**Tomb of the Nine Gods**

**Level 1: Rotten Halls**

Omu precursor-

Xandala and Artus

During Long Rest, Zagmira contacts the party (note that Mannix no longer has the eye in his head, but does still possess it.

Zagmira: "Ishmakahl has informed me that you went quite deep undercover Mr Calder Mannix, and I see all of you survived the yuan-ti temple. How fortunate. You will find me at the tomb's entrance near the black obelisk to the north. Do not delay. I can feel the Soulmonger's power grow stronger with each passing day."

Xandala: "I'm grateful for the rescue, though :I suspect you did not infiltrate the temple on my account. You did what was necessary to accomplish your mission, however. It is the same for me, and my mission is the Ring of Winter. I can be a powerful ally, and that's worth more than any amount of gold."

If you won't help me, then have the courtesy to stay out of my way.

As you all gather your things and head outside you see Artus, Dragonbait and Orvex approaching. Artus nods to you all "We had to stay on the move to avoid any nasty creatures, and I wasn't about to trust those grung. Good to see you folks made it outta there alive. You get a chance to talk to Ras Nsi? About Mezro?"

Five Skeleton Keys, one on each of the first five levels of the Tomb.

1)Triangle Key - starts in Area 7 (Staircase), runs through Area 13 and into 14 (Moa's Tomb)

2) Square Key - Found in Area 22 (Papazotl's Tomb)

3) Pentagon Key - Found in Area 44 (Vault of the Beholder)

4) Hexagon Key - Area 52 (Throne Room)

5) Octagon Key -

Other Tomb Notes/Ideas

The mirror tomb/Ring (area 19) can be a passage into the Ethereal Realm, where the Sewn Sisters can attack.

Personal Meeting Withers should be non-combative. Might be able to learn some things.

After meeting, if they leave and return to Tomb proper, could seal off the back ways so PCs can't return.

**Area 1) Obelisk**

As you approach the northern cliffs, Khaless you feel a dull pain in the back of your head, like the beginnings of a migraine. Except you never get migraines. You physically feel Zagmira's presence as you get closer.

Near the base of the cliffs, a 15ft tall obelisk of cracked stone is draped with vines and black moss. Behind it you see a dark passageway obscured by withered creepers. A second, smaller tunnel burrows into the base of a cliff to the east.

Surrounding the obelisk and barring the path to either cave are a dozen or more human figures, some with the distinctive red robes and tattooed, shaved heads of the Red Wizards of Thay. Everyone looks armed and alert.

A tall woman with a commanding presence addresses you. Her face is split right down the middle, with one side youthful and the other decrepit. "We finally meet in person. You have made such impressive progress in Chult, and here in Omu."

Khaless the pain in your head worsens, your vision begins to blur and you grow dizzy.

"You are no fools so I shall speak plainly - we intend to enter the tomb and take the Soulmonger back to Thay for...research. It will be easier if you hand over the cubes, and walk away."

Zagmira makes a subtle gesture

**Area 2) Gallery of Tricksters**

Alcoves run the length of a narrow tunnel, each one featuring a bestial statue standing or squatting, staring at the one across from it. A basin of oil lies at the base of each statue. You instantly recognize them as the primal spirit gods for whom the shrines are dedicated.

[nearing statue with cube] As you pass a pair of statues, you feel two of your cubes vibrate as the oil basins burst into a soft flame

[End of hallway] You feel the last cube vibrate just as the others, and see flickiner light shining through a small crack in the wall at the end.

Statues are 3-feet tall and can't be moved. From left to right, top to bottom:

Moa I'Jin Papazotl Nangnang Unkh (middle)

Wongo Obo'laka Kubazan Shagambi

When a matching puzzle cube passes a statue, the oil bursts into flame.

Detect Magic reveals Divination on the statues, conjuration on the oil.

Unkh's statue has a golden pendant shaped with an eye. Aura of divination magic (25 gp).

If passing the obelisk, it pulls the wearer toward the hidden tomb entrance.

**Area 3) False Entrance**

A short tunnel ends at a slab of worked stone, whose edges are marked by relief carvings of grinning skulls. Four lines engraved at the center of the slab cross one another to form a star, with both ends of each line marking the location of a cube-shaped cavity cut into the door - eight slots in all.

DC 14 Perception (or investigation I think) to notice that there are holes in the mouths of the skulls. DC 16 Perception check in the tunnel to see the raised stone block.

If all puzzle cubes but Unkhs are inserted, a stone slab slides down to block the entrance 20-feet back. DC 10 Athletics check to end up on either side.

Those caught in the room must make a DC 15 CON saving throw as poisonous gas fills the room 1d10 poison + 1d10 acid damage every round for 10 rounds, can repeat the saving throw each round.

Apparently it's impossible to raise the stone block until after 10 rounds. Can stuff the holes with something, but requires DC 10 DEX checks, with a total of six successes, each made as an action.

**Area 4) True Entrance**

Anyone searching here finds the entrance with a DC 10 Perception check:

Pulling aside the heavy undergrowth, you uncover an archway in the cliff face. Stone skulls peer down from the lintel, and old bones litter the threshold. As light strikes the entrance, a swarm of bats screeches out from within.

A slab of worked stone blocks the overgrown tunnel some twenty feet from the entrance. Grinning skulls mark the edges of the slab, in the center of which are nine cube-shaped cavities arranged in three rows of three. [SHOW HANDOUT]

Cubes other than Unkh do not need to be placed in certain positions, with one major exception. The rival gods must be placed opposite of each other - in the far corners or top middle and top bottom.

I'Jin must be across from Obo'laka

Nangnang must be across from Shagambi

Wongo must be across from Moa.

Kubazan must be across from Papazotl

Unkh must be placed in the middle.

If a cube is misplaced, electricity erupts from the slot, shoving the cube out and dealing 4d8 lighting damage to anyone within 20 feet.

XWongo XShagambi XI'Jin

XPapazotl XUnkh XKubazan

XObo'laka XNangnang XMoa

If successful:

The nine cubes flare with light, then disappear. Growling like an angry beast, the slab begins to slide up into the ceiling.

Another slab blocks the hallway twenty feet beyond the first door. An iron lever is set into the door's surface, with a graven stone skull leering down from above.

Once halfway through the hallway: The skull's jaws creak open, and a skeletal hand holding a crystal hourglass timer emerges from within. With a click the timer rotates and sand starts to trickle into its lower globe.

10….

If anyone pulls the lever, the entire floor area splits apart and everyone slides into a 20-ft pit full of sharpened, poisoned spikes. The lever puller can make a DC 15 dex saving throw to avoid falling by hanging on.

Everyone in the hallway takes 2d10 bludgeoning damage. Everyone also needs to roll 1d4. The number determines the multiplier for 1d6 piercing and 1d10 poison damage (rolling a 3 results in 3d6 + 3d10 poison). Anyone who takes the poison damage has the POISONED condition for 24 hours (can be removed with lesser restoration or other healing effects).

The pit remains open until the lever is reset (can be done via Mage Hand). In which case the floor trap and timer reset.

Can climb out of the pit with a DC 15 Athletics check. Failing is fall damage, 1d6, and re-rolling for spikes.

**Area 5) Trapped Corridor/Devil Face**

A moss-covered corridor extends beyond the second door. Tree roots hang from the sagging, cracked ceiling, where small shafts of light poke through. The air is pungent and damp. At the end of a T-intersection a bas-relief carving of a bearded devil's face adorns the wall. The devil's open mouth is a well of utter darkness.

DC 15 Perception check to spot both the holes in the walls and the irregular tiles on the floor that look like raised pressure plates.

Detect Magic reveals Illusion magic on the devil's face.

The mouth has Darkness and Silence cast on it. If anyone reaches into the mouth, the Shadow Demon attacks with advantage. If Dispel Magic is used (DC 16), it turns both effects off and the shadow demon emerges to attack.

As you near the devil head, you hear the familiar voices of the three hags begin to speak: "they're here, they're here, they've made it inside, we must-"

"Enough of you!" A new voice rings out in a commanding tone. "You've had your chance. Get back to the nursery. Guard the gate, in case they make it that far. The damn keys are running around everywhere."

A magical image materializes in front of the green devil face. A decaying humanoid in tattered robes is seated in a chair. He wears a large obsidian amulet shaped like a screaming skull, with ruby eyes and emeralds for teeth, hanging from an iron chain wrapped around his body. A bronze mask sculpted into a perpetual frown obscures his face.

"Greetings adventurers, I am Mr. Withers." He appears to look around then snap his fingers irritably. A disembodied hand appears in the projection and hands him a piece of paper. "Ah yes, the investigator, the assassin, the bard, the shape-shifter, and the tortle." He glances up. "And some random old man apparently. Doesn't look like he'll last too long." Chuckles. "This is the master's domain, or at least one of them, but I am the architect and caretaker. It is my job - nay my pleasure, to provide you with the most exquisite and excruciating deaths. For the strongest adventurers provide the sweetest souls."

"Of course it wouldn't do to simply murder you all here on the spot. No, you need to make it as far as you can, believe that you can not only survive by surmount all obstacles. Ah, The taste of a soul when it reaches its final breaking point. Now if you'll excuse me I have to make sure everything is in perfect working order, enjoy your stay and do heed the master's warnings."

Devil Face radiates Illusion Magic from its dark mouth (Darkness and Silence spell). Shadow Demon attacks anything that enters the area with advantage (whisper roll so PCs aren't aware. George can see however!

Dispel Magic (DC 16) removes the darkness and silence. The Shadow Demon emerges - surprise round - and attacks, but flees went low on HP.

Floor Hatch can be lifted with DC 20 STR check. Failure = lost 1 hit dice

A rusted iron grate is set into the corridor floor. Through its base you see muddy water flowing steadily past.

**Area 6) Crystal Window**

Creepers and vines cling to the walls of this corridor, at the end of which is an arched crystal window, six feet wide and ten feet high.

Peer through window: You see a vaulted tomb overgrown with moss and creepers. A stone sarcophagus rests on a stepped dais in the middle of the floor. On the wall behind the sarcophagus, two large statues of bears grip a 5-ft diameter bronze disc embossed with a dozen glaring eyes. Several corpses slump on thrones in niches along the walls, each wearing a black mask.

**Area 7) Grand Staircase**

A grand chamber opens ahead, 50-ft across and plunging down into darkness below. A stone balcony winds around the wall to connect four archways. Other balcony levels are visible below, with corridors radiating off in all directions. To the north a stone staircase descends to the next level.

On the other side you see a small skeleton with an oddly shaped, elongated head. It sees your light from down the hall, gives off a little yelp sound and runs headlong through the jaws of a stone skull on the far side of the hall. You see from a distance the skull's two flaming eyes, and when the skeleton runs through, one of the eyes winks out.

First time glancing down from the balcony on the east or south side: A hunched figure glares up at you from the balcony below, wearing a mask that is a replica of the green devil face at the entrance. Without saying a word, the figure quickly steps out of sight.

**Area 8) Magnet Statue**

A rusting statue of a knight stands at the west end of this hall, gripping a large iron shield. Shards and flakes of rusted metal cover the floor around the statue's feet.

DC 10 Athletics check for anyone entering the room as they feel the pull of the statue (assuming everyone has at least one metal item). 1d6 per 10 feet pulled (at east part thats' 40 feet = 4d6 damage).

Dispel Magic turns it off (DC 17) for one hour. Detect Magic sees Transmutation. Shield can be attacked: AC 17, 40 hit points, immunity to nonmagical attacks.

**Area 9) Magic Fountain**

A large fountain crusted with moss rises in the middle of a circular room. Three marble maidens stand in the fountain, holding pitcher out of which water flows.

Roll d4 for result. Change 3 to shrinking the character. Size is halved and weight is reduced to one-eight of normal. Disadvantage on STR checks and saving throws. Target deals 1d4 less damage with weapon attacks. Lasts 8 hours. Cured via Lesser restoration.

**Area 10) Obo'laka's tomb**

This vaulted tomb is overgrown with moss and creepers. A stone sarcophagus rests on a stepped dais in the middle of the floor. On the wall behind the sarcophagus, two large statues of bears grip a five-foot diameter bronze disk embossed with a dozen glaring eyes.

Six dessicated corpses slump on thrones in niches along the walls. Each corpse wears a black mask made of paper-mache and feathers.

Can attack or cover the disk. Stepping inside makes all eyes lock on and the corpses being to rise.

**Area 11) Gas Pocket**

The smell of fumes and gas stings your nostrils, and you can see the hazy buildup of gas in this area.

Explodes with any open flame, or if Secret Door is openend. DC 15 DEX saving throw for half on 4d10 fire damage.

**Area 12) Trapped Chest**

Water pours from cracks and seams in the rough walls of this cavern, whose floor is a muddy pool that flushes out into the tunnel beyond. Just above the pool's surface, a large treasure chest dangles from rusty chains embedded in the ceiling.

Keyhole looks like a cackling demon skull. Words printed above it read: I devour all but the greatest thieves.

DC 22 DEX check. Failure = destroyed tool. Failure by 5+ PC is teleported inside, and chains drop the chest into the water. PC begins to suffocate inside.

**Area 13) Stone Skull**

Each time a creature steps through the jaws, one of the eye-lights winks out. With both eyes gone, the jaws snap shut on the next person, +10 to hit, 4d10 bludgeoning damage and grappling the victim. Victim takes 1d10 damage at the start of each of its turns if it cannot escape (DC 19 STR check).

Whether the trap hits or misses, the trap resets, and the eyes are relit.

**Area 14) Moa's Tomb**

Skulls crusted with dried mud glower from niches cut into the walls of this tomb. A stone sarcophagus stands at the center of the chamber, its lid adorned with a coiled serpent carved in relief. Behind the sarcophagus, resting atop a marble pedestal, is an ornate crystal box with a small humanoid skull floating inside it.

The skull communicates telepathically. She is 10 years old, and is the granddaughter of the last Omuan queen, Nepaka.

Give the PCs three "checks" to calm her down. She cannot see outside of her crystal box but can sense anyone within 30 feet of her. DC 12 Deception checks to calm her.

However if the PCs reveal that she is an animated skull or fails a check, she flies into a rage.

"What? No, no no no" (becoming more grotesque and horror-like)" The voice shrieks in horror as the skull's eye sockets flare with green flame. With a shattering crash the crystal box explodes and the skull levitates into the air. At the same time, swarms of spiders begin pouring out of the small tunnels surrounding the tomb.

Pre-cast Blur for Flameskull! Disadvantage on attacks, except for George (Truesight).

**Area 15) Wind Tunnel**

Carved birds soar across the walls of this corridor. Blocking the passage near its northern end is a large adamantine propeller with five sharp blades.

DC 15 Perception to see that the corridor is one big pressure plate.

Propeller takes 1 round to spin up to full speed after stepping on a plate. IF players jump through the blade during that first round, DC 20 Acrobatics to make it through unscathed, or take 6d20 slashing damage (still make it though).

At full speed the damage is 12d10 and no check will be successful. The spinning turbine also requires a DC 15 STR saving throw to everyone within 10 feet, hurling them through but taking 12d10 damage from the blades, and 2d6 from falling into the pit.

The wind tunnel effect goes south to north. If on the north end, the STR save will pull them backwards into the pit (if the fan is at full speed).

**Area 16) Wongo's Tomb**

A deep pit opens up at the entrance to this tomb, with a stone sarcophagus resting at the bottom. A snarling monkey-like creature decorates the sarcophagus lid. Beyond the pit. Three treasure chests sit on stone daises. The chest on the right is glistening with frost, the chest on the right glows with heat, and the chest on the left is rotting and decrepit.

Each chest is 5 ft long, 4 ft wide and 3 ft high. They are unlocked and empty, except for gold keys inside keyholes. But they cannot turn until the chest is closed (allow an Investigation check to determine how this works).

Closing a chest and turning a key makes a button appear on the sarcophaugs, either blue, red, or black. The person in the chest is completely trapped with no way out.

Pussing the button depends on the chest:

Frost Chest - DC 15 CON saving throw for half damage on 10d8 cold damage.

Fire Chest - DC 15 CON saving throw for half damage on 10d8 fire damage.

Rotting Chest - DC 15 CON saving throw for half damage on 10d8 Necrotic damage.

Pushing the button unlocks the associated chest, and the button remains depressed on the sarcophagus. Once all three are pushed:

The stone sarcophagus turns to transparent crystal, revealing a mummified monkey-like creature within. Clutched in its dessicated claws is a fearsome mace.

The mummy attacks, using the Mace of Terror first, then its rotting fist attacks.

Long Rest in Wongo's Tomb?

[if standing watch, someone notices the Hut being dispelled. They could wake up Gillian for her to recast, but it will be dispelled again after a while. Gillian will have to constantly recast and not get the benefit of a Long Rest, and accrue a point of exhaustion, but it will stave off the Sewn Sisters. Maybe compromise and say Yes LongRest, but still Exahustion]

Everyone make a CHA saving throw (Baggy Nana haunting).

[lowest roll]: [name] you have a nightmare-filled rest, as you stand around the magic fountain and see your friends all take drinks. You scream but no sound comes out as their flesh boils from the inside out, dissolving into pools. A human figure crawls out of the fountain, a leather sack over its head. The sack squirms, hisses, and snarls as the figure lunges at you.

[name] you are unable to gain the benefits of a Long Rest as you lie awake in terror, and your hit points are reduced by 1d10. [Greater Restoration cures]. You occasionally hear the cackling laughter of old women.

As you step foot into the corridor, several crossbow bolts fire from the other end of the hallway. You hear the familiar voice of Mr. Withers chime in, though the sound simply fills the room "Really you think you can just roll out the sleeping bags and have yourselves a little campout on my watch? No doubt one of the Sewn Sisters proved that to be a poor choice. You'll find my methods are a bit more mundane"

**Area 17) Underground Waterfall**

The underground river plunges down into a dark, rocky chasm. Cold air swirls up from below like the breath of some monstrous creature. Through the gloom, you spot an ornate treasure chest resting on a ledge.

DC 14 Athletics check to climb around the ledge to the chest, or to jump across (requires 20 STR or equivalent).

DC 10 DEX saving throw if damaged to avoid falling down.

DC 10 DEX Saving throw to take half damage from the 100 foot fall (10d6). And land in area 64 of Level 5.