

A system-neutral dungeon adventure for low level characters.

# The Hidden Tomb of Slaggoth the Necromancer

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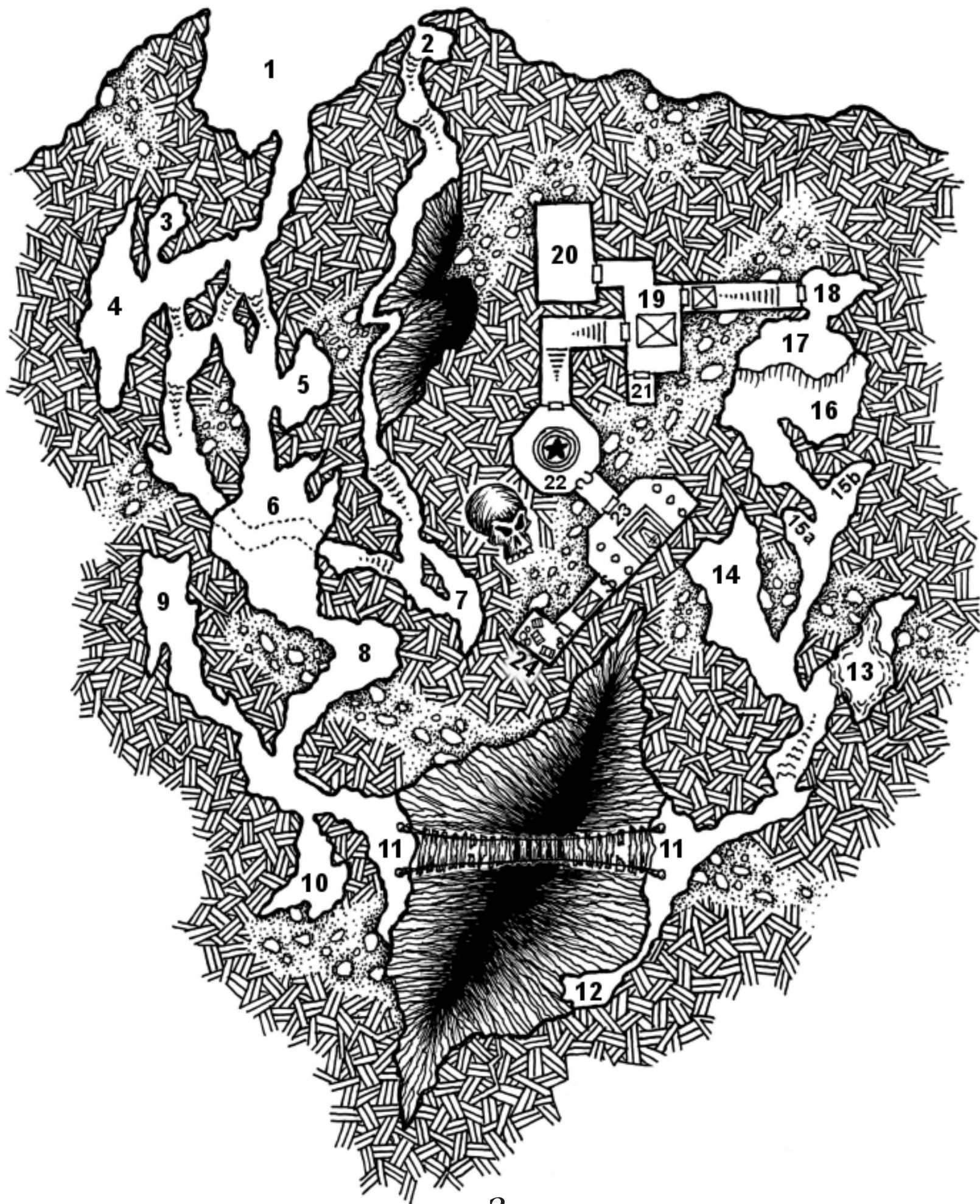
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# The Hidden Tomb of Slaggoth the Necromancer

Mentioning the name of Slaggoth the Necromancer was once met with hastily gestured holy signs and murmurs of fear. The dead things which crawled and slithered from Slaggoth's hidden tower were ravenous and evil. In the two centuries since the necromancer's body was entombed deep within a mountain cave, the name has lost some of its gravitas. Young adventurers, unperturbed by ancient tales of long past evil, now think Slaggoth's tomb ripe for plunder.

But Slaggoth does not rest alone. A trio of ogres and their hoard of goblin minions have settled in the caverns. They are deserters from a great army in a faraway land, and are determined to keep the freedom they risked their lives to gain. Any who enter the cavern will be sliced and stabbed, their meat hung on hooks to dry, and their bones fed to the wolves.

## Adventure Hooks

1. The goblins have been raiding nearby communities. Normally the guard would round up a posse to take care of the problem, but these goblins are unusually organized, which has the guard worried that more may be going on here. Furthermore, the goblins have been tracked back to Slaggoth's cave—and none of the locals dare set foot in there.

The villages have no money to offer the player characters for their assistance, but they promise that the goblins have pillaged much, and the players are welcome to keep whatever they find. Further, they add that Slaggoth was wealthy, and great riches may yet be found within the necromancer's tomb.

2. The Necromancer Geoff Rotheart has long sought three items said to have been buried with Slaggoth: a series of texts on undead anatomy, an onyx ring, and a bejeweled skull. Geoff will not reveal the nature of these items, but he has come into possession of a map to Slaggoth's tomb which he will trade to a group of adventurers if they promise to bring him these three items.
3. A fire giant named Kurrigor Blazebeared, lieutenant of the Warlord Gorgin, has just realized a trio of ogres and a platoon of goblins under his command have deserted. He's willing to pay handsomely for the three ogre's deaths, so long as proof is brought back quickly. If Gorgin learns Kurrigor has failed to hunt down a group of deserters, then the warlord will make an example of Kurrigor.
4. A young scribe to the king, named Eraria, has recently learned that one of her ancient ancestors, a man named Ogam Thorton was a consort to Slaggoth, and that he may still be alive; preserved forever within her tomb. She has no living family, and would like to see her ancestor freed. She has no money with which to pay the adventurers, but assures them that Slaggoth was wealthy indeed, and was doubtless interred with her wealth.

## Regarding Dungeon Notation

Detailed room descriptions are great, but I've found they often do more to hinder a GM, than to help them. Even a single paragraph can be difficult to search through while a table full of players are staring at you. After designing a room, I find it useful to make notes for myself which condense that room's contents into the simplest possible format. I can then read these brief notes as a quick refresher on how the room works, without wasting my player's time. For your convenience, I have included both forms of description here. The longer form first, and the shorthand below it, notated as follows:

**Basic description of room and its contents. Only contains info the PCs can be given.**

**T:** Traps found in the room.

**L:** Loot in the room, with GP values.

**M:** Monsters or other aggressive beings which populate the room.

**S:** Secrets in the room. May include secret doors, or other non-trap, non-loot secrets.

**NPC:** Non-Player Characters who are more likely to parley with the players than attack them.



I have also refrained from including any game-rule details, except where I felt it was absolutely vital to the description. I've attempted to design this adventure such that it can be played in any fantasy adventure game system. To that end. I will not waste your time with mechanics which won't match the system you're using. I leave it to each GM to prepare the encounters according to the rules of their own game. Below is a list of elements appearing in this adventure, to aide you in preparation:

**Areas 1-11:** Goblins, wolves, a grizzly bear, skeletons (weak, 1hp), giant spiders, a giant spider with +2 HD and a paralyzing bite, a simple lock, a tripwire.

**Areas 12-18:** Goblins, ogres, giant toads, yellow mold, ballista, a low-charge wand of lightning bolt, a needle trap on a lock.

**Areas 19-24:** Ogres, a 3rd level Necromancer, common men, stone golems, 15ft spiked pits, a magic-user's staff, a skull which grants a bonus on spell research, a low-charge wand of cone of cold.

## Entrance Caverns (Areas 1-11)

The natural caverns leading to Slaggoth's tomb are of limestone, with plentiful stalagmites and stalactites. Unless otherwise noted, the ceilings are between 7 and 14 feet high. This section of the caves is not heavily trafficked by the goblins or their Ogre masters. Random encounter checks should be made with 1d10 every turn (10 minutes), as well as any time the players make undue noise which may alert nearby creatures. Upon a roll of 1, make a 1d6 roll to determine if the players encounter:

**1-2:** 1d4 + 1 Goblins on patrol.

**3-4:** 1d4 + 1 Goblins and 1d2 + 1 wolves on patrol.

**5:** A giant spider who attacks from the ceiling. Has an increased chance of surprise.

**6:** A decrepit 1hp skeleton which is missing a few important parts.

**1. CAVE ENTRANCE:** This area is filled with stalactite and stalagmite formations, loose rock and occasional animal bones. There is a ring of stones in the center with charred pieces of wood within it. The wood is quite damp and there are no fresh tracks nearby. A dark passage at the back of the cavern descends deeper beneath the earth. The entrance to (2) is a difficult-to-see, 3ft wide crack, 8ft off the cavern's floor. From (2), a trio of goblins keep watch through this crack. If anyone approaches the cave, the goblins will release the wolves at (5).

**Small cave, unused ring of campfire stones, stalagmite & stalactite formations.**

**S:** Opening into (2) is a small crack, 8ft off the ground.

**T:** Goblins in (2) watch, and release wolves at (5).

**2. GOBLIN WATCH POST:** A cramped alcove, with a table, two chairs, and ratty furs for bedding. Light filters in from a 3ft wide crack near the floor which looks out into (1). Three Goblins are stationed in this room; one of whom is always on their belly, looking out the crack to spy for intruders. If anyone approaches, the trio will work together to pull a thick rope which connects to a complex series of pulleys mounted among the stalactites. This opens the bars at (5), releasing eight wolves. If the goblins see the wolves being defeated, they will flee through the caves. (All together, to avoid Krekklefeets the Spider King at [7]). They'll reach (6) after a single turn, then flee south across the rope bridge so they can inform the Ogre tribunal of intruders.

**Table, Chairs, Worthless furs. Crack near floor overlooking (1).**

**M:** 3 Goblins. Will release wolves at (5), then run to tell ogres if wolves are killed.

**3. MEAT CLOSET:** Here there are three casks of goblin mead, and numerous shanks of meat hanging on hooks from the ceiling. Among many unrecognizable cuts of meat are several human, dog, and horse parts. All of the meat, as well as the goblin mead, is toxic to humans, and will cause vomiting.

**Meat closet. 3 casks of goblin mead. Human/Dog/Horse meat on hooks.**

**4. GOBLIN FORWARD CAMP:** It is from here that the goblins stage their raids on the human settlements. There are large racks of goblin-quality swords, shields, spears, bows, and arrows. There are two cooking fires, one in the north and one in the south of the room, so they don't shed too much light into the corridor. Numerous ratty furs fill the area as bedding. 12 Goblins are eating and sleeping here. None are on guard, but all have weapons nearby. One of the goblins has been skimming loot off the top, and has stashed 31 silver pieces and a poor woman's wedding gown worth 20gp under his sleeping furs. Another of the goblins wears a key under his shirt which opens the hidden door at (6). He will reveal the key's purpose if sufficient threat or reward is offered.

**Goblin camp. Cheap weapons, 2 campfires, worthless furs.**

**M:** 12 Goblins eating and sleeping. None on guard, but all have weapons nearby.

**L:** Under one of the furs is a wedding gown worth 20gp, and a pouch with 31 silver pieces.

**L:** One of the goblins wears a key around his neck which opens the hidden stash in (6).

**5. WOLF PEN:** Wooden bars cover the entrance to this small side cavern. The bars are hinged at the ground, and held upright by a pair of wooden pegs attached to a rope, which runs up to the ceiling and disappears amongst the stalactites. This rope is part of the pulley system mentioned in (2). Eight mangy wolves are kenneled in this area. They've been trained to run north to (1) looking for food any time the gate opens. They will attack non-goblins on sight, but are hungry and can easily be won over with meat. If the wolves have already been released, the gate will be lying on the ground, and the room will be filled with nothing but small piles of hay, a few scattered bones, and plentiful wolf leavings.

**Small chamber, closed off with wooden gate hinged at the ground. Filled with hay, bones, & poop.**

**M:** 8 hungry wolves; if they haven't already been released by goblins at (2).



**6. MOURNING CHAMBER:** The ceiling of this chamber rises to 300ft, well beyond the range of most light sources. A complicated series of pipes in the upper reaches of the cavern allow wind to blow through from outside. The pipes are designed so that the wind will create a haunting, moaning wail; which echoes down to the ground. This was originally designed to deter grave robbers, and to provide the entombed Slaggoth with an eternal chorus of mourners. There are also a number of large stone boulders here. A minimal amount of exploration will reveal that one of the boulders has a barely-hidden door on it, positioned so that no one walking through the room would see it without specifically choosing to explore among the otherwise normal rocks. The door is of goblin make, and not terribly sturdy. It can be opened with the key found in (4). Within is a hollowed-out section of the stone, filled with a gardening spade worth 20sp, an emerald worth 40 gold, a hand mirror worth 15gp, and a high quality brass lighter worth 40gp.

**High ceiling cavern filled with boulders. Constant sound of mournful wailing.**

**S:** Door hidden on backside of boulder. Opens w/ key from (4)

**L:** Inside boulder: Spade worth 20sp, emerald worth 40gp, mirror worth 15gp, brass lighter worth 40gp.

**7. SPIDER'S NEST:** Krekklefeets The Spider King (named by the goblins) makes his nest here. He waits for easy prey to pass by so he can leap out, paralyze his victim, and drag them back into his nest to be eaten slowly. The goblins regularly allow human captives to 'escape' down this corridor, to keep Krekklefeets happy. He will not generally attack large groups, but if any creature (including a goblin) travels his corridor alone, or lags behind their group, he will pounce. If the players investigate Krekklefeets' lair, they will discover 9 bodies wrapped in spider silk, each drained of their fluids. 7 of these have nothing of value; but one wears a pearl necklace worth 80gp, and another carries a small pouch with 18 gp in it.

**Spider nest; 9 web-wrapped bodies.**

**M:** Krekklefeets The Spider King.

**L:** 1 body has a pearl necklace worth 80gp. 1 body has a small pouch with 18gp in it.

**8. BONE PILE:** The passageway widens slightly here, and a large pile of human bones from a half dozen bodies lies scattered amongst a copse of stalagmites on the eastern wall. All bear marks of battle on their bones, suggesting they may once have been animated. Shuffling through the bones will reveal a hand wearing a silver ring, with a piece of polished jade mounted on it. This has no magical properties, but is worth 150gp.

**Grouping of Stalagmites; human bones scattered among them.**

**L:** Skeleton hand wearing ring worth 150gp.

**Krekklefeets the Spider King**

Krekklefeets is an old spider. He remembers eating the workers who came to build the tomb, centuries ago. Long exposure to the magics of Slaggoth's tomb have prolonged his life and sharpened his mind.

His battle-scarred carapace is testament to his ferocity. A silver axe-blade once broke off in his skull, and his body healed around it. Now it serves as a glittering crown atop his head.

Krekklefeets fights as a giant spider with +2 HD, and a paralyzing bite.

**Loot:** Silver axe-blade worth 50gp

**9. BEAR'S DEN:** A grizzly bear is currently hibernating, snoring softly in the center of the cave. The creature is surrounded by fish bones and other scraps of half-eaten food. A small pile of 25 silver pieces rests several feet away from the bear. At the entrance of this cavern, the goblins have installed a trip wire which causes a basket of trash to be dropped on the bear. The bear will, of course, wake up and attack whoever appears to have disturbed its slumber.

**Bear's den. Scraps of food, 25 silver pieces several feet away from the bear.**

**M:** Bear, sleeping in the center of the room.

**L:** 25 silver pieces, safely to the side of the bear.

**T:** Tripwire, drops trash on the bear, waking it.

**10. HERALD OF THE TOMB:** This chamber is cluttered with chunks of stone, rat bones, and other detritus which appears to have been tossed here by the goblins. It completely covers the floor. A number of valuable items have been lost in here among the garbage, and can be found if the players are willing to spend 3 turns sifting through it all. If the players spend less time than this, they should be given a chance to find part of the treasure each turn that they search. Items to be found include: 100 loose copper coins, 34 loose silver coins, 22 loose gold coins, a brass necklace worth 30gp, a scroll of *Fireball*, and a rusted dagger which can magically be thrown up to 30ft without penalty. Remember that a random encounter should be rolled for each turn the players spend searching.

The back wall of the cavern has an imposing 8ft statue of a skeletal reaper carved directly into it. One hand is clenched in a fist across the figure's chest, while the other holds a great sword, also carved from stone. If the characters examine the base of the statue more closely, they will discover several small carvings which depict people kneeling.

If anyone kneels before the statue, a slight breeze will blow from the statue's mouth; and all in the room will hear "*Why seek you the tomb of Slaggoth the Malevolent?*" (Note that no light or movement accompany this message, merely the blowing of air). If the players answer this question with respect, the statue will respond "*Turn not from your death; embrace it and you will have what you seek.*" If the players answer with disrespect, simply walk away, or even attack the statue, it will respond "*Let glass be tested by steel when your death appears. Only then will you have your reward.*"

Note that a declaration of intent to loot the treasures of Slaggoth would be considered very disrespectful.



**Room filled w/ garbage. Reaper statue in back.**

**L:** 3 turns of searching will reveal: 100cp, 34sp, 22gp, Copper necklace worth 30gp, Scroll of Fireball, Rusted magical dagger of throwing (30ft)

**S:** Kneeling figures are depicted at the base of the statue. If players kneel, the statue will ask "Why seek you the tomb of Slaggoth the Malevolent?"

-If they are respectful: *"Turn not from your death; embrace it and you will have what you seek."*

-Disrespectful: *"Let glass be tested by steel when your death appears. Only then will you have your reward."*

**11. THE CHASAM BRIDGE:** The rope bridge is old, but appears to be in good repair, with several planks clearly newer than others. There is no chance for the bridge to collapse unless more than four characters stand on it. The fifth character on the bridge will give it a 1-in-6 chance to collapse, the sixth will give it a 2-in-6 chance, and so on. The crevice below descends 500ft before opening up into an immense ocean within the underdark. If the players attempt to cross the chasm by climbing along the wall, they will find it extremely difficult. Climbing equipment will be required.

If the ogres have been alerted to the player's presence, one of them will be waiting at the far end of the bridge. He is Kerg The Man Smasher. He will lie in wait, and ambush the players when they reach the end of the bridge. His plan is to force them to fight from bridge, while he fights from solid ground, thus giving him better footing and forcing them into a bottleneck so they can't surround him. If the players retreat he will pursue them as far as (8). He does not wish to destroy the bridge since it is the only way in and out of the cave. If he is reduced to 25% hp, he will attempt to flee to (17) to meet up with Ragnef the Ash Maker.

If the Ogres have not been alerted, then the goblins at (12) will fire at the players once they are halfway across the bridge. If the Ogres have been alerted the goblins will hold their fire until the players attempt to retreat from Kerg the Man Smasher. The Goblins will also fire at the players if Kerg flees or is defeated.

**Bridge appears old, but solid.**

**T:** Bridge has 1-in-6 chance of collapsing for each person over 4.

**T:** If alerted, Goblins at (12) will attack players when they retreat. Otherwise, Goblins will attack when players are halfway across bridge.

**M:** If alerted, Kerg the Man Crusher is at the far end of the bridge. Will not destroy bridge. Will pursue as far as (8). Will flee at 25% hp.

**Kerg the Man Crusher**

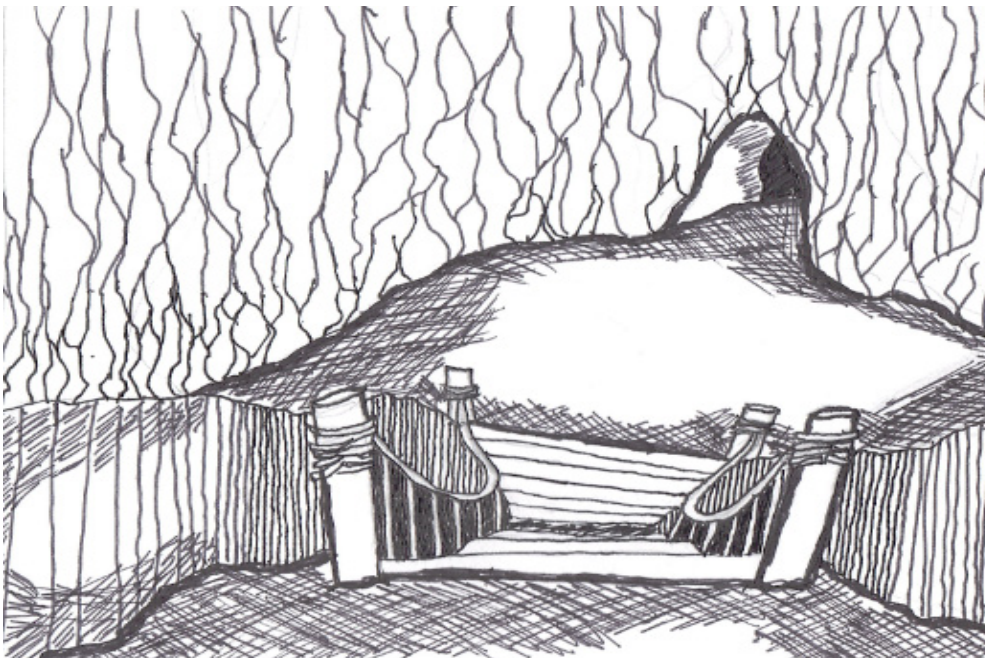
Kerg once grabbed a full grown man by the waist, and slammed the hapless human against his own head. The poor man was crushed nearly flat, and Kerg earned his name: Man Crusher.

His massive sword is 6ft long, and is the finest weapon among the ogres. The hilt is crafted to resemble the jaws of a rabid wolf, with diamond-dusted foam coming from its mouth. It is not magical, and much too large for a normal sized creature to wield.

On his back, Kerg wears a tent of Protection from Elements as a cloak, which he kept secret from his companions while they were migrating to this cave, lest they seek to take it for themselves

Kerg is the most cautious and tactical of the three Ogres. He'll do whatever he can to win, and run if he can't.

**Loot:** Ornate greatsword worth 400gp as an art piece, purse with 8 yellow garnets worth 10gp each, A tent of Protection from Elements.





## Caverns of the Ogre Tribunal (Areas 12-18)

The physical structure of these areas is the same as in the previous section. Limestone, with plentiful stalagmites and stalactites. The ceilings are a little higher (10-14 feet), because the ogres have smashed the stalagmites they would hit their heads on. These areas have much higher goblin traffic than those nearer the entrance.

Random encounter checks should be made with **1d6** every turn, as well as when the players make undue noise. Upon a roll of 1, the players encounter **1d6 + 2** Goblins on patrol.

**12. BALLISTA LEDGE:** Furnishings here are sparse. There are moth-eaten furs for sleeping, three stools, and an empty crate used as a table. On the crate is a tin plate with five cooked rats on it. Three goblins here are manning a swivel-mounted ballista. It's a little large for them to use, but with all 3 working together they can have it loaded to fire again after one round. They keep a close eye on the bridge, and if the ogres have not been alerted, they will fire at the first person to reach the halfway point.

If the Ogres have been alerted, the goblins will be ordered not to fire until the intruders retreat from battle with Kerg. They will also fire if Kerg flees or is defeated. Remember that goblins have darkvision, and thus will not need lights with them.

**Ledge with ballista mounted on it. Moth-eaten furs, 3 stools, crate table, plate with 5 cooked rats.**

**M:** 3 Goblins working ballista. If alerted, will attack players at (11) when they retreat or Kerg flees. Will otherwise attack when players are halfway across bridge.

**13. FROG POND:** Across from this pool of black water is what appears to be a large pile of glittering, gold-colored stones. In fact, they are simple rocks covered in deadly yellow mold. The pool of water is 30ft deep, and ends in a sandy floor where a half-buried iron box about the size of a cigar box can be found. The box contains 8 malachite gems worth 75gp each. The latch is trapped with a needle, but the water has washed the poison away. It will merely cause a painful prick on the finger, dealing no damage. The water is also home to four giant frogs, who will eagerly devour any players who disturb the water of their home.

**Pool of black water. Glittering, gold-colored stones on the opposite side.**

**M:** 4 Giant Frogs. Will awake if water is disturbed.

**T:** Stones are covered in yellow mold

**L:** Box at bottom of 30' deep water. Contains 8 malachite gems worth 75gp each.

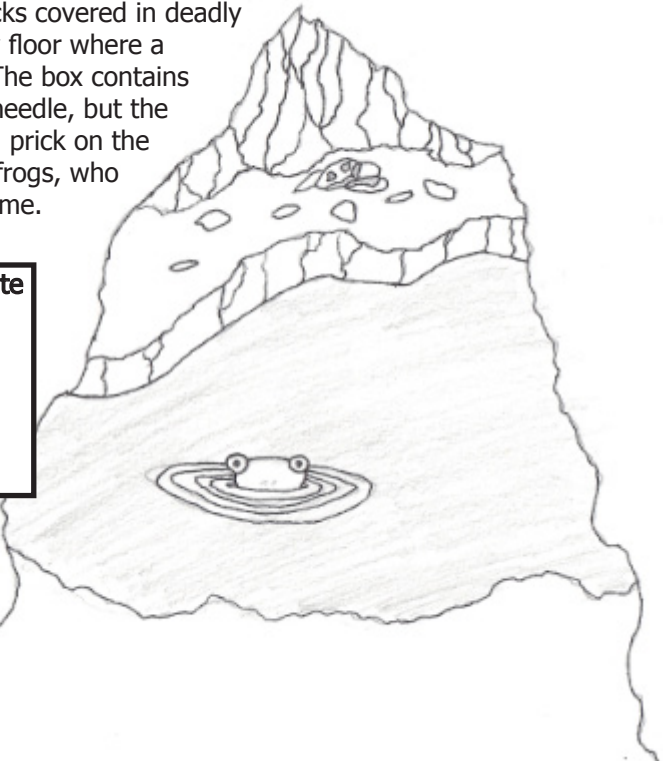
**T:** Needle trap on gem box. No poison.

**14. GOBLIN GUARD POST:** Several large clusters of boulders and stalagmites are scattered throughout this cavern. If the players have proceeded stealthily through the dungeon up to this point; then there will be 8 goblin warriors here, eating and drinking around a camp fire. If the Ogres have been alerted, however, then the campfires will be doused and the goblins will hide themselves behind boulders. They will wait until they hear the sounds of battle at (15), and will then charge out to flank the players. In the back of the room, out of sight behind some stalagmites, is a small chest with the loot from a recent raid: 40sp, 15gp, a bag of spices worth 10gp, and a finely crafted floral brooch made of glass worth 80gp.

**Numerous clusters of boulders and stalagmites. A goblin campfire.**

**M:** 5 goblins. Will be drinking around the fire unless alerted; then they'll be hiding and fire will be doused.

**L:** Small chest in back has 40sp, 15gp, bag of spices worth 10 gp, and glass brooch worth 80gp.



**15. BARRICADES:** Both (a) and (b) are tiny alcoves off the main corridor, where stone barricades have been constructed by the goblins. Behind each are 4 goblins with shortbows, and 30 arrows between them. If they have not been alerted to the presence of intruders, these goblins will not be paying much attention to the corridor and might be surprised by sufficiently stealthy characters. If they have been alerted, they will be watching the corridor to the south intently, and will not be easy to surprise. Any sounds of fighting here will cause the goblins at (14) to attempt to flank the attackers.

**Stone barricades constructed in tiny alcoves off the main corridor.**

**M:** Both (a) and (b) have 4 goblins armed with short bows. Each group has 30 arrows between them.

**T:** Any noise here will cause the goblins at (14) to attempt a flanking maneuver, if they are still alive.

**16. GOBLIN CAMP:** A large chamber separated into two parts. This lower area houses the goblin's main camp, while (17) covers the area atop an 8ft ledge. The camp itself is what you might expect. There are three campfires, and dozens of worthless furs scattered about for sleeping. There are also goblin-quality weapons, cookware, and disgusting foods strewn about. Most of the stalagmites have been cleared away here, but two large clusters remain. 30 goblins are present, but only 8 of them are combatants (6 if the goblins are on alert). The rest will hide from any combat. Three poorly constructed wooden ladders have been erected to allow the goblins to climb to (17). Any characters who attempt combat in this room will also come under fire from (17).

**Goblin camp. 3 campfires, 2 clusters of stalagmites, misc. goblin junk. 3 ladders leading to (17)**

**M:** 30 goblins; only 8 are willing to fight, or 6 if they are on alert. See also (17) for further details.

**17. OVERSEER'S LEDGE:** There is a large stone couch here covered in three dire wolf furs worth 100gp each. From here, Ragnef the Ash Maker normally rests and orders the goblins about. He is equipped with a Wand of *Lightning Bolt*, which he will fire at adventurers attempting to fight their way through (16). The wand is low on charges, and if its power is expended, Ragnef will resort to throwing javelins, of which he has five.

There are two swivel-mounted ballistas on the ledge overlooking (16). If the players have managed to make it this far without alerting anyone, these will be unattended. If the goblins are on alert, however, two of the combatants from (16) will be manning these. Four of the non-combatants will assist, allowing the weapon to be reloaded and ready to fire again after one round.

**Stone couch covered with furs. 2 ballistas pointed into (16).**

**M:** Ragnef the Ash Maker. If alerted, 2 goblins from (16) at the ballistas.

**L:** Three dire wolf furs worth 100gp each.

**18. TOMB ENTRANCE:** A large steel double door has been mounted directly into the limestone. Each of the two doors has been embossed with one-half of a massive human skull. The skull's teeth serve as door handles, and pulling the doors open is an immense effort requiring the concerted might of a strong character, or even two. Runes engraved across the skull's forehead, which can only be read using *Read Magic*, say "*Here lies the great Necromancer Slaggoth. Even those who command death in life, must submit to its power in their turn.*"

**Iron double-doors with skull on them. High strength or 2 characters required to open.**

**S:** With *Read Magic* players can read runes which say "*Here lies the great Necromancer Slaggoth. Even those who command death in life, must submit to its power in their turn.*"

**Ragnef, The Ash Maker**

"Brain like human!" Ragnef's father used to tease. The Ash Maker has always been a little too clever to fit in with other ogres. Ragnef does not care. Their stupid has made them dead! They never can use lightning stick!

The wand Ragnef found in Slaggoth's tomb is his prized possession. It gave him status among his two companions, who previously had thought him weak. He doesn't realize its power is finite.

On his arm, Ragnef wears a red sash taken from a human military captain years ago.

**Loot:** Red Sash of Office worth 80gp, coin purse with 30 gold pieces inside, Wand of *Lightning Bolt* (low on charges, if not completely expended during the battle).

## Tomb of Slaggoth the Necromancer (Areas 19-26)



The walls and ceiling here were cut from the natural limestone of the caverns, but do not retain a natural appearance. The surfaces are smooth and flat, with sharp corners; and the stone has gained sickly purple hue. The floor is made up of black flagstones, with white mortar spider-webbing between them. Every 3rd or 4th flagstones has a skull carved into it. These 'skull stones' are slightly more numerous over trap doors. Not so much that it is obvious, but enough that the players will notice if they examine the pattern of the flagstones in those areas. The GM should make a 1d6 roll each time a player crosses a trap door. On a roll of 1-2, the door opens, dropping the player into a 15 ft. pit with long spikes at the bottom.

**19. OGRE COMMON ROOM:** This was once a small museum celebrating Slaggoth's life. All that now remains are murals on the walls which depict her deeds. It shows her as a young girl learning her first spells, and as an adolescent helping her master to create a phylactery. One particularly interesting mural depicts Slaggoth destroying that same phylactery. Of course, unless the party is familiar with Slaggoth's appearance, they will not recognize her.

Now the ogres use this as a common area. There is an ogre-sized table with three chairs around it. The table is positioned over the large trap door, with its feet on solid ground. This trap door is particularly loose, and will open on a roll of 1-4 on 1d6. A keg of sour lager blocks the room's Center Western exit. It is not large enough to block sight of the door, but the Ogres are scared of the chamber which lies beyond, and it makes them more comfortable to have this door blocked.

If the players have been stealthy, both Kerg the Man Crusher and Raxla the Marrow Muncher are here, enjoying a drink. Despite being slightly buzzed, they are perfectly ready and able to fight. If they have been alerted, Kerg will be at (11) as previously noted. Raxla will hide herself in the passage leading to area (20), and will attempt to surprise the players with a swing of her axe when they enter the room.

**Murals of Slaggoth's life on walls, large table, large chairs, keg covers door to (22).**

**T:** Trap door is under the table. It has a 4-in-6 chance to open.

**M:** Raxla and Kerg if PCs have been stealthy; only Raxla waiting to surprise the PCs if they haven't.



### Raxla, the Marrow Muncher

Raxla stands a full head taller than her two companions, with a belly to match. Of the three ogres, Raxla is the eldest. Her body proudly carries the scars of a hundred battles, and she wears a cloak with the scalps of a hundred men and dwarfs sewn into it.

A large pearl with an unnatural blue hue is the ogress' most prized possession. She wears it in a small case around her neck, but she often takes it out to roll it around in her hand.

Of late, Raxla has become somewhat obsessed with dining upon the meat of Krek-klefeets the Spider King. She's sent a dozen goblins to their deaths already attempting to fetch her meal.

Raxla's axe is not a pretty weapon, but its blade is large enough to cleave a human from widow's peak to groin.

**Loot:** Blue Pearl worth 200gp, ornate pearl case worth 15gp, purse containing 24 gp.



**20. STASIS CHAMBER:** In each of this room's four corners is a glass display case, standing upright. Within each case are what appear to be the excellently preserved bodies of 1 woman, and 3 very attractive men. All four have their eyes closed, and have been leaned against a plain piece of wood at a shallow angle.

These four are actually under the effects of a Suspended Animation spell. Once their containers are damaged the spell will end, and they will awaken. The three men are Slaggoth's former concubines, Margo, Higgins, and Ogam. The woman was once Slaggoth's apprentice. One of Slaggoth's dying wishes was that these four be interred with her. Ogam is furious to be denied an eternity with his mistress, and will attack the players if given the chance (though he is only a common man, with no martial skills). The remaining three are happy to be freed. Higgins and Margo will be grateful, but will wish to flee from the caves immediately. They don't have any useful skills (save those of a consort), nor do they know anything about the tomb. They can offer some information about Slaggoth, such as:

- Her primary interest in necromancy was academic. She had no interest in conquest.
- She created many new types of undead, most of which never left her laboratory.
- She thought Necromancers who attempted to avoid death were cowardly.
- She had no problem killing someone if it furthered her research.
- Her tower was built sideways between two sides of a crevice, high in the mountains.
- They are afraid to say so in front of her, but Mertegram was always very cruel to them.

The woman, who identifies herself as Mertegram, will happily assist the players through the rest of the tomb in exchange for a full share of treasure. If the players attempt to negotiate, she will accept a half share of the treasure, but only on the condition that she be allowed to keep Slaggoth's book of spells if they find it.

If the players refuse her offer, she will leave, find a goblin sword, and move to area 11. When the players attempt to exit the cavern, she will threaten to cut the rope bridge (stranding the players on the wrong side) unless they hand over all of the treasure.

Aside from the four preservation chambers, the room is filled only with bear furs. This appears to be where the three ogres sleep. There are 6 furs, each worth 50gp.

**Bear furs, glass display cases in corners: 1 woman, 3 cute men.**

**S:** If damaged, the person inside a chamber will awaken.

**M:** 1 cute man, Ogam, is angry and will attack. He is only a commoner.

**NPC:** 2 other men want to flee immediately. May answer some questions.

**NPC:** Woman is Slaggoth's apprentice Mertegram, will offer to join party.

**L:** 6 bear furs on the floor are each worth 50gp.

**21. PANTRY:** A small walk-in pantry, with shelves on each wall. Was originally used to store incense, ointments, and linens used in the burial of Slaggoth, and kept here as a symbol of her wealth. It still has a strong, rich smell, though the Ogres have cleared out most of that "stinky stuff" to replace it with slabs of meat, a few pumpkins, and other edibles. Only three valuable items remain: two vials of sacred oils worth 70gp each on the back of the shelves, and a jar of incense worth 100gp which has rolled under the bottom shelf on the floor.

**Food pantry; shelves on the 3 walls with meat, pumpkins, etc.**

**L:** 2 vials of oil worth 70gp on shelves; 1 jar of incense worth 100gp on floor under shelves.

**Mertegram, 3rd Level  
Necromancer**

Clever, and evil to her core, Mertegram is a much more traditional Necromancer than her master was.

Once free, Mertegram's first priority is to salvage as much of Slaggoth's fortune as she can. After that, she'll retreat to Slaggoth's tower to begin plotting.

With no spellbook, she has only a few spells at her disposal (prepared before she was trapped). She will instead fall back on trickery to steal the treasures of Slaggoth out from under her saviors.

**22. MIRROR TEST:** Each of the room's 8 walls is a mirror which reflects the room itself, but does not reflect anyone in the room. (North mirror is on the back of the door. The door must be closed to see it). At the room's center is a slightly raised platform with a magical circle carved on it. Players who step within this circle feel a slight fuzzy sensation in their minds, but suffer no ill effects. Once within the circle, each of the room's mirrors will reflect them normally; but in each mirror the character will see themselves at a different stage of their life.

Starting on the Western wall and moving clockwise, the mirrors show: fetus, baby, young child, adolescent, young adult, middle aged, elderly, and finally a rotting corpse on the SW wall. If any mirror is smashed, the player reflected in it must make a saving throw. If the saving throw is failed, roll on the chart below to determine their fate. If the mirror covering the secret door is smashed, the character must still make a save, but will also uncover a stone door there, which can perhaps be opened with a crowbar and a lot of work. If no character is reflected, no character will be harmed by smashing the mirrors.

Aside from the age, most of the reflections act as a reflection normally would. When the character moves, their reflections move in the same way. Even the fetus and the corpse manage to do this. The reflections over the room's two doors, however (young child and middle aged) will never meet the character's eyes. If the PC stares at either of them, they will look off to the side.

<b>Effects of smashing a mirror. (Roll 1d6 for low mortality, 1d12 for high mortality)</b>	
<b>1</b>	The character loses their reflection. Forever after, they will not appear in mirrors.
<b>2</b>	The character's face melts onto the floor. They are still alive, and their eyes and tongue and sense of smell still work, but from forehead to chin their skull is exposed. (Speaking may be difficult without lips).
<b>3</b>	Everything the player sees becomes reversed. The disorientation causes the player to take a -2 penalty to all rolls for 1 month of game time, while they become used to their new perspective. They are also unable to read during this time, and should be treated as illiterate. From now on the character's eyes appear to be mirrored glass orbs.
<b>4</b>	The player's skin and hair become reflective, but do not become hard or brittle like glass. Any nearby light is reflected off of their exposed flesh, making it almost impossible to hide.
<b>5</b>	Anywhere outside of this room, if the character comes within 30ft of a mirror, it will crack.
<b>6</b>	The weapon used to shatter the mirror instead bounces off of it, doing it no harm. The reflected character takes the full damage from the weapons attack. (Make an attack roll to determine if the attack is critical)
<b>7</b>	When the mirror is shattered, the image it reflected remains for a moment. Long enough for it to snarl, and leap within the body of the reflected character. Roll ½ of the character's total hit dice as damage, rounded up. (A player with 3d6 hit dice takes 2d6 damage)
<b>8</b>	The player's life is re-arranged. Roll 1d6 to determine a stat, then re-roll that stat as it was rolled at character creation. Any bonuses gained since 1st level are lost in this re-roll.
<b>9</b>	Whichever hand wielded the weapon which damaged the mirror turns to mirrored glass. It is now useless, and will likely shatter the first time the character takes damage. (Note that the reflected character still receives this effect, even if another character smashed the glass).
<b>10</b>	Roll 1d8 to determine which of the 8 ages depicted in the room the player will age to. Fetus or corpse both cause instant death.
<b>11</b>	The character explodes into shards of glass. Everyone in the room is pelted with sharp pieces of their former companion, and takes 1d6 damage.
<b>12</b>	The character ceases to exist. Only those standing within the room will remember them.

If the character steps out of the circle, all of the figures will disappear; except for any that they are locking eyes with. So long as they don't break their reflection's gaze, it will not disappear unless someone else enters the circle. If the character approaches the image of themselves as a corpse and touches it, or embraces it in any way which is not aggressive, the secret door will slide open.

If the characters brought Mertegram with them, and they ask for her advice or appear to be profoundly stuck, she will say: "Slaggoth was always the strangest of necromancers. She despised those who were too 'cowardly' to face their own demise. Perhaps she's testing us? Though I'm not sure how..."

**Mirrors on all walls. Platform in center w/ magic circle. Mirrors reflect room, not characters.**

**S:** If a character stands in the circle, mirrors reflect them at different stages of life. Starting on W wall, moving clockwise: fetus, baby, young child, adolescent, young adult, middle aged, elderly, and rotting corpse. Mirrors on two doors (N and SE) will not meet character's eyes. Stepping out of circle makes images disappear, unless you are staring them in the eye. Destroying mirror causes a random effect determined by the chart above. If reflected character embraces the reflection of their own rotting corpse, the secret door will open.

**23. SLAGGOTH'S CRYPT:** A sparse room. The walls and floor are the same as elsewhere in the dungeon. The only distinguishing features in the room are six pillars, and a raised platform with a large stone sarcophagus resting on it. Each of the six stone pillars have a depiction of a skeleton with its arms crossed carved into it. The lid of the sarcophagus is carved as an elderly—but powerful—woman. This is Slaggoth the Necromancer.

The moment the sarcophagus' lid is pushed aside, the six stone-golem skeletons will pull themselves free from the pillars and attack any living creatures in the room. They will not pursue anyone outside of the room, unless ranged weapons are used to attack them from beyond the threshold. If they have no current targets, they will return to their pillars. (Though once they have been roused, they will immediately rise to attack anyone who enters.)

Within the sarcophagus is the mummified body of Slaggoth. There is nothing animated or unusual about it. Beneath her body is a manual switch which can be used to open the room's secret door. After the secret door is opened, if the characters examine the interior of the sarcophagus further, they will discover that the switch also unlocked a false bottom. When this bottom is removed, there is a small alcove containing Slaggoth's spell book, which contains any necromancy spell up to 3rd level.

**6 pillars have statues of skeletons carved on them. Sarcophagus contains Slaggoth's corpse.**

**M/T:** Opening Sarcophagus causes 6 skeleton statues to animate.

**S:** Switch under Slaggoth's body opens S door. Must be found and activated manually.

**L:** False bottom beneath Slaggoth's body holds Slaggoth's spellbook.

**24. TREASURE CHAMBER:** Within are three chests, a mahogany coat rack with a blue cloak on it, 3 barrels, and a single waist-high statue of marble. The coat rack is worth 100gp by itself. The cloak is a cursed cloak of madness. It will cause the wearer to immediately attack their allies without regard for their own safety. This effect will only end when the cloak is removed. If Mertegram is with the party, she will recognize the cloak, and will inform the party that it is "A powerful cloak made by Slaggoth, which protects the wearer from all harm."

Once she has told the party this lie, Mertegram will sneak back out of the room as soon as she thinks she can make it out unnoticed. She will then return to (23) and hide behind one of the pillars. Once the party is weakened by fighting amongst themselves, she will ambush them on their way out and try to claim all of the loot for herself. Note that if the pit trap in the hallway between (24) and (23) remains undiscovered, she may fall into it on her way out.

Two of the barrels in the room contain elven sun wine, which is said to take 1000 years to properly mature. At roughly 200 years aged, these are worth 300gp per cask. The third barrel is open, and has eight ornamented staves standing in it. Seven of these are simply decorative, and worth 80gp each. One of the staves is magical, and should be prepared according to the game system.

The waist high marble statue is of a plump, curvacious woman with her arms at her sides and a stylistically large grin on her face. A faint magical effect causes the mood of anyone who stares at it to brighten considerably. This effect, and the artistic value of the piece, make it worth 1000gp. Unfortunately the piece weighs 700 pounds, and will be difficult to remove from the dungeon.

The first chest contains 200gp, 5 large pearls worth 40gp each, and 12 books written by Slaggoth on the anatomy of undead creatures, each worth 25gp.

The second chest contains 100gp, 4 beautiful gowns worth 100 gp each, a wand of Cone of Cold with only a few charges left, a ceramic vase painted with depictions of burial rites worth 80gp, and an Onyx ring which remove's the wearer's need to eat, drink, or breathe, though extended use may cause the wearer's features to become gaunt, and their skin to turn a pale gray.

The third chest contains 1000 silver pieces, and a bejeweled skull which will whisper the secrets of necromancy into the ears of a magic user, granting them a bonus on any attempt to research a necromancy spell.



**Treasure Room. 3 chests, 3 barrels, 1 statue. Coat rack with blue cloak on it.**

**T:** If present, Mertegram will try to trick party into wearing cursed cloak.

**L:**

- Cursed cloak which causes wearer to attack allies without mercy.
- Mahogany coat rack worth 100gp
- 2x casks of elven sun wine worth 300gp/ea
- 7x ornamental, but non-magical staves worth 80gp/ea
- Magical staff, to be prepared according to the game system.
- Statue of a plump woman which makes you happy. Worth 1000gp
- 300 gold pieces
- 1000 silver pieces
- 5x pearls worth 40 gp/ea
- 12x books on undead anatomy worth 25gp/ea
- A low-charge wand of Cone of Cold
- 4x gowns worth 100gp/ea
- Vase depicting burial rites worth 80gp
- Onyx ring which removes need to eat, drink, sleep and breathe. Slowly makes wearer gaunt and gray.
- Bejeweled skull which whispers secrets of Necromancy, granting bonus to spell research in that field.

## Conclusion

With the adventure completed, the only challenge remaining is to haul all of Slaggoth's loot back to civilization. But what of Slaggoth's horizontal tower? Does it still exist? What eldritch horrors lie in wait there, and what fabulous treasures might they be guarding? Did Mertegram survive the adventure, or will the players race to reach the hidden tower before she does?

I'd like to thank you for reading our module, and I hope you enjoyed playing it. It was a labor of love, and everyone involved in the project worked hard to provide the most compelling content we could. If you did enjoy it, I would encourage you to check out our personal tabletop gaming websites, listed below. We'd love to read any feedback you have, even if it's just to say you enjoyed the module—or didn't!

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