**Tomb of the Nine Gods**

**Level 3 Vault of Reflection**

Crystal Eye Keys:

Area 31 Hidden Alcove - 2 keys\*

Area 32 Rotating Crawlway - 1 key on the body in Tunnel B\*

Area 33 Shadow fountain - 1 key in the bottom of the font\*

Area 35 I'jin's Tomb - 1 key on Bravus' body (**CHANGE!**)\*

Area 37 Wind statue - 2 keys on the statues hands (1 in each hand)

Area 39 Golem Pit - 2 keys in the stone treasure chest

Area 43 Veils of Fear - 1 key in the boar's head (**CHANGE!**)

(When reaching the main hallway area) Strange purple mold permeates every inch of stone walls, ceilings and floor on this level. The mold smells like rotting corpses, and occasionally releases clouds of smelly spores. An eyestalk emerges from the mold, blinks at you all a few times, then disappears back in the folds.

**Area 29) Jackal Mask**

**Area 30 Iron Barrier**

Ahead of you, the face of a snarling minotaur is etched into a sheet of iron that bisects the crawlways. It's eyes have been cut out, letting you see through the sheet, beyond which the tunnel continues onward.

DC 17 Athletics check to shove the iron sheet into place above.

Roll 13-16 = Nothing happens.

Roll >12 = Nothing happens, and you lose a hit die (gain exhaustion).

Can retry the check, but failing the DC 17 Athletics check by any amount results in the hit die loss or exhaustion

Barrier stays up for 1 minute, after which it slams down. Anyone caught in the middle must make a DC 15 DEX save or take 8d10 slashing damage. Dropping to zero = cut in half!

**Area 31) Reflected Hall**

Still puddles of water cover the floor of this 15-ft wide hallway. The walls are slick with moisture and set with murals showing animal-headed humanoids in armor, most of which appear to brandish real weapons hanging on the walls.

At the far end of the hall, a rippling, transparent curtain of water fills a stone archway. Beyond the curtain, you see another hallway that looks similar to the one in which you stand.

The tarnished weapons are real, but in poor condition. The hang from hooks that make it look like the humanoids are wielding them.

The hallway features 12 figures in pairs of six across from each other.

Not holding a trident and walking through the curtain results in a torrent of water blasting down both sides. DC 15 STR save for half of 4d6 bludgeoning damage. Failure = swept down the hall. Either way, end up prone.

If going through, can be swept on the opposite end.

George can see the hidden alcove, and Mannix's Detect MAgic detects illusion magic.

Curtain of water radiates Conjuration magic.

**Area 32) Rotating Crawlways**

DC 15 Perception check to see a seam that runs along two ends of the tunnel. DC 20 check to note that the seam represents a point where two sections of tunnel can detach.

[When stepping on the midpoint] With a loud grinding sound, this section of crawlway begins to rotate, instantly cutting off exist ahead and behind. You can feel the passage sink about five feet as it turns. After a few seconds it comes to a stop and the grinding abates. Walls now greet you on either end of the tunnel.

The rest of you see the tunnel disappear as it rotates away. After several seconds of moving wall, another tunnel rotates into place. The tunnel looks the same as before, though you can see a skeletal corpse lying on the floor.

Body: The corpse looks like the body of a dragonborn. There's no armor but there is a nearby backpack, and the skeletal remains are clutching a

**Area 33) Chamber of Opposition**

You open the door and see a 5-ft wide stone font filled with a steaming green liquid. On the other side, a shadowy figure that looks exactly like you as its back turned toward you.

The shadowy figure mimics the person who opened the door's every move. If it ever turns around with others in view, they must all make DC 15 WIS saving throws. Failure = drop to 0 hit points!

Both the shadow and the liquid give off illusion magic. Nothing is in the font unless the liquid is drunk via the shadow puppet, then a crystal eye appears on the bottom.

The dusty closet room is empty.

**Area 34) Peephole**

The corridor turns sharply to the left. AT the corner just before the turn, a peephole is carved into the stone wall.

Through the peephole you see a magnification of the painted stone wall beyond, centering on a gold medallion worn by a jackal-headed figure.

The medallion appears to be a disk, engraved with the face of a horned devil, its mouth agape. Thanks to the magnification, you can see through the devil's mouth to a vulture herioglyph.

**Area 35) I'Jin's Tomb**

**35A**  The corridor ends at a block of stone on which is painted a seven ft tall jackal-headed humanoid with a circular gold medallion around its neck. All around the figure are carvings of locusts.

One of the locusts is actually a button: The stone block sinks to the floor with a gentle rumbling, revealing a large rectangular room illuminate by torches. Four stone sphinxes crouch in each corner. At the center of the room, a gold-inlaid funeral barge stands atop a 3-ft tall stone dais.

Resting on the deck of the barge is a small golden sarcophagus decorated with horned rabbits. A dark shaft opens in the ceiling directly above the barge,. To the south a corridor is visible through a set of fangs carved into the wall.

The skeleton of a dwarf clad in a tattered yellow turban and dusty chain mail sprawls on a tile between the main entrance and the barge. [SHOW HANDOUT]

Sphinxes radiate conjuration and abjuration magic.

Obo'laka: Hated rival! Chaotic and unpredicatble!

Papazotl: I'jin, unpredictable and dangerous.

As soon as someone stands on a vulture tile: The stone block rises back up.

Correct sequence (seen from peehole): Vulture, serpent, door, reed, scarab, scepter, foot, urn.

**Area 36) Chamber of Respite**

Poor Slaad.

**Area 37) Winds of Pandemonium**

Two balconies face each other over a vast pit. A single torch burns above each balcony. On the east balcony stands a rough-hewn, 15-ft tall statue of a hulking fiend with furled wings and clenched fists. An iron lever sits in the upright position on the western balcony. Between them stretches a chasm plunging into darkness.

Pulling the lever: the statues fist unclench, and you can see tiny sparkles of a crystal in each hand. At the same time, howling winds rise up from the darkness, the sound tearing through your mind [DC 20 WIS save or madness!]

A 10-ft circular platform floats up from the darkness, until it reaches the same level as the balcony. It bobs gently in the wind.

Jumping on a platform requires a DC 15 Acrobatics check when the platform wobbles. Failure = falling 60 feet onto solid ground below.

Landing on a platform successfully causes another to rise, as the one you're on begins to fall.

After a round of actions (60 feet movement) must remake the DC 20 WIS save!

If the lever is pulled again, the winds stop, the fists clench, and the platforms drop. Allow a DC 15 Acrobatics check to hang on for half damage.

The platforms radiate abjuration and transmutation magic. The statue has transmutation magic. The statue holds a crystal eye in each clenched fist.

**Area 38) Revolving Trap Room**

**Control Room**

This room is dark and dusty. A hulking figure wearing a helmet stands to the west with one hand on an iron lever set into the wall. The south wall is sloped and has a large rectangular window 5-ft wide by 7-ft high. The window looks into a hallway, through a rectangular hole in the hallway floor, and farther down into a well-lit room shaped like a cylinder tipped on its side. A small crawlspace is set into the floor to the east.

Golem can be surprised if players are sneaky, otherwise it attacks as normal. Cannot access Room 38 from here.

Window detects transmutation magic. Dispelling it turns it back into solid stone (DC 17).

**Tunnel**

The walls of this corridor begin to slope inward as you approach a three foot wide, 4-ft long rectangular hole with bright light spilling out of it. Patches of purple mold cling to the walls and floor.

**Drum Room**

This room is shaped like a drum or cylinder lying on its side, with its south end tapering toward a small stone door. Carvings of demons decorate the stonework, with flickering flames in their eyes. Khaless you recognize this room that you saw through the magic wall-window the tomb guardian was looking through.

**Area 39) Golem Pit**

A 15-ft wide, 15-ft deep pit dominates this chamber. At the bottom of the pit, an 8-ft tall clay figure stands motionless beside a stone treasure chest. A silver key hangs from a cord around the figure's neck.

Two 9-ft tall stone statues sand atop plinths on either side of the pit. A third plinth against the south wall stands empty. One of the statues depicts a hooded and bearded male figure with his left hand held high, index finger pointed up. The other portrays an armored male knight with his gauntleted right hand extended, its palm facing inward toward the knight.

Invisible wall of force covers the top of the pit.

DC 12 Religion check to identify the gods. The left one (hooded) is Azuth, god of wizardry, and the right (knight) is Torm, god of courage.

Examine either statue to notice the plinths can be rotated. If azuth is turned to the right, a creature inside the pit teleports to the plinth (clay golem included). If Torm is turned, anyone on the plinth is teleported down into the pit.

The chest contains two crystal eyes.

**Area 40) Golden Skull**

A golden skull rests on a pedestal in the middle of this small dusty room.

The first person to touch the skull:

The skull bounces up from its pedestal and hovers a few feet away from you. It cackles gleefully. Ahah, Yaka is here for you! Here to ruin your day, your week, your life! You'll never get rid of Yakk, just like you'll never make it out of this tomb alive, hahahaa!

**Area 41) Tomb Guardians**

Two hulking figures [Tomb Guardians] stand in alcoves along this long hall facing each other. Armor is bolted to their flesh, and iron collars around their necks are connected by a spiked chain that stretches across the corridor.

The chain has AC 18, DT of 10, 5 hit points and immunity to poison and psychic. Destorying the chain cause s the guardians to go berserk.

As long as the chain remains, damage to either guardian is divided evenly among them.

**Area 42) Kubazan's Tomb**

A four-columned portico juts out from the far wall, beneath which a stone sarcophagus rests in a wall recess. Four ceramic frog masks hang in niches around the sarcophagus. Beneath the masks, humanoid bones are strewn across the floor. To the east, a large carving of a tentacled frog-monster squats above a shrine. Offerings lie on a shelf before it. Four rectangular frescoes adorn the adjacent walls.

Obo'laka - "I don't like the look of those masks"

Papazotl - Sneering "Kubazan, my rival. "Foolish beast, wild and unpredictable. Dangerous and foolish"

Kubazan was always a big brave lummox. Super strong and powerful

Detect Magic reveals Abjuration and evocation magic around the sarcophagus.

Fresco 1:

A frog-like behemoth uses its tentacles to help the Omuan people knock down a mighty statue. In the foreground, an old woman wearing a frog mask tosses five coins from her hand as through sowing seeds.

Fresco 2:

A frog-like behemoth wraps its tentacles around a giant crocodile as Omuan hunters tabe the crocodile with their spears. In the foreground, an old man wearing a frog mask holds a bug up to his open mouth.

Fresco 3:

A frog-like behemoth with four Omuan hunters riding on its back finds a small boy in the jungle. The Hunters seem elated. In the foreground, a young woman wearing a frog mask holds a knife in one hand and a headless chicken in the other.

Fresco 4:

A frog-like behemoth wallows in a shallow pool as Omuans offer it urns of food and treasure as tribute. Cracks in the fresco obscure the head of the human figure in the foreground, but you can see it grasps a lit candle.

Offerings:

A 6-inch statuette of a froghemoth, which states in Old Omuan: Give thanks to me as others have done since the dawn of time.

A copper bowl containing rat bones.

Several dead bugs.

A green wax candle.

The following must be performed in any order to open the sacrophagus. All tasks must be done while wearing a frog mask.

Donate at least 5 gp.

Light a candle.

Spill the blood of a living creature in the bowl.

Eat a bug (live or dead).

Failing any of these causes 3 wraiths to rise from the bones on the floor and attack (Surprise Round!). Anyone wearing a mask is polymorphed into a frog (Wraiths should avoid them unless they can't).

Sarcophagus can be forced open with a Knock spell or DC 25 Athletics check, but doing so causes a Prismatic Spray spell to target everyone in the room (DC 19 DEX save). D8 for every character regardless of save.

<https://roll20.net/compendium/dnd5e/Spells:Prismatic%20Spray#content>

**Area 43) Veils of Fear**

A set of wooden double doors features carvings of laughing, leering skulls.

Doors are neither locked nor trapped, but screech when opened on rusty hinges.

Detect Magic detects enchantment magic on the third curtain.

First curtain: Ten feet from the doors, a thick tapestry curtain hangs from wall to wall. Its embroidery shows a scene of merriment: nobles feasting around a banquet table, a roast boar on a platter, and servants pouring wine.

Second curtain: Another curtain hangs behind the first, showing the same scene but descended into depravity. The nobles fight with each other, partake on carnal encounters on the table, or sprawl on the floor in puddles of vomit.

Third curtain: A scene of horror confronts you: nobles feasting on servants, eating each other alive, and setting fire to the hall. The roast boar is alive and laughing on its platter.

DC 14 WIS save. Failure - frightened and flees the room and cannot re-enter until making the save.

Boar Head: The rotting head of a giant boar is mounted to the wall behind the final curtain. Fresh blood and gore spaters its tusks, dribbling down the wall beneath it.

DC 16 WIS save or be charmed by the boar. The charmed target approaches the boar's mouth and place its head inside.

The boar chomps down, dealing 4d10 slashing damage. And victim can repeat the saving throw.

Boar's Head has AC 5 and 22 hit points.

Destroying the head reveals the following treasure lodged in its teeth: (ToA 156)

Bent pair of gold spectacles

Leather eye patch set with a bloodstone

Platinum hair pin

1 Crystal Eye **(CHANGE!)**

**Area 44) Vault of the Beholder**

The corridor ends in a large stone door with a head-size closed stone eye set in the middle. Surrounding the eye are ten tiny circular indentations.

As soon as someone with a crystal key holds it out, they fly outside of their hand and into a spot, glowing in whatever color they held, and the eye begins to open.

The door grinds upward, revealing a domed, candlelit room 50-ft high. The polished marble floor is so perfectly reflective that it creates the illusion of standing at the entrance to a sphere. Nine alcoves filled with glittering treasure open up along the walls. In one of the alcoves toward the back, you can see the blasted remains of one of the odd walking-skeleton keys. In the middle of the chamber, a large spherical object hovers hunder a black silk drape 20 ft above the floor.

\*a hideous, mocking laughter echoes throughout the domed chamber.\* "You ugly creatures have unlocked the sanctum of BEL-korj the beautiful! BEL-korj the magnificent! BEL-korj the Unseen. BEL-korj has witnessed your pitiful triumphs and delightful terrors, and studied your feeble tactics. Now you have the great honor of dying at the eyes of BEL-korj themself!"

DC 10 DEX saving throw when stepping onto or moving on the slick polished floor, or fall prone.

When the sphere is attacked or revealed, or if they take too long and the beholder does it -

The silk drape drops to the floor, revealing a rough iron sphere. You feel a tingling sensation woosh through the air, like an electric current as you feel the metal pieces of your armor, weapons, and gear pull toward the giant magnet.

"A gift from Withers, my most loyal servant!"

DC 16 STR saving throws. Can have advantage if not wearing metal armor or holding metal weapons. Therin has disadvantage (metal skeleton).

Repeat save at the end of each turn while the magnet is active. If failing, can choose to let an equipped, held weapon fly up to the sphere. Creatures take 1d6 bludgeoning damage for every 10 feet of forced movement. Targets are restrained (Disadvantage, can't move, disadvantage on dex saves). Can repeat the save at the end of every round.

The magnet can be attacked - AC 20, 100 hit points, resistance to non-magical attacks, immunity to poison and psycho damage. DC 16 Dispel Magic to deactivate the sphere, which also sends it crashing to the ground.

Attacks with metal weapons auto-hit, but the weapon becomes stuck.

Ranged attacks with ammo have disadvantage

Treasure

Same as Toa 157, but replace +1 shield with +1 studded leather armor and add 2 potions of greater healing.

Need to roll another DEX save for the Moa snake!

Rd 1

Legendary actions: 1,2, 3

Rd2

Legendary actions: 1, 2

RD 3

Legendary actions: 1, 2,

Rd4

Legendary actions: 1, 2, 3

RD 5

Legendary actions: 1,

Rd 6

Legendary actions: 1,