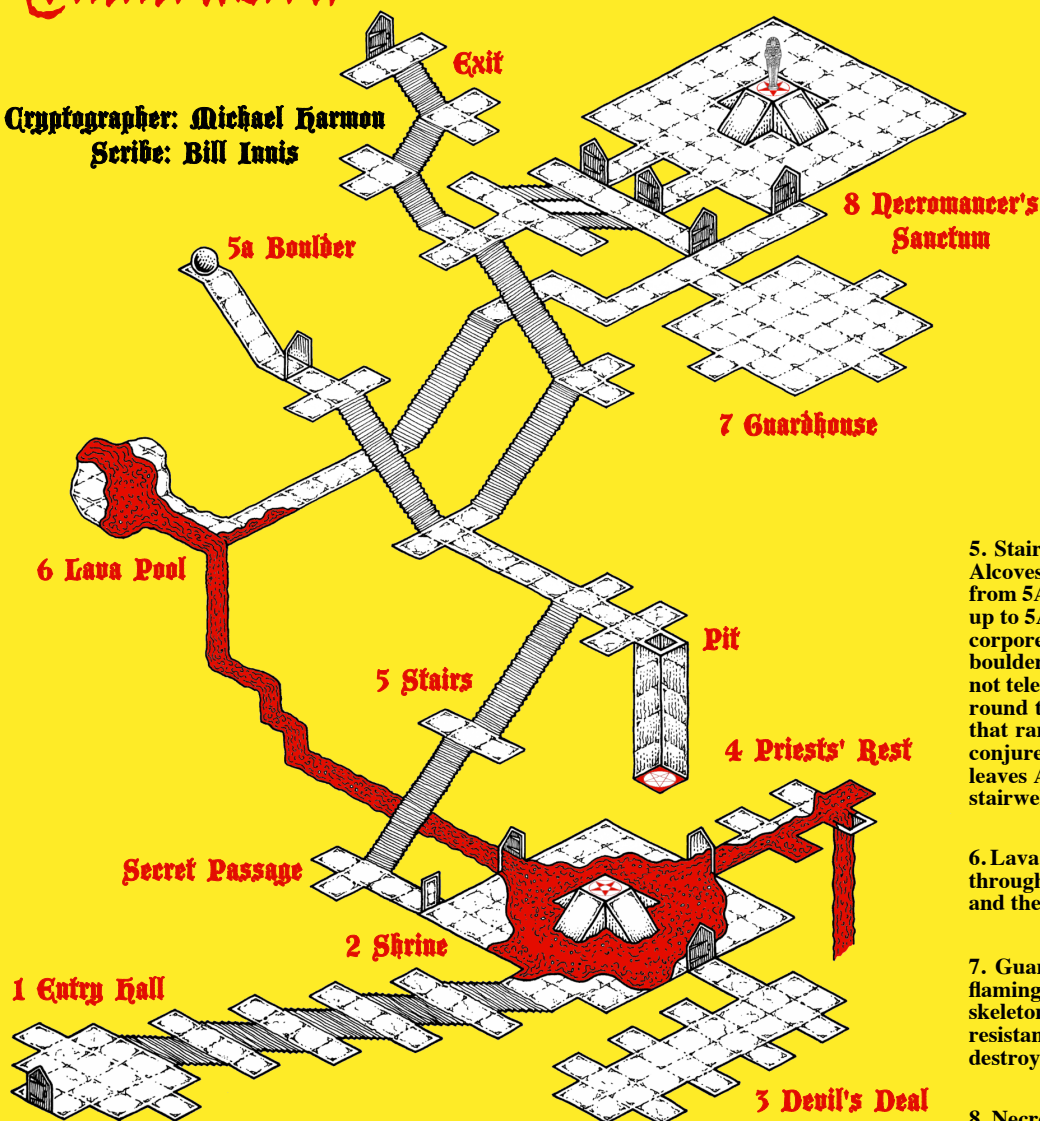


# Tomb of Immolation

The Tomb of Immolation holds an ancient necromancer whose name is lost to the ages. Upon his death, the necromancer's fanatical servants mummified his remains using a secret, forbidden embalming process, transforming him into an ever-burning undead creature of great power. The entrance to the tomb is in the cellar of a long-forgotten fortress on a hill overlooking the village of Sacred Springs.

Cryptographer: Michael Harmon  
Scribe: Bill Innis



1. Entrance Hall - ten alcoves hold upright, elaborately carved stone sarcophagi. The lids open easily like a door to reveal inanimate skeletal remains. Detect magic on a sarcophagi reveals conjuration magic. Stairs are difficult terrain. Encounter: Once every 24 hours, after a creature enters the tomb, 5 zombies and 5 skeletons emerge from the sarcophagi in the 10 alcoves. A flaming skeleton in Area 2 will join any combat that occurs in this area; it wears magical boots of spider climbing. Treasure: each inanimate skeleton inside the sarcophagi has 1d3 pieces of copper jewelry worth 10gp, although these items are worth more to a collector.

2. Shrine - obsidian dais in the middle of the room with a magic circle carved into it. Lava slowly flows from the North door out the East door. Touching the lava causes High fire damage. Puzzle: any creature that stands on the dais and utters the word "Anocharun" causes the North door to shut for ten minutes; the lava in the room drains out in one minute, and covers the floor one minute after the door reopens. Trap: Intense heat in the room causes Low fire damage to every creature that starts a turn in this room; this damage continues even when lava is drained from the room. Secret Door to Area 5: Easy to find; faint words in Abyssal carved on the door read "Burn barriers" The door opens for 10 rounds when it is damaged by fire. Locked Door to Area 3: South door has an Average lock.

3. Devil's Deal - Average lock on the door; seven alcoves encrusted with glowing white crystals hold a Deadly devil in the room. Encounter: Nargalux the ice devil sits in the middle of the room, trapped here millennia ago by the necromancer as part of his unique mummification ritual. The crystals are immune to damage from non-good sources, and magically contain Nargalux inside this room, absorbing its power to keep the tomb's magic operating. Nargalux wants to escape badly and offers a deal in exchange for the PC's help, and it won't initiate combat but will defend itself; it's more interested in using the PCs to escape than in killing them. Puzzle: Nargalux's deal is for the PCs to destroy the crystals and it will help them get to the necromancer's chamber." Nargalux knows the command word needed to shut the North door in Area 2. It will not reveal this until freed. If freed, Nargalux tells the PCs their souls belong to it (a lie), and it says "I shall honor our accord, mortal: it is Anocharun, the master of this tomb, whose name should be uttered rightly, while left unsaid." This is a hint that the PCs should say "Anocharun" in the right sarcophagus but not in the left one.

4. Priests' Rest - Short hallway with a floor half covered by lava; take Average fire damage at the start of each turn in this area. The two alcoves to the North each have a sarcophagus, the two South sarcophagi have been destroyed by lava. Detect magic on the sarcophagi reveals abjuration magic. The Southeast alcove has a destroyed sarcophagus with lava flowing through a hole in the floor. Puzzle: Any creature that enters the Northeast alcove's sarcophagus, closes the lid, and utters the command word "Anocharun" receives protection from fire for one hour. The command word is known by Nargalux. Trap: Any creature that enters the Northwest sarcophagus, closes the lid, and utters the command word Anocharun is cursed and cannot heal until the curse is removed.

5. Stairs - Stairs are difficult terrain for Medium or larger creatures due to the small rise/run of the stairs. Alcoves in the area contain sarcophagi. A giant, rune-covered stone boulder constantly rolls at 60" per round from 5A to the pit, making the trip in two rounds. Trap 1: The boulder teleports from the bottom of the pit back up to 5A, only to roll down to the pit again and teleport back in a constant loop. The boulder automatically hits corporeal creatures in its path for High damage. Trap 2: 25' deep pit with magic circle keyed to the runes on the boulder that causes it to be teleported to the top of the stairs; anything that doesn't possess the correct runes will not teleport; the heat from the lava in Room 2 heats the floors and walls of the pit causing low fire damage each round to anyone in the pit up to 10' from the pit's floor. Encounter: every alcove has an upright sarcophagus that randomly conjures a ghoul when a creature comes within 10' of the sarcophagus. Each sarcophagus can conjure undead once per day. The conjuration of undead by these sarcophagi ends if Nargalux is destroyed or leaves Area 3. Treasure: magic weapon and average coins found on the skeletal remains of an adventurer in a stairwell. Exit: the dungeon exit is locked with an Impossible lock, key is on the mummy in Area 8.

6. Lava Pool: this small, natural cave is a conduit from the Elemental Plane of Fire, the source of the lava flowing through the tomb. Encounter: a fire salamander maintains the conduit. If destroyed, the conduit shuts down and the lava is permanently stopped.

7. Guardhouse - Unfurnished room with three alcoves encrusted with deep purple crystals. Encounter: 9 flaming skeletons mill about. They attack on sight and investigate any noises in Areas 5 and 8. 1d6 Flaming skeletons that have been destroyed reform in this room every day at dawn until all 9 are here. Anyone not resistant to fire who starts its turn within 5' of a skeleton takes Low fire damage. If Nargalux has been destroyed or escaped Area 3, the flaming skeletons do not reform.

8. Necromancer's Sanctum - obsidian dais in the middle of the room with a flaming magic circle carved into it, and an upright sarcophagus of intricate design and studded with gems stands upon it. Doors: all three doors into the chamber have Difficult locks; the 4th door has an Average lock with an Average poison dart trap. Encounter: Difficult, immolation mummy emerges from the sarcophagus; it is immune to fire and its attacks cause creatures and objects to catch fire; all remaining flaming skeletons from Area 6 enter the battle in 4 rounds. Trap: the sarcophagus is an open gate to the Elemental Plane of Fire; anyone who enters there cannot return. Treasure: Exceptional treasure in the Difficult locked chest, and a key to open the tomb's Exit door in Area 5.