**Tomb of the Nine Gods**

**Level 2 Dungeon of Deception**

You descend the steep stairs for 25 feet, reaching a lower level on the Grand Staircase. The air here reeks of rotting flesh. The light from above doesn't reach this far down, and you notice the lack of vegetation. A similar balcony winds around in a square-pattern, with another set of stairs leading down at the end. This level features two hallways extending to the north and the east, as well as a large 9-ft wide stone door to the south, accompanied by the sounds of moaning.

A bronze plaque is affixed to the east wall, engraved with a cryptic message written in common, similar to the one on the obelisk outside the tomb. [SHOW HANDOUT]

**Area 18) Devil Pit**

The walls and floor of this fifteen-foot square room are cracked and craved with images of terrified humanoids falling. Set into the middle of the floor is as tone bas-relief of a bearded devil face, painted green. Forlorn cries echo from the black void of its gaping maw.

Darkness spell, can Dispel Magic with DC 16.

Descends for 10 feet before reaching the ceiling of Area 35, which is 15-ft high from the floor [Read description for 35B on ToA 150)

**Area 19) Gravity Ring**

In the middle of the hallway you spot illusory openings to the north and south that would be easy to miss, creating a four-way intersection. However these hallways curve upward and out of sight. To the north you can see the dead body of a half-human, half-goat creature in robes, gripping a staff with a goat's head.

Medicine check on the body.

<10 He ded

10-15. You notice slashing and piercing wounds consistent with swords and arrows.

15+ (above), you recall the Tomb Dwarves from the workshop carried axes and crossbows.

Loot on the body:

Devlin's Journal [Show Handout]

Ever-lasting ink pot (100 gp)

Staff of Striking (attunement)

Spellbook

As you walk you feel an odd sense of vertigo as the world seems to shift around you, and gravity stays consistent.

As you walk the air grows heavy, and the world dark and blurry.

You exit into an identical four-way intersection, with the staircase on one end and the checkerboard room on the other. Your companions are no longer there. You feel pressure on your entire body, as if you're far underwater, and everything is blurry and cold. [Arcana Check, 15 or higher to recognize the Ethereal plane].

The Ethereal plane could be used to explore the checkerboard room, though everything there still applies. If spending too much time here, however, everyone must roll a DC 15 CON Save to avoid Exhaustion.

If more time elapses, DC 20 CON Save.

If they make it to the Grand Staircase, it's full of webbing and phase spiders!

**Area 20) False Tomb**

This room smells of wine. On a checkerboard marble floor, a gilded coffin sparkles in sunlight streaming down from the chamber's vaulted ceiling, which arches twelve feet overhead. Four huge stone gargoyle heads, their mouths agape, protrude from the walls.

Moa: "I don't recognize any of this as belonging to one of ours. Whose tomb is this?"

The gargoyle heads are 5x5, with 2-ft wide mouths. Behind each mouth is an airtight valve that requires a DC 25 Athletics check to open (or Knock spell)

Detect Magic reveals illusion magic on the light, and abjuration magic on the coffin.

The coffin is empty save for a wooden plaque that reads "Drown Your Sorrows".

The trap is activated if the light falls on the plaque. The stone block at the entrance begins to close (1 round to decide what to do). Red Wine begins gushing forth from the gargoyle heads at a rapid rate

Round 1 - Block door is closing, wine begins gushing. Allow players to try and do stuff to escape or stop the flow.

Round 2 - 4 feet deep, and the wine weirds burst forth. They remain submerged when possible. Water is difficult terrain.

Round 3 - 8 feet deep, underwater combat rules apply.

Round 4 - fully submerged (12 feet deep), drowning rules apply.

Trying to crawl out of a mouth while wine is gushing is a DC 25 Athletics check. When empty, PCs can shimmy into a crawlspace

The stone block at the entrance opens after 10 minutes. Every PC will have long-drowned if they haven't escaped by then….

**Area 21) Zombie Door**

Three oval holes are carved into a 9-ft wide, 9-ft high stone door at a head height. As you approach three humanoid heads stick out of the holes, each covered in putrid flesh and gnashing on an iron bit bolted to a chain bridle.

If the zombies move away from the door, the door opens. Otherwise DC 20 Athletics check to raise the door [Failure = lost a hit die, Fail by 5+ = Exhaustion].

Zombies will attack anyone they can reach, with disadvantage. Zombies have half cover in the door (+2 to AC)

**Area 22) Papazotl's Tomb**

Six cauldrons brimming with humanoid bones line the walls of this tomb, at the center of which stands an ancient chariot bearing a bronze sarcophagus with treasure strewn atop it.

Paintings on the chariot's body show a tall bird with a long, sharp beak. On the south wall, a bronze shield bears the embossed image of a CHultan warrior carrying a spear, below an inscription that reads, "Bow before no one."

Four bronze statues stand on pedestals to either side of the shield. They depict Chultan warriors: one holding a shield, two with spears, and one missing its face.

As you enter you see another of those weird small skeletons with a strange-shaped head. It gives out a little yelp and jumps inside one of the cauldrons.

Obo'laka: This is Papazotl's tomb, Beware, those cauldrons contain the bones of his most devoted followers. They will surely protect him.

Papazotl is bossy and domineering.

Messing with anything causes skeletons to being pouring out of the cauldrons. Two per cauldron to begin, then 1 per round at the beginning of the skeletons turn.

Cauldrons can be targeted and destroyed, AC 15, 22 hit points, vulnerable to bludgeoning and thunder damage.

ROLL CUSTOM INIT FOR SHIELD WARRIOR - 20.

The cauldrons begin to shake as bones animate together and form humanoid skeletons, leaping out with swords and bows.

Bowing before the faceless statue stops the flow of skeletons, but the animated warrior on the shield keeps attacking anyone who hasn't bowed.

Treasure - Amulet of Health, Papazotl possession (DC 16 CHA save).

A gold torc (250gp), three gold cups (75gp), and five gold cloak pins (25 gp).

**Area 23) Genie in a Bottle**

Ancient cobwebs fill this narrow corridor, whose midpoint features an arched alcove. Within the alcove, a dusty bottle stands on a table.

The bottle is stoppered at the top. Inside you see a tiny whirlwind of sand that coalesces into a humanoid shape. The figure frantically waves her hands and calls out in a muffled voice. [Terran: Release me at once!]

["Release me and I shall reward you with treasure, or aid."]

A whirlwind of sand spills out of the bottle, with the top half forming a large female figure with rock-like skin. She's adorned with fine clothing and jewelry, and glowers at you all imperiously. She waves her hands and casts a spell. She says a few words until she begins speaking common, and she nods when she sees you all understand.

I am Keshma al-Wazir, a dao of elemental earth. That nasty lich Acererak imprisoned me decades ago, but it appears I was forgotten.

How were you captured?

She sneers. "I was promised wealth and slaves from a tomb in the jungle on the Material Plane. I was deceived, and the lich's power exceeds my own.

If the PCS are rude:

She glowers. "Do not mistake me for some fairy tail djinn. I am no servant at your beck and call. Any slight to my honor renders any bargains made null, and my wrath will be as crushing as the stones I will pile on your grave.

Can you help us?

All I want is to return home to the Plane of Earth. But I will reward you for freeing me. I can offer some of my own treasure." She gestures to her platinum armbands, and sapphire cords woven into her hair.

"Or," she sighs irritably, "I could assist you. But no more than three times. Then my debt will be paid."

How can you assist us?

I command the earth itself, opening new paths or conjuring elementals from the plane of earth. I can also render someone invisible, or turn them into air. And if you need something more mundane," she holds her hands out as sand swirls around her, forming a large warhammer." I can always hit things very hard.

How can we call upon you?

Speak my name, and your wishes

**Area 24) Nangnang's Tomb**

Donzo!

**Area 25) Scrying Pool**

Behind the secret door, water fills a carved stone font.

Detect Magic reveals Divination magic on the water.

As you gaze into the water it begins to swirl, and an image resolves on the water's surface. You see the back of a hulking armored creature, as if you're hovering just a few feet behind it, though you don't hear any sounds. The creature walks steadily down a hallway that appears to be somewhere deeper in the dungeon, and approaches a large stone door. On either side of the door are stone serpents, their mouths open and fangs bared. You watch the figure produce a bloated, fleshy sack, and squeeze blood into the mouths one at a time. After a few moments the door opens and the creature steps through in what appears to be a throne room made of bone. The creature jerks to a sudden stop however, it turns around completely until it's staring right at you.

The pool of water explodes as the hulking figure heaves up from out of the pool.

Roll for initiative! Surprise Round!

**Area 26) Spiral Staircase**

Three archways overlook a circular chamber where a spiral staircase descends into darkness. The staircase walls are lined with unlit torches in iron sconces and set with niches containing modlering humanoid skulls and bones.

**Area 27) Forge**

Old wooden benches and shelves along the walls of this chamber are covered with gears, chains, trap components, and cages filled with rats. Lit iron braziers hang by chains from the ceiling. Along the north wall, a stepped dais is set with a bulky contraption: an iron maiden of sorts, attached to a network of steaming pistons, tubes, and bubbling vats of blood. Five masked dwarves are busy tinkering on various pieces and projects.

When combat breaks out: [hide initiative roll for tomb guardian]

The iron contraption shudders as it opens, releasing a hissing cloud of steam. Through the roiling vapor, an armored figure wearing a bucket helm stomps into view. [pieces of it look like dragonborn]

Treasure:

Two thieves tools, 1 artisans's tools, alchemists supplies, masons tools and smith's tools. And some caged rats, if they want.

Starfallen - unique possessed Ghost Lantern. Aside from being a lantern, also provides the Mage Hand cantrip, and automatically stabilizes its wielder. Requires attunement.

**Area 28) Withers' Office**

Candles dimly illuminate a cluttered office. A Skeletal songbird rasps at you from a filthy cage in one corner. Seated at a wooden writing desk is a shriveled corpse wearing moldy robes wrapped in chains and a bronze mask, whom you recognize as Mr. Withers. A number of severed hands crawl around the room.

A pair of hulking armored figures stand motionlessly on either side of the doorway.

"Well now this is highly irregular. It won't do to have patrons stumbling in to see how we operate. Make a note to move the secret entrance." One of the crawling claws grabs a pencil and begins jotting down words on a piece of parchment.

"I suppose you wont' turn around and leave if I ask nicely, will you?"

"Very well, I suppose I can answer a few questions. Let's play a bit of a game. You ask a question and I'll ask one. Three questions, then you'll leave. Or I'll make you leave, if you prefer doing things the hard way." he sighs "your type usually do."

Withers knows everything about the tomb, including the number of floors, the skeleton gate, the Sewn sisters, the trickster gods, the beholder, the aboleth, etc.

Wither's questions:

First question: The yuan-ti of Omu. We cut a deal with them to help guard the tomb, yet here you are. How did you deal with them?

Second question. What effect is the death curse having on Chult?

Third question. \*leans forward in his chair, hands steepled in front of him\* What has been the most devastating brutal part of the tomb so far?

"Well this has been most enlightening but our time is at an end. You all have an awful lot of dying to do and we wouldn't want to keep the master waiting." He gestures to the door, and you see a few of the claws stop what they're doing and wave at you.

Slaad Control Gem - The person holding this gem cannot be targeted by the Gray Slaad. As an action, the gem-holder can use the Gem to cast the Suggestion spell (30 ft range), targeting only the Grey Slaad. No save!

A parchment of paper underneath one of the dead crawling claws shows the drawing of a large stone door, with what appears to be a giant closed eye, surrounded by ten indentations. The only written notes are the words "Level Three." [Show Quest]