**Tomb of the Nine Gods**

**Level 5 Gears of Hate**

## Area 58) Cog of Rot

A pungent stench fills this pentagonal room, the walls of which are covered with riveted sheets of rion. A wild garden full of sickly plants and rotting compost takes up most of the interior, and a narrow path hugs the walls between two exits. Jutting from the middle of the garden is a 6-ft tall rusty sprinkler.

When the room is rotated, the sprinkler sprays the plants. If the room is rotated to connect to Area 63, the gas from the room transforms the plants into 3 shambling mounds.

## Area 59) Cog of Acid

An acidic stench fills the pentagonal chamber, which has two exits. The walls are covered with riveted sheets of iron, and the pockmarked stone floor has a large puddle of gray slime in the middle of it. Pictures on the wall depict five black dragons, their mouths open wide.

Investigating the dragons reveals holes in the mouths, but the acid is empty. Nothing happens when the room rotates!

## Area 60) Cog of Blood

Five large wooden wardrobes stand against the ironclad walls of this chamber, each with a door bearing a carved symbol. An open exit to the north is blocked by an iron portcullis. Above it is a metal plate with six dimmed crystals.

Wardrobe descriptions, beginning with top left and going clockwise:

(STR) This wardrobe looks beaten, scratched, and worn. The symbol is that of a flexing, muscular arm.

(DEX) This wardrobe

(Con) A rotten smell makes your eyes water as you approach this wardrobe, which bears a heart symbol on its door.

(Int) This wardrobe is covered in a thin layer of slime. The symbol shows a chess piece.

(Wis)

The wardrobes radiate an aura of conjuration magic. The wardrobes are magical and immune to damage. When a PC touches a wardrobe, it opens up and pulls them inside. Whether or not the PC is successful with the skill challenge, they are deposited back outside and a crystal light above the portcullis lights up. When all five wardrobes have been completed, the CHA event begins.

Failing by 5 or more (less than 14) means the penalty plus incur a point of exhaustion.

**STR Wardrobe:** The wardrobe opens and you're pulled inside, the doors slamming shut behind you. You fall into a chair in a loud tavern filled with monstrous creatures and demons. Opposite you the biggest minotaur you've ever seen has their arm outstretched gesturing you to arm wrestle. Patrons begin gathering and jeering.

Contested STR check to wrestle the minotaur

Failure = Thrown to the ground and several minotaurs unsheathe their greataxes (3? attacks).

**DEX Wardrobe:** The wardrobe opens and you're pulled inside, the doors slamming shut behind you. You land on a rooftop in the middle of the night. A long, narrow plank stretches from one roof to another. Peeking over the edge you see hordes of undead creatures roaming the streets below.

DC 16 DEX check to walk the narrow plank.

Failure = Fall to the street and take several attacks from the undead. (5? Ghast attacks)

**CON Wardrobe:** The wardrobe opens and you're pulled inside, the doors slamming shut behind you. You're dropped into a room filled with rotting garbage and dead bodies. You can see something moving in the trash pile as a horrible beast emerges, jaw full of sharp teeth with multiple tentacles protruding from its body, though the stench causes it to hesitate.

Contested CON check to resist the awful smell better than the otyugyh!

Failure = the otyugh attacks while you're retching (multiattack)

**INT Wardrobe:** The wardrobe opens and you're pulled inside, the doors slamming shut behind you. You fall into an inky black sea, falling till you hit the ground. The floor is eerily lit with bioluminescent creatures swimming by, lighting up a tiled floor in front of you, filled with humanoids standing still. A large tentacled creature stares at you from across the board, then looks at one of the creatures, its eyes flashing. The humanoid takes step forward on the board, toward your own humanoids. The tentacled creature then looks over at you expectantly.

Contested INT check to play human-chess with an aboleth!

Failure = the aboleth attacks with three tentacle strikes! (multiattack)

**WIS Wardrobe:** The wardrobe opens and you're pulled inside, the doors slamming shut behind you. You're dropped into a dark cave, with a flickering torch hanging at the other end of a tunnel. You take a step and notice the floor and walls are covered in undulating black slime. You try to recall information about oozes as you make your way across.

DC 16 WIS check to avoid black puddings!

Failure = You stumble into some Black puddings as they rise up and atack (2 or 3 attacks)

**CHA event**: With five of the crystals lit, a wardrobe materializes in the middle of the floor, bearing the symbol of an open mouth.

You open the wardrobe and are pulled inside, the doors slamming shut behind you. You fall onto a stage, opposite a beautiful humanoid with tiny horns and bat-like wings. You look out over an audience of demons in all shapes and sizes.

Contested CHA check to out-act the demon!

Failure = Screams of agony and brutal insults slam into you from the audience (5d10+5) psychic damage

## Area 61) Control Room

A 4-ft high, 7-ft wide iron lectern in the middle of this rusty-iron plated room is topped by a slanted control panel.

Set into the control panel are a gold lever with a star-shaped handle, two dials in red and blue, and two buttons of the same colors. Wall engravings behind the control panel show 5 groups of circles, with a small crystal embedded in the wall under each one. The crystal under the configuration labeled 3 glows bright green.

Three rusty iron pipes jut form the wall above the engravings.

The blue dial shifts the crystal light in whichever direction its turned (snapping back to the middle).

The blue button orients the cogs to the new light. The entire level trembles.

The red dial creates a telepathic link by turning it to the left, and ending the link to the right.

The red button causes a 6-inch thick wall of iron to seal the doorway to the east for 1 hour. DC 25 Athletics check to force it open (fail by 5 or more, lost hit dice).

The gold lever causes slime to pour into the room from the pipes, filling the room. Deals 1d10 psychic damage to anyone who touches it. DC 15 DEX check (thieves tools) or Athetlics check to unsnap or break the lever.

Configuration 2 is lit up.

## Area 62) Stone Juggernaut

SKIP!

## Area 63) Gas-Filled Room

Therin and Gillian (and Ishmakahl) you feel the entire room move underneath, turning for several seconds with a great rumble, until the doorways align to entirely different rooms, one to the northeast, and one to the north.

Green noxious gas beings billowing in from the small northern room, where a corpse lies sprawled on the ground. At the same time water comes shooting out of the sprinkler in the middle of the room. The water and gas mix together, and several large plant-like forms arise and lash out at you.

**SKIP Areas 64 - 67**

## Area 68) Hall of Decay

Images of rotting corpses decorate the hall. The floor is littered with broken shields, scraps of metal and cloth, and tarnished coins. Halfway down the hall, a set of stairs descends deeper into the dungeon. At the end of the corridor is a yawning archway, where an iron bull's skull bites down on an ivory ring. Beyond the archway you see a swirling vortex of wind and electricity in the middle of a cylindiarical room

## Area 69) Mechanus Chain

## Area 70) Armillary Sphere