

S1

FOR ADVANCED
D&D™ GAME

Dungeon Module S1 Tomb of Horrors

by Gary Gygax

AN ADVENTURE FOR CHARACTER LEVELS 10-14



In the far reaches of the world, under a lost and lonely hill, lies the sinister **TOMB OF HORRORS**. This labyrinthine crypt is filled with terrible traps, strange and ferocious monsters, rich and magical treasures, and somewhere within rests the evil Demi-Lich.

This module was originally used for the Official ADVANCED DUNGEONS & DRAGONS® tournament at Origins 1. The author wishes to thank Mr. Alan Lucien who was kind enough to submit some of the ideas for this dungeon.

Included herein are background information, the Legend of the Tomb, and possible locations for the tomb on the WORLD OF GREYHAWK™ map. Also included are DM notes, characters specially designed for the module, and numerous illustrations to be shown to the players.

If you find this module intriguing, look for the TSR logo on future publications from THE GAME WIZARDS!

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DCS III

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LEGEND OF THE TOMB

The legend of the tomb is an old story with many parts, some of which may be lost or obscured. Characters attempting to glean special information by consulting sages or through **legend lore** spells may still have difficulty obtaining as much background as they desire, for the scraps of information are often minimal and mystical.

These bits of information are available as clues, and characters can make of them what they wish: Ancient Burial Places; Ancient Tombs; Sorcerous Kings; Challenges, Surpassing (Certain Death); Soul Eaters; Treasure, Great . . . The other parts of the legend can be furnished by the Dungeon Master from the description which follows:

The Tomb of Horrors: Somewhere under a lost and lonely hill of grim and foreboding aspect lies a labyrinthine crypt. It is filled with terrible traps and not a few strange and ferocious monsters to slay the unwary. It is filled with rich treasures both precious and magical, but in addition to the aforementioned guardians, there is said to be a demi-lich who still guards his final haunt. (Be warned that tales told have it that this being possesses powers which make him nearly undefeatable!) Accounts relate that it is quite unlikely that any adventurers will ever find the chamber where the demi-lich Acererak lingers, for the passages and rooms of the Tomb are fraught with terrible traps, poison gases, and magical protections. Furthermore, the demi-lich has so well hidden his lair, that even those who avoid the pitfalls will not be likely to locate their true goal. So only large and well-prepared parties of the bravest and strongest should even consider the attempt, and if they do locate the Tomb, they must be prepared to fail. Any expedition must be composed of characters of high level and varied class. They must have magical protections and weapons, and equip themselves with every sort of device possible to insure their survival.

Possible Locale of the Tomb:

- 1) The highest hill on the Plains of Luz
- 2) An island (unmapped) in the Nyr Dyv
- 3) In the Bright Desert
- 4) At the western border of the Duchy of Geoff
- 5) Somewhere in the Vast Swamp south of Sundi
- 6) On an island beyond the realm of the Sea Barons

NOTES FOR THE DUNGEON MASTER

As clever players will gather from a reading of the Legend of the Tomb, this dungeon has more tricks and traps than it has monsters to fight. THIS IS A THINKING PERSON'S MODULE, AND IF YOUR GROUP IS A HACK AND SLAY GATHERING, THEY WILL BE UNHAPPY! In the latter case, it is better to skip the whole thing than come out and tell them that there are few monsters. It is this writer's belief that brainwork is good for all players, and they will certainly benefit from playing this module, for individual levels of skill will be improved by reasoning and experience. If you regularly pose problems to be solved by brains and not brawn, your players will find this module immediately to their liking.

Negotiation of the Tomb will require quite a long time, so be prepared to spend several sessions with this module. When the game ends for the day, assume the expedition is spending the intervening time until play again commences resting and recovering from adventuring up to that point. Allowing actual/game days on a 1/1 basis gives players a chance to recover some lost hit points, too. As there are no monsters to be randomly encountered within the Tomb, the party might be allowed to encamp close to the entrance without fear of random encounters, but if you do so opt, do not inform the players of this.

Please read and review all of the material herein, and become thoroughly familiar with it, before beginning the module. As players enter keyed areas, you will note from appropriate information whether or not the area has one or more illustrations for visually highlighting play. Read aloud appropriate sections,

but never give any additional information which player characters would have no way of knowing, and avoid facial expressions or voice tones which might give helpful hints or mislead players. The real enjoyment of this module is managing to cope, and those players who manage to do so even semi-successfully will appreciate your refereeing properly and allowing them to "live or die" on their own.

The startling information for the module depends on whether you are using the Tomb as an insertion into your own campaign, as a section of THE WORLD OF GREYHAWK™ fantasy setting, or simply as a one-shot exercise for your players. Because of the variableness, the information for starting is stated so as to assume the expedition has arrived at the site of the TOMB OF HORRORS. As Dungeon Master, you may fill in whatever background is needed, and if this is a section of a campaign, players cannot have obtained the Legend information without consulting sages, casting **legend lore** spells, finding the information in some arcane work, or whatever; all prior to locating the actual locale of the Tomb and then getting to it, so that background will have been accomplished. (When this module was used at Origins I, referees were instructed that the hill had been found in the Vast Swamp, and the party had arrived there in barges.)

Start: The party has arrived at the site of the demi-lich's last haunt. Before them is a low, flat topped hill, about 200 yards wide and 300 yards long. Only ugly weeds, thorns, and briars grow upon the steep sides and bald top of the 60' high mound. There are black rocks upon the top of the hill, and if these are viewed from a height of about 200' or so above the mound, it will be seen that the whole is shaped like a human skull, with the piles of rock appearing as eye holes, nose hole, and the jagged teeth of a grinning death's head. A thorough inspection and search of the entire area will reveal only that the north side of the hill has a crumbling cliff of sand and gravel about 20' high in about the middle of the whole. (This is the area 34 squares wide which forms the east-west axis of your dungeon map.) A low stone ledge overhangs this eroded area, and shrubs and bushes obscure it from observation at a distance.

It will require a full turn for searching each 10' of this cliff area. Search must be done from a distance with a long spear or 10' pole. Prodding must be high in order to collapse sufficient material to expose a portion of a tunnel entrance. Once an entrance is exposed, it will require about 1 hour for 6 characters working in teams of 3 to thoroughly clear a passage, but a crawl space can be opened in 1 turn by 3 characters digging with swords and hands. Note that probing of the gravel and sand face can begin wherever the players choose—east, west, middle, several locations or merely a single one at a time. Leave this strictly to the players to decide. The best manner to handle it is to ask **where** they will search, once they have determined that they will investigate the area and have stated **how** it will be done and with **what**. Remember low probing, or probing with short implements (daggers, swords, etc.) will not reveal anything.

As soon as any entrance is cleared and entered, go to the KEY.

Note: Characters who become astral or ethereal in the Tomb will attract a type I-IV demon 1 in 6, with a check made each round.



KEY TO THE TOMB

1. FALSE ENTRANCE TUNNEL: The corridor is of plain stone, roughly worked, and it is dark and full of cobwebs. The roof 20' overhead is obscured by these hanging strands, so casual observation will not reveal that it is composed of badly fitting stones. Daylight will be sufficient to reveal that there is a pair of oaken doors at the end of the passageway. If the roof is prodded with any force, or if the doors are opened, the roof of the tunnel will collapse and inflict 5-50 (5d10) hit points of damage upon each character inside of it, with no saving throw. The doors open outwards by great iron ring pulls. The cobwebs must be burned away to be able to inspect the tunnel ceiling. THIS AREA IS ILLUSTRATED BY GRAPHIC #1.
2. FALSE ENTRANCE TUNNEL: This is another plain stone passageway, but the ceiling is only 10' high. Daylight will enable adventurers to dimly see what appear to be two separate doors at the end of the corridor. The floor paving at 50' distance within the passage will shift slightly when characters tread upon its surface. They will hear a rumbling from behind (or beside if some are at 30' within) them. **At this instant begin counting slowly to 10**—about 1½ seconds per count—and if you reach 10 before any player has reacted as noted below, the huge stone block, 10' thick, has slid shut and completely sealed off the passageway. This block cannot be moved or forced back. Trapped characters can escape **only** by the following means: **disintegrate, phasedoor, stone-flesh** (assuming a sufficient quantity of the block can be changed), **transmute rock-mud, wish**. Players giving notice that their character is running out will be able to cover 1' of distance/1" of movement rate for their character/count. Thus, a base 6" movement rate means that the character can cover 6' of distance in the space of a single count. Mentally note such character's actions, and when the 10 count is finished, compute where each character is. The block begins slow movement, so that at the count of 1 only a slight bit protrudes, at 2 it is 2'+ a bit out into the corridor, at 3 it is 4'+, at 4 it is 6'+, at 5 it is 9', at 6 it is 11'+, at 7 it is 13'+, at 8 it is at 16', at 9 the block is 18'+ across, and at 10 it has slammed shut and crushed anything between it and the wall. EXCEPTION: An iron bar will stop the block, but only if the bar is placed on the floor where it will wedge the block. A bar elsewhere will bend and allow the block to come shut, but 1 count will be gained as the bar bends. The doors at the end of the passage are false ones. THIS AREA IS ILLUSTRATED BY GRAPHIC #2.
3. ENTRANCE TO THE TOMB OF HORRORS: Even a bit of daylight entering through a crawl space or a torch will reveal that this is an unusual tunnel. Bright, brilliant colors are to be seen everywhere, the stones and pigments undimmed by the passage of decades. (USE ILLUSTRATION #3 NOW.) The floor of the corridor is a colorful mosaic of stone, with a distinct, winding path of red tiles about 2' wide (the line snaking its way south down the corridor) easily visible to the onlooker. (See special note regarding the pit traps at the end of this paragraph.) No stonework can be seen on the walls or the ceiling 20' above, for some sort of cement or plaster has been smoothed over all of these surfaces and then illustrated. The scenes painted show fields with kine grazing, a copse with several wolves in the background, slaves (human, orc, elven, and strange human-animal mixture — pig-human, ape-human, and dog-human) going about various tasks. Certain of the frescoes show rooms of some building — a library filled with many books and scrolls, a torture chamber, a wizard's work room (see 4. below for more details of this area). There are chairs, windows, boxes, bales, doors, chests, birds, bats, spiders and all manner of things shown on the walls.

All pits (except where noted to the contrary) throughout the Tomb are 10' deep and concealed by a counter-weighted trap door which opens as soon as any person steps on it. Thrusting with force upon these traps with a pole will reveal

them 4 in 6 (d6, 1-4). Those who step upon a pit lid will have a base 100% of falling, modified downwards by 1% per point of dexterity through 12, and 2% for each point above 12, i.e. dexterity of 13 = 14% chance of not falling into a pit, dexterity of 14 = 16%, 15 = 18%, 16 = 20%, 17 = 22%, and 18 dexterity = 24% chance of not going in. At the bottom of each pit are 5 iron spikes coated with poison. Roll d6 to determine how many spikes wound the victim; 1, 2, and 3 meaning that number of spikes have wounded the victim, 4-6 equal **NONE HAVE WOUNDED** the character. Each spike causes 1-6 hit points of damage, and the victim must make a saving throw versus poison for each spike which wounds him or her. Any failure means the victim is killed by the poison.

- A. This area is where the torture chamber is painted, and the wall hiding this passage shows a painting of the iron door which evidently confines some sort of a horrid creature (its taloned and scaled hands grasp the bars of its small window) which can be loosed to torment prisoners. If the plaster and lath behind it is broken away, a normal, inward opening door will be revealed.
- B. If the pattern of the floor has been carefully observed and studied from the entrance to this point, the individual with such perseverance will be rewarded by suddenly understanding that a message is contained in barely noticeable runes in the mosaic floor. It says "ACERERAK CONGRATULATES YOU ON YOUR POWERS OF OBSERVATION. SO MAKE OF THIS WHATEVER YOU WISH, FOR YOU WILL BE MINE IN THE END NO MATTER WHAT!"

Go back to the tormentor or through the arch,
and the second great hall you'll discover.
Shun green if you can, but night's good color
is for those of great valor.
If shades of red stand for blood the wise
will not need sacrifice aught but a loop of
magical metal — you're well along your march.

Two pits along the way will be found to lead
to a fortuitous fall, so check the wall.
These keys and those are most important of all,
and beware of trembling hands and what will maul.
If you find the false you find the true
and into the columned hall you'll come,
and there the throne that's key and keyed.

The iron men of visage grim do more than
meets the viewers eye.
You've left and left and found my Tomb
and now your soul will die."

4. FRESCO OF THE WIZARDLY WORK ROOM: The most outstanding feature of this area is actually outstanding! Two jackal-headed human figures (USE ILLUSTRATION #4 AS SOON AS THE PARTY EXAMINES THIS AREA CLOSELY) are painted so as to appear to be holding a real bronze chest. If this box is examined closely, the viewer will note that it is hinged on the bottom so as to allow the lid to swing down if a catch on top is pressed. The catch has an easily detectable poison needle trap, and this can be avoided easily by pressing the stud with a dagger pommel, etc. However, when the box opens, it will appear to be absolutely empty, but if a character actually feels inside the chest he or she will find a rod which stands vertically from the bottom. This lever moves easily, and if it is pulled with any force it will open the shaded trapdoor which covers a 30' deep pit (spiked and poisoned as are all traps of this sort here) which will inflict 3-18 (3d6) hit points of damage to all who fall within, exclusive of spike damage. **Note:** This trap door is 3' thick and cannot be detected by sounding or by any magic which detects secret doors, or even traps. **True seeing** will reveal a fine rectangle where the stone plug is, but it will not show what it does. Once triggered, the pit remains open thereafter.

5. THE ARCH OF MIST: One section of the path shown on the floor

leads directly into this archway. If any character stands within 1' of the entranceway upon the path, the base stones will glow yellow on the left, orange on the right, and the keystone 7' above will glow blue. (When this happens, SHOW YOUR PLAYERS ILLUSTRATION #5.) There is a misty veil across the archway, and nothing will cause the vapors to clear, nor will any sort of magic allow sight into the area, until the glowing stones are pressed in the proper sequence — YELLOW, BLUE, ORANGE. If this sequence is pressed, the vapors disappear, and the path appears to go eastwards. If the archway is entered when it is clouded, those characters doing so will be instantly teleported to 7. (see below). If it is passed through after pressing the glowing stones in proper sequence, those stepping through ON the path will be teleported to 11., those who pass through off the path will be sent back to 3.

6. THE FACE OF THE GREAT GREEN DEVIL: The other fork of the path leads right up to an evil-appearing devil face set in mosaic at the corridor's end. (SHOW YOUR PLAYERS GRAPHIC #6). The face has a huge O of a mouth; it is dead black. The whole area radiates evil and magic if detected for. The mouth opening is similar to a (fixed) sphere of annihilation, but it is about 3' in diameter — plenty of room for those who wish to leap in and be completely and forever destroyed.

7. THE FORSAKEN PRISON: This miserable cubicle appears to have absolutely no means of egress, and even a magical means of detection will not indicate any. There are 3 iron levers (about 1' long) on the south wall of the chamber. These levers will move horizontally or vertically, singly or in combination. Only the act of moving all 3 together upwards or downwards will have any results. Moving them straight up opens a small trapdoor in the center of the ceiling (10' above). Pushing them simultaneously down opens the entire floor to a 100' deep pit with no exit. Damage from the fall is 10-100 (10 d10) hit points, and the floor will automatically return to a closed position in 1 turn, thus sealing any inside the pit there until another victim triggers the drop away again.

The ceiling route is a crawl space some 3' square. At the place it turns east there is a plug in the ceiling which can be detected only with magical vision means or if a character has sense enough to test for secret doors by rapping. Secret door detection will not be of avail here except as noted. Eventually the small tunnel leads to a magical one-way door which opens in the pit side as shown, and players are back to square one . . .

8. GARGOYLE LAIR: When any door leading to this room is opened, it frees a mutated 4-armed gargoyle from temporal stasis. This monster is a huge (H.P.: 64; 19 strength) monstrosity that attacks 6 times/round as a 12 hit dice creature inflicting damage as follows: 2-8 x 4/3-12/1-6, and if any 2 of the clawing attacks (2-8 x 4) hit, the creature will do an additional 7 hit points of rending damage to the opponent so struck. Around the creature's neck is a collar studded with huge, gleaming gems (blue quartz stones of 100 g.p. value each, 10 gems total). Hidden in a secret compartment of the collar is a slip of parchment with the following written on it in magical runes which require a read magic spell to understand: "Look low and high for gold, to hear a tale untold. The archway at the end, and on your way you'll wend." Beneath the runes is the initial "A". (USE ILLUSTRATION #8 FOR THIS ENCOUNTER).

9. COMPLEX OF SECRET DOORS: Each of these portals must be opened by hand, and each requires a different method of opening. Meanwhile, each round that there are characters in a shaded room, a number of bolts will be fired into the area from hidden devices in the walls and ceilings, and 1 character, randomly determined, in each such area, will be hit for 1-6 points of damage unless he or she makes a saving throw versus magic. There is absolutely no way to prevent the bolts from being triggered and from hitting, and armor and spells will NOT have any effect either. The various secret doors

open as follows:

- A. pull down
- B. pivots centrally
- C. pull inward and up at bottom
- D. slides up
- E. double panels pull inward
- F. slide left
- G. 7 studs — press all and door opens, 1 & 7 bring door falling inwards for 3-18 h.p. damage

10. GREAT HALL OF SPHERES: This area is similar to 3., for the floor is of inlaid tiles and the walls and ceiling are painted with figures of animals, strange signs and glyphs (which mean absolutely nothing), and humans and human-like creatures with spheres of different colors. These globes are 2-dimensional, of course, and their significance and pattern are described below. (AS SOON AS THE PARTY ARRIVES HERE SHOW THEM GRAPHIC #10.) From north to south, with the west wall being the first column, and the east the second, the figures and spheres appear as follows:

GOLD held high above head*	PALE BLUE at shoulder
ORANGE held waist high	SILVER at feet
(False door)	(secret one-way door**)
PURPLE at feet	GREEN held high above head
(False door)	YELLOW at shoulder
BRONZE held waist high	PINK held high above head
GRAY at shoulder	BLACK at feet***
(none)	PALE VIOLET at shoulder
BRIGHT BLUE at feet	(none)
WHITE held high above head	RED held waist high****
TURQUOISE at shoulder	BUFF at feet
SCARLET held waist high	(none)
PALE GREEN at feet	INDIGO held high above head

* an illusion covering a crawlway to 11.

** this door can be opened by a knock, disintegrate, rock to mud, or stone to flesh spell

*** an illusion covering a crawlway to 14.

**** an illusion covering a crawlway to 13.

A. **Magic Archway:** When the party examines this arch give them ILLUSTRATION #5, and inform them that the stones glow in these colors whenever any person comes within 3' of the portal: lower left, OLIVE; keystone RUSSET; lower right, CITRON. No matter which stones are pressed in what order, the archway remains clouded and veiled with a haze which nothing can enable the onlookers to see through. All living matter which goes through the arch will be teleported to 3., while non-living matter is teleported simultaneously to 33., i.e. characters stepping through will appear at the start totally nude, while everything else with them will go to the crypt of the demi-lich. (Cruel, but most entertaining for the DM . . .)

11. THE THREE ARMED STATUE: When players find this smallish room they will immediately see what appears to be a broken, 8' tall statue of a 4-armed gargoyle (GRAPHIC #11), with a broken off 4th arm on the floor nearby. No amount of fooling around with the broken arm will enable it to be replaced, and the statue will do nothing at all meanwhile. A close look at its open and outstretched hands, however, will detect that a large gem (a 100 g.p. blue quartz one fits perfectly) will fit in a carved depression in each of the 3 remaining hands, while the broken one has no such concavity. If 3 large gems of any sort are placed within the hands, the stoney digits will close and crush them to powder, dump the grains on the floor, and return to their normal positions. If this is repeated twice more, and 9 gems are so crushed, a 10th (or more) will cause the triggering of a magic mouth spell to speak the following words:

"YOUR SACRIFICE WAS NOT IN VAIN. LOOK TO THE FOURTH TO FIND YOUR GAIN."

As these words are spoken, an **invisible gem of seeing** will come into being in the palm of the broken off arm of the statue. The **gem** must be found and the character so doing will need to wipe it free of a magical substance before it can be seen or used. Note that if the arm is carelessly moved, the **gem** will fall off and roll away. **Detect invisibility** or any other sort of searching except by careful feeling will be useless. Describe the **gem**, once wiped clean and visible, as an oval diamond, with two flat and polished sides, very clear, and about one inch diameter by one-quarter inch thick. It will operate only 12 times, then shatter.

12. TRAPPED FALSE DOOR: At this location, as well as several others throughout the Tomb, there are false doors which screen a spear trap. (When one of these doors is opened, hand the players ILLUSTRATION #12.) A spear will shoot out, and the door opener(s) or any others standing before it are subject to be struck. Determine at random, if need be, which character is the target, and that player must then make a saving throw versus magic to avoid taking 2-16 (2 d8) hit points of damage. When the door is closed and re-opened, another spear will fire.

13. CHAMBER OF THREE CHESTS: When the party enters the crawlway hidden by the sphere illusion of a red color, they will come to an apparent dead end, but a bit of examination will easily discover (4 in 6) a secret door. The character opening the door will be precipitated to the floor 10' below by a tilting stone at the mouth of the crawlway, and an automatic 1-6 hit points damage sustained (a mere annoyance, but it erodes the strength of the party). At this juncture show the players ILLUSTRATION #13 (A). The large chests are affixed firmly to the floor; the 1st is of gold, the 2nd of silver, the 3rd of oak bound with thick bronze bands. Each is about 4' long, 2' wide, and 3' high. In these containers are:

Gold: (Plate only over iron) 12 large asps (H.P.: 9 each; AC 6; attack as 3 hit dice monsters; cause 1 h.p. of damage only when biting, but saves versus their poison are at -2) will slither out and attack next round. They are fast (12" move) and will continue biting until all are killed. (USE GRAPHIC #13 (B).)

Silver: (Plate only over iron) holds a ring (**protection +1**) in a clear crystal box (worth 1,000 g.p.). When this box is lifted from the supposed bottom of the chest, 8 darts will fire upwards, and 1-2 characters (maximum which can be in the line of fire) will take 1-4 hits each if they are exposed to the path of these missiles. (Actually reaching in and removing the case is exposure!) Damage is 1-6 hit points per dart, with no saving throws. (USE GRAPHIC #13 (C).)

Wood: When the lid is opened, an animated skeleton of a giant will be instantly teleported into the chest, and it will **always** strike first. The thing wields 2 (non-magical) scimitars, and it attacks twice/round for 2-12 h.p. of damage per hit. The skeleton has 32 h.p., AC 2, and attacks as a 10 hit dice monster. All edged weapon hits upon it cause only 1 h.p. of damage, but blunt ones score normal damage. Magic does not affect this monster, and it cannot be turned. Holy water will cause 1-4 hit points of damage. (USE GRAPHIC #13 (D).)

14. CHAPEL OF EVIL: By passing through the illusionary black sphere the party will have crawled along the small tunnel until reaching the end, only to find it is solid stone. It requires a 1 in 6 to find the secret door at the passage end, no matter what the race of the character examining the area, and no form of magic will detect it, save the **gem of seeing**. Once inside, they will see what is obviously some form of temple area. There are scenes of normal life painted on the walls, but the

people have rotting flesh, skeletal hands, worms eating them, etc. Yet there are also depicted various religious symbols of good alignment, and a faint aura of good can be magically detected. What a puzzle! Could the demi-lich actually have been of good alignment? There is a mosaic path leading to the altar, and to either side great wooden pews face the worship area. (All of these benches have hinged seats. The back pair of pews have 4,000 s.p. each hidden therein, the next pair have 3,000 electrum pieces each, the next have 2,000 g.p. each, and the front pair have **gas traps** — a cloud of gas will fill the whole chapel in 2 rounds after opening the pew bottom, and all in the place will lose 2-8 points of strength for 48 hours!) A wooden railing divides the room, and south of it is the altar, a tiered dais with a wooden chair (nicely carved and padded but unremarkable), 2 large brass candelabra holding 5 white candles each, and in each corner a large white pottery urn stoppered with a brass and wood plug. A human skeleton in black chain mail (badly rusted and torn) points to area **B**. (Now show your players ILLUSTRATION #14.)

A. **Opalescent Blue Altar:** This block of strange material glows with an inner light. (A very faint evil can be detected 2 in 6 per round of detection.) If the thing is touched by living matter it will send a lightning bolt 40' long and 8' wide shooting up the aisle — base 40 hit points of damage, save versus magic reduces the hit points to 20. After this bolt streaks forth, the altar turns a fiery blue-red and if it is touched by any object it will explode doing base 60 hit points of damage to all creatures within a 30' radius (saving throw reduces damage by 50%).

B. **Archway of Glowing Orange:** As already stated, the skeleton on the floor of the chapel room is outstretched and pointing to the arch. (Show your players GRAPHIC #5, and explain that none of the stones of the arch glow, but that the entranceway is filled with luminous orange vapors of an exciting hue.) These vivid orange mists cannot be penetrated with any sort of vision or magic. The skeleton, of course, misleads the party, for any character passing through the portal will enter a 10' x 10' room where their sex and alignment are reversed by a terrible **curse**. (Although restoration of alignment and sex to original is difficult, the **curse** once reversed will not alter paladinhood, ranger status, etc.) Re-entering the archway will restore original alignment, but 1-6 hit points of damage will be sustained in so doing. Going back a 3rd time will reverse sex again, but the individual will be teleported as arch 10. A. does. Only a **wish** or **alter reality** spell will restore both alignment and sex. However, if alignment is restored by entering the orange portal, a **remove curse** spell will then restore original sex. Prior to alignment restoration, no spells other than those stated will affect the cursed character.

C. Careful inspection here has a 4 in 6 chance of noticing a small slot with a letter **O** faintly traced above it. This is a moving stone block described below. It cannot be magically detected, nor will it open by physical or magical means other than the method given in 15.

15. STONE GATE: This stone is only 2' wide, 4' high, and 10' thick in a wedge shape. It is impregnated with strong anti-magics which prevent its detection or removal or change to another form or substance. The slot (**C**, above) is of sufficient size to accept a coin or a flat gem. It is also just right for insertion of a **magic ring**, and only such an item will actually trigger the mechanism which causes the block to sink slowly into the floor so as to allow entry into the passage beyond. The ring (or any other object deposited into the slot) is forever lost, as the sinking stone crushes all to pieces. The gate opens easily from the other (east) side, and no special item is required to trigger its opening from that side.

The corridor widens to 10' and turns southward where steps lead down steeply to a corridor west. The series of 3 doors in

the corridor are easily opened on any roll of 6 in 6, 2 in 6 (1 or 2) indicating that the door opener falls through as the door opens so easily, plunging into the pit (see 3. above for pit details). Of course, if the door is not violently pushed against, it swings inward, and the party will have standard chances of falling in when the characters leading the way step on the cover. By the time the 3rd door and pit have been reached, they will certainly expect the pit, and will be likely to ignore it. This carelessness will prevent them from examining the pit from within, as a wooden door painted to look like stone will be observed 5 in 6, immediately felt if a tactile investigation of the walls are made. It is most probable that the party will proceed to area 16.

16. LOCKED OAKEN DOOR: The gate is heavily bound with iron bands and there are several locks apparent. If a character listens with an ear to the door, he or she will hear far-off music and happy singing, obviously coming from somewhere beyond. The door radiates a dim magical aura, and no forcing or **knock** spells will open it. A **disintegrate** spell, or physically chopping it to pieces, provide the only means to continue past it. Once the door is destroyed, sounds of confusion and running (away) can be heard from the north—all music and singing has ceased. There is a faint glow (torchlight?) northwards. The walls of the passage are of smooth white alabaster, and the floor is a very smooth, highly polished smoke gray marble. The destruction of the door triggered an **audible glamer** spell to produce the noise heard. The tunnel floor is a counter-weighted beam. Its overbalancing point is the 3rd square from the door, and when 1 or more characters step there the floor will begin to tilt downward from the door north, with the north end slowly sinking. (AT THIS MOMENT SHOW YOUR PLAYERS GRAPHIC #16.) Quickly state the floor is beginning to slant as explained above. Begin counting slowly (as per 2. above) to 5. All characters still north of the doorway at the conclusion of the 5 count will fall and begin sliding downwards to the north at 10'/segment. When the 40' point is marked each will take 1-6 h.p. of heat damage, 2-12 h.p. at 50', and thereafter they are plunged into a pit of flames and molten lava which will absolutely snuff them out. Retreat from the area during the count is at the 1'1" of base movement rate per count.
17. MAGICAL SECRET DOOR: This entrance to the remainder of the Tomb is along the stairway which leads down. It can be found by any means, but **nothing** will enable it to be opened until the area is either viewed through a **gem of seeing**, a similar spell is cast, or a **detect magic** spell is used to pinpoint the magic aura. When the magic of the door is found, it will require a **dispel magic** or **remove curse** spell to remove the guard which prevents the door from being opened. Once accomplished, the secret door can be opened easily from either side.
18. FALSE CRYPT PROTECTED BY FEAR GAS: Before the party can enter this area, they must descend the stairs and enter the slightly cloudy west passage. The tunnel is fear gas filled, and unless characters announce they are holding their breath before entering its 40' length, they will breathe in the gas—save versus poison or run away at top speed for 2-8 turns. Beyond the first 10', the gas becomes thicker, and it irritates the eyes, so it is only 3 in 6 for any character to notice the south door. Once the south door is opened, the gas dissipates.

A. **The False Crypt:** The steps down to the chamber at the end are filled with **webs** which can only be removed by magical fire (**burning hands**, a flaming sword, etc.). Any character trying to break through them will become hopelessly entangled and can not get free unless magically burned free or wished out. At the very foot of the stairway is a silver-inlaid mace which will begin to glow with a bright golden light when it is picked up by any character. Whenever this weapon is swung at the pseudo-lich, it will hit. The pseudo-crypt is filled with rotting and decayed furnishings which were once most

costly, and upon a solid gold couch (50,000 g.p. value) a lich-like figure with a crown on its head will be slowly rising (and throwing up its hands in apparent fear if the mace is being carried). A booming voice from the whole of the chamber will demand: "WHO DARES TO DISTURB THE REST OF ACERERAK? IT IS YOUR DEATH WHICH YOU HAVE FOUND." (After this announcement you should show your players GRAPHIC #18.) The purported lich is actually a magically-prepared zombie with spells upon him which give the following stats: AC-4; move base 12"; H.P.: 32; attacks 1/round as a 6 hit dice monster for 3-10 h.p. damage; and anti-magic charms will absorb 12 levels of spells cast before any will take effect (any spell partially absorbed is spoiled). Between strikes the zombie will gesture magically with its hands as if readying a spell. If it is struck by the golden mace it will make a roaring bellow (**magic mouth** spell), and the weapon will obviously stagger it (roll dice and shake your head). The 3rd time it is struck by the gold mace the zombie will instantly wither and disappear in a puff of dust, the mace will shatter, and at this moment the room will start to shake and stones will begin to come down from the ceiling. OBVIOUSLY THE PLACE IS BEGINNING TO COLLAPSE, but take your time detailing the rumblings, tremors, grinding noises, falling hunks of ceiling, and so forth; and if players inquire they can see a jade coffer, the dead monster's fallen crown, and a fine leather bag (a give-away—it isn't rotten) within easy reach. All other items are iron, locked, etc. NOW BEGIN COUNTING SLOWLY TO 10, and it is odds on that there will be a stampede up the stairs to get away! A **programmed illusion** from the pseudo-crypt will give the full effects of a cave-in, and actual dust will billow up the stairs, while bits of stone begin to fall in the east-west tunnel and then the north-south tunnel and stairs reached from the pit. If the party runs out, ask them if they thought it was too hard a dungeon . . .

The jade coffer is worth 5,000 g.p. and contains 6 **healing** potions. The crown is begemmed and worth 25,000 g.p. The small sack holds 278 p.p., 29 base 10 g.p. gems, a scroll of 7 magic-user spells (pretend to roll, but they are all 1st and 2nd level), and a map showing a location several hundred miles away which supposedly has a rich treasure (it is a fake, naturally). If this doesn't make them suspicious enough to take another run through to check things out, put the module away for use when you have a different group (or the same ones) inquiring about one of the key references in the **Legend**. Note that something so simple as a **commune** spell will reveal that the demi-lich has not been destroyed. In any event, Acererak will see to the righting of things eventually. The only treasure left in the pseudo-crypt is the gold couch.

19. LABORATORY AND MUMMY PREPARATION ROOM: Although there is only 1 item of eventual use within this totally plain and cluttered place, the volume of items within it is calculated to waste time for the players. All of the walls are lined with shelves, and upon these are old jars filled with dust and impotent ingredients of all sorts. There is a large desk and stool, 2 workbenches, and 2 mummy preparation tables. Clay pots and urns on these tables and the floor obviously once contained unguents, ointments, oils, perfumes, etc. Linen wrappings are in rolls or strewn about. Dried herbs of unidentifiable nature, bones, skulls and the like litter the work benches. In the south are 3 vats of about 7' diameter and 4' depth which contain murky liquids. (SHOW THE PLAYERS GRAPHIC #19.) The 1st holds 3' of dirty water. The 2nd contains a slow-acting acid which will cause 2-5 h.p. of damage the round after it comes in substantial (immersed arm, splashed on, etc.) contact with flesh—minor contact will cause only a mild itch; at the bottom of this vat is one-half of a golden key. The 3rd vat contains a gray ochre jelly (H.P.: 48; 4-16 h.p. of damage due to its huge size) with the other half of the gold key beneath it. The vats are affixed to the floor and too heavy to move. The key parts are magical and will not be harmed by anything, and if the parts are joined together they form one

solid key, hereafter called the FIRST KEY. As the acid will harm even magical weapons, the players will have to figure some way to neutralize or drain off the contents of the 2nd vat, as a reach-in-and-grope-for-it technique has a 1% cumulative chance per round of being successful.

20. **HUGE PIT FILLED WITH 200 SPIKES:** (SHOW GRAPHIC #20.) This 10' deep, open pit completely fills the passageway and extends so as to make jumping across it totally impossible for most creatures. Ergo, the pit must be crossed by climbing down and walking across it, then climbing up the other side. Simple! Wrong—any footstep upon the last 3' (east portion) of the pit will cause a volley of spikes to be discharged upwards, and each person in the pit or leaning over its edge will be struck by 2-5 spikes, each hit causing 1-6 hit points of damage, no saving throw. Some magical means must be used to get across, for new spikes will come up where the ones which were discharged came from.

21. **THE AGITATED CHAMBER:** The secret door to this place is a normal sort, so it can be found without undue difficulty. It appears to be filled with funerary offerings and furniture. (SHOW GRAPHIC #21). There are 4 rotting sofas, several throne-like chairs, vases, and urns which are dented, chipped and broken, stands, small tables, and braziers, all jumbled together. Only the rather plain tapestries hanging upon the east and west walls appear to have been spared a rough looting. There are 6 locked trunks and 24 locked coffers amidst the general havoc. The heavy trunks are empty, but the small coffers hold either 1-3 angry asps (H.P.: 4 each; AC 6; attack as 2 hit dice monsters; normal poison +1 h.p. damage for the bite) if 1-3 on d6 is rolled, 8-80 p.p. if 4-5 on d6 is rolled, or 2-8 base 10 g.p. gems if 6 is rolled. The weight of the players upon the balanced floor will have set a mechanism into motion, and each round they remain in the place a d6 must be rolled. Any odd number resulting from a roll means that on the next turn the floor of the room will jump and buck up and down violently. Each player must be rolled for, with a 2 in 6 chance to fall and sustain 1 hit point of damage from abrasions and contusions.

The tapestries, which appear to feature weed-grown rocks and green and golden fan scenes of undersea life, are specially anti-magic treated creations of green slime and brown mold. If they are torn, they instantly turn into green slime and cover each and every player character/character standing before them, i.e. each covers a 20' long by 10' deep area of floor when it falls. Covered characters are turned to green slime and gone, with no recourse possible due to the amount of slime. Note that the tapestries can be handled normally, just not yanked so as to tear them (and they are well affixed at the top); however, if any character is holding one when the room becomes agitated, it is 75% probable that the jerking motion will tear the thing. If these hangings are subjected to burning, they instantly turn to brown mold and drain 4-32 (4d8) h.p. of heat from all characters within 5' of the mold (and it gets worse from there . . .). Note the secret door behind the tapestry on the west wall.

22. **THE CAVERN OF GOLD AND SILVER MISTS:** As a private joke, Acererak has caused a beautiful and good aligned **siren** to be placed into this cavern under an enchantment. She must be asked to come out to break the spell, and she can give no clues as to the nature of her durance. (DISPLAY GRAPHIC #22.)

The mists are silvery and shot through with delicate streamers of golden color. Vision extends only 6'. There is a dim aura of good if detected for. Those who step into the mist must save versus poison or become idiots until they can breath the clean air above ground under the warm sun. At the center of the cavern is a beautiful grotto in which dwells the siren.

If she is asked to come with the party, she will do so, stay with them through the adventure, and thereafter be their friend for life. She has the following statistics: AC 5; Move 12"/24"; Hit

Dice 4; H.P.: 20; Magic Resistance 20%; High intelligence; and spell powers as follows: **charm person** (by song) at +2, all within 3", **invisibility**, **suggestion**, **polymorph self** — each usable once per day. Any creature whom the siren touches in anger must save versus poison or become an idiot (2 intelligence) for 5-20 turns. She has the power to cure idiocy so caused (or that of the mists) by touch also. There are 2 sacks with the siren, a large one, and a small one, both of which will disappear if she is asked to accompany the party. If either is touched the siren and the other sack disappear. These sacks are:

Large Sack: This bag contains 50 pieces each of copper, silver, electrum, gold and platinum. It appears to be a normal sack, but it radiates magic if it is checked, for it is a **small bag of holding** (filled weight 5 pounds, 250 pound weight limit inside, 30 cubic feet volume capacity).

Small Sack: To determine the contents of the small sack roll a d10:

- 1-2 filled with wool
- 3-4 5 pieces of jewelry
- 5-6 1-6 potions of **extra-healing**
- 7 1-6 scrolls
- 8 4-48 base 100 g.p. gems
- 9 **bracers of defense**, AC 6
- 0 ring of **feather falling**

It is not possible to gain both the large and the small sacks. If a character or characters state they will grab them simultaneously, dice to see which is touched a fraction of a second sooner. The other disappears — along with the siren — forever.

The siren will converse in a friendly fashion only, asking how characters are and if they find the going hard in the **Tomb**. She will answer any direct questions with an evasive reply: "I cannot say," "That is unknown to me," "Possibly," etc. until she is freed. She knows nothing of the Tomb in any event.

23. **FALSE/TRUE DOOR:** When the party reaches this point and opens the door, it is probable that they will believe it to be nothing more than a false door, but the seemingly blank wall of solid stone behind the false door hides a secret door. Note that just beyond the secret door is a secret trap door in the corridor floor. This opens to a steep flight of narrow stairs which spiral down to a 5' wide passageway which emerges at area 24.

A. The most likely place that will be found, however, is the passage full of sleep gas which is reached by the east door. When the doors to the north (which open to the sleep gas area) are opened, everyone in that passage will instantly collapse in slumber for 2-8 turns. Each turn of slumber roll a d4, and if a 4 results, a stone juggernaut (rather like a steam roller) comes out of the 20'x20' room to the north and rolls 1-6 spaces (10' - 60') south then west as determined by a roll of d6. Everything it rolls over is squashed to a pulp. There is no appeal. (If the party is in this way destroyed, show them GRAPHIC #23.)

24. **ADAMANTITE DOOR:** Although it is marked secret, it is very evident; the marking is simply to make certain that its actual nature is known. It has permanent anti-magics on it, and there is no magical or physical way of forcing entry. There are 3 slots in the door at about waist height. If 3 sword blades are shoved simultaneously into the slots, the 1' thick panel will swing open. THIS IS A ONE WAY DOOR WHICH CANNOT BE PREVENTED FROM CLOSING IN 5 ROUNDS!

25. **THE PILLARED THRONE ROOM:** There are scores of massive columns in the huge chamber, and each of these 3' diameter pillars radiates magic when detected for. Any character who touches a pillar with or without intent will uncontrollably float upwards (**levitation**) until he or she bounces gently around on the ceiling just as a child's helium balloon. To stop this

effect a **dispel magic** or **remove curse** spell must be placed upon each such individual. (Use GRAPHIC #25 to display this 110' square, 30' high room.) There seems to be a gentle breeze in the room, for any character floating amongst the many-hued columns will begin drifting northeastwards or northwestwards (towards locations **A** or **B**). From the entry the observant character will be able to observe part of the dais (**D**) or room 27, if a bullseye lanthorn is employed.

A. Devil Face: (ILLUSTRATION #6.) About 24' above the floor is a mosaic of a green devil which appears to be exactly the same as that first encountered in the entrance hall to the Tomb. Any creature coming within 3' of its gaping jaw will be sucked in and instantly teleported to be "spat out" nude from location 6., while all non-living matter with the character goes to location 33.

B. Devil Face: This is identical to A. above, but it is tinged with a bluish color over the green and any character drawn into this mouth opening is teleported into location 27.A. (q.v.).

C. Charred Remains: Cinders, ashes, charred bones and skulls, the crisped and blackened remains of clothing and gear, arms and armor — a thoroughly awful and frightening sight — encircle a huge, glowing orange gem. (DISPLAY ILLUSTRATION #25().) If evil/magic is/are detected for, the gem will send out pulses of wickedness and a strong aura of dweomer — so strong that the detecting character will get the vague feeling that the **magic** is wish connected. The gem is a cursed **wish** magic item, and no matter what is desired by the character daring to touch it and wish, a reverse or perversion will bring doom to that character and all named in the wish. Immediately after causing the evil wish to transpire, the gem begins to pulse with reddish lights, growing progressively stronger, brighter and hotter. Count to 10 as usual. The stone then explodes, absolutely killing any character within a 15' radius with a wave of searing radiations and flames. The gem remains as a noisome mass of stinking purplish mold which bubbles and chuckles. In 1 week the mass will reform as a glowing orange gem . . .

D. Ebony Dais and Silver Throne: (USE GRAPHIC #25.(D).) Contrasting with the pastel colors of the floor and pillars of the hall is the stark blackness of the huge dais atop which rests an obsidian throne inlaid with silver and ivory skulls. Upon the throne rest a crown and a scepter, both of which will give off an aura of magic. The **crown** of gold negates the pillars' levitation effects and enables the wearer to see within the hall as if he or she were in normal daylight, but outside this place the wearer is blind! Furthermore, the wearer knows that the crown can be removed only by touching the scepter to its top. The **scepter** is of electrum, with a gold ball at one end and a silver knob at the other. If the silver end is touched to the crown, the wearer is instantly snuffed out, turning to a fetid powder which cannot be brought back to life no matter what (**wishes** notwithstanding). If the golden knob is used upon the crown, the wearer can lift it from his or her head. Examination of the throne will reveal a small replica of the crown inlaid in silver upon the lower front panel of the seat. If the silver end of the scepter is applied to this inlay, the throne sinks and reveals a 5' wide passageway.

Each of these items is obviously valuable (25,000 g.p. for the crown, 12,500 g.p. for the scepter), but both are cursed, and if they are removed from the Tomb the possessor of either will be visited by a demon (type I) sent to reclaim the item and return it to the throne room — 2 such demons if a single character has both.

26. SMALL ROOM WITH A DOOR OF ELECTRIC BLUE: The door actually shimmers with a faint blue light when observed from within 10' or so. When the door is touched, this gleaming

grows bright. A brass pull beckons to be used, and the door will open easily. Inside the western room there is only dust. The eastern room is another matter:

If this door is opened, the characters will see a low stone table upon which rests a large wooden sarcophagus. Various broken and looted chests, urns, and coffers are scattered about. Inside the sarcophagus are the parts of a mummy (not an undead, exactly, for at this time it is the mummified remains of a human) with wrappings partially undone and tattered, and a huge amethyst just barely visible between the wrappings covering the head. This 5,000 g.p. gem has an evil magic placed upon it, and if it is removed from the eyesocket the remains become a true mummy with the following specs: H.P.: 39; 2 attacks/round due to **haste**; 2-13 h.p. damage; **resist fire** upon the wrappings make them impervious to normal flames, and the creature wears a ring of **fire resistance**.

27. THE PORTAL OF SCINTILLATING VIOLET: This appears to be another small 10' x 10' room much like the 2 numbered 26. When the door is touched a faint lilac color which glowed faintly from a distance will shine forth a bright and coruscating purple with tinges of sickly green. If the door is pulled open, the characters will see a bare chamber, with a small door before them on the north wall, and pairs of swords crossed behind shields hung upon the walls. There are 3 such sets on each of the walls to either hand, and 2 sets on the north wall, 1 flanking each side of the door. If the threshold is crossed by any creature, 1 set will fly off the wall and attack the individual so doing. The 2 swords will both attack at the beginning and the end of each round, striking as if they were wielded by a 1st level fighter, but being +1 on both "to hit" and damage. This trio will so attack until they are destroyed or the one who violated their area is dead. Each item is AC 3 and requires 11 h.p. of damage to destroy; all hits will be taken by the shield first, as it always interposes itself. (SHOW GRAPHIC #27.) Surviving weapons and shields return to their former positions after the offender is hacked to pieces. The following spells will affect these items, and only the following spells: **repulsion** sends all 3 back to their original position; **heat metal** (or a **rod of cancellation**) will cause 1 to fall to pieces; **transmute metal to wood** will cause 2 to fall to the ground as motionless hunks of timber; **disintegrate** will destroy any and all of a set; **enchant weapon** will cause a sword to become a plain iron weapon. Worse still, if the threshold is crossed a 2nd time, still another pair of blades and a shield will attack, and each set will attack at 1 level better than the last set (2nd, 3rd, 4th, etc., all the way to 8th), each will have 1 greater plus (the 1st are +1, the 2nd +2, etc. all the way to +8 for the 8th set), each set is 1 armor class better (set 2 is AC 2, set 3 is AC 1, set 4 is AC 0, etc., all the way to the 8th which is AC -4), and each set is 1 hit point harder to destroy (the 2nd has 12 h.p. each, the 3rd has 13 h.p. each, etc., all the way to the 8th which has 18 hit points per item). Only after all sets are destroyed is it possible to enter the room.

A. The Chamber of Hopelessness: Any creature unfortunate enough to be teleported here from area 25.B. is doomed, for their fate is clearly stated in glowing letters magically written on the north wall of the place:

"YOU WHO DARED TO VIOLATE MY TOMB NOW PAY THE PRICE. STAY HERE AND DIE SLOWLY OF STARVATION, OR OPEN AND ENTER THE DOOR TO YOUR SOUTH WHERE CERTAIN BUT QUICK DEATH AWAITS — WHICHEVER YOU CHOOSE, KNOW THAT I, ACERERAK THE ETERNAL, WATCH AND SCOFF AT YOUR PUNY EFFORTS AND ENJOY YOUR DEATH THROES."

A small fountain of water spills into a wall basin and drains away through side holes, so there is always plenty to drink. (It is impossible to flood the place, for there are hundreds of small drain holes in the walls and floor.) (DISPLAY ILLUSTRATION #27(A).) There are numerous skeletons here,

rotting equipment, and 30-300 each of s.p., e.p., g.p., and p.p. hurled about. Crushed gems and broken magic items are littered about — the work of insane victims and attacking swords. (Careful searching will find 2-20 uncrushed gems of 10 g.p. base value, 1 unused potion of **diminution**, and a +1 flail.) If the door to the south is opened from this side, **all** of the swords and shields swoop from the walls to attack, but they will cease as soon as the character(s) retreats into the chamber to the north.

28. THE WONDROUS FOYER: The narrow passage behind the throne leads to a landing and steps which funnel out to the south as they ascend. The 6 steps are made of onyx, pink marble, lapis, black marble, serpentine (golden) and malachite. The walls of the chamber are copper (untarnished and gleaming) panels set between rare woods inlaid with ivory. The ceiling is silver, formed so as to reflect and multiply light within the place. (USE GRAPHIC #28.) Upon the 4th step is a large, cylindrical key of bronze (the SECOND KEY) for all to behold. It has an **antipathy** spell cast upon it, and any creature touching it must save versus magic at -2 (due to the strength of the dweomer). Those who fail the throw will never touch the key or allow it within 2' of their person under any circumstances. At the head of the steps are a pair of huge doors, and the key found upon the stair appears to fit these valves.

29. THE VALVES OF MITHRIL: These doors are 14' wide and 28' tall. They are made of solid mithril, 3' thick, and impregnated with great magicks in order to make them absolutely spell and magic proof. Where these valves meet, at about waist height, is a cup-like depression, a hemispherical concavity, with a central hole. The latter appears to be the keyhole for the SECOND KEY, but if this is inserted, the character so doing will receive 1-10 points of electrical damage, while the FIRST KEY will cause double that amount of damage to any so foolish as to insert it! The real key to these great gates is the scepter from 25.D. If the gold ball is inserted into the depression, the mithril valves will swing silently open. If the silver sphere is touched to the hemispherical cup the holder of the instrument will be teleported instantly to be spat out of the devil's mouth at 6., nude, while all non-living materials with him or her go to area 33., and the crown and scepter flash back to the throne. If the door is attacked by force it will not budge, but if it is scratched or nicked it will show red and if cut by a sharp weapon it will begin to gush forth blood — the blood of all those who have died within the area of the Tomb! The red flow will cascade down the steps and fill the area to the top of the 1st step in 6 rounds, and each round thereafter it will rise higher by 1 step. In 20 rounds it will completely fill the foyer to the ceiling.

A **cure critical wounds** applied to the valve will staunch the flow of blood, as will a **heal**, 2 **cure serious wounds**, or 4 **cure light wounds** spells. If magic is used against the blood, only the following spells will have any effect:

Spell	Results
cone of cold	freezes blood and flow for 3 rounds
create water	turns blood to normal water
disintegrate	destroys all blood
levitate	coagulates the blood and moves it upwards to become a huge red ochre jelly
polymorph	creates 3-12 wights which attack
purify water	turns all blood to a gas which weakens all in the area to 3 strength for 1 day
raise dead/ resurrection	either spell destroys the blood and will bring a shade to stand on the top stair and bless all the party so that they regain up to 10 lost hit points each and are completely refreshed

Fire of any sort, magical or otherwise, turns the blood to a

poison gas which is absolutely fatal, and all characters in the foyer area are dead, with no saving throw, while any in the 5' passage to the area of the throne will be slain unless they save versus poison at -4.

30. THE FALSE TREASURE ROOM: This imposing chamber has a silvered ceiling, just as the foyer has, so it is bright. The walls are of ivory with gold inlaid. The floor is polished (but common) agate. In each corner hulks a 9' tall statue of black iron. That to the northeast stands with a saw-toothed two-handed sword raised to strike; that to the northwest a huge, spike-ended mace; to the southeast the sculpture readies a wickedly spiked morning star, and the one in the southwest has a voulge. Each has a magical aura, but they are merely hunks of metal; they do nothing. Each has an evil aura as well, and the visage of each of these iron statues is most fearsome and terrifying. The room itself is lined with lead and has anti-magical properties, so no spells will work within the room, and no magical properties of items of any sort will properly function except to detect auras such as magic or evil. (DISPLAY GRAPHIC #30.)

A. **Bronze Urn:** This gold filigreed container is very large, and a thin stream of smoke issues from a tiny vent in its brass stopper which is sealed shut with gold fill. This gold must be pried out to open the urn. If the stopper is removed, an efreet will come forth. If the urn has been battered, knocked about, shaken, overturned, etc., the creature will be in a fury and attack. Otherwise, it will perform 3 services for the party and then depart.

B. **Granite Sarcophagus:** The huge outer shell has the glyphs spelling ACERERAK on the lid in platinum (insets equal to 100 coins which can be pried out). The far end of the thing is stove in and shattered. Inside can be seen bits of a wooden inner shell, a few bones, destroyed jewelry (stones pried out), torn bits of robes and windings, dust, and a broken **staff of the magi** (evident from the runes upon it). A shattered skull will roll out if the contents are poked around. (Why, the demi-lich has long been destroyed, but his magical traps somehow survived!)

C. **Iron Chests:** Each of these massive iron boxes is set into the stone and has triple locks set with poison needle traps. Neither can possibly be moved, and both show marks of prying, battering, etc. The eastern chest holds 10,000 gems which will appear to be of not less than base 50 g.p. value each, no matter how they are tested in the dungeon. Each is actually a 1 g.p. quartz gem. The other contains 10,000 copper pieces magicked to appear as platinum until they are removed to a distance of 13 miles from the Tomb, when their true nature becomes evident.

D. It will require 3 persons of 16 or better strength to move any of the iron statues. This one hides a ring pull which will raise a small plug of stone and enable the party to enter a small chute which takes them 10' down to the corridor to the west.

31. The 2 one-way doors to the north are actually a form of **phase door** which enable characters approaching from the north to go through corridors which are not actually existing in the normal world. No amount of trying can make it possible to find these passages from the south — be it **passwall**, **wish**, or whatever. Opening either of these doors, or the one to the east from the far side, causes a covered pit to come into phase in the area it is shown. This pit is otherwise exactly the same as others in the place.

32. **SECRET DOOR:** The portal cannot be detected by any magic means, but careful inspection will discover that the wall at this location has a small opening that is metal-lined — obviously a keyhole! Any attempt to force the door open by physical or magical means will be useless. If the FIRST (gold key from 19.) KEY is inserted, the door will sink into the floor, a stone sheathed adamantine slab of tremendous thickness. There

can be no real doubt that the end of the adventure — one way or another — is near.

33. THE CRYPT OF ACERERAK THE DEMI-LICH: The smallish 10' x 20' burial vault has an arched ceiling with a 25' peak. There is absolutely nothing in the room, although there is a small depression a few inches deep and about 2' square in the center of the floor. Careful inspection will discover a small hole in the middle of this depression — another keyhole! If the FIRST KEY is inserted herein, the individual doing so is blown upwards by the force of the resulting explosion of the key, and 5-30 (5 d6) h.p. of damage will be sustained by that individual only. The SECOND KEY (from 28.) will fit within the hole and nothing untoward will occur. In fact, nothing whatsoever will happen until it is turned 3 times to the right in succession. Immediately when this is done a trembling will be felt, and the center of the south 15' feet of the crypt floor will peak. (AT THIS MOMENT BEGIN A COUNT TO 5. ANY CHARACTER UPON THE SOUTH 15' OF THE FLOOR AT THE END OF THE COUNT HAS RISEN UPWARDS WITH THE ASCENDING VAULT AND HAS BEEN SQUASHED TO JELLY AGAINST THE ARCHED ROOF!) The south 15' of the crypt now is filled with a mithril vault. There is a door in the center of the device, with an inset ring. A hard pull will swing open a thick door. (DISPLAY GRAPHIC #33.) Inside are the following:

- all items from characters teleported nude
- 97 base 10 g.p. gems and 3 huge gems (a 10,000 g.p. peridot, a 50,000 g.p. emerald, and a 100,000 g.p. black opal)
- 12 potions and 6 scrolls (determined randomly)
- 1 ring, 1 rod, 1 staff, and 3 miscellaneous magic items
- a +4 sword of defending and 2 cursed swords and 1 cursed spear of backbiting

The demi-lich Acererak also lingers in the crypt . . .

The Demi-Lich: Ages past, a human magic-user/cleric of surpassing evil took the steps necessary to preserve his life force beyond the centuries he had already lived, and this creature became the lich, Acererak. Over the scores of years which followed, the lich dwelled with hordes of ghastly servants in the gloomy stone halls of the very hill where the Tomb is. Eventually even the undead life force of Acererak began to wane, so for the next 8 decades, the lich's servants labored to create the Tomb of Horrors. Then Acererak destroyed all of his slaves and servitors, magically hid the entrance to his halls, and went to his final haunt, while his soul roamed strange planes unknown to even the wisest of sages. Joining the halves of the FIRST KEY calls his soul back to the Prime Material Plane, and use of the SECOND KEY alerts the now demi-lich that he must be prepared to do battle in order to survive yet more centuries.

All that now remains of Acererak are the dust of his bones and his skull resting in the far recesses of the vault. This bit is enough! If the treasure in the crypt is touched, the dust swirls into the air and forms a man-like shape. If this shape is ignored, it will dissipate in 3 rounds, for it can only advance and threaten, not harm. Any physical attack will give it 1 factor of energy, however, and spell attacks give it 1 energy factor for every level of the spell used, i.e. a 3rd level spell bestows 3 energy factors. Each factor is equal to a hit point, and if 50 energy factors are gained, the dust will form into a ghost (see ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL) controlled by Acererak, and this thing will attack immediately. (The dust will waver and fall back if it is struck by blow or spell, as if suffering actual damage, so formation of the ghost is not too improbable.)

If any character is so foolish as to touch the skull of the demi-lich, a terrible thing occurs. (USE ILLUSTRATION 33(A).) The skull of Acererak rises into the air upon the touch, and it slowly scans the party. There are 2 jewels set into the eyesockets (50,000 g.p. rubies) and there are 6 pointed (marquis cut) diamonds set as teeth in the jaw (each diamond worth 5,000

g.p.). The demi-lich can tell which member of the party is the most powerful, and it will usually select a magic-user over a fighter, fighter over a cleric, a cleric over a thief. The soul of the strongest will be drawn instantly from his or her body and trapped within the right eye jewel, and the gem-eye will gleam with wickedly evil lights as the character's body collapses in a mass of corruption and moulders in a single round — totally gone. The skull will then sink down again, sated. If it is struck or touched a second time, it will again rise and drain the soul of the next strongest character into its other eye. This process also repeats through all 6 of the diamond teeth (so a total of 8 souls can be stolen) and if the skull is still intact and still molested, it will pronounce a curse upon the remaining characters which will teleport them randomly in a 100-600 mile radius, each cursed to some fate similar to a) always be hit by any opponent attacking or b) never making a saving throw or c) always losing all treasure without gaining any experience from it. The latter part of the curse can be removed by a **remove curse** spell, but the charisma of the character so treated will drop 2 points immediately thereafter and remain there permanently (unless some magical means of increasing it is found).

The demi-lich's skull can be harmed only as follows:

- a **forget** spell will force the skull to sink down without taking away a soul
- each **shatter** spell thrown at it inflicts 10 h.p. of damage
- a **power word, kill** pronounced from an astral or ethereal magic-user will destroy it.
- only a fighter with a **vorpal blade**, a ranger with a **sword of sharpness, +5**, or **vorpal** weapon, or a paladin with the like or even a +4 weapon can inflict damage upon the skull
- an **exorcise** spell will cause it to sink as a **forget** does
- a **dispel evil** spell inflicts 5 h.p. of damage
- a **holy word** pronounced against it will inflict 20 h.p. of damage
- a thief slinging one of the large gems found in the crypt will inflict 1 h.p. of damage per 10,000 g.p. of value, i.e. 1, 5, or 10 h.p. damage, but the gem is thereby shattered and even misses must be saved for versus a **crushing blow** or the gem is shattered from hitting a crypt wall.

Acererak's skull takes 50 hit points before it is destroyed, and it is AC -6. If the skull is destroyed, each gem trapping a soul must make a saving throw versus magic as if it were the character trapped within. Those failing their save contain no life force — the demi-lich drained the soul and devoured it before being destroyed. Those which succeed still contain the character's soul, and this is evidenced by a faint inner light (and visible as a tiny figure within the gem if viewed with **true seeing, true sight** or a **gem of seeing**.) The soul can be freed by crushing the gem, but some material body must be ready within 10' distance to receive it — a clone, a simulacrum, a soulless body of some sort.

DESTRUCTION OF THE DEMI-LICH EARNS A SUGGESTED 100,000 EXPERIENCE POINTS. THIS CONSIDERS ALL ACTIONS WITHIN THE TOMB OF HORRORS TO GAIN THE CRYPT. TREASURE TAKEN OUT SHOULD ADD AN ADDITIONAL 1 EXPERIENCE POINT FOR EVERY 2 G.P. OF VALUE.

This ends the expedition to **The Tomb of Horrors**. We hope you and your players will have found it exciting, challenging, and rewarding.



CHARACTER ROSTER FOR USE WITH THE TOMB OF HORRORS

Class and Level											
No.	Race	Cl.	Ft.	M-U	Th.	Str.	I	W	D	C	Cha.
1.	H			14		11	18	10	17	15	12
2.	H	14				16	12	18	16	16	14
3.	H		12(p)			17	14	15	18	16	17
4.	H		13(r)			16	15	14	17	18	16
5.	E		5	11		17	18	12	15	15	14
6.	D		9			18/91	9	11	17	18	11
7.	Hg			11		10	11	12	18	16	12
8.	D		7	8		16	12	9	17	18	8
9.	H	9				17	10	17	15	15	13
10.	½E	5	7(r)	6		18/62	15	17	16	16	12
11.	E			7	9	11	16	10	18	15	16
12.	H			9		8	17	9	17	16	10
13.	H		8			15	12	13	18	18	10
14.	H	8				12	14	16	17	15	18
15.	½E		5	6		13	8	13	17	16	11
16.	H	6				12	13	18	17	16	15
17.	H		7(p)			14	10	10	15	15	17
18.	G		4	5(i)		9	18	9	18	16	7
19.	H		6			18/00	11	10	12	14	13
20.	Hg		4	5	10	10	8	17	16	16	11

Race: D = DWARF; E = ELF; ½E = HALF-ELF; G = GNOME; H = HUMAN; Hg = HALFLING

Class: (i) = ILLUSIONIST; (p) = PALADIN; (r) = RANGER

SPECIAL ITEMS POSSESSED BY EACH CHARACTER

Character Number	Items	Character Number	Items	
1.	displacer cloak, +1 ring of protection, +2 dagger, wand of magic missiles	13.	+1 splint mail, +1 shield, +3 spear, potion of polymorph	
2.	+3 plate mail, +3 shield, +3 mace	14.	+1 plate mail, +1 shield, staff of striking, dust of appearance	
3.	+1 plate mail, +2 shield, +1 flaming sword, ring of fire resistance	15.	cloak of protection +1, +3 sword, +1 dagger, potion of healing	
4.	+2 splint mail, +2 shield, magic bow , 10 +1 magic arrows, +1 sword	16.	+1 scale mail, +1 shield, cloak and boots of elven-kind, +1 mace	
5.	+1 chain mail, +3 shield, +2 short sword, scroll of 4 spells (burning hands, disintegrate, dispel magic, levitate)	17.	+1 chain mail, ring of protection +1, crossbow and 12 +2 bolts, potion of healing	
6.	+1 ring mail, +3 shield, gauntlets of ogre power , +2 hammer	18.	bracers of protection AC 4, boots of striding and springing , +1 axe, +1 dagger	
7.	+1 leather armor, +1 ring of protection, +1 dagger, boots of speed	19.	+1 plate mail, +1 shield, 2 javelins of lightning , +1 hammer, potion of flying	
8.	cloak of protection +3, ring of invisibility , +1 short sword, +1 dagger, bag of holding (largest)	20.	robe of blending , +1 ring of protection, sling of seeking, +1 short sword	
9.	+1 plate mail, +1 shield, staff of striking , scroll of 2 spells (cure critical wounds, resurrection)	Players must roll for their own hit points, decide upon what spells they will take, and list all equipment and other weapons they are taking. As these are all substantial characters, it is safe to assume they could have any items listed as normally being for sale, but do not allow any to over-encumber themselves. They can take up to 1,000 in coins of any type, and 5,000 g.p. in gems of any base value, each if desired.		
10.	+2 chain mail, +1 shield, levitation boots , +1 mace			
11.	bracers of defense AC 5, wand of lightning , +2 dagger			
12.	+4 ring of protection, wand of magic detection , rope of climbing			

ASSIGNING CHARACTERS TO PLAYERS

Number of Players	Suggested Character Mixtures for Best Results		
	Option I	Option II	Option III
2	1/2/3/8	1/2/5/10	1/2/8/9/17/20
3	1/2/3/15/18/20	1/2/4/5/9/16	5 thru 13
4	5/10/11/12/17 /18/19/20	1/2/6/8/13/14 /18/20	9 thru 20
5	1/2/4/7/11	2/3/5/10/11	10 thru 19
6	1/2/3/8/10/17	1/5/6/7/9/18	9 thru 20
7	1/2/4/6/10/11/18	2/5/10/11/15 /18/20	7 thru 20
8	1/2/4/5/7/9 /11/19	1/2/6/8/12 /14/20	2/5/7/10/11 /14/15/18
9	4 thru 12	1 thru 9	5 thru 13
10	5 thru 14	1 thru 10	10 thru 19

Number of Characters per Player: It is difficult for the best of players to handle 3 characters, especially when these are not their own characters which they have grown familiar with over the course of many adventures. It is recommended that each player control no more than 2 characters, and if there are 6 or more players, each should have but a single character.

Skill Level and Magic Items: If your players are not experts, it is suggested that you allow them each an additional potion (but you should exclude **giant strength** and **oil of etherealness**) and possibly a cleric scroll of 3 or 4 spells. If the party is relatively small and of lesser levels, pick one or more items of magic from those shown on the table above and distribute them amongst the characters adventuring. If your players are few, their skill level is near novice, and you do not believe that they will be able to handle multiple characters, add the magic items as suggested and then up each 1 level of experience from that shown on the roster. Do the same for total novices, and allow them a man-at-arms each as torch bearer and pack carrier.

NOTE: Your players are free, of course, to take in their own characters should you decide to incorporate the TOMB OF HORRORS into your own campaign, but they should be of equivalent strength in terms of levels and magic items available to those given above. If they are considerably weaker, you should consider 1) delaying use of this module until your players have obtained additional levels and/or magic items, or 2) offering "assistance" from some non-player source, say a local baron who'd like to build a summer castle on the spot of the TOMB and sends your players to "clean up" the area. Other similar ideas will readily suggest themselves with a little careful thought, but care should be taken to mesh the scenario with pre-existing conditions in your campaign.



TOMB of Terrors

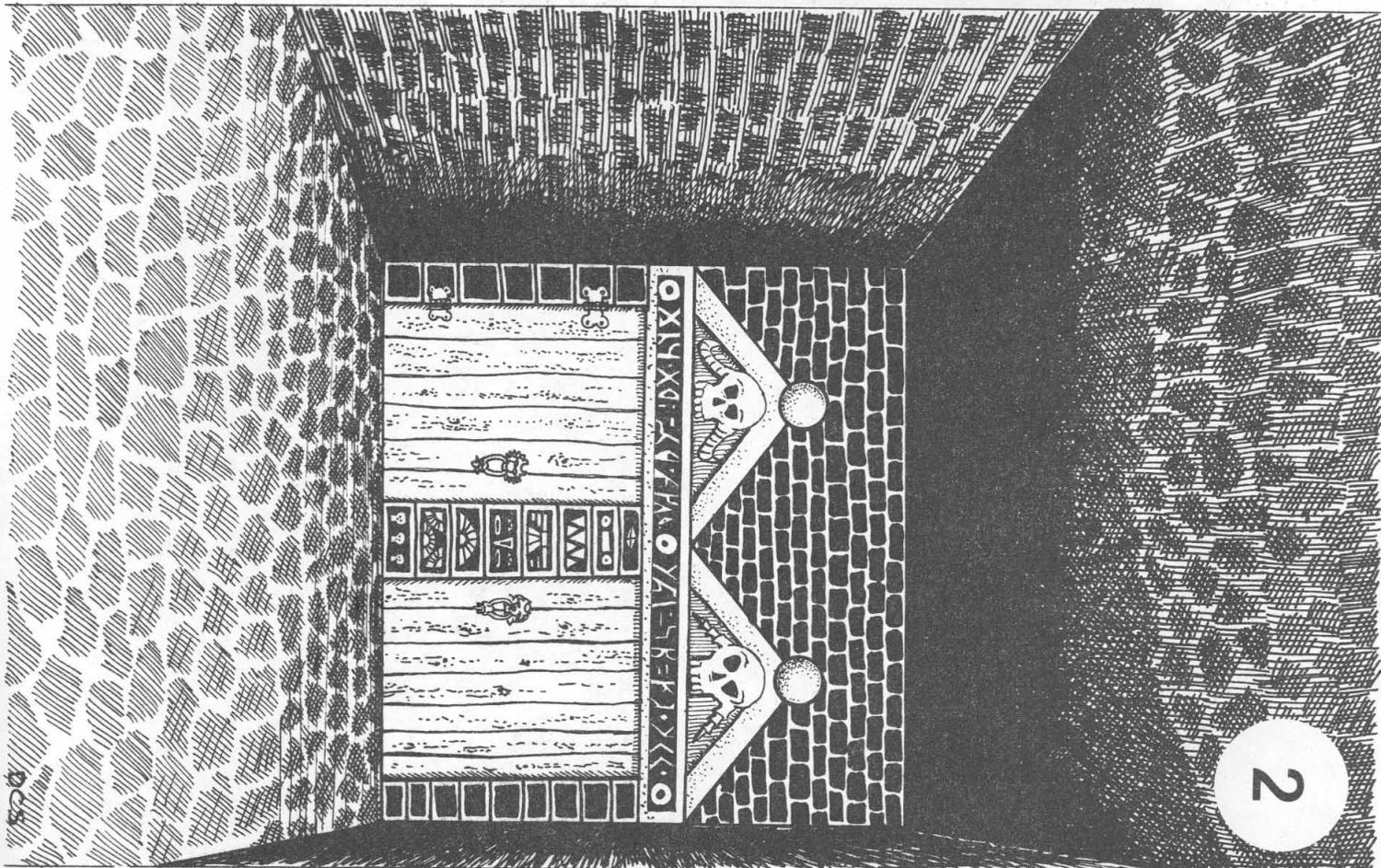
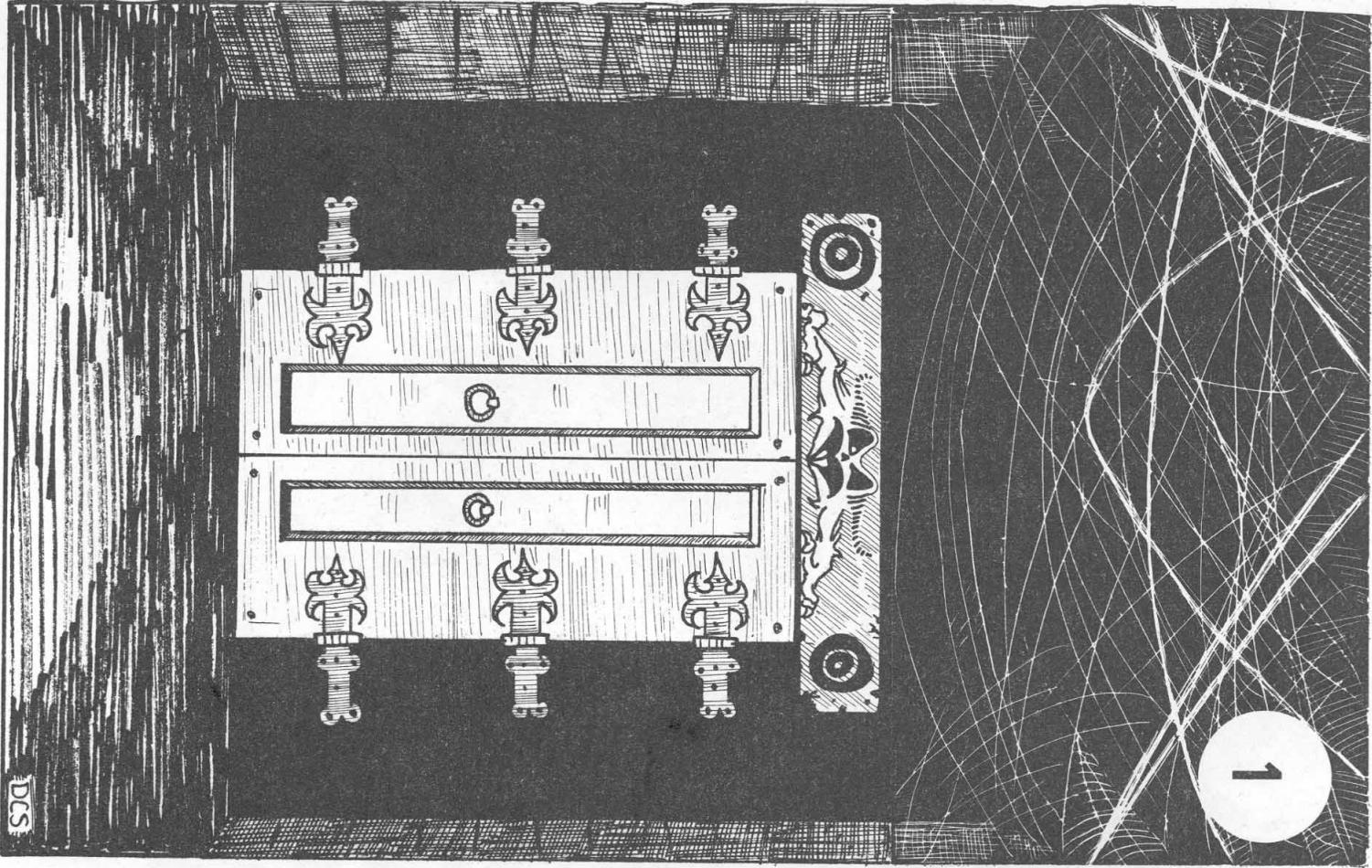


ILLUSTRATION BOOKLET

This illustration section is specially designed for use with the module. It contains 32 illustrations showing various features of the Tomb, and should be used by Dungeon Masters to show appropriate views to the players as they adventure. Each illustration within this section has a number which corresponds to the rooms and locations on the master map (note that not all locations are shown and that some appear more than once). The descriptive copy within the booklet indicates when appropriate illustrations should be shown. The illustration on this page carries no number and can be shown as the adventure commences and the players begin their search for the entrance.

The DM may carefully bend the staples outward and remove this section from the booklet. The staples should be bent back once the pages are removed.

The pages can be folded down so that only the appropriate illustration is shown to the players. The DM may place a finger or thumb over the number of each picture to avoid giving any clues (either to the number of the room or its location) to the players.

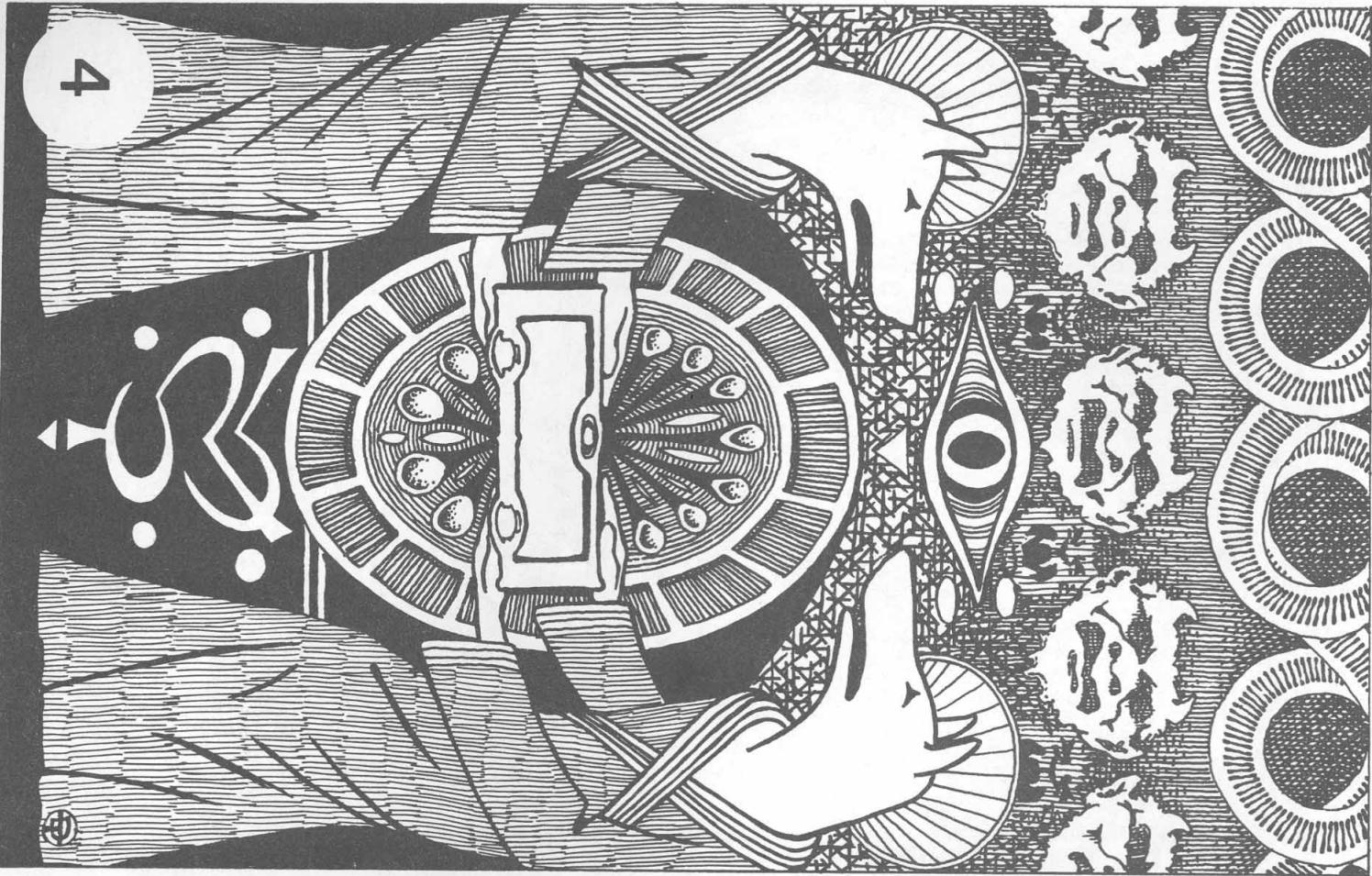




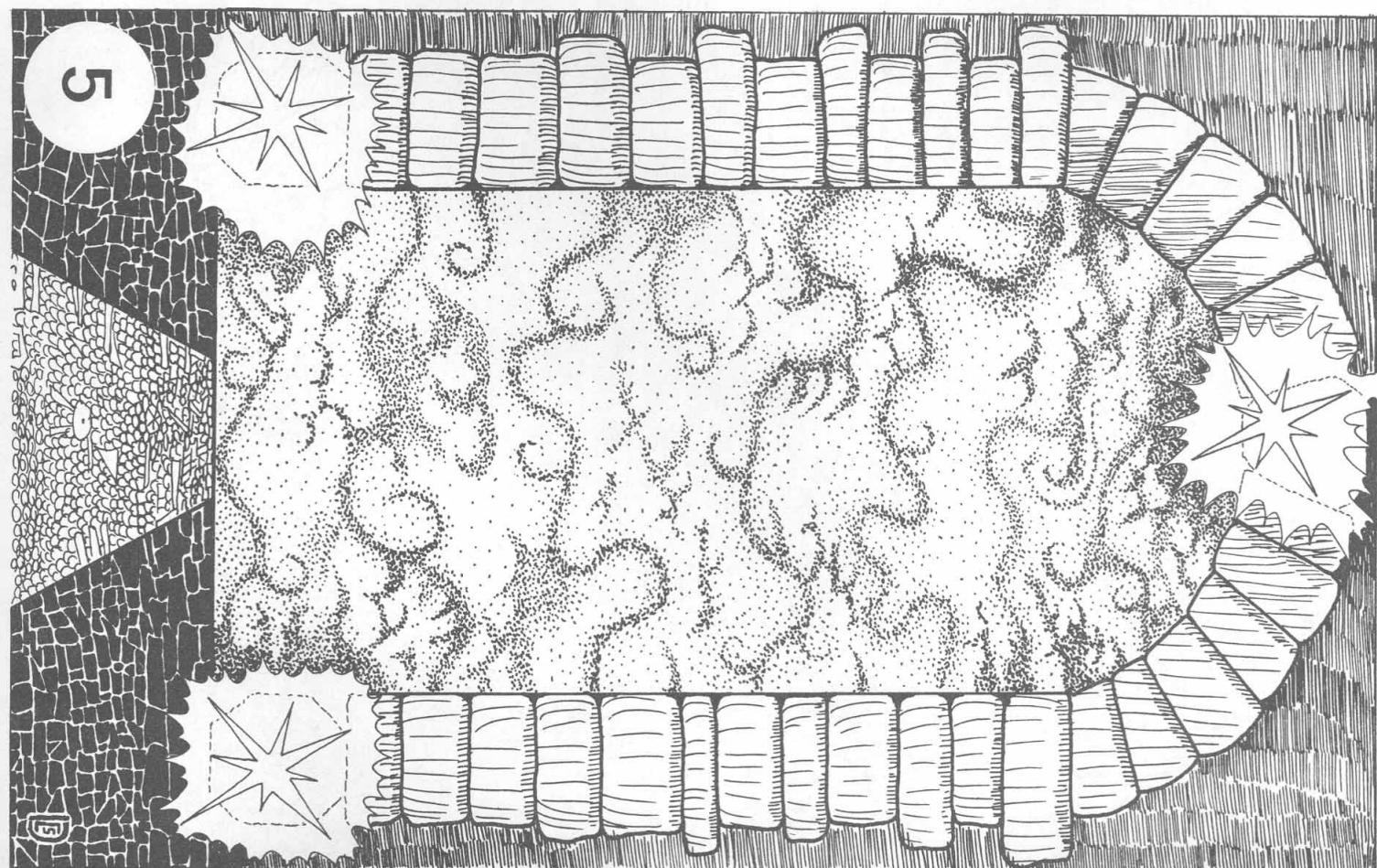
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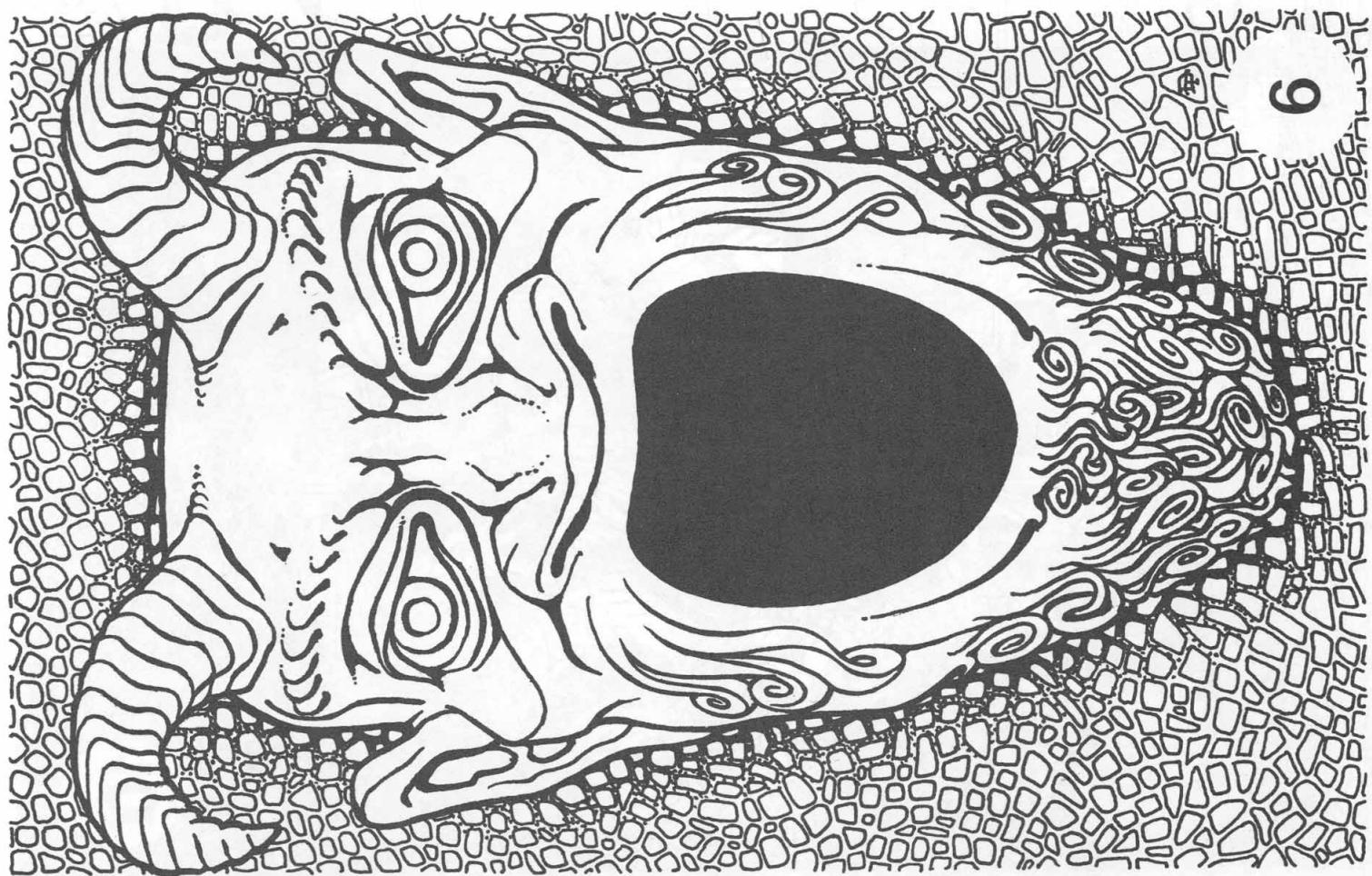
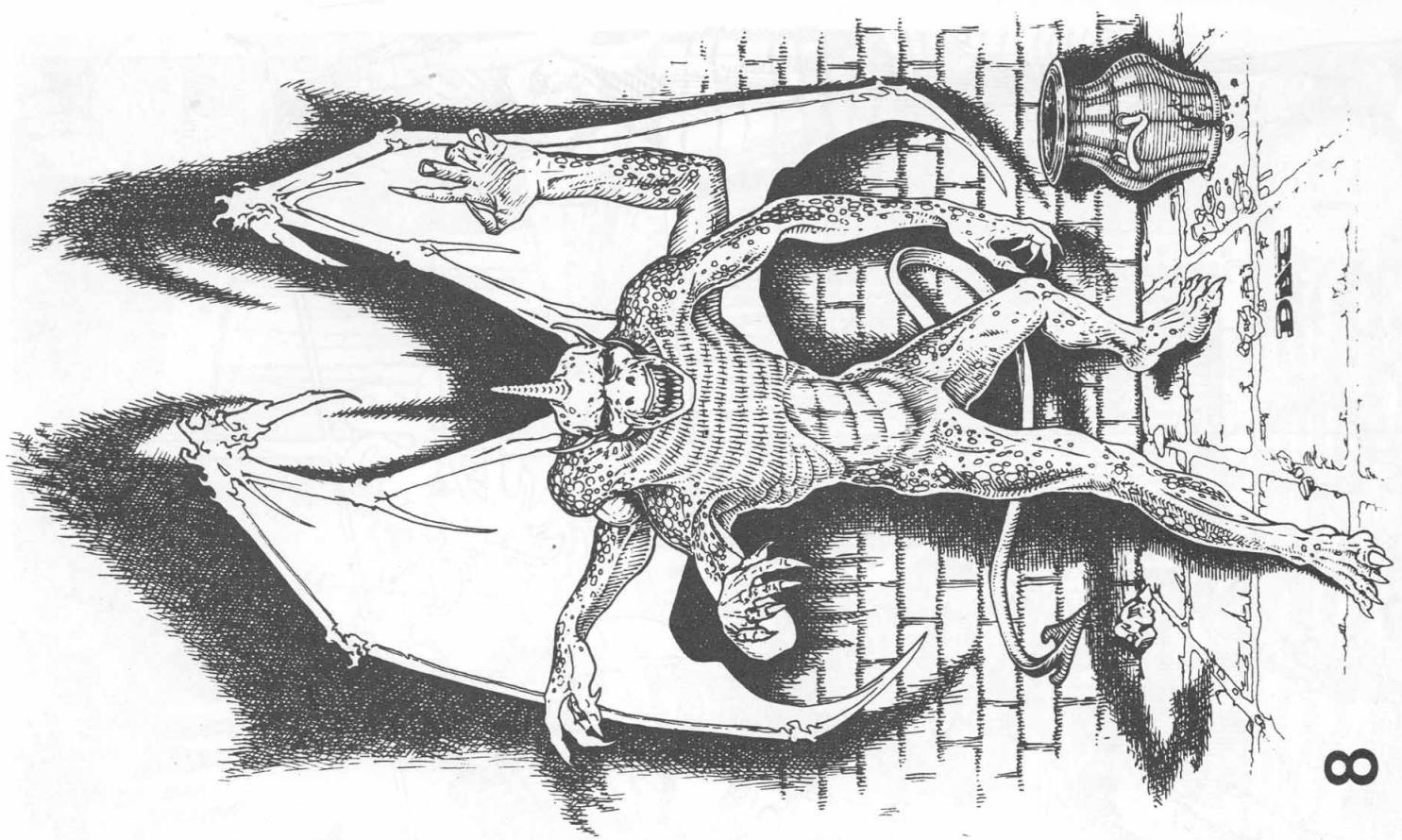
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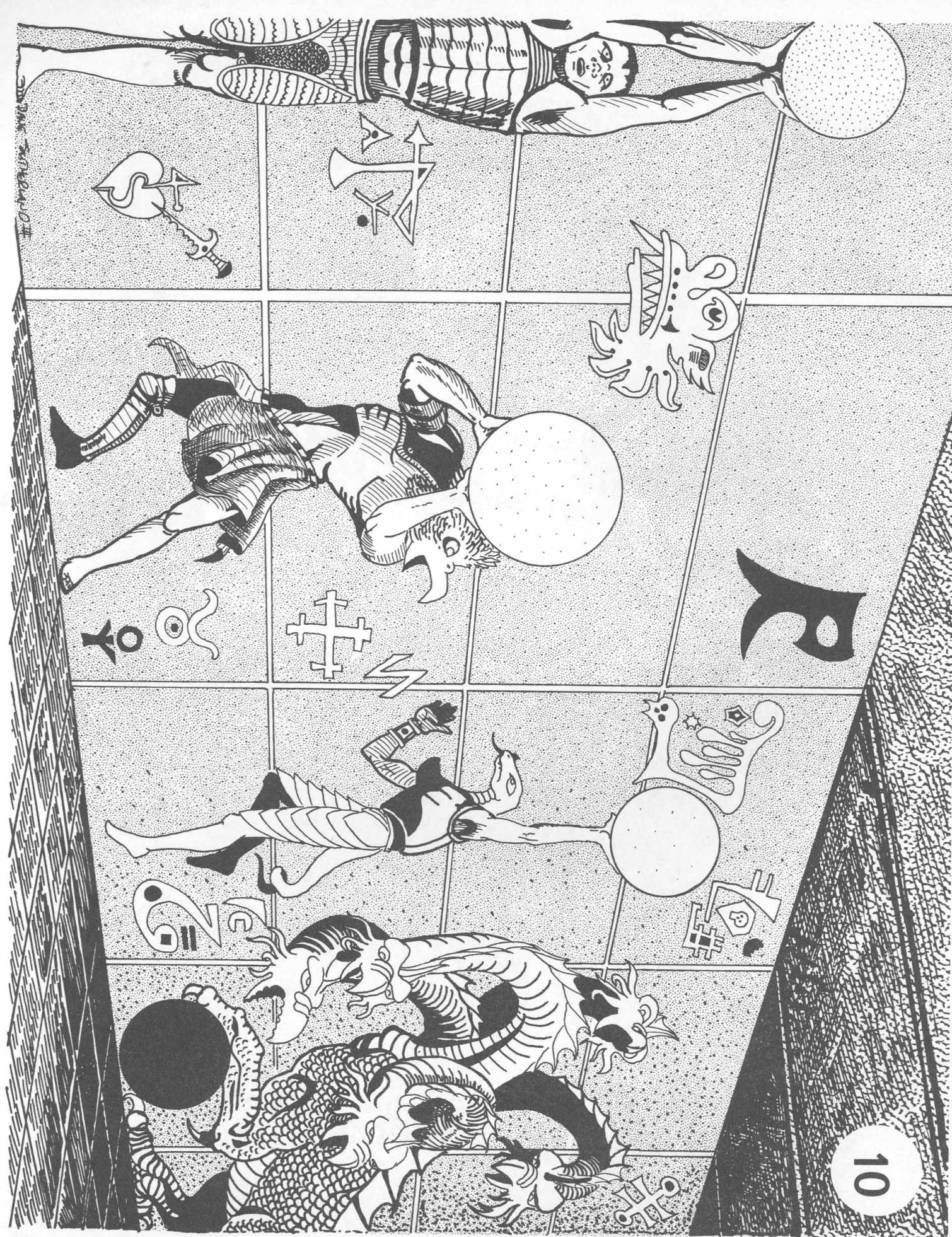
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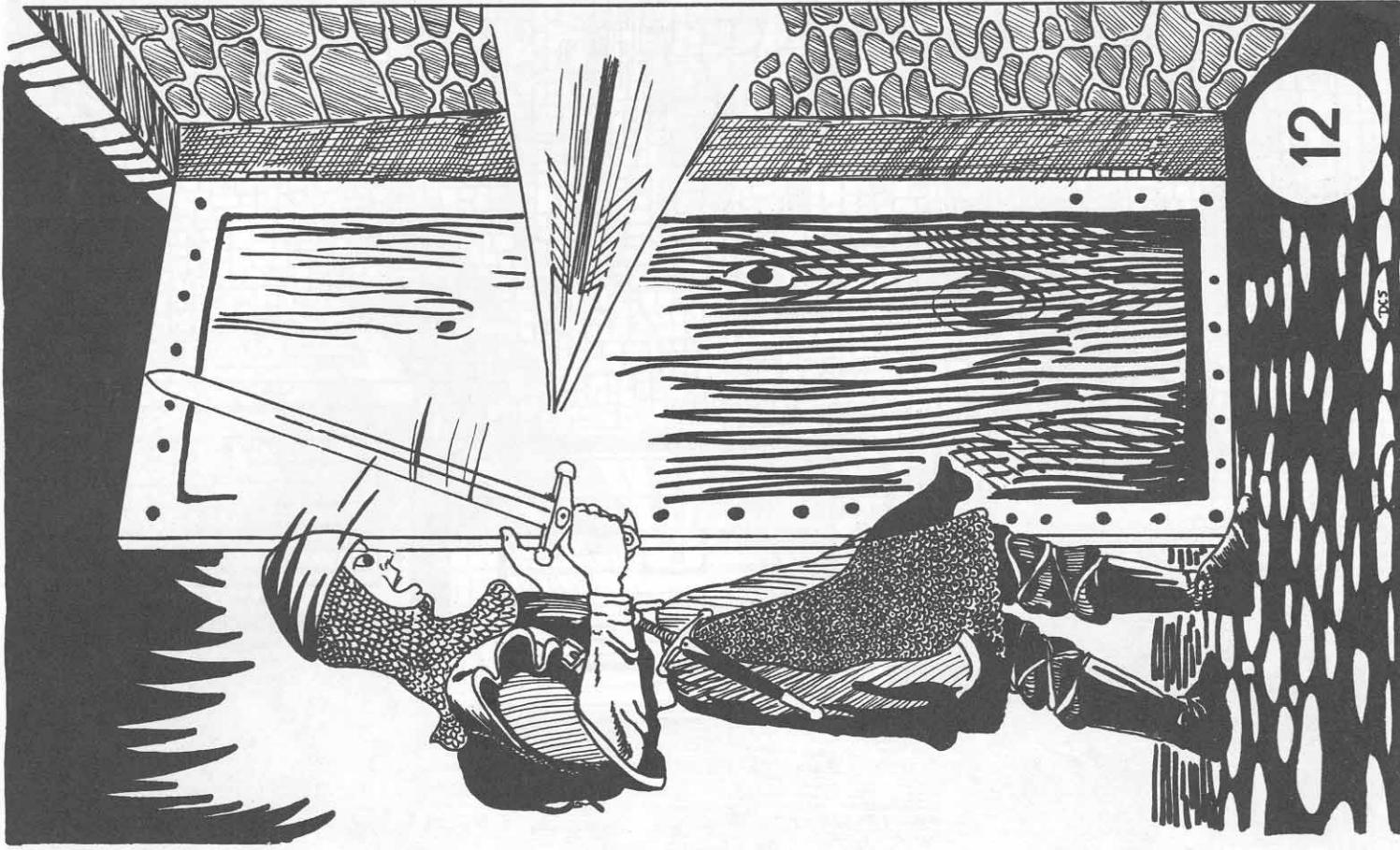
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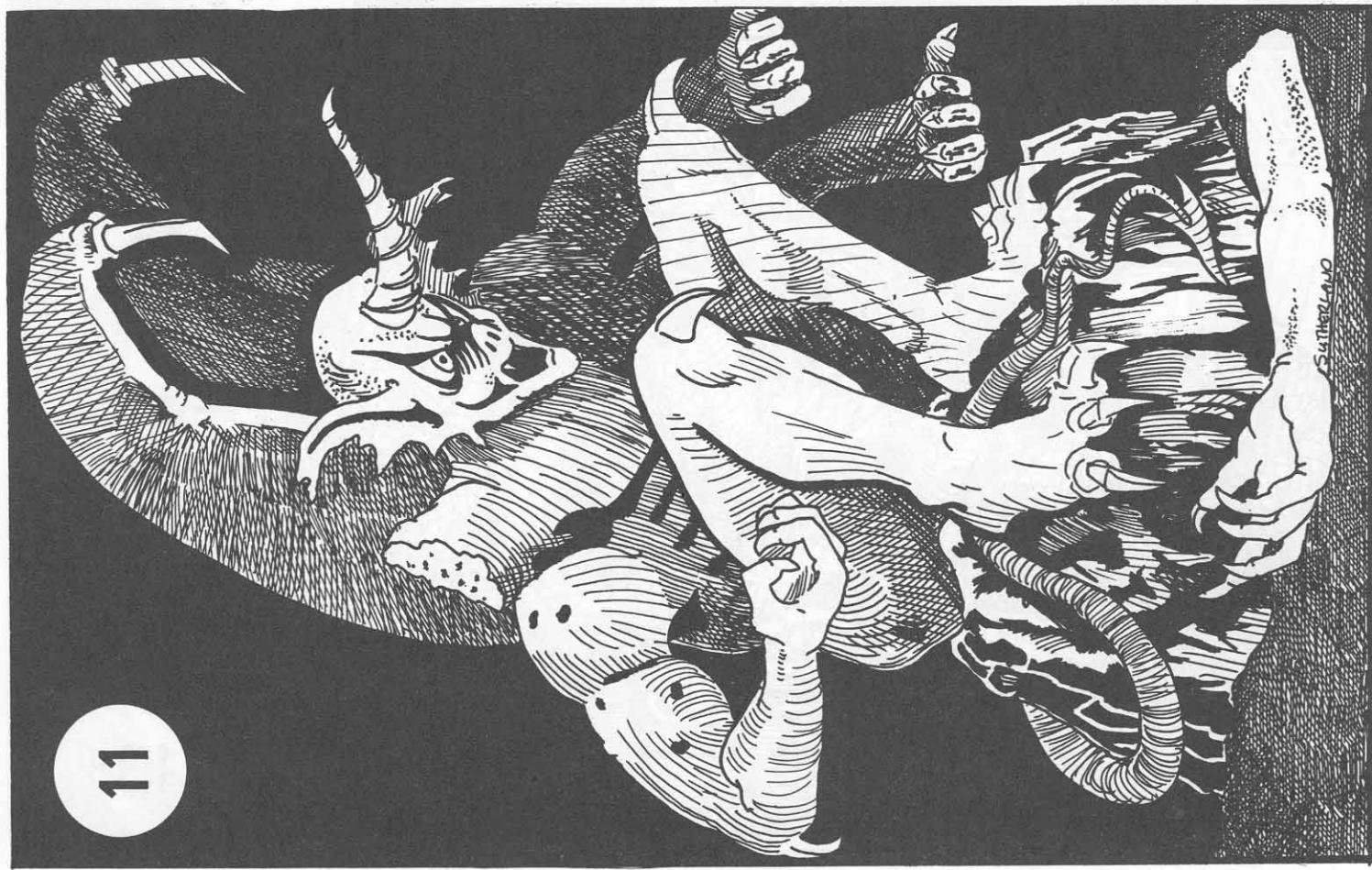
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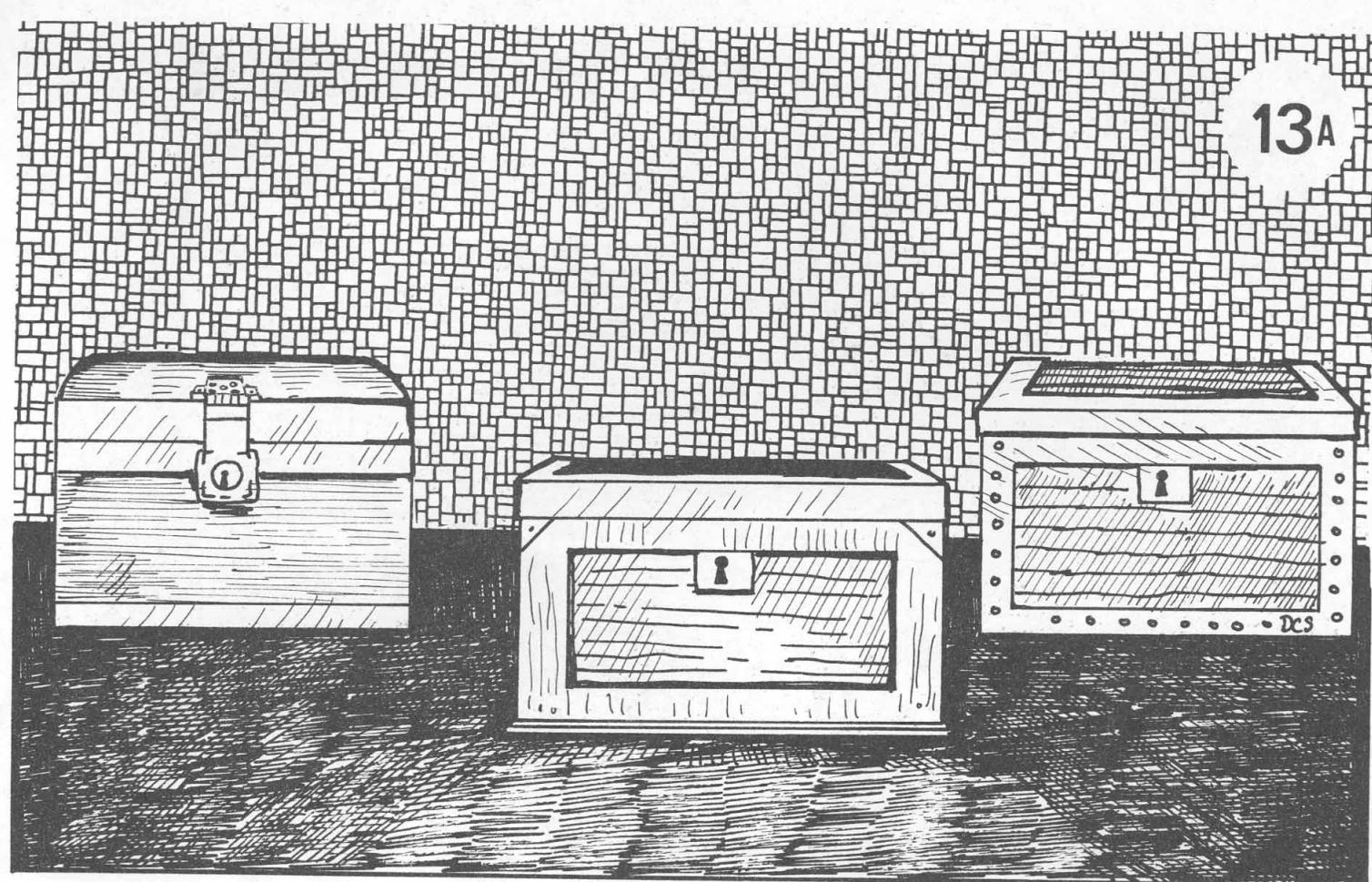
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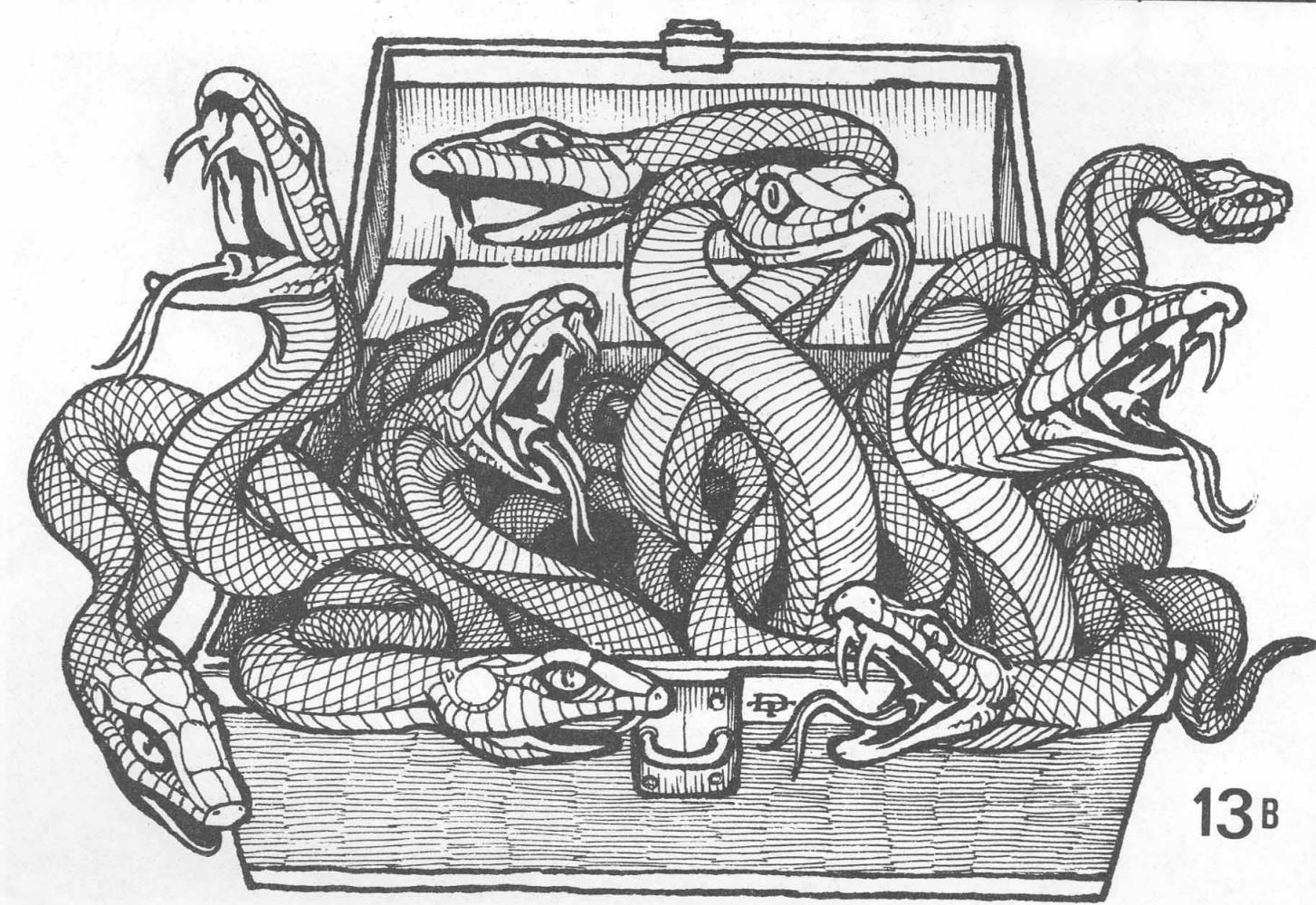
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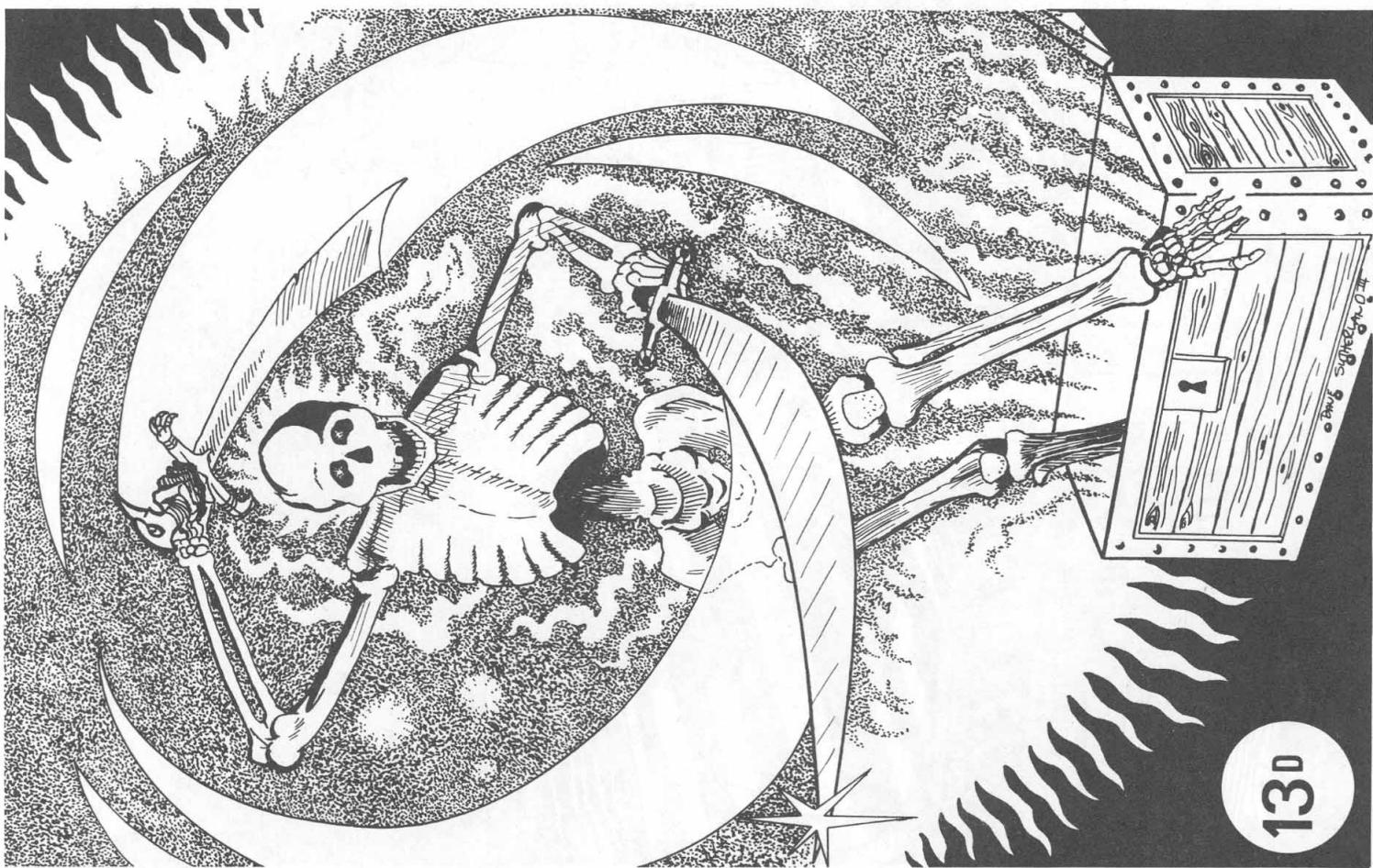
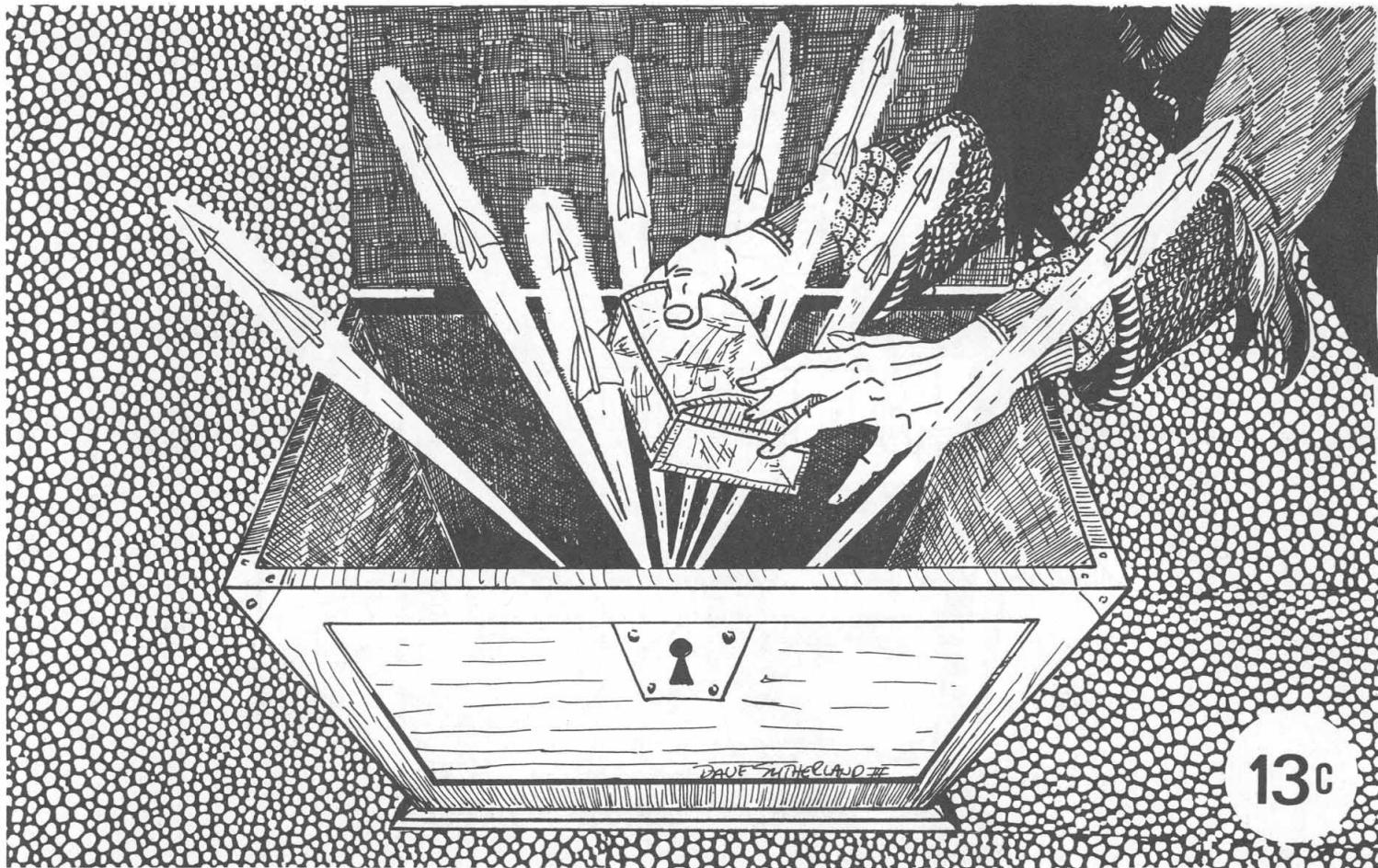


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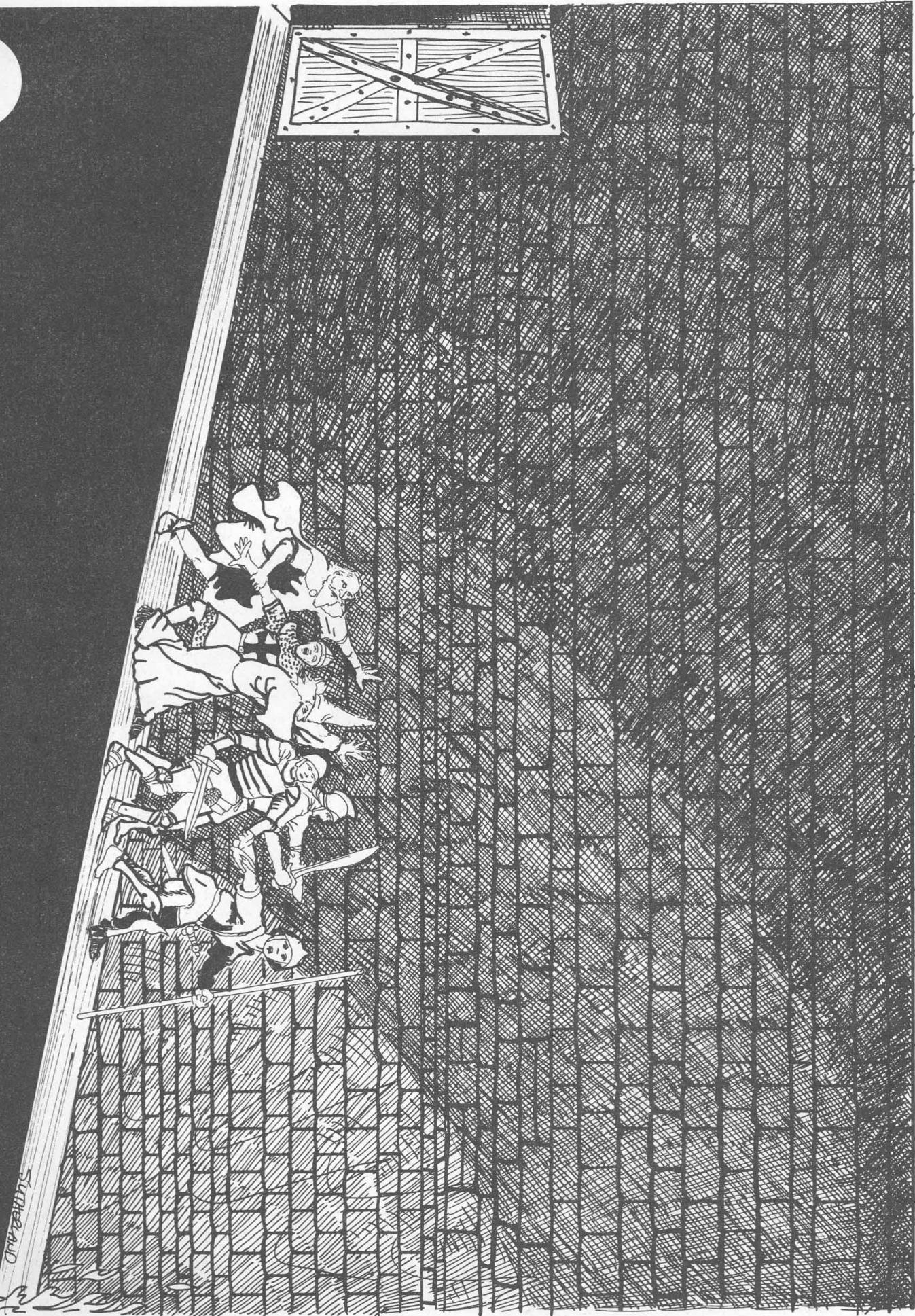


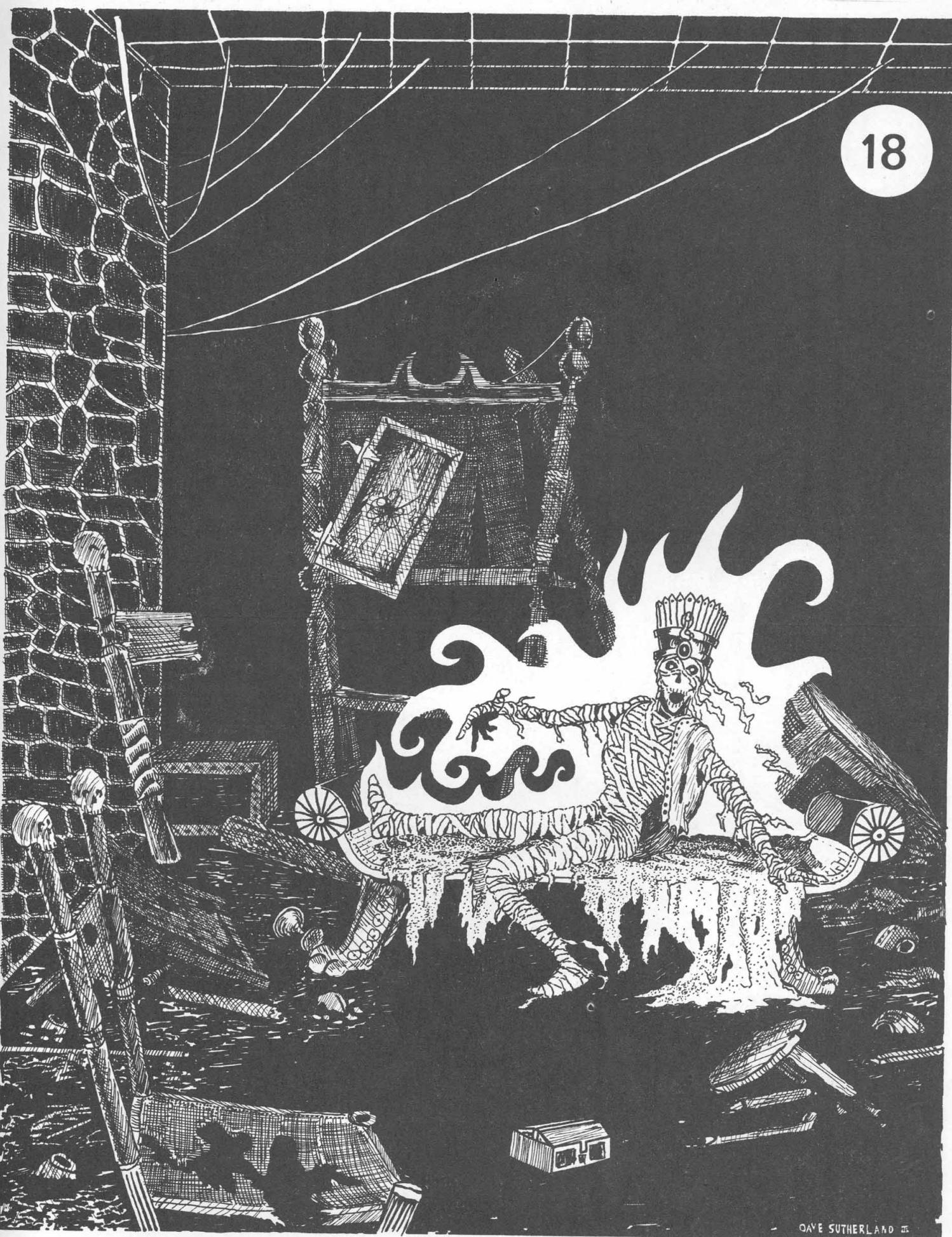
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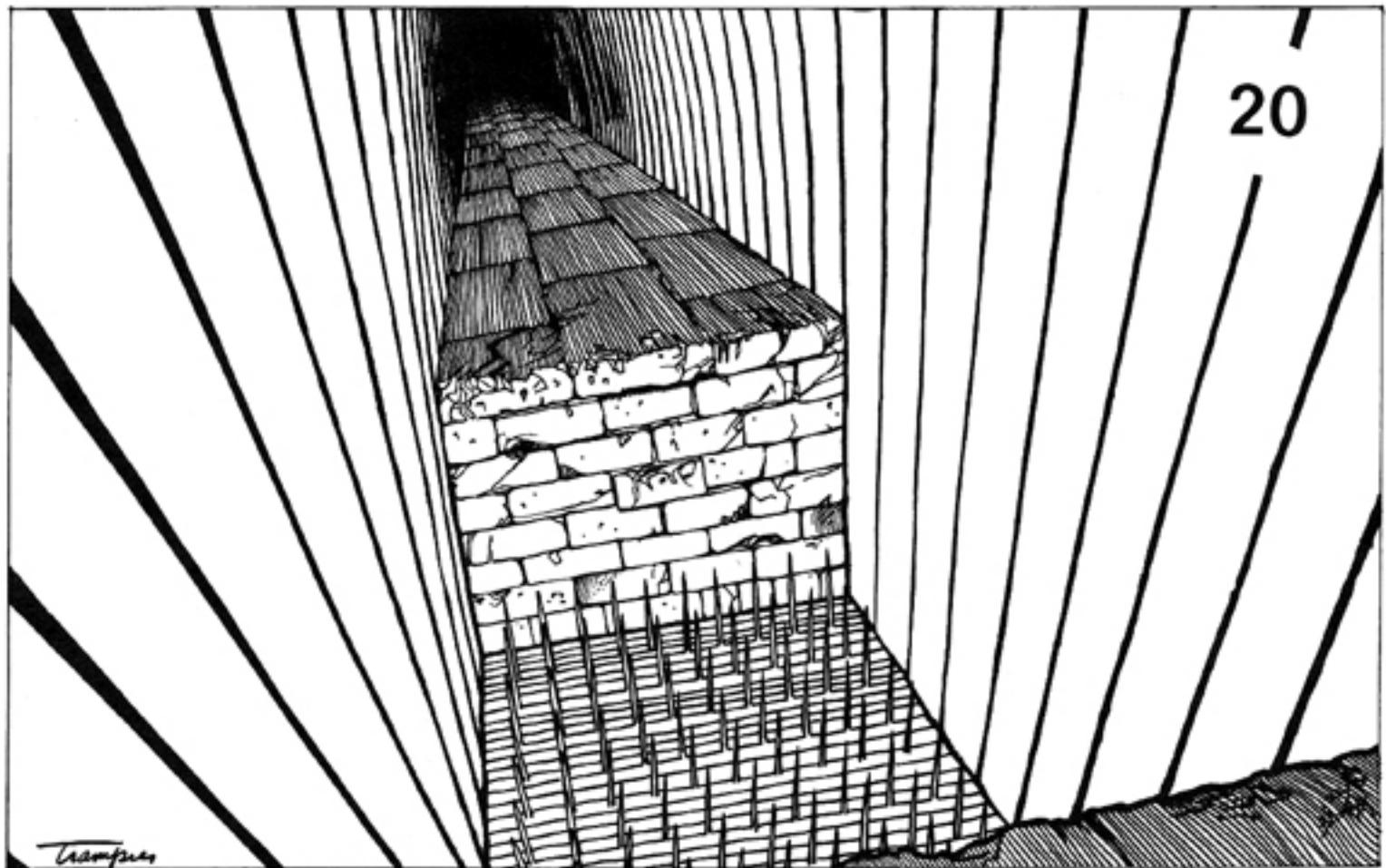


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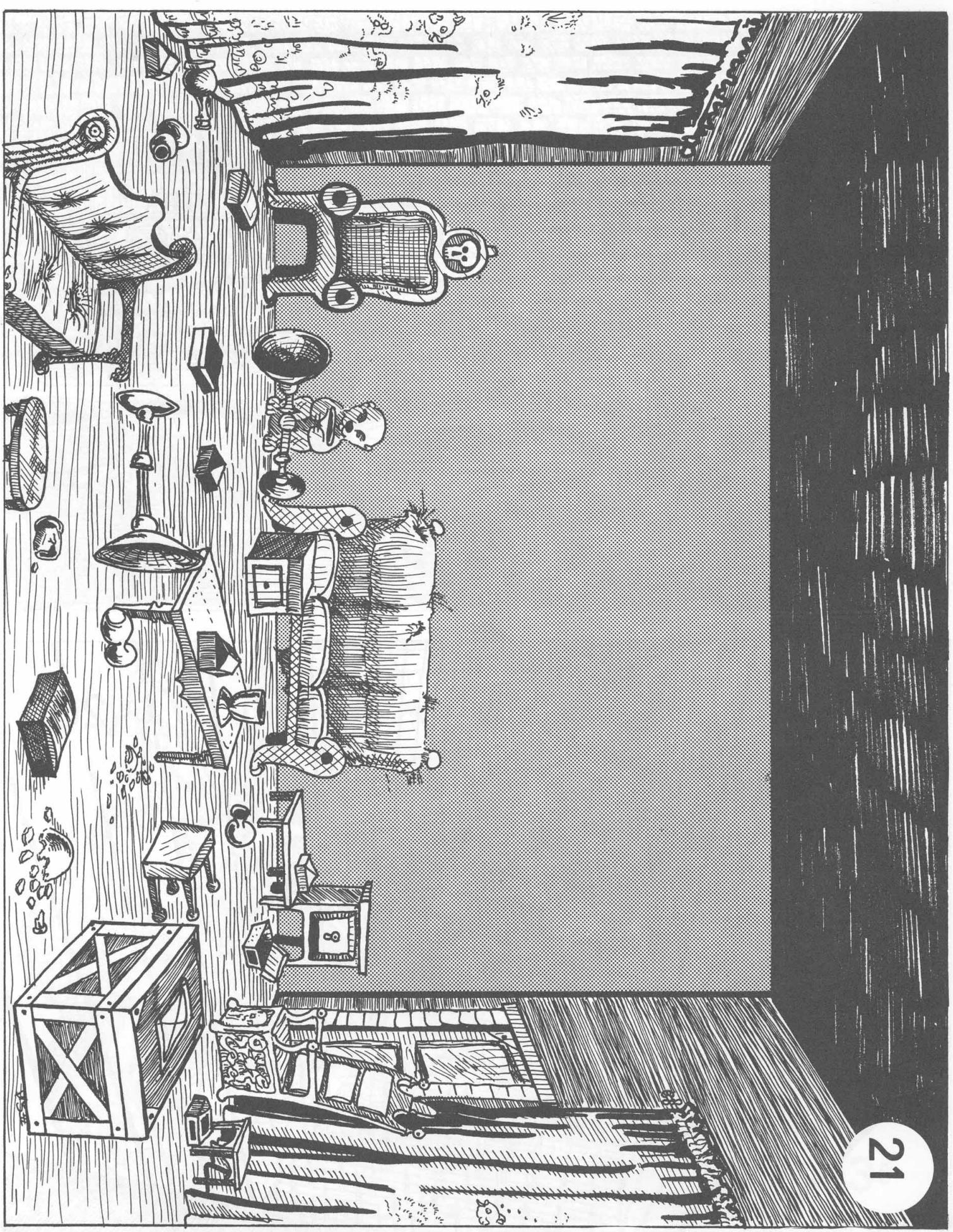


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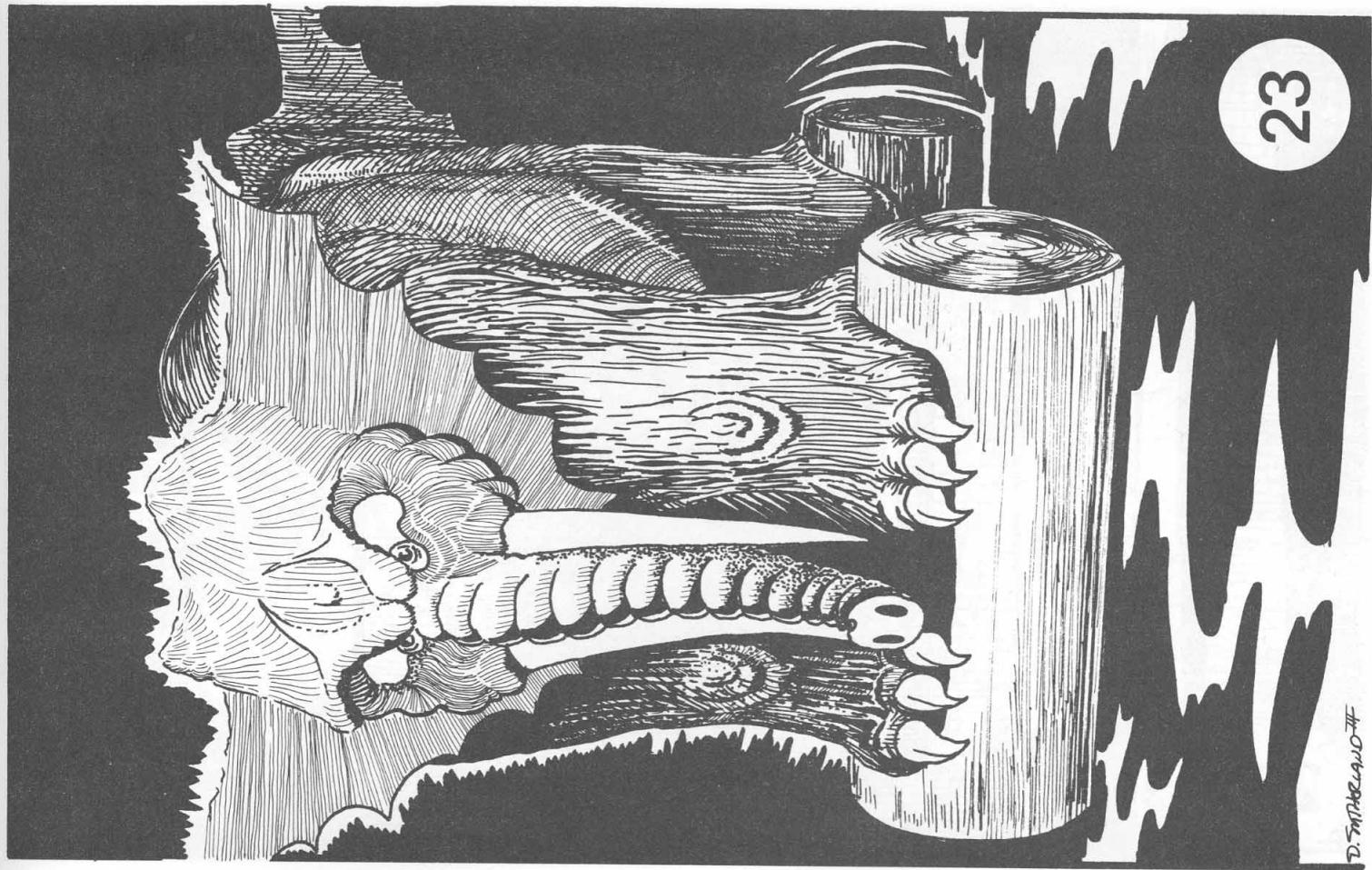
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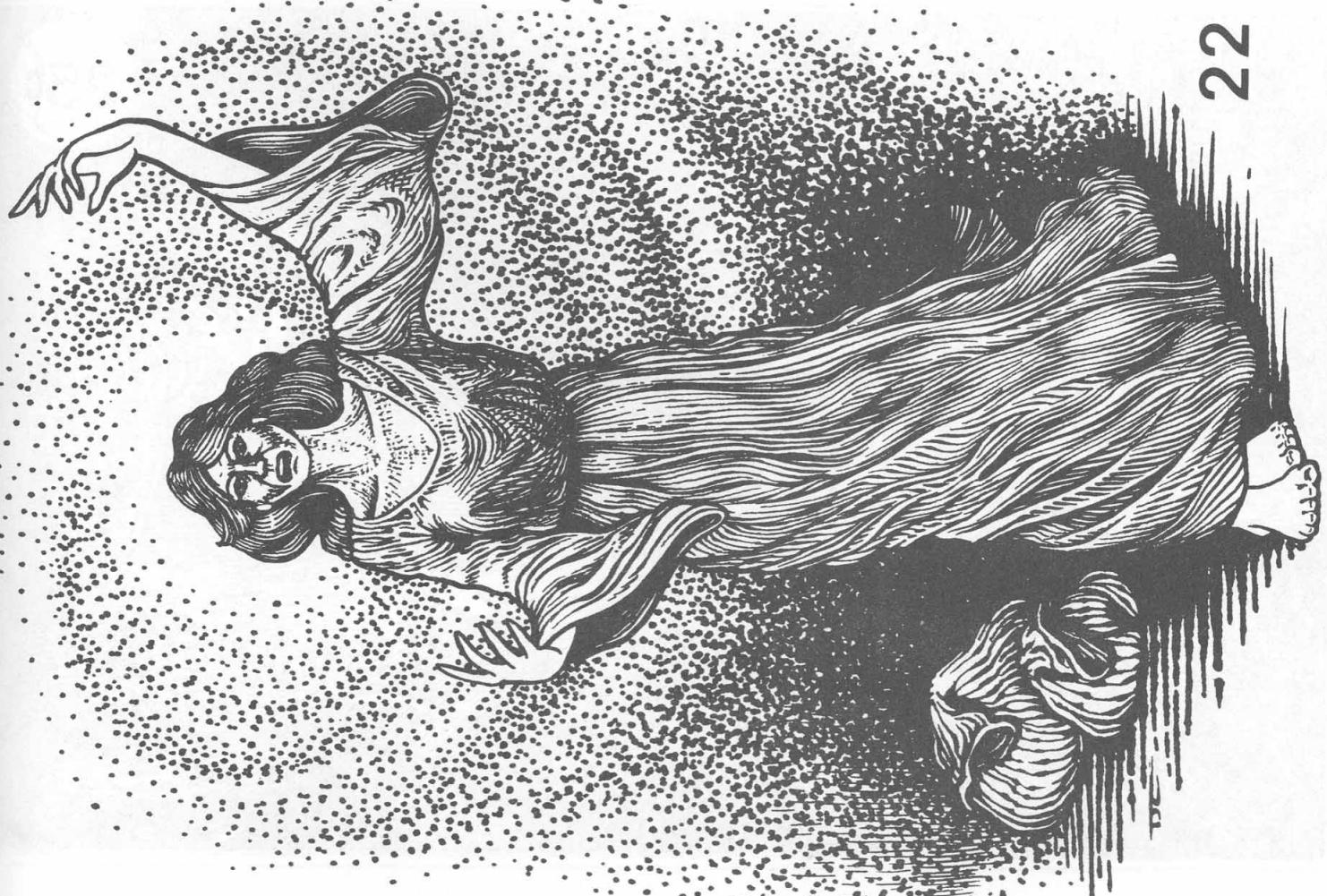


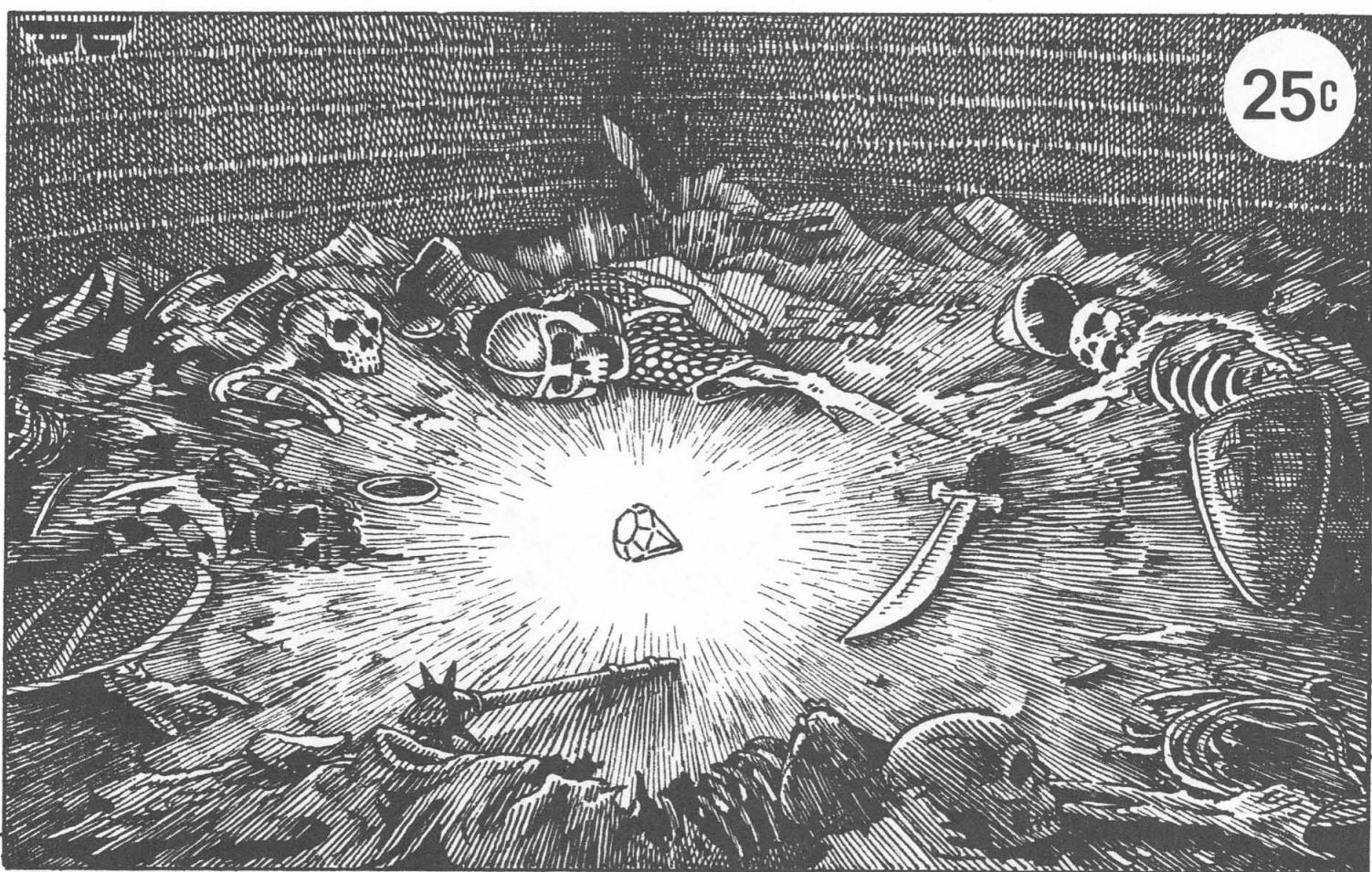
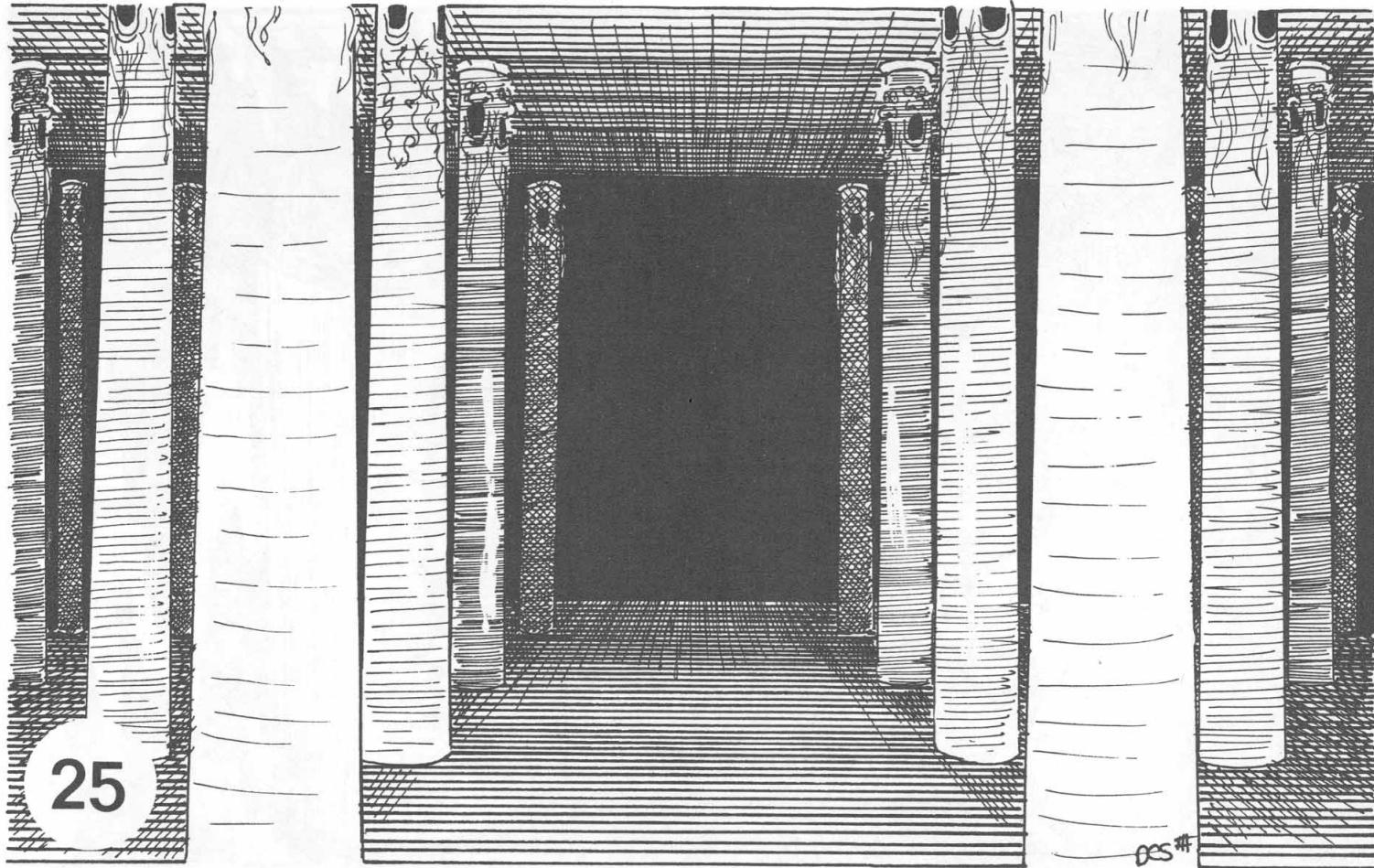
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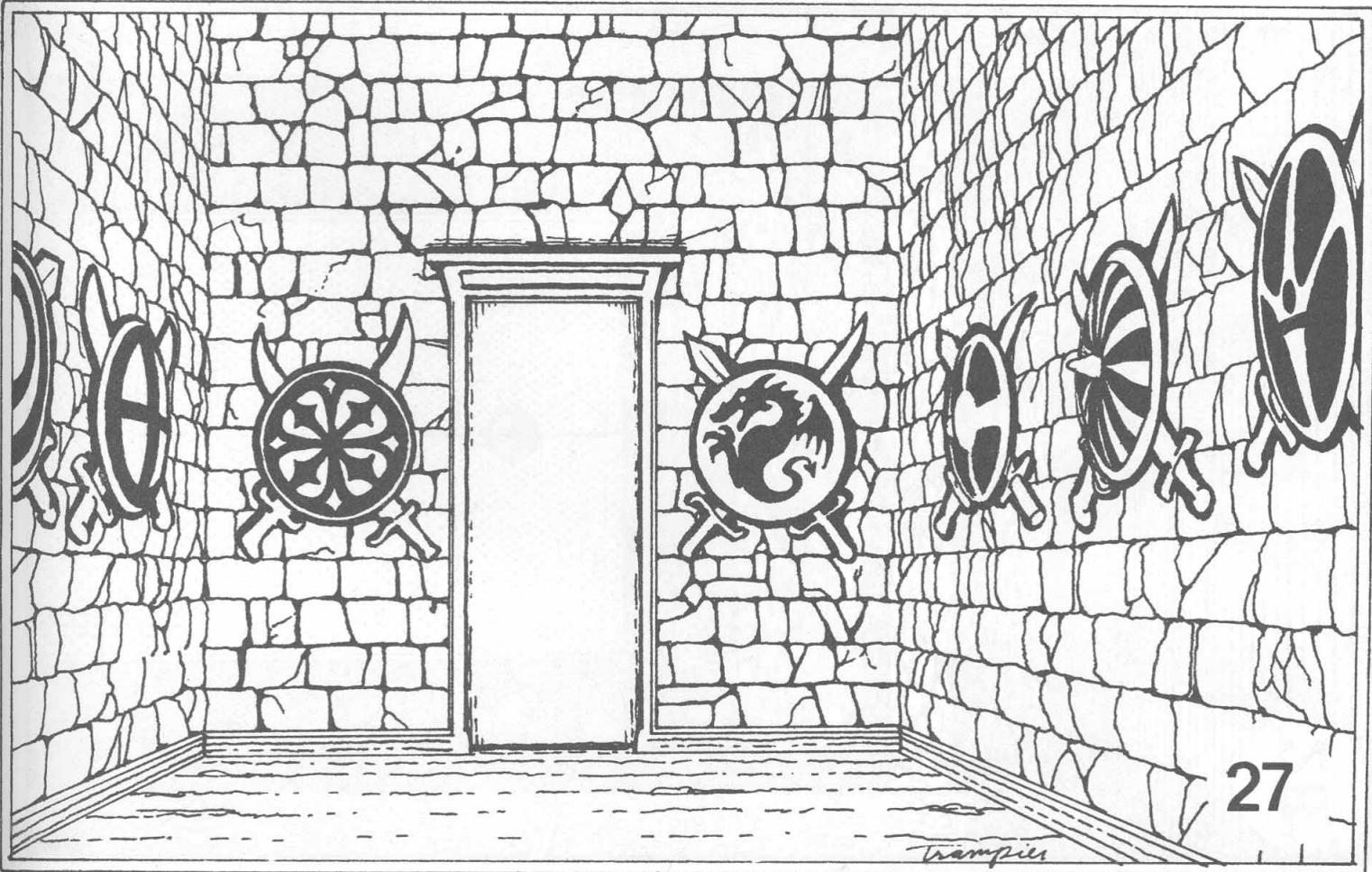
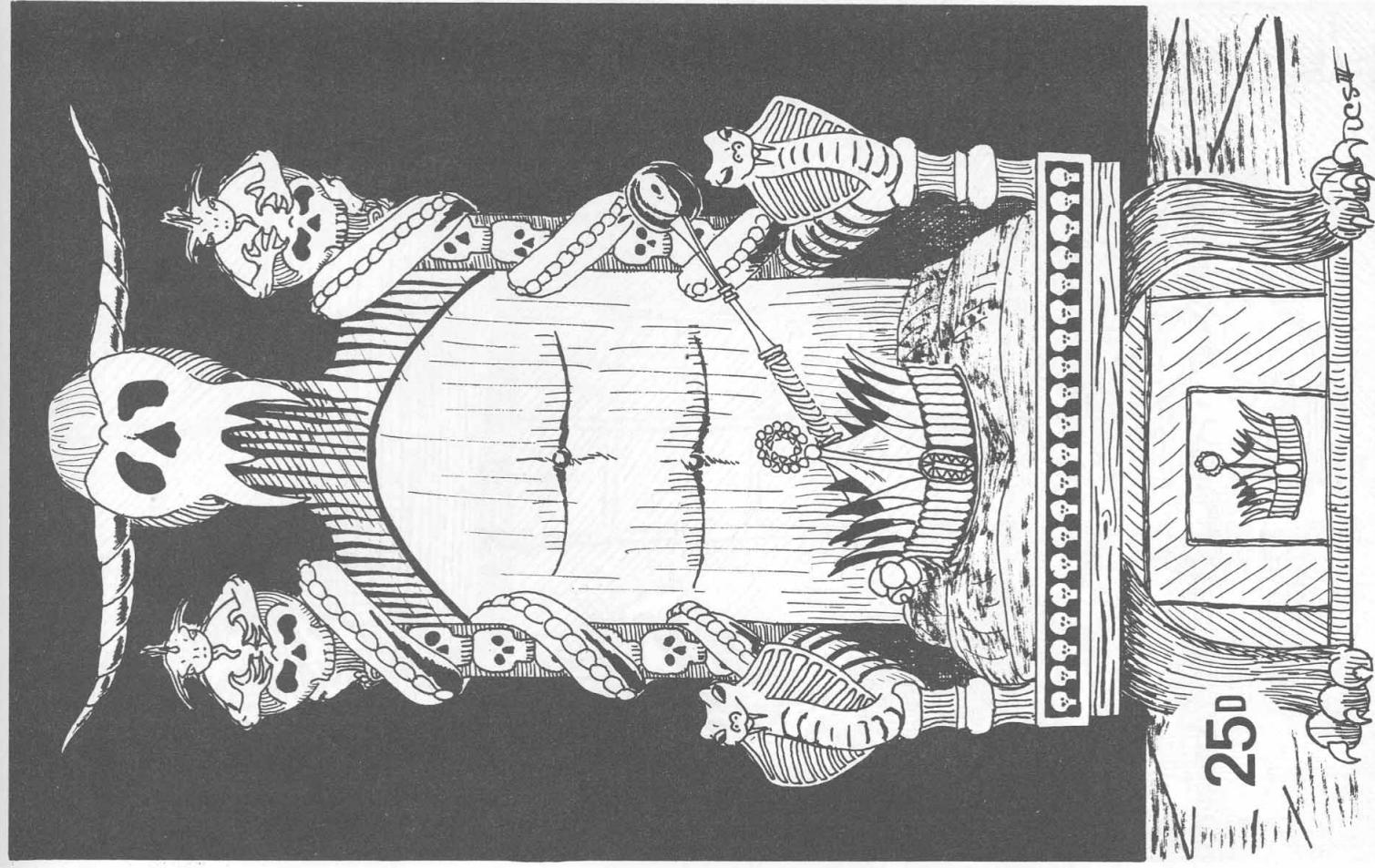


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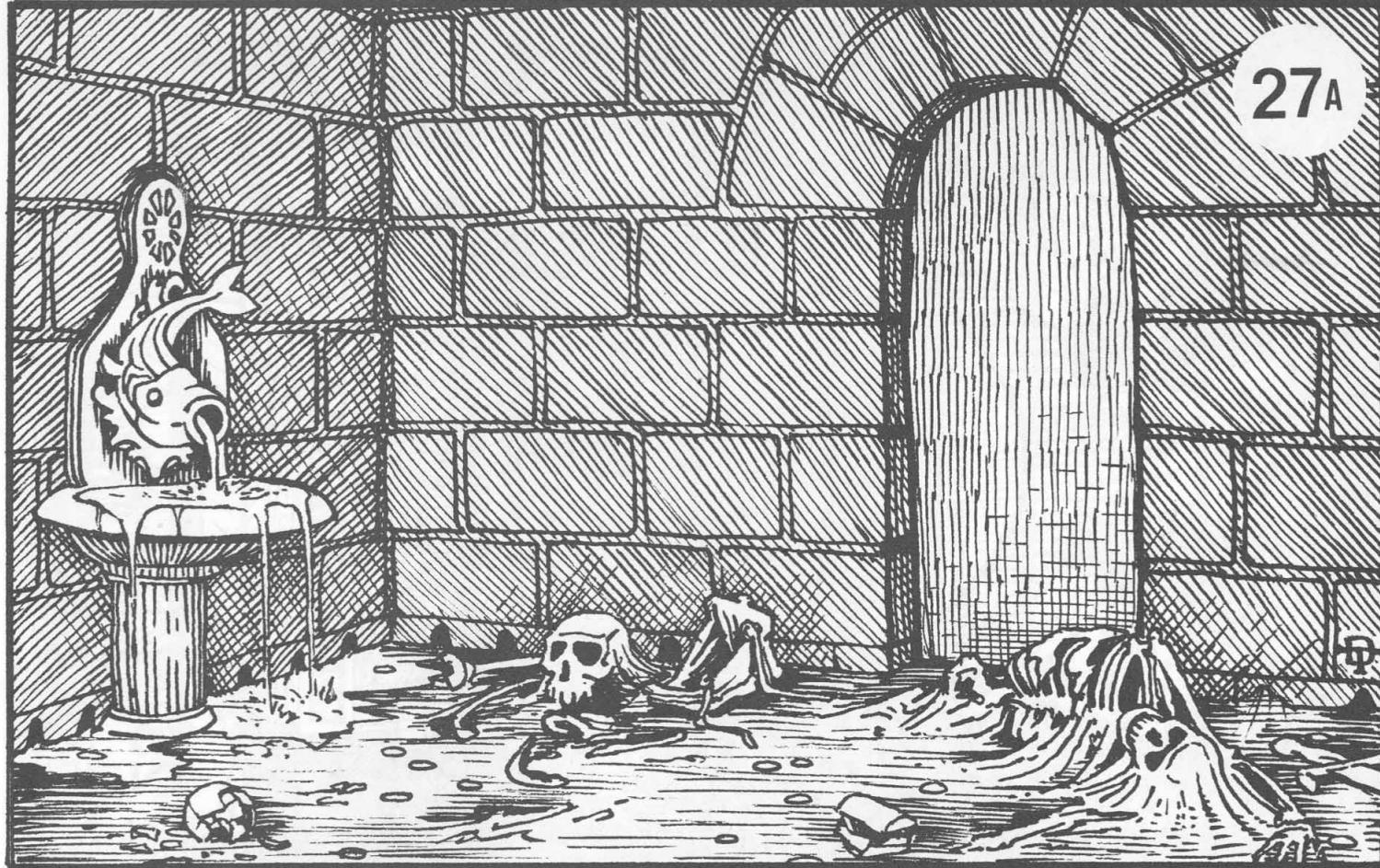
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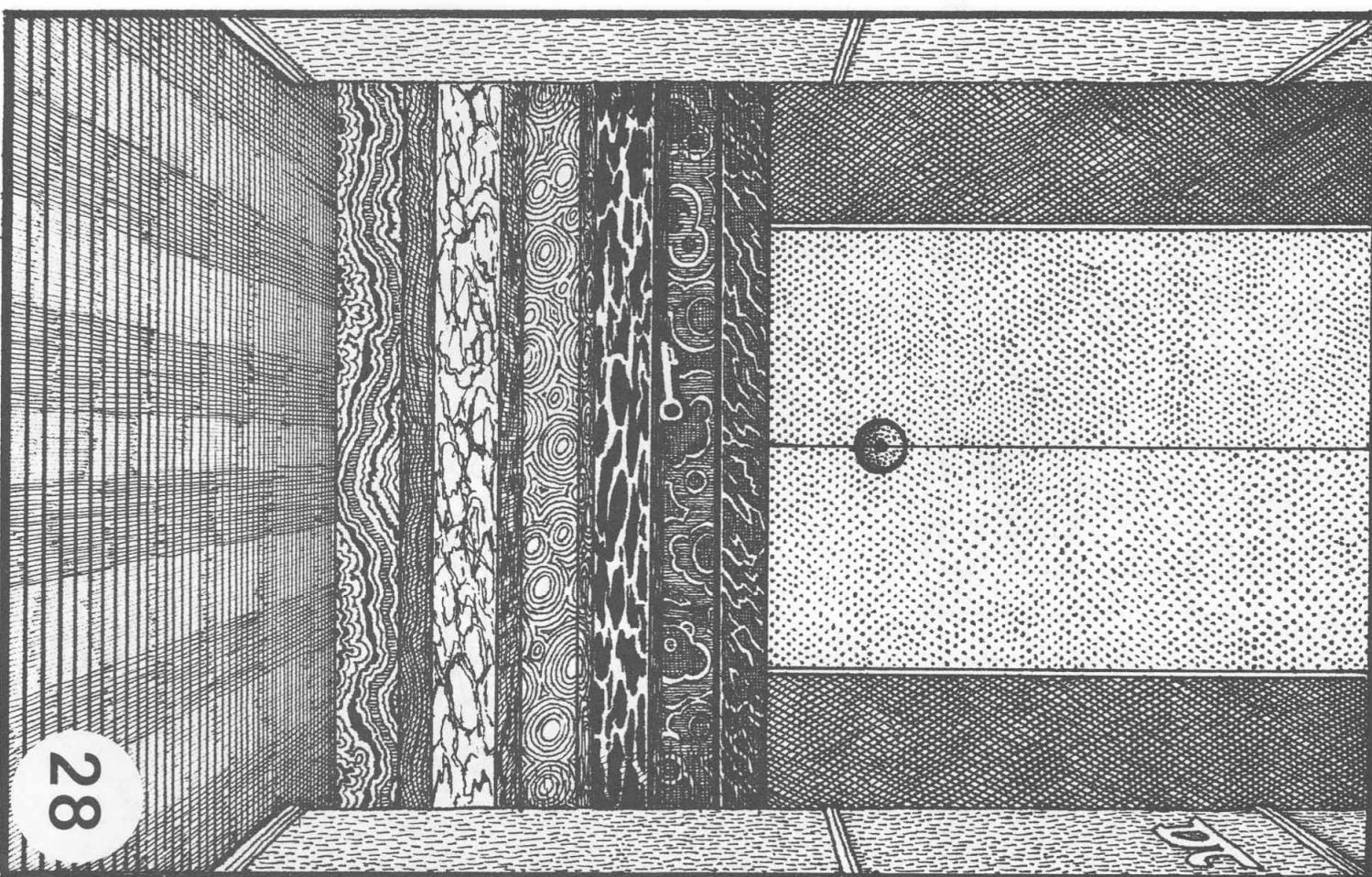




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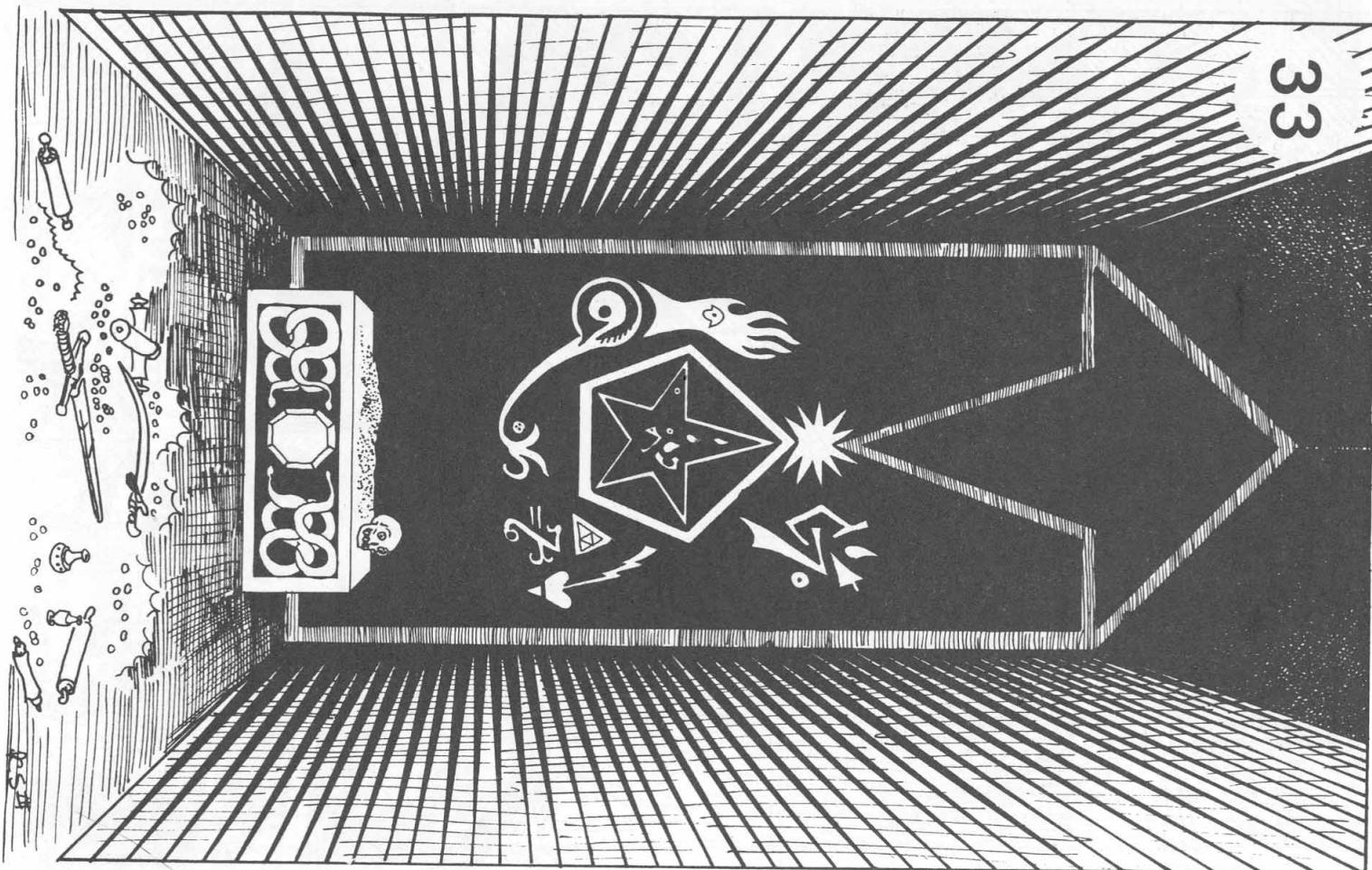


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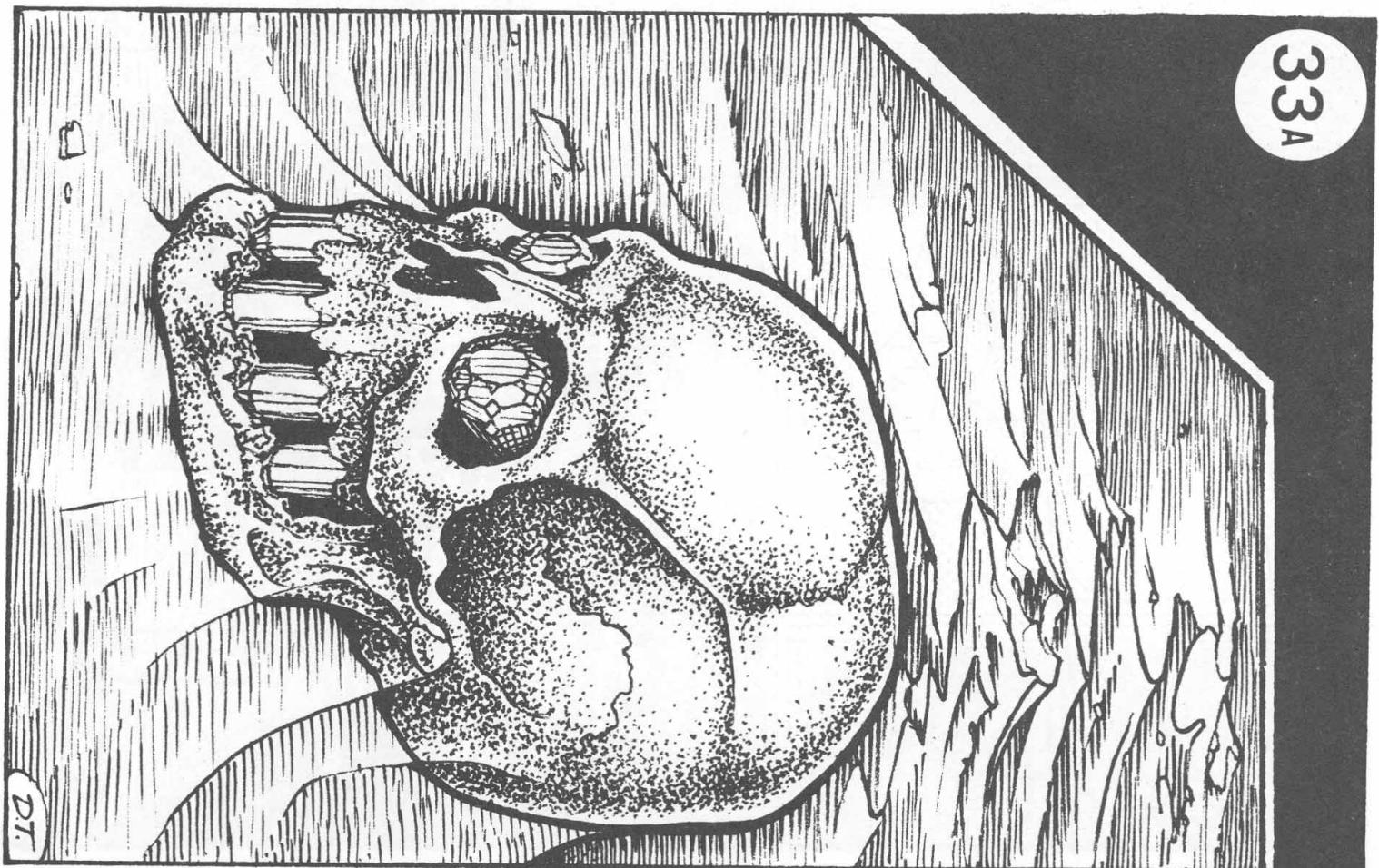


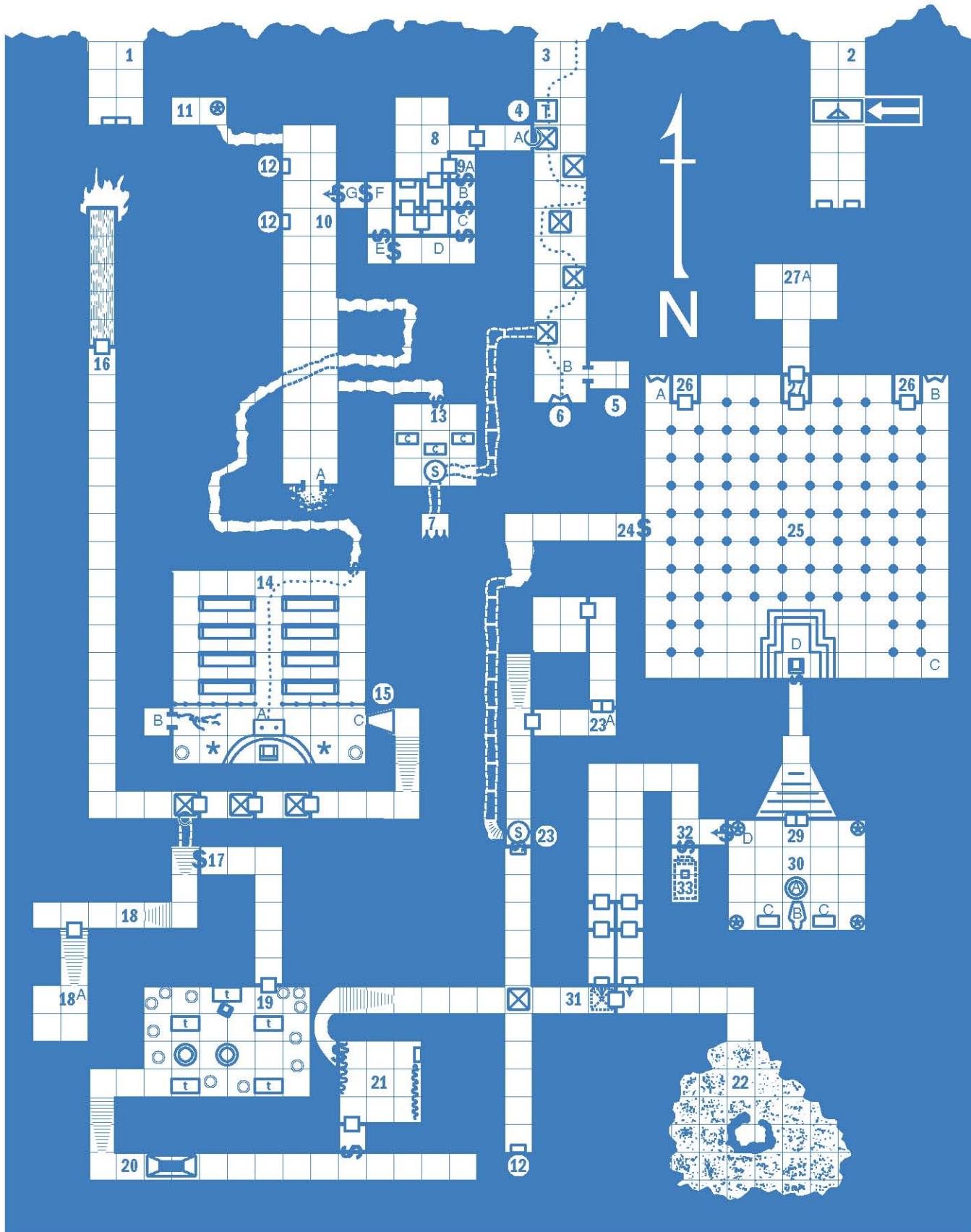
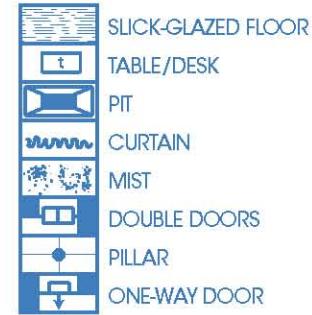
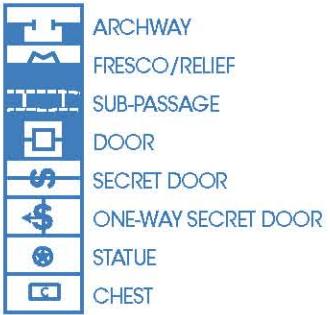
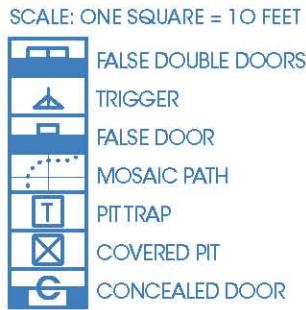


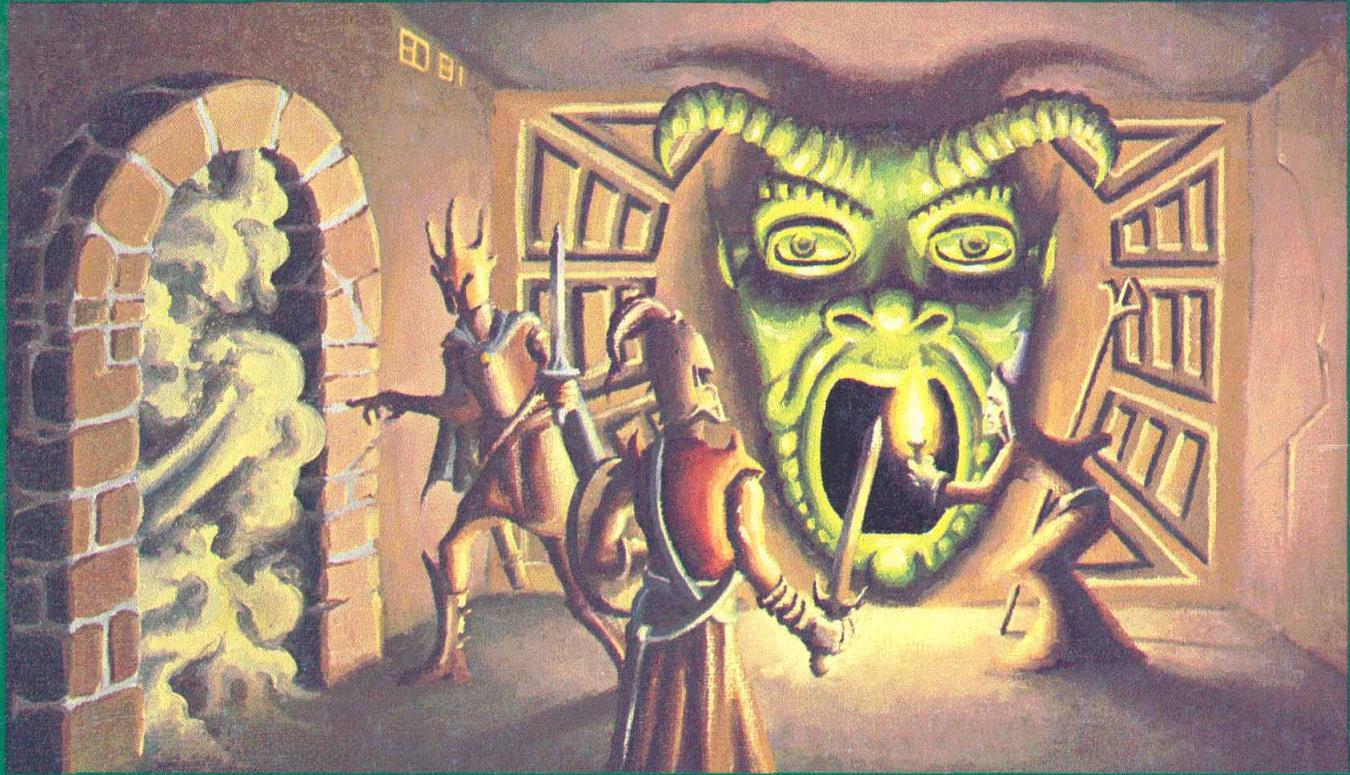
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