in it which can be removed but must be inserted into the rod for the recall and storing abilities to work. F'Chelrak gained the sword as he died, defeating an elf who had recently collected an old human spell to bring back to his people.; worth 8100 XP if experience given for magic items).

The casks contain rotten clothing, dust which was once foodstuffs, 1000 gold pieces, 250 silver pieces, dry-rotted fine woods that once were going to be made into wands and a crude golden charm necklace worth 12 gp, a **potion of healing** (heals d8 hit points when drunk; XP 400), **potion of flying** (XP 750), and a **scroll of spells** (XP 300) containing **Enlarge**, **Levitation**, and **Detect Magic**, and a pair of human-sized **gauntlets of strength** (confer a +1 bonus to strength when worn; heavy leather and metal fittings; XP 1250)

One of the casks releases a cloud of poison gas that once would have killed, but now only makes anyone who fails a save vs poison to violently retch for up to one turn. It is identical to the others, but is located nearest the throne on the left side.

Monster:

Spitting cobra snake (AC 7; HD 1; hp 6; #AT 1/1 bite or spit; Dmg 1-3 + poison; if save vs poison fails, bite causes death in 1-10 turns, spit is in eyes and causes blindness; XP 13). It is released from its magical stasis if the cask in the exact middle opposite the throne is opened or broken.

