

DEMIGOD'S GRAVE

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Innumerable ages ago, the mortal Valofax set out on a quest for revenge against the demon gods of the underworld. He sought to slay a specific group of ruling demons in retribution for their unholy crimes against the world. A seemingly impossible feat. Defying all conceivable odds and fate itself, Valofax through sheer force of will was successful, earning the admiration of mortals and immortals alike. The gods of light granted him divine power and over the course of his endeavor, Valofax ascended to demigodhood. Despite his godlike status, he did eventually die and was laid to rest in a tomb alongside his most prized personal effects. As well as an immense treasure horde, the spoils from his crusade against demonkind, a testament to his awesome achievements.

1. OPENING PASSAGEWAY The tomb entrance is 20' wide and 100' long. A series of arcane wards here trigger a pair of traps. First, **poison darts** fire from the walls. Creatures hit make two saving throws, one failed save incurs a penalty of half movement speed for 1d10 rounds, two failures results in unconsciousness for 1d10 rounds. Secondly, the **east and west wall** begin to close in on either side, ultimately sealing the hall. The space resets in 2d10 hours.

2. ENTRY HALL The enchanted stone from which the tomb was made is decorated with carvings depicting Valofax's escapades. The art style borders on abstract, it is the stonework equivalent of speed painting. This central room is littered with dead adventurers, which rise from the ground and attack. The bodies have reanimated because of Valofax's lingering undying will. Characters have good reason to believe they will have to fight an undead version of Valofax. This combat is interrupted by a **corpse collecting golem** who begins killing and hauling away the undead. This is the caretaker of the tomb. They keep things tidy, reset traps, and perform general maintenance. The golem has been here for an eternity and they may befriend the party to escape their boredom. On the south wall is a set of stone doors featuring a statue of Valofax. The statue is missing two components, his signature **sword** and **shield**. Stone replicas of these are located elsewhere in the dungeon. Once placed in the statue, the doors open.

3. ILLUSORY PUZZLE HALL Carved into the wall are the words "Onward and upward". There are 7 sets of 4 tiles along this passage. A powerful but detectable illusion spell makes it appear as if there is only one set of tiles. Each tile has a different symbol on it, giving the false impression that there is a code or pattern needed to pass. Upon crossing over the tiles, characters seemingly teleport back to the other side. This is just an illusion. The characters have actually travelled to the next set of tiles. The solution is to simply keep walking up the hall. Upon reaching the other side of the seventh tile set, the illusion is dispelled for 1d30 minutes.

4. VALOFAX'S SWORD A carved replica of the demigod's **sword** resides in this area, suspended in midair over an incredibly deep pit. The tiled floor of this chamber has mostly collapsed. The tiles used to work as a complicated puzzle trap combination, but are no longer functional. As the party traverses the room, a **huge undead bat** made of complete humanoid skeletons attacks.

5. MINOTAUR'S MAZE The actual layout is not specified and navigation is meant to be resolved through roleplay and skill checks. The labyrinth is patrolled by a **crotchety immortal minotaur** who has resided here for millennia but was only an adolescent at the time of the tomb's construction. He has since outgrown much of the maze. Instead of immediately fighting the characters, the minotaur mostly heckles them. He too is quite bored and can be convinced to join the party.

6. VALOFAX'S SHIELD The shield hovers in the center of this space, between a series of arcane summoning circles. As soon as the shield is touched, a massive crystal tube 12' in diameter drops from the ceiling and around the shield. The tube begins to fill with water at a steady pace, threatening to drown anyone inside. Concurrently, the circles activate, summoning a dozen **fire gilded skeletal tomb guards**. 1d4 rounds into the combat, some portion of the water in the tube forms into a **water elemental**. The tube can be physically broken or magically unlocked by dispelling the circles.

7. INNER SANCTUM This chamber is defended by a **guardian devil** who was bound to this place eons ago. However, the magic holding her here is waning. In fact, she has completely forgotten what her purpose is here. She can be convinced to abandon her post or even to assist the player characters.

8. FINAL RESTING PLACE OF VALOFAX Although the demigod's soul has departed, his body has indeed reanimated as an undead creature. Not by traditional means, but by Valofax's eternally burning resolve and determination that served him so well in life. The potency of this necrotic energy has caused deceased creatures elsewhere in the tomb to turn into undead. The aura of tenacity that remains is so powerful that individual portions of Valofax have come back to life as separate entities. Valofax's **skeleton**, Valofax's **musculature**, Valofax's **skin**, and Valofax's **shadow**. All four components act together at the beginning of combat. Over the course of the combat, each individual piece separates and behaves as its own unique monster. The skin has an ability to grapple and smother targets as it attempts to graft onto them. The shadow can jump between and hide within the shadows of other creatures. Once all four portions of the demigod are destroyed, a staircase within his sarcophagus is revealed. It leads to a treasure vault that contains a fortune of gold and valuables, including Valofax's demon smiting sword and exorcism shield.

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