





# TOMB OF HORRORS

**I**N THE FAR REACHES OF THE WORLD, UNDER A lost and lonely hill, lies the sinister Tomb of Horrors. This labyrinthine crypt is filled with terrible traps, strange and ferocious monsters, rich and magical treasures, and somewhere within rests the demilich.

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

The essentials of the legend can be furnished to the players from the following section.

## LEGEND OF THE TOMB

Somewhere under a lost and lonely hill of grim and foreboding aspect lies a labyrinthine crypt. It is filled with terrible traps and not a few strange and ferocious monsters to slay the unwary. It is filled with rich treasures both precious and magical, but in addition to the aforementioned guardians, there is said to be a demilich who still wards his final haunt. Be warned that tales have it that this being, called Acererak, possesses powers that make him nearly undefeatable!

All accounts conclude that it is quite unlikely any explorers will ever find the chamber where the demilich lingers, for the passages and rooms of the tomb are fraught with traps, poison gases, and magical protections. Furthermore, the demilich has so well hidden his lair that even those who avoid the pitfalls will not be likely to locate their true goal. Only large and well-prepared parties of the bravest and strongest should even consider the attempt, and if such a group does locate the tomb, they must be prepared to fail. Any expedition must have magical protections and weapons, and must be equipped with every sort of device possible to ensure survival.

## THE TRUTH BEHIND THE LEGEND

Ages ago, a human wizard/cleric of surpassing evil took the steps necessary to preserve his life force beyond the centuries he had already lived, and this creature became the lich known as Acererak. Over the scores of years which followed, the lich dwelled with hordes of ghastly servants in the gloomy stone halls of the very hill where the tomb is.

Eventually even the undead life force of Acererak began to wane, so for the next eight decades, the lich's servants labored to create the Tomb of Horrors. Then Acererak destroyed all his slaves and servitors, magically hid the entrance to his halls, and went to reside in his final haunt, while his soul roamed strange planes unknown

to even the wisest of sages. If the characters gain access to the innermost part of the tomb where the lich's crypt lies, their actions along the way will have caused his soul to be called back to the Material Plane and alerted Acererak, now a demilich, that interlopers have invaded his resting place.

## RUNNING THE ADVENTURE

As clever players will gather from the information in the "Legend of the Tomb," this dungeon has more tricks and traps than it has monsters to fight. This is a thinking person's adventure, and if your group is a hack-and-slay gathering, they will be unhappy! Only high-level characters stand a chance of surviving, but every player who braves the tomb will have the experience of a lifetime.

Negotiation of the tomb will require quite a long time, so be prepared to spend several sessions with this material. When the game ends for the day, assume the expedition is spending the intervening time resting and recovering until play again commences. Since there are no monsters to be randomly encountered within the tomb, the party might be able to encamp close to the entrance without fear of being disturbed, but if you do so opt, do not inform the players of this.

As characters enter the various areas, read aloud appropriate sections of text, but never give any additional

### PLACING THE ADVENTURE

In the original *Tomb of Horrors*, Gary Gygax suggested six possible, far-flung locations for the adventure in the Greyhawk setting—proof in itself that the tomb is liable to turn up just about anywhere. Those possibilities are as follows:

- Inside the highest hill on the Plains of Iuz
- On an island (unmapped) in the Nyr Dyv
- In the Bright Desert
- At the western border of the Duchy of Geoff
- Somewhere in the Vast Swamp south of Sunndi
- On an island beyond the realm of the Sea Barons

Other settings offer choices that are just as varied.

**Dragonlance.** The tomb on Krynn might be in the foothills near the Eastwall Mountains, in the Cursed Lands of Newsea, or in the Shadowglades of Krynn, where a renegade wizard who served Takhisis was said to dwell.

**Eberron.** Appropriate sites for the tomb in Eberron include the Ashen Spires of Karrnath, or among the tors in the Vile Marsh between Droaam and the Shadow Marches, among Shargon's Teeth. Eberron's Boneyard could hide the tomb and thus speak to Acererak's enmity for Eberron's dragons.

**Forgotten Realms.** The tomb could be in the Serpent Hills or the Trielta Hills on Faerûn. It could be in the High Moor or amid the isles that make up the Korinn Archipelago in the Moonshaes. It might be somewhere in the Anauroch desert, perhaps tying Acererak to ancient Netheril.



information that player characters would have no way of knowing, and avoid facial expressions or voice tones that might either give helpful hints or mislead players. The real enjoyment of this adventure is in managing to cope, and those players who do so with even moderate success will appreciate your refereeing properly and allowing them to “live or die” on their own.

The starting information given here simply assumes that the expedition has arrived at the site of the Tomb of Horrors. After relating the salient features of the “Legend of the Tomb,” you may fill in whatever other background is needed to get the characters to the site.

## ADVENTURE START

The characters have arrived at the site of the demilich's last haunt. Before them is a low, flat topped hill, about 200 yards wide, 300 yards long, and 60 feet high. Only ugly weeds, thorns, and briars grow upon the steep sides and bald top of the mound. There are black rocks upon the top of the hill, and if these are viewed from a height of about 200 feet or so above the mound, it will be seen that the whole is shaped like a human skull, with piles of rock appearing as eyeholes, a nose hole, and the jagged teeth of a grinning death's head.

A thorough inspection and search of the entire area reveals only that the north side of the hill has a crumbling cliff of sand and gravel about 20 feet high in the middle of the whole. (This cliff face is represented by the northern edge of map 7.1.) A low stone ledge overhangs this eroded area, and shrubs and bushes obscure it from observation at a distance.

It takes 10 minutes for characters to search each 10-foot-wide space along the cliff face. This examination must be done from a distance, using a long spear or a 10-foot pole to poke into the sand and gravel, looking for an opening. Any prodding into the cliff face must be suf-

### DEMONIC ATTENTION

Characters who become astral or ethereal in the tomb might attract a demon. Roll a d20 whenever this occurs. On a roll of 1 to 16, no demon appears. Otherwise the following demons could appear: 17, a **vrock**; 18, a **hezrou**; 19, a **glabrezu**; or 20, a **nalfeshnee**.

### ABOUT THE ORIGINAL

*Tomb of Horrors* was born in Gary Gygax's home campaign and introduced to the world at the first Origins game convention in 1975. Since its original publication in 1978, *Tomb of Horrors* has risen to legendary status among D&D players and is generally regarded as one of the greatest adventures of all time.

In the words of its creator, “This is a thinking person's adventure.” It was designed not for player characters of a certain level—though high-level adventurers are certainly necessary—but for players who enjoy a mental challenge and DMs who want to put their own spin on this truly unique dungeon.

ficiently high off the ground in order to collapse enough material to expose a portion of a tunnel entrance. Once an entrance is exposed, it takes about 1 hour for characters to thoroughly clear the passage that lies beyond, but a crawl space can be opened in 10 minutes.

Probing of the gravel and sand face can begin whenever the characters choose—east side, west side, middle, several locations at once or merely a single one at a time. Leave this strictly to the players to decide. The best manner to handle it is to ask where they will search, once they have determined that they will investigate the area and they have stated how it will be done and with what. Remember that probing low to the ground, or probing with short implements (daggers, swords, and the like) will not reveal anything.

As soon as any entrance is cleared and entered, go to the appropriate location on map 7.1: either area 1, area 2, or area 3.

## LOCATIONS IN THE TOMB

The following locations are identified on map 7.1.

### 1. FALSE ENTRANCE TUNNEL

If the characters clear the passage on the west side of the cliff face, read:

The corridor before you is made of plain stone, roughly worked, and it is dark and full of cobwebs. The ceiling overhead is obscured by hanging strands of webbing.

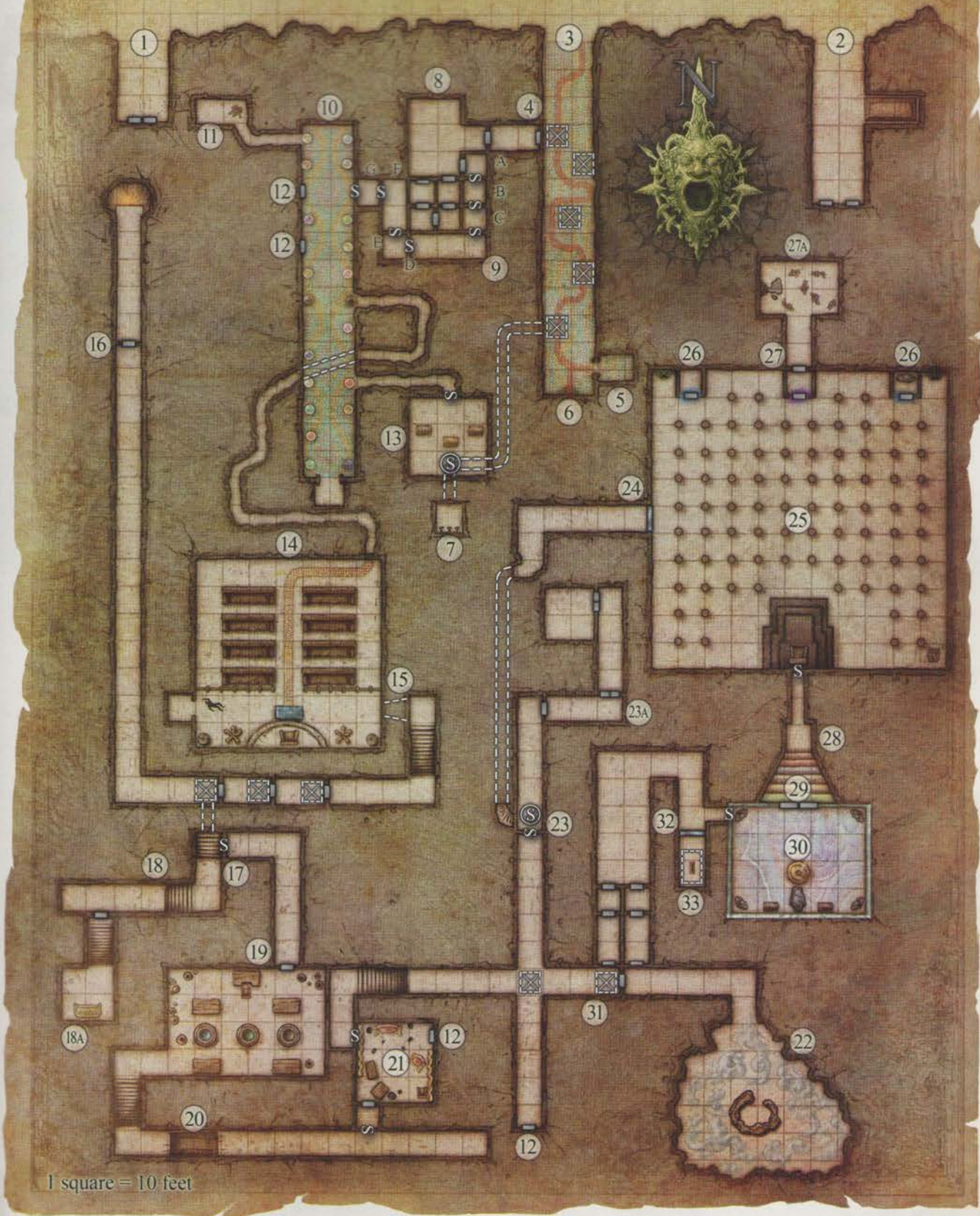
Casual observation will not reveal that the ceiling, 20 feet overhead, is composed of badly fitting stones. The cobwebs must be burned away for someone to be able to inspect the tunnel ceiling. Anyone who does so and succeeds on a DC 10 Intelligence (Investigation) check realizes that the ceiling is unstable and in danger of collapse.

Daylight is sufficient to reveal a pair of oaken doors at the end of the passageway. The doors open outward by means of great iron ring pulls. When either door is opened, it is revealed to be a false door, and the trap is triggered.





# Tomb of Horrors



1 square = 10 feet

MAP 7.1: TOMB OF HORRORS





**Ceiling Trap.** If the ceiling is prodded with any force, or if the doors are opened, the ceiling of the tunnel collapses. Creatures under the collapse must make a DC 15 Dexterity saving throw, taking 27 (5d10) bludgeoning damage on a failed save, or half as much damage on a successful one. The trap mechanism is beyond the doors and inside the ceiling, so it can't be disabled from outside.

## 2. FALSE ENTRANCE TUNNEL

If the characters clear the passage on the east side of the cliff face, read:

The corridor before you is made of plain stone, roughly worked and mortared, with a 10-foot-high ceiling.

Daylight will enable adventurers to dimly see what appear to be two separate doors at the end of the corridor.

The paving stones on the floor 50 feet south of the entrance are unmortared and shift slightly when characters tread upon the surface. A character who inspects the floor in this section and succeeds on a DC 15 Wisdom (Perception) check notices the change in the floor. A character can use thieves' tools to keep the stones from shifting by taking 1 minute and succeeding on a DC 20 Dexterity check. On a failed check, the shims are put in place but they fail when someone moves across the stone, and the trap is triggered.

**Sliding Block Trap.** If the paving stones shift when someone moves across them, a 10-foot-thick block of stone emerges from the midpoint of the eastern wall and begins to slide into the corridor. Have the players roll initiative. On each initiative count, the block slides 6 inches to the west, until at initiative count 1, it completely blocks the corridor. The block's movement can be stopped by using an iron bar or a similarly sturdy normal object, but only if the object is placed on the floor where it can be wedged into the space between the block and the floor. If the block moves far enough to prevent the characters from escaping, they have to devise a means to bypass it. It can't be moved or forced backward.

The doors at the end of the passage are false ones.

## 3. ENTRANCE TO THE TOMB OF HORRORS

Even a bit of light entering through a crawl space or provided by a torch will reveal that an unusual tunnel lies ahead. If the characters clear the passage near the center of the cliff face, read:

Bright, brilliant colors are to be seen everywhere, the stones and pigments undimmed by the passage of decades. The floor of the corridor is a colorful mosaic of stone, with a distinct, winding path of red tiles about two feet wide snaking its way south down the corridor. No stonework can be seen on the walls or the ceiling twenty



feet above, for some sort of cement or plaster has been smoothed over all of these surfaces and then illustrated.

The scenes show fields with kine grazing, a copse with several wolves in the background, workers of various races and strange human-animal mixtures—pig-human, ape-human, and dog-human—going about various tasks. Certain of the frescoes show rooms of some building—a library filled with many books and scrolls, the door of a torture chamber, and a wizard's work room. There are chairs, windows, boxes, bales, doors, chests, birds, bats, spiders, and all manner of things shown on the walls.

This corridor contains five covered pits (see the sidebar). On the west wall adjacent to the northernmost pit is where the torture chamber is painted. The wall hiding the passage to the west shows a depiction of an iron door that evidently confines some sort of horrid creature (its taloned and scaled hands grasp the bars of its small window). If the plaster and lath beneath this image is broken away, a normal, inward-opening door will be revealed. If the plaster remains intact, the door can be discovered only by magical means.

**Message from Acererak.** If the path of red tiles on the floor is carefully observed and studied all the way from the entrance to where the path forks toward areas 5 and 6, the individual with such perseverance will be rewarded by suddenly understanding that a message is contained in barely noticeable runes in the mosaic floor.

The message reads:

*Acererak congratulates you on your powers of observation, so make of this whatever you wish, for you will be mine in the end no matter what!*

*Go back to the tormentor or through the arch, and the second great hall you'll discover.*

*Shun green if you can, but night's good color is for those of great valor.*

*If shades of red stand for blood, the wise will not need sacrifice aught but a loop of magical metal—you're well along your march.*

*Two pits along the way will be found to lead to a fortuitous fall, so check the wall.*

*These keys and those are most important of all, and beware of trembling hands and what will maul.*

*If you find the false you find the true, and into the columned hall you'll come, and there the throne that's key and keyed.*

*The iron men of visage grim do more than meets the viewer's eye.*

*You've left and left and found my tomb, and now your souls will die.*

#### 4. FRESCO OF THE WIZARDLY WORK ROOM

The most outstanding feature in this location is actually outstanding! Two jackal-headed human figures are painted so as to appear to be holding a real bronze chest that protrudes from the wall.

#### COVERED PITS

Pit traps throughout the tomb, except where otherwise noted, are constructed as covered pits. Each one is 10 feet deep and concealed by a counterweighted trapdoor that looks like the floor and opens as soon as any person steps on it.

A character who succeeds on a DC 15 Wisdom (Perception) check discerns the edges of a pit's lid. In addition, someone who prods a pit lid can force the lid to open with a successful DC 10 Strength check. The lid can be wedged shut with a piton or a similar object. A character must succeed on a DC 15 Strength check to place the shim properly. On a failed check, the shim fails if someone treads on the lid.

Each pit is spiked at the bottom, so someone who falls in takes falling damage plus 11 (2d10) piercing damage from the spikes. The spikes are also poisoned, so someone injured by them must make a DC 15 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

**Poison Needle Trap.** If the chest is examined closely, the viewer will note that it is hinged on the bottom so as to allow the lid to swing down if a catch on the top is pressed. The catch has an easily seen poison needle trap—the needle sticks 3 inches out of the wall—and the needle can be avoided easily by pressing the catch with the pommel of a dagger. Disabling the trap by taking the needle out of the mechanism requires the use of thieves' tools and a successful DC 10 Dexterity check.

The needle deals 1 piercing damage and 11 (2d10) poison damage if it hits someone. Someone who takes this poison damage must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour.

**Deep Covered Pit.** If the chest is opened, it appears to be empty, but a character who actually feels inside the chest will find a rod that protrudes vertically from the bottom. This lever moves easily, and if it is pulled with any force it will open a trapdoor in this square that covers a 30-foot-deep covered pit (see the sidebar). Someone who falls in takes damage from a 30-foot fall as well as from the spikes and the poison.

The trapdoor over this pit is 3 feet thick and can't be detected by sounding, and it is technically not a trap, so a *find traps* spell doesn't reveal it. A *true seeing* spell reveals a tiny rectangular gap where the door meets the floor. Once the trapdoor falls away, the pit remains open thereafter.

#### 5. THE ARCH OF MIST

One section of the path shown on the floor leads directly into a stone archway. If any character stands within 2 feet of the entranceway upon the path, read:

The stone archway before you is filled with a veil of thick vapors. The stones on either side of the base and the keystone protrude slightly from the stones around them. As you move to within touching distance, the left-hand base stone begins to glow yellow, the right-hand base stone orange, and the keystone seven feet above blue.



Nothing will cause the vapors to clear, nor will any sort of magic allow sight into the area, until the glowing stones are pressed in the proper sequence: yellow, blue, orange. If this is done, the vapors disappear, and the path appears to go eastward.

If the archway is entered when it is clouded, those characters doing so will be instantly teleported to area 7. If it is passed through after pressing the glowing stones in proper sequence, those who step through while following the path will be teleported to area 11, and those who pass through off the path will be sent back to area 3.

## 6. THE FACE OF THE GREAT GREEN DEVIL

The path of red tiles leads south from the fork. If any character comes within 2 feet of the southern wall, read:

On the wall before you is a relief sculpture of a devil face formed of mosaic tiles. The face has a huge O of a mouth, inside of which the space is dead black.

**Aura.** The devil face radiates an aura of transmutation magic if *detect magic* is used on it, and a casting of *detect evil and good* or a paladin's use of Divine Sense reveals it as a desecrated place.

**Mouth Trap.** The mouth opening is similar to a *sphere of annihilation*, but it is about 3 feet in diameter—plenty of room for those who wish to leap in and be completely and forever destroyed. A character who examines the mouth and succeeds on a DC 20 Intelligence (Arcana) check identifies the trap for what it is.

## 7. THE FORSAKEN PRISON

This miserable cubicle appears to have absolutely no means of egress. Three iron levers, each about one foot long, protrude from the south wall of the chamber.

Even a magical means of detection will not indicate any way out of this place.

**Levers.** The iron levers can be moved horizontally or vertically, singly or in combination. Only the act of moving all three together upward or downward has any results. Moving them up opens a small trapdoor in the center of the ceiling 10 feet above. Pushing them simultaneously down opens the entire floor to a 100-foot-deep pit with no exit. The floor returns to a closed position in 10 minutes, sealing any victim inside the pit until another creature triggers the floor trap again.

**Crawl Space.** The ceiling route is a crawl space some 3 feet square. At the place it turns east there is a plug in the ceiling, which can be detected only with magic or if a character has sense enough to check for secret doors. A character who succeeds on a DC 20 Wisdom (Perception) check can find the door. Also, anyone who raps or sounds on the ceiling in the door's area hears it is hollow, indicating a space beyond. Eventually the small tunnel leads to a magical one-way door, which opens in the pit side as shown, and players are back to square one.

## 8. GARGOYLE LAIR

When any door leading to the lair is opened, it frees the room's occupant from temporal stasis.

What appeared to be a statue an instant ago comes to life before your eyes. The creature flaps its wings and stares at you.

**Creature.** A mutated, four-armed **gargoyle** attacks anyone who enters its lair. This creature uses Multiattack to make three attacks: one with its bite and two with its claws.

**Treasure.** Around the creature's neck is a collar studded with ten gleaming gems (blue quartz stones of 100 gp value each).

Hidden in a secret compartment of the collar is a slip of parchment with the following written on it in magical code (requiring *comprehend languages* to understand): "Look low and high for gold, to hear a tale untold. Take the archway at the end, and on your way you'll wend." Beneath the runes, the initial "A" is inscribed.

## 9. COMPLEX OF SECRET DOORS

If someone opens the door on the east wall of area 8, read:

The small room beyond the door is empty and appears to have no other exits.

The south wall contains the first in a series of secret doors. Each of these portals requires a successful DC 20 Wisdom (Perception) check to find and must be opened by hand using a particular method, as follows:

- Pull down and inward (hinged on bottom)
- Pivot on central hinge
- Pull inward and up at bottom (hinged on top)
- Slide up
- Pull double panels inward (hinged on sides)
- Slide left
- Door has seven studs in a row—press all at once and door opens, but press 1 and 7 and the door falls inward. A character pressing the studs or near enough to do so must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage from the falling door.

**Bolts from Above.** Each round that characters are in any of the rooms inside the complex of secret doors, a number of bolts will be fired into the area from hidden devices in the walls and ceilings, and there is a 50 percent chance that one character, randomly determined, in each such area must succeed on a DC 20 Dexterity saving throw or take 5 (1d10) piercing damage. There is no way to prevent the bolts from being triggered.

## 10. GREAT HALL OF SPHERES

This area is similar to area 3, for the floor is of inlaid tiles and the walls and ceiling are painted with figures of animals, strange signs and glyphs (which mean abso-



lutely nothing), and humans and human-like creatures posing with spheres of different colors. These globes are two-dimensional, of course, and their significance and pattern are described below. From north to south, with the west wall being the left-hand column, and the east right-hand, the spheres are colored and positioned as follows:

West Wall	East Wall
Gold, held high overhead <sup>1</sup>	Pale blue, held at shoulder
Orange, held waist high	Silver, at feet
(False door)	(Secret one-way door <sup>2</sup> )
Purple, at feet	Green, held high overhead
(False door)	Yellow, held at shoulder
Bronze, held waist high	Pink held high overhead
Gray, held at shoulder	Black, at feet <sup>3</sup>
(None)	Pale violet, held at shoulder
Bright blue, at feet	(None)
White, held high overhead	Red, held waist high <sup>4</sup>
Turquoise, held at shoulder	Buff, at feet
Scarlet, held waist high	(None)
Pale green, at feet	Indigo, held high overhead

<sup>1</sup>An illusion covering a crawlway to area 11

<sup>2</sup>This door can be opened by a *knock* spell or destroyed with *disintegrate*

<sup>3</sup>An illusion covering a crawlway to area 14

<sup>4</sup>An illusion covering a crawlway to area 13

The false doors and secret doors can be found with successful DC 20 Wisdom (Perception) checks. If anyone makes physical contact with an illusion in this area, its nature becomes apparent. Also, a character who examines an illusory image without touching it can make a DC 20 Intelligence (Investigation) check. On a successful check, the illusion becomes faint to the character, who can then easily see the crawlway beyond the illusion.

**Magic Archway.** On the south wall is a stone archway similar in appearance to area 5, also filled with cloudy vapors that block vision or detection of what lies beyond. When a character moves to within 3 feet of the arch, read:

As you come close, three stones in the archway in front of you begin to glow. The left-hand base stone shines with an olive hue; the one on the right glows citron, and the keystone seven feet overhead gives off russet light.

No matter how the stones are manipulated, the archway remains clouded and veiled with a haze which nothing can enable the onlookers to see through. All living matter which goes through the arch will be teleported to area 3, while nonliving matter is teleported simultaneously to area 33—meaning that characters stepping through will appear at the start totally nude, while everything else with them will go to the crypt of the demilich. (Cruel, but most entertaining for the DM.)



## 11. THE THREE-ARMED STATUE

This small room holds what appears to be a statue of a gargoyle, eight feet tall, with four arms. One of the arms is broken off and lies on the floor in front of the statue.

No amount of fooling around with the broken arm will enable it to be replaced, and the statue will do nothing at all meanwhile.

**Ten Gems for One.** A close look at the open and outstretched hands of the statue will determine that a large gem (a 100 gp blue quartz fits perfectly) will fit in a carved depression in each of the three remaining hands, while the broken one has no such concavity. If three large gems of any sort are placed within the hands, the stony digits will close and crush them to powder, dump the remains on the floor, and return to their normal positions.

If this process is repeated until ten gems (or more) are crushed, a *magic mouth* spell is triggered and speaks the following words: “Your sacrifice was not in vain. Look to the fourth to find your gain.”

As these words are uttered, an invisible *gem of seeing* will come into being in the palm of the broken-off arm. The gem must be found, and the character so doing will need to wipe it free of a magical substance before it can be seen or used. Note that if the arm is carelessly moved, the gem will fall out and roll away. See *invisibility* or any other sort of searching except by careful feeling will be useless. Describe the gem, once it is wiped



clean and visible, as an oval diamond, with two flat and polished sides, very clear, and about 1 inch in diameter by a quarter-inch thick. It will operate only twelve times, then shatter.

## 12. TRAPPED FALSE DOORS

In four locations in the tomb, there are false doors which screen a spear trap. When one of these doors is opened, a spear will shoot out, and the door opener or someone standing nearby is subject to be struck. Determine at random, if need be, which character is the target. The trap has a range of 60 feet, has a +11 bonus to hit, and deals 9 (2d8) piercing damage. If the door is closed and reopened, another spear will fire. The mechanism can be jammed by a character who uses thieves' tools and succeeds on a DC 20 Dexterity check.

## 13. CHAMBER OF THREE CHESTS

When the party enters the illusory crawlway hidden by the red sphere, they will come to an apparent dead end, but a successful DC 10 Wisdom (Perception) check reveals the presence of a secret door.

The character who opens the door will fall to the floor 10 feet below due to a tilting stone at the mouth of the crawlway, taking falling damage (a mere annoyance, but it erodes the strength of the party).

Three large chests are affixed firmly to the floor; the western one is gold (plate covering iron), the center one is silver (plate over iron), and the eastern one is of oak bound with thick bronze bands. Each is about 4 feet long, 2 feet wide, and 3 feet high.

**Gold.** Opening the gold chest releases a **swarm of poisonous snakes** that slither out and attack next round. They continue biting until all are killed.

**Silver.** Inside the silver chest is a clear crystal box (worth 1,000 gp) that holds a *ring of protection*. Someone who succeeds on a DC 15 Wisdom (Perception) check while examining the box and the chest notices the box is set into the chest bottom. When this box is lifted from the supposed bottom of the chest, eight darts will fire upward, and the one or two characters leaning over the chest so as to be in the line of fire will take 1d4 attacks each if they are exposed to the path of these missiles. The darts have a range of 60 feet, a +11 bonus to hit, and deal 3 (1d6) damage on a hit. The trap mechanism is under the crystal box and can't be disabled without first removing the box.

**Oak.** When the lid of the oak chest is opened, an animated **giant skeleton** (see appendix B) will be instantly teleported into the room, and it strikes with surprise.

## 14. CHAPEL OF EVIL

After passing through the illusory black sphere the party will have crawled along the small tunnel until reaching the end, only to find it is solid stone. It requires a successful DC 20 Wisdom (Perception) check to find the secret door at the end of the passage—no form of magic will detect it, save for a *gem of seeing*. If the characters open the door and enter the room, read:

You see what is obviously some form of temple area. There are scenes of normal life painted on the walls, but the people have rotting flesh, skeletal hands, worms eating them, and so forth. Yet there are also depicted various religious symbols of good alignment. There is a mosaic path leading between four rows of wooden pews that face the worship area. In front of the pews, a wooden railing divides the room. South of it is an altar in front of a tiered dais, on which sits a wooden chair.

If the characters move farther into the room so they can see the features in the south end, continue:

The chair is nicely carved and padded but seems unremarkable. On either side of the dais are large, free-standing large brass candelabras each holding five white candles. In each corner on the southern wall is a large white pottery urn stoppered with a brass and wood plug. Sprawled on the floor near the west wall is human skeleton in black chain mail that is badly rusted and damaged. The skeleton's outstretched arm points to a stone archway set in the wall. The opening is filled with opaque, bright orange vapors.

**Aura.** A casting of *detect evil and good* or a paladin's use of Divine Sense identifies the chapel as a consecrated place. (What a puzzle! Could the demilich actually have been of good alignment?)

**Pews.** Simple examination indicates that all of the benches have hinged seats. If a character examines either of the pews in the front row before opening the lid, a successful DC 15 Wisdom (Perception) check reveals that the hinges on this pew are larger than the ones on the pews in the other rows.

**Gas Trap.** The hinges on the front pews are larger and stronger because they include rods that are connected to valves inside the pew. If the seat on either of the front pews is lifted up, a cloud of poison gas fills the whole room in 2 rounds. A character caught in the gas must succeed on a DC 15 Constitution saving throw or become poisoned for 48 hours.

If the hinges are noticed and then disassembled, requiring 1 minute and a successful DC 15 Dexterity check using thieves' tools for each hinge, the trap can't trigger. A failed check results in no progress at the task, but if the check fails by 5 or more, the trap goes off explosively, blowing the lid open.

**Treasure.** The back pair of pews have 4,000 sp each hidden therein, the next pair have 3,000 ep each, and the pair closest to the trapped pews have 2,000 gp each.

**Altar.** The centerpiece of the chapel is a block of strange material that glows with an inner light of opalescent blue. (If the altar is specifically targeted by a *detect evil and good* spell, it registers very faintly as a desecrated object.) If the altar is touched by living matter, a *lightning bolt* spell (save DC 15) will streak down the



center aisle. After this bolt comes forth, the altar turns a fiery blue-red, and if it thereafter is touched by any object it will explode as a *fireball* spell (save DC 15).

**Archway.** Just as in other locations around the tomb, the mists that obscure the archway can't be penetrated with any sort of vision or magic. (If a character moves close to the archway and asks about it, explain that none of the stones of the arch glow.) The skeleton, of course, misleads the party, for any character passing through the portal will enter a 10-foot-by-10-foot room where their sex and alignment are reversed by a powerful magic. Exiting the room and reentering the archway will restore original alignment, but also deals 3 (1d6) psychic damage. Going back a third time will reverse sex again, but the individual will be teleported in the manner of the archway in area 10. Only a *wish* spell will restore both alignment and sex. If alignment is restored by entering the orange portal, a *remove curse* or *greater restoration* spell will then restore original sex.

**Wall Slot.** A character who inspects the eastern wall directly opposite the archway and succeeds on a DC 10 Wisdom (Perception) check finds a small slot with the letter O faintly traced above it. This is the location of a moving stone block described below. The block can't be magically detected, nor will it open by physical or magical means other than the method given in area 15.

## 15. STONE GATE

As shown on the map, the stone that forms part of the eastern wall of the chapel is 2 feet wide, 4 feet high, and 10 feet thick in a wedge shape. It is impregnated with strong antimagic that prevents its detection or removal or its change to another form or substance. The wall slot (see above) is of sufficient size to accept a coin or a disc-shaped gem. It is also just right for the insertion of a magic ring of any sort. Only such an item will trigger the mechanism, which causes the block to sink slowly into the floor so as to allow entry into the passage beyond. The object deposited into the slot is forever lost, as the sinking stone crushes all to pieces. The gate opens easily from the other (east) side, and no special item is required to trigger its opening from that side.

**Doors and Pits.** Beyond the gate stone, the corridor widens to 10 feet and turns southward where steps lead down steeply to a corridor that goes west. Each of the three doors in the corridor opens easily if any pushing force is applied to it, and a creature that does so stumbles into the pit on the other side unless it succeeds on a DC 15 Dexterity saving throw. If a door isn't violently pushed against, it can be opened safely by pulling it inward, and the party will have standard chances of falling in when the characters leading the way step on the pit cover.

By the time the westernmost door and pit have been reached, the characters will certainly expect the pit, and will be likely to bypass and ignore it. This carelessness would prevent them from examining the pit from within. On the south wall of the pit is a wooden door painted to look like stone, which is easily discovered by anyone who looks at this wall while inside the pit or who makes a tactile investigation of the wall from outside the pit.



**Crawl Space.** Beyond the painted door is a narrow passage that emerges at the top of a short flight of stairs leading down.

## 16. LOCKED OAKEN DOOR

The thick wooden door ahead of you is heavily bound with iron bands, and there are several locks keeping it shut.

**Aura.** The door is found to radiate an aura of abjuration magic if a *detect magic* spell is cast upon it.

**Sounds from Beyond.** A character who listens with an ear to the door will hear far-off music and happy singing, obviously coming from the other side of the door.

No amount of forcing or spells will open the door. The only way to continue northward is to use a *disintegrate* spell on the door or physically destroy it (it has 100 hit points).

If the characters destroy the door, read:

As the door falls away, you can hear sounds of confusion and distress coming from the north. A faint glow, like that of a small flame, shines in the distance. The walls of the passage ahead of you are of smooth white alabaster, and the floor is highly polished, smoke-gray marble.



The destruction of the door triggered a *minor illusion* spell that produced the noises of distress, which are designed to lure the characters onward.

The tunnel floor is a counterweighted beam. Its overbalancing point is the third square north of the door. When one or more characters move there, the floor beyond the door will begin to tilt downward, with the north end slowly sinking. If this occurs, quickly state how the floor is beginning to slant, and have the characters roll initiative. On initiative count 10, all characters north of the door fall prone and slide 10 feet to the north.

A character can attempt to scramble back up the ramp to the south by making a successful DC 10 Strength (Athletics) check, or two successful checks if using the Dash action. Those who succeed still slide 10 feet north on initiative count 10 in each round, but they can also climb upward according to the normal rules for doing so. A character whose check fails by 5 or more slides an extra 5 feet to the north. Those who slide to the fourth square north of the door take 3 (1d6) fire damage, then 11 (2d10) fire damage in the fifth square. Characters who slide farther than that are plunged into a pit of molten lava which will absolutely snuff them out.

### 17. MAGICAL SECRET DOOR

This entrance to the remainder of the tomb is on the wall adjoining the stairway that leads down. It can be found by mundane means, requiring a successful DC 20 Wisdom (Perception) check, but nothing will enable it to be opened until either the area is viewed through a *gem of seeing*, a *true seeing* spell is cast, or a *detect magic* spell is used to determine the door's magic aura (abjuration).

After the magic of the door is identified, a *dispel magic* or *remove curse* spell is needed to remove the guard that prevents the door from being opened. Once this is accomplished, the secret door can be opened easily from either side.

### 18. CORRIDOR PROTECTED BY FEAR GAS

If the characters travel south from the secret door, they reach a landing at the top of a stairway.

Stairs descend to the west. The corridor that extends past the bottom of the steps is slightly cloudy.

The corridor is filled with fear gas. Unless characters announce they are holding their breath before entering its 40-foot length, they will breathe in the gas. A creature exposed to the gas must succeed on a DC 15 Constitution saving throw or become frightened for 1 minute.

A creature frightened in this way must take the Dash action on each of its turns to retrace its steps, moving away from this area of the tomb by the safest route possible. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. Once the effect ends, the creature is immune to the gas for 1 hour.

Beyond the first 10 feet, the gas becomes thicker, and it irritates the eyes. The area is lightly obscured, so it

requires a successful DC 10 Wisdom (Perception) check to notice the south door that leads into area 18A. Once that door is opened, the gas dissipates.

### 18A. FALSE CRYPT

Beyond the door, a stairway leads down. The way is blocked by thick webbing that fills the area from steps to ceiling.

The steps down to the chamber at the end are filled with *webs* (as the spell) which can only be removed by magical fire (a *burning hands* spell, a *flame tongue* sword, or the like). Any character trying to break through them will become hopelessly entangled and can't get loose unless the webs are burned away or the character is freed by a *wish* spell.

If the characters clear away the webs and descend to the foot of the stairway, read:

Lying on the floor at the bottom of the stairs is an iron mace inlaid with silver. South of this location is a modest-sized room. What you can see of it is filled with rotting and decayed furnishings.

The mace will begin to glow with a bright golden light when it is picked up by any character. (Whenever this weapon is swung at the occupant of this chamber, it will hit.)

Characters who enter the room will see a solid gold couch along the back wall. A skeletal figure that resembles a lich, wearing a crown on its head, slowly rises from the couch (and throws up its hands in apparent fear if the mace is being carried). A booming voice seeming to emanate from the whole of the chamber will demand: "Who dares to disturb the rest of Acererak? It is your death which you have found!"

**Creature.** The false crypt is the home of a false lich that is actually a magically prepared **greater zombie** (see appendix B). Between strikes the creature will gesture with its hands as if readying a spell. If it is struck by the golden mace it will make a roaring bellow (produced by a *magic mouth* spell), and the weapon will obviously stagger it (roll dice and shake your head ruefully) every time the mace is used. The third time it is struck by the glowing mace, the false lich will instantly wither and disappear in a puff of dust, and the mace will shatter.

If the characters investigate the room's contents, they can see a jade coffer, the dead monster's fallen crown, and a fine leather bag (its condition is a give-away—it isn't rotten) all within easy reach. The furnishings and decorations are of no value.

**Collapse.** At the moment when the false lich disappears, the room will start to shake and stones will begin to come down from the ceiling. Obviously the place is beginning to collapse, but take your time detailing the increasing rumblings, tremors, grinding noises, falling hunks of ceiling, and so forth to the players.



Now begin counting slowly to 10, and it is odds on that there will be a stampede up the stairs to get away! A *programmed illusion* spell affecting the entire false crypt will produce the full effects of a cave-in, complete with tactile components. Actual dust will billow up the stairs, while bits of stone begin to fall in the east-west tunnel and then in the north-south tunnel and the stairs reached from the pit. If the party runs out, ask them if they thought it was too hard a dungeon.

**Treasure.** The jade coffer is worth 5,000 gp and contains six *potions of healing*. The crown is set with gems and worth 25,000 gp. (The gold that makes up the couch is worth 50,000 gp, but it can't be moved or damaged.) The small sack holds 278 pp, twenty-nine gems worth 10 gp each, seven *spell scrolls* (all of 1st- and 2nd-level wizard spells), and a map showing a location several hundred miles away that supposedly has a rich treasure (it is a fake, naturally).

**False Ending.** If this outcome doesn't make the players suspicious enough to take another run through to check things out, put the adventure away for use when you have a different group (or the same ones) inquiring about one of the references in the "Legend of the Tomb." Note that something so simple as a *commune* spell will reveal that the demilich has not been destroyed.

## 19. LABORATORY AND MUMMY PREPARATION ROOM

Although there is only one item of eventual use within this totally plain and cluttered place, the volume of items within it is calculated to waste time for the players. Describe the features of the room as the characters investigate.

All of the walls are lined with shelves, and upon these are old jars filled with dust and impotent ingredients of all sorts. There is a large desk and stool, two workbenches, and two mummy preparation tables. Clay pots and urns on these tables and the floor obviously once contained unguents, ointments, oils, perfumes, and the like. Linen wrappings are in rolls or strewn about. Dried herbs of unidentifiable nature, bones, skulls and the like litter the workbenches.

**Vats.** In the south part of the room are three vats of about 7 feet in diameter and 4 feet in depth that contain murky liquids. The vats are affixed to the floor and too heavy to move. The western one holds only dirty water.

The middle vat contains a slow-acting acid which will deal 3 (1d6) acid damage on the round after a creature's flesh comes into substantial contact with it (by immersing an arm, being splashed on, and so forth)—minor contact (dipping a finger) will cause only a mild itch. At the bottom of this vat is one-half of a golden key.

The eastern vat contains a grayish substance that is actually an **ochre jelly** that sits atop the other half of the golden key.

**Treasure.** The key parts are magical and will not be harmed by anything. If the parts are joined together they form one solid key, hereafter called the *First Key*. Because the acid will harm even magic weapons, the players will have to figure some way to neutralize or drain off the contents of the second vat to acquire the key, as a



reach-in-and-grope-for-it technique has only a 1 percent cumulative chance per round of being successful.

## 20. HUGE PIT FILLED WITH SPIKES

If the characters proceed through the laboratory, they come upon a descending staircase that ends at a corridor heading east. Assuming they can see what lies ahead of them, read:

A ten-foot-deep, empty pit completely fills the passageway and extends so far as to make jumping across it impossible for most creatures.

**Spike Trap.** The characters might deduce that the pit can be crossed by climbing down and walking across the bottom, then climbing up the other side. Simple! Wrong—any footstep upon the last 5 feet (east portion) of the pit presses a pressure plate, causing a volley of spikes to discharge upward. If the plate is triggered, each person in the pit or leaning over its edge is likely to be struck by the spikes, which have a +11 bonus to hit and deal 11 (2d10) piercing damage. New spikes will come up out of the floor every time if the plate is pressed more than once.

A character who succeeds on a DC 20 Wisdom (Perception) check discovers the pressure plate. It can then be wedged shut by a character who is adjacent to the plate and succeeds on a DC 20 Dexterity check while using thieves' tools. On a failed check, it's apparent that the block didn't work—unless the check fails by 5 or more, in which case the job seems solid but fails when someone walks on the plate.



## 21. THE AGITATED CHAMBER

The secret door to this place can be found with a successful DC 15 Wisdom (Perception) check.

The room appears to be filled with funerary offerings and furniture. There are four rotting sofas, a couple of throne-like chairs, and a jumble of stands, small tables, and vases and urns that are dented, chipped, and broken. Only the rather plain tapestries hanging on the east and west walls appear to have been spared a rough looting. Amid the general havoc are scattered several trunks and a larger number of coffers.

**Heaving Floor.** The weight of the characters upon the balanced floor of this room sets a mechanism into motion. Each round they remain in the place, on initiative count 0, roll a die. An odd-numbered result means that the floor of the room will jump and buck up and down violently. When the floor does so, each creature in the room must succeed on a DC 10 Dexterity saving throw or fall prone and take 1 bludgeoning damage from abrasions and contusions.

**Tapestries.** The wall hangings, which depict weed-grown rocks and green and golden tan scenes of under-sea life, are special, antimagic-treated creations made of green slime and brown mold (see “Dungeon Hazards” in chapter 5 of the *Dungeon Master's Guide*).

If either tapestry is torn down, it instantly turns into green slime and covers a 20-foot-long, 10-foot-wide area of floor when it falls. Note that the tapestries can be handled normally without risk, just not yanked so as to tear them (and they are well affixed at the top); if any character is holding one when the room becomes agitated, however, it is 75 percent probable that the jerking motion will tear the thing.

If these hangings are subjected to burning, they instantly turn to brown mold that covers the same area.

The secret door behind the tapestry on the west wall requires the tapestry to be removed, but thereafter can be found as easily as the entry door.

**Treasure.** The trunks are empty, but the smaller coffers hold various items. Roll a d6 each time one is opened. On a roll of 1–3, the coffer contains 1d3 **poisonous snakes**. On a roll of 4–5, 8d10 pp are found. On a roll of 6, the coffer holds 2d4 gems (worth 10 gp each).

## 22. THE CAVERN OF GOLD AND SILVER MISTS

A thick silver mist, shot through with delicate streamers of gold, partially blocks your view of the area that lies ahead.

The mists make the entire area heavily obscured. A *detect evil and good* spell cast in the area, or a paladin's use of Divine Sense, indicates that this is a consecrated place.

Any creature that steps into the mist must make a DC 15 Intelligence saving throw. On a failed save, the crea-

ture's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. This effect lasts until the character can breathe the clean air above ground under the warm sun.

**Creature.** At the center of the cavern is a small grotto in which dwells the fey being **Siren** (see appendix B). As a private joke, Acererak placed her in this cavern under an enchantment. She must be asked to come out of the chamber in order to break the spell, and she can give no clues as to the nature of her duration. If the characters come close enough, they can see that two sacks, a large one and a small one, are lying on the floor next to her.

Siren will converse in a friendly fashion, asking how characters are and if they find the going hard in the tomb. Because of the enchantment, she will answer any direct questions with an evasive reply: “I cannot say,” “That is unknown to me,” “Possibly,” and so forth unless she is freed. She knows nothing of the tomb in any event.

If the characters ask her to come with them and are kind, she will do so and stay with them through the rest of the adventure.

**Treasure.** Both of Siren's sacks contain treasure, but it isn't possible to acquire more than one of them—and in fact both of the sacks will disappear if she is asked to accompany the party. If a character touches one of the sacks before she is asked to come along, she and the other sack immediately disappear.

The large sack contains 50 pieces each of copper, silver, electrum, gold and platinum. It appears to be a normal sack, but it has a magical aura if it is checked, for it is a *bag of holding*.

To determine the contents of the small sack, roll a d10:

### d10 Contents

1–2	Filled with wool
3–4	Five pieces of jewelry
5–6	1d6 <i>potions of greater healing</i>
7	1d6 <i>spell scrolls</i> , each of a wizard spell of 5th level or lower (DM's choice)
8	4d12 gems (worth 100 gp each)
9	<i>Bracers of defense</i>
10	<i>Ring of feather falling</i>

It isn't possible to gain both the large and the small sacks by any means. If a character or characters state they will grab them simultaneously, roll dice to see which sack is touched a fraction of a second sooner. The other disappears—along with Siren—forever.

## 23. FALSE/TRUE DOOR

When the party opens the door that promises to offer access to the north, it is probable that they will believe it to be nothing more than a false door, but the seemingly blank wall of solid stone behind the false door hides a secret door, which can be found with a successful DC 15 Wisdom (Perception) check.

**Secret Trapdoor.** On the other side of the secret door is a secret trapdoor in the floor of the corridor, requiring a successful DC 20 Wisdom (Perception) check to find.



The trapdoor opens onto a steep flight of narrow stairs that spiral down to a 5-foot-wide tunnel which emerges at area 24.

### 23A. KNOCKOUT CORRIDOR

If the characters don't find the tunnel or choose not to follow it, they move through a door that leads east and then come upon a set of double doors in the north wall. When the doors to the north are opened, sleep gas billows forth from the other side. Each creature in the east-west passage must succeed on a DC 15 Constitution saving throw or fall unconscious for  $2d4 \times 10$  minutes.

**Rolling Stone.** Every 10 minutes after the gas is released, roll a d4. On a roll of 4, a stone juggernaut (rather like a steam roller) comes out of the 20-foot-square room to the north and rolls  $1d6 \times 10$  feet south, then west. Everything it rolls over is squashed to a pulp. There is no appeal.

### 24. ADAMANTINE DOOR

The tunnel from the south emerges into a corridor that then heads east. The door at the end is a great block of adamantine. It has permanent antimagic effects on it, and there is no magical or physical way of forcing entry.

There are three slots in the door at about waist height. If sword blades are shoved simultaneously into all the slots, the 1-foot-thick door will swing open. Five rounds later, the door slams shut. There is no way of opening it from the west side.

### 25. PILLARED THRONE ROOM

You look upon an enormous chamber colored in pastels. A forest of massive, many-hued columns support the ceiling.

**Aura.** Each of the 3-foot-diameter pillars radiates an aura of transmutation magic when such is detected for.

**Upwardly Mobile.** Any character who touches a pillar with or without intent will uncontrollably float upward (as if affected by a *levitate* spell), then bounce gently around on the ceiling, 30 feet above, just as a helium balloon. To stop this effect, a *dispel magic* or *remove curse* spell must be placed upon each such individual.

There seems to be a gentle breeze in the room, for any character floating among the many-hued columns will begin drifting toward the northwest or northeast corner of the room. From the entry an observant character with a suitable light source will be able to observe part of the dais on the south wall and the door at area 27.

**Northwest Devil Face.** About 24 feet above the floor in the northwest corner, on the north wall, is a mosaic relief sculpture of a green devil's face which appears to be exactly the same as that first encountered in the entrance hall to the tomb (area 3). Any creature that comes within 3 feet of its gaping mouth will be sucked in and instantly teleported, to be "spat out" nude at area 6, while all non-living matter in the character's possession goes to area 33.

**Northeast Devil Face.** The sculpture in the northeast corner is identical in size and placement to the one in



the other corner, but it is tinged with a bluish color over the green. Any character that enters the mouth opening of this devil face is teleported to area 27A.

**Charred Remains.** Strown near the southeast corner is a heap of charred bones and skulls, plus the crisped and blackened remains of clothing and gear, arms and armor—a thoroughly awful and frightening sight. A character who comes close enough to examine the remains will find a huge, glowing orange gem at the center of the destruction.

**Cursed Gem.** The gem can be easily claimed. Casting a *detect evil and good* spell reveals it to be a desecrated object. On a casting of *detect magic*, the gem gives off a strong aura of conjuration—so strong that the detecting character will get the vague feeling that the *wish* spell is involved in the gem's magic.

The gem is actually a cursed magic item. If any character touches it and attempts to cast a *wish* spell using it, a reversed or distorted version of the wish's fulfillment will bring harm to that character and all named in the wish.

Then, immediately after the evil *wish* spell has transpired, the gem begins to pulse with reddish lights, growing progressively stronger, brighter and hotter. Roll initiative. On initiative count 1, the stone explodes, absolutely killing any character within a 15-foot radius in a wave of searing radiation and flames. The gem remains as a noisome mass of stinking purplish mold which bubbles and chuckles. In one week the mass will again re-form as a glowing orange gem.



**Ebony Dais and Silver Throne.** When the characters come close enough to see the details on the dais, read:

Contrasting with the pastel colors of the floor and pillars of the hall is the stark blackness of the huge dais on the south wall, atop which sits an obsidian throne inlaid with silver and ivory skulls. Upon the throne rest a crown made of gold and a scepter made of electrum, with a gold knob on one end and a silver cap on the other.

**Aura.** The crown and both ends of the scepter prove to be magical if such is detected for. In addition, the crown and the gold knob of the scepter radiate an aura of abjuration magic, and the silver end of the scepter has an aura of necromancy magic.

**Crown and Scepter.** The crown negates the pillars' levitation effect for anyone who dons it and enables the wearer to see within the hall as if in normal daylight—but outside this place the wearer is blind. As soon as a creature puts on the crown, the wearer knows that the crown can be removed only by touching the scepter to it, but doesn't find out the exact procedure.

If the golden knob is touched to the crown, the wearer can remove the headgear. If the silver end of the scepter is touched to the crown, the wearer is instantly snuffed out, turning to a fetid powder that can't be brought back to life no matter what (*wish* spells notwithstanding).

**Treasure.** Each of these items is obviously valuable (25,000 gp for the crown, 12,500 gp for the scepter), but both are cursed. If they are removed from the tomb, the possessor of either item will be visited by a **vrock** sent to reclaim the item and return it to the throne room—or by two such demons if a single character has both items.

**Throne Passage.** A character who examines the throne and succeeds on a DC 15 Wisdom (Perception) check discovers a small replica of the crown inlaid in silver on the lower front panel of the seat. If the silver end of the scepter is applied to this inlay, the throne sinks down and reveals a 5-foot-wide passageway that leads south.

## 26. SMALL ROOM WITH A DOOR OF ELECTRIC BLUE

The two doors near the northern corners of the throne room look the same. When a character comes within 10 feet of either one, it can be seen that the door actually shimmers with a faint blue light. When the door is touched, this glimmering grows bright. A brass pull beckons to be used, and the door will open easily. Inside the western room there is nothing but dust. The eastern room is another matter.

If the eastern door is opened, the characters will see a low stone table upon which rests a wooden sarcophagus. Various broken and looted urns and coffers are scattered about. Inside the sarcophagus are the parts of a mummy (not an undead, exactly, for at this time it is the mummified remains of a human) with wrappings partially undone and tattered.

**Treasure.** A huge amethyst, worth 5,000 gp, is barely visible between the wrappings that cover the mummy's

head. A character who examines the mummy and succeeds on a DC 20 Wisdom (Perception) check can discover it in one of the eye sockets.

**Creature.** The gem has an evil magic placed upon it, and if it is removed from the mummy, the remains become a true **mummy lord** that has no spells and no legendary actions (defeating it awards half XP). Magic upon the mummy lord's wrappings makes them nonflammable, and the creature wears a *ring of resistance* (fire).

## 27. THE PORTAL OF SCINTILLATING VIOLET

The door in the center of the north wall of the throne room appears to lead to another small room. Like the two near the corners, this one gives off a faint glow when viewed from 10 feet away, though this light is of a lilac color.

When this door is touched, the light changes to a bright and coruscating purple with tinges of sickly green. If a character opens the door, read:

You see a bare chamber, with a small door on the north wall, and pairs of swords crossed behind shields hung upon the walls. There are three such sets on each of the walls to either hand, and two sets on the north wall, one flanking each side of the door.

**Creatures.** If the threshold of the chamber is crossed by any creature, one set of swords will fly off the wall and attack the individual so doing. The two **flying swords** will both attack, and the shield (statistics as the swords, but no attacks) will interpose itself to take hits meant for the swords. This trio will attack until they are destroyed or the one who violated their area is dead. Surviving weapons and shields return to their former positions after the offender is hacked to pieces.

Worse still, if the threshold is crossed a second time, another pair of blades and a shield will attack, and each set gains a cumulative +1 bonus to attack and damage rolls, as well as 1 hit point more than the previous set.

Only the following spells will affect these items: *telekinesis* sends all three items of a set back to their original position; *heat metal* will cause one item to fall to pieces; *disintegrate* will destroy all items of a set; *magic weapon* will cause a sword to become a plain iron weapon.

## 27A. CHAMBER OF HOPELESSNESS

Any creature unfortunate enough to be teleported here from area 25 is doomed, for its fate is clearly stated in glowing letters magically written on the north wall of the place. If someone arrives here, read:

"You who dared to violate my tomb now pay the price. Stay here and die slowly of starvation, or open and enter the door to the south, where certain but quick death awaits.

"Whichever you choose, know that I, Acererak the Eternal, watch and scoff at your puny efforts and enjoy your death throes."



**Fountain.** A small stream of water spills from a wall outlet into a basin and drains away through side holes, so there is always plenty to drink. (It is impossible to flood the place, for there are hundreds of small drain holes in the walls and floor.)

**Treasure.** There are numerous skeletons here, rotting equipment, and 30d10 each of sp, ep, gp, and pp hurled about. Searching through the remains will yield 2d10 gems (worth 10 gp each), a *potion of diminution*, and a +1 *flail*.

**Swords and Shields.** If the door to the south is opened from this side, all the swords and shields in area 27 swoop from the walls to attack, but they cease as soon as the door opener retreats into the chamber to the north.

## 28. THE WONDROUS FOYER

The narrow passage behind the throne leads to a 10-foot-wide landing and a series of steps which become wider to the south as they ascend. When a character reaches the landing and is able to see the steps, read:

The walls of the area ahead are untarnished and gleaming copper panels set between rare woods inlaid with ivory. The ceiling is silver, formed so as to reflect and amplify light brought into the place. The chamber widens to the south, where a set of gently sloping steps leads upward. The six steps, from nearest to farthest, are made of onyx, pink marble, lapis, black marble, yellow serpentine, and malachite.

Upon the black marble step is a large, cylindrical key of bronze, hereafter called the *Second Key*, for all to behold. It has an *antipathy/sympathy* spell cast upon it (save DC 17) that repels humanoids (the antipathy effect). At the head of the steps are a pair of huge doors.

## 29. THE VALVES OF MITHRAL

The doors at the top of the stairs are 14 feet wide and 28 feet tall. They are made of solid mithral, 3 feet thick, and impregnated with great magics in order to make them absolutely spell- and magic-proof.

**Keyhole.** Where these valves meet, at about waist height, is a cup-like depression, a hemispherical concavity with a central hole. The hole appears to fit the *Second Key*, but if it is inserted, the character so doing will take 5 (1d10) lightning damage. Anyone so foolish as to insert the *First Key* (from area 19) will take double that amount of damage.

**True Key.** The real key to these great gates is the scepter from area 25. If the gold knob is inserted into the depression, the mithral doors will swing silently open. If the silver end of the scepter is touched to the hemispherical cup the holder of the instrument will be teleported instantly to be spat out of the devil's mouth at area 6, nude, while all non-living materials with the individual go to area 33, and the crown and the scepter reappear on the throne.

**Blood Trap.** If the door is attacked by force it will not budge, but if it is scratched or nicked it will turn red in

that spot, and if it is cut by a sharp weapon it will begin to gush forth blood—the blood of all those who have died within the tomb! The red flow will cascade down the steps and fill the area to the top of the southernmost step in 6 rounds, and each round thereafter it will rise higher and encompass one more step. If unchecked, the flow of blood will fill the foyer to the ceiling in 20 rounds.

Fire of any sort, magical or otherwise, turns the blood to a poison gas, which is fatal, and all characters in the foyer area are dead, with no saving throw, while any in the 5-foot-wide passage to the throne room are slain unless they succeed on a DC 17 Constitution saving throw.

Casting one or more *cure wounds* spells on the door in any combination that expends four spell slots (such as four 1st-level castings, two 2nd-level, or one 4th-level) will stanch the flow of blood, as will a *heal* spell. If other magic is used against the blood, only the following spells will have any effect:

*Cone of cold* freezes the blood and halts the flow for 3 rounds.

*Create or destroy water* turns the blood to water.

*Disintegrate* destroys all the blood.

*Levitate* coagulates the blood and causes it to rise up as a Huge red **ochre jelly**.

*Polymorph* changes the blood into seven **wights**, which attack immediately.

*Purify food and drink* turns all the blood to poison gas.

A character caught in the gas must succeed on a DC 15 Constitution saving throw or become poisoned for 48 hours.

*Raise dead or resurrection* destroys all the blood and causes a shade to appear on the top stair. The shade blesses the characters so that they benefit as if they had just finished a long rest.

## 30. FALSE TREASURE ROOM

This imposing chamber has a silvered ceiling, just as the foyer has, so it is brightly illuminated by reflected light. The walls are of ivory with gold inlaid. The floor is polished agate. In each corner stands a statue of black iron, easily nine feet tall. That to the northeast stands with a saw-toothed two-handed sword raised to strike; that to the northwest a huge, spike-ended mace; to the southeast the sculpture holds a wickedly spiked morning star, and the one in the southwest has a voulge.

Near the center of the room is a large bronze urn filigreed in gold. A thin stream of smoke issues from a tiny vent in its brass stopper. On the southern wall stands a granite sarcophagus that appears to be damaged. Flanking the sarcophagus are two large iron chests.

The room is lined with lead and has antimagic properties, so no spells will work within the room, and no magical properties of items of any sort will properly function except those that detect an aura of magic or a place of desecration.



**Statues.** Each statue has a magical aura, but they are merely hunks of metal; they do nothing. Each registers to the casting of *detect evil and good* as a desecrated object, and the visage of each of these iron statues is most fearsome and terrifying.

Moving a statue can be done, but it requires a combined Strength of 48. Moving the statue in the northwest corner reveals a ring pull in the western wall which will raise a small plug of stone and enable the party to enter a small chute which takes them into the corridor that goes west.

**Bronze Urn.** A character who examines the urn can use an action to pry loose the stopper. If the stopper is removed, an **efreeti** will come forth. If the urn has been battered, knocked about, shaken, overturned, or otherwise roughly handled, the creature will be in a fury and will attack. If not, it will grant three wishes for the party and then depart.

**Sarcophagus.** Examining the lid of the sarcophagus reveals that glyphs spelling “ACERERAK” are inset on it in platinum. (The metal, worth 100 pp in total, can be pried out.) The end of the thing nearest the wall is stove in and shattered. Inside can be seen bits of a wooden inner shell, a few bones, destroyed jewelry (the stones pried out), torn bits of robes and windings, dust, and a broken *staff of the magi* (evident from the runes upon it). A shattered skull will roll out if the contents are moved around. (Why, the demilich has long been destroyed, but his magical traps somehow survived!)

**Iron Chests.** Each of these massive boxes is embedded into the stone. Neither can possibly be moved, and both show marks of prying, battering, and similar treatment. Each chest is triple-locked, and each lock contains a poison needle trap (see “Sample Traps” in chapter 5 of the *Dungeon Master’s Guide*). If the trap is triggered by a failed check, it deals 1 piercing damage and delivers a dose of purple worm poison (see “Sample Poisons” in chapter 8 of the *Dungeon Master’s Guide*).

**Treasure.** Both chests have treasure, the true nature of which doesn’t become apparent until the spoils are moved at least 13 miles away from the tomb.

The eastern chest holds 10,000 gems, which will initially appear to be of not less than 50 gp value each. Each is actually a 1 gp piece of quartz. The other chest contains 10,000 copper pieces magicked to appear as platinum when they are first discovered.

### 31. ONE-WAY DOORS

Characters who traverse the east–west corridor have no chance of discovering the north–south route that adjoins it. The two doors to the north are magical, such that they don’t exist except for characters who approach and open them from the north.

**Phasing Pit.** The covered pit depicted on the map doesn’t exist until someone opens either of the one-way doors or opens the door in the corridor while traveling east to west. When one of those events occurs, the covered pit comes into phase where shown. This pit is otherwise exactly the same as others in the place.

### 32. SECRET DOOR

The portal to the south can’t be detected by any magical means, but a successful DC 15 Wisdom (Perception) check enables a character to notice that the wall at this location has a small opening that is metal-lined—obviously a keyhole!

Following this discovery, any attempt to force the door open by physical or magical means will be useless. But if the *First Key* (from area 19) is inserted in the hole and then removed, the door will sink into the floor, revealing itself to be a stone-sheathed adamantine slab of tremendous thickness. There can be no real doubt that the end of the adventure—one way or another—is near.

### 33. THE CRYPT OF ACERERAK THE DEMILICH

Beyond the door is a smallish, rectangular chamber with a ceiling that extends twenty-five feet overhead. There is a small depression a few inches deep and about two feet square in the center of the floor.

A successful DC 15 Wisdom (Perception) check enables a character to discover a small hole in the middle of this depression—another keyhole!

If the *First Key* is inserted herein, the key explodes, and the individual doing so takes 17 (5d6) bludgeoning damage.

The *Second Key* (from area 28) will fit within the hole, and nothing untoward will occur. In fact, nothing whatsoever will happen until it is turned three times to the right in succession. If this is done, read:

As you finish turning the key, the floor begins to tremble, and then abruptly it starts to rise toward the ceiling.

Roll initiative. On initiative count 10, anyone still on the southern 15 feet of the crypt floor is crushed against the roof and slain. If any characters survive, read:

The rising of the floor in the southern part of the room reveals a mithral vault. There is a door in the center of the device, with a ring set into it.

A hard pull will open the door.

A low, dust-covered bench is near the back wall of the vault. On and around it are an abundance of items. Resting on one end of it is a human skull.

**Creature.** The skull belongs to Acererak, the demilich who lies in wait for the characters. When they joined the halves of the *First Key*, that act called his soul back to the Material Plane, and their use of the *Second Key* to enter the vault alerted him that he must be prepared to do battle in order to survive yet more centuries.





All that now remains of Acererak the lich are the dust of his bones. This bit is enough! If any of the treasure in the crypt is touched, the dust swirls into the air and forms a man-like shape. If this shape is ignored, it will dissipate in 3 rounds, for it can only advance and threaten, not harm. Any physical attack will give it 1 point of energy, however, and a damaging spell cast on it gives it a number of points of energy equal to the level of the spell slot expended (1 point for a cantrip). Each point of energy is equivalent to a hit point, and if 50 hit points are thus gained, the dust will form into a **ghost** controlled by Acererak, and this thing will attack immediately. (The dust will seem to waver and fall back if it is struck by blow or spell, as if suffering actual damage, so formation of the ghost isn't too improbable.)

If any character is so foolish as to touch the skull of the demilich, a terrible thing occurs. Acererak rises into the air upon the touch, and it slowly scans the party prior to attacking. The **demilich** has the Trap the Soul action and access to its lair actions, but not lair traits. It can tell which members of the party are the most powerful, and it uses Trap the Soul on them first.

There are two jewels set into the skull's eye sockets (50,000 gp rubies) and six pointed (marquis cut) diamonds set as teeth in the jaw (each diamond is worth 5,000 gp). If all these gems are filled with souls and the skull is still intact and still being opposed, it will pronounce a curse upon the remaining characters which will teleport them randomly in a 300-mile radius, each

subjected to a *bestow curse* spell (save DC 17) that lasts until dispelled. If the curse is removed, the character must make a DC 17 Wisdom saving throw. On a failed save, the character must permanently decrease one ability score by 2, or two ability scores by 1 each. This secondary effect is instantaneous and can't be dispelled.

**Treasure.** Characters who survive the demilich's wrath can claim any loot they can carry. Inside the vault are these items:

- All items possessed by characters who were teleported nude
- Ninety-seven small gems worth 10 gp each
- Three huge gems—a 10,000 gp peridot, a 50,000 gp emerald, and a 100,000 gp black opal
- Four magic weapons—a *defender*, a *sword of vengeance*, a *berserker axe*, and a *spear of backbiting* (see appendix A)

In addition, the hoard contains several magic items of your choosing (except that none can be of legendary rarity), including:

- Twelve potions
- Six *spell scrolls*, each of a wizard spell of 5th level or lower
- One magic ring, one magic rod, one magic staff, and three wondrous items

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



# APPENDIX A: MAGIC ITEMS

The magic items that are introduced in this book are detailed here in alphabetical order. The adventure in which an item appears is given at the end of its description.

## AMULET OF PROTECTION FROM TURNING

*Wondrous item, rare (requires attunement)*

While you wear this amulet of silver and turquoise, you have advantage on saving throws against effects that turn undead.

If you fail a saving throw against such an effect, you can choose to succeed instead. You can do so three times, and expended uses recharge daily at dawn.

Each time an effect that turns undead is used against you, the amulet glows with silvery blue light for a few seconds. (*The Hidden Shrine of Tamoachan*)

## BALANCE OF HARMONY

*Wondrous item, uncommon*

This scale bears celestial symbols on one pan and fiendish symbols on the other. You can use the scale to cast *detect evil and good* as a ritual. Doing so requires you to place the scale on a solid surface, then sprinkle the pans with holy water or place a transparent gem worth 100 gp in each pan. The scale remains motionless if it detects nothing, tips to one side or the other for good (consecrated) or evil (desecrated), and fluctuates slightly if it detects a creature appropriate to the spell but neither good nor evil. By touching the scales after casting the ritual, you instantly learn any information the spell can normally convey, and then the effect ends. (*The Hidden Shrine of Tamoachan*)

## BRACELET OF ROCK MAGIC

*Wondrous item, very rare (requires attunement)*

While you wear this gold bracelet, it grants you immunity to being petrified, and it allows you to cast *flesh to stone* (save DC 15) as an action. Once the spell has been cast three times, the bracelet can no longer cast it. Thereafter, you can cast *stone shape* as an action. After you have done this thirteen times, the bracelet loses its magic and turns from gold to lead.

**Curse.** The bracelet's affinity with earth manifests as an unusual curse. Creatures of flesh that are strongly related to earth and stone, such as stone giants and dwarves, have advantage on the saving throw against *flesh to stone* cast from the bracelet. If such a creature's save is successful, the bracelet breaks your attunement to it and casts the spell on you. You make your saving throw with disadvantage, and on a failed save you are petrified instantly. (*The Hidden Shrine of Tamoachan*)

## EAGLE WHISTLE

*Wondrous item, rare*

While you blow an *eagle whistle* continuously, you can fly twice as fast as your walking speed. You can blow the whistle continuously for a number of rounds equal to 5 + five times your Constitution modifier (minimum of 1 round) or until you talk, hold your breath, or start suffocating. A use of the whistle also ends if you land. If

you are aloft when you stop blowing the whistle, you fall. The whistle has three uses. It regains expended uses daily at dawn. (*The Hidden Shrine of Tamoachan*)

## HELL HOUND CLOAK

*Wondrous item, rare (requires attunement)*

This dark cloak is made of cured hell hound hide. As an action, you can command the cloak to transform you into a hell hound for up to 1 hour. The transformation otherwise functions as the *polymorph* spell, but you can use a bonus action to revert to your normal form.

**Curse.** This cloak is cursed with the essence of a hell hound, and becoming attuned to it extends the curse to you. Until the curse is broken with *remove curse* or similar magic, you are unwilling to part with the cloak, keeping it within reach at all times.

The sixth time you use the cloak, and each time thereafter, you must make a DC 15 Charisma saving throw. On a failed save, the transformation lasts until dispelled or until you drop to 0 hit points, and you can't willingly return to normal form. If you ever remain in hell hound form for 6 hours, the transformation becomes permanent and you lose your sense of self. All your statistics are then replaced by those of a hell hound. Thereafter, only *remove curse* or similar magic allows you to regain your identity and return to normal. If you remain in this permanent form for 6 days, only a *wish* spell can reverse the transformation. (*Against the Giants*)

## LOADSTONE

*Wondrous item, rare*

This stone is a large gem worth 150 gp.

**Curse.** The stone is cursed, but its magical nature is hidden; *detect magic* doesn't detect it. An *identify* spell reveals the stone's true nature. If you use the Dash or Disengage action while the stone is on your person, its curse activates. Until the curse is broken with *remove curse* or similar magic, your speed is reduced by 5 feet, and your maximum load and maximum lift capacities are halved. You also become unwilling to part with the stone. (*Dead in Thay*)

## MIRROR OF THE PAST

*Wondrous item, rare*

The holder of this platinum hand mirror can learn something about the history of a specific object or creature by taking an action to gaze into the mirror and think of the target. Instead of the holder's reflection, the mirror presents scenes from the target's past. Information conveyed is accurate, but it is random and cryptic, and presented in no particular order. Once it is activated, the mirror gives its information for 1 minute or less, then returns to normal. It can't be used again until the next dawn. (*The Hidden Shrine of Tamoachan*)

## NIGHT CALLER

*Wondrous item, uncommon*

This whistle is carved from transparent crystal, and it resembles a tiny dragon curled up like a snail. The name



Night Caller is etched on the whistle in Dwarvish runes. If a character succeeds on a DC 20 Intelligence (Arcana or History) check, the character recalls lore that says the duergar made several such whistles for various groups in an age past.

If you blow the whistle in darkness or under the night sky, it allows you to cast the *animate dead* spell. The target can be affected through up to 10 feet of soft earth or similar material, and if it is, it takes 1 minute to claw its way to the surface to serve you. Once the whistle has animated an undead creature, it can't do so again until 7 days have passed.

Once every 24 hours, you can blow the whistle to reassert control over one or two creatures you animated with it. (*The Sunless Citadel*)

### POTION OF MIND CONTROL

*Potion, rarity varies*

When you drink a *potion of mind control*, you can cast a *dominate* spell (save DC 15) on a specific creature if you do so before the end of your next turn. If you don't, the potion is wasted.

A *potion of mind control* produces the effect of a *dominate beast*, a *dominate person* (humanoid), or a *dominate monster* spell (see the table below). If the target's initial saving throw fails, the effect lasts for 1 hour, with no concentration required on your part. The charmed creature has disadvantage on new saving throws to break the effect during this time. (*Against the Giants*)

Potion of ...	Rarity
Mind control (beast)	Rare
Mind control (humanoid)	Rare
Mind control (monster)	Very rare

### ROBE OF SUMMER

*Wondrous item, rare (requires attunement)*

This elegant garment is made from fine cloth in hues of red, orange, and gold. While you wear the robe, you have resistance to cold damage. In addition, you are comfortable as if the temperature were that of a balmy day, so you suffer no ill effects from the weather's temperature extremes. (*Dead in Thay*)

### SHATTERSPIKE

*Weapon (longsword), uncommon (requires attunement)*

You have a +1 bonus to attack and damage rolls you make with this magic weapon. If it hits an object, the hit is automatically a critical hit, and it can deal bludgeoning or slashing damage to the object (your choice). Further, damage from nonmagical sources can't harm the weapon. (*The Sunless Citadel*)

### SPEAR OF BACKBITING

*Weapon (spear or javelin), very rare (requires attunement)*

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you throw it, its normal and long ranges both increase by 30 feet, and it deals one extra die of damage on a hit. After you throw it and it hits or misses, it flies back to your hand immediately.

**Curse.** This weapon is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with *remove curse* or similar magic, you are unwilling to part with the weapon, keeping it within reach at all times. In addition, you have disadvantage on attack rolls made with weapons other than this one.

Whenever you roll a 1 on an attack roll using this weapon, the weapon bends or flies to hit you in the back. Make a new attack roll with advantage against your own AC. If the result is a hit, you take damage as if you had attacked yourself with the spear. (*Tomb of Horrors*)

### STONE OF ILL LUCK

*Wondrous item, uncommon (requires attunement)*

This polished agate appears to be a *stone of good luck* to anyone who tries to identify it, and it confers that item's property while on your person.

**Curse.** This item is cursed. While it is on your person, you take a -2 penalty to ability checks and saving throws. Until the curse is discovered, the DM secretly applies this penalty, assuming you are adding the item's bonus. You are unwilling to part with the stone until the curse is broken with *remove curse* or similar magic. (*The Hidden Shrine of Tamoachan*)

### WAND OF ENTANGLE

*Wand, uncommon (requires attunement by a spellcaster)*

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *entangle* spell (save DC 13) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. (*The Sunless Citadel*)

### WAYTHE

*Weapon (greatsword), legendary (requires attunement)*

*Waythe* is a unique greatsword most recently in the possession of a high-ranking cloud giant ambassador.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature of the giant type with it, the giant takes an extra 2d6 slashing damage, and it must succeed on a DC 15 Strength saving throw or fall prone.

The sword also functions as a *wand of enemy detection*. It regains all of its expended charges at dawn and isn't at risk of crumbling if its last charge is used.

**Sentience.** *Waythe* is a sentient weapon of neutral good alignment, with an Intelligence of 12, a Wisdom of 2, and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak and understand Giant and Common, and it can communicate telepathically with its wielder.

**Personality.** This sword believes in freedom and allowing others to live as they see fit. It is protective of its friends, and wants to be friends with a like-minded wielder. (It takes only 1 minute for a good-aligned character to gain attunement with the sword.) *Waythe* is courageous to the point of foolhardiness, however, and vocally urges bold action. It is likely to come into conflict with an evil or a timid wielder. (*Against the Giants*)



## APPENDIX B: CREATURES

This appendix details creatures and nonplayer characters that are mentioned in this book and that don't appear in the *Monster Manual*. That book's introduction explains how to interpret a stat block.

Some of these creatures are available in *Volo's Guide to Monsters* but are reproduced here for your convenience.

The creatures are presented in alphabetical order.

### ANIMATED TABLE

Some of the defenders of the fortress in *The Forge of Fury* are animated objects that were crafted long ago by the dwarf mage Arundil. They include the animated table.

**Constructed Nature.** An animated table doesn't require air, food, drink, or sleep.

### BARGHEST

Vicious and intelligent canines from the Lower Planes, barghests can be encountered inside the Doomvault. Unlike other creatures of their ilk, the barghests in *Dead in Thay* can be bargained with because they resent their imprisonment, and thus they might become allies (after a fashion) of the player characters.

### ANIMATED TABLE

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 39 (6d10 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 2 (450 XP)

**Antimagic Susceptibility.** The table is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the table must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the table remains motionless, it is indistinguishable from a normal table.

**Charge.** If the table moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

### ACTIONS

**Ram.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



### BARGHEST

*Large fiend (shapechanger), neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 60 ft. (30 ft. in goblin form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

**Skills** Deception +4, Intimidation +4, Perception +5, Stealth +4

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 15

**Languages** Abyssal, Common, Goblin, Infernal, telepathy 60 ft.

**Challenge** 4 (1,100 XP)

**Shapechanger.** The barghest can use its action to polymorph into a Small goblin or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

**Fire Banishment.** When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a *fireball* spell) don't have this effect on the barghest.

**Keen Smell.** The barghest has advantage on Wisdom (Perception) checks that rely on smell.

**Innate Spellcasting.** The barghest's innate spellcasting ability is Charisma (spell save DC 12). The barghest can innately cast the following spells, requiring no material components:

At will: *levitate*, *minor illusion*, *pass without trace*  
1/day each: *charm person*, *dimension door*, *suggestion*

### ACTIONS

**Bite.** *Melee Weapon Attack* (true form only): +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.



## CENTAUR MUMMY

In *The Hidden Shrine of Tamoachan*, characters must contend with a mummified centaur that wants to prevent them from moving any farther into the dungeon. Combining the most lethal features of two creature types, the centaur mummy can attack nearby targets with its melee weapons while trying to use its Dreadful Glare against enemies that hold back.

**Undead Nature.** A mummy doesn't require air, food, drink, or sleep.

## CENTAUR MUMMY

Large undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	5 (-3)	14 (+2)	12 (+1)

Saving Throws Wis +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft.; passive Perception 12

Languages Common, Sylvan

Challenge 6 (2,300 XP)

**Charge.** If the centaur mummy moves at least 20 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

### ACTIONS

**Multiattack.** The centaur mummy makes two melee attacks, one with its pike and one with its hooves, or it attacks with its pike and uses Dreadful Glare.

**Pike.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

**Hooves.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or similar magic.

**Dreadful Glare.** The centaur mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, the target must succeed on a DC 12 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.



## CHAMPION

One of the most remote locations inside White Plume Mountain is the hideout of a band of criminals led by the fallen champion Sir Bluto, an alleged mass murderer and a fugitive. Sir Bluto and his companions will do everything in their power to ensure that anyone who happens upon their sanctum doesn't live to tell of it.

## CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

**Indomitable (2/Day).** The champion rerolls a failed saving throw.

**Second Wind (Recharges after a Short or Long Rest).** As a bonus action, the champion can regain 20 hit points.

### ACTIONS

**Multiattack.** The champion makes three attacks with its greatsword or its shortbow.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

**Light Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.





## CHOKER

*Small aberration, chaotic evil*

**Armor Class** 16 (natural armor)  
**Hit Points** 13 (3d6 + 3)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

**Skills** Stealth +6  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Deep Speech  
**Challenge** 1 (100 XP)

**Aberrant Quickness (Recharge after a Short or Long Rest).** The choker can take an extra action on its turn.

**Spider Climb.** The choker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack.** The choker makes two tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the choker can't use this tentacle on another target (the choker has two tentacles). If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

## CHOKER

The choker (from *Dead in Thay*) is a malevolent, otherworldly creature that relies on stealth and strangulation to put down its enemies. Two long arms extend from its scrawny body, functioning like tentacles that enable the choker to strike from a distance. The creature's primary tactic is to grab a target around the throat and hold on until its prey is dead.

## CONJURER

Conjurers are specialist wizards who summon creatures from other planes and create materials out of thin air. Some conjurers use their magic to bolster armies or destroy enemies on battlefields, while others use summoned creatures to guard their lairs.

## CONJURER

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (15 with *mage armor*)  
**Hit Points** 40 (9d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6, Wis +4  
**Skills** Arcana +6, History +6  
**Senses** passive Perception 11  
**Languages** any four languages  
**Challenge** 6 (2,300 XP)

**Spellcasting.** The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): *acid splash*,\* *mage hand*,\* *poison spray*,\* *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *unseen servant*\*

2nd level (3 slots): *cloud of daggers*,\* *misty step*,\* *web*\*

3rd level (3 slots): *fireball*, *stinking cloud*\*

4th level (3 slots): *Evard's black tentacles*,\* *stoneskin*

5th level (2 slots): *cloudkill*,\* *conjure elemental*\*


\*Conjuration spell of 1st level or higher

**Benign Transportation (Recharges after the Conjurer Casts a Conjunction Spell of 1st Level or Higher).** As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.





## DEATHLOCK WIGHT

In *Dead in Thay*, two kinds of wights serve the Red Wizards as guards and workers. The deathlock wight resembles a normal wight, except that its undead form courses with dark magic.

**Undead Nature.** A wight doesn't require air, food, drink, or sleep.

### DEATHLOCK WIGHT

Medium undead, neutral evil

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

**Saving Throws** Wis +4

**Skills** Arcana +3, Perception +4

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

**Innate Spellcasting.** The wight's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no verbal or material components:

At will: *detect magic*, *disguise self*, *mage armor*  
1/day each: *fear*, *hold person*, *misty step*

**Sunlight Sensitivity.** While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The wight attacks twice with Grave Bolt.

**Grave Bolt.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage.

**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

## DREAD WARRIOR

The Red Wizards (*Dead in Thay*) make use of several kinds of undead minions, including the special servants known as dread warriors. After being created by a secret ritual, a dread warrior is further enchanted so that a Red Wizard can employ the creature in the fashion of a spellcaster's familiar. By creating a psychic link with a dread warrior, a Red Wizard can experience the world through the creature's senses and direct the warrior.

**Undead Nature.** A dread warrior doesn't require air, food, drink, or sleep.

### DREAD WARRIOR

Medium undead, neutral evil

**Armor Class** 18 (chain mail, shield)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** Wis +3

**Skills** Athletics +4, Perception +3

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common

**Challenge** 1 (200 XP)

**Undead Fortitude.** If damage reduces the dread warrior to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dread warrior drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The dread warrior makes two melee attacks.

**Battleaxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if wielded with two hands.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



## DUERGAR SPY

Medium humanoid (dwarf), lawful evil

**Armor Class** 15 (studded leather)

**Hit Points** 33 (6d8 + 6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	10 (+0)	13 (+1)

**Damage Resistances** poison

**Skills** Deception +5, Insight +2, Investigation +5, Perception +4, Persuasion +3, Sleight of Hand +5, Stealth +7

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Dwarvish, Undercommon

**Challenge** 2 (450 XP)

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Duergar Resilience.** The spy has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Sneak Attack.** Once per turn, the spy can deal an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

**Sunlight Sensitivity.** While in sunlight, the spy has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The spy makes two shortsword attacks.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the spy magically increases in size, along with anything it is wearing or carrying. While enlarged, the spy is Large, doubles her damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the spy lacks the room to become Large, it attains the maximum size possible in the space available.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) piercing damage while enlarged.

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Invisibility (Recharges after a Short or Long Rest).** The spy magically turns invisible until it attacks, deals damage, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the spy wears or carries is invisible with it.

## DUERGAR SPY

Combining the natural abilities of the duergar race with the specialized training of a spy, the duergar named Ghared is a force to be reckoned with inside Khundrukar (*The Forge of Fury*).

## ENCHANTER

Enchanters are specialist wizards who understand how to alter and control minds using magic. They might be personable and interesting, using magic to manipulate people only when banter and conventional persuasion fails, or they might be rude and demanding, using and relying on charmed, obedient minions.

## ENCHANTER

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 5 (1,800 XP)

**Spellcasting.** The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, mending, message*

1st level (4 slots): *charm person,\* mage armor, magic missile*

2nd level (3 slots): *hold person,\* invisibility, suggestion\**

3rd level (3 slots): *fireball, haste, tongues*

4th level (3 slots): *dominate beast,\* stonewall*

5th level (2 slots): *hold monster\**

\*Enchantment spell of 1st level or higher

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

### REACTIONS

**Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher).** The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.



## EVOKER

Evokers are specialist wizards who harness magical energy and elemental forces to destroy. Many tend to be hotheaded and aggressive. Others are cold and reserved, unleashing their power at just the right moment to exploit an opponent's weakness.

## GIANT CRAYFISH

The giant crayfish appears in *The Hidden Shrine of Tamoachan* and in *White Plume Mountain*.

## GIANT ICE TOAD

In a cavern within the glacial rift (*Against the Giants*), a group of ice toads vigorously guard their territory. Waves of cold radiate from the creature, afflicting those that try to approach it, and anyone unfortunate enough to be swallowed suffers injury from cold as well as from the toad's digestive juices.

## EVOKER

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with *mage armor*)  
**Hit Points** 66 (12d8 + 12)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +7, Wis +5  
**Skills** Arcana +7, History +7  
**Senses** passive Perception 11  
**Languages** any four languages  
**Challenge** 9 (5,000 XP)

**Spellcasting.** The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*,\* *light*,\* *prestidigitation*, *ray of frost*\*  
1st level (4 slots): *burning hands*,\* *mage armor*, *magic missile*\*  
2nd level (3 slots): *mirror image*, *misty step*, *shatter*\*  
3rd level (3 slots): *counterspell*, *fireball*,\* *lightning bolt*\*  
4th level (3 slots): *ice storm*,\* *stoneskin*  
5th level (2 slots): *Bigby's hand*,\* *cone of cold*\*  
6th level (1 slot): *chain lightning*,\* *wall of ice*\*  
\*Evocation spell

**Sculpt Spells.** When the evoker casts an evocation spell that forces other creatures it can see, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

## GIANT CRAYFISH

Large beast, unaligned

**Armor Class** 15 (natural armor)  
**Hit Points** 45 (7d10 + 7)  
**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	1 (-5)	9 (-1)	3 (-4)

**Skills** Stealth +3  
**Senses** blindsight 30 ft., passive Perception 9  
**Languages** —  
**Challenge** 2 (450 XP)

**Amphibious.** The giant crayfish can breathe air and water.

## ACTIONS

**Multiattack.** The giant crayfish makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The crayfish has two claws, each of which can grapple only one target.

## GIANT ICE TOAD

Large monstrosity, neutral

**Armor Class** 14 (natural armor)  
**Hit Points** 52 (7d10 + 14)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

**Damage Immunities** cold  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Ice Toad  
**Challenge** 3 (700 XP)

**Amphibious.** The toad can breathe air and water.

**Cold Aura.** Any creature that starts its turn within 10 feet of the toad takes 5 (1d10) cold damage.

**Standing Leap.** The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

**Swallow.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature the toad is grappling. *Hit:* 10 (2d6 + 3) piercing damage, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage and 11 (2d10) cold damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



## GIANT LIGHTNING EEL

Large beast, unaligned

Armor Class 13

Hit Points 42 (5d10 + 15)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	2 (-4)	12 (+1)	3 (-4)

**Damage Resistances** lightning

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

**Water Breathing.** The eel can breathe only underwater.

### ACTIONS

**Multiattack.** The eel makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) lightning damage.

**Lightning Jolt (Recharge 5–6).** One creature the eel touches within 5 feet of it outside water, or each creature within 15 feet of it in a body of water, must make a DC 12 Constitution saving throw. On failed save, a target takes 13 (3d8) lightning damage. If the target takes any of this damage, the target is stunned until the end of the eel's next turn. On a successful save, a target takes half as much damage and isn't stunned.

## GIANT SKELETON

Huge undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	4 (-3)	6 (-2)	6 (-2)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Giant but can't speak

**Challenge** 7 (2,900 XP)

**Evasion.** If the skeleton is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Magic Resistance.** The skeleton has advantage on saving throws against spells and other magical effects.

**Turn Immunity.** The skeleton is immune to effects that turn undead.

### ACTIONS

**Multiattack.** The skeleton makes three scimitar attacks.

**Scimitar.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

## GIANT LIGHTNING EEL

The giant lightning eel (*Tamoachan*) can electrify the water around it.

## GIANT SKELETON

In the Tomb of Horrors, treasure sometimes presents itself for the taking. In one such location, the "reward" for an attempt to grab some valuables turns out to be the animated skeleton of a giant—deadly not only because of its size and strength, but because it has defenses normally possessed only by undead of much greater power.

**Undead Nature.** A skeleton doesn't require air, food, drink, or sleep.

## GIANT SUBTERRANEAN LIZARD

The giant subterranean lizard (*Forge of Fury*) is an enormous reptile with a powerful tail attack.

## GIANT SUBTERRANEAN LIZARD

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 66 (7d12 + 21)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

**Skills** Stealth +3

**Senses** passive Perception 10

**Languages** —

**Challenge** 4 (1,100 XP)

### ACTIONS

**Multiattack.** The lizard makes two attacks: one with its bite and one with its tail. One attack can be replaced by Swallow.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the lizard can't bite another target.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target not grappled by the lizard. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Swallow.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature the lizard is grappling. *Hit:* 16 (2d10 + 5) piercing damage, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the lizard, and it takes 10 (3d6) acid damage at the start of each of the lizard's turns. The lizard can have only one target swallowed at a time.

If the lizard dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.



## GREATER ZOMBIE

Many of those who brave the Tomb of Horrors believe they have reached their ultimate destination when they disturb a skeletal figure inside a secluded crypt. It is, in fact, a greater zombie, a creature magically created from a humanoid corpse to be far more resilient than a typical zombie.

**Undead Nature.** A zombie doesn't require air, food, drink, or sleep.

## ILLUSIONIST

Illusionists are specialist wizards who twist light, sound, shadow, and even minds to create false and quasi-real effects. They can be flamboyant and use their powers in spectacular and obvious ways, or quiet and subtle, using their magic to conceal the truth.

### GREATER ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

**Saving Throws** Wis +1

**Damage Resistances** cold, necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands the languages it knew in life but can't speak

**Challenge** 5 (1,800 XP)

**Turn Resistance.** The zombie has advantage on saving throws against any effect that turns undead.

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the lich drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The zombie makes two melee attacks.

**Empowered Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.



### ILLUSIONIST

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

**Saving Throws** Int +5, Wis +2

**Skills** Arcana +5, History +5

**Senses** passive Perception 10

**Languages** any four languages

**Challenge** 3 (700 XP).

**Spellcasting.** The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray*,\* *disguise self*,\* *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*,\* *mirror image*,\* *phantasmal force*\*

3rd level (3 slots): *major image*,\* *phantom steed*\*

4th level (1 slot): *phantasmal killer*\*

\*Illusion spell of 1st level or higher

**Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher).** As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.





## KALKA-KYLLA

Adventurers who get inside the halls of the Hidden Shrine of Tamoachan are likely to find a unique opportunity—the chance to communicate with a crustacean that can speak. If Kalka-Kylla is coaxed out of its hiding place and not attacked, it might provide visitors with a bit or two of possibly useful information.

## KELPIE

A kelpie (*White Plume Mountain*) is a form of intelligent, aquatic plant life that resembles a pile of wet seaweed. It is able to shape its body into various forms, often assuming the aspect of a beautiful humanoid in order to lure people into deep water.

## KALKA-KYLLA

*Large monstrosity, neutral*

**Armor Class** 15 (natural armor)  
**Hit Points** 85 (10d10 + 30)  
**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	15 (+2)	16 (+3)	12 (+1)

**Skills** Deception +3, Insight +5, Stealth +3  
**Senses** blindsight 30 ft., passive Perception 13  
**Languages** Olman  
**Challenge** 3 (700 XP)

**Amphibious.** Kalka-Kylla can breathe air and water.

**False Appearance.** While Kalka-Kylla remains motionless and hidden in its shell, it is indistinguishable from a polished boulder.

**Shell.** Kalka-Kylla can use a bonus action to retract into or emerge from its shell. While retracted, Kalka-Kylla gains a +4 bonus to AC, and it has a speed of 0 and can't benefit from bonuses to speed.

## ACTIONS

**Multiattack.** Kalka-Kylla makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained. Kalka-Kylla has two claws, each of which can grapple only one target.

## KELPIE

*Medium plant, neutral evil*

**Armor Class** 14 (natural armor)  
**Hit Points** 67 (9d8 + 27)  
**Speed** 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

**Skills** Perception +3, Stealth +4  
**Damage Resistances** bludgeoning, fire, piercing  
**Condition Immunities** blinded, deafened, exhaustion  
**Senses** blindsight 60 ft., passive Perception 13  
**Languages** Common, Sylvan  
**Challenge** 4 (1,100 XP)

**Amphibious.** The kelpie can breathe air and water.

**Seaweed Shape.** The kelpie can use its action to reshape its body into the form of a humanoid or beast that is Small, Medium, or Large. Its statistics are otherwise unchanged. The disguise is convincing, unless the kelpie is in bright light or the viewer is within 30 feet of it, in which case the seams between the seaweed strands are visible. The kelpie returns to its true form if it takes a bonus action to do so or if it dies.

**False Appearance.** While the kelpie remains motionless in its true form, it is indistinguishable from normal seaweed.

## ACTIONS

**Multiattack.** The kelpie makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12).

**Drowning Hypnosis.** The kelpie chooses one humanoid it can see within 150 feet of it. If the target can see the kelpie, the target must succeed on a DC 11 Wisdom saving throw or be magically charmed while the kelpie maintains concentration, up to 10 minutes (as if concentrating on a spell).

The charmed target is incapacitated, and instead of holding its breath underwater, it tries to breathe normally and immediately runs out of breath, unless it can breathe water.

If the charmed target is more than 5 feet away from the kelpie, the target must move on its turn toward the kelpie by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks.

Before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the kelpie or drowning, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this kelpie's hypnosis for the next 24 hours.





## LEUCROTTA

The leucrotta is every bit as horrible as its grotesque appearance would suggest: the body of a hyena perched atop the spindly legs of a deer and topped with the head of a giant badger. A group of these creatures lurks inside a location in the Doomvault (*Dead in Thay*), where they use their talent for mimicry to call for help—enticing would-be prey to come to their rescue before discovering the truth of the matter.

## LEUCROTTA

*Large monstrosity, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	6 (-2)

**Skills** Deception +2, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Gnoll

**Challenge** 3 (700 XP)

**Keen Smell.** The leucrotta has advantage on Wisdom (Perception) checks that rely on smell.

**Kicking Retreat.** If the leucrotta attacks with its hooves, it can take the Disengage action as a bonus action.

**Mimicry.** The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

**Rampage.** When the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make an attack with its hooves.

### ACTIONS

**Multiattack.** The leucrotta makes two attacks: one with its bite and one with its hooves.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice.

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

## MALFORMED KRAKEN

The Doomvault (*Dead in Thay*) contains a number of denizens that don't have all the traits or abilities of normal creatures of their kind. By far the most powerful of these "inferior" creatures is a malformed kraken that is kept in a saltwater pool and is not as large or as durable as a true kraken.

## MALFORMED KRAKEN

*Huge monstrosity, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	20 (+5)	11 (+0)	15 (+2)	15 (+2)

**Saving Throws** Str +11, Con +9, Int +4, Wis +6, Cha +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning

**Condition Immunities** frightened, paralyzed

**Senses** truesight 60 ft., passive Perception 12

**Languages** understands Common but can't speak; telepathy 60 ft.

**Challenge** 10 (5,900 XP)

**Amphibious.** The kraken can breathe air and water.

**Siege Monster.** The kraken deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The kraken makes three tentacle attacks. One of them can be replaced with a bite attack, and any of them can be replaced with Fling.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

**Tentacle.** *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

**Fling.** One Medium or smaller object held or creature grappled by the kraken's tentacles is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

**Lightning Storm.** The kraken creates three bolts of lightning, each of which can strike a target the kraken can see within 150 feet of it. A target must make a DC 16 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.



## MARTIAL ARTS ADEPT

Within a lavish chamber inside the Hidden Shrine of Tamoachan, two dust-covered bodies are found reclining. If their rest is disturbed, the bodies awaken from a state of suspended animation and reveal themselves to be monks of considerable capability.

## NEREID

One of the most inviting locations in the Hidden Shrine of Tamoachan is a gently illuminated pool of water, beside which sits a lovely being singing a pleasant tune. The figure is a nereid—a fey water creature that can shape its environment to suit its needs. Whether male or female, a nereid bears an otherworldly beauty.

## MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

**Skills** Acrobatics +5, Insight +5, Stealth +5

**Senses** passive Perception 13

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Unarmored Defense.** While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The adept makes three unarmed strikes or three dart attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

**Dart.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

### REACTIONS

**Deflect Missile.** In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

## NEREID

Medium fey, any chaotic alignment

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

**Skills** Acrobatics +5, Nature +3, Stealth +5, Survival +4

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Aquan, Common, Elvish, Sylvan

**Challenge** 2 (450 XP)

**Amphibious.** The nereid can breathe air and water.

**Aquatic Invisibility.** If immersed in water, the nereid can make itself invisible as a bonus action. It remains invisible until it leaves the water, ends the invisibility as a bonus action, or dies.

**Mantle Dependent.** The nereid wears a mantle of silky cloth the color of sea foam, which holds the creature's spirit. The mantle has an AC and hit points equal to that of the nereid, but the garment can't be directly harmed while the nereid wears it. If the mantle is destroyed, the nereid becomes poisoned and dies within 1 hour. A nereid is willing to do anything in its power to recover the mantle if it is stolen, including serving the thief.

**Shape Water.** The nereid can cast *control water* at will, requiring no components. Its spellcasting ability for it is Charisma. This use of the spell has a range of 30 feet and can affect a cube of water no larger than 30 feet on a side.

**Speak with Animals.** The nereid can comprehend and verbally communicate with beasts.

### ACTIONS

**Blinding Acid.** *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 16 (2d12 + 3) acid damage, and the target is blinded until the start of the nereid's next turn.

**Drowning Kiss (Recharge 5–6).** The nereid touches one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 22 (3d12 + 3) acid damage. On a failure, it also runs out of breath and can't speak for 1 minute. At the end of each of its turns, it can repeat the save, ending the effect on itself on a success.

**Water Lash.** The nereid causes a 5-foot cube of water within 60 feet of it to take a shape of its choice and strike one target it can see within 5 feet of that water. The target must make a DC 13 Strength saving throw. On a failed save, it takes 17 (4d6 + 3) bludgeoning damage, and if it is a Large or smaller creature, it is pushed up to 15 feet in a straight line or is knocked prone (nereid's choice). On a successful save, the target takes half as much damage and isn't pushed or knocked prone.



## NECROMANCER

Necromancers are specialist wizards who study the interaction of life, death, and undeath. Some like to dig up corpses to create undead slaves. A few use their powers for good, becoming hunters of the undead and risking their lives to save others.

## Ooze Master

The Immortal Caverns inside the Doomvault (*Dead in Thay*) are home to a number of bizarre creatures, of which the Ooze Master is perhaps the strangest. It initially appears in the form of a pillar composed of thick, red, ooze-like stuff. The creature is actually inside the pillar, and when it is roused, it emerges with evil intent.

**Undead Nature.** The Ooze Master doesn't require air, food, drink, or sleep.

## NECROMANCER

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, History +7

**Damage Resistances** necrotic

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 9 (5,000 XP)

**Spellcasting.** The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, mending*

1st level (4 slots): *false life,\* mage armor, ray of sickness\**

2nd level (3 slots): *blindness/deafness,\* ray of enfeeblement,\* web*

3rd level (3 slots): *animate dead,\* bestow curse,\* vampiric touch\**

4th level (3 slots): *blight,\* dimension door, stonewall*

5th level (2 slots): *Bigby's hand, cloudkill*

6th level (1 slot): *circle of death\**

\*Necromancy spell of 1st level or higher

**Grim Harvest (1/Turn).** When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

## ACTIONS

**Withering Touch.** *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

## Ooze Master

Huge undead, lawful evil

**Armor Class** 9 (natural armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (-5)	20 (+5)	17 (+3)	10 (+0)	16 (+3)

**Saving Throws** Int +7, Wis +4

**Skills** Arcana +7, Insight +4

**Damage Resistances** lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** acid, cold, poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone

**Senses** blindsight 120 ft., passive Perception 10

**Languages** Common, Primordial, Thayan

**Challenge** 10 (5,900 XP)

**Corrosive Form.** A creature that touches the Ooze Master or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage. Any nonmagical weapon that hits the Ooze Master corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition that hits the Ooze Master is destroyed after dealing damage.

The Ooze Master can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

**Instinctive Attack.** When the Ooze Master casts a spell with a casting time of 1 action, it can make one pseudopod attack as a bonus action.

**Spellcasting.** The Ooze Master is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, friends, mage hand, poison spray*  
1st level (4 slots): *charm person, detect magic, magic missile, ray of sickness*

2nd level (3 slots): *detect thoughts, Melf's acid arrow, suggestion*

3rd level (3 slots): *fear, slow, stinking cloud*

4th level (3 slots): *confusion, Evard's black tentacles*

5th level (1 slot): *cloudkill*

**Spider Climb.** The Ooze Master can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage plus 10 (3d6) acid damage.

## REACTIONS

**Instinctive Charm.** If a creature the Ooze Master can see makes an attack roll against it while within 30 feet of it, the Ooze Master can use a reaction to divert the attack if another creature is within the attack's range. The attacker must make a DC 15 Wisdom saving throw. On a failed save, the attacker targets the creature that is closest to it, not including itself or the Ooze Master. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, the attacker is immune to this Instinctive Charm for 24 hours. Creatures that can't be charmed are immune to this effect.





## SEA LION

Large monstrosity, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

**Skills** Perception +4, Stealth +5

**Senses** passive Perception 14

**Languages** —

**Challenge** 5 (1,800 XP)

**Amphibious.** The sea lion can breathe air and water.

**Keen Smell.** The sea lion has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The sea lion has advantage on an attack roll against a creature if at least one of the sea lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Swimming Leap.** With a 10-foot swimming start, the sea lion can long jump out of or across the water up to 25 feet.

### ACTIONS

**Multiattack.** The sea lion makes three attacks: one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 12 (2d8 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 12 (2d8 + 3) piercing damage.

## SEA LION

A sea lion is a fearsome monster with the head and forepaws of a lion and the lower body and tail of a fish. Adventurers who delve beneath White Plume Mountain might discover a group of these creatures confined in a watery cage.

## SHARWYN HUCRELE

A young adventurer whose group ran afoul of a band of goblins, Sharwyn Hucrole now finds herself enslaved deep inside the Sunless Citadel, an unwitting supplicant of the Gulthias Tree. The corrupting influence has turned her skin thick and rough, as though she were affected by a *barkskin* spell, and has turned the normally good-aligned Sharwyn into an evil adversary.

## SHARWYN HUCRELE

Medium humanoid (human), neutral evil

**Armor Class** 16 (Barkskin trait)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	16 (+3)	14 (+2)	9 (-1)

**Skills** Arcana +5, Insight +4, Persuasion +1

**Senses** passive Perception 12

**Languages** Common, Draconic, Goblin

**Challenge** 1/2 (100 XP)

**Barkskin.** Sharwyn's AC can't be lower than 16.

**Special Equipment.** Sharwyn has a spellbook that contains the spells listed in her Spellcasting trait, plus *detect magic* and *silent image*.

**Spellcasting.** Sharwyn is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *light*, *prestidigitation*, *ray of frost*  
1st level (2 slots): *color spray*, *magic missile*, *shield*, *sleep*

**Tree Thrall.** If the Gulthias Tree dies, Sharwyn dies 24 hours later.

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d4 + 2) piercing damage.