**Tomb of the Nine Gods**

**Level 4 Chambers of Horror**

You descend the stairs and to your relief you don't see any more of the purple mold. The ground is caked with dust, rubble, and old bones. You can seethe bottom of the grand staircase, and hear a resonant mechanical rumbling emanates from a dark shaft opening up in the middle of this chamber's floor. Four cylindrical stone pedestals surround the shaft, each 10-ft tall, 5-ft wide, and featuring a tiny slot in its side. Squatting atop each pedestal is a massive 9-ft tall four-armed gargoyle that nearly reaches the top of your balcony. Each gargoyle and pedestal is colored differently, one copper, one silver, one gold, and one platinum.

Affixed to the west wall in front of you, is another bronze plaque filled with clues [show handout].

Mannix as you head down this hallway you hear a faint whispering at the back of your mind, as if something is calling to you.

**Area 45) Gargoyle Guardians**

Four cylindrical stone pedestals surround the shaft, each 10-ft tall, 5-ft wide, and featuring a tiny slot in its side. Squatting atop each pedestal is a massive 9-ft tall four-armed gargoyle. The smooth shaft is 10-ft wide and looks to be 15-feet deep.

As you enter, one of the hands on each of the four-armed gargoyles opens, palm facing upward. Another hand raises up, with a single finger raised.

[darkvision] you can see what looks like rotting vegetation at the bottom.

All humanoids must pay the gargoyles before leaving the room. Each humanoid must pay 1 cp, 1 sp, 1 gp, and 1pp to the correct pedestal (can pay more). Any cheated gargoyles spring to life when someone who hasn't payed one of them tries to leave (either through eastern hallway, balcony stairs, or middle shaft).

**Area 46) Lizard Den**

**Area 47) Elemental Cells**

Fire Cell - Waves of heat blast out of this cramped cell. The walls are scribed with relief carvings showing volcanoes setting cities ablaze. Rows of tiny holes are bored into the floor and the 10-ft high ceiling. A human skeleton embedded in the opposite wall holds an iron sconce with a burning red candle in it.

Approaching the candle causes lava to pour from the ceiling and the door slams shut. Players can field the anti-magic field cut them off from magic items and spells. DC 20 DEX save, success = half of 4d10 fire damage each turn.

Goal is to extinguish the candle. Using water teleports occupants to water cell, snuffing out moves to air cell.

Water Cell - You appear in a moldy, damp cell. The walls are covered with living snails and oysters, and feature sculptural reliefs of tidal waves destroying coastal cities and ships. A merfolk skeleton embedded in one wall clutches an iron sconce fitted with a burning red candle. Lukewarm water begins to pour into the cell from the ceiling. Unlike the lava it is not disappearing, but filling the small room.

Eat either oyster (air cell) or snail (earth cell). 10 rounds before drowning.

Air Cell - You appear in a pitch black room, wind whipping all around you. It begins to pick up in intensity, threatening to batter you against the walls.

Each creature must make a DC 15 STR saving throw, or be battered against the walls 2d10 bludgeoning damage.

teleporting the person to area 48 (roll 1d6 to determine which rune)

Earth Cell - The walls of this stone cell are covered with reliefs showing desert sands swallowing the ruins of civilization. A bas-relief of a robed medusa dominates one wall. It wears a stone necklace with an obsidian pendant and clutches an iron sconce with a burning red candle in it. Sand begins to fall from tiny holes bored into the ceiling. You can hear a rumbling sound from beneath your feet.

Everyone notices a seam running down the middle of the floor, leaving a faint outline of a small ledge around the edge. Seams also run along the medusa carving that look like a secret door. The pendant is a button, but is currently depressed. Can use thieves tools DC 17 to force it open, otherwise it pops up after two rounds when the floor gives away from the sand. DC 15 DEX check to stand on the ledge and not fall to a grisly death.

The secret door leads to area 48.

Teleporting runes - 1-2, north room, 4d8 force damage, 3-4 east rune, 5-6 south rune.

Using the south rune results in being polymrophed. Roll d4.

**Area 48) Shagambi's Tomb**

This tomb is filled with terracotta warriors, kneeling in neat ranks around a polished wooden coffin. Between the warriors, rou aisles scattered with broken pottery lead up to the coffin, whose painted lid shows a leopard with serpents sprouting from its shoulders.

Detect Magic reveals conjuration magic from the eastern rune, flickering conjuration magic from the northern rune, and transmutation magic from the southern rune.

DC 12 Stealth check to walk through the tomb to remain quiet. Pottery shards give disadvantage. Failing once: "All 48 warriors turn to face you, and pull their swords an inch from their scabbards."

DC 14 Perception check (or passive) to notice a tripwire inside the coffin lid. Can cut the wire with a DC 12 DEX check using thieve's tools. Failure = setting off the trap. Otherwise as soon as it's opened, a haunting melody echoes throughout the room. Roll for initiative!

Inside the tomb: 200gp, five moonstones, and a Horn of the Warrior. Touching the Horn causes six shadowy serpents to emerge, and a feline voice purrs "I am not your enemy" DC 16 CHA save for possession!

Horn of the Warrior (requires attunement): As an action, make a Performance check to blow the horn. The horn summons a number of terracotta warriors depending on the result.

Roll initiative for the warriors in combat. They obey verbal commands issued by you, otherwise they defend themselves from hostile creatures. The summoned warriors last up to 1 hour, and require concentration. The horn is unusable again until the next day.

Performance check:

<10 = 1 terracotta warrior

10-14 = 2 terracotta warriors

15-19 = 3 terracotta warriors

20+ = 4 terracotta warriors

**Area 49) Maze of Death**

A stone slab blocks the end of this corridor. Painted on the slab is the image of a gaunt male humanoid wearing a hooded cloak, its face a mask of stars. The figure's withered left hand is raised with palm extended.

No way to open the door other than a person raising their left hand, with palm extended. Both doors open.

The slab sinks into the floor, revealing a dusty passage-way beyond. Relief carvings on the walls depict a gargantuan snake swallowing the sun, and crowds of people clutching their heads and languishing in darkness.

In this central open space, a gold crown topped with a glittering black opal rests on a marble pedestal. Mannix the voice in your mind is far more intense and loud. Your eyes water and your head pounds like a migraine. You hear a serpentine voice slithering through your mind. "Calder mmyyyyy Mannnix chiilllld Taaaake acccceeeptt theeeee yourrrr crowwwwnnnn faaatteeee."

Refusing the crown when he first comes across it will trigger the geas, 5d10 psychic damage.

Removing the crown causes the doors to grind upward and close, as the bodaks emerge.

Humanoid creatures with gray skin, elongated limbs, and a horrifying face fixed with a permanent scream of pure madness.

49B Green Devil Face

A green stone face of devilish countenance protrudes from the wall. The defvil's mouth is agape and filled with darkness.

Detect Magic reveals transmutation magic. Anyone near the face can hear whispering [Abyssal] "Darkness is coming for you. Your doom is at hand."

If the doors are shut:

Painted on the inside of the slab is a humanoid wearing a hooded cloak. The figure holds up their right arm, which is severed neatly at the elbow.

**Area 50) Mirror of Life Tapping**

You turn east at the intersection and see an empty room with an ornate, rectangular mirror mounted on the wall, facing the hallway. The mirror radiates an eerie blue glow, with the faint images of creatures floating on its surface. As you stare you feel yourself falling toward it, as if the hallway were suddenly sloped.

DC 15 CHA saving throw. Failure = You fall toward the mirror and then inside of it. You feel a popping sound and find yourself surrounded by thick fog on all sides

Must be looking at the mirror to be affected by it. If within 5 feet can speak "Khomara" to turn the mirror's trapping on or off. Creatures within are unaffected.

Speak "Blackfire" followed by a cell number to pull someone out.

Mirror can be attacked - AC 11, 10 hitpoints, vulnerability to bludgeoning damage (disadvantage if not looking at it?)

Can make an Arcana check to try and deduce the number of a certain cell.

<10 - no clue

11-14 - Within 6 cells

15-19 - Within 3 cells

20+ - know the exact cell

Cell #: Prisoner

1: Rat

2: commoner

3: Rat

4: Troll

5: Gillian

6: rat

7: Ishmakahl

8: rat

9: rat

10: rat

11: rat

12: George

5

1 - rat

2 - xandala

3 - Hew

4 - invisible stalker

5 - Khaless

6 - rat

7 - A'Tan

8 - rat

9 - gargoyle

10- River Mist

11 - troll

**Area 51) Ghastly Door**

A large stone door looms at the end of the hallway, but it bears no handles or hinges. Jutting from the wall on either side of the door are two matching bronze sculptures of serpents with fangs bared. Above the door the following message is inscribed in common: "Warm like flame, cold for the cruel, still for the dead, gruel for the ghoul."

The snake heads stink of rotting flesh. Dried blood can be found on their mouths. Tubes extend from the mouths deeper down the neck.

Solution is to pour blood into both snake heads. Hear the sounds of slurping and growling, then the doors will open.

**Area 52) Throne Room**

This vaulted chamber features a ten-foot-deep sunken floor surrounded by ledges without railings. Alcoves along the ledges hold painted wooden statues of horned-headed humanoid warriors, each wearing a grass skirt and clutching a spear.

A gruesome throne lashed together of bone and strips of skin stands atop the west ledge. A fearsome horned skull surmounts the throne, and small skulls are piled around it. The seat of the throne appears to be made of stretched skin and has a metal scepter resting on it.

Shuffling about the sunken portion of the room are three gaunt humanoid figures in dusty robes draped in cobwebs, their eyes and mouths stitched shut. Armed with brushes and clay pots of pigment, they paint the walls and pillars with grim, poorly rendered illustrations.

At the north end, you spot light spilling from a crack in a secret door that's been left slightly ajar.

Artist 1 - Khaless doubled over vomiting from the fountain.

Artist 2 - Mannix getting knocked out by the su-monkey mummy.

Artist 3 - George turning into a statue by the beholder

If anyone jacks with the artists, the zombie t-rex bursts out of the ground.

If anyone touches the skull or throne, they must make a DC 16 CHA saving throw. Failure = gain 50 temporary hit points and go berserk, attacking the nearest enemy with melee attacks. CAnnot use ranged attacks or cast spells.

No repeat saves, have to reduce to 0 hit points or use greater restoration or remove curse (also lose temp HP).

Orvex could touch the throne out of curiosity, transforming him into a Revenent? With Zombie T-Rex!

Orvex approaches the throne. "This skull…..Omu had a legendary minotaur guardian. It was said his rage and furiosity extends even beyond his death. Surely Acerak couldn't snuff that out." Orvex turns to all of you, his eyes narrowing. "You, you all have treated me like a slave, like an animal. You make the Red Wizards look like kindly priests! All I wanted was to dig through the secrets of this ancient city! No more!"

He sits on top of the throne, arms spread up toward the skull. "Karagos! Lend my your power so I can have my revenge!"

Nothing happens at work, let the players do whatever asshole thing they're going to do (including killing Orvex, which hopefully they do!)

Orvex's head snaps up, an unholy scream echoing throughout his body. His head tilts back down, eyes dead and black, a wicked grin spreads across his face. "Vengeance will be mine." AS the last word echoes throughout the chamber you feel a rumbling under your feet. A large dinosaur bursts through the ground, its skin patchy and rotting. It vomits up a zombie…"

**Area 53) Crypt of the Sun Queen**

The walls of this room are adorned with tile mosaics of a jungle city intermingled with frescoes of flowering plants, birds, insects, and humans wearing gold skirts and carrying spears and ornate jugs. The ceiling is painted to look like a clear blue sky. A small jeweled cockroach rests atop a sarcophagus of black basalt in the middle of the room. A 2-ft diameter orb hanging from a chain above the sarcophagus is made of hammered gold to resemble a smiling sun.

Detect Magic reveals Evocation around the sun, and from inside the jewelry box.

Jacking with the sun causes it to emit heat in a 20-ft radius sphere, dealing 3d6 fire damage until they leave.

DC 15 Athletics check to open the sarcophagus. (the lid is sealed with strips of melted lead).

Treasure:

The Jewelry Box itself is worth 1,500 gp (set with tiny gems). Inside is a Necklace of Fireballs.

Necklace is cursed! Donning the necklace causes it to explode. Everyone in a 20ft radius must make a DC 15 DEX save for half damage on 16d6 fire damage.

Sarcophaugs contains the preserved remains of Queen Napaka. Gold mask is worth 250 gp. She holds an iron scepter with a crystal gem that looks incredibly valuable (5000 gp). The Eye of Zaltec!

Removing the scepter without replacing it with its twin on the throne causes the corpse's mouth to open and emit a black gas in a 15-ft cube (filling the room). DC 18 CON save for half damage on 7d12 necrotic damage.

If any of the treasures are removed, the sun turns angry. Anyone within 30 feet must make a DC 14 EX save or be hit by a fire ray, which does 12d6 fire damage. Can destroy the sun, it has AC 15, and 22 hit points (immune to fire, poison, psychic). Dealing damage without destroying it causes it to deal the 3d6 fire damage in a 20-ft radius.

**Area 54) Rolling Drum**

**Area 55) Unkh's Tomb**

Four marble columns support the ceiling of this grand tomb. Twin staircases ascend to an upper gallery, where a carving in the form of a giant maze adorns the wall. On the floor o f the tomb stands an opaque crystal sarcophagus that is constantly changing color. Minotaur murals adorn the walls on the lower level of the tomb.

Maze could radiate conjuration magic. Examine the maze:

The intricate carving shifts before your eyes, its configuration ever-changing. The maze has no exits, and its corridors are lit by tiny torches and clouded by fog.

Touch the maze:

You see yourself suddenly hurtling toward the maze as it looms larger and larger. You blink, and find yourself standing within a 15-ft passageway walled by smooth, featureless stone, lit by troches and shrouded by fog. There's no ceiling when you look up, but a distorted view of the room you left behind.

Can attempt to escape the maze with a DC 20 Athletics check to climb (or fly), taking 5d8 force damage as they rematerialize in the tomb.

Survival Check to find the pedestal room with the keys. DC 20, then lowers by 1 with every failure.

Failure by 5 or more results in running into a Minotaur skeleton, which swings its greataxe before the PC can escape.

The coffin changes colors every round: blue, gold, purple, green, red, black.

Round 1 - blue

Round 2 - gold

Round 3 - purple

Round 4 - green

Round 5 -

The final room:

You turn a corner and finally see something other than stone walls. The corridor opens up into a small 15-ft room with a plain stone pedestal, upon which rests several colorful keys: blue, gold, purple, green, red, and black

An inscription below the keys reads:

Blood dribbles from the jaws of the feasting ghoul

But the troll's healing makes it less than cruel.

The merfolk swiftly escapes into the freezing sea,

To go to the palace and warn the wealthy marquis.

The royal robes protect them from most forms of pain,

But only a master of death can truly abstain.

Treasure in Unkh's Tomb: Ten opalescent bracelets (made from flail snail shell) and a Robe of Scintillating Colors.

Whoever used the key is also bestowed a supernatural charm.

Red - Charm of the Ghoul (3x can eat flesh from a recently deceased humanoid to regain 3d8+3 hp)

Green - Charm of the Troll (Once can regrow a lost limb or organ)

Blue - Charm of the Sea (3x gain a swim speed and the ability to breathe water, as well as resistance to cold damage)

Gold - No charm, just extra gold in the tomb!

Purple - Charm of Protection (3x gain resistance to non magical slashing, piercing and bludgeoning damage for 1 hour)

Black - Charm of Death (once when you drop to 0 hit points as a result of taking damage, you can choose to drop to 1 hit point instead. One use).

As soon as one key is touched, the player and the key are teleported out of the maze and back into the tomb. More players could go in and grab more keys, but only one key can be used on the chest.