

THE TOMB OF HORRORS

UNOFFICIAL ULTIMATE REVISED EDITION

S1. The Meat Grinder. Gygax's Revenge. The Tomb of Horrors has a legendary status among gamers for a damn good reason. Perhaps the most challenging Dungeons and Dragons adventure ever published the Tomb of Horrors **will** be a challenge your party will talk about for years (or at least curse and weep).

I recently ran my own adventuring group through the tomb. Or at least through the first couple of rooms. Unfortunately the Tomb broke my players like twigs. However, what it lacked in length it more than made up for in entertainment value. But that means I spent several days updating the Tomb of Horrors for our game (Pathfinder) only to have most of that effort go to waste. So I figured, why not share? Then I figured...why just Pathfinder.

So what I've put together here is a triple-system version of the Tomb of Horrors. Not only do I have the original Pathfinder conversion but I've also added rules for running the Tomb in Savage Worlds and the PDQ system. Obviously descriptive text will be identical for all systems but rules text will appear in blue for Pathfinder, red for Savage Worlds and Green for PDQ.

Of course you need a map. The easiest place to look for that is on the Wizard's website. They have a free version for the Tomb of Horrors revised to 3.5 Dungeons and Dragons. Unfortunately the adventure was nowhere near the iconic deadliness of the original Tomb. However it does include a great map for the Tomb as well as all the original illustrations to show your players. You can find this update [here](#).

The map works just about perfectly without changes. The only exception is 10b, a room that doesn't exist in the original. I simply ignore this and delete the room from my own games.

Before I begin let me make this clear. The Tomb of Horrors is the property of TSR and thus the property of Wizards of the coast. This revision is purely for personal use and is not meant for any kind of sale.

So, with that out of the way. Lets begin!

Outside the Tomb

You've arrived at the supposed location of Acererak's Tomb. An ugly, weed-covered hill sprawls in front of you. The south side of the hill is decorated with several large boulders positioned to form the shape of a skull. The north side of the hill has crumbled, forming a cliff of loose gravel and sand against a stone ledge. There are no signs of life around this wasted hummock and an aura of creeping doom hangs about it. This is definitely the place.

There are no obvious entrances to the Tomb so ask how the player's wish to proceed at this point. If they begin searching the hill make sure to find out where they intend to begin and how they plan on searching the area. Simply walking around and examining the place is insufficient. Probing the loose sand on the northern cliff face will produce the best results. There are 3 potential entrances on the northern side of the hill. With a few turns of work it's easy to open a small hole in the wall of dirt and roots, enough for a character to crawl through. Opening a larger passage will usually take about an hour's effort.

So long as players are searching in the correct area finding one of the three openings to the tomb is a DC 15 Perception check. A DC 25 Knowledge (Nature) or Knowledge (Engineering) check will reveal that the north side of the hill collapsed due to excavation in that area.

Detecting the openings requires a Notice roll. Determining the cause of the hill's collapse requires an appropriate Knowledge roll at -1.

Detecting the tomb's entrances is a Good [9] Perception-based Challenge. Finding out the cause of the collapse is an Expert [11] Challenge in most cases.

1) False Entrance

The corridor revealed beneath the dirt is made from plain flagstones, roughly hewn and fitted together. The ceiling is about 20 feet above your head and thickly strewn with cobwebs. The passage is about 30 feet long and at the far end is a pair of large, wooden double doors with great iron pull-rings.

The cobwebs across the ceiling conceal the fact that it is poorly supported and composed of ill-fitting stones, especially the 20 feet closest to the double-doors. Prodding the roof or opening the doors will cause the ceiling to collapse. The doors themselves are unlocked but false and reveal only blank stone beyond if opened (shortly before the roof comes down).

Characters who explicitly examine the roof can make a DC 20 Perception check to detect the trap (DC 10 if the cobwebs are cleared or burned away). If the characters check the door itself for traps a DC 25 Perception check will reveal the danger. The trap is impossible to disarm however. If triggered the falling stones inflict 10d6 damage to all in the last 20' of the tunnel. Those within 10' of the door do not get a save, all other victims may attempt a DC 25 Reflex Save for half damage. This is a CR 12 trap.

Detecting the trap requires a Notice roll at -2 (no penalty if specifically examining the roof). The falling stones inflict 5d6 damage. Those more than 2" from the door may attempt an Agility roll at -2 to avoid damage.

Detecting the trap is a perception-based Challenge (Good [9] if examining the ceiling, Expert [11] if examining the doorway). The collapsing ceiling as a damaging Challenge which starts at Inconceivable [21] at the doorway and decreasing by 2 for every 5' from the door (to Impressive [15] at 20').

2) Yet Another False Entrance

This passageway is about 10' high and constructed from plain blocks of stone. At the far end you can just make out the outline of two doors at the very end of the long corridor.

The passageway here is 60' long and includes a large, hidden pressure plate (5'x20') positioned about 50' from the entrance. Stepping or prodding that section of

hallway causes it to shift noticeably and a loud grinding noise comes from back down the passageway. A stone block, 10' thick, will begin sliding across the passageway, sealing it off.

*Finding the pressure plate requires a DC 25 Perception check and it can be disarmed with a DC 20 Disable Device check. If, after hearing the rumbling sound, a player **immediately** declares that they are running for the entrance they can escape without requiring a roll. If they take any other action or if they wait until the block is visibly moving across the passageway then the character must make a DC 20 Reflex Save, modified by their character's movement speed (+/-2 to the save for every 5' above or below 30'). The wall is 10' of stone and has Hardness 8 and 1800 hit points. It has an effective Strength of 30 for the purposes of breaking objects attempting to block its progress. This is a CR 6 trap.*

*The pressure plate requires a Notice roll at -2 to detect and can be disabled with a Lockpicking or Repair roll. If it is triggered then those who **immediately** declare that they run for the entrance may escape without a roll. Otherwise characters must make an Agility check to get out in time. If a character has Pace higher or lower than 6" then they receive a bonus or penalty to the Agility check equal to the difference. The stone block inflicts 3d10 damage on anything that is caught between it and the wall.*

Finding the pressure plate is an Expert [11] perception-based Challenge and disabling it is usually a Good [9] Challenge depending on what Qualities are used. Unless a character immediately sprints for the entrance the moment they hear the rumbling then they must overcome an Expert [11] movement-based Challenge. If the stone block is jammed or blocked then it will eventually crush whatever obstacle is in its path but the delay can grant one or more Upshifts to the roll to escape.

The two doors at the end of the hall are false and open only onto blank walls. After trapped characters have died of starvation or thirst the stone block is reset by Acererak's demonic servants and any bones and corpses are devoured.

3) The Real Thing

Light from the entrance shows this tunnel is extremely long and heavily decorated in a riot of bright colors and patterns. The walls and ceiling have been coated

with plaster and painted with a variety of unusual scenes featuring strange rooms, odd creatures and exotic locations. The floor is decorated with mosaic tilework which features an obvious “path” of bright red tiles that wind across the ground. Not a hint of the original stonework is visible under the heavy decoration.

The passage here is about 20’ tall and 140’ long. The small “path” of red tiles is about 2’ wide.

If a player asks about the decorations tell them that the walls are covered in odd sigils, hieroglyphics and abstract patterns as well as several distinct scenes. Feel free to come up with your own but these are the “official” scenes.

- Cows grazing in a field.
- Wolves stalking through a forest
- Slaves (human, elf, orc and beast-man hybrids) working at various tasks.
- A book-filled library chamber
- A torture chamber full of tools of torture and evil, including a large cell door with the hands of some ferocious beast gripping the bars. (See 3a below)
- A wizard’s workroom with wolf-headed men in robes. (see section 4)

Along the hallway are several *standard pits* (see section Z) as well as a few special features.

A: The painting of the torture chamber conceals a door right behind the painted iron door. The door is impossible to detect with a simple visual or tactile inspection. Ripping off the plaster will reveal the door and rapping against the plaster may reveal it as well.

B: The floor contains a message engraved in thin letters on the mosaic tiles. Anyone who examines the floor of the hallway carefully (perhaps searching for pit traps) has a chance to locate the message (*Perception DC 15/Notice/Poor [5] Challenge*). If part of the message is found then a character can piece together the entire message by traveling from the start of the tunnel to the end. The message is as follows:

“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 circle of/silver 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 viewer’s eye./You’ve left and left and found my Tomb/and now your soul will die.” (Tomb of Horrors, pg 3)

4) The Wizard’s Chest

If one of the characters declares they are examining the painting of the wizard’s workroom then read the following:

The incredible detail of the paintings hid something from casual observation that now seems obvious. A pair of robed, wolf-headed figures are painted on the wall holding an elaborate bronze chest between themselves. However the chest is no painting, but an actual metal box imbedded in the plaster, extending only a few inches from the surface.

Attempting to pull the chest free show that it is fixed solidly in place. Using tools or brute strength to attempt to pry it off the wall will trigger the pit trap (see below).

Carefully examining the chest reveals that it is opened by a stud on top that causes the front of the chest to swing down. The stud is trapped with an easily detected (*Perception DC 10/Notice+1/Poor[5]*) poison needle which can be avoided simply by pressing it with something other than a finger.

The interior of the chest appears empty but any examination will reveal a tiny metal lever at the back. Pulling the lever will open a 10’ x 10’ trap door right at the feet of the painting. This trap does not reset and will remain open until the PCs leave and Acererak’s minions restore the tomb.

The pit is 30’ deep and filled with poison spikes. Detecting the trap is a DC 35 Perception check and disabling the pit is a DC 20 disable device roll. When the pit opens a DC 20 Reflex save avoids the fall. Otherwise the victim suffers 3d6 damage and is struck by 1d4 spikes (+15 melee, 1d6+2 damage plus poison). The poison on the spikes is Wyvern Venom. (1d4 Con dam-

age, Fortitude Save DC 17, 1/round for 6 rounds. Cure: 2 consecutive saves). This is a CR 12 trap.

Detecting the pit requires a Notice roll at -4 and can be disabled with a Lockpicking or Repair roll. The fall inflicts 4d6 damage due to the spikes and height. If a character is Shaken or Wounded by the damage they are poisoned and must make a Vigor roll or become Incapacitated. Death follows in 2d6 rounds unless the venom is treated.

Detecting the pit is a Master [13] perception-based Challenge and disabling it is a Good [9] Challenge. If triggered the pit represents an Impressive [15] hazardous Challenge. If a character suffers Wound Ranks from the pit then they must overcome a second hazardous Challenge at Master [13] difficulty due to the poison.

5) The Misty Archway and 6) The Gaping Maw

At the far end of the hallway in section 4 is an archway:

At the end of the long, painted hallway the red, tile "path" splits in two. One branch leads towards a 7' stone archway decorated with three large crystals and filled with an opaque swirling mist. The second path heads towards the southern wall where it ends directly underneath a large mosaic of green tile in the shape of a demon's face. It's mouth forms a large, gaping hole about 3' wide and dead black.

5. The archway is full of swirling mist that completely blocks vision and is impossible to clear by any means. The arch features 3 large crystals: a yellow crystal on the left base-stone, a blue crystal at the top of the arch and an orange crystal on the right base-stone. If anyone approaches within 1' of the archway the crystals begin to glow. If a character enters the arch while it is full of vapor then they will be teleported to area 7. This and other teleportation effects in the tomb are caused by warping space and thus does not allow saving throws, spell resistance or even effects like Dimensional Anchor spells.

If a character pushes the crystals in the following order: **yellow, blue, orange** then the vapors in the archway clear and an apparently empty chamber is revealed beyond with the red tile pathway continuing eastward into the room. If a character walks through the arch **on the path** then they are teleported to area 11. If a character passes through off the path (including levitating or

flying) then they are teleported to the entrance of area 3.

6. The mouth of the green devil's face is the equivalent of a fixed sphere of annihilation. Anyone who passes through the devil's mouth appears to simply vanish into the darkness but they are completely destroyed with no chance to resist.

7) The Prison of Levers

The prison has no light sources so someone teleported here may be stranded in the dark. If they can see read the following:

You find yourself in a 10x10x10 stone chamber with no doors or windows or any features at all save a row of three iron levers set in one wall.

The levers have no effect unless all are pushed upwards or all are pushed downwards.

If all the levers are pushed upwards then a small (3' square) hatch opens in the ceiling. Climbing through this passageway leads straight up for quite some distance then takes a 90 degree turn to the horizontal. Following the crawlspace to the end leads to a magical one-way door which opens into the bottom of the southernmost pit trap in area 3. There is a secret doorway in the crawlspace at the point where it turns and a character wise enough to check there has a chance to find it.

If all the levers are pulled downwards then the floor opens up into a 100' pit then closes again one round later, sealing its victims inside.

The secret door in the crawlspace can be detected with a DC 20 Perception check. The pit trap is unavoidable if triggered (as well as being undetectable and impossible to disarm without simply breaking the levers) and inflicts 10d6 falling damage.

The secret door in the crawlspace can be found with a Notice roll by a character searching the correct area. The pit trap inflicts 10d6 damage to anyone unlucky enough to fall down it.

Finding the secret door in the crawlspace is a Good [9] Challenge for someone checking the right area. The pit trap is an Inconceivable [21] hazardous challenge to anyone who falls down it.

8) Mutant Gargoyle Chamber

The monster in this chamber is held in magical stasis which is released the moment one of the doors to the chamber opens. The door

As the door opens you can hear a horrible grinding sound from within the room. A huge horned beast with stone-like skin, wings and 4 clawed arms lunges towards you!

The gargoyle will fight to the death and will freely pursue the players anywhere it can follow them (although it will not leave the Tomb itself). The gargoyle wears a large bronze collar studded with 10 huge blue quartz stones (100 gp each) the size and shape of robin's eggs. There is also a secret compartment within the collar (anyone who specifically examines the collar detects it without a roll). The compartment contains a small roll of parchment. The runes on the scroll are unintelligible unless magic is used to decipher them, in which case they read: "Look low and high for gold, to hear a tale untold. The archway at the end and on your way you'll wend." (tomb of horrors, page 4).

The gargoyle is a 12 HD gargoyle of Large size with 2 extra arms (and thus 2 additional Claw attacks) and the Advanced simple template. It is CR 9.

Large Monstrous Humanoid; HD: 12d10+84 (150 hp); Init: +7; AC: 22 (+10 natural, +3 Dex, -1 size); Spd: 40 ft, Fly 60 ft (avg); Attack: 4 claws +20 (2d6+8), Bite +19 (2d6+8), Gore +19 (1d6+8); SA: Claw Rend (2 claws, 2d6+12 damage); SQ: DR 10/magic; Saves: Fort +11 Ref+11 Will+10; CMB+21, CMD 34; Str-27, Dex-16, Con-24, Int-10, Wis-15, Cha-11; Skills: Fly +22, Intimidate +15, Perception+17, Stealth+16 (+22 in stony areas); Feats: Hover, Improved Initiative, Skill Focus (Fly), Improved Natural Attack (Claws), Weapon Focus (Claws), Improved Natural Armor

The gargoyle is a Wild Card:

Attributes: Agility-d6, Smarts-d4, Spirit-d6, Strength-d12+2, Vigor-1d10

Skills: Fighting-1d10, Intimidation-d8, Notice-d6, Stealth-d8

Pace: 3, Parry: 7, Toughness 13 (4)

Edges: Improved Frenzy

Abilities:

Armor+4, Size+2, Claws/Bite: Str+1d8 Construct, Fearless

The Gargoyle has the following Qualities:

Good [+2] Large; Expert [+4] Stony Skin; Good [+2] Four Clawed Arms; Expert [+4] Monstrous Strength; Master [+6] Mindlessly Loyal; Good [+2] Watcher; Poor [-2] Large and Heavy

There are two obvious doors in this chamber. The southernmost one leads to a series of 10x10 rooms that culminates in a trapped false door. The one at the southeast wall leads to a 10x10 chamber with no obvious exits (see 9)

9) Series of Secrets

This is a series of secret doors, each opening into simple 10x10 chambers with blank walls. However each chamber is trapped and every round it will randomly strike a single character in the chamber with a magic arrow fired from a wall.

Each secret door opens in a different manner. While it is possible to locate the secret door with an appropriate skill roll (*Perception DC 20/Notice roll/Good [9] Challenge*) characters must work out the method of opening through guesswork or experimentation:

A) Pull down, sliding into the floor.

B) Pivots on a central point.

C) Hinged at the top and swings upward and inward.

D) Slides up into the ceiling.

E) Double panels, pushed outwards.

F) Slides left into the wall.

G) seven studs are found with the secret door. Pressing all at once will open the door which closes in 1d4 rounds (cannot be opened from the other side). Pressing either button 1 or button 7 alone causes the door to fall inward (*3d6 damage, Ref DC 15 to avoid/ 2d6 damage Agility roll to avoid/Master [13] hazard*) which permanently opens the door.

The trap is a Heightened (9th level) Magic Missile spell which fires only a single missile every round (1d4+1 damage). It is impossible to disarm. This is a CR 9 trap.

The trap fires a magic bolt which hits unerringly (but never with a raise) and inflicts 1d8 damage.

The trap is an Average [7] Hazard which simply makes an "attack" every round.

10)Hall of Colors

This a long hallway that resembles section 3. The floor is colored tile (although with no “path” of tiles) and the walls and ceiling is painted plaster.

The hallway here is painted with a variety of figures and monsters each holding or interacting with large brightly colored circles or spheres. Scattered between the figures are various odd symbols and abstract designs.

The pattern of spheres (north to south, west wall on the left east wall on the right) is as follows:

Gold held above the head*	Pale Blue at shoulder
Orange held at waist**	Silver at feet***
Purple at feet**	Green held above head
Bronze waist high	Yellow at shoulder
Gray at shoulder	Pink held above head.
Bright Blue at feet	Black at feet****
White above the head	Pale Violet at shoulder
Turquoise at shoulder	Red held at waist*****
Scarlet at waist height	Buff at feet
Pale Green at feet.	Indigo held above head.

*below the figure’s knees is an illusionary wall which conceals a crawlspace to area 11

**see area 12.

***This wall is a one-way secret door from area 9.

****The sphere itself is an illusionary wall covering a crawlspace that leads to area 14

*****Below the sphere is an illusionary wall covering a crawlspace that leads to area 13.

The archway at the far end of the hallway is filled with vapor and is decorated with colored stones: Olive (left base stone), Russet (at the keystone) and Citron (right base stone). These stones begin to glow if anyone approaches within 3’. However the arch does not react to pressing on the stone or any other interaction. Anyone who walks through will be transported to the entrance of area 3 completely naked...all non-living matter is transported to area 33.

11) The “Broken” Statue

The room here is fairly small and contains only a large, 8’ tall stone statue of a horned and clawed gargoyle. The statue apparently once had 4 arms but one seems to be broken off and is laying on the ground in front of the statue.

No amount of fooling with the arm or statue allows it to be repaired. In fact, careful examination reveals that although the arm and the statue are made of the same stone and the two fit almost perfectly together they are in fact not broken at all. Instead they were both carved separately to resemble two parts of a whole (thus any repair magic fails to function because the two are completely intact already). The statue’s three open hands have small egg-shaped depressions. The gemstones from area 8 fit these depressions perfectly. If one is placed in the statue’s palms then the hand closes, crushing the gem to powder. If all 10 gemstones are crushed then a magic mouth triggers and speaks the following:

“Your sacrifice is not in vain, look to the fourth to find your gain” (Tomb of Horrors, page 5)

At this point a gem of seeing appears in the palm of the “broken” hand, coated in a special oil that renders it invisible (which must be wiped off before it can be used). Once cleaned the gem takes the form of an oval diamond in a lense shape about 1 inch long and half-an-inch thick.

All systems: The Gem of Seeing allows anyone looking through the gem like a lense to see through any and all illusions, all forms of magical concealment and even a see shapeshifted creatures as they really are. Gazing through the gem causes it to glow slightly and penetrates illusions for 5 minutes. Once the gem has been used 12 times then it shatters.

12) False Doors

These are painted doorways (obviously visible). However, opening them reveals that they are trapped false doors (see section Z).

13) Chests of Death!

The crawlspace from area 10 ends in a dead end. However there is a secret door at the end of the crawlspace, easily discovered by anyone who checks (*Perception DC 15/Notice/Average [7] Challenge*). Opening the secret door causes the crawlspace to tilt, spilling characters into the room (*1d6 damage/1d6 damage/Poor [5] hazard*)

You are spilled into a large chamber with only a single feature of note: 3 large chests: one gold, one silver and one wood in the center of the room.

The chests are firmly affixed to the floor and cannot be removed without breaking the chests apart. Each is about 4' long, 2' wide and 3'tall. The gold and silver chests are actually iron with a thin layer of plating. The contents of the chest are as follows:

Gold: A swarm of large asps pour out of the chest which continue attacking until all are killed.

Silver: The chest holds a clear crystal box with a single gold ring inside. If the box is lifted out of the chest then a magical dart trap.

Wood: Opening the chest causes a huge skeleton wielding twin scimitars to burst magically forth and attack.

The snakes form a Viper Swarm (CR 4):

Tiny Animal (swarm); HD: 9d8+27 (58); Init: +4; AC 16 (+4 dex, +2 size); Spd: 30 ft; Attacks: swarm (2d6 plus poison); SA: poison (DC 20, 1d4 Con damage. 1/round for 6 rounds. 1 save); Distraction: DC 16 SQ: Swarm traits, ½ damage from piercing and slashing; For +8, Ref +7, Will +3; Str-1, Dex-19, Con-14, Int-1, Wis-10, Cha-2

The silver chest is trapped with an Empowered Magic Missile spell which divides itself among those standing adjacent to the chest (DC 28 to find and remove, CL 9. CR 5). It contains a ring of protection +1.

The skeleton is not undead at all, but actually a skeletal variant of a flesh golem (CR 8).

Large Construct; HD: 9d10+30 (79); Init: +1; AC: 24 (+1 Dex, +14 natural, -1 size); Spd: 30 ft; Attacks: 2 scimitars +15 (2d4+7, 18-20 crit range); Space: 10 ft, 10 ft reach; SQ: Construct, DR 5/adamantine and bashing, magic immunity; For +3, Ref +4, Will +5; Str-24, Dex-13, Con--, Int--, Wis-15, Cha-5;

The gold chest contains 12 venomous snakes:

Attributes: Agi-d10, Sma-d4 (A), Spi-d6, Str-d4, Vig-d4 Skills: Fighting d10, Guts d6, Notice d12

Pace: 8, Parry: 7, Toughness: 4

Bite: 1d4

Poison: a character bitten must succeed at a Vigor roll at -2. A success means that the victim becomes Exhausted until healed (a raise means no effect). A failure means Incapacitation and death in 2d6 minutes unless treated.

The silver chest contains a trap that launches 3 magical bolts which divide themselves among targets adjacent to the chest. The bolts strike unerringly and inflict 2d4 damage. The ring grants a +1 bonus to Parry.

The wooden chest contains a powerful animated skeleton, a corpse golem.

Attributes: Agi-d6, Sma-d4, Spi-d10, Str-d12, Vig-d10 Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 4, Parry: 6, Toughness: 8

Gear: Twin scimitars (Str+1d8)

Armor+1; Construct; Fearless; Immunity magic; Fear (must make a guts roll when it appears);

The Gold chest contains 12 vipers with the following qualities: Good [+2] Small, Good [+2] Swift Strike, Master [+6] Venom; Poor [-2] Small. The snake's venom makes a second free attack if the snake's bite inflicts any damage.

The Silver chest contains an Expert [11] magical trap which targets everyone standing next to the chest with a fusillade of magical darts. The chest contains a Good [+2] Ring of Deflection. The wearer benefits from an upshift to any defensive reactions against physical blows or weapon strikes.

The Wood chest contains a terrifying skeletal construct with the following Qualities: Expert [+4] Strong; Good [+2] Twin Scimitars; Good [+2] Large; Expert [+4] Bare Bones; Master [+6] Magic Resistant; Poor [-2] Dumb;

14) Temple of Doom

The illusionary passage behind the black sphere in area 10 takes characters down a long crawlspace which eventually leads to a dead end. If the end is searched then it is possible to find a secret door (*Perception DC 30/Notice-3/Impressive [15] Challenge*). The doorway is concealed from magical detection but the gem of seeing from area 11 will reveal a faint outline.

The chamber beyond is a temple of some kind. 4 rows of wooden pews flank a path of red mosaic tiles that leads from the doorway up to a large altar of opalescent blue stone flanked by a pair of lit candelabra. The walls are decorated with scenes of everyday life but the people have rotting flesh, worms falling from their mouths and eyes and bones jutting from flesh. Despite this the holy symbols that deck the temple are those of benevolent deities.

If the PCs examine the pews it is easy to see that the seats are hinged and can be opened. The northernmost pair of pews contains 5,000 sp, the second row contains

4,000 sp, the third contains 3,000 gp and the fourth contains poison gas that is released once the seats are opened.

The gas is an inhaled version of Lich Dust which spreads to 20' diameter the first round then the entire room the second. DC 17, 1/min for 6 minutes, 1d3 Strength damage, cure: 2 consecutive saves. The trap is CR 9

The poison gas fills a medium Burst the first round, then spreads to the entire room the next round. All who inhale it must make a Vigor roll. A Raise means the poison has no effect. Success drops the character's Strength score by step and failure drops it by 2 steps.

The poison gas is an Expert [11] Hazardous Challenge. Any damage inflicted by the poison must be assigned to strength-based qualities first and may only be assigned to other Qualities once it is Zeroed Out.

The room is divided by a wooden fence. Beyond is an altar of blue, opalescent stone which glows with a faint white light. Behind the altar is a wooden chair (well-made but mundane in all ways). Touching the altar will cause a stroke of lightning to shoot along the aisle from the altar to the end of the room (Empowered Lightning Bolt, CL 10. 10d6 x 1.5 electrical damage, DC 23 Reflex for half/ Cone template, 2d12 damage, Agility at -3 to avoid/ Intimidating [17] Hazardous Challenge). The altar will then be shot through with veins of red and if touched a second time will explode (Maximized fireball, CL 10. 60 damage fire damage. DC 23 Reflex for half/ Large Burst template, 3d8 damage/ Impressive [15] Hazardous Challenge).

Other than the altar there are two urns with brass and wood stoppers (empty) and a skeleton in rusted black chainmail stretched on the floor with one arm reaching towards a glowing archway on the West wall. The archway is filled with vapors. Anyone who steps through the archway reverses gender and alignment (for systems without alignment: any hindrances, qualities or flaws based on morality and ethics are "reversed"). Stepping through a second time will restore alignment but inflict some damage (1d6/1d6/Poor [5] Hazard). Sex can be restored by stepping through a third time but this teleports you back to Area 3 with all unliving possessions teleported to Area 33.

In the southeast corner of the chapel is a tiny slot with the letter "A" faintly traced above it (Perception DC

20/Notice/Good [9] Challenge). Examining the wall will reveal that it is actually a single block of separate stone. However it is impossible to move by any means (and though it could potentially be destroyed physically it is 10 feet of solid stone). Inserting a magical ring into the slot will cause the stone wall to slide down into the ground (crushing the ring in the process).

15) Pit Passageway

Beyond the stone gate the corridor turns south to a series of steps before turning west. There is a series of three doors which have been boarded up on the western side. The boards prevent the door from being opened normally but they are quite fragile and anyone can easily bash the doors open. However, the doors open so easily that the character's momentum may send them through the door (Reflex DC 15/Agility/Average [0] Challenge) and into the passageway beyond...which features a standard pit trap. The next door is identical: barred, easily broken and with a pit trap immediately beyond it. If players smash the door in a way that doesn't involve lots of forward momentum (kicking the door, smashing it with a weapon) then they don't risk falling forward (though the pit can still be triggered normally).

The third door is also identical with a pit trap beyond. However at the bottom of the pit trap is a secret door: a wooden door painted like stone (Perception DC 15/Notice/Average [0] Challenge).

16) Mysterious Door

The doorway at the end of this long hall is bound with iron and several locks. Anyone listening at the door hears faint music and the sounds of distant laughter. The door itself is not designed to open. The locks are simply lumps of unmoving metal and the hinges are solid cast metal. Although it radiates faint magic if detection methods are used the only way to open it is simply to physically destroy it.

Should the PCs demolish the door there is a sound of frightened voices and running feet. There is faint light far to the north.

The walls of the hallway here are white alabaster and the floor is perfectly smooth gray marble. The whole hall is actually a giant balanced beam which will begin to tip once the weight of a character (at least 40 pounds) is applied at least 30 feet from the door. The north end

of the hall will begin to sink and if characters immediately begin to run for the doorway they should be able to make it out. If they do not then they must make a (DC 19 Reflex Save/Agility roll at -1/Expert [11] Challenge) each round or move 10' North and fall prone. If they succeed then they may make a (DC 10 Acrobatics check/Agility roll/Poor [5] Challenge) to move at half speed. Within 20' of the North end of the hall they begin to suffer from the heat (1d6 per round/1d8 per round/Good [9] hazardous challenge each round) and once characters are within 10' the damage increases (2d6 per round/2d6 per round/Master [13] hazardous challenge each round). If a character reaches the northernmost point then they are dropped into a pool of lava and killed instantly.

17) Secret Entrance

The wall here is actually a large stone secret doorway. The doorway can be found through simple searching (Perception DC 20/Notice/Expert [11] Challenge) however there are no signs of any means of opening the door and powerful enchantments make it immune to magic.

Use of the Gem of Seeing or a spell to detect magic will reveal a small magic aura just to one side of the door. Targeting this aura with a spell or power to dispel magic or break enchantment will unravel the spells on the door and cause it to slide open.

18) Crypt of Fear

A) The second set of stairs here are full of a cloudy haze. This haze is actually a toxic gas which generates terror. As the PCs go further down the hallway the fog becomes thicker and irritates the eyes which may make it more difficult to find the secret door near the end.

The gas causes anyone stepping inside to make a Fortitude DC 24 or become Panicked for 2d4 rounds. This is a poison, fear and mind-affecting effect. This is an inhaled poison. After 10' the gas becomes thicker and irritates the eyes inflicting a -5 penalty to any Perception rolls. The secret door can be found on a DC 20 Perception check.

Upon entering the passageway you must make a Vigor roll at -3 or make a roll on the Fear Table at +3. Moving more than 10' into the hallway causes eye irritation and inflicts a -2 penalty to Notice rolls.

Entering the passage is an Impressive [15] toxin-style hazard which inflicts Failure Ranks. Those who are Zeroed Out by these Failure Ranks must flee mindlessly for the rest of the Scene to find someplace to hide. Failure Ranks inflicted cannot be recovered until the character leaves the passage. The irritating gas causes a downshift to vision-based checks and the secret door is a Good [9] Challenge.

B) The steps beyond the secret door are filled with magical webs. The webs are so thick that anyone attempting to pass through will become hopelessly entangled. The webs are the equivalent of a force effect which can only be destroyed by magical fire. Once stuck only being burned free with magical fire will release a character.

At the foot of the steps is a silver-inlaid mace that glows with a golden light if it is picked up. The mace is designed to be exceptionally potent when used against the pseudo lich beyond (+10 to hit/+6 to Fighting/3 Upshifts (+6)).

Once the character's enter the false crypt read the following:

This place was once full of decorations that would suit a king. Now the tapestries are rotten and the furnishings have fallen apart. In the center of the chamber is a leaning couch made of of unblemished gold with a crowned skeletal figure in rotting robes which is slowly rising to its feet. A booming voice echoes throughout the room "Who dares to disturb Acererak's rest? You have found only your death!"

If one of the characters is carrying the silver mace then the false Acererak will hiss in anger and recoil slightly. The fake-lich will gesture with his hands as though preparing spells, causing crackling balls of dark energy to gather around himself. If struck with the mace several of the black spheres shatter and a roaring bellow rocks the chamber. If struck 3 times then the false lich is destroyed in a puff of dust and the mace shatters.

The False Lich is actually just an Advanced, 8 HD Wight with several permanent spells (Heroism, Mage Armor, Bull's Strength, and Eagle's Splendor). In addition the "lich" has 12 levels of Spell Turning. In addition any "turned" spells that inflict damage are Empowered (50% more damage). When turning a spell

the fake lich seems to “catch” the spell and send it flying back. The stats below reflect the spells on the fake lich:

Fake Lich (CR 7); HD: 8d8+48 (84); Init: +3; AC: 27 (+6 nat, +3 Dex, +4 Armor, +4 deflect); Attack: Slam +14 (1d6+7 plus energy drain); SA: Energy Drain (DC 20); SQ: Undead; Saves: Fort +10, Ref+7, Will+11; Str-20, Dex-16, Con-, Int-15, Wis-17, Cha-23; Feats: Blind-Fight, Skill Focus (perception), Improved Natural Attack (slam), Weapon Focus (slam)

The false Acererak has powerful protections including the ability to “reflect” any spells that target it directly. If targeted by a spell then the fake-lich can catch the spell and fling it back with the same spellcasting roll...at a +4 bonus. The fake-lich can reflect up to 15 PP worth of spells. The fake Lich is also a Wild Card but a strike from the mace is unsoakable and inflicts an automatic Wound

Attributes: Agility d6, Smarts 1d4, Spirit 1d8, Strength 1d12, Vigor 1d12

Skills: Fighting 1d10, Guts 1d12, Intimidation 1d12, Notice 1d10

Pace: 6, Parry: 7, Toughness: 12 (+2)

Abilities:

Draining Touch: Str+1d8

Undead

Armor +2: magical field

The fake Lich has the following Qualities:

Expert [+4] Terrifying; Good [+2] Strength; Expert [+4] Draining Claws; Good [+2] Undead Vigor; Expert [+4] Magical Armor; Master [+6] Spell Reflection

The Spell Reflection adds to defensive reaction against magic and if the fake-lich successfully defends against a magical attack then the Lich can downshift the Spell Reflection Quality one Rank to throw the spell back at the original caster with an Upshift.

If the fake-lich is killed by the mace or simple damage then the room will begin to shake and stones will begin to fall from the ceiling along with copious amounts of dust. Immediately after describing this begin counting slowly to 10. You may answer questions and if the party wants to try and snatch anything from the room all they can find are the fake-lich’s crown and, a jade coffer and a leather bag.

If the players run for the entrance then describe the sound of roaring stone and tortured masonry behind them as well as huge clouds of dust. Make sure to keep counting slowly but so long as the players don’t do anything but run they should be able to reach the exit by the time you reach 10. The pit traps along the way have locked themselves and will not activate (which may be a clue that not all is as it seems) and illusions and barriers the players have already passed through will flicker and waver, making it easy for them to exit at top speed.

If any players are left within the tomb (anywhere beyond area 3) when you reach 10 then the “collapse” suddenly ceases. It was all a powerful programmed illusion and the place is actually completely intact.

The jade coffer is worth 5,000 gp and contains 6 potions (Cure Moderate Wounds/Potion of Healing/Good [+2] Potions of Healing). The crown is covered with gems and worth 25,000 gp. The sack holds 276 pp, 29 10 gp gems, and scrolls containing 7 minor spells and a map to a location several hundred miles away (unknown to the players this is the lair of an ancient red dragon with a gambling problem. His cave contains nothing but IOUs). The couch is solid gold over a skeletal frame of iron. If it is melted down or chopped up it contains 65,000 gp worth of gold (about half a ton keep in mind). If it can be transported whole then it is valued at about 130,000 gp.

19) The Secret Lab

This chamber was clearly once a lab or workshop of some kind. Shelves line the walls covered in dusty jars and unidentifiable alchemical tools. Against one wall is a large desk with a pair of chairs. In addition there are two large workbenches covered in dusty tools and a pair of large stone slabs littered with linen wrappings, skulls and bone fragments. Three large vats or cauldrons apparently made from heavy clay, each about 7’ wide and 4 feet tall.

The lab here is full of ancient tools, embalming ingredients and alchemical gear. However it is almost all rusted, damaged or otherwise unusable. The only feature that really matters is the vats. They all appear to contain cloudy, foul-smelling water. The first vat (the east-most) contains only 3’ of scummy water. The second contains a slow-acting acid that takes effect one round after exposure to a substantial amount of flesh

(2d4 acid damage/1d10 damage/Good [9] Hazard) although slight exposure causes merely an uncomfortable itch. The acid is particularly effective against objects and ignores Hardness and does full damage (rather than half) to even magical objects. At the bottom of the vat is half of a golden key. Simply trying to feel around for something at the bottom is difficult and success ranges from 1% to 10% depending on the strategy used. The third vat contains a giant ooze that will pour out and attack if it is disturbed. The bottom of the vat also has the second half of the golden key.

All three vats are secured to the ground firmly and extremely heavy.

The ooze in the third vat is a standard Black Pudding (although it has odd coloration, looking like a mass of scummy water).

The Ooze in the vat:

Abilities: Agi-d6, Sma-d4, Spi-d4, Str-d12 Vig-d8

Skills: Fighting d6

Pace: 2, Parry: 5, Toughness-9

Special Abilities

Size +3

Envelope: When the Ooze succeeds at a Fighting roll it envelopes it's target. Every round a character remains trapped by the Ooze then they suffer 2d6 damage and all their non-magical equipment loses 1 point of Toughness (reducing Armor by the same amount). Escaping requires a Strength roll at -6. A dissolver may only envelope one foe at a time.

Ooze: No extra damage from called shots, fearless.

Pseudopod: 2d6 acid damage.

The Ooze in the vat has the following Qualities: Good [+2] Large; Expert [+4] Shapeless Mass of Protoplasm; Expert [+4] Acidic Slime, Good [+2] Splitting.

If attacked with a cutting or slashing weapon the ooze can downshift it's Splitting and Large Qualities to split into two identical oozes with the same Qualities. It isn't possible to split again once it reaches Poor [-2] Splitting.

20) Huge Pit O' Spikes

The floor of the hallway here drops to form an open pit that completely fills the hallway and extends for 30 feet. The pit is about 10' deep and filled with row after row of foot-tall iron spikes.

If the players wish it is easy to lower oneself from the near side of the pit to the floor and maneuver through the field of spikes to the far side. However anyone who steps on the last 5' section of flooring triggers a deadly trap:

The trap causes all spikes to fly into the air. Anyone in the pit or above it suffers 8d6 damage from flying shrapnel (Reflex DC 25 for half). The trap can be detected by searching the far end of the pit (DC 25) and disabled with a DC 25 disable device roll. The trap automatically resets the next round, with a new row of spikes lifting into place. This is a CR 10 trap.

The volley of spikes inflicts 4d6 damage to all within the pit. Those on the edge or those who have movement abilities that would let them quickly leap or fly out of the area of effect can make an Agility roll at -2 to avoid damage. Finding the trap requires a Notice roll at -2 and it can be disabled with a Lockpicking or Repair roll at -2.

The trap is an Impressive [15] hazardous challenge that must be resisted by everyone within the pit or above it. The trap can be found and potentially disabled with Master [13] Challenges.

21) Slimy and Shakin'

This chamber is concealed by a secret door in the hallway (Perception DC 20/Notice/Good [9] Challenge)

This chamber resembles some kind of burial chamber or funeral site. There are several rotting sofas, throne-like chairs, urns, braziers and vases. The place seems to have been looted at some point in the past. Six large trunks lie broken and empty but there are many smaller iron coffers scattered about that seem to still be locked. Both the East and West wall features large tapestries depicting underwater scenes. There is also a doorway in the Northeast corner of the room.

The doorway in the northeast part of the room is a trapped fake door. There are 24 small iron coffers in the room which may contain either (1d6 x50 gp) worth of coins and small gems (50%) or 1-3 poisonous snakes (50%).

1d6 rounds after entering the chamber the room will begin to shake tremendously. The tremors last for 1 round and could potentially cause someone to lose their

footing. The chaos will resume 1d6 rounds later so long as there are people in the chamber. If anyone is holding a tapestry when the shaking begins they have a 2 in 3 chance of tearing it.

The tapestries are magically stabilized hybrids of green slime and brown mold. So long as they are not cut, torn or burned then they simply appear to be cloth tapestries and may be handled safely.

Behind the western tapestry is a secret door (**Perception DC 20/Notice/Good [9] Challenge**).

If torn the tapestries transform into a wave of green slime covering a 10' x 20' area. The sheer volume of green slime will utterly dissolve any character as well as any non-magical organic and metallic possessions. If the tapestries are burned they transform into brown mold and begin absorbing heat. This affects anyone within 5' and does 5d6 non-lethal cold damage. The snakes in coffer are standard venomous snakes.

The green slime has identical effects, destroying all in a 10' x 20' area. The Brown Mold effect will require everyone within 2" to make a Vigor roll at -2. A failure inflicts a point of Fatigue which can only be recovered by several minutes spent warming themselves at a campfire or some equivalent heat source. The snakes are standard poisonous snakes.

The brown mold is a Master [13] Hazard related to intense cold which inflicts Failure Ranks. The snakes have a single Expert [+4] Poison Snake Quality.

22) Misty Cavern of the Fish Lady

The hall here ends in what appears to be an opening to a natural cavern. Beyond a roughly circular opening of rough, uncarved stone is a thick veil of silvery mist with occasional threads of gold. The mist is opaque beyond a few feet but you can hear the sound of water splashing quietly against rock.

The cavern here is large and filled with a shallow pool. Within is a siren imprisoned here by Acererak's evil magic. The curse on the siren forces her to remain here in the cavern until someone else requests that she leave. The siren is friendly to all of good heart but her curse prevents her from answering questions herself, providing only evasive and unhelpful answers. She can only engage in simple, everyday conversation. Her

curse can only be lifted if someone invites her to come out of the cavern. If freed she'll be extremely grateful and will gladly provide aid to any adventurers of good heart.

The fog itself is a magical trap which can cripple the intellect of anyone who steps into it. The magical idiocy can only be cured by natural sunlight or by the siren's touch (after she's been freed of her curse).

Next to the siren are two large sacks: one large and one small. Touching either sack causes both the other sack and the siren to vanish. The large sack is actually a bag of holding (weighing 5 lbs and capable of holding 250 lbs with a 30 cubic feet capacity) and contains 50 coins each of copper, silver, gold and platinum. To find the contents of the small sack roll a d6:

- 1-Filled with Wool
- 2- 1d6 random potions
- 3- 1d6 random scrolls.
- 4- 8d6 gems worth 100 gp each.
- 5- magical bracers (**Bracers of Armor +4/grants +2 to Parry/Expert [+4] Bracers of defense**)
- 6-Ring of Feather Falling

It is impossible to get both sacks. If one is touched the other and the siren vanish forever.

The mists are a magical poison which requires anyone who steps inside to make a Fortitude Save (DC 24) or become an idiot as though affected by Feeblemind.

The Siren: Medium Magical Beast; HD: 8d10+8 (52 hp) Init: +3; AC: 18 (+3 Dex, +1 dodge, +4 natural); Spd: 30 ft, swim 50 ft; Attack: touch +11 (feeblemind); Svs: Fort +7 Ref+11 Will+6; SA: Bardic Performance (as 4th level bard) Siren's Song, Sneak Attack +2d6; SLA (CL 7th): 3/day-cause fear (DC 16), Charm Person (DC 16), Deep Slumber (DC 18), Shout (DC 19); Str-10, Dx-17, Con-12, Int-14, Wis-19, Cha-21; Feats: Dodge, Flyby Attack, Lightning Reflexes, Weapon Finesse; Skills: Swim +15, Knowledge (history) +10, Perception +15, Perform (Sing) +13, Stealth +14

Those who enter the fog must make a Vigor roll at -2 or immediately have their Smarts drop to d4 and considered unskilled (1d4-2) in all skills linked to Smarts until cured.

The Siren:
Attributes: Agility-d8, Smarts-d10, Spirit-d10, Strength-d6, Vigor-d6

Skills: Fighting d4, Guts d6, Notice d10 Persuasion d8, Spellcasting d10, Stealth d10, Swimming d10 Charisma +2, Pace 6, Parry 4, Toughness 5 Special Abilities:

Aquatic: Pace 10 underwater.

Attractive: +2 charisma

Magic: 30 PP, and the following Powers: Invisibility, Shapechange, Healing and Siren's Song (as Puppet but duration is in hours and only makes the target friendly, not enslaved)

The mists represent an Impressive [15] Challenge toxin-based challenge which, if failed, will automatically drop any intellect or academic Qualities to Poor [-2] until cured. If a character has no Qualities of this type then they gain a new Flaw or Weakness of Complete Idiot until cured.

The Siren has the following Qualities:

Master [+6] Enchanting Beauty, Expert [+4] Enthralling Song, Good [+2] Illusions, Expert [+4] Aquatic

Her Enthralling song can be used as a supernatural "attack" against a character's mind, inflicting Failure Ranks. Foes who are Zeroed Out become enslaved by the Siren's will.

Her Illusions Quality lets her become invisible, create phantasms and false shapes.

23) "Fake" Door

The door here is a fake door, opening to a blank wall. This one is untrapped. However, the stone wall actually contains a secret door here (only found if the PCs specifically search the wall revealed behind the fake door) (Perception DC 20/Notice/Good [9] Challenge).

In the floor immediately beyond the secret door is a second secret: a hidden trapdoor (Perception DC 20/Notice/Good [9] Challenge). The trapdoor opens to a steep spiral staircase that leads to a small passage that leads to area 24.

Past the trapdoor to the North is a ramp that leads to a dead end about 10' lower than the level of the floor. The door to the east is exceptionally large (a full 10' tall and wide) and leads to a second large door opening north. Opening this door releases a flood of transparent, odorless sleeping gas.

The sheer intensity of gas means that there is no saving throw and all within the hallway simply collapse into a deep sleep for 2d4 rounds. Only those completely immune to poison or sleep effects (such as elves and half-elves) may remain awake. It is impossible to awaken anyone until they are removed from the gas.

All in the hallway must make a Vigor roll at -4. On a raise they may remain awake. On a success they sleep for 1d4 rounds. If they fail then they sleep for 2d4 rounds. Immunity to poison of course prevents this.

The poison gas is an Impressive [15] toxin-based Challenge. Failing the challenge does not inflict damage, instead the character sleeps for a number of rounds equal to the difference between the roll and the TN.

1d4 rounds after the door is opened a huge rolling boulder carved in the shape of a demon's head is released from the 20x20 room to the north. The floor is slightly inclined and the stones are specially angled to guide the boulder along the way. The boulder fills the hallway and moves 1d6 x 10 feet per round along the tunnel and down the hallway. Anyone it rolls over is instantly crushed to death. No save, no appeal. The boulder will eventually roll down the ramp to the north and come to rest.

((I was a little free with this section as it's one of the less well-written and confusing sections of the tomb. How does the huge juggernaut fit through normal doors? How does it roll around corners? What are those random stairs for? If you've got answers that you prefer then feel free to replace this segment)).

24) Sword Gate

The hallway ends in a truly enormous vault door of polished adamantine. The doorway has no obvious handles or lock but there are 3 slots about the height and width of a finger positioned waist high on the doorway.

The doorway is magically treated adamantine and is enchanted with permanent and unbreakable anti-magic. It is for all intents and purposes invincible to anything short of divine power. This immunity extends to the stone immediately around the door as well.

If 3 sword blades are shoved into the slots simultaneously then the door swings wide. However it will close

in five rounds and there is no means of opening it from the far side.

25) The Throne Room

This massive chamber is decorated in a variety of colorful pastels and contains scores of stone columns about 3' wide. From the doorway you can see a large dais topped with a great silver throne. In the center of the room is a wide expanse of blackened stone with several scattered charred corpses.

The pillars that fill this room are enchanted and if a character touches them then they suddenly become light-than-air, floating up like a balloon although the effect can be dispelled (CL 13/d12 spellcasting skill/Master [13] Challenge)

A slight draft will cause floating characters to drift northwards towards 25a or 25b (whichever they are closest to).

A) Devil Face: This mosaic is high above the ground (about 25') but otherwise looks identical to the demonic face in section 3. Anyone who comes within 3' of the face will be sucked in by a powerful force and is spat back out of location 6, completely naked with all equipment teleported to area 33.

B) Another devil face: This face seems identical to 25a, however it is tinged blue rather than green. Anyone drawn into its mouth appears at section 27A.

C) Charred Remains The center of the room features a wide expanse of blackened and slagged stone as well as a selection of burnt bones and armor. In the center of the destruction is a fist-sized orange gem that glows with an inner light. The gem radiates intense magic and attempts to identify it can easily tell that magic this powerful could only be related to a *Wish* spell. The gem is cursed however. If a character makes a wish on the gem then its curse will reverse, twist or pervert the wish to ensure the worst possible result. Immediately after making the wish the gem begins to glow red which becomes stronger and brighter. Count to 10 and once you finish the gemstone explodes in a burst of searing light and heat. This burst kills all within 15' feet of the gem...no save or chance of survival. The gem is reduced to a mass of bubbling purple mold and will take a week to reform into an orange gemstone.

D) Silver and Obsidian Throne: The dais to the South is pitch black ebony with a throne carved from obsidian and decorated with silver and ivory stones. Upon the throne rests a golden crown (25,000 gp) and an electrum scepter topped with a golden ball and a silver knob (12,500 gp).

Wearing the crown grants the wearer immunity to the levitation effects of the pillar and also grants the ability to see in this chamber as though it was illuminated by daylight. Unfortunately the wearer is blind the moment they step outside the room and the crown cannot be removed! However, the wearer will magically know that the crown can be removed by touching it with the scepter.

If the silver knob on the scepter is touched to the crown the wearer is instantly reduced to stinking powder with no chance of resistance. Touching the crown with the gold ball will cause the crown to pop off. My suggestion: provide the player wearing the crown with a rod (a stick, ruler, pencil, wooden spoon, etc). Make sure to describe it completely and indicate the different parts of the rod and ask the player to show you what he will do with the rod.

Examination of the throne itself reveals a small engraving of a crown filled with silver inlay. If the silver tip of the scepter is touched to this carving then the throne sinks into the floor and reveals a passageway beyond.

If either the scepter or the crown are taken from the tomb a powerful demon is sent to retrieve them within a week.

26) Doors of Blue

As you approach you can see that this door actually glows with a faint, electric blue light which grows brighter as you come closer.

Both doors appear identical but the westernmost room is empty, containing only dust. The eastern room contains a short stone table with a wooden coffin resting on top. The room is full of empty urns and broken chests. Within the coffin is a mummified corpse, its wrappings partially undone and a large amethyst lodged in its eye socket (5,000 gp). If the gem is removed the mummy animates and attacks.

The mummy is a 2nd level Fighter who also benefits from a permanent Haste spell and a ring of Major

Energy Resistance (Fire) hidden beneath the wrappings of his left hand. CR 7.

Medium Undead; HD: 8d8+2d10+45 (92); Init: +1; AC: 22 (+1 Dex, +10 Natural, +1 dodge); Spd: 50 ft; Attack: 2 slams +19 (2d6+13 plus mummy rot); SA: Aura of Despair (30 ft, paralyzed for 1d4 rounds, Will DC 18), Mummy Rot (DC 18); SQ: Undead; Fort +9 Ref +3 Will +10; Str-28, Dex-12, Con--, Int-8, Wis-15, Cha-19; Skills: Perception +17, Stealth +12, Intimidate +15; Feats: Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam), Improved Natural Attack (slam), Cleave, Vital Strike

The mummy is a Wild Card and is enchanted with a permanent version of the Quickness spell, granting it an additional action with no penalty and a ring of fire resistance (+6 armor vs fire effects).

Attributes: Agility-d4, Smarts-d6, Spirit-d10, Strength-d12+2, Vigor-d12

Skills: Fighting-d8, Guts-d10, Intimidation-d8

Pace: 4, Parry-6, Toughness-10

Abilities:

Fist: Str-1d6

Arcane Resistance: +2 to armor against magic and +2 to rolls made to resist magic.

Fear: Once the mummy animates all who see it must make a guts roll.

Mummy Rot: Anyone touched by a mummy (even if not Shaken or Wounded) must make a Vigor roll. Failure means that characters suffer mummy rot and suffer an immediate wound.

Undead

Shuffling Gait: mummies roll a d4 for running dice.

Weakness (Fire): Mummies take 4 extra damage from fire.

The Mummy has the following Qualities: Expert [+4] Supernatural Quickness; Expert [+4] Undead; Master [+6] Terrifying Strength; Good [+2] Aura of Fear; Poor [-2] Shambling Horror

The mummy also has an Expert [+2] Ring of Fire Resistance which counteracts it's normal Poor [-2] Fire Vulnerability.

27) Purple Portal

This door appears very similar to the ones marked 26 except that it glows purple rather than blue. Upon opening the door read the player's the following:

Beyond the door is a bare chamber about 10 foot square. There is a second doorway on the opposite wall and there are 8 sets of decorative weapons, a pair of crossed swords and a shield, hung up on the walls.

So long as no one enters the room everything is peaceful. However as soon as someone steps across the threshold one of the sets of swords and shield will animate and fly across the room to attack. If the threshold is crossed a second time then another set will animate and attack, repeating every time the threshold is crossed. Each set of weapons is progressively more powerful than the previous one as well.

*The set of swords and shield is treated as a single Medium animated object with the Metal, Additional Attack and Additional Movement. It is considered 'armed' with a pair of +1 longswords and a +1 large steel shield. The weapons also have unbeatable spell resistance with the following exceptions: **Repel Metal Or Stone** or **Repulsion** will cause the weapon to retreat back to the wall. **Heat Metal** will cause one object (of the caster's choice) to fall to the ground, inanimate, this inflicts 1/3rd the set's max HP in damage and causes them to lose an attack (by removing a sword) or lose the shield bonus (for the shield). **Transmute Metal To Wood** has the same effect but can target two of the set of 3. **Disintegrate** affects the objects normally. **(Greater) Magic Weapon** removes the enhancement bonus to the weapons. The first set is CR 4 and has the following stats:*

Medium Construct; HD: 3d10+20 (36 hp); Init: +0; AC: 19 (+6 natural, +3 shield); Spd: Fly 30 ft (perfect); Attacks: 2 Swords +6 melee (1d8+3); SQ: Hardness 10, Construct, Magic Immunity; Str-14, Dex-10, Con--, Int--, Wis-1, Cha-1; Saves: Fort +1, Ref +1, Will -4;

Each additional sword and shield set beyond the first has an additional HD and the enhancement bonus of the sword and shield increases by 1. The 4th weapon (and beyond) has its saving throws increase by 1, and again for the 7th weapon.

2nd sword: 42 HP, +8 to hit (1d8+4), AC 20. CR 5

3rd sword: 47 hp, +10 to hit (1d8+5), AC 21. CR 6

4th weapon: 53 hp, +12 to hit (1d8+6), AC 22. CR 6

5th weapon: 58 hp, +14 to hit (1d8+7), AC 23. CR 7

6th weapon: 64 hp, +16 to hit (1d8+8), AC 24. CR 7

7th weapon 69 hp, +18 to hit (1d8+9), AC 25. CR 7

8th weapon: 75 hp, +20 to hit (1d8+10), AC 26. CR 8

The weapons are Extras "armed" with a pair of longswords (enchanted to grant +1 to damage) and a large shield (enchanted to add +1 to Parry)

Attributes: Agility-d8, Smarts-d4, Spirit-d4, Strength-d8, Vigor-d8

Skills: Fighting-d6, Notice-d12

Pace: 8 (flying), Parry-8, Toughness-9

Abilities:

Armor +2

Size: -1

Swords: Str+1d8+1

Improved Frenzy: Can make two Fighting attacks a round without penalty.

Magic Immunity: Cannot be affected by spells except those that specifically target metal or the Smite spell which has the reversed effect (-2 or -4 to attack).

Construct

The second weapon has identical stats to the first. The 3rd and 4th weapons are more powerful, their Fighting score increases to d8, their Toughness increases by 1 and the enchantments on the "gear" go up by one. (final Parry becomes 10, Toughness 10 and damage is Str+1d8+2). This increases the same way with every other weapon (the 5th and 7th).

The weapons have the following Qualities:

Averag [0] Flight, Good [+2] Twin Blades, Good [+2] Defending Shield, Master [+6] Magic Resistance

All weapons have the same Qualities however every other weapon (3rd, 5th and 7th) is progressively more enchanted, granting an upshift to offensive and defensive reactions. So the 3rd and 4th have +2 to any combat rolls, the 5th and 6th have +4, the 7th and 8th have +6.

A) This second room is much larger. If anyone is teleported here from area 25b then glowing letters appear on the floor:

"You who dared 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, heroes." (Tomb of Horrors, pg 8)

The chamber is full of long-rotted corpses and skeletons, broken weapons and decayed armor. A small fountain in one corner provides plenty of water (there are hundreds of drain holes in the floor and walls which ensure that the room cannot be flooded).

Searching the room will reveal about 50-300 coins of silver, gold and platinum but all the equipment and weapons of previous victims have decayed or been smashed to bits. Anyone who attempts to leave by the Southern door will be attacked by all 8 weapons at once until they retreat back into their prison.

28) Foyer of Wonder

After opening up the throne the PCs can find a passageway leading to the South and opens to a wide foyer.

The passage opens up here into a wider room with a series of ascending steps. The steps are made of different materials: onyx, pink marble, lapis, black marble, serpentine and malachite. The walls of the hall are made of copper, rare woods and ivory. The ceiling is a highly polished silver mirror that reflects and spreads even the slightest light. Upon the fourth step is a large cylindrical key of bronze and at the head of the steps is a pair of huge doors of bright mithril.

The key on the stairs has a powerful spell of revulsion cast upon it. Resisting the spell is possible (*Will save DC 27/Spirit Roll at -2/Impressive [15] Challenge*) but anyone who cannot overcome it will be unable to touch the key or even willingly approach within 2' of it. This is the Second Key.

29) Mithral Door

The vast mithral doorway is about 15 feet wide and twice as tall. Where the two doors meet, about 3 feet above the ground, is a round, hemispherical depression about the size of an orange with what appears to be a keyhole in the center.

If compared it looks like the hole in the door will fit the Second Key. However if this is attempted a surge of electricity strikes the one holding the key (*1d10 electrical damage/1d10 damage/Good [9] Hazard*) and attempting the same with the First Key is even more dangerous (*2d10 electrical damage/2d6 damage/Expert [11] Hazard*)

The true key is the scepter from section 25. The golden ball on the end, if inserted into the depression, will cause the gates to swing open. If the silver knob is used then the holder of the scepter is teleported instantly to area 6 and spat out of the demon's mouth nude (with all equipment sent to area 33) while the scepter and crown (if worn) are sent back to the throne.

The doors are heavily enchanted and are completely immune to magic. The door is incredibly durable (3' of solid mithral) but not invulnerable. However any attempts to damage the door will cause it to begin bleeding profusely. The flow increases and begins to cascade down the steps. It fills the room up to the 1st step in 6 rounds and in 20 rounds it will fill the entire room.

The blood will flow continuously and only the following methods can influence it:

- Healing spells cast upon the doors themselves will stop the blood-flow.
- Spells that inflict cold damage may freeze the source of the blood flow for 3 rounds.
- Magically created water introduced into the blood will purify it and transform it into normal water. This stops the bleeding but does not cause the water to vanish.
- Attempts to move the blood magically (via telekinesis or levitation or similar effects) will cause it to compact and coagulate into a giant ooze of your choice (just remember that the longer the blood has been flowing the bigger it will be).
- Attempts to transmute the blood magically will result in the spell going out of control and transforming the blood into 2d6 corporeal undead of your choice.
- Spells to purify water, cleanse toxins or cure poison simply cause the toxic blood to separate into pure water and a gaseous poison (*1d3 strength damage, 1/round for 6 rounds. Save DC 26, cure: 1 save/Vigor roll at -3 or Strength score drops by 2 die types to a minimum of d4/The poison is an Intimidating [17] hazard which inflicts Wound Ranks. These ranks are applied first to strength based Qualities*).
- Spells to raise the dead will cause the blood to evaporate and form into the shadowy form of a human cleric who blesses those in the chamber (*this grants the benefits of a full night's sleep/restores 8 PP and grants a natural healing roll/All Failure Ranks are restored and 1d6 Wound Ranks are recovered*).
- Any fire damage, magical or otherwise, cause the entire mass of blood to boil away in a deadly cloud of gas. All within the foyer who are not immune to gas are killed with no chance of resistance. To any at the throne or within the 5' passage the gas is merely dangerous (*1 Con Drain/1d3 Con damage, 1 round for 6 rounds, Save DC 26, cure: 2 consecutive saves/Vigor roll at -2. On a raise nothing happens, a success inflicts an automatic Wound and failure leads to Incapacitation followed by Death in 2d6 rounds/The poison is an Inconceivable [21] hazard which inflicts Wound Ranks*).

This chamber also has a polished silver ceiling with walls of ivory inlaid with gold and polished agate floor. In each of the four corners of the room are huge statues of black iron in the shape of armed warriors. Immediately across from the doorway is a large granite sarcophagus. On it's lid the word "Acererak" is inscribed and one end has been smashed in. Alongside the coffin is a pair of large iron chests and in front of it is a large brass urn with a thin stream of smoke trickling from the top.

A) The urn is is very large and decorated with gold. It's top is stoppered with brass and a lump of gold except for a small vent which allows smoke out. If the gold stopper is removed then an efreet is released. If the players have toppled, broken or otherwise damaged the urn then the efreet is enraged and attacks. Otherwise it will perform up to 3 services for the party and then depart.

((Note, unlike the original this chamber is not anti-magic. The anti-magic effect served no real purpose and also contradicted several other effects within the chamber. If you feel differently then feel free to add it back in))

The efreet is a standard example of its kind. See Pathfinder's Bestiary. It can grant wishes but will only use that power if the character phrases the request with "I Wish..." Otherwise it will simply fulfill the task to the best of its other abilities.

The Genie cannot simply grant wishes but it will do everything in its significant power to accomplish a wish (so if a character wishes for a magical sword the genie will likely teleport somewhere it knows it can find such a sword, take it and teleport back). The efreet is a Wild Card and has the following stats:

Attributes: Agility-d8, Smarts-d8, Spirit-d8, Strength-d12, Vigor-d10

Skills: Fighting- d8, Guts-d8, Intimidation-d10, Notice-d8, Spellcasting-d10, Taunt-d10

Pace: 6, Parry-6, Toughness-7

Gear: Scimitar (Str+d8)

Abilities:

Immunity (fire): No damage from fire or attacks with fire trappings.

Invisibility: Efreets can become invisible with a Smarts roll and remain that way indefinitely.

30) Yet Another Decoy

Magic: Efreet have 20 pp and know the following spells: Blast (fire), Bolt (fire), Fear and Shapechange (as a Legendary caster).

Smoke Form: The efreet can transform into smoke which makes it immune to most physical attacks but it cannot use magic or attack itself. Transforming into its smoke form requires a Smarts roll.

Teleport: The Efreet can teleport with no range limit, but a smarts roll is required to teleport to unseen locations.

Variable Size: Efreet can increase their size at will from human form (represented by its normal stats) up to 100' tall (size +10). The largest it can grow within this chamber is size +4 (making them Size Large). Each increase in Size also adds 1 to the Efreet's Strength.

The efreet has the following Qualities and will fulfill requests to the best of its abilities if peaceful:

Expert [+4] Illusion and Shapeshifting, Master [+6] Fire Magic and Immunity, Expert [+4] Might, Expert [+4] Conjure Objects, Expert [+4] Supernatural Vigor.

B) The stone coffin has clearly been smashed in and looted. Looking inside it's possible to see the inner shell is made of wood and that there's nothing left but a skull, a few bits of bone and cloth and a broken staff (this is actually a broken Staff of Power which could potentially be repaired). The letters on the coffin's lid are platinum (worth 1000 gp if pried loose).

C) The iron chests are massive and have 3 locks each. All show signs of attempted prying and battering but they're mounted directly to the floor and cannot be moved without simply destroying them. The eastern chest contains 10,000 gemstones each appears to be worth about 50 gp (they're actually 1 gp quartz lumps with an illusionary disguise). The western chest contains what appears to be 10,000 platinum pieces (actually copper pieces with an illusion spell). Both illusions remain in effect until the treasure is taken more than 13 miles from the Tomb.

The chest has 3 Superior (DC 40) locks and each are trapped with poison needles (DC 20 to find and disarm, +15 to hit, injecting Wyvern venom: 1d4 Con damage, Fortitude Save DC 17, 1/round for 6 rounds. Cure: 2 consecutive saves)

Picking the locks on the chests requires a Lockpicking roll at -4 and the poison needle traps require a Notice Roll to find and a Lockpicking or Repair roll to disable. The poison needles inflict no damage but require the

victim to make a Vigor or become Incapacitated. Death follows in 2d6 rounds unless the poison is treated.

The locks on the chest can be opened with an Impressive [15] Challenge and the poison needles are an Expert [11] Challenge to both locate and disable. If the needle trap is triggered then the poison is an Intimidating [17] Hazardous Challenge which inflicts Wound Ranks.

D) The iron statues appear as fierce warriors. The north-eastern statue is armed with a saw-toothed greatsword, The northwest has a large, crushing mace, the southeast carries a spiked morningstar and the southwest has a wicked-looking voulge. All statues have faint auras of magic and evil but other than that are simply hunks of iron. However they are not secured to the floor and with sufficient strength they can be moved (*DC 20 Strength Check/Strength roll at -5/Impressive [15] Strength-based Challenge*) The north-western statue conceals a pull ring which can pull up a large "plug" of stone to reveal a 10' chute leading down to a passageway to area 31 and 32.

31) Out-Of Phase Doors

The doors here are one-way, using a form of spatial manipulation. Stepping through the door from the north takes you directly to the other side of the wall on the map. However from the south it is simply a stone wall. There is no direct connection between the hallways...in fact area 31 is actually several yards away and several yards below the hallway it "connects" to.

Stepping through the doors also creates a standard pit trap on the opposite side which was not there before.

32) The Door

This section of the wall is protected from any magical scrying or detection but examination of this location (no check required but the PCs must specifically search this 10' section of wall to find it). They can find a small, metal-lined opening: a key-hole. The walls here are magically treated and reinforced with a massive adamantine slab, making it effectively impossible to smash through and it is magically protected from any spells or magic items that would open it. The lock is also magical rather than mechanical and cannot be picked. Only the First Key (the gold key from 19) can be used to open it. The wall will sink into the floor.

33) The Crypt...for real this time

This chamber is about 10 feet wide and 20 long, with an arched roof about 25 feet above your head. The stonework here is fine but plain and free of any decorations. In fact the only feature of the room is a small depression in the floor, about two feet wide and only a few inches deep.

Examining the depression reveals a second keyhole right in the center. Inserting the first key will result in an explosion as the key shatters and sends the key-turner flying (*5d6 damage, Ref Save DC 25 for half/3d6 damage/Master [13] Hazardous Challenge*), although the keyhole will be unharmed. The Second Key (the one on the stairs from area 28) will have no negative reactions but nothing will happen until the key is turned 3 times to the right. This will cause the ground to tremble and all but the northernmost 5' of floor begins to raise. Anyone standing too long on the raising floor will be crushed by the ceiling...but the floor rises slowly and unless someone stubbornly decides to stay put there's no reason they can't get off safely.

The rising floor will reveal a mithril vault with a single door and a pull ring. The door is unlocked and opens into a small chamber that contains two main things:

First a pile of treasure. This includes any objects teleported here by teleporter traps throughout the Tomb. In addition it contains the following:

- 97 10 gp gems, a single 10,000 gp peridot, a 50,000 gp emerald and a 100,000 gp black opal.
- 12 potions and 6 scrolls (all major, determined randomly)
- 1 magical ring, 1 magical rod, 1 magical staff and 3 other miscellaneous magical items. All are major.
- A powerful magical sword (*A +4 Longsword with a randomly determined special ability/A Longsword which grants +3 to Fighting and Damage rolls and grants a randomly determined Combat Edge/A Master [+6] Longsword*) mixed with two other nearly identical swords (both cursed) and a cursed spear that will attack the wielder if used.

The tomb also contains the final remains of Acererak, the demi lich in the far side of the chamber. A jeweled skull lying on a pile of dust. Should anyone touch the treasure in the chamber the dust swirls into the air, taking a humanoid form which hovers in the air. Roll for initiative but the dust-form always acts last. If the

players choose to do nothing and leave the dust-form alone it will not act, merely threaten and approach. However every attack against the dust gives it one "point" of energy. Spells directed at the form give it one "point" per level of the spell (*Or Half the PP spent, rounding up/or the MOD of the spell or magical Quality used*) and if 50 "points" are achieved then the dust transforms into a powerful undead and attacks!

The dust will take the form of an Advanced, 10 HD Spectre (CR 9)

Medium Undead (Incorporeal): HD: 10d8+40 (85 hp); Init: +9; AC: 19 (+4 deflection, +5 Dex); Spd: 80 ft (perfect); Attack: Incorporeal Touch +13 (2d6 plus energy drain); Save: Fort +7, Ref+8, Will+12; SA: Create Spawn, Energy Drain (2 Levels, DC 19), SQ: Incorporeal, Channel Resistance +2, Resurrection Vulnerability, Sunlight Powerlessness; Str--, Dex-20, Con--, Int-18, Wis-20, Cha-19; Skills: Fly+13, Intimidate+15, Knowledge (History) +12, Knowledge (Religion) +15, Perception +19, Stealth +16, Survival +13; Feats: Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (Touch), Improved Natural Attack (touch).

The "dust-ghost" is a Wild Card with the following stats: Attributes: Agility-d6, Smarts-d6, Spirit-d12, Strength-- Vigor-d10

Skills: Fighting-d10, Intimidate d12+2, Notice-d12, Taunt-d10, Stealth-d12+4, Throwing-1d10

Pace: 6, Parry-7, Toughness-9

Special Abilities:

Ethereal: The ghost cannot be harmed by anything but magical attacks.

Fear-2: seeing the ghost requires a Guts roll at -2.

Telekinesis: The ghost can use Telekinesis at will with a Spirit roll in place of its spellcasting skill.

Undead

The dust-ghost has the following Qualities:

Master [+6] Incorporeal, Expert [+4] Terrifying, Expert [+4] Draining Touch of Death, Good [+2] Telekinesis.

The skull has two large gemstones (50,000 gp rubies) stuck in its eye sockets and 6 diamonds (5,000 gp each) in place of its front teeth. If anyone touches the skull the spirit of Acererak stirs, causing the skull to rise into the air and scans those before it. It can sense the powers and abilities of anyone it sees and will usually target the most powerful individual first (or whoever represents the greatest threat). It draws the soul from a character's body and sucks it into one of its diamond teeth. There is no chance to resist this power and whoever Acererak targets is reduced to stinking sludge as their soul is

consumed. The skull sinks down again and will not rise until it is touched or struck again at which point it will consume another soul. Once it has consumed 6 souls it will sink again and if it is disturbed once again then it will unleash a curse on anyone else in the Tomb. They will be teleported randomly 100-600 miles away and struck with a potent and permanent curse of the GM's choice. Like many of the teleporter traps in the tomb the characters are teleported away naked with all their possessions and loot remaining in area 33.

The skull is more of a trap than a creature and powerful magic ensures that no spells can affect it and it is immune to all normal harm (with few exceptions, see below). Because Acererak is more of a trap than a creature the following rules work for all systems:

Acererak's skull has 50 hp and can only be damaged in the following ways:

- Spells of forgetfulness or confusion cast when the skull floats up cause it to lower without draining a soul.
- A spell designed to shatter crystals or glass will inflict 10 damage.
- Death or energy draining magic cast while on the astral or ethereal plane can kill Acererak instantly (don't forget about the demons though).
- A holy or divine warrior (paladin, cleric, etc) wielding the uncursed sword found in Acererak's vault (or any similarly powerful weapon) can inflict 5 hp of damage with a strike.
- Spells that banish or disperse evil or dark magic inflict 15 hp of damage.
- The huge gemstones in the vault contain bits of Acererak's dark magic and can be used as a weapon against him. They inflict damage equal to 1/10,000th of their value.

If Acererak is destroyed those souls already absorbed will have a chance to survive his death (*Will DC 22/Spirit-1/Expert [11] spiritual challenge*). If the soul survives then they remain trapped within the tooth-gem. The soul may be released by crushing the gem but the character remains dead. At this point the soul passes on to the afterlife or (if available) a suitable soul-less vessel.

And BAM! That's the Tomb of Horrors! Other than the gobs of treasure what reward should characters get for overcoming the ultimate challenge? That's really up to

the GM but I suggest that for Pathfinder characters they should earn at least enough XP to increase by a level, or the equivalent of a CR 20 encounter, whichever is higher. Savage Worlds Characters should of course earn XP for every session spent exploring the tomb, but completing the Tomb should be worth at least an additional 5 XP.

There's no "standard" XP system for PDQ, but the "assumed" version of PDQ for this was Questers of the Middle Realms, in which case you should award at least an extra Level for characters.

Of course the real reward is bragging rights.

Z) Standard Traps and Troubles

These are traps and hazards that appear in multiple areas of the tomb and are therefore grouped here for convenience.

Ethereal Horde

The ethereal plane around the tomb is filled with hundreds of Acererak's demonic servants. Their main purpose is to reset traps and keep the tomb in good repair (so those who attempt to simply tunnel through walls over the course of hours or days will find their tunnels healing themselves as the unseen demons work to repair the tomb). Those who attempt to turn ethereal within the Tomb will soon be under attack by demonic forces. The exact enemies are up to the GM but there is no effective limit to their numbers and they grow stronger the closer players get to Acererak's crypt.

Teleportation

Several effects in the Tomb will teleport characters from one place to another. These effects are not any kind of standard teleportation, Acererak's spells are far more powerful. The Tomb's teleporters actually warp space and thus do not allow a saving throw or spell resistance. Standard teleportation-blocking spells and powers do not prevent teleportation either.

Standard Pit

The average pit in the tomb is 10' deep and filled with poison spikes. It is concealed by a counterweight which closes the pit immediately after opening. Each pit is a 10' square and only will trigger if at least 30 pounds of force are applied

A DC 20 Perception roll can detect a standard pit and a DC 20 Disable Device check can disarm the trap. If the trap is triggered the victim can attempt a DC 20 Reflex save to avoid falling in. Those who fall into the pit will be targeted by 1d4 spikes (+10 melee, 1d4+2 damage plus poison). The poison is equivalent to Wyvern Venom (1d4 Con damage, Fortitude Save DC 17, 1/round for 6 rounds. Cure: 2 consecutive saves). This is a CR 9 trap.

Pit traps can be detected with a Notice roll and disarmed with a Lockpicking or Repair roll. Avoiding the trap requires an Agility roll at -1. Those who fall into the pit suffer 2d6 damage from the fall and spikes at the bottom. Anyone who is Shaken or Wounded by the damage is poisoned and must make a Vigor or become Incapacitated. Death follows in 2d6 rounds unless the poison is treated.

Detecting and disarming standard pits is a Good [9] Challenge with appropriate Qualities. If triggered the pit is a Master [13] Hazard representing the fall and the spikes. Anyone who suffers Wound Ranks from the fall must resist an Impressive [15] Hazard due to the poison on the spikes.

Trapped Fake Door

Within the tomb are several false doors that open into nothing but a blank wall. These doors are also trapped with a magical spear trap that targets the character opening the door. The false doors in area 1 and 2 do not feature this trap.

The trap is a Magic Missile trap (CL 9) with all missiles targeting the character who opens the door (5 missiles, 1d4+1 force damage each). This is a CR 3 trap. DC 26 to find and disarm with Perception and Disable Device respectively.

The trap fires a magically created spear (as a 1 PP Bolt spell) with an effective casting skill of 1d12 at anyone who opens the door.

The trap is an Expert [11] Hazardous Challenge as it fires a magical bolt in the shape of a spear. Attempting to use arcane qualities to disable or dispel the trap is an Expert [11] Challenge as well.