

TOMB OF HORRORS

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By Gary Gygax

An Adventure for Character Levels 10-14

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Converted from 1st edition to 3rd edition

By Scott Greene

keeper@rpgplanet.com

<http://www.RPGPlanet.com/dnd3e/creaturecatalog/>

SUMMARY

In order to play the updated/converted version of this TSR classic, the DM is required to have a copy of the original module. Wizards of the Coast has not released this module for download yet, so I cannot post the maps or even the text from the module, without stepping on some serious legal stuff.

This is a thinking module, first and foremost. While there are monstrous encounters inside the Tomb, the majority of encounters are traps and puzzles.

CHANGES TO MODULE

All creatures and NPCs have been converted to 3rd edition rules. The amount of treasure has been modified to conform with the CR given by the encounter, as per the suggestions and rules in the *Dungeon Master's Guide*.

A few of the "instant death" areas have been modified to allow the characters a chance to avoid damage, though the chance is slim. That way it keeps the danger level high (and the original spirit of the Tomb intact), but removes the instant kill results that 3E seems to be against as well.

The treasure in area 33 may seem excessive, but if the party fights the demi-lich and wins, they deserve a reward.

GENERAL NOTES

Chests: All chests (including wooden boxes, coffers, trunks and vats), unless otherwise stated in the text have the following stats:

5 hardness, 15 hp, break DC 23, Open Lock (DC 25)

Doors: All doors in the dungeon, unless otherwise indicated, are made of oak:

1 1/2 inches thick, hardness 5, 15 hp, stuck DC (16), locked DC (18)

Traps: All pit traps (unless otherwise stated) are hidden by a counterweighted trap door that swings open as soon as at least 5 lb. of pressure steps on it. The trap doors will swing shut on the next round. All traps (unless indicated in the text) are as follows:

Poison Spiked Pit Trap (10 ft. deep): CR2; no attack roll necessary (1d6); +10 melee (1d4 spikes for 1d4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Poison:* spikes are coated with deathblade poison (Fort save DC 20, 1d6 Con/2d6 Con). See page 80 in the *Dungeon Master's Guide* for more details.

Spear Trap: CR2; +12 ranged (1d8/X3 crit); Search (DC 20); Disable Device (DC 20).

Spiked Pit Trap (10 ft. deep): CR2; no attack roll necessary (1d6); +10 melee (1d4 spikes for 1d4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

WANDERING MONSTERS

There are no wandering monsters in the Tomb.

KEY TO THE TOMB

1. False Entrance Tunnel

Spot check (DC 25) to notice the badly fitting stones in the ceiling.

Reflex save (DC 25) to avoid 5d10 points of damage from ceiling.

2. False Entrance Tunnel

Listen check (DC 5) to hear rumbling sound from behind.

The sliding block (20 feet by 10 feet) seals the tunnel in 2 rounds.

Any character attempting to physically stop the sliding block wall will be crushed (dead, no save).

An iron bar will block the sliding block (as detailed) or delay the sliding block for 1 additional round.

Trapped characters can escape using *disintegrate*, *limited wish*, *miracle*, *passwall*, *phase door*, *stone to flesh*, *transmute rock to mud*, *wish*.

3. Entrance to the Tomb of Horrors

Trap (EL 2): Six Poison Spiked Pit Traps (see above for details).

3a. Area

Search check (DC 20) to locate concealed door.

3b. Area

Spot check (DC 25) to notice message hidden in runes.

4. Fresco of the Wizardly Work Room

Spot check (DC 25) to notice lid on bronze chest.

Search check (DC 30) to notice outline of pit trap.

Pit trap remains open after being triggered.

Trap (EL 2):

Poison Spiked Pit Trap (30 ft. deep): CR2; no attack roll necessary (3d6); +10 melee (1d4 spikes for 1d4+3 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 30); Disable Device (cannot be disabled). *Poison:* spikes are coated with deathblade poison (Fort save DC 20, 1d6 Con/2d6 Con). See page 80 in the *Dungeon Master's Guide* for more details.

5. The Arch of Mist

No changes to area.

6. The Face of the Great Green Devil

No changes to area.

7. The Forsaken Prison

Search (DC 20) to locate secret door in 3-foot crawl space.

Trap (EL 5): pit trap

Pit Trap (100 ft. deep): CR5; no attack roll necessary (10d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); counterweighted trap door closes in 10 minutes.

8. Gargoyle Lair

Creatures (EL 9): As soon as the door is opened, the gargoyle attacks.

Mutated 4-armed gargoyle: (hp 114)

Treasure: necklace with red spinel gemstones (10 stones, 100 gp each)

9. Complex of Secret Doors

Search check (DC 20) to find each secret door.

Trap (EL 1): Arrow trap hits character when in shaded room. Trap fires 1 arrow per round as long as a character remains in shaded room.

Arrow Trap: CR1; +10 ranged (1d6/X3 crit); Search (DC 20), Disable Device (DC 20).

10. Great Hall of Spheres

Silver at feet: Magical one-way secret door (opened by magical means or break DC of 30).

10a. Magic Archway

No changes.

11. The Three Armed Statue

Spot check (DC 20) to notice that the depression in hands of the gargoyle will hold one red spinel gem each.

Treasure: *gem of seeing.*

12. Trapped False Door

Trap (EL 2): spear trap in door (see above for details on spear trap).

13. Chamber of Three Chests

Search check (DC 15) to find secret door.

Creatures (EL 7): 12 small vipers (replace the asps that are in there) are hidden in the gold chest. They will slither out and attack when the chest is opened. A huge skeleton will be *teleported* into area when wooden chest (chest #3) is opened.

Small viper (12): hp 4 each; *Monster Manual* page 202.

Huge skeleton: hp 26; *Monster Manual* page 165.

Trap (EL 2): Floor tilts when secret door is touched. Character must succeed at a Balance check (DC 15) to avoid falling. Silver chest (chest #2) has a dart trap (8 darts) in bottom that will fire at anyone opening chest.

Tilting Floor Trap: CR 2; no attack roll necessary (1d6); Search (DC 28); Disable Device (cannot be disabled).

Dart Trap: CR 1; +10 ranged (1d4/X2 crit); Search (DC 35), Disable Device (DC 35).

14. Chapel of Evil

Trap (EL 9): gas trap hidden in pews.

Poison Gas Trap: CR 10; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25).

Note: Trap releases burnt othur fumes (Fort save DC 18, 1 Con/3d6 Con)

Treasure: replace 3,000 electrum pieces with 1,700 gp.

14a. Opalescent Blue Altar

Trap (EL 11): Lightning blast from altar, then fireball blast.

Lightning Blast: CR 7; 5-ft. wide, 50-ft. long blast (7d6); Reflex save (DC 19) avoids; Search (DC 26); Disable Device (30).

Fireball Blast: CR 10; 20-ft. radius blast (10d6); Reflex save (DC 19) avoids; Search (DC 26); Disable Device (30).

14b. Archway of Glowing Orange

Replace the *alter reality* spell with *miracle*.

14c. Area

Spot check (DC 12) to notice letter “O” tracing in concealed door.

15. Stone Gate

Doors open with ease. They are not stuck.

Trap (EL 2):

Poison Spiked Pit Trap (3) (10 ft. deep): CR2; no attack roll necessary (1d6); +10 melee (1d4 spikes for 1d4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 25). *Poison:* spikes are coated with deathblade poison (Fort save DC 20, 1d6 Con/2d6 Con). See page 80 in the *Dungeon Master's Guide* for more details.

16. Locked Oaken Door

Listen check (DC 15) to hear music and singing.

Iron Bound Door/Gate: 2 in. thick; 10 hardness; 60 hp; stuck (DC 30); break (DC 23)

Listen check (DC 10) to hear running and sounds of confusion.

Change *audible glamor* spell to *ghost sound*.

Trap (EL 12): floor tilts and dumps characters into lava. Balance check (DC 15) to avoid sliding. It takes 1 round for character to slide length of floor into lava pool. As character slides, he takes 1d6 points of damage at 40 ft. point of slide and 2d6 at 50 ft. point before total immersion in lava pool.

Molten Lava Pit Trap (50 ft. deep): CR12; no attack roll necessary (20d6); Search (DC 25); Disable Device (cannot be disabled).

17. Magical Secret Door

No changes to area.

18. False Crypt Protected by Fear Gas

Unless characters state they are holding their breath (can hold it a number of rounds equal to twice their Con score) before entering cloudy passage, they breathe the gas—Fortitude save (DC 18) or run away at full running speed (X4 movement) for 2d4 minutes.

Beyond the first 10 feet the gas becomes thicker. Spot check (DC 20) to notice secret door.

18a. The False Crypt

Change the *programmed illusion* spell to *programmed image*.

Creatures (EL 4): Pseudo-lich (actually a magically prepared zombie)

Pseudo-lich (zombie): CR 4; Medium-Sized Undead; HD 6d10+3; 36 hp; Init +1; Spd 40 ft.; AC 18 (+1 Dex, +4 natural, +3 bracers); Atk Slam +5 melee (1d6+2 [x2], fists); Face 5 ft. by 5 ft.; Reach 5 ft.; SQ undead; AL CE; SV Fort +2, Ref +2, Will +5; Str 15, Dex 10, Con –, Int –, Wis 10, Cha 1. See the *Monster Manual*, Zombie, page 191.

Feats: Multiattack, Toughness

Treasure: *ring of spell absorption* (12 levels; see Appendix 2 for information) (Spot check at DC 25 to notice during the “cave-in”), *bracers of armor +3* (Spot check at DC 25 to notice during the “cave-in”), jade coffer (1,100 gp value), false crown of Acererak (8,000 gp value), 29 blue quartz gems (10 gp each), gold couch (20,000 gp value), 3 *potions of cure light wounds*, *scroll of 3 arcane spells* (*change self*, *grease*, *mage armor*).

19. Laboratory and Mummy Preparation Room

Vat #2 contains a highly corrosive acid. Anyone within 2 feet must succeed at Fortitude save (DC 13) or take 1 point of temporary Con damage from fumes (second save 1 minute later or take 1d4 temporary Con damage). Touching the acid deals 1d6 points of damage. Immersion deals 10d6 points of damage.

Reaching into vat to retrieve one half of the golden key requires attack roll against AC 18 to retrieve it.

Creatures (EL 5): Vat #3 contains an ochre jelly.
Ochre jelly: hp 60; *Monster Manual* page 145.

20. Huge Pit Filled with 200 Spikes

Trap (EL 1): 10 ft. by 20 ft. uncovered spiked pit trap.

Uncovered Spiked Pit Trap (10 ft. deep): CR1; no attack roll necessary (1d6); 1d4 spikes for 1d4 points of damage per successful hit. This trap is visible so no search is possible. It cannot be disabled.

Trap (EL 2): Treading on last 5' of pit causes a volley of spikes to fire at all within area.

Spike Volley Trap: CR2; +20 ranged (1d4 spikes for 1d4 points of damage per successful hit); Search (DC 22); Disable Device (25).

21. The Agitated Chamber

Search check (DC 20) to find secret door.

6 locked trunks

24 unlocked coffers

Coffers 1, 4, 10, and 14 contain 1 small viper.

Coffers 6, 19, and 22 contain 2 small vipers.

Coffers 2, 9, and 24 contain 3 small vipers.

Coffers 7, 8, 11, 12, 13, 17, 18, 20, 21 and 23 contain 8d10 gp each

Coffers 3, 5, 15 and 16 contain 2d4 blue quartz gems (10 gp value each)

Trap (EL 2): shifting floor. There is a 50% chance per round of activating the trap.

Shifting Floor Trap: CR 2; no attack roll needed (1d6); Balance check (DC 20) to avoid falling; cannot be detected or disabled.

Trap (EL 6 or 3): Magical tapestries (one on east wall, one on west wall). If torn they polymorph into green slime. If burned they polymorph into brown mold.

Green Slime Trap: CR 4; covers 20 ft. long by 10 ft. area (3d6 temp. Con damage); Reflex save (DC 30) for half damage; cannot be detected or disabled.

Brown Mold Trap: CR 3; all within 5 ft. take 3d6 points of cold subdual damage.

Creatures (EL 10): Small vipers.

Small viper (19 total): hp 4 each; *Monster Manual* page 202.

22. Cavern of Gold and Silver Mist

Trap (EL 4): Poison gas (*feeblemind*) fills area 22. Anyone entering it is affected.

Feeblemind Gas Trap: CR 4; Will save (DC 17) or be affected as if *feeblemind* had been cast. Cannot be dispelled. Can only be removed by taking victim out of Tomb.

Creatures (EL 2): Sirine.

Sirine: hp 14; see Appendix 1 for details.

Treasure: replace electrum in large sack with gold pieces, change *potions of extra-healing* to *potions of cure serious wounds*, and *bracers of defense AC 6* to *bracers of armor +4*.

23. False/True Door

Search check (DC 22) to locate secret trapdoor in floor.

23a. Area

Trap (EL 3): Sleep gas trap on doors.

Sleep Gas Trap: CR 3; no attack roll necessary; Fortitude save (DC 25) or sleep for 20-80 (2d4x10) minutes; Search (DC 25); Disable Device (DC 30).

Creature (EL 9): For each ten minutes a character (or characters) sleeps from the gas, there is a 25% chance (not cumulative) that a stone juggernaut (looks like a huge stone steam roller) rolls from the 20-foot square room (north of the doors). It will roll over anything in its path. Any character that is crushed (and survives) automatically wakes up.

The juggernaut rolls down the corridor, stopping just short of the pit near area 31. If attacked, during this time the juggernaut will likewise attack (it cannot pivot in the corridors, but will roll forward and backwards to crush its victims). When and if Acererak is destroyed, the juggernaut crumbles to dust.

Stone Juggernaut: hp 110. See Appendix 1 for details.

24. Adamantite Door

Search check (DC 10) to locate secret door.

No changes otherwise.

25. The Pillared Throne Room

Spot check (DC15) to observe part of dais or room 27, if lantern is employed. Otherwise, Spot check is DC 40.

25a. Devil Face

Character can attempt Reflex save (DC 25) to hopefully grab the sides of the devil's face and avoid being pulled in. A Strength check (DC 25) must succeed each round or the character loses his grip and is sucked inward.

25b. Devil Face

Character can attempt Reflex save (DC 25) to hopefully grab the sides of the devil's face and avoid being pulled in. A Strength check (DC 25) must succeed each round or the character loses his grip and is sucked inward.

25c. Charred Remains

Do not count to 10 after a wish is made on the gem. The characters have 3 rounds to move away from the gem before it explodes (after a wish is made). Damage from the explosion is as follows. Those within 10 feet must succeed at a Reflex save (DC 20) or die immediately as their bodies are incinerated. A successful save deals 20d6 points of damage. Those between 11 and 20 feet away take 20d6 points of damage (half if Reflex save is successful), and those 21 to 30 feet away take 10d6 points of damage (half if Reflex save is successful).

25d. Ebony Dais and Silver Throne

Touching the gold crown to the scepter will instantly slay the character if a Fortitude save (DC 20) is failed. The character can only be brought back to life by a *wish*, *miracle*, or a god's magic.

Treasure: cursed gold crown (17,000 gp value), electrum scepter (9,000 gp value). The type I demon that attempts to retrieve these items should they be carried from the Tomb, is a vroek (*Monster Manual*, page 41).

26. Small Room with a Door of Electric Blue

The room has a *desecrate* spell cast on it, so all turning attempts are at -3. The mummy gains a +1 profane bonus to attack rolls, damage rolls, and saving throws. The +1 hp per HD is already factored in below.

Creatures (EL 4): A 6 HD mummy with a *haste* spell and *resist elements* (fire) cast upon it. It also wears a *ring of elemental resistance* (fire).

Mummy: hp 48; *Monster Manual* page 138.

Treasure: change the amethyst to a blue diamond (5,000 gp value), *ring of elemental resistance* (fire)

27. The Portal of Scintillating Colors

Shields (5) are large steel shields. Swords (10) are longswords. Remember, they don't all attack at once. Hence, the low EL for the encounter.

Creatures (EL 2): Animated Objects

Medium-Sized Animated Object (10 longswords): hp 11 each; hardness 10, hp 5; see the entry in the *Monster Manual* page 17.

Medium-Sized Animated Object (5 large steel shields): hp 11 each; hardness 10, hp 20; see the entry in the *Monster Manual* page 17.

27a. The Chamber of Hopelessness

Change the *potion of diminuation* to a *potion of reduce*.

Search check (DC 20) will reveal the potion, flail, and gemstones.

Treasure: 600 gp, 300 sp, 250 pp, 12 lapis lazuli gems (10 gp value each), *potion of reduce*, +1 *light flail*.

28. The Wondrous Foyer

Will save (DC 16) against the *antipathy* spell on the bronze key.

29. The Valves of Mithril

Stats for door are not given. It is indestructible.

If blood fills passageway use the drowning/suffocation rules on page 85-88 in the *Dungeon Master's Guide*.

If *polymorph* is cast on blood it creates 8 wights (see below).

If fire is brought against the door it changes the blood into the poison gas trap below.

Trap (EL 10): Poison gas trap

Poison Gas Trap: CR 10; no attack roll necessary; Fortitude save (DC 25) or die. Gas fills entire area and remains until blood flow is stopped.

Creatures (EL 5): If *levitate* is cast on the blood.

Ochre jelly: hp 60; *Monster Manual* page 145.

Creatures (EL 9): If *polymorph* is cast on blood it creates 8 wights.

Wights (8): hp 26 each; *Monster Manual* page 183.

30. The False Treasure Room

No changes to area.

30a. Bronze Urn

Urn is hardness 10, hp 5. It requires a Strength check (DC 12) to pry stopper out.

Creatures (EL 8): Efretti

Efretti: hp 68; *Monster Manual* page 94.

30b. Granite Sarcophagus

Treasure: 100pp (if pried loose)

30c. Iron Chests

Open Locks (DC 25) to pick locks.

Trap (EL 2): Each chest has a poison needle trap.

Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison); Fortitude save (DC 13) or take 1/1d2 temp. Con damage; Search (DC 22); Disable Device (20)

Treasure: 5,000 freshwater gemstones (1 gp value each), 10,000 cp

30d. Area

Strength check (DC 22) to move statues.

31. Phase Door Area

Trap (EL 1): Poison spiked pit trap

Spiked Pit Trap (10 ft. deep): CR2; no attack roll necessary (1d6); +10 melee (1d4 spikes for 1d4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

32. Secret Door

Search check (DC 20) to locate secret door.

33. The Crypt of Acererak the Demi-Lich

Do not count. Floor rises to ceiling in 3 rounds.

Damage from the floor rising to the ceiling is 30d6, unless Reflex save (DC 25) is successful. Mithril door (to the vault) is impregnable to harm.

Creatures (El15): Acererak, the demi-lich

Acererak: hp 52; see Appendix 1 for details.

*Note that throwing the peridot, emerald, and/or black opal at the skull requires an attack roll (at -4 and with a range increment of 10 feet. See the section on Improvised Thrown Weapons in the *Player's Handbook*, page 97). A successful hit deals 1 point of damage per 5,000 gp value of the gemstone (the gem shatters when it hits Acererak). If the attack roll fails, the gem hits the crypt wall and shatters.

Treasure: 97 hematite gemstones (10 gp value each), peridot gem (5,000 gp), emerald (25,000 gp value), black opal (50,000 gp), 6,000 gp, *potion of fly*, arcane scroll (*burning hands*), arcane scroll (*feather fall*, *cat's grace*, *water breathing*), arcane scroll (*knock*), divine scroll (*wall of thorns*), *pearl of power* (2nd-level spell), *cloak of elvenkind*, +4 *longsword of defending*.

APPENDIX 1

NPC Stats

Mutated 4-armed gargoyle: CR 9; Medium-Sized Magical Beast (Earth); HD 12d10+48; hp 114; Init +2; Spd 45 ft., fly 75 ft. (average); AC 16 (+2 Dex, +4 natural); Atk +19 melee (1d4+7 [x4], claws), +17 melee (1d6+3, bite), +17 melee (1d6+3, gore); Face 5 ft. by 5 ft.; Reach 5 ft.; SA rend; SQ damage reduction 15/+1, freeze; AL CE; SV Fort +12, Ref +8, Will +4; Str 24, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9*, Listen +4, Spot +4

Feats: Multiattack, Weapon Finesse (claw, bite, gore)

SA—*Rend (Ex.)*: If the mutated gargoyle hits with at least two claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+7 points of damage.

SQ—*Freeze (Ex.)*: Observer must succeed at Spot check (DC 20) to notice gargoyle is alive when it remains motionless.

Skills: *Gargoyle receives a +8 racial bonus to Hide checks when concealed against a background of worked stone.

Sirine: CR 2; Medium-Sized Fey; HD 4d6; hp 14; Init +4; Spd 30 ft.; AC 14 (+4 Dex); Atk +2 melee (1d6, short sword); Face 5 ft. by 5 ft.; Reach 5 ft.; SA song of the sirine, spell-like abilities, feeblemind; SQ immunities, lowlight vision; AL CG; SV Fort +3, Ref +8, Will +8; Str 10; Dex 18; Con 11; Int 16; Wis 15; Cha 16

Skills: Knowledge (any one) +8, Escape Artist +8, Heal +8, Hide +10, Listen +8, Move Silently +9, Sense Motive +7, Spot +11, Swim +9

Feats: Ability Focus (song of the sirine), Dodge, Great Fortitude, Iron Will

SA—*Song of the Sirine (Su.)*: 30 feet, functions as *mass charm* as cast by a 11th-level sorcerer, Will save (DC 17) negates.

SA—*Spell-like abilities*: 1/day—*suggestion*, *polymorph self*, *fog cloud*, and *improved invisibility* (self only). All are as the spells cast by an 11th-level sorcerer.

SA—*Feeblemind (Su.)*: Touch, as the spell cast by an 11th-level sorcerer, Will save (DC 15) negates. This can only be removed by the sirine or by a *dispel magic*.

SQ—*Immunities*: immune to all forms of gas.

Stone Juggernaut: CR9; Huge Construct; HD 20d10; hp 110; Spd 60 ft.; AC 24 (-2 size, -2 Dex, +18 natural); Atk +28 melee (20d6+15, crush); Face 15 ft. by 15 ft.; Reach 10 ft.; SQ construct, magic immunity, damage reduction 40/+2; AL N; SV Fort +6, Ref +6, Will +6; Str 41, Dex 7, Con -, Int -, Wis 11, Cha 1

SQ—*Magic Immunity*: Immune to all spells, spell-like abilities, and supernatural abilities, except as follows. A transmute rock to mud slows it (as the slow spell) for 2d6 rounds, with no save, while transmute mud to rock heals all of its lost hit points. A stone to flesh spell does not change the juggernaut's structure, but effectively removes its damage reduction ability for the following round.

ACERERAK the Demi-Lich

Tiny Undead

Hit Dice: 8d12 (52 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 0 ft. (see text)

AC: 26 (+2 size, +14 natural)

Attacks: See text

Damage: See text

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Animate dust, howl, trap the soul, curse

Special Qualities: Undead, spell immunity, turning immunity, weapon immunities, discern powerful creature, rejuvenation, susceptibility

Saves: Fort +5, Ref -2, Will +15

Abilities: Str -, Dex 1, Con -, Int 20, Wis 23, Cha 20

Skills: Knowledge (any two) +16, Listen +17, Sense Motive +16, Spot +17

Feats: Ability Focus (trap the soul), Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 15

Treasure: Double Standard

Alignment: Any evil

Advancement: 9-24 HD (Tiny)

The demilich (the name is a misnomer, for it is not a lesser form of a lich, but the waning soul of a lich, centuries old) appears as nothing more than a human (or humanoid skull), dust, and a few bones.

Closer inspection of the skull reveals 1d4+4 gems set in the skull's eye sockets and in place of its teeth.

COMBAT

When the lair of the demilich is first entered, the dust around the skull swirls and rises into the air and forms a vaguely humanoid shape.

When a creature touches the skull of the demilich, it rises 6 feet into the air and begins its attack sequence.

It will use its howl ability, directed at the most powerful creature present and then drains the soul of the most powerful creature, storing its soul in one of the gems in the skull. If the most powerful creature is affected by the howl, then the next most powerful creature is the target of the soul drain.

Afterwards, the demilich is sated, and sinks down. If disturbed again, it will repeat its attacks as above. This process repeats as long as the skull is intact and continues to be molested.

If all the gems are filled, the demilich resorts to its howl ability and curse ability.

Animate Dust (Ex.): As a 5 HD wraith (Wraith, page 185 in the *Monster Manual*). The wraith is immune to all forms of attack (though it will feign damage by wavering and falling back) and cannot be turned. If the shape is ignored, it will dissipate in 3 rounds.

Once the wraith has taken 52 points of damage, it dissipates and reforms on the next round as a 10 HD wraith. The 10 HD wraith can be attacked and damaged. It cannot be turned however.

If the demilich is destroyed, the wraith is destroyed as well. Left undisturbed the wraith loses 1 hit point per day. At zero hit points, it dissipates.

Howl (Su.): Once per round, 20-foot radius, Fortitude save (DC 19) negates; Irrevocably slain on a failed save. Nothing short of a god's magic can raise the victim.

Trap the Soul (Su.): Once per round, 60-feet, as *trap the soul* cast by a 20th-level sorcerer. No save to avoid. Spell resistance is likewise ineffective.

The soul is drawn into one of the gems contained in the skull. The victim's body immediately crumbles to dust.

If the skull is destroyed, each trapped soul is allowed a Fortitude save (DC 15). Those that fail the save are irrecoverable, devoured by the demilich. A successful save means the creature's soul is still present in the gem. The soul can be freed by crushing the gem, though a material body (clone, simulacrum) must be present and within 30 feet of the gem when it is crushed. A soul released when no receptacle is present is lost forever.

Curse (Su.): Once per round (and only when all gems are filled), the demilich can unleash a powerful curse— such as, always hit in combat by any attacking opponent, never succeed at a successful saving throw, never gain XP from creatures slain or treasure gained, or something equally as powerful. The curse can be removed with a *remove curse*, but the victim loses 1 point of Charisma permanently when the curse is removed.

Discern Powerful Creature (Su.): The demilich can detect the most powerful creature (from a group) when two or more creatures move within 100 feet of it.

Rejuvenation (Su.): When destroyed, the skull fragments and any other remaining pieces must be immersed in holy water, followed by the casting of a *dispel magic*, or the creature will reform at full strength in 1d10 days.

Spell Immunity (Ex.): The only spells that can affect a demilich are *desecrate* (forces the skull to sink down without howling or draining a soul), *dispel evil* (deals 1d4+4 points of damage), *hallow* or *halt undead* (forces skull to sink without howling or draining a soul), *shatter* (deals 3d6 points of damage), *power word kill* (destroys it if cast by an astral or ethereal caster), and *holy word* (deals 5d6 points of damage).

Weapon Immunities (Ex.): The demilich is immune to all weapon attacks save for the following, which deal normal damage: A barbarian, fighter, or ranger wielding a *vorpal* weapon or weapon of +5 or

greater enchantment; a paladin with a *vorpal* weapon or weapon of +4 or greater enchantment.

Any other creature wielding a weapon with a +4 or greater enchantment or a *disruption* weapon can deal 1 point of damage per successful attack. Note the demilich is immune to the *disruption* power of the weapon.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

APPENDIX 2

New Magic Items

Ring of Spell Absorption

A thin, plain silver ring that absorbs 1d10+6 spell levels per day. The ring absorbs both spells and spell-like abilities. Once it reaches its daily limit, it cannot be used for 24 hours.

Caster Level: 7th; *Prerequisites:* Forge Ring, *spell immunity*; *Market Price:* 56,000 gp; *Weight:* --