**Tomb of the Nine Gods**

**Level 6 Cradle of the Death God**

## Area 71) Lair of the Sewn Sisters

The stairs end in a macabre workshop. Green smoke billows out from a bronze cauldron in the middle of a twenty-ft-high vaulted hall. Barely visible through the haze are three rocking chairs, several work benches stained with blood, a spinning wheel, and a rusty iron cage containing a familiar figure. A balcony wraps around the room 10 feet above you.

Inete is unconscious but will wake up if jostled. The Cage can be opened with a DC 15 Thieve's tool check. Otherwise Mister Threadneedle (or a sewn sister) has the key.

"I, I don't know what happened. We were heading north with the tabaxi and we camped for the night. I had such horrible nightmares, and when I awoke I was here. The nightmares keep happening, the same terrifying old women. They all show scenes of you. All of you. I think they're trying to get something out of me, but I can't help what happens in my dreams!

I think they've been getting frustrated with me. I don't know much about you all. The nightmares have grown worse, and more threatening."

Inete is a clone of the original, but appears to be the same. Through the nightmare haunting the hags are trying to learn more about the PCs. Inete doesn't know about the others that were captured.

**Sewn Sisters Attack:**

A trio of cackling voices fill your mind. One by one three nighmarish figures materialize from the Ethereal Realm, one with ants crawling over a skull-like face, another with a leather sack over her head that squirms and hisses.

"I told you these ones would be trouble sisters."

"And I told you releasing the clones was a waste of good food, they don't even have any with them!"

"One died, but the rest are alive. They sent them away. I made sure they would be here when we needed them."

You see a trio of figures walk down the stairs, Hew, River, and Xandala, they all have blank expressions on their faces.

"Perfect clones. Perfect for digging through memories and dreams. Learn what we can. Eat when we're done."

**Skeleton Gate: [SHOW HANDOUT]**

At the south end of the room stands a 12-ft high, 10-ft wide door made of green stone, its surface carved with grinning golbing skeletons. A belt of smooth stone spans the door at a height of 4 feet, set with five gold symbols in a row, a triangle, square, pentagon , hexagon, and octagon. Each symbol is engraved on a recessed circular seal.

The gate isn't magical. The keys look like they'd fit the symbols if the seal moved back.

Remember that each door has the symbol of its trial carved onto it!.

## Area 72) Trial of the Triangle

A 5-ft wide, floor-to-ceiling glass cylinder near the back wall of this room is filled with light, the source of which is not apparent. A tiny triangular hoel is cut through the glass, five feet above the floor. Inside the cylinder, an iron lever is set into a metal plate on the floor.

Can use any teleportation or telekinetic or summon spells to get in the cylinder and pull the lever.

## Area 73) Trial of the Square

This room is filled with flying sheets of parchment, with writing on the pages visible as they flutter by. A metal plate bolted onto the far wall is set with a ghostly lever that appears to flicker in and out of your reality.

When entering the area, or starting their turn there:

"The pages whip around you violently, as if caught in a storm."

DC 15 WIS Save, 4d8 piercing damage (save for half)

Can make a Perception check to see that one of the scrolls appears to be faintly glowing (advantage on check to grab it).

Grab a scroll with DC 15 DEX (Sleight of Hand) check. Success = random spell 1-6 level.

Don't let them grab more than a handful!

Glowing scroll is a limited version of Etherealness, No check required but only works in the room, and ends after pulling the lever.

## Area 74) Trial of the Pentagon

Run as is.

## Area 75) Trial of the Hexagon

Hidden candle will radiate conjuration magic under the shelf. Remove wereboars. Change penalty to polymorphing user into a boar. No save, lasts for 1 hour (polymorph damage rules apply).

## Area 76) Trial of the Octagon

A leather-backed tome rests open atop a wooden lectern bolted to the floor. Set into the wall behind the lectern are 8 human skeletons, arranged so that they appear to be falling and screaming.

Book is written in Common, open to pages 4-5.

DC 15 Perception to notice a seam around the floor. Also notice a secret compartment on one of the legs of the lectern.

## Area 77) Death God's Nursery

Crumbling balconies overlook a pool of lava filling this triangular chamber, above which is suspended an enormous crystal cylinder held in place by 3 adamantine struts. Wraithlike forms swirl inside the cylinder, and otherwordly screams hang in the air.

Four long, writhing tentacles sprout from the cylinder's cap.

A shriveled monstrosity the size of an elephant floats near the cylinder. Its body is wet and malformed, its arms and legs are atrophied, and its oversized head drips black goo. The creature is attached to the cylinder by a twisted umbilical cord. [SHOW HANDOUT]

Images race through your mind. An ancient skeletal figure clutching a skull-tipped staff stands at the edge of a vast, inky space. A large, malformed baby-like creature floats in the distance. A stillborn god. Cast-off. Forgotten. The figure sees within it a renewed purpose. Channeling years worth of necromantic energy, the powerful lich resurrects the child as an undead god. But it must grow, and it's hungry.

The lich begins work on one of his greatest creations - a gargantuan reliquary that draws souls from across the world. A soulmonger. A baby bottle for the growing god of undeath.

Upon completion he places it in the deepest depths of one of his many deadly dungeons, content to let the god grow and feed, overseen by its three nursemaids, the Sewn Sisters.

Your vision snaps back into the real world as you see the creature lolll its head up and let out a terrible wailing sound [DC 19 CON Save or gain a level of exhaustion].

A wraith flies out of the swirling vortex of souls within the cylinder.

Soulmonger: AC 15, 200 hit points. Vulnerable to radiant damage, immunity to nonmagical attacks.

Soulmonger struts: AC 20, 100 hit points, immunity to nonmagical and fire, poison, and psychic damage. Destroying a strut causes the soulmonger to fall into the lava.

**Every round that the Soulmonger is still alive, another Wraith is summoned (beginning or end of the round).**

The Soulmonger can defend itself. Once per turn if attacked, a 30-ft tentacle makes an attack (+7) with 4d8 +6 bludgeoning damage OR can grapple the target, move them 30 feet, and drop them into the lava 30 feet below.

ATROPAL: Negative Energy Aura = Creatures within 30 feet cannot regain hit points, and take 3d6 necrotic damage at the start of their turn.

Each tentacle has an AC of 15 and 30 hit points, immune to poison and psychic damage.

Lava - 10d10 fire damage (and everytime you start your turn there)

Taking damage on a strut or being on it when it falls - DC 10 DEX save or fall into the lava below.

Atropal should focus on its Life Drain ability unless the PCs are making all the CON saves, then use RAy of Cold. Atropal should Wail as much as possible to force that sweet sweet exhaustion.

**Destroying the Soulmonger:**

The crystal cylinder shatters, and a myriad of tiny lights pour forth from within. These bright souls coil through the air like a tornado, blazing upward and then vanishing in a blinding, spectral flash.

[Maybe add more Wraiths depending on how the fight is going]

**Destroying the Atropal:**

The creature screams, but this time it sounds desperate and fearful. With a shudder it falls into the lava, its flesh melting and bubbling.

**Ace appears [at the end of the round that either soulmonger or atropal is destroyed]:**

Time appears to slow down and your thoughts turn sluggish. In a flash a skeletal figure wrapped in moldering robes and clutching a skull-tipped staff appears on the south balcony. Hateful pinpricks of white light burn in its eye sockets, and a 2-ft diameter sphere of utter darkness floats in the air beside it.

"Insufferable fools! You meddle in things you cannot comprehend. But you have earned my attention. And I shall reward you in kind."

Time Stop: Cast Animate Dead (Summon Mino Skeletons in alcoves,) Invoke Curse, Move sphere? Cast chain lightning or circle of death

Add the follow spells to Acererak:

Cantrip - Chill Touch

1st level - Magic Missile

2nd level - Misty Step

3rd level - Dispel Magic, Lightning Bolt

Upon PC death, the trickster gods can unleash their power to temporarily resurrect them. 50 THP? 100 THP? Lose trickster god powers….and death catches up to you afterward!

**Acererak Actions:**

Invoke Curse - Use staff to target someone with 60 feet. DC 23 CON save or be cursed. If cursed, target cannot regain hit points and has vulnerability to necrotic damage. Only cursed with Remove Curse or Greater Restoration!

Chain Lighting - targets 4 enemies (first must be within 150 feet, 3 others must be within 30 feet of the target). DC 23 DEX save for half. 10d8 lighting damage. Upcasting targets one additional person per spell slot.

Circle of Death: creates a 60-ft radius sphere within 150 feet. Everyone must make a DC 23 CON save for half damage, 8d6 necrotic damage. Upcast for more damage.

Wall of Force - Create a 10-ft radius sphere around a PC or 2 PCs? Requires Concentration.

Cloudkill - 20ft radius sphere, 5d8 poison damage each turn (DC 23 CON save for half). Requires concentration and can be dispersed with Gust of Wind.

Blight - 30 ft range, one target, DC 23 CON save for half damage, 8d8 necrotic.

**Pulling the Nitrus:**

Disintegrate: One target within 60 feet. DC 23 DEX save or take 10d6+40 force damage. Kills if reduces to 0 HP.

Power Word Kill: One target within 60 feet just fucking dies (if they have >100 HP).

**Acererak Legendary Actions:**

Rd1: sphere, magic missile at will

Rd2: invoke curse, magic missile

Rd3: Misty Step

Rd4:

Rd5:

Lightning Bolt: 100ft long, 5ft wide. DC 23 DEX save for half, 8d6 lighting damage. Problem is hitting the atropal or soulmonger….

Ray of Frost:: +15 to hit, 60 ft range. 4d8 cold damage and reduce speed by 10.

Chill Touch: +15 to hit, 120 ft. 4d8 necrotic damage, and can't regain hit points until the start of your next turn.

Ray of Sickness: +15 to hit, 60 ft range. Can upscale to 3rd level (at will) for 4d8 poison damage. DC 23 CON save or become poisoned until the end of the target's next turn.

Magic Missile: Auto hits, 120 ft range. Can upscale to 3rd level (at will) for 5 total missiles, each dealing 1d4+1 damage.

Shield: Increases AC by 5 and immune to magic missile, but takes his reaction for the round.

Move Sphere: Move mini sphere of annihilation up to 90 feet. Anything it touches: DC 13 DEX save or take 4d10 force damage.

Paralyzing Touch: +15, 5 ft, 3d6 cold damage, DC 20 CON save or be paralyzed.

Disrupt Life (Costs 3 actions!): Each creature within 20 feet. DC 20 CON save for half damage, 12d6 necrotic.

**Acererak Retreat:**

"You made it this far, destroyed my greatest work, and yet still I underestimated you. You've earned more than my attention. You've earned my wrath, and it will be unleashed upon you when I return."