

GL-1

Revised and Expanded

For 1-4 Characters of Level 1-3



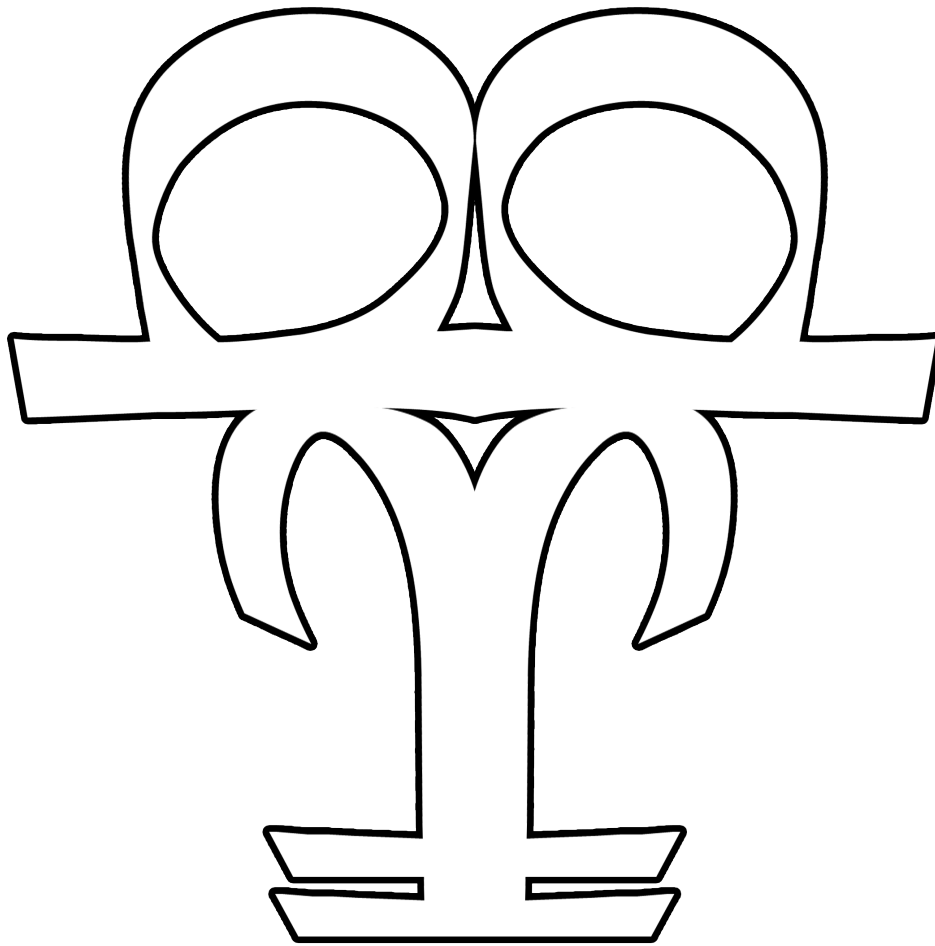
Taglar's Tomb

by Hereticwerks

An old plundered tomb where many a grave-robber got their start...
...now it's your turn to spend the night.



for
Swords & Wizardry™



Taglar's Tomb

Mini-Tombcrawl Adventure for 1-4 Characters Level 1-3
for use with
Swords & Wizardry™
or most other OSR-style games of the imagination

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Everyone Starts Somewhere...

Forlorn and despoiled long ago, Taglar's Tomb was stripped of most of its treasures by tomb-looters centuries ago. It has flooded twice that is known. The floors are thick with a damp, sticky mud that never quite dries. Various animals have made their lair in the first two chambers at different times in the past, but they rarely stay very long.

Taglar's Tomb is something of an open secret among the more disreputable types in the area. It is an old plundered tomb where many a grave-robber got their start. Prospective apprentices are often taken to Taglar's Tomb to spend the night as a test of their mettle. No one wants to divulge any of the secrets of their unsavory trade to those who are not cut out for the work. Most of those who spend the night in Taglar's Tomb return a little wiser, if not exactly richer, for the experience.

Until you've managed to spend the night inside Taglar's Tomb, the Hillside Clans won't take you seriously as a grave-robber...and if you're going to go looting tombs and clearing-out crypts, you're going to need to stay on their good side, at least while you're still learning the tricks of the trade...

The Old Story...

The Tomb was built several hundred years ago to house the remains of the barbaric warlord Taglar, a fierce and ruthless conqueror whose dynasty came to an abrupt end within days of his being buried alive by his wife. Some say the empire he had built by axe and spell was brought to such rapid ruin due to the bickering of his two sons, neither of whom could get along. Others say it all fell apart because of the treachery of their half-human mother. In any case, the enemies of Taglar pounced upon his empire, his people were scattered, his legacy was brought to an abrupt end, and he has been mostly forgotten. Only those who traffic in illicit tomb-goods still talk of the old warlord these days, mostly because they alone share some kind of a bond with the old dead king.

Common Rumors and Whispered Lore

Roll once per character.

D12	You May Have Heard That...
1	Sleeping in the First Chamber brings unpleasant dreams, the Second Chamber nightmares. No one has ever slept in the Third Chamber.
2	These Chambers are Not haunted. So say the priests of six different gods who have visited the place.
3	Beasts rarely enter the Second Chamber, never the Third Chamber.
4	Corpses left in this place rot away to the bones more quickly than is natural, but they do not rise.
5	Raw flesh tossed into the Third Chamber will rot untouched and untroubled by vermin. Not even maggots will cross that threshold.
6	There is a peculiar breeze constantly blowing out of the Third Chamber. It is strong enough to make torches flicker fitfully. No one knows the source of the breeze.
7	There are still a few old coins buried beneath the muck and mud that has flooded the floors of this place, especially the farther back one goes.
8	Many old-timers believe that there is a secret chamber that no one has found yet. Most people consider this foolishness. Surely if such a thing existed, it would have been discovered by now.
9	Candle flames and lanterns tend to burn with a greenish light inside this place. No one knows why.
10	There are secret chambers still to be discovered inside this old tomb. According to the old shovel-men there ought to be five, if not six chambers in the place. But few listen to them any more.
11	The best loot to be had doesn't lie waiting in this place; it comes from lying in wait within this place for the next group to show up.
12	This place makes a poor hide-out, as three separate bandit gangs have learned to their great displeasure and loss.

Each character with an Intelligence, Wisdom or Charisma score of 15 or higher gets to roll once on this table:

D6	Some Say...
1	The undead will not enter Taglar's Tomb.
2	Those who die in Taglar's Tomb rise again as ghouls, unless they are carrying sprigs of wolfsbane or belladonna.
3	All food and drink brought into the tomb will rot into poisonous filth unless one offers up a suitable libation to old King Taglar first.
4	There are spores of some kind mixed into the mud that will get into your skin and give you a rash of violet spots all over your body.
5	The toads found nearest to the Tomb tend to be meat-eaters.
6	Don't waste time digging in the First Chamber. People still find coins in the Second Chamber, but if there's anything worth finding, it's in the Third Chamber.

Any character with an 18 Charisma has the option to roll once on this table:

D4	A Whispered Warning...
1	Guides make most of their money plundering their patrons.
2	Keep an eye on the weather; it can be more deadly than any owlbear or wyvern.
3	Most of the bandits in these parts are related to one another. Make friends with one group and you're good with the others...make one an enemy and like as not they'll all be your enemy...of course they <u>can</u> be bought-off...
4	The real test isn't spending the night. You aren't done just because you're still breathing in the morning. You have to make it back to town alive, hopefully with something to show for your efforts.

Any of these statements might be true or so much hokum--we leave that up to the Referee/DM.

Getting There

The actual Tomb is located towards the top of a steep old hill where the trees are all dying. Storms are frequent in this place. Whatever trails or paths there are tend to be known mostly to the local clans. The near-by townsfolk try to avoid this area, especially at night. It is often said that these treacherous hills are thick with bandits and thieves and they are right.

The Tomb of Taglar is often deliberately mis-marked on maps and locals have a tendency to lead gullible types to any handy cave and tell them that it is Taglar's Tomb. If you're going to go there, you'll need to hire a guide. A good Reaction Roll will give the guide a +1 bonus on the Good, Bad & Ugly Intentions Table. Here are six possible guides...

D6	Name	Details	Stats
1	Constance	Harpy with crippled wing. Wears salvaged leather armor and has a magic dagger (+1). Not a good climber. Also cannot swim.	Harpy, Thief, Level 2 (11hp), AC 7[12], Dagger +1. Climb 35%, Delicate Tasks/Traps 25%, Hear 4in6, Hide 20%, Move Silently 35%, Open Locks 20%. Backstab +4 to hit, double damage. STR 8, DEX 14, CON 12, INT 14, WIS 9, CHAR 8
2	Old Borum	White-bearded old man who lost a hand to mummy rot back before he got religion. The priestess saved his life, but couldn't replace his hand. He makes his living as a guide mostly because he's too afraid to go back into the dark places one-handed.	Human, Magic User, Level 3 (9hp), AC 9[10], Staff, Dagger. Spells per day (3,1). Known spells-First Level: Light, Magic Missile, Protection From Evil, Sleep. Second Level: Knock, Web. STR 6, DEX 14, CON 13, INT 17, WIS 11, CHAR 10 Note: He looks 70, but is actually only 24. It might have something to do with a curse.
3	Penzax	Peg-legged dwarf, ex-pirate, manages to get around the local trails pretty handily. Wears chain-mail and wields a pair of matching hammers that have been molded to look like ferocious devil-fish. He claims they remind him of the one that took his leg.	Dwarf, Fighter, Level 3 (26hp), AC 4[5], Two Matching Devil-Fish-Headed Hammers +1 (Inflict double damage on a natural 19-20.). STR 18, DEX 11, CON 15, INT 9, WIS 6, CHAR 12
4	That Blakely Boy	Not the brightest, probably not the best, but most folks figure he's too dumb to lie.	Human, Ranger, Level 2 (24hp), AC 6[13], Short Sword, Dagger and Longbow. He's much more clever than he lets on... STR 18, DEX 16, CON 14, INT 12, WIS 9, CHAR 10
5	Weird Willy	Seems normal enough.	Human, Thief, Level 2 (10hp), AC 7[12], 4 Daggers. Climb 87%, Delicate Tasks/Traps 25%, Hear 4in6, Hide 20%, Move Silently 35%, Open Locks 20%. Backstab +4 to hit, double damage. STR 12, DEX 13, CON 7, INT 13, WIS 12, CHAR 5
6	Greeph	His mother was a goblin. He's very sensitive about that. Otherwise he's a fairly competent guide, though he has a thing about bats...he likes to dissect them while they're still alive.	Half-goblin, Thief, Level 2 (6hp), AC 7[12], 2 Daggers. Climb 87%, Delicate Tasks/Traps 25%, Hear 4in6, Hide 20%, Move Silently 35%, Open Locks 20%. Backstab +4 to hit, double damage. STR 9, DEX 12, CON 10, INT 12, WIS 12, CHAR 10

D6	My Fee...
1	One silver piece a head.
2	Two silvers for each of ya.
3	Five coppers each, except you--for <u>you</u> it's going to be ten coppers.
4	Got any gold on you? No, probably not. My luck. Okay, I'll take 5 silvers for the lot of yeh.
5	Ah, just starting out in life are ye then? Well then, how about I just take a 20% share in whatever you find?
6	Oh we can work out a price later. After you find something that'll make the trip worthwhile...

D6	How Long Will It Take?	Really
1	If we leave at first-light, maybe 4 or 5 hours.	2d4 hours.
2	If we leave right now we can get there in less than two hours.	1d4+2 hours.
3	It'll take five, maybe six hours, at least...and that's if the weather holds.	1d4 hours.
4	I can get you there in three hours. Two if you can keep up with me.	1d6 hours.
5	It could take the better part of a day.	1 hour.
6	We'll just have to see...	1d4 hours.

D6	Good, Bad & Ugly Intentions
1	They intend to murder the lot of you in your sleep. Until then they'll act like your best friend in the world.
2	At least one of you will make a suitable sacrifice to their nameless, shapeless deity.
3	Like taking candy from a baby, their bandit friends will ambush your group as you try to leave the Tomb.
4	Quickly, quietly, carefully the guide will do their best to make off with the best stuff your group is carrying. They know the trails well enough to elude pursuit. If you manage to make it back to town, you can try to get some of your stuff back.
5	They lead you into a trap, either some hazardous terrain or something more pre-planned.
6	Despite their worst intentions, they've taken a liking to one of your group and will not try anything untoward. This time out.

D10	Optional Complications
1	Gambling debts. Your guide owes a lot of money to some really bad people who have sent a couple of hired thugs to collect. The two 'collectors' arrive too late to catch the guide so they intend to lie in wait and ambush them upon their return. They're not picky about who gets hurt besides the dead-beat.
2	Lingering illness. The guide you've hired tries their best to hide the fact that they are suffering from some sort of illness. It might be contagious. It could be some sort of plague...
3	Bitten. Last trip out they were bitten by a creature they barely were able to fight off. They aren't sure if it was some sort of lycanthrope, or something else.
4	They hide it well...but once you get out into the wilderness this guide becomes increasingly erratic until finally they lose it, tear off their armor and clothes and run screaming into the rain never to be seen again.
5	This guide works for two competing groups of bandits, unfortunately for them, the two groups just discovered the guide's duplicity and the bandits have arranged an ambush for the guide that may well affect the rest of the group.
6	They need to make a quick stop on the way to Taglar's Tomb to visit their mother. She's a ghoul that the guide keeps on a chain in the basement of the house they grew up in.
7	There is really bad blood between this guide and a tribe of goblins that have recently moved into the area.
8	The guide is in a hurry to leave as they just found out that there is a new bounty on their head. One of the last group they betrayed had a rich cousin or something.
9	A guide's life is a sad, paltry thing after the times they used to have back in the day. But between venereal disease and bankruptcy, there just wasn't any other option than to head out to this forsaken area and try their hand at leading people into the woods for fun and profit. They've always been a people person...
10	They don't like to talk about their past. Not even when a defrocked priestess shows up with a headless stuffed doll that she claims is the guide's baby. She intends to follow your group.

Location, Location, Location...

The surrounding area is rocky, hilly and densely overgrown. This region is about as unsuited to agriculture as you'll find, though there are a few hunters in the area and some enterprising types have tried to harvest lumber, but they were run off by bandits or owlbears. The story changes with each re-telling.

Roll 1d6 every half hour. On a result of '1' the group has a Hillside Encounter. On any result of '6' the group will get the impression that something is following them, stalking them, or lurking near-by...but there is no actual encounter.

D12	Hillside Encounters
1	Re-roll for Weather; if it worsens, roll again on the Malevolent Meteorology Table.
2	1d6 Bandits: HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15. This group of bandits has spotted the characters and is following them at a distance, just waiting for an opportunity to strike.
3	Zombie: HD 2; AC 8[11]; Atk 1 strike (1d8); Move 6*; Save 16; AL C; CL/XP 2/30; Special: immune to sleep and charm spells. This zombie is swinging back and forth in a noose. Someone hung the thing and left it.
4	1d6 Bandits: HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15. These bandits have set-up an ambush in the woods. They prefer to strike during the worst part of a storm as it tends to wipe out any trace or tracks.
5	A lost child has climbed a tree and is rocking back and forth as they cry as quietly as they can. They have a small wound on their leg and are distrustful of strangers. They have a dagger and will use it to defend themselves.
6	Roll 1d6 on the Hazardous Terrain Table.
7	1d4 Green Beetles: HD 1; AC 6[13]; Atk 1 bite (1d6); Move 12; Save 18; AL N; CL/XP 1/15; Special: Explode when exposed to open flame inflicting 1d6 damage in a 12' radius per beetle.
8	2d4 Bandits: HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15. These bandits are out looking for a lost child who ran off from their camp. Anyone who restores the child to its mother earns the enduring friendship and gratitude of this clan. If they find the child's body...there's a good chance that they will blame either the guide or the characters.
9	The mutilated corpses of 1d4 dead elves. The work of goblins.
10	Wild Boar (Young): HD 3+3; AC 7[12]; Atk 1 Gore (3d4); Move 15; Save 14; AL N; CL/XP 4/120; Special: Continues attacking for 2 rounds after being "killed."
11	2d6 Goblins: HD 1d6hp, AC 6[13], Atk 1 weapon (1d6), Move 9, Save 19, AL C, CL/XP 8/10. These raiders are from the Beetle-Eater Tribe and they had hoped to cross through this part of the hillside unobserved...there are another 4d6 Goblins about a mile back waiting for them to report back.
12	Giant Snip Beetle: HD 2, AC 4[16], Atk 1 Pincers (3d6), Move 12, Save 18, AL N, CL/XP 1/15. Special: on a result of 20 to hit, the snippers lock in place and the beetle must shake itself free causing 2d6 damage automatically the next round.

If the Player Characters seem to be having too easy of a time of it, feel free to let them spot tracks, scratched-up trees and other obvious signs of the very large Owlbear Sow that is wandering this Hillside searching after its cubs that were taken by a pair of adventurers who have since died of their wounds, leaving those fledglings to fend for themselves...at least until this enraged Mama Owlbear finds them.

There's also a wyvern holed-up in a cave around these parts. Sure would be a shame to go into the wrong cave...

Bad Weather

Roll 1d6 per every 1 hour of travel. On a “1” things get worse (heavy rain, lightning strikes, etc.), on a roll of “6” it starts to let up. Here’s a table to give you some ideas:

D6	Malevolent Meteorology
1	Heavy rain reduces visibility to 10’ and movement is half-normal due to slipping on mud.
2	Intense downpour makes it impossible to see. Anyone not taking shelter runs the risk of getting washed down the hillside.
3	The rain lets up for a brief while, but the wind picks up, making it impossible to keep a torch or lantern lit. All sounds are drowned-out by the howling wind, making it difficult to hear anyone unless they are an inch away from your ear. Any Encounter tends to be a surprise to both parties.
4	The rain falls gently as heavy fog rolls in and all the trees take on a nasty-ghastly appearance. Disorientation leads to getting lost (90%). You’re probably not going in the direction you thought you were...
5	Lightning Flash. Save or blinded for 1d4 rounds.
6	Lightning Strike. Save or deafened for 1d6 rounds.

D4	Newly Exposed Animal Dens
1	Purple Wormling (hatchling) washed out of its tunnel: HD 3, AC 7[12], Atk Bite (1d6), Sting (1d4+Poison), Move 4, Save 18, AL N, CL/XP 5/240.
2	Dead Basilisk carcass washed out of its burrow. If result was ‘occupied,’ then there is a viable egg still in the nest.
3	Giant Badger: HD 3, AC 4[15], Atk 2 claws (1d3), bite (1d6), Move 6, Save 14, AL N, CL/XP 3/60.
4	Wild Boar (Young): HD 3+3; AC 7[12]; Atk 1 Gore (3d4); Move 15; Save 14; AL N; CL/XP 4/120; Special: Continues attacking for 2 rounds after being “killed.”

Worse Terrain

D10	Hazards Along the Trail
1	A tree has fallen across your path. Whoever is in the lead makes a Save, if they succeed, the tree fell last night. If they fail, the tree falls on your group and someone picked at random must make their Save to avoid getting hit for 1d4 damage.
2	Mud-slide. All movement is reduced to one-half normal and there’s a 30% chance of slipping and falling at the beginning of each combat round for the next 1d6 Turns.
3	Falling rocks. No one gets hurt, but there are enough rocks blocking the way that you’ll need to go around, costing you 1d4 hours as the terrain will be a lot rougher and tougher to traverse. Check for Hillside Encounter every hour.
4	A section of the path ahead has collapsed, revealing a Newly Exposed Animal Den (see Table).
5	The path leads down into a defile that has now flooded. Going through the water will be hazardous. Going around will take twice as long as normal.
6	With all the rain and wind it is pretty incredible to see a stand of trees on fire like that. The heat is impressive and anyone coming within 20’ of the burning grove will take 1d2 damage.
7	Mud-slide. Save or get swept 1d100’ down hill and suffer 1d2 damage.
8	Magical thickets block the way and must be hacked apart to get through, however doing so will reduce movement by two-thirds and attract an additional Hillside Encounter.
9	Rock-slide blocks the trail as it winds through a twisty, narrow defile. You’ll need to climb a steep slope in the rain (very slippery), or find another route. There does seem to be another trail that crosses this one back a few hundred feet...but the guide seems reluctant to use it for some reason.
10	You find a small cave. It is empty and affords fairly decent shelter for half the group, if they all manage to squeeze into a very narrow space.

Entrance

If anyone bothers to check, there is a water-proofed case containing 3d6 torches, with a flint and steel, wedged underneath one of the large, tumbled stones. There is also a broken shovel that was tossed behind another one of the stones. The floor of the tunnel leading into the tomb is muddy and slopes downward, making it easy to slip or fall. The mud gets deeper and more slippery the farther back one goes.

There may or may not be some animal or other creature that has decided to make its lair inside either one of the first two chambers (See the **What Was That?** Table to the right).

Instead of Wandering Monsters, there is a 10% chance of someone or something arriving every hour spent inside the tomb (See Table below).

D4	What Was That?
1	Mountain Lioness (Young): HD 1, AC 6[13], Atk 2 claws (1d2), 1 bite (1d6), Move 10, Save 14, AL N, CL/XP 4/120.
2	(2d4) Mud Shrimp: HD 1hp each, AC 7[12], Atk 1 sting (1d2), Move 12, Save 18, AL N, CL/XP 1/15.
3	Big Blue-and-Yellow Centipede: HD 2hp, AC 9[10], Atk 1 bite (0/poison), Move 13, Save 18, AL N, CL/XP 1/15. Special: Victim receives a +4 bonus to Saving throw versus poison.
4	Yellow-banded Naglet (Pre-Adolescent Naga): HD 2, AC 7[12], Atk 1 bite (1d4) or weapons (1d4), Move 12, Save 18, AL C CL/XP 1/15. Recently molted, this naglet is having a rough time because of the cold. It desperately needs some warmth if it is to survive. It will attempt to parley, offering various teeth, vertebrae, and claws that it has collected in exchange for a spot near a fire. If there's no fire to be had, the Naglet will seek to escape immediately.

D6	They Got Here After You
1	Owlbear (Fledgling): HD 2, AC 5[14], Atk 2 claws (1d2), 1 bite (1d4), Move 10, Save 14, AL N, CL/XP 3/60. There is a cross-bow bolt lodged in this youngster's left shoulder, which it favors. It is looking for a suitable nesting cave...and this looks good to it...
2	(2d4) Bandits: HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15. These bandits have come here to set up an ambush for another group of would-be grave-robbers. They are completely unaware that the player characters are already inside the Tomb.
3	A half-drowned shepherd wants to bring his flock of (6d4) pygmy goats into the tomb to get out of the rain.
4	1d4 Goblins: HD 1d6hp, AC 6[13], Atk 1 weapon (1d4), Move 9, Save 19, AL C, CL/XP 8/10. These goblins have been trailing the Beetle-Eater Tribe with the intent to ambush their scouts. They are under orders to capture interrogatable prisoners. One of them had the bright idea to hide out in this Tomb and wait for the Beetle-Eater Scouts to go by and then attack them from behind. It's not a great plan, but it is a goblin plan.
5	(1d4) Stirges: HD 1+1, AC 7[12], Atk sting (1d3+blood drain), Move 3/18 (flying), Save 17, AL N, CL/XP 1/15. These blood-suckers just hatched from eggs deposited in the mud that is flowing into the Tomb.
6	(3d6) Giant Rats: HD 1d4hp, AC 7[12], Atk 1 bite (1d3), Move 12, Save 18, AL C, CL/XP 1/15. They were walking upright when they entered the tomb, but dropped to all fours when they realized someone might be watching them. Their tails are elaborately tattooed and their claws are immaculately manicured. Each one was carrying a dagger or short bow that they have dropped in their mad rush to swarm over those who would dare to spy upon them...

Remember that Enraged Mama Owlbear we mentioned back on page 8? If the Owlbear Fledgling enters the Tomb, then Mama Owlbear might just show up in an hour or so looking for her little lost one. Chasing the fledgling out into its Mama's waiting arms would be a good way to get the enraged Owlbear to leave with the party remaining relatively intact. It's good to remind players that they're not necessarily at the top of the food chain any more.

D10	They Were Here Before You
1	1 Giant Pink-and-Orange-Striped Leech: HD 2; AC 3[16]; Atk 1 bite (2d6); Move 6; Save 16; AL N; CL/XP 5/240; Special: suck blood.
2	1 Hill-Gator: HD 2+2; AC 4[15]; Atk 1 Bite (1d6); Move 9; Save 14; AL N; CL/XP 3/60; Special: longer-limbed, land-based relative of the swamp gator. Can't swim, but can climb trees.
3	Gelatinous Froth: HD 2; AC 8[11]; Atk 1 (1d4); Move 6; Save 13; AL N; CL/XP 3/60; Special: Paralysis (2 turns), Immune to Lightning and Cold.
4	1D6 Red Snouted Kobolds: HD 1d4hp; AC 7[12]; Atk 1 Weapon (1d6); Move 6; Save 18; AL C; CL/XP A/5. The Red Snouts are lying in wait to spring an ambush on their enemies the Ring-Tails.
5	1d4 Lesser Yellow-Banded Nagas: HD 1; AC 7[12]; Atk 1 Bite (1d4+Poison) or Tail-Sting (1d4+Poison); Move 9; Save 6; AL C; CL/XP 6/400; Special: Poison (Save or contract 'Yellow Rot' which causes victim to suffer -1 penalty to DEX for 1d4 weeks unless magically cured sooner.) They were too late. The eggs hatched prematurely.
6	1d6 Spiny-backed leeches: HD 1d4hp; AC 7[12]; Atk 1 Sting (1d2+ Blood Drain); Move 6; Save 17; AL N; CL/XP 1/15; Special: Blood drain for 1hp damage.
7	1d6 Bandits: HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15. They claim that they are merchants that got separated from their caravan. They are poor liars and bad sports.
8	2D4 Ring-Tailed Kobolds: HD 1d4 hp; AC 7[12]; Atk 1 Weapon (1d6); Move 6; Save 18; AL C; CL/XP A/5. The Ring-Tails are hunting down their ancestral enemies the Red Snouts.
9	1d6 Mauve-Bellied Lizardmen: HD 2+1; AC 5[14]; Atk 2 Claws (1d3), 1 Bite (1d8); Move 6/12 (Swimming); Save 16; AL C; CL/XP 2/30; Special: One in six will be able to cast 1d2 first-level spells.
10	1d4 Grave-Robbers-In-Training: HD 1; AC 7[12]; Atk 1 Shovels (1d4); Move 12; Save 17; AL C; CL/XP 1/15. They are cold, wet, scared and one of their group is missing.

Chamber One

This Chamber has been totally stripped. Only a pair of heavy stone posts remain where the old throne used to sit. The walls are heavily scored and scratched and chipped by digging tools.

Digging in the mud here will uncover some piece of junk every half-hour, and 1 random coin per 3d4 hours spent digging (See Tables below).

Roll 1d6 for Visitors every time you would normally roll for wandering monsters. A result of '1' means you roll on the **Other Visitors: They Got Here After You** table (P. 10). A result of '6' means you roll on the **They Were Here Before You** table (at left).

D6	Random Coins I
1	Four copper coins engraved with a two-headed penguin rampant, worth 6cp each.
2	Five copper squares stamped with grid-like indentations, worth 3cp each.
3	One silver coin, snapped in half, worth 4cp.
4	One triangular electrum coin worth 8cp.
5	Two oblong copper ornaments worth 2cp.
6	1 silver piece, badly tarnished.

D10	Junk
1	One boot, partly chewed.
2	Three iron spikes, slightly bent.
3	Empty wineskin.
4	Arrow, missing head.
5	Three-inch section of broken knife-blade.
6	Small sack, bottom torn out.
7	Left half of leather cap.
8	Three mis-matched socks.
9	5' section of muddy rope, burned on one end.
10	Splintered axe-handle.

Chamber Two

There is a pair of five-sided stone prisms set firmly into the floor close to the back of this chamber. The floor is much more muddy and slippery. All sudden movements in this chamber require a successful Save or DEX check (with a +2 bonus), to avoid falling down in the mud.

Roll on the **Random Finds** table below every 30 minutes spent digging in the mud in this chamber.

There is a **Things You Might Notice** table on the right and if someone is specifically investigating the walls and ceilings there is a **Where Does That Crack in the Ceiling Lead?** table on page 15.

Roll 1d6 for Visitors every time you would normally roll for wandering monsters. A result of '1' means you roll on the **They Got Here After You** table (P. 10). A result of '6' means you roll on the **They Are Watching You** table below.

D4	They Are Watching You
1	1D2 Ring-Tailed Kobolds: HD 1d4 hp; AC 7[12]; Atk 1 Weapon (1d6); Move 6; Save 18; AL C; CL/XP A/5. They are hiding behind the prisms. They were expecting Ring-Tails.
2	1d4 Big Yellow Centipedes: HD 2hp, AC 9[10], Atk 1 bite (0/poison), Move 13, Save 18, AL N, CL/XP 1/15. Special: Victim receives a +4 bonus to Saving throw versus poison. These things have had stakes driven through their chitin to keep them in here. They want out badly.
3	A small monkey clutching a broken violin. It coughs twice then dies as green foam starts to dissolve its body from the inside out.
4	1d6 Green Beetles: HD 1; AC 6[13]; Atk 1 bite (1d6); Move 12; Save 18; AL N; CL/XP 1/15; Special: Explode when exposed to open flame inflicting 1d6 damage in a 12' radius per beetle.

D4	Things You Might Notice
1	3d4 yellow-speckled egg-sacs. Each one is split open and whatever had been inside clearly squirmed off into the mud.
2	Someone carried in several half-dry pieces of wood and stacked them on top of a cloak.
3	The ceiling is heavily darkened by smoke that covers-up a layer of psycholuminous fungi. In the absence of an open flame, the fungi emits a peculiar radiation that allows intelligent creatures to see in the dark wherever it is present.
4	There is a two-handed sword embedded in the back wall. The blade is close to two feet into the stone and requires a combined STR of 25 to remove it.

D4	About The Prisms...
1	They are warm to the touch and smooth.
2	They appear to be...breathing?
3	They are completely clean; mud doesn't stick to them at all.
4	After spending one hour in close proximity to these stone prisms, your skin begins to turn slightly purple, though you recover 1d4 hit points if wounded.

D12	Random Finds
1	Copper triangle inscribed with dot-and-line symbols. (worth 1d6 cp)
2	Copper oblong rimmed with electrum. Front has image of a dragon, spiral on back. (worth 1 sp)
3	Raw gems worth 1d20+25 gp.
4	Broken jewelry worth 2d20+50 gp.
5	Weird pre-human figurines worth 4d20 gp.
6	Large green amber pieces worth 1d100 gp.
7	Semiprecious stones worth 1d20 gp.
8	Ivory fragments worth 2d20 +100gp.
9	Clay tablet inscribed with 1 spell of level 1-4. (Very fragile)
10	Beaten copper and electrum 'claw' weapon, worth 2d100 gp.
11	Mostly intact jewelry worth 2d100 +25 gp.
12	Fossilized bone wand, 1 d10 charges, random first level spell.

Chamber Three

There is a set of three obelisks set toward the back of this chamber. Behind the obelisks is a large, rounded stone deeply carved with bizarre pre-human hieroglyphs. There are three figures depicted on the stone, a ghoul, a lizardman, and a human being devoured by the other two. It is a thoroughly repugnant image, all too accurately carved in fine detail. The stone radiates a faint aura of Fear (anyone coming within 20' must Save at +2 or suffer effects of *Fear* spell for 1 hour). Deciphering the hieroglyphs triggers a *Symbol of Discord* spell.

Every ten minutes spent digging in the mud back here will reveal some minor treasure (see **Minor Treasures** Table at right).

There is also a 20% chance per half hour spent digging in this room of causing the West side of the floor to collapse, dropping 12' and revealing the once secret passage to the Fourth Chamber. This passage is unstable due to all the water that has seeped into it over the years. It could collapse at any moment...

Roll 1d6 for Visitors every time you would normally roll for wandering monsters. A result of '1' means you roll on the **They Got Here After You** table (P. 10). A result of '6' means one of the three obelisks fractures and collapses into the mud. It is dramatic, even startling...and it has revealed something that might be of potential interest. So roll on the **Inside the Broken Obelisk** table to the right.

If someone is specifically investigating the walls and ceilings there is a **Where Does That Crack in the Ceiling Lead?** table on page 15.

D12	Minor Treasures
1	Copper square impressed with four small glyphs. (Back is plain), worth 1d2 cp.
2	Silver square hoop worth 1d4 sp.
3	Copper disk, beaten into shape, twice as heavy as average worth 1d4 cp.
4	Silver lozenge covered with squiggles worth 1d8 sp.
5	Silver teardrop set with six tiny amber disks worth 1d6 sp.
6	Silver octagon scratched beyond recognition, worth 1d6 sp.
7	Silver triangle punched with holes at each point worth 1d4 sp.
8	Gold crescent inscribed with serpents and worms worth 1d6 gp.
9	Gold wheel with eight spokes worth 1d8 gp.
10	Raw amber fragments worth 3d20 gp.
11	Carved mammoth-tusk sceptre worth 300gp.
12	Gold pentagon rimmed with reddish alloy, center features a lizard-like being flanked by humanoids in chains worth 1d10gp.

D6	Inside the Broken Obelisk
1	A frothing, fizzing and bubbling Purple Pudding gushes from the broken fragments of this obelisk. It thrashes about wildly, blindly, emitting a terrible sub-sonic scream that you can feel in your bones as it melts into the mud and is gone.
2	A swarm of tinkling blue triangles flitters about the chamber three times then leaves via the main entrance.
3	A ring carved from some being's smaller vertebrae. Anyone wearing this ring when they die rises as an intelligent skeleton in 1d4 hours.
4	A jade medallion carved with lots of loops and squiggles. Anyone carrying this item is immune to the <i>Petrify Brain</i> spell.
5	A wand of blackened bone. It seems inert.
6	A small black orb pulses twice then casts <i>Cure Light Wounds</i> (heals 2d6+2hp) on the most seriously injured member of the group. If no one is currently injured, it will follow along until it can cast its spell, after which it disappears.

Chamber Four

A large jade-like egg hovers over a well-like shaft 8' in diameter that extends down more than a mile. The mud and standing water seeping in from Chamber Three flows over the lip and down the sides of the shaft making it exceptionally treacherous to climb. If anyone wants to try their luck, roll on the **What's Down There?** table on the next page.

The wet and muddy floor is exceptionally slippery in this chamber. Everyone entering this space will need to Save or make a DEX check to avoid slipping and falling. Anyone who rolls a '1' on their Save not only falls down, but starts sliding towards the gaping maw of the well-like shaft. There's not a lot to grab onto, so they'll need some assistance to avoid going over the edge and finding out what's down there the hard way.

'Egg': HD 8; AC 2[17]; Atk 1 Spells; Move n/a; Save 8; AL C; CL/XP 6/400; Special: Magic Resistance 30% (only while in this chamber), cast *Cause Fear* and *Levitate* at will, and cast *Petrify Brain* once per month.

Petrify Brain

Spell Level: Magic-User, 5th Level

Range: 20'

Duration: Permanent

Target begins to suffer from a terrible fever that slowly and painfully destroys 1 point of INT and WIS each hour until both attributes are reduced to zero, at which time a disembodied entity can then possess the body. The victim's brain is transformed into a jade-like crystalline material.

The 'Egg' is magically intelligent. It can communicate with one person at a time via telepathy, but its mind is so alien anyone contacted by it must Save or experience *Confusion* (as Spell) for 1d4 turns. The Egg cannot be removed from this place without first removing a set of very powerful, very ancient wards and bindings that have been anchored into the walls, floor and rim of the well-shaft. This will take 1d4 hours, during which time more visitors are likely to arrive.

Should a suitable opportunity arise, the 'Egg' will attempt to lure a victim close enough for it to cast *Petrify Brain* upon them, which it hopes will be allowed to run its course so they can possess the victim's body and escape after centuries of imprisonment.

Once the 'Egg' has caught a suitable host with its wicked spell, it will attempt to sow discord and confusion among the rest of the group, in the hopes of stalling them long enough to be able to effect the complete transfer of its consciousness into the new host body. If the process is interrupted, the victim dies and the 'Egg' will have to wait another month to try again.

If the 'Egg' succeeds in acquiring a new host, it will do everything it can to convince the group that they are fine, the fever has run its course, and they just want to get back to town. The 'Egg-Head' will also attempt to arrange for 'accidents' to eliminate anyone it perceives as a threat.

If the 'Egg' fails to capture a new host, it will attempt to bargain with the group, trying to convince them to return and liberate it and will promise them anything it thinks they might want or that could induce them to rescue it.

Not All Loot is Shiny...

The biggest treasure to be found in this Tomb could turn out to be proof of the existence of the Fourth Chamber. How the characters handle that knowledge, and whether or not they can capitalize on it before someone else stumbles upon it could easily drive several spin-off adventures. Once word gets out, there could be quite a fight between different factions trying to get into the Fourth Chamber ahead of anyone else. And once it is awakened, the 'Egg' will have its own schemes and machinations to play out as well...

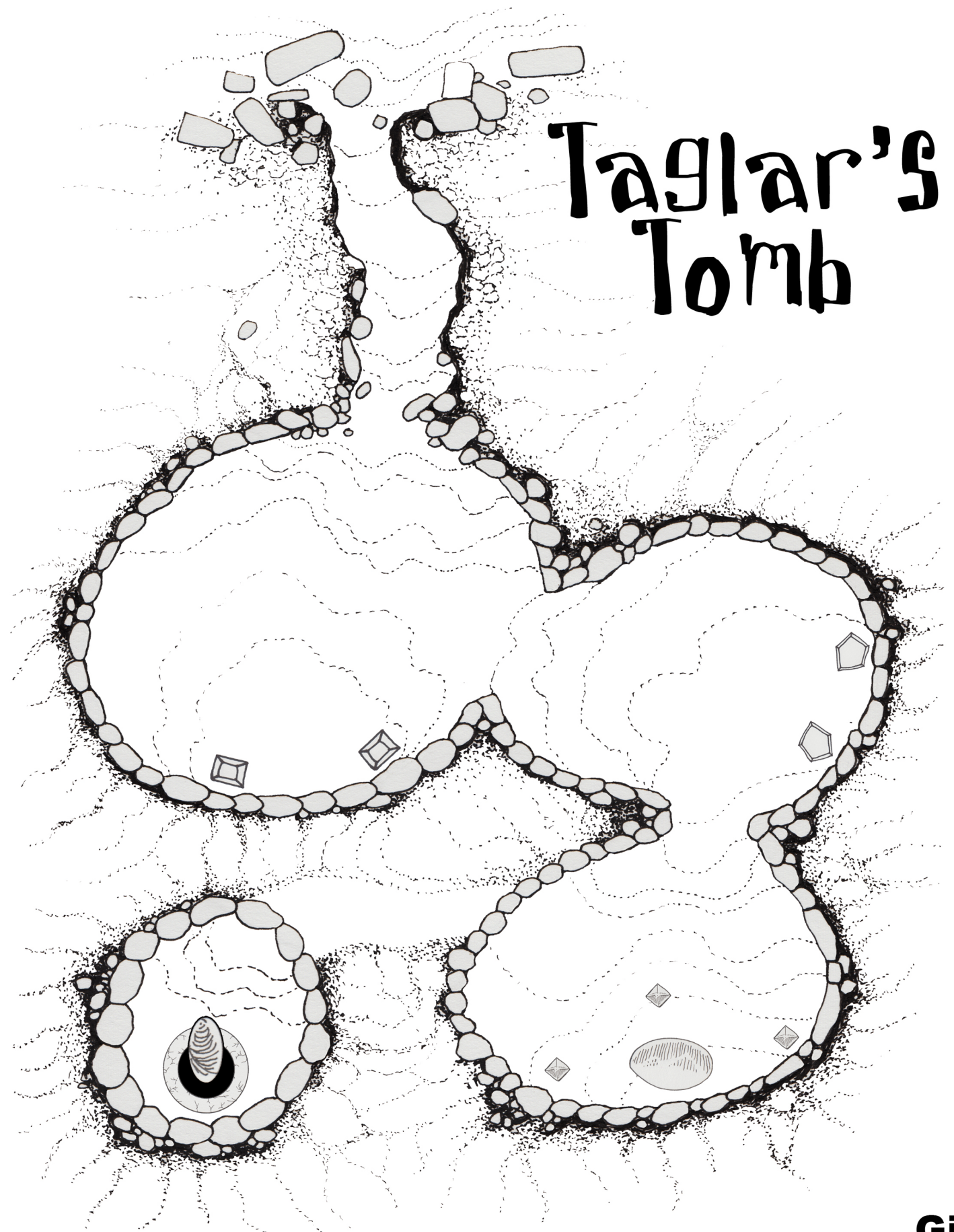
Is There a Fifth Chamber?

It is possible. There could be niches and cracks in the ceiling of one or more of the chambers that lead to animal dens, bird's nests, vermin-hives or something more interesting. Then there is that weird shaft leading down into the dark depths below in Chamber Four...it might be interesting to take a look at what is actually down there...to help you get a running start in pursuing either of these opportunities we offer the following two optional tables.

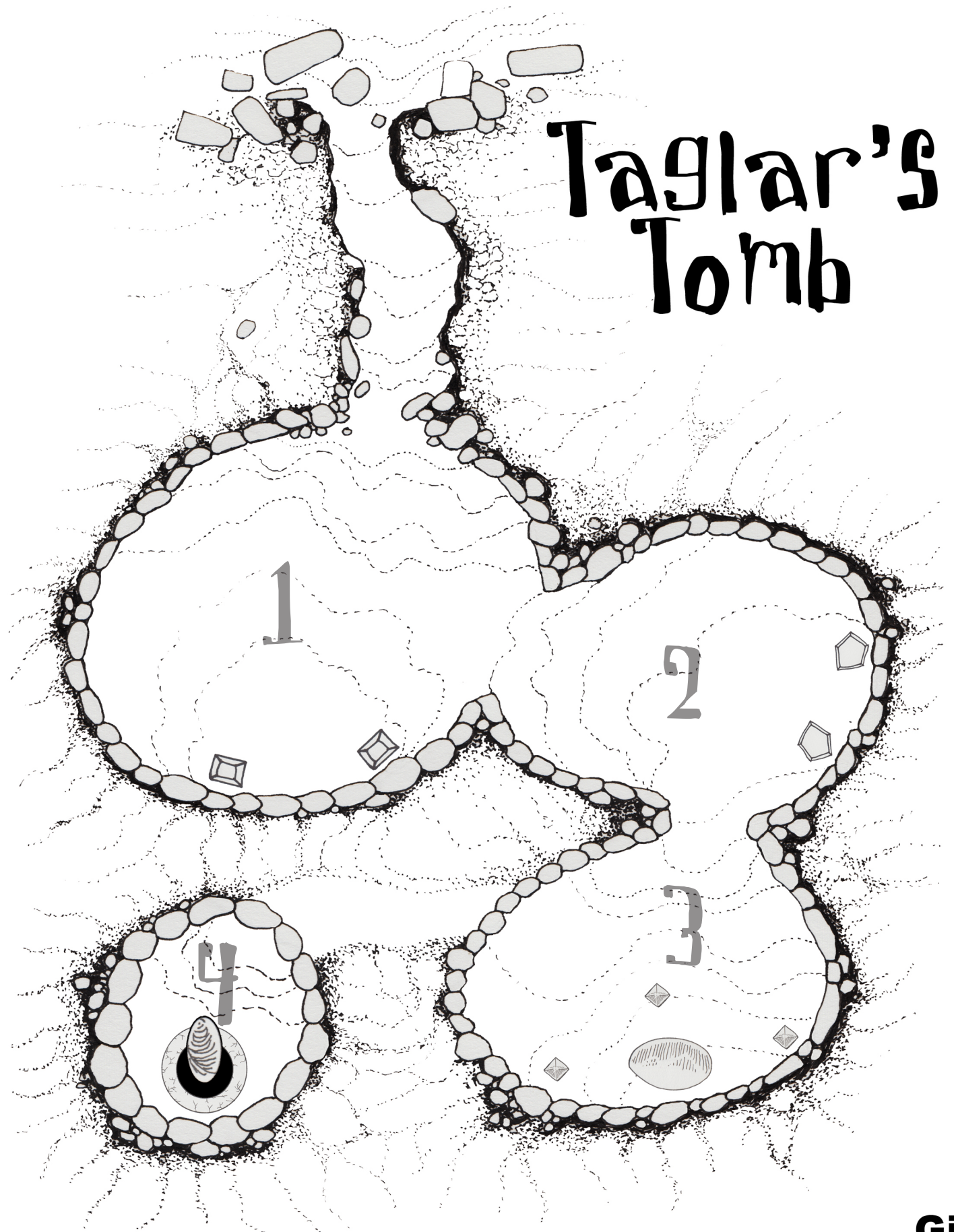
D6	Where Does That Crack in the Ceiling Lead?
1	Roughly 200' to the East, then it slants down for another 300' and eventually becomes a vertical chimney that drops 900' down to a small underground lake filled with tiny glowing fish. The chimney also leads up about 20' to a rocky cleft in the hill that is heavily overgrown with brush and thistles.
2	Less than 30' to the North this crack terminates in a dead end due to the collapse of the tight passage. It will be impossible to turn around and working your way backwards will take three times longer than normal movement rate.
3	Poking about in this niche will attract a swarm of green-banded wasps that will angrily defend this passage to the death.
4	A giant centipede lairs in this crack.
5	A section of the wall collapses, causing 1d4 damage to everyone within 15' radius who fails a Save or DEX check.
6	This small crevice widens out substantially about 60' past some really tight twists and turns. Too bad it leads into a wild boar's den.

D6	What's Down There?
1	About 40' down the entire shaft is filled with a crust of dried black mucous. The crust is brittle and will break easily.
2	The shaft descends at least 100', probably more. Straight down. The walls get smoother and nearly seamless the farther down you go. We're going to need a lot more rope.
3	Hey! There's something glinting down there. Maybe it's metallic. That could mean loot... except...loot doesn't usually move around like this stuff does. If you look closely, there is a rusty metal ladder set into the side of the shaft leading down.
4	About 90' down the West side of the shaft is a small balcony or ledge sticking out about 10'. There is a door set into the side of the shaft at this point. It is locked.
5	The shaft begins to taper, gently at first, but more and more noticeably as you descend until finally it is only 1' in diameter.
6	Not quite a full 100' down the shaft opens into a cavern covered in fuzzy green mold. The drainage from above has formed a muddy pool at the center of this grotto.

Taglar's Tomb



Taglar's Tomb



Parting Words

Taglar's Tomb was originally posted to our blog on Wednesday, April 17th, 2013 for Swords & Wizardry Appreciation Day. You can find the **original post** right there on our blog. A few people seemed to like it. Some nice folks even said a few kind words about it at their blogs, for which we are very grateful.

It was always the plan to convert that post into a PDF...but a lot of things got in the way. Little things like a hard-drive crash. Health issues. The usual crap you read about at a dozen or more blogs on any given week.

When we finally had a chance to sit down and build this particular PDF...we were not satisfied with simply cutting-and-pasting the text from the blog post into a text box and calling it done. We decided to revise and expand Taglar's Tomb, to make it hopefully worthwhile to take a second look at this Mini-Adventure.

We chose to use random tables for presenting lots of options that can be rolled, picked, or ignored as you deem fit. We wanted something that could be used at least a couple of times without becoming repetitive or boring...or too random. We like tables, but we prefer to use them as tools for presenting information in a clear, concise and context-enriching manner. The tables we provide in this Mini-Adventure are there to help expand on the bare bones of the thing, to help guide decisions, lead to unexpected collisions and consequences, and to give you something to work with, or ignore, as you wish.

This has been something of a mad science experiment for us, so we'd appreciate hearing about your experience running this Mini-Adventure.

There is more stuff on the way!



<http://hereticwerks.blogspot.com>

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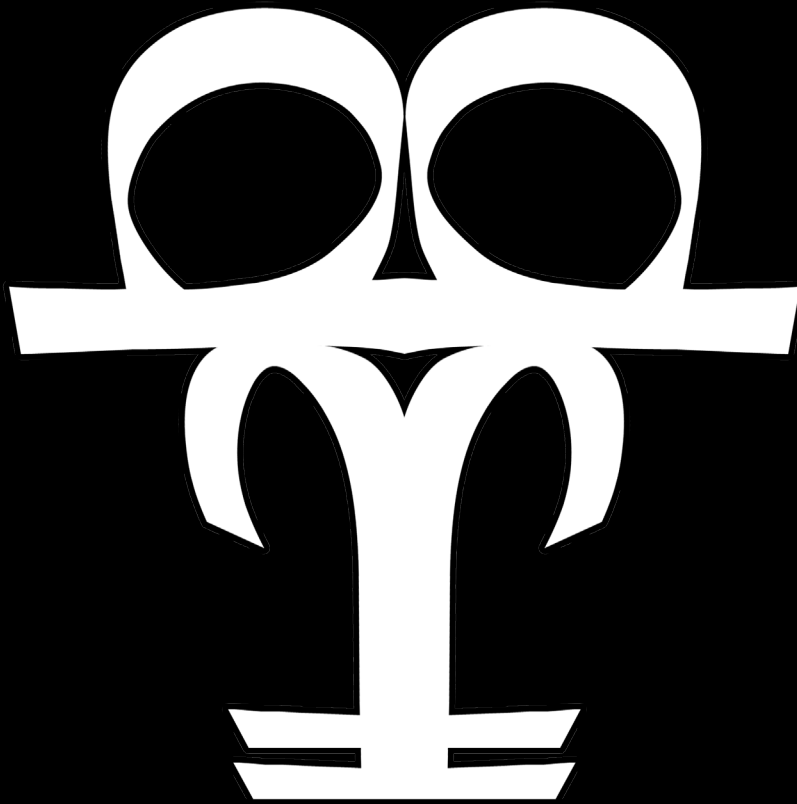
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