



THE LOST TEMPLES OF LAKE LUO

*2017 Dungeons & Dragons OPEN
ROUND ONE*

For 1st-10th level characters

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Adventure Code: DDOPEN2017
Version 2.0

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INTRODUCTION

The Lost Temples of Lake Luo is a Dungeons & Dragons® adventure for adventurers, levels 1-10. This adventure is intended for use with D&D Adventurers League characters. Players must bring a legal D&D Adventurers League adventurer of levels 1 – 10 (or they can use a pre-generated 1st level character), join up with a party, and head out into the wilds of the jungles of Chult. The land is one of the most dangerous and least explored areas of the Realms, but the rumors of untold riches and powerful magic items are legendary.

The event runs for approximately 8 hours, with a break between the first and second round.

COMPETITION VS FUN

In the past, the D&D Open was a highly competitive event where the players used pre-generated characters and vied to "win" by earning the most points within a highly structured scoring system. This new incarnation of the D&D Open is a departure from those early iterations. Some of the competitive aspects of the event remain intact, but the event's main goal has changed: FUN FOR EVERYONE!

This D&D Open maintains a scoring system, although the scoring isn't as rigid as D&D Open events of the past, and prizes can be earned in many ways. Not only will prizes be given to the groups that get the most points, but additional prizes are possible for roleplaying, problem solving, or just being in the right place at the right time. Several Wizards of the Coast staff will be on hand to keep the tension high and keep the action flowing.

ADJUSTING THE ENCOUNTERS

The adventure has three tiers: levels 1-4, 5-7, and 8-10. Traps, terrain damage, and similar effects are tiered. Monsters are adjusted for each level of play. Because of the competitive nature of the event, no further adjustment is to be made by the DM.

OPEN HQ

There will be an Open HQ team (consisting of at least three persons) at a special table and also wandering the floor. If you or the players have any questions, flag one of the Open HQ staff or send the table captain to Open HQ for you.

OVERVIEW

The distant land of Chult is filled with danger. One of the few relatively safe locations is Port Nyanzaru, ruled by clever Merchant Princes. Stories have come to them, revealing the locations of nine temples located near Lake

Luo, deep in the heart of Chult. These temples were dedicated to nine minor trickster gods, though the worshippers have disappeared. The nine gods were known for their use of deadly traps to test the faithful, but also for storing relics of great value. The Merchant Princes quickly hire adventurers and offer aid and guides, competing to explore the temples as soon as possible.

Unbeknownst to all, the nine temples were initially dedicated to Ubtao, the patron deity of Chult. Ubtao had become increasingly distant. It was this opportunity that the nine trickster gods seized, using Ubtao's retreat to convince the Chultans in the area to shun Ubtao and worship them instead. Demanding and fickle gods, they filled their temples with traps and challenges to test and cull their clergy.

Outraged, Ubtao sunk his grand temple, which occupied the center of the lake. Sensing that Ubtao no longer protected the temples, yuan-ti began to attack the temples, ultimately wiping out the Chultans in the area. The trickster gods fled, for they had heard of a large city with far more worshippers. Many of their traps and treasures, and remnants of their magic, remain. Importantly, tablet fragments contain lore that could bring back the temple of Ubtao. If that were to happen, great relics could be returned to Chult.

However, there are greater dangers in Chult than traps and the monsters in the temples. The powerful demilich Acererak has plans for Chult. Some of these plans are set in motion just as the adventurers discover the lost temple of Ubtao. As shall be revealed later, Acererak activates the *Soulmonger* and changes the very nature of death itself, preventing resurrection through normal means. Further, he reverses the magic that caused Ubtao's temple to rise, sinking it back into Lake Luo as he attempts to drown the adventurers and prevent them from escaping with the relics!

ROUND ONE

This adventure is divided into two rounds. Each round is timed and lasts approximately 4 hours. The adventure is also divided into three tiers: one each for adventurers of levels 1-4 (Tier 1), levels 5-7 (Tier 2), and levels 8-10 (Tier 3). Each tier contains the same overarching quest: investigate a lost shrine for a patron and retrieve valuable relics. (One of the relics they can find is a cube, which will be used in the puzzle during Round Two.)

As noted in the Introduction, at the start of the event give the players **Handout 1: The Patrons of Port Nyanzaru**. Each table selects the quest they wish to undertake initially. The quests are tied to one of the nine patrons, and to one of the nine shrines of the lost trickster gods of Chult.

Players who complete one quest may decide to start

another, with a different guide, assuming they have time to do so before the end of Round One. Players may also abandon one quest and begin another at any point.

At the end of the first round of play (4 hours), the characters have gathered relic cubes and are prepared to use them to reveal the location of the lost temple of Ubtao.

At some point during Round 1, each table of players will be asked to complete a "relay race" challenge made of mental and physical challenges. This represents a special test given to them by Ubtao. Additionally, certain tables may get the opportunity to play a special encounter at a separate table with a guest VIP DM.

ROUND TWO

Round Two starts with a cube construction puzzle that acts as a key to allow Ubtao's temple island to rise from the depths of Lake Luo. A 20-minute time limit will be placed on the puzzle, letting those who solve the puzzle within that time move forward before the other tables.

Upon the island is a massive walled maze. Each table's starting point in the maze is determined by the initial quest and patron they selected for Round 1. Each leg of the maze consists of three encounters they face as they weave through the maze on the way to the center encounter. DMs should inform Open HQ when their table has completed the three encounters.

The first five tables to complete all three encounters will be presented with a special challenge at the VIP tables. After that time, which may be adjusted by Open HQ, all tables will reach the central chamber. Refer to the instructions in the Round Two document for details.

Within the central chamber are sacred relics of Ubtao. Such relics could be a means to redemption for Chult, or could simply be riches for adventurers.

Before they can celebrate their victory, they get a glimpse of the terrifying power of Acererak, as he changes the rules of death and causes the island to begin sinking once more! The adventurers must now reverse their path. Undead foes, reactivated and changed traps, and possibly the choices they made on the way in now work against their escape.

Should the adventurers escape, they must choose what to do with the relics of Ubtao before leaving Chult safely behind.

SCORING

This is a scored event. Scoring includes both completion of missions/goals -- completing encounters, finishing quests, and collecting treasures -- with scoring for different accomplishments, quirky achievements, and even amusing failures. A place for scoring each encounter is included in the adventure text, and a separate scoring sheet is provided as

Appendix 2: Scoring.

PLEASE DO NOT GIVE PLAYERS ANY INFORMATION ABOUT POINT VALUES FOR SCORING before, during, or after the

adventure, unless instructed to do so. This

event runs at other shows, so revealing the scoring would be unfair for those who play elsewhere.

If you have any questions about scoring, ask Open HQ for help. While scoring should be done as accurately as possible, it is more important to run a fun event for the table than it is to get every point tallied exactly right. That said, do your best to keep track, as this will likely be an important part of the fun for some players. **Provide Open HQ with your table's completed scoring sheet at the end of each round of play.**

SPECIAL EVENTS

From time to time, Ubtao will test the adventurers. There are two types of tests.

Relay Race. Open HQ will call tables one by one to a "relay race" where Ubtao challenges the characters to perform mental and physical challenges. This is represented by the players themselves performing the challenges. Every table will perform this event.

VIP Tables. Special VIP DMs will be available to run special encounters. As space becomes available, additional tables will be seated.

Open HQ will maintain a checklist of all tables, calling them to the above events and checking them off. Every table should complete the Relay Race, but only some will have a VIP encounter.

RESTS

During Round One, the party can take any number of short rests. Note the number of short and long rest, as it impacts scoring. At the end of Round One, parties of

Tier One (levels 1-4) receive a free long rest. Parties of Tier Two (levels 5-7) receive a free short rest at the end of Round One. Tier Three parties may rest as well, but with the normal scoring impact.

During Round Two, resting is the same until the central chamber has been reached. During the escape, resting requires drawing from Ubtao's power. See the Round Two document for details.

CHARACTER DEATH

When adventurers die in Round 1, the spirits of Chult bring them back to life. This is essentially a free *revivify* for the adventurer. This works regardless of the state of the body.

On subsequent deaths by the same adventurer in Round 1, evil spirits inhabit their body. On any adventurer's death after the first, the adventurer returns to life at the end of the encounter in which they died. That adventurer also receives the **Infested with Evil Spirits Certificate** at the end of the adventure.

In the middle of Round Two, everything changes. Acererak activates the *Soulmonger*, meaning that magic used to return characters from the dead stops working. Instead of being returned to life, characters can continue as undead versions of themselves.

See **Appendix 1: Character Death**.

MAPS

Each tier uses the same maps throughout this adventure.

For Round One, please use theater of the mind. If you prefer to use maps for Round One, you must discuss this with your table, as using maps on average takes longer (and thus is a disadvantage for scoring). If your table prefers theater of the mind, please abide by that decision. If theater of the mind is used, allow the players to see the maps for general positioning.

For Round Two, all tables must use battlemaps. You must draw and prepare all maps before the event starts. At the Origins convention, maps may be provided for DMs.

REWARDS

Unless otherwise noted, the treasure within the encounters is found without the adventurers needing to make specific checks. They should not, however, be

reminded to search for treasure. If any item given as treasure is necessary for the party to continue at later points in the adventure, be sure to point those out to players.

PLAYER REWARDS

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

You do not need to calculate the experience of the event. All characters receive experience based on their current level.

Adventure XP per Character

Character Level	XP Earned
1	600
2	1,200
3	2,400
4	3,400
5	7,000
6	8,000
7	10,000
8	12,000
9	15,000
10	18,000

TREASURE

You do not need to calculate the gold pieces earned by the party for the event. You may wish to make notes in the adventure margin or on the scoring sheet as you run, so as to calculate an accurate total. Gold is often tied to accomplishments in this adventure, and characters deserve to receive what they earn. Divide all gold equally amongst the characters.

Magic Items should be used by the party as they are found. Allow some time at the end of the second round (and first if the party desires) to divide magic items up amongst the party. Use standard Adventurers League rules for dividing up consumable and permanent magic items.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the

group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

CERTIFICATES

Certificates earned during play or as a result of scoring are provided to tables at the end of each round, but magic items may be used when found.

The scoring sheet provides a column indicating

which accomplishments earn a certificate. **Please make sure you request, collect, and distribute the certificates earned by the party.**

DOWNTIME

Each character receives **twenty downtime days** at the conclusion of the D&D Open.

RENOWN

Each character receives **two renown** at the conclusion of the D&D Open.

DM REWARDS

You receive **4,500 XP, 2,250 gp**, and **ten downtime days** for running the D&D Open. Thank you!

WHEN THE TABLE HAS BEEN SEATED

The following should happen when your table has been seated:

- Ask players to provide brief character introductions.
- Have the table choose a table captain who can serve as a runner and make decisions when there isn't clear consensus.
- Point out the location of the Open HQ to the table captain.
- Remind the table that while this event is a competition, it is meant to be fun, and that the final scoring will not be revealed.
- Provide the table with **Handout 2: Player Scoring**. The DM Scoring Sheet is never shared, but should be kept at your side for scoring as the event proceeds.
- As time allows, ask if they have any questions and resolve them.
- Wait for Open HQ to introduce the event.

CHOOSING A PATRON

When directed to do so by Open HQ, provide the table with **Handout 1: The Patrons of Port Nyanzaru**. Each table selects the quest they wish to undertake first. The quests are tied to one of the nine patrons, and to one of the nine shrines of the lost trickster gods of Chult. They also receive a guide who will lead them from Port Nyanzaru to the first shrine. Each patron offers a special boon that might play into the decision.

GUIDE STATISTICS

The guide is fluent in Common and can translate ancient Omuan. Guides can share general information about the appearance and personality of their trickster god but have not been in the temple and do not know the traps or other hazards. They will recognize yuan-ti and know they do not belong in the temple.

During combat or when traps activate, the guide finds cover and is considered immune to any combat damage or other hazardous conditions. Should the players wish, the guide can take actions during a combat or other hazardous situation. However, they then become a valid target for any foes, traps, or other hazards. During the time when they are vulnerable, they are considered to have AC 12, 11 hit points, speed 30 ft, and can attack with a yklwah (traditional Chultan weapon): *Melee or Ranged Weapon Attack*: +3 to hit, reach 5ft. or range 10/30 ft., one target. *Hit*: 5 (1d8+1) piercing damage.

Warn the players that losing the guide might come with significant drawbacks or a loss of points.

STARTING THE OPEN

Ask the table captain to choose which shrine the party wants to explore first. This determines the name of their guide as well as which encounters you run. Read the following:

You travel south from Port Nyanzaru in small dugout canoes, often navigating dangerous rapids. When the river ends, you trek across land to the River Olung, again heading south and deeper into the thick and dark jungle.

Several days later, your guide [insert name] announces you are in the vicinity of Lake Luo. At times you catch glimpses of the enormous lake through the thick undergrowth. Lake Luo is surrounded by wild marshes, but what catches your eye are the peaks of soaring volcanoes in the distance.

"This way. We are close to the shrines. Now you will see how wise you were to choose me as your guide!"

The following table indicates which encounter you should now run, based on the party's choice of shrine.

<i>Patron</i>	<i>Guide</i>	<i>Trickster God</i>	<i>Enc.</i>
Ekene-Afa	Tellemba	Moa	1
Ifan Talro'a	Drook'la	Shagambi	2
Jessamine	Aksis	I'jin	7
Jobal the Spider	Lao'zhan	Wongo	4
Kwayothé	D'tris	Nangnang	8
Wakanga O'tamu	Z'ora	Unkh	6
Zhanthi	N'tul	Obo'laka	9
Volo Gessarm	Qali	Papazotl	3
Zindar	Dala-Mara	Kubazan	5

COMPLETING A SHRINE

Players who complete one quest may decide to start another, assuming they have time to do so before the end of Round One. Players may at any point abandon one quest and begin another.

Each time the players take on a new quest, they receive the new patron and guide associated with that quest. They do not, however, receive the boon offered by patrons. Only the patron

of the first quest they choose provides the boon.

RESTS

As noted earlier, the party can take any number of short rests during Round One. Note the number of short and long rests, as it impacts scoring.

End of Round One: Parties of Tier One (levels 1-4) receive a free long rest at the end of Round One. Parties of Tier Two (levels 5-7) receive a free short rest at the end of Round One. Tier Three parties may rest as well, but with the normal scoring impact.

ROUND TWO

Do not begin Round Two until instructed to do so by Open HQ. See the separate document for Round Two.

SHRINE 1 – MOA

As the adventurers follow their guide Tellemba through the jungle, they come upon a deep ravine crossed by a rickety bridge comprised on vines and wooden planks.

Use Jungle Map 1 for this encounter.

1A. A BRIDGE TOO NEAR

Read the following:

The path through the jungle is interrupted by a ravine. The 30-foot-wide fissure is spanned by a vine-and-plank bridge, which sways precariously even though there is naught but a gentle breeze. Tellemba says, "There is no way around except for this. The bridge is safe as long as you tread carefully and cross no more than two at a time. It's even fun to bounce on!"

THE BRIDGE

Tellemba offers to cross first to show the adventurers that it is safe. As long as the crosser does not try to dash, no skill check is needed. If a character attempts to dash, or if more than 2 creatures are on the bridge at the same time, those characters must attempt a DC 10/15/15 Dexterity (Acrobatics) check to remain standing. On a failed check, the adventurer falls prone and ends movement, and cannot move any more on that action.

The bottom of the ravine is 200 feet below, ending in a fast-moving river. None of the adventurers can fall or be pushed off the bridge or the cliff of the ravine, however.

Anyone examining the bridge closely can make a DC 10/15/20 Investigation check to realize that one of the boards has been replaced recently. Tied to the bottom of that board is a bar of silver. It can only be obtained by someone standing on

the exact middle of the bridge and making a DC 10/10/15 Dexterity (Sleight of Hand) check. If the check fails by 5 or more, the silver bar falls into the ravine and is lost.

THE ATTACK

When the first two adventurers reach the far side of the bridge, read:

Flying creatures rise from the ravine, spreading out to attack you.

Divide the monsters evenly between the adventures (but not Tellemba), adding any remaining monsters to the adventurers who are on solid ground as the monsters commence their attack.

APL MONSTERS

- | | |
|----|------------------|
| 1 | 3 giant wasps |
| 2 | 5 giant wasps |
| 3 | 4 giant vultures |
| 4 | 8 giant wasps |
| 5 | 5 gargoyles |
| 6 | 6 gargoyles |
| 7 | 5 manticores |
| 8 | 6 manticores |
| 9 | 3 air elementals |
| 10 | 4 air elementals |

TREASURE

The silver bar is worth **50/200/400 gp** at the end of the adventure.

CONTINUING

Assuming the adventurers survive the attack, Tellemba leads them to the shrine of Moa (Encounter 1B).

Encounter Bonus

If the adventurers obtain the silver bar, they earn the encounter point bonus.

1B. THE TRUTH DOES NOT HURT

Tellemba leads the adventurers to the shrine of Moa. Use the Moa Shrine map for this encounter and Encounter 1C. Read:

Tellemba points to a building made of stone, nestled within a tangle of tall grass, vines, and low-hanging branches. Four stone steps lead up to an opening in the building. No other doors or windows are apparent.

"This is the shrine of Moa," says Tellemba. "He welcomes with open arms and many gifts all who are pure and honest. I have done too much evil and told too many lies to be worthy of entering, so you must go from here without me."

The steps are etched with magical runes that can be examined with a DC 10/10/15 Intelligence (Arcana) check. On a success, the adventurer knows that these runes are wards that prevent the unworthy from stepping onto them.

A DC 10/10/15 Charisma saving throw is required by any creature attempting to move onto each of the 4 steps. Lawful good creatures automatically succeed, neutral good or lawful neutral creatures have advantage on the saving throw, and any evil or chaotic neutral creatures have disadvantage on the saving throw. Chaotic evil creatures automatically fail the saving throw.

On a failed save, the creature may not ascend that step. Additionally, any evil creature that fails the saving throw takes 2 (1d4)/7 (2d6)/16 (3d10) psychic damage.

THE ATTACK

When the first character manages to gain access to the first step, animals of the jungle are summoned to attack. They are magically compelled by the power of the shrine and attack until defeated. They can move up and down the steps without having to make the saving throw because of their connection to the temple.

From out of nowhere, creatures appear as the first shrine step is mounted. Their eyes glow with a silver light.

Moving up or down the steps counts as difficult terrain. An impenetrable field of magical energy covers the entrance, and it cannot be breached or removed. Only after the attacking creatures are defeated and all the adventurers are standing on a step does the field disappear, allowing access.

APL MONSTERS

1	1 ape, 3 boar
2	3 apes, 3 boar
3	1 giant boar, 3 apes
4	2 giant boar, 3 apes
5	1 elephant, 3 giant boar
6	2 elephants, 2 giant boar
7	1 triceratops, 2 ankylosaurs
8	1 triceratops, 4 ankylosaurs
9	2 elephant, 4 ankylosaurs
10	2 triceratops, 4 ankylosaurs

TREASURE

When the monsters are defeated and the energy field dissipates, the adventurers can enter the shrine. The central square of the entry antechamber contains a sculpture of two hands reaching up. As the adventurers enter, a silver bowl appears within the hands. Etched into the bowl is a single phrase that creatures see in their native language: "Speak the truth and behold the bounty of Moa." If the first words spoken are untruthful, the pear does not appear. However, award the character with Inspiration if this was in character.

If a creature adjacent to the bowl speaks a truth, a golden pear appears within the bowl. Consuming this pear acts as a ***potion of healing/potion of greater healing/potion of superior healing***. This can only be done once in this adventure.

The bowl itself is a **minor relic of Moa**, worth **100/250/500 gp** to the patron of the adventurers.

CONTINUING

The main chamber of the shrine (Encounter 1C) concludes this mission.

Room Point Bonus

If the adventurers gain the golden pear by speaking the truth, they earn the encounter point bonus.

1C. MOA LOVES YOU

In the main shrine area, there is a polished and lacquered wooden statue of Moa in each corner. Similar statues are on the walls of the two antechambers to the south. (These are marked M on the map.) The statues rise to the 10-foot high ceiling, and each statue has outstretched hands, given a Large or smaller creature space to stand in the square.

A DC 10/15/20 Intelligence (Religion) check taken as an action reveals that some sort of magical protection is afforded to any non-evil creature standing in those squares.

The rooms within the shrine are dedicated to the trickster god Moa and his tenets of truthfulness and kindness. Faded frescoes depict scenes of kindness, forgiveness, and bravery. The six wooden statues show Moa in various poses, but all have their hands reaching as if offering peace and solace.

Resting on the floor in the center of the northernmost chamber is a finely carved ceremonial staff. The ends are tipped with gold, and rare and beautiful features decorate the object.

THE ATTACK

As soon as the first creature moves adjacent to the staff, the monsters appear out of thin air.

The peace of the moment is shattered when foul creatures suddenly appear within the chamber. They hiss and croak, and finally a leader says in Common, "Get the staff and kill the interlopers."

The wooden statues, with their dark teak wood and exquisitely lacquered finish, seem to glow in anger at the unholy intrusion of these vile creatures. The area below the hands of the statues glows with a serene blue light.

Have the monsters appear spread out throughout not just the main room, but the antechambers as well.

If an adventurer ends their turn in the square marked M, the blue radiance is transferred to that adventurer. If every character in the party gains this luminescence, the following effects apply:

- Characters gain resistance to bludgeoning, piercing, and slashing damage for 1 minute.
- Characters are affected by a *bless* spell for 1 minute.

At the end of each character's turn, that character must make a DC 10/10/15 Charisma check to retain the blessing of Moa. If the save is failed by five or more, the adventurer not only loses the blessing, but also are stunned until the end of their next turn. Good adventurers have advantage on this saving throw, while evil adventurers have disadvantage.

APL MONSTERS

- | | |
|----|--|
| 1 | 1 grung wildling, 3 grung |
| 2 | 2 grung wildling, 4 grung |
| 3 | 1 grung elite warriors, 6 grung |
| 4 | 2 grung elite warriors, 5 grung |
| 5 | 1 yuan-ti pit master, 2 malisons (type 1) |
| 6 | 1 yuan-ti pit master, 4 malisons (type 1) |
| 7 | 1 yuan-ti abomination, 3 malisons (type 1) |
| 8 | 1 yuan-ti abomination, 4 malisons (type 1) |
| 9 | 1 yuan-ti abomination, 6 malisons (type 1) |
| 10 | 1 yuan-ti anathema, 4 malisons (type 1) |

TREASURE

The staff is a major relic of Moa, and other gifts from Moa appear in the outstretched hands of the statues.

Staff of Moa. While this staff is not magical, it is a **major relic of Moa**. It is worth **200/500/750 gp** to the patron.

+1 shortsword. This magic item is found on the last foe slain.

100/400/700 gp in gems. These mundane precious gems appear as offerings in the hands of the Moa statues.

Puzzle cube. This mysterious cube is carved with the sigil of Moa, along with other glyphs in ancient Omuan. The characters cannot do anything with it now.

Ubtao Tablet Fragment. This is found on one of the creatures. See **Player Handout 3: Ubtao Tablet Fragments**.

CONTINUING

If there is time, the adventurers can attempt to clear another shrine. Let them choose from Handout 1, and go to that set of encounters.

Room Point Bonus

If the adventurers all gain the luminescence, they earn the encounter point bonus.

SHRINE 2 – SHAGAMBI

As the adventurers follow their guide Drook'la through the jungle, they come upon a raging river crossed by a rickety bridge comprised on vines and wooden planks.

Use Jungle Map 1 for this encounter.

2A. THE RAGING RIVER

Read the following:

The path through the jungle is interrupted by a raging river, much too fast for even the strongest swimmer to cross. The 30-foot-wide river is spanned by a vine-and-plank bridge, which almost touches the raging waters at the center. Drook'la says, "The bridge is safe as long as you tread carefully and cross no more than two at a time. It's one of the few things that won't kill us in this dreadful place."

Drook'la offers to cross first to show the adventurers that it is safe. If the crosser does not try to dash, no skill check is needed. If a character attempts to dash, or if more than two creatures are on the bridge at the same time, those characters must succeed at a DC 10/15/15 Dexterity (Acrobatics) check to remain standing. On a failed check, the adventurer falls prone and ends movement, and cannot move any more on that action.

THE ATTACK

Hiding in the vine-choked trees on the far side of the river are creatures waiting to ambush anyone crossing the river. These enemies are sentries on the edge of a territory that their group controls, so they fight to the death and give no information if they are captured, because they know nothing about what the adventurers are interested in.

When the first two adventurers reach the far side of the bridge, allow each of them a DC 10/15/20 Wisdom (Perception) check. If either adventurer succeeds, the creatures do not gain surprise. After the creatures are revealed, read:

Creatures that were concealing themselves in the underbrush stand and brandish weapons. They shout frantic, violent war cries and attack.

THE BRIDGE

The monsters understand that separating the party by destroying the bridge is a sound tactic. Unless they are engaged by an adjacent opponent, the monsters move adjacent to the

bridge and use an action to damage the bridge. If 2 actions are used, the creatures manage to destroy one of the mooring vines. This means that crossing the bridge is now more difficult. The bridge becomes difficult terrain, and it requires a DC 10/15/15 Dexterity (Acrobatics) check to maintain balance. On a failure, the crosser cannot move that turn, or use an action to dash.

If 2 more actions are taken by the monsters to unmoor the other vine, the bridge collapses. This means anyone on the bridge falls into the water, and those on the wrong side must find their own way across. Swimming is not an option.

Those falling into the water are pushed 50 feet downstream and must attempt a DC 10/10/15 Strength (Athletics) check to grab a root or rock and climb out on either side.

APL MONSTERS

1	3 scouts
2	5 scouts
3	4 bugbears
4	6 bugbears
5	5 ogres
6	6 ogres
7	5 veterans
8	6 veterans
9	3 drow elite warriors
10	5 drow elite warriors

TREASURE

The creatures carry coins and small gems worth a total of **50/200/400 gp.**

CONTINUING

Assuming the adventurers survive the attack, their guide leads them to the shrine of Shagambi (Encounter 2B).

Encounter Bonus

If the adventurers can defeat their enemies before one of the vine moorings is completely cut, they earn the encounter point bonus.

2B. MERCY

The rest of the trip to the shrine of Shagambi is uneventful. When the party arrives, read:

Nestled in a tangle of overgrown trees, vines, and undergrowth is a building made of white marble. A radiance so bright is pouring out of the open entrance that it is impossible to see in. "There it is," says Drook'la, "and I'm sure there isn't a horrible death waiting for you inside." He signs and sits on a rock.

There are no other ways into the shrine. Once a character steps through, the opening appears as solid stone and does not allow exit until all creatures are defeated in this encounter and the next (Encounter 3C); or they can leave if they abandon their quest.

When all characters are inside, read:

The empty white marble room is covered with dust, and the frozen corpses of many creatures litter the room. The dust and cobwebs on them make it apparent they have been here for a while,

A swirling cloud of pure white dust blocks the passageway leading deeper into the shrine. A voice emanates from the dust: "These poor souls came here long ago. Show them mercy and put them out of their misery."

The cloud blocks anyone trying to get into the larger area to the north. That area can only be accessed in Encounter 2C, after the cloud dissipates.

THE ATTACK

With that, some of the corpses rise, while others let loose their incorporeal spirits to attack. They speak in Common as they fight.

"We were sent here to free the shrine from a creature that took it as a lair. We served three masters: one magical, one political, and one spiritual. Speak our masters' names to aid our passage."

On a successful DC 10/15/20 Intelligence (Investigation) or Wisdom (Perception) check as an action, an adventurer can

notice that the bodies of the creatures wear an insignia of a black staff on a white background. A second action with a DC 10/10/15 Intelligence (Arcana or History) check reveals this to be the symbol of the Blackstaff, the leader of Blackstaff Tower and the Archmage of Waterdeep. Speaking the name "Blackstaff" fulfills the magical name.

After damaging one of the creatures for the first time, its body flashes with a bright light. All adventurers in the room must make a DC 10/10/15 Intelligence saving throw. Those who make it see the sign of a harp, so they automatically know these creatures once served the Harpers. Speaking that name counts as the political name.

Finally, after the first creature is defeated, it shrieks out, "Take my soul, lady of magic" and draws a holy symbol in the air. With an action and a DC 10/15/20 Intelligence (Religion or History) check, the character can tell this is a symbol of Mystryl, the first incarnation of the god of magic. On a failed check, the character thinks it is a symbol of Mystra, Mystryl's successor. A character saying "Mystryl" has spoken the correct spiritual name, while one saying "Mystra" is blinded until the end of their next turn.

When all three names have been spoken successfully, the creatures lose all resistances and immunities to damage.

* Note: At levels 5 and 6, the banshees' wail only affects one creature.

APL MONSTERS

1	1 shadow, 4 zombies
2	2 shadows, 5 zombies
3	2 specters, 5 zombies
4	2 specters, 2 ogre zombies
5	2 banshees*, 4 zombies
6	2 banshees*, 3 ogre zombies
7	2 wraiths, 1 mummy
8	2 wraiths, 2 mummies
9	2 wraiths, 4 mummies
10	3 wraiths, 2 banshees

TREASURE

When the final creature is struck down, a diamond and a vial are released from the swirling cloud of dust.

Diamond of Shagambi. While this diamond is not magical, it is a **minor relic of Shagambi**, worth **100/250/500 gp**.

Potion. The vial contains a **potion of healing/potion of greater healing/potion of superior healing**.

Ubtao Tablet Fragment. See **Player Handout 3: Ubtao Tablet Fragments**.

CONTINUING

After the adventurers defeat the monsters, they have a couple of minutes to catch their breaths before the next encounter begins (Encounter 2C).

Encounter Bonus

If the adventurers speak the three names correctly before the end of round 3, they earn the encounter point bonus.

2C. NO MERCY

Read the following after the adventures have gotten a few minutes to collect themselves and the treasure:

The swirling dust cloud begins to dissipate, revealing the room beyond. The dust and cobwebs fade away, as if time itself is slipping backward.

"You have done well," says the lovely voice. "You have proven yourselves brave and worthy enough to face the scourge that killed those you put to rest."

The adventurers have now moved in time, giving them access to the white dragon and its servants who laired here in the past. Read:

In the larger chamber to the north, you see the floor is covered with a thick sheet of ice. The cold air slams into you as the dust dissipates. A white dragon sits with a pile of frost. It hisses at you as you appear to it, frosty puffs bursting from its nostrils.

THE PIT

The grey block on the map is an ice-covered pit trap, arranged by the dragon and its servants. It can be noticed only by a creature about to step onto it with a DC 10/15/20 Wisdom (Perception) check.

If a creature steps onto it, the creature falls unless making a DC 10/15/20 Dexterity saving throw. The 20/40/80 foot fall falls does 7 (2d6), 14 (4d6), 28 (8d6) bludgeoning damage. Even if the character makes the saving throw, the shattering ice still does half of the above in slashing damage, and the adventurers remains on the south side of the pit.

The servants in the room (if any) hide behind the walls near the pit, waiting to surprise any creatures who move past the pit and push them in. A DC 10/10/15 Wisdom (Perception) check lets the adventurer know an attack is coming. Otherwise, the creatures have advantage on pushing a passing character back into the pit.

APL MONSTERS

- | | |
|---|--|
| 1 | 1 wyrmling white dragon, 2 goblins |
| 2 | 1 wyrmling white dragon, 4 goblins |
| 3 | 1 wyrmling white dragon, 3 half-ogres |
| 4 | 1 wyrmling white dragon, 3 ogres |
| 5 | 1 young white dragon, 3 ogres |
| 6 | 1 young white dragon, 3 hobgoblin captains |

- | | |
|----|--|
| 7 | 1 young white dragon, 5 hobgoblin captains |
| 8 | 1 adult white dragon, 1 hobgoblin captain |
| 9 | 1 adult white dragon, 1 cambion |
| 10 | 1 adult white dragon, 1 oni |

TREASURE

After the adventurers defeat the monsters, they can search the dragon's frost bed for its hoard. They find a beautiful robe sewn from threads of silver and gold, as well as:

Robe of Shagambi. The robe is a **major relic of Shagambi**, worth **200/500/750 gp** to the patron.

+1 mithral chain shirt. This armor flashes and glistens in the light, and it is etched with phrases of peace and tranquility.

100/400/700 gp in gems and coins. These mundane precious gems and coins are held within the dragon's hoard.

Puzzle cube. This mysterious cube is carved with the sigil of Shagambi, along with other glyphs in ancient Omuan. The characters cannot do anything with it now.

CONTINUING

Having successfully raided the shrine of the kind Shagambi, the shrine's entrance reopens. It also opens if the adventurers surrender. They can move on to a new quest if there is time.

Encounter Bonus

If the adventurers do not fall into the pit, they earn the encounter point bonus.

SHRINE 3 – PAPAZOTL

As the adventurers follow their guide Qali through the jungle, they come to a lava stream crossed by a rickety bridge comprised on vines and wooden planks.

Use Jungle Map 1 for this encounter.

3A. LAVA ROLLS ON

Read the following:

The path through the jungle is interrupted by channel filled with slow-flowing lava. The 30-foot-wide channel is spanned by a vine-and-plank bridge, which stretches just a few feet above the glowing river. Qali says, "Papazotl is angry and brings fire. No other way to reach shrine. Bridge is safe. Tread carefully. Only two at a time."

Qali offers to cross first to show the adventurers that it is safe. If the crosser does not try to dash, no skill check is needed. If a character attempts to dash, or if more than 2 creatures are on the bridge at the same time, those characters must attempt a DC 10/15/15 Dexterity (Acrobatics) check to remain standing. On a failed check, the adventurer falls prone and ends movement, and cannot move any more on that action.

After the creatures start attacking, the bridge catches on fire. After 5 rounds of combat, the bridge collapses into the lava. Any creature falling into the lava river takes 2 (1d4)/ 7 (2d6)/13 (2d12) fire damage upon entering. Any creature starting its turn in the lava takes the same damage. Moving through the lava is difficult terrain.

THE ATTACK

When the first two adventurers reach the far side of the bridge, read:

Fiery creatures rise from the lava and spread out to attack.

Divide the monsters evenly between the adventures, adding any remaining monsters to the adventurers who are on solid ground as the monsters commence their attack.

APL MONSTERS

- | | |
|---|-----------------|
| 1 | 3 magma mephits |
| 2 | 5 magma mephits |
| 3 | 4 fire snakes |

- | | |
|----|-------------------|
| 4 | 6 fire snakes |
| 5 | 5 azer |
| 6 | 6 azer |
| 7 | 3 salamanders |
| 8 | 4 salamanders |
| 9 | 3 fire elementals |
| 10 | 4 fire elementals |

TREASURE

The final creature killed bursts into flame, leaving a single fire opal worth **50/200/400 gp**.

CONTINUING

Assuming the adventurers survive the attack, their guide leads them to the shrine of Papazotl (Encounter 3B).

Encounter Bonus

If no adventurers enter the lava, they earn the encounter point bonus.

3B. OBEDIENCE

The rest of the trip to the shrine of Papazotl is uneventful. When the party reaches the shrine, read:

Nestled in a tangle of overgrown trees, vines, and undergrowth is a building made of black marble. While there are some cracks, the building is holding together well. A dark opening in the center of the wall is the only visible entrance.

The dark veil cannot be penetrated by any sort of vision. Once a character steps through, the opening appears as solid stone and does not allow exit until all creatures are defeated in this encounter and the next (Encounter 3C) - or they can leave if they abandon their quest.

When all adventurers have entered, read:

The interior contains no furnishings and is made of the same black marble as the exterior. Two large and two smaller circles are etched into the floor. The runes that comprise the circle are noticeable because they are even darker than the marble, consuming all light. Curtains of black light cover what might be alcoves along the east and west walls.

Finally on the north wall is a huge painting of countless humanoid forms prostrating themselves in front of a figure with its back to the painter. The figure holds a scourge in one hand and a whip in the other. Several devilish creatures and hounds in the painting attack the humans in the painting who are not bowing in supplication.

A DC 10/10/15 Intelligence (Religion) check on the painting show that this must be Papazotl demanding the obedience of this followers.

A DC 10/10/15 Intelligence (Arcana) check on the circles etched into the floor reveal them to be infused with abjuration magic.

The dark curtains covering the alcoves (B on the map) cannot be penetrated until the adventurers bow before the painting, positioning themselves within the circles.

THE ATTACK

After the adventurers have had an opportunity to examine the features of the room, continue:

With a loud crack of a whip, the figure in the painting turns and faces you, its face behind a terrible mask of a devil. "You will prostrate yourselves before me in the designated spots, or you will die." The dark circles on the floor glow with a dark light.

Go into initiative, and give the adventurers 2 rounds to act. At the start of the 3rd round, allow the monsters to attack.

Until all the characters go prone in one of the circles at the same time, the monsters can attack with ranged weapons from hiding. The monsters cannot be targeted with any attacks behind the curtain.

Once all the adventurers go prone in a circle at the same time, the curtains of blackness disappear and reveal the monsters, who can now be attacked normally. In addition, the characters act as if under a *bleed* spell until the end of this encounter.

Note: Skin the monsters as being of pure black light. Consider all foes as orcs for using the orc blades' *Ilneval's command* power.

APL MONSTERS

- | | |
|----|---------------------------------------|
| 1 | 3 thugs |
| 2 | 1 spy, 3 thugs |
| 3 | 2 spies, 3 thugs |
| 4 | 2 bandit captains, 3 spies |
| 5 | 2 bandit captains, 3 archers |
| 6 | 2 orc blades of Ilneval, 2 archers |
| 7 | 2 orc blades of Ilneval, 3 archers |
| 8 | 2 orc blades of Ilneval, 4 archers |
| 9 | 1 blackguard, 2 orc blades of Ilneval |
| 10 | 1 blackguard, 2 orc blades of Ilneval |

TREASURE

After the adventurers defeat the monsters, the whip flies out of the hand of the figure in the painting, and it lands on the floor.

Whip of Papazotl. While this whip is not magical, it is a **minor relic of Papazotl**, worth **100/250/500 gp**.

Potion. The final monster to die transforms into an iron flask. Within the flask is a **potion of healing/potion of greater healing/potion of superior healing**.

CONTINUING

Assuming the adventurers survive the attack, continue to Encounter 3C. If the adventurers are defeated or want to surrender, they can do so. After a vicious taunting by the painting's figure, the shrine entrance opens and they can leave.

Encounter Bonus

If the adventurers all kneel correctly before the attacks begin, they earn the room point bonus.

3C. CONTROL

After the attack from the creatures of dark light, give the adventurers a few minutes (but not a short rest) to catch their breaths, then continue:

The figure in the painting stares out at you, hatred burning in its dark, terrible eyes. After what seems like forever, it speaks again. "I have decided to feast upon your souls. Kill yourselves now." It waits impatiently for you to follow its orders.

Assuming the adventures don't immediately end their own lives, the figure gets angry:

"Since you failed to obey me quickly, I will take your lives from you." With that, the painting glows and some of the creatures from the painting leap out at you. Four glowing silver glyphs appear, one at each corner of the painting, causing the figure behind the mask to glance at each glyph, showing both hatred and concern.

THE ATTACK

The monsters emerging from the paintings are glowing and obviously magically empowered. *Due to the magic of the glyphs, the monsters have advantage on all attacks.*

Divide the monsters evenly between the adventures, adding any remaining monsters to the adventurers who are on solid ground as the monsters commence their attack.

THE GLYPHS

The silver glyphs can be examined as an action with a DC 10/10/15 Intelligence (Arcana or Religion) check. On a success, the adventurer sees that this is a symbol of Ubtao, a lost but powerful Chultan deity whom the trickster gods replaced after he left. These runes can be used to weaken the power of the painting.

Each of the four glyphs can be augmented by the adventures as an action. Each time this is done, the painting shrinks and the monsters weaken.

These are ways a glyph can be empowered:

- Touch the painting and make a DC 10/13/15 Constitution saving throw. On a failure, the adventurer takes 2/7/15 damage.
- Channel a cantrip or level 1 spell into the painting along with a DC 5/5/10 Charisma saving throw. On a failure, the adventurer loses the spell and takes 2/7/15

damage.

- Touch the painting and make a DC 10/10/15 Dexterity (Sleight of Hand) check. On a failure, the adventurer takes 2/7/15 damage.

After 1 glyph is augmented, the painting shrinks and the creatures lose advantage on their attacks. After 2 glyphs are augmented, the adventurers gain 10/15/20 temporary hit points. After 3 glyphs are augmented, the adventurers gain inspiration. After 4 glyphs are augmented, the creatures have disadvantage on all attack rolls, and the painting shrinks to a 2-foot by 1-foot painting in a wooden frame, and it loses all magic.

APL MONSTERS

1	4 cockatrice
2	4 death dogs
3	5 death dogs
4	5 death dogs, 3 cockatrice
5	1 giant ape, 2 hell hounds
6	1 giant ape, 3 hell hounds
7	2 bone devils
8	2 yochlol
9	2 horned devils
10	2 arcanoloths

TREASURE

After the adventurers defeat the monsters, they have the painting, and on the back of the painting is adhered a pearl. In addition, some coins and gems fall out of the painting as it loses its magic. The Puzzle Cube and tablet fragment appear in the inscribed circles.

Painting of Papazotl. The painting is a **major relic of Papazotl**, worth **200/500/750 gp** to the patron.

Pearl of Power. This pearl is designed in the image of a hateful, squinting eye. When used, the eye moves around furiously.

100/400/700 gp in gems. These mundane precious gems and coins fall from the painting.

Puzzle cube. This mysterious cube is carved with the sigil of Papazotl, along with other glyphs in ancient Omuan. The characters cannot do anything with it now.

Ubtao Tablet Fragment. See **Player Handout 3**.

CONTINUING

Having successfully raided the shrine of the evil Papazotl, the shrine's entrance reopens (Encounter 2A). It also opens if the adventurers surrender. They can move on to a new quest if

there is time.

Encounter Bonus

If the adventurers empower all the glyphs before the end of the second round of combat, they earn the encounter point bonus.

SHRINE 4 – WONGO

As the adventurers traverse the jungle with their guide, the overconfident lizardfolk Lao'zhan, they come across a clearing containing ancient and frightening monoliths.

Use Jungle Map 2 for this encounter. On the map, the five circular areas represent the five stone monoliths. No other features are found in the clearing.

4A. IDOLS OF WOE AND GLEE

Read the following:

Your guide, Lao'zhan, cuts through the jungle with a yklwah. It is a Chultan weapon - a shorter haft than a spear, topped with an 18-inch stone blade. As vines give way to a clearing, your guide suddenly stops, frozen with fright.

Directly in front of you is a tall rounded stone monolith. It is almost completely covered in vines. A two-foot gap exposes a large carved stone maw lined with jagged teeth.

Shafts of light pierce the upper canopy and illuminate the clearing beyond, revealing there are a total of five vine-covered standing stones around the clearing.

THE MONOLITHS

Thick green rope-like vines cover the monoliths. The vines may be removed to reveal one side at a time, or the party may use caution.

If a character decides to investigate a statue without removing vines, a DC 10/15/20 Intelligence (Investigation) check reveals that it has two carved sides. One faces towards the clearing and appears to be a laughing monkey, while the other faces away from the clearing and is a snarling angry ape. Each idol is carved in the same way.

A character can easily clear enough vines to reveal the stone face on one side (such as the snarling face on the closest idol, where only the mouth can be seen), or can choose to remove the vines completely (also revealing the face on the opposite side).

Clearing any one stone face triggers the **Mists**. Clearing at least one side of all five statues triggers **Combat**. An idol may be climbed with a DC 10/10/15 Strength (Athletics) check, but the DC is reduced by 5 if the vines are still present on at least one side. Unless the vines have been destroyed completely, they could potentially be replaced to conceal a side once more.

MISTS

When at least one stone face has been cleared, read:

A thick and wet mist seeps into the clearing. Though you can make out your team and the stone monoliths, the perimeter of the clearing is obscured by the mist. It is disorienting - you find you cannot tell where you came from or in which direction you intended to go.

Lao'zhan's scales seem to have grown dark from embarrassment, but he regains his composure once the characters have revealed at least one stone face. He insists he was merely contemplating this wondrous carving, which clearly is of the trickster god Wongo.

If both sides have been revealed, he believes these to show both Wongo's reckless and carefree nature and his violent side. He is not sure whether it is a good thing or bad thing to have done so.

If the characters try to help Lao'zhan recall additional information, a DC 10/15/20 Intelligence (History or Arcana) or Wisdom (Insight) check helps him state that both aspects are equally true and correct for Wongo. This clearing may have been a test constructed by an Omuan worshipper to protect the shrine.

COMBAT

The monsters appear as soon as all five stone idols have had either one or two faces cleared of the vines.

If the party cleared both sides of each of the five idols, each adventurer gains Inspiration for having revealed both aspects of Wongo.

The monsters fight the characters (but not Lao'zhan) until defeated, at which point their remains and the mists fade away, leaving behind the **Treasure**. The party may now exit the clearing and continue towards the shrine.

APL MONSTERS

1	3 apes
2	1 Su Monster, 3 apes
3	2 Su Monsters, 4 apes
4	3 Su Monsters, 5 apes
5	4 Su Monsters, 2 girallon
6	1 Su Monster, 3 girallon
7	4 girallon
8	5 girallon

- | | |
|----|--------------------------|
| 9 | 1 giant ape, 3 girallon |
| 10 | 2 giant apes, 2 girallon |

TREASURE

Where each creature was slain can be found a small malachite carving of a monkey. The set counts as a **minor relic of**

Wongo. The stones have a combined worth of **100/250/500 gp** at the end of the adventure.

CONTINUING

Assuming the adventurers survive the attack, Lao'zhan leads them to the shrine of Wongo (Encounter 4B).

Encounter Bonus

If the adventurers cleared both sides of the Idols, they earn the encounter point bonus.

4B. RECKLESS ACTIONS

Lao'zhan guides them past the clearing and to the shrine of Wongo. Use the Wongo Shrine map for this encounter and Encounter 4C. The party begins at Area 1. Read:

You continue traveling for almost an hour through the dense, hot, and humid jungle. Towering trees with enormous roots obscure your view of the shrine of Wongo until it suddenly looms before you. Carvings of apes and monkeys adorn the tall stone blocks that make up this wide building. Trees, roots, and vines have grown through the walls, but no entrance can be seen other than the wide worn stone steps that lead to an open archway carved into an enormous teeth-lined maw.

Lao'zhan audibly gulps. "This is Wongo's shrine. I have heard stories. Here his priesthood was tested. Few survived. Uh... I am... I am confident we will survive. After all, Wongo teaches us to throw caution to the wind."

If asked, Lao'zhan can share that Wongo embodies recklessness and selfishness. At times this can be violent and even deranged. Followers of Wongo give into their base emotions and act quickly and without fear.

The steps and archway are, surprisingly, safe. Once they enter the archway, read:

Every inch of this small stone room is carved to depict monkeys running, swinging and jumping over one another. The room is bare except for the far wall, along which rests a stone sarcophagus with a closed lid.

This is Area 2 on the map. The sarcophagus is hinged. If the heavy stone top is swung open, the lid's underside is carved to illustrate a sleeping monkey. A DC 10/15/20 Intelligence (Investigation) check reveals that inside the sarcophagus there are small holes along the side facing the wall, and the bottom appears to be hinged. However, there is no trap to disarm or any way to trigger the hinged bottom now.

If the characters think to get inside and close the lid, Lao'zhan courageously volunteers to go first. When a character first enters the sarcophagus and closes the lid, the hinged bottom tilts downward, sending the character into a chute that

leads to Area 3. The bottom of the sarcophagus then closes. No harm comes to the character. Communication between Area 2 and 3 comes across only as indistinct muffled sounds.

When a second character enters and closes the lid, the trap activates. A spike shoots through one of the holes along the wall (DC 12/14/16 Dexterity saving throw or take 1d6/1d8+2/1d10+5 piercing damage). *Though only one saving throw is made, the number of spikes increases by one for each character that has previously activated the sarcophagus, increasing the damage by one die (at levels 5-7, the sixth character would take 5d8+2 damage on a failed save).*

Characters will see blood in the sarcophagus if the trap previously wounded an ally. Any reasonable attempt to protect themselves against the spikes grants advantage on the saving throw. Spells such as *gaseous form* could bypass the trap. Two small creatures could enter the sarcophagus at the same time, or one could avoid the trap if they have found the holes. Lao'zhan is fortunate and makes his save, even if he goes last.

AREA 3

Before you is a fifty-foot hallway. Five dark wooden levers are in the far wall, all resting in the upward position.

A character enters this area through a steep chute from Area 2, but suffers no harm. Returning up the chute is not possible at this time.

Note the position of all characters before any levels are pulled.

First Lever: Pulling the first level opens a panel to the left of the lever. Within is a golden monkey idol, which is a **major relic of Wongo** worth **200/500/750 gp**, and the **puzzle cube** for this shrine. This mysterious cube is carved with the sigil of Wongo, along with other glyphs in ancient Omuan. The characters cannot do anything with it now.

Second Lever: Seems to do nothing, but has caused a magical trap to appear on the ten-foot square in the middle of the hallway. Once present, it can be detected with a DC 13/18/23 Intelligence (Arcana) check. Any characters standing on or moving across the square triggers the trap and must make a DC 12/14/16 Wisdom saving throw or suffer 2d10/4d10/10d10 psychic damage. The trap resets only if the lever is reset and pulled once more.

Third Lever: Causes the ceiling to cave in on the back twenty feet of the hallway (furthest from the levers). The unstable ceiling can be detected with a DC 12/17/22

Intelligence (Investigation) check, but there is no way to discern which lever triggers it or disarm it. This trap does not reset.

Fourth Lever: Opens a section of the wall to 4C. The section cannot otherwise be found or opened. This lever also unlatches the sarcophagus' trap door, allowing the party to exit the shrine.

Fifth Lever: Causes the person pulling it to heal 2d4/4d4/8d4 hit points. Additionally, the character must make a DC 12/14/16 Wisdom saving throw. On a failure, while they remain within the shrine they find it humorous when another character takes damage.

CONTINUING

The main chamber of the shrine (Encounter 4C) concludes this mission.

Room Point Bonus

If at least one adventurer was reckless and was the first to travel through the sarcophagus and pulled at least two levers, they earn the encounter point bonus.

4C. RAIDERS OF THE LOST SHRINE

Pulling the fourth level in Area 3 allows access to the final room of the shrine. Here, yuan-ti have broken in and begun to raid the temple.

Read:

Every inch of stone wall in this room has been carved with script. Lao'zhan says, "the teachings of Wongo!" The deranged script is carved in chaotic patterns and curving lines, often crossing over and obscuring other lines of carved text.

In the center of the room is an enormous white-haired ape with a long tail, reddish pink limbs ending in sharp claws, and a red face dominated by a massive snarling maw. The ape is motionless, perhaps being the creation of a taxidermist or held in stasis by a mad mage. Some sort of script is carved around the base of the ape.

To one side of the statue there is a hole in the ground, stone and fresh dirt piled out around it. Gathered around it are several humanoids with snake-like features. One of them flicks a long blue tongue and hisses, "These temples are ours now!"

Lao'zhan yells a warning as he ducks behind cover, "Yuan-ti! Very dangerous!"

Roll initiative! The yuan-ti attack at once, using their capabilities intelligently.

Su-Monster: The monster in the center is an enormous su-monster held in magical stasis. The ancient Omuan script around the monster is the phrase "Praise Wongo" carved multiple times. Anyone who praises Wongo by spending an action citing one or more of his virtues (reckless, violent, deranged, selfish, throws caution to the wind, etc.) gains control of the statue. They can feel Wongo's angry gaze and must pick a target. The target must make a DC 12/14/16 Wisdom saving throw, or it takes 17 psychic damage and becomes stunned for 1 round. The su-monster can be activated only once per round, even if other creatures pray to it. The yuan-ti do not use this feature.

Hole: The hole is 5 feet wide and 20 feet deep, before winding slowly upwards to an exit in the forest. The hole can be climbed with a DC 10/12/16 Strength check. The yuan-ti are not above pushing a foe into the hole.

MONSTERS

- 1 2 yuan-ti pureblood, 2 flying snakes
- 2 2 yuan-ti pureblood, 8 flying snakes
- 3 3 yuan-ti pureblood, 2 yuan-ti broodguard
- 4 3 yuan-ti pureblood, 3 yuan-ti broodguard
- 5 3 yuan-ti broodguard, 3 yuan-ti malison (type 2)
- 6 3 yuan-ti broodguard, 4 yuan-ti malison (type 2)
- 7 4 yuan-ti broodguard, 3 yuan-ti mind whisperer
- 8 4 yuan-ti broodguard, 3 yuan-ti mind whisperer
- 9 1 yuan-ti anathema, 2 malisons (type 2)
- 10 1 yuan-ti anathema, 3 yuan-ti mind-whisperers

TREASURE

The yuan-ti carry and may use the following treasure:

Staff of the Python. This staff is destroyed if the python is reduced to 0 hit points in combat.

100/400/700 gp in jewelry. These items are worn by the yuan-ti.

Ubtao Tablet Fragment. One of the yuan-ti is studying this when the characters arrive. After combat it can be examined. See **Handout 3: Ubtao Tablet Fragments**.

In addition, if at least one character prayed to Wongo, the following appears:

Ring of Jumping. This ring is carved with images of jumping su-monsters.

CONTINUING

The lever that allowed access to this shrine has also unlatched the sarcophagus trap door, allowing the adventurers to exit. They may also leave through the hole in the ground.

If there is time, the adventurers can attempt to clear another shrine. Let them choose from **Handout 1**, and go to that set of encounters.

Room Point Bonus

If at least one adventurer prayed to Wongo, they earn the encounter point bonus.

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SHRINE 5 – KUBAZAN

The adventurers and their guide, the enigmatic and frog mask wearing Dala-Mara, pass by ruins on the way to the shrine. Note: Dala-Mara is a yuan-ti, but conceals her identity. Characters could try to remove her face mask or convince her to do so. She is not evil, and is in fact looking for signs that her evil kin are invading these temples. If any characters provide her with information about yuan-ti, she gives the party a *potion of healing*.

Use Jungle Map 2 for this encounter. On the map, the five circular areas are pools of water with a fountain covered in vines. Small shrubs and tall grasses, as well as a few small pools of water, are scattered around the ruins.

5A. RUINED FOUNTAINS

Read the following:

The sky opens with a tremendous downpour, drenching your clothing and quickly getting into your gear. You scramble to find shelter, but by then the sudden storm has just as quickly stopped, leaving behind stifling humidity and swarms of insects.

Your guide, Dala-Mara, whispers that you should press on. Soon she is leading you to the edge of a clearing. With the thinning of the tree canopy, you can see tall thin spires from a building further ahead.

However, the clearing in front of you holds your interest. Five pools of water hold vine-choked stone fountains. While perhaps the water once sprayed and flowed, it is stagnant.

Dala-Mara whispers, "The domain of Kubazan, this is. He teaches us to fear nothing, and to tread boldly."

THE FOUNTAINS

A DC 10/15/20 Wisdom (Perception) check reveals that four of the vine-covered fountains are carved to depict frogs. The fifth is carved to depict cranes. A DC 25 Intelligence (History) check or asking Dala-Mara reveals that frogs are associated with Kubazan. His enemy, the trickster god Papazotl, takes the form of the crane. If the fountain carved with cranes is broken or destroyed, including if it is within the area of effect of a damaging spell, the key within is found. See **Treasure**.

Approaching any of the fountains causes the monsters to attack.

COMBAT

The monsters listed below are either one or more of the vines

covering the fountains or are concealed by the vines. Spread the monsters around the five fountains to benefit the monsters (nonmotile plants should be placed closest to the characters). The monsters work together and are not targeted by each other's attacks. The creatures attack as soon as a character approaches within 30 feet and fight until defeated.

MONSTERS

1	1 mantrap, 2 vegepygmies
2	2 mantrap, 3 vegepygmies
3	1 mantrap, 3 vegepygmies, 1 vegepygmy chief
4	2 mantrap, 5 vegepygmies, 1 vegepygmy chief
5	2 assassin vines, 5 vegepygmies, 1 vegepygmy chief
6	3 assassin vines, 3 vegepygmy chiefs
7	4 assassin vines, 2 vegepygmy chiefs
8	3 shambling mounds
9	3 shambling mounds, 1 assassin vine
10	4 shambling mounds, 1 assassin vine

TREASURE

If the party defeats the monsters and clears the vines, the four fountains carved with frogs are restored, and clean water flows from them once again. No water flows from the fountain carved with cranes.

Water. If the flowing water is bottled, it functions as a ***potion of healing* / *potion of greater healing* / *potion of superior healing***.

When six doses have been pulled, the water in each fountain becomes noticeably greener. Any further doses removed function as a ***potion of poison*** (and appear to be a *potion of healing* until fully consumed, at which point the imbiber must attempt a DC 13 Constitution saving throw or take 10 (3d6) poison damage. The saving throw must be repeated each turn until successful, and the damage decreases by 1d6 until the damage reaches 0 or the save is successful. See the DMG).

Key. If the characters break the fountain carved with cranes, they find within a long metal key flecked with pink gemstones. (This key opens the door in 5B).

CONTINUING

Dala-Mara urges the adventurers to continue to the shrine beyond. Continue with Encounter 5B.

Encounter Bonus

If the adventurers find the key, they earn the encounter point bonus. They do not earn the bonus if they return to reclaim it after visiting area 5B.

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5B. PERILOUS CROSSING

Dala-Mara guides them past the clearing and to the shrine of Kubazan. Use the Kubazan Shrine map for this encounter and Encounter 5C. The party begins at the entrance. Read:

The four tall thin spires you have been following finally loom fully into view. They rest upon stone bases at the foot of a cliff, flanking what must be the entrance to Kubazan's shrine: a large stone frog's head, its mouth open wide and leading to absolute darkness.

Dala-Mara says, "This is certainly Kubazan's shrine, for he has the appearance of an enormous frog. The spires must represent Kubazan's tentacles. They were said to be a gift from Ubtao, perhaps for being so fearless and bold."

Spires: The spires are carved with undulating lines, giving the tall spires the appearance of wavering. There is nothing otherwise special about them.

Frog Mouth: The mouth is five feet tall and eight feet wide. A magical *darkness* has been cast upon the mouth, and can be removed with *dispel magic* (DC 15). Additionally, the area beyond is affected by a *silence* spell (DC 15 to dispel), which may not be obvious to those outside.

Anyone approaching the mouth will see a two-foot wide pink tongue extend out through the darkness towards them. A key-shaped indentation can be seen upon the center of the tongue. If the key from 5A is pressed into the tongue, the mouth trap does not activate, though the door's *darkness* and *silence* remain.

If a character enters through the mouth without the key, the mouth bites down upon them. It attacks at +5/8/12 and deals 4d10/8d10/10d10 bludgeoning damage on a hit. Furthermore, the space in the darkness drops sharply to the next level. A character that cannot see falls down, suffering an additional 1d10/3d10/5d10 damage. Because of the *silence*, their fall makes no sound.

THE ROOM BEYOND

The magical darkness and silence is not present in this 10'x10' room, as it is centered on a point above this area. Characters falling into this room begin prone, and are immediately attacked by the "monsters". If they have a light source or can see in the dark, read or paraphrase:

The walls of this hall are slick with moisture and moss. Rising from the ground are horrid shadowy monsters.

You may describe the monsters as you wish, perhaps drawing upon the character's personality or fears. A character can attempt a DC 12/15/18 Wisdom saving throw upon first seeing them.

On a success, the monsters are identified as illusions and fade away.

On a failure, they seem real.

- Go around the table, starting with the monsters. The monsters attack with a +4/7/11 bonus to hit and deal 1d8/2d10/3d10 psychic damage on a hit.
- Characters outside the room can spend their actions dealing with the darkness, silence, or other factors, and they can enter the room (perhaps falling as well). Characters outside sense that their ally is in danger - they just don't know the details.
- A character who believes the monsters are real repeats the saving throw on each of their turns. Attacking seems to have effect, but the monsters never drop from damage.
- If a character in the room makes their saving throw, all other characters gain advantage on future saving throws.
- The monsters disappear when all the characters in the room have made their saving throw.

CONTINUING

When the monsters have been identified as illusions by all characters, they may search the room and find a concealed door (no check required). The main chamber of the shrine (Encounter 5C) concludes this mission.

Room Point Bonus

If none of the adventurers falls into the room, or if no adventurer is damaged by the illusions, they earn the encounter point bonus.

5C. PERILOUS POOL

Read or paraphrase the following:

The final room of the shrine is a large oval pool of murky water. Sconces along the walls hold torches flickering with green flame. They illuminate a narrow walkway that hugs the walls on either side and connects to a platform at the far end. Twelve mossy stone rungs on each side offer handholds for those who might cross.

A trail of six verdant lily pads also leads out across the pond and to the far side. The lily pads are spaced roughly five feet apart. A glowing flower rises out of each lily pad, illuminating the pad with a dim green glow.

The far platform bears an idol of an enormous frog with four tentacles. Its eyes are large glowing green crystals.

Dala-Mara clears her throat. "I think I'll wait here."

In addition to ideas the party may concoct, there are three primary ways to cross.

Swimming: The water is not dangerous, but it conceals the monsters, which attack any swimming character.

Narrow Walkways: Traversing without using the handholds requires two successful DC 15/20/25 Dexterity (Acrobatics) checks to cross. Otherwise, a character falls into the water and the monsters attack. If a character uses the handholds, they do not need a check. However, the fourth rung on each wall is trapped. A character checking each rung may make a DC 12/17/22 Wisdom (Perception) check to spot the trapped rung. It crumbles when grabbed, and a character unaware of the trap must make a DC 13/15/18 Dexterity saving throw or fall in the water.

Lily Pads: Jumping across the lily pads with a standing long jump is easy for anyone with a Strength score of 10 or higher... except when jumping from the third to the fourth lily pad! A character studying each pad before jumping may make a DC 12/17/22 Wisdom (Perception) check to notice that the fourth lily pad moves slightly as they approach it. When a character jumps, it moves further away. This sudden change requires a DC 14/18/23 Strength (Athletics) check to avoid falling into the water.

APL MONSTERS

The monster(s) attack if anyone falls into the water, or if the glowing green gems are pried from the idol's eyes.

- 1 4 giant frogs
- 2 6 giant frogs
- 3 4 giant toads
- 4 1 basilisk (this is an aquatic version with webbed toes and a 20 ft. swim speed), 5 giant toads
- 5 2 basilisks (aquatic version with webbed toes and a 20 ft. swim speed), 3 giant snapping turtles
- 6 2 basilisks (reskin as frog with swim speed), 4 giant snapping turtles
- 7 1 catoblepas, 4 giant snapping turtles
- 8 1 froghearth, 3 giant snapping turtles
- 9 1 froghearth, 2 catoblepas
- 10 1 froghearth, 3 catoblepas

TREASURE

The gems are treasure, but behind the right eye is also a small hollow concealing additional treasure.

Puzzle cube. This mysterious cube is carved with the sigil of Kubazan along with other glyphs in ancient Omuan. The characters cannot do anything with it now.

Ubtao Tablet Fragment. See **Player Handout 3**.

Cap of Water Breathing. This green cap is fashioned from frog leather.

Two green glowing gem driftglobes. These magic items periodically whisper to their controller, urging them to be bold and fear nothing. They otherwise function as a *driftglobe*.

Carved emeralds. One small and one large carved emerald are worth a combined **300/750/1250 gp**. The carvings are of frogs and these count as a **minor and major relic of Kubazan**.

CONTINUING

If there is time, the adventurers can attempt to clear another shrine. Let them choose from **Handout 1**, and go to that set of encounters.

Room Point Bonus

If the party did not fall into the water, they earn the encounter point bonus.

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SHRINE 6 – UNKH

Having chosen the patron Wakanga O'tamu, their guide is Z'ora. The short woman wears her hair in five long braids and wears a half-mask made from a polished opalescent shell. As she guides the adventurers through the jungle, they come upon an old construction site.

Use Jungle Map 2 for this encounter. The five circular areas are mounds of stone blocks, overgrown with weeds and vines.

6A. INDECISIVE BUILDERS

Read or paraphrase the following:

Her five long braids bobbing behind her, your diminutive guide Z'ora leads on a winding course through the jungle. She claims to have walked this path with you before, and thus it must be followed exactly.

Finally she stops, pointing her short spear-like weapon at a dimly lit clearing ahead. "There. There is where we passed, or will pass, our first test. I do not recall all the details... but I recall there is danger. Beware."

She looks at one of you, while adjusting her opalescent half-mask. [Pick a character, then pick something they are wearing or wielding.] "If you were to die... could I have that?"

The clearing beyond still has trees and is overgrown with huge ferns and vines. It is simply thinner than the rest of the jungle. Shafts of light illuminate five mounds of stone... perhaps ancient ruins.

RUINS

The mounds of ruins conceal the Monsters. A DC 10/15/20 Wisdom (Perception) check allows a character to see bones or unusual shadows amongst the ruins. Otherwise, the monsters gain surprise and attack as soon as a character is within 10 feet of a mound. See **Combat**.

A character examining the mounds may make a DC 8/12/16 Intelligence (History) check to learn that these are not ruins. Rather, they are construction materials that were never used. Z'ora can identify carvings on some stones, indicating that they were meant for the shrine to Unkh, who teaches followers to consider all options before acting.

A DC 8/12/16 Wisdom (Perception) of Intelligence (Investigation) check reveals that the blocks of stone were

moved from one pile to another many times, as if trying to sort them in some way. If, after the monsters are defeated, a character attempts to sort any of the blocks in some manner (perhaps by type of stone, perhaps by possible use), they find the **Treasure**. The treasure is not found if they are simply searching the mounds.

COMBAT

The monsters (including the minotaurs, who were once allies to the ancient Omuans) have the appearance of laborers, and carry (or their shadows show) masonry tools. They are former workers who died without deciding what to build next.

If a character should say something aloud regarding the builders' failure, the monsters react as if momentarily shaken. If a character spends an action suggesting that they complete their projects, the monsters must make a DC 13 Wisdom saving throw or do so for one round. Each monster may only be affected once by this.

APL MONSTERS

1	2 skeletons, 2 shadows
2	3 skeletons, 3 shadows
3	6 skeletons, 3 shadows
4	2 ghastrs, 4 shadows
5	3 ghastrs, 4 shadows
6	3 ghastrs, 3 minotaur skeletons
7	3 ghastrs, 4 minotaur skeletons
8	2 wraiths, 4 minotaur skeletons
9	2 wraiths, 1 bodak
10	2 wraiths, 2 bodaks

TREASURE

If the treasure was revealed (see above), the characters find a tarnished metal chest containing the following:

Rubies worth **10/250/500 gp**. One is carved to look like a snail, and is a **minor relic of Unkh**.

CONTINUING

Z'ora leads them to the shrine of Unkh (Encounter 6B).

Encounter Bonus

If the adventurers sorted some stones and found the treasure, they earn the encounter point bonus.

6B. MOTLEY FOOLS

Z'ora guides them past the clearing and to the shrine of Unkh. Use the Unkh Shrine map for this encounter and Encounter 6C. The party begins outside of the shrine, and this initial section is not on the map. Read:

The ground rises upwards, though the thick jungle prevents you from seeing the surrounding terrain. As you crest the hill, the trees become enormous, with massive interlocking roots you sometimes must climb to continue forward. The massive canopies must shade out other trees, as nothing else grows here.

Scattered around the top of this hill are five stone ziggurats. Each is only eight feet tall, and roughly twenty feet in diameter. The stonework is in places incomplete - missing embellishments or ending abruptly. Each ziggurat has a single doorway, made of bright white stone.

Z'ora, your guide, breaks the silence. "These are likely just entrances to Unkh's shrine, for she dwells underground. I wonder if all five are true entrances."

Four of the doorways are trapped false entrances, while one is the true entrance to Unkh's tomb. The false entrances contain a powerful curse. Anyone pushing the false door open becomes cursed. The first time they are in combat, at the start of their turn they turn into a lizard (AC 10, Hit Points 2, Bite +0 to hit and deals 1 piercing damage, see MM for other statistics). At the end of each of their turns they may make a DC 13/16/19 Charisma saving throw to end the curse and revert back to their normal form. If they are reduced to 0 hit points while in lizard form, they revert back to their normal form and the curse ends.

The true doorway can be detected in several ways. A character asking about the stone may attempt a DC 13/17/21 Nature check to discern that four of the blocks are made of salt, while one (the true door) is made of quartz.

Any character investigating the huge trees finds that snails only inhabit the trees near one (true) ziggurat.

When the characters open the correct doorway, an earthen ramp leads down to the Unkh Shrine map. Read:

The ramp leads down a damp earthen tunnel, finally opening into a five-sided room of plaster and stone. Each of the walls is painted to depict a life-sized Omuan warrior wielding the traditional yklwah weapon. However, none of the paintings are complete.

A massive dull gray statue of a snail dominates the room. It has five heads, each of which ends in a spiked ball, and the statue rests upon on a base painted with pictograms of strange creatures. As you enter the room, the pictograms vanish with a flash of light. The creatures themselves now occupy the room. Roll initiative!

Reminder: If any characters were cursed, they will be transformed into lizards during this combat.

APL MONSTERS

- | | |
|----|---|
| 1 | 3 rust monsters |
| 2 | 6 rust monsters |
| 3 | 1 displacer beast, 2 rust monsters |
| 4 | 1 displacer beast, 4 rust monsters |
| 5 | 3 displacer beasts |
| 6 | 3 chuul |
| 7 | 3 chuul, 3 rust monsters |
| 8 | 5 chuul |
| 9 | 2 shoosuva (describe as leopard) |
| 10 | 2 shoosuva (describe as leopard), 2 chuul |

CONTINUING

When combat concludes, the party will continue with Encounter 6C to interact with the statue.

Room Point Bonus

If the adventurers find the true entrance without anyone becoming cursed, they earn the encounter point bonus.

6C. UNKH'S CHALLENGE

After the combat in Encounter 6B ends, the party can examine the statue. Read:

The guardians defeated, you now have more time to study the room.

There is a basket to one side of the statue, containing a multitude of berries and brightly colored fruit. A mortar and pestle is also in the basket.

You notice something else. The statue's heads currently all point towards one of the incomplete Omuan warrior paintings. However, the statue's heads seem to move slightly whenever you turn away and then look back at the statue.

if you can best one final challenge!"

The statue, which until now has been a dull gray, suddenly shines brightly with opalescent colors. When you regain your vision, several creatures inhabit the room.

The monsters immediately attack.

The puzzle in this room is solved by completing the correct wall painting. When the correct painting is completed, it summons Unkh's final challenge and provides the treasure.

Paint: Any suitable substance can be used to complete the paintings, though the mortar and pestle can be used to mash the fruit and berries to make brilliant colors. If the fruit and berries are used, the party receives Inspiration.

Identifying the correct statue: The statue is facing an incorrect painting, one located next to the door. When not observed, the heads all face towards the correct painting, which is at the rear of the room. Viewing the statue through a reflective surface (mirror, polished shield, etc.), magic (scrying, etc.), or any other indirect method will allow the viewing character to see where the statue truly faces.

If an incorrect painting is completed, the painting animates briefly and attacks once before fading (+5/8/12 to hit, 1d10/2d10/3d10 slashing damage). Each painting can strike only once this way.

If the correct painting is completed, read the following:

As you finish the painting, the warrior slowly comes to life. The Omuan warrior strides to the center of the room, where she kneels before the statue of Unkh. The warrior speaks in Omuan, then fades into the base of the statue.

Z'ora translates as she takes cover. "She said a gift will be yours,

APL MONSTERS

- | | |
|----|------------------------------------|
| 1 | 1 flail snail, 1 flumph |
| 2 | 1 flail snail, 1 carrion crawler |
| 3 | 1 flail snail, 2 carrion crawlers |
| 4 | 1 flail snail, 3 carrion crawlers |
| 5 | 2 flail snails, 4 carrion crawlers |
| 6 | 3 flail snails, 5 carrion crawlers |
| 7 | 1 hydra, 4 flail snails |
| 8 | 2 hydra, 1 flail snail |
| 9 | 2 hydra, 2 flail snails |
| 10 | 2 hydra, 4 flail snails |

TREASURE

When combat concludes, the following treasures appear before the statue of Unkh:

3 Potions of Greater/Superior/Supreme Healing.

The bottles are snail shells, capped with a wax seal.

Necklace of Fireballs. The beads are each shaped like snails.

Jeweled Broach. Worth **200/500/750 gp**, with precious stones arranged to look like a snail. This is a **major relic of Unkh.**

Puzzle Cube. This mysterious cube is carved with the sigil of Unkh along with other glyphs in ancient Omuan. The characters cannot do anything with it at the moment.

Ubtao Tablet Fragment. See **Player Handout 3.**

CONTINUING

If there is time, the adventurers can attempt to clear another shrine. Let them choose from **Handout 1**, and go to that set of encounters.

Room Point Bonus

If the adventurers completed the correct painting without first completing an incorrect painting, they earn the encounter point bonus.

SHRINE 7 – I’JIN

As the adventurers follow their guide Aksis through the jungle, they come upon an ancient tree that was once used for sacred rituals but is now the nesting area for a group of dangerous flying creatures.

Use Jungle Map 3 for this encounter. The shaded areas on the map are difficult terrain (vines and other jungle growth); the open areas are normal terrain (strewn with cracked cobblestones, but not enough to inhibit movement). The tree is shown in the center of the map (location 5). It is blocking terrain (100 feet tall).

7A. UNDER THE CEIBA TREE

Read the following:

Your guide leads you through the jungle, following a barely-visible trail. “These paths used to be easier to follow in the days of Ancient Omu,” Aksis remarks while hacking vines aside with a machete. “At least, so I have been told.”

The overgrowth ahead is thick, but broken cobblestones indicate the remains of what might have been a courtyard or plaza. Rising up from the center is a massive ceiba tree, its trunk at least 15 feet in diameter, its canopy stretching overhead. The sounds of smaller birds and insects taper off as you enter the area, leaving an almost reverent silence.

THE TREE

So broad is the tree’s canopy that the area directly underneath is in shadow, keeping the undergrowth in check. The tree’s bark shows signs of scratchings and carvings, but their meaning and purpose are hard to determine other than perhaps being religious in nature. This may have been a sacred tree, or perhaps used as a community bulletin board. The tree is healthy and shows no signs of disease or corruption. However, a DC 10 Wisdom (Perception) or Intelligence (Investigation) check reveals that there are some dark shapes in the branches that look like nests. Monster lore checks appropriate to the creatures listed may be used to determine the type(s) of creatures nesting here, giving the adventurers knowledge about what they are about to fight. Any character who spots the nests also notices the glint of something shiny (see **Treasure**).

Climbing the tree is relatively easy due to its thick bark and wide branches. A DC 10 Strength (Athletics) check allows a character to climb. The lowest nest is 40 feet off the ground. A DC 10 Intelligence (Arcana) check reveals that the tree has a faint magical aura, similar to the *feather fall* spell. Should a character jump or fall from the tree, the damage is minimized (as if all dice rolled 1) because of ancient magic imbued in the

carvings (to protect children who would climb the sacred tree).

THE ATTACK

If none of the adventurers notices the nests, their guide points them out and remarks on the glint of what looks like treasure. Her own avarice gets the better of her, and she begins to climb the tree if none of the characters appears interested. If the characters investigate on their own, she does not interfere.

As soon as anybody starts to climb the tree, or if it looks as though the adventurers are going to exit the area without investigating the tree, read the following:

You hear a screech of warning, followed by the rustle of leaves and a rush of air. The inhabitants of these nests have returned home!

The monsters initially focus on any characters climbing the tree (if the guide was climbing, she jumps down and takes cover in the undergrowth). The flying monsters swoop down and attack; those with the ability to make flyby attacks use the tree as a staging ground. Characters who drop prone in the undergrowth are safe from being buzzed in this fashion. If all the characters hide rather than fight, the monsters perch in the tree (whose branches are thick and numerous enough to give the monsters total cover) and wait. The tree is ancient and imbued with many spells; it cannot be damaged by physical or magical force.

Hold back 1-2 of the monsters to enter the battle at the end of the first or second round. These creatures fly in from a different direction in response to the sounds of battle.

APL MONSTERS

1	8 blood hawks
2	8 pteranodons
3	5 pteranodons, 2 giant eagles
4	2 pteranodons, 5 giant eagles
5	8 harpies
6	4 harpies, 4 perytons
7	4 perytons, 2 couatls*
8	2 wyverns
9	2 wyverns, 2 couatls*
10	3 wyverns, 1 couatl*

* Describe as a feathered serpent; this is a feral couatl. It cannot use Change Shape and cannot cast spells at level 7 (it can cast spells at levels 9-10).

TREASURE

The treasure is found in the nests, and consists of ancient

Omuian jewelry worth **50/200/400 gp** at the end of the adventure.

CONTINUING

Assuming the adventurers survive the attack, their guide leads them to the shrine of I'Jin (Encounter 7B).

Encounter Bonus

If the adventurers discover the tree's magic, they earn the encounter bonus. It seems that the ancient Omuians may have invented a crude form of BASE jumping.

7B. RABBITS OF UNUSUAL SIZE

The remainder of the journey to the shrine of I'jin (EYE-jin) is uneventful. Use the I'jin Shrine map for this encounter and Encounter 7C. The characters reach the shrine at the area marked 1 on the map, but this encounter also uses the area marked 2 (which is a large underground burrow accessible only by the tunnels from area 1). The adventurers cannot discover the tunnel to Area 3 until they have thoroughly explored the burrow.

Read or paraphrase the following:

Your guide points to a clearing ahead. Crumbling stone pillars are interwoven with vines and flowering plants. Perhaps a bower or trellis once surrounded this garden.

Tree stumps and dirt mounds reveal small tunnels leading into the ground. Small rabbit-like creatures, each with a curved horn growing out of its forehead, hop around placidly.

"This place is holy to I'jin," whispers Aksis. "The al'miraj are fickle and unpredictable creatures. They taste delicious, and are hunted by most everything, so they are flighty and suspicious. The main shrine must be somewhere underground, but I have never been able to figure out how to get through the maze of tunnels and burrows. Perhaps you will succeed where I failed."

THE CLEARING (AREA 1)

The clearing is filled with grasses and small flowering plants of the sort that rabbits like to eat.

There are about a dozen **al'miraj** hopping around the area when the adventurers arrive. An al'miraj (pronounced AWL-meer-ahj) is a rabbit-like creature with a spiral horn emerging from its forehead, like the horn of a unicorn. Visualize them as giant, really mean jackrabbits with switchblades taped to their heads and you'll have the idea.

The al'miraj present in the clearing when the adventurers first approach are noncombatants (AC 13, HP 3, Perception +4 with advantage due to Keen Senses). Their job is to lure the adventurers into a fight with something bigger and meaner that waits in the burrow. The al'miraj hop around coyly, trying to lure the characters into chasing them. They flee into the tunnels if the characters attack them or try to pick them up. This alerts the more dangerous creatures within the burrow.

Some of the tree stumps have picnic blankets spread over them, laden with tiny cakes and thimble-sized flagons of nectar. These were left by fairies who enjoy relaxing in the clearing, and who sometimes ride the al'miraj in games of polo. There are no fairies present, but the magic of their food and drink is

still potent. Any character who eats one of the cakes or drinks the nectar shrinks to size Small. (A character who is already Small becomes Tiny.) The character suffers disadvantage on Strength checks while miniaturized, but there are no other ill effects. All of the character's equipment is resized and functions normally. The character also gains the same sense of smell as an al'miraj, which is the key to finding the true shrine (see "Continuing" for details). The effect lasts for 1 hour or until the character leaves the area of the shrine.

THE BURROW (AREA 2)

There are dozens of tunnels leaving the clearing. A character of Medium size or larger must crawl to move through the tunnels, while those of size Small or below can traverse the tunnels normally. The magic of I'jin allows the monsters in this area to move freely through the tunnels regardless of their size, but the monsters still prefer to fight in open areas.

Any character who enters one of the tunnels in Area 1 must traverse 1d6x10 feet of tunnels before emerging at one of the holes in Area 2. (Determine which one randomly, unless a character is taking a path that she has used previously.)

As soon as anybody enters Area 2, read the following:

The narrow tunnel smells of wet earth and damp fur. It twists and turns, seemingly at random, intersecting other tunnels and winding back on itself. Finally you emerge in a surprisingly large burrow. The creatures here look larger and meaner than the al'miraj you saw outside.

THE ATTACK

As soon as any character enters the burrow, the monsters attack. Divide the monsters evenly between Area 2 (monsters already in the burrow) and Area 1 (monsters that emerge from other tunnel entrances to attack any characters that remained in the clearing). If all the characters entered the burrow together, then the monsters that start in Area 1 use their first turn to move through the tunnels and enter the burrow, attacking from behind. Combat in the tunnels is normal for the monsters and for Small characters; Medium and larger characters will be at a significant disadvantage if they try to fight while crawling.

APL MONSTERS

1	6 axe beaks
2	8 axe beaks
3	6 worgs
4	6 worgs, 2 lions
5	6 lions, 2 quaggoths
6	7 quaggoths
7	5 quaggoths, 2 quaggoth thonots
8	7 quaggoths, 2 quaggoth thonots
9	5 red dragon wyrmlings, 1 unicorn

10 6 red dragon wyrmlings, 2 unicorns

TREASURE

After defeating the monsters, the characters discover a gemstone carved with an al'miraj. This is worth **10/250/500 gp**, and is a **minor relic of I'jin**.

The fairies have also left some of their magical provisions in a small larder in the burrow. There are six tiny potion bottles that can be combined to form a single ***potion of healing*** / ***potion of greater healing*** / ***potion of superior healing***. This liquid does not have the size-altering effect of the food in the clearing.

CONTINUING

The maze of tunnels stretches for miles. Characters attempting to map it find their efforts thwarted as the number of intersections, twists, and turns is simply too great. A DC 10 Wisdom (Survival) check suggests that there must be a different way for the al'miraj to mark the tunnel that leads to the shrine. They don't use writing, so there can't be a map. What other senses could they use in ways that the characters might not normally be able to perceive? A DC 15 Intelligence (History, Nature, or Religion) check reveals that there is a particular flower sacred to I'jin growing in the clearing. The al'miraj who travel to the secret shrine have the scent of that flower on their fur, thereby marking the true path.

If the adventurers don't come up with the idea on their own, their guide points out the sacred flower and suggests that perhaps the sense of smell of an al'miraj would allow someone to find the shrine by scent instead of trying to plot out every single tunnel.

A character who has consumed the fairy provisions from the clearing can follow the scent trail, as could a druid in Wild Shape or an animal companion. Feel free to allow other spells and abilities to work as you see fit. When the characters find the correct tunnel, proceed to Area 3.

Encounter Bonus

If at least one of the characters samples the fairies' magical food and drink, and changes size as a result, they earn the encounter bonus.

7C. URNING YOUR KEEP

When the characters follow the hidden tunnel to the true shrine of I'jin in Area 3, read the following:

You emerge from the tunnel into a long, narrow room strewn with half-eaten flowers and rabbit droppings. Niches along the wall hold large pottery urns, each of which is sealed with a thick wax plug and marked with a different rune in the ancient Omuan script.

There are a number of thin brass plaques haphazardly scattered on the stone floor.

THE URNS

The urns are unremarkable except for the glyphs, which are simply the numbers from 1 to 7. The brass plates are etched with Omuan script, which the guide can translate. Give **Handout 7C** to the players. (Make sure you cut out and mix up the individual plaques so that the players don't initially have them in order from 1 to 7.)

Each urn is made of simple pottery and shatters if it takes at least 5 points of damage. Removing a wax plug requires a DC 10 Strength check. The niches are blocked by *walls of force*. There is a pressure plate directly in front of each urn. At least 50 pounds of weight must be placed on the plate to activate it, which removes the *wall of force* directly in front of that urn while the plate is being pressed. This is intended to force supplicants to stand in front of each urn they want to open, rather than breaking urns from a distance with weapons or spells.

None of the urns contains any treasure. Opening or breaking any urn releases magical energy that floods the entire shrine. Each character in the shrine must succeed on a DC 10 + APL Constitution saving throw or take 1d6 (3) / 2d6 (7) / 4d6 (14) points of psychic damage. If multiple urns are destroyed as part of a single action, this damage is cumulative. If the characters destroy all 7 urns, the fact that all of them were traps hopefully serves as a clue that something else is going on here.

THE PUZZLE

The obvious conclusion is that this is a logic puzzle for the characters to solve and thereby identify which one of the urns contains the treasure. However, that supposition is completely wrong. I'jin is fickle and unpredictable, after all. The apparent "logic puzzle" is completely unsolvable and in fact doesn't even make that much sense if you try to figure out what each plate is saying about the urns. Instead, by looking at the seven plates in order from 1 to 7, the first word of each message spells out the true instructions: LOOK UP YOU WILL FIND TREASURE ABOVE.

In a secret panel directly above the entrance to the shrine (no

check needed if the characters are specifically looking for it because they found the instructions; DC 20 + APL to find it on a random search of the walls, floor, and ceiling for secret doors) the adventurers may discover the Treasure, which consists of a puzzle cube, a tablet fragment, one or more javelins, and a golden replica of the twisting horn of an al'miraj stamped at the base with the sigil of I'jin.

TREASURE

Puzzle Cube. This mysterious cube is carved with the sigil of I'jin along with other glyphs in ancient Omuan. The characters cannot do anything with it at the moment.

Ubtao Tablet Fragment. This stone tablet contains part of the message necessary to understand how to use the puzzle cubes to open the way to the Temple of Ubtao. See **Player Handout 3**.

Golden Al'Miraj Horn. This sculpture is a **major relic of I'jin**, and is worth **200/500/750 gp** to the characters' patron.

1/2/3 Javelins of Lightning. These magic items are found alongside the relic.

100/300/500 gp in coins. This treasure is entirely in silver pieces. It spills from the ceiling when the secret hatch is opened, like a shower of silvery hailstones pouring directly down on the person who opened the hatch.

CONTINUING

The characters have successfully completed the shrine of I'jin. If there is time, they can attempt to clear another shrine. Let them choose from Handout 1, and go to that set of encounters.

Encounter Bonus

If the adventurers discover the treasure without breaking or opening any of the urns, they earn the encounter bonus.

SHRINE 8 – NANGNANG

As the adventurers follow their guide D'tris toward Nangnang's shrine, they come upon a natural geyser. Unfortunately, the characters are being stalked by predators as they make their way through the jungle.

Use Jungle Map 3 for this encounter. The shaded areas on the map are thick vines and jungle growth (difficult terrain that provides concealment). The geyser is shown in the center of the map (location 5).

8A. OLD UNFAITHFUL

Read the following:

Your guide, D'tris, pauses from hacking at vines to sniff the air. "Ah, yes, it seems my volcanic friend is talkative today. Come, come, there is something special I wish to show you. It's dangerous to wander the jungle, but this sight is worth the risk."

You follow a crudely-cleared path. The already-humid jungle air grows warmer and wetter with every step. Ahead of you, the rocks are mineral-stained, producing an eye-popping array of scintillating colors around a central fissure. Moments after you arrive, a massive geyser erupts, spewing water and clouds of sulphurous gas into the air.

"Isn't that amazing?" she says. "There are hot springs and steam vents throughout Chult, of course, but I think this is the most beautiful. The legends say that the ancient Omuans would throw valuables into the cauldron as an offering to their earth goddess. Of course, I've never been brave enough to try and take a look down there. Might get my face blown off!"

The geyser erupts erratically and quite often, due to the tremendous buildup of pressure beneath the surface. At the beginning of this encounter, and each time it erupts, roll 2d6 to determine how many rounds pass before the geyser erupts again. When the geyser erupts, any creature directly in the eruption takes 1d6 (3) / 2d6 (7) / 4d6 (14) points of fire damage (no save) while those within 15 feet may make a DC 10 + APL Dexterity save for half damage.

The legend of treasure being thrown into the geyser should be enough to persuade the characters to investigate it further, but if they don't take the bait, the guide suggests that they check the caldera to see if any valuables might have been lodged in the rocks and gone unnoticed over the years.

Clambering down into the geyser is dangerous. Wise

adventurers will secure themselves with a rope. The rocks are wet and slippery, so an unaided climb requires a DC 20 Strength (Athletics) check with disadvantage. With a rope the DC becomes 10 and the check is made normally. A character searching the inside of the fissure discovers the **Treasure** on a DC 10 Intelligence (Search) check.

Note the timing of when the geyser erupts, as characters might be caught in the eruption if they are not careful. A DC 15 Wisdom (Survival) or Intelligence (Nature) check allows a character to estimate when the next eruption will take place.

THE ATTACK

While the adventurers investigate the geyser, they are themselves being investigated by some jungle predators who have gotten their scent. These creatures attempt to sneak up, using the thick undergrowth as cover. Resolve this situation as normal using opposed skill checks to determine whether the monsters are able to gain surprise.

Divide the monsters evenly so that they approach from all four corners (locations 1, 2, 3, and 4 on the map). Each monster attempts to pounce on a different character. The guide yelps in fear and crawls into the undergrowth to hide. The monsters ignore him; if all the characters are defeated, he manages to escape and bring help so their bodies can be recovered.

When the monsters attack, read the following:

There is a blur of motion from the thick undergrowth surrounding the clearing, as a number of large jungle cats leap out of the foliage to attack!

APL MONSTERS

- | | |
|----|-------------------------------------|
| 1 | 5 panthers |
| 2 | 8 panthers |
| 3 | 6 panthers, 3 jackalweres |
| 4 | 5 jackalweres, 3 giant hyenas |
| 5 | 4 giant hyenas, 3 sabertooth tigers |
| 6 | 3 sabertooth tigers, 2 weretigers |
| 7 | 4 weretigers |
| 8 | 5 weretigers |
| 9 | 4 weretigers, 1 chimera |
| 10 | 3 weretigers, 2 chimeras |

TREASURE

Wedge into the rocks 30 feet down from the surface inside the geyser is an ancient Omuan idol made of platinum. In order to pry the idol loose, a character must make a DC 8 Strength check (this is why the idol doesn't get blasted into the air when the geyser erupts). It is worth **50/200/400 gp**.

CONTINUING

Assuming the adventurers survive the attack, their guide leads them to the shrine of Nangnang (Encounter 8B).

Encounter Bonus

If the adventurers recover the treasure without taking damage from the geyser, or if they manage to force one of the monsters into the geyser at the moment it erupts, they earn the encounter bonus.

8B. STICKY SITUATION

The rest of the trip to the shrine of Nangnang (NANG-nang) is uneventful. Use the Nangnang Shrine map for this encounter and for Encounter 8C. The adventurers arrive at the location marked 1 on the map. Read or paraphrase the following:

Nestled in a tangle of overgrown trees, vines, and undergrowth is a building made of white marble. The heavy stone doors are carved with images of grung: filthy, goblin-like creatures. Some of the grung depicted in the carvings appear to be half-goblin, half-spider. Others appear to be more spider than goblin.

“I can’t tell you how many times I have looked at these doors,” sighs D’tris. “Imagine the wonders and treasures within! But every time I come here, my fear gets the better of me. Look at those carvings! Hideous. I’m sure I would be eaten alive. Nangnang and his followers had a reputation for being skittish and cruel. But... now that you are here... no, no, I think I’ll wait outside while you do the exploring.”

THE AIRLOCK (AREA 1)

The stone double doors require a total Strength score of 16 to open (from one or more characters working together). They are not locked or trapped, but they grind ominously on the stone of the floor and ceiling as the characters drag them open. The area beyond is a simple 10-foot-square featureless chamber with two more stone doors.

This area functions like an airlock: Neither set of doors will open unless the other set is closed. No amount of Strength will budge the closed doors while the other pair of doors remains open. This mechanism is built deep into the stone and can only be disabled by destroying the doors. The doors have 100 hit points each and resistance to all damage. There are no other ways into the shrine. This becomes important when characters start getting hit by the teleportation trap in Area 3, because that trap deposits its victims back at Area 1, outside the shrine.

WEBBED LAIR (AREA 2)

When the characters open the inner set of stone doors (after closing the outer set), read the following.

Magical torches flare to life, emitting a cold white light but no heat. The interior of the shrine is covered with thick spider webs stretching from floor to ceiling. You can make out the dark shapes of stone columns within each cluster of webbing. There may be carvings or other details on the columns, but it’s hard to tell. A narrow pathway, free from the webbing, snakes around the

chamber. There are no obvious exits apart from the way you came in.

The webbing is difficult terrain. A creature without the Web Walker ability that enters a square of web must make a DC 12 Strength check or be restrained. A restrained creature can use an action to attempt another check, bursting free on a success. A square of webbing can be attacked and destroyed (AC 10; HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). All the webbing in this room is linked high above the floor (the ceiling is 50’ high) so all of the spiders are aware of the locations of all creatures within any square of webbing anywhere in the room.

THE ATTACK

As soon as at least half of the adventurers have entered Area 2, or whenever any character uses fire or damages the webbing, the spiders attack.

Skittering, chittering, cackling shapes rush across the walls and drop down from the ceiling. They look like half-goblin, half-spider hybrids. They babble in a strange, broken dialect of Common. “What the Master sees, the Master kills! What the Master sees, the Master kills!”

The initial set of monsters present in Area 2 is listed below. The driders are half-spider, half-grung (instead of half-drow) but otherwise have normal drider statistics. The grungs can move through and climb the spider webs without penalty.

Each time a character triggers the teleportation trap in Area 3, add one **grung** (APL 1-3), 1 **grung wildling** (APL 4-7), or 1 **grung elite warrior** (APL 8-10) to Area 2. Do not add more total monsters in this fashion than the total number of characters. Once you have added the maximum number of monsters, or if the fight in this area is over when the trap goes off, the trap deals damage instead of summoning monsters. The character that triggered the trap takes 1d6 (3) / 2d6 (7) / 4d6 (14) points of force damage with no save.

Gladiator Grung: At APL 8-10, use this unique monster. Take a **gladiator** (MM 346) as the base creature and add the following traits:

Amphibious. The gladiator can breathe air and water.

Mounted Combatant. The gladiator grungs use the phase spiders as mounts, gaining the benefits of this feat (PH 168).

Poisonous Skin. As grung (*Volo's Guide to Monsters* 156) but increase the Constitution save DC to 14.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

APL MONSTERS

- | | |
|----|---|
| 1 | 3 giant wolf spiders, 4 grungs |
| 2 | 7 giant wolf spiders, 1 grung wildling |
| 3 | 6 giant wolf spiders, 3 grung wildlings |
| 4 | 6 giant spiders, 1 grung elite warrior |
| 5 | 3 phase spiders, 3 grung elite warriors |
| 6 | 4 phase spiders, 2 grung elite warriors |
| 7 | 6 phase spiders, 2 grung elite warriors |
| 8 | 4 phase spiders, 2 gladiator grungs |
| 9 | 4 phase spiders, 4 gladiator grungs |
| 10 | 6 phase spiders, 6 gladiator grungs |

TELEPORTER TO AREA 3

The central area of Area 2 (marked T on the map) is a teleporter to Area 3. Each of the four columns in Area 2 has a lever on it. Only a character standing adjacent to the column in a square that has been cleared of webbing can pull a lever. When any of the four levers are pulled, every character and monster standing on the teleporter (not flying above it) is immediately moved to Area 3, appearing in a random location determined by rolling 1d8.

Note: This encounter can be hard to visualize when using theater of the mind. If possible, sketch a small version of the room layout (not to scale) to help players understand the basic layout. This should not be used as a map with miniatures or to calculate distances.

TREASURE

A cocoon hangs in the webbing 20 feet above the floor. If the characters burn all the webbing in the room then they automatically destroy this cocoon; otherwise, the dark shape can be picked out with a DC 15 Wisdom (Perception) or Intelligence (Search) check. The characters can climb the webbing to carefully cut the cocoon open, pull the cocoon down to open it on the floor, or burn it out with fire where it hangs, but if they completely destroy it while it is still suspended in the air, the contents fall to the floor and shatter unless the adventurers have taken care to guard against this possibility.

Glass Bones. Through some mysterious alchemical or magical process, the goblin skeleton inside the cocoon has been turned into glass. As a scientific curiosity, the intact skeleton is worth **100/250/500 gp**. If it shatters, it is still worth half the original value as a reagent (powdered glass goblin bones are not exactly common).

Potion. There is a vial in the cocoon. It contains a *potion of healing* / *potion of greater healing* / *potion of superior healing*.

Carved Arrow. This arrow is ornamental, carved with teachings sacred to Nangnang. It is a minor relic of Nangnang and worth **100/250/500 gp**.

CONTINUING

The characters may wish to defeat all the monsters before messing with the levers. If they do, then the trap in Area 3 deals damage instead of summoning more monsters. It's also possible that some of the monsters will end up in Area 3 if they are on the teleporter when the adventurers activate it. As a result, depending on how the characters approach this situation as a whole, you may have a running battle between Areas 2 and 3, potentially with characters needing to be let back in through the airlock after the trap in Area 3 deposits them outside the shrine at Area 1. Running this encounter using Theater of the Mind, the main things to track are where everybody is at all times and which set of airlock doors is currently open.

This battle can end up being quite tough for the adventurers to manage due to the potential for characters to be spread out across three different areas. If the party decides to retreat outside the shrine and close the outer doors, they can take a short rest; the spiders and grungs cannot open the outer doors. Any monsters from the original set that are slain are not replaced when the characters return after a short rest, but the trap can add more if it is triggered. If the adventurers leave the area, take a long rest, and return, then they must face the full original complement of monsters again.

Encounter Bonus

If the adventurers recover the treasure without damaging it, they gain the encounter bonus.

8C. GO FOR THE EYES!

The heart of the shrine of Nangnang is only accessible via the teleporter in Area 2. As soon as any character enters this area, determine whether that character can see in pitch blackness or not. There are no light sources in this room. If the character has darkvision, or activates a light source, read the following:

This large octagonal chamber has high walls. The floor slopes downward to a large dais in the center. Atop that dais is a statue of a four-armed, four-headed Grung. All eight of the eye sockets are filled with onyx gems. In each pair of hands the statue clutches a spear.

The four heads turn from side to side, as if scanning different parts of the room. There is nowhere to hide, but the statue can't quite see everywhere at once, either.

THE STATUE

The star in the center of the map of Area 3 represents the four-headed statue of Nangnang. The statue is both a trap and the housing for the relic of that the characters seek. When any creature enters this room via the teleporter from Area 2, roll 1d8 to determine which section the character lands in. (Roll separately for each creature teleported into this area.)

The statue has its own initiative count and always goes last. When the statue acts, roll 4d8. If you get any duplicate numbers, reroll them until you have four distinct numbers. These are the four sections of the room that the statue "scans" this round. All the monsters are servants of Nangnang; the trap ignores them. Any creature other than a servant of Nangnang has only an instant to try and dash out of sight.

When it tries to scan a character, the statue makes an opposed Perception check with a bonus equal to twice the APL against the targeted character's Hide check. If both of the head's eye sockets still have gems, then the statue's check is made with advantage. **If the character wins**, then the trap does not see the character.

If the trap wins, then the character may use a reaction to move into an adjacent section that is not being scanned with a successful Dexterity save (DC 12 / 15 / 18). If both adjacent sections are also being scanned, if the character doesn't have a reaction available, or if the character fails the save, then the character has been spotted.

When the statue sees an adventurer, it points a spear at that character and says "What I see, I kill!" This causes the character to be teleported outside the shrine, to Area 1, and may also add a monster to Area 2 or cause the character to take damage, as described in Area 2. The other adventurers will

have to open the airlock for the missing character to be able to get back into the shrine.

A character adjacent to the statue on his or her turn can use an action (and/or a bonus action, if available) to pry one of the gemstones out of one of the four heads. This requires a DC 10 / 12 / 15 Strength or Dexterity check (tools can provide advantage, but getting them out while avoiding the statue's gaze might be a neat trick). The statue and the gemstones are magically protected from physical and magical damage by the power of Nangnang, so destroying them outright is not an option. When a character successfully removes a gemstone, the statue screams in pain and makes an attack against that character as a free action: 4+APL to hit, 1d6 (3) / 2d6 (7) / 4d6 (14) piercing damage on a hit. This damage is considered magical and adamantine. The statue cannot make more attacks in a round than it has active heads.

When both gemstones are removed from a head, that head falls inert and no longer scans the room. (Stop rolling dice for that head on the statue's turn.) The spears cannot be removed from the statue until the trap has been deactivated.

When all eight gemstones have been removed, Nangnang is "blind" and the trap deactivates. Read:

The four-headed statue releases its two spears, which fall to the ground. A compartment in the center of the statue's torso opens, revealing a stone tablet and a strange white cube.

TREASURE

The treasure in this area consists of the gemstone eyes of the Nangnang statue, the two spears, and the contents of the secret compartment.

Puzzle Cube. This mysterious cube is carved with the sigil of Nangnang along with other glyphs in ancient Omuan. The characters cannot do anything with it at the moment.

Tablet of Ubtao. This stone tablet contains part of the message necessary to understand how to use the puzzle cubes to open the way to the Temple of Ubtao. See **Player Handout 3**.

Spear of Nangnang. The spear is a **major relic of Nangnang**, worth **200/500/750 gp** to the adventurers' patron.

+2 spear, with the Gleaming and Unbreakable properties (DMG, p. 143). The non-relic spear is preternaturally sharp, having avoided the ravages of time through powerful magic.

100/400/700 gp worth of onyx gemstones. With the

trap deactivated, the gems that were in the statue's eyes become mundane, but they are still valuable.

CONTINUING

The characters have successfully completed the shrine of Nangnang. If there is time, they can attempt to clear another shrine. Let them choose from Handout 1, and go to that set of encounters.

Encounter Bonus

If a character is able to use multiple actions on the same turn to remove both gemstones from a single head of the statue, the characters earn the encounter bonus.

SHRINE 9 — OBO'LAKA

As the adventurers follow their guide N'tul through the jungle, they come to an area where a dimensional rift has just opened and monsters come pouring through. They must use fragments of relics in the area to seal the rift if they don't want to leave a danger behind them.

Use Jungle Map 3 for this encounter. The shaded areas on the map are thick vines and jungle growth (difficult terrain that provides concealment). Where the rift appears is location 5, but is not on the map when the adventurers first enter the area.

9A. CHAOS RIFT

Read the following.

Your guide, N'tul, consults some trail signs at a fork in the road. Two equally faint trails lead in different directions. "Hmm, let me check my notes... yes, yes, there's a shortcut we can take. We'll just cut through here." He produces a machete and slashes several thick vines before plunging into the jungle in a direction different from both trails. "And I do mean CUT through here!"

When the main encounter begins, the adventurers should be in the center of the map, in the area marked 5. They can get there by walking along any of the four trails, but the guide encourages everyone to keep together, because the jungle is dangerous.

THE ATTACK

When at least half of the adventurers are in Area 5, read:

You reach a clearing where the ground is covered with broken cobblestones. Bits and pieces of ruined buildings can be seen through the thick vines and thorny briars that cover the landscape. N'tul says, "This was once a temple of some sort, I think... let me check my notes... yes, yes, that was the main altar... and there should be some smaller altars nearby, as well... but unfortunately this is not the shrine we're looking for. I'm not sure who... or what... might have been worshipped here."

Suddenly there is an explosion of light in the center of the clearing, and a thin red crack appears floating in the air. Clawed hands reach through and rip it open as demonic creatures begin pouring through!

Divide the monsters evenly between the adventurers, putting all the monsters within 20 feet of the dimensional rift.

Note: Describe all the monsters in this encounter as chaotic abominations from a mysterious outer plane – claws and tentacles everywhere. It would seem that at least some of the Omuans occasionally messed with Things Man Was Not Meant to Know™.

APL MONSTERS

1	2 mud mephits, 3 steam mephits
2	4 mud mephits, 4 steam mephits
3	2 maw demons, 1 nothic
4	3 maw demons, 2 nothics
5	4 maw demons, 3 nothics
6	4 nothics, 2 hook horrors
7	3 hook horrors, 1 tanarukk
8	3 hook horrors, 2 tanarukks
9	4 hook horrors, 2 tanarukks
10	3 hook horrors, 3 tanarukks

CLOSING THE RIFT

The rift is 10 feet wide and 10 feet high and is blocking terrain. Any character that tries to enter the rift or is forced into it falls prone and suffers 1d6 (3) / 2d6 (7) / 4d6 (14) points of a random type of elemental damage.

If a character examines the altar, they can determine with a successful DC 10 Intelligence (Arcana or Religion) check that there was once a ward around it, but the ward has been broken. The ward consists of a chain of small statues of squid-like creatures. Four of the statues are missing. If none of the adventurers notices this, the guide (who is hiding behind the altar) tells them about it at the beginning of the second round. *"Hey, it looks like there was a ward of some kind here, but it's broken! These statues seem to be significant ... let me just check my notes... there must be more altars nearby that we can... um... borrow from, right?"*

There are four smaller altars at the locations marked 1-4 on the map. Each of these altars has a pile of broken statues on it. There is one intact statue in each pile, which can be located with a successful DC 10 Intelligence (Search) check. As long as the rift remains open, additional monsters come through every 1d4 rounds. Choose one monster from the list for the APL and add it to the battle.

When the four smaller statues are placed in the missing spots around the altar, the rift closes and any remaining monsters are dispelled (they can stick around for a round or two if the fight is just getting good, but it's appropriate to reward the characters for taking the time to close the rift under time pressure instead of killing all the monsters first).

TREASURE

Once the rift is closed, the altar shatters, making it safe to take

the statues (this can be confirmed by appropriate skill checks).
The statues are worth **50/200/400 gp** to any collector of
weird and disturbing sculpture.

CONTINUING

Assuming the adventurers survive the attack, their guide leads
them to the shrine of Obo'laka (Encounter 9B).

Encounter Bonus

If the adventurers close the rift before defeating all the monsters in
combat, they earn the encounter bonus.

9B. REFLECTING POOL

The rest of the trip to the shrine of Obo'laka (oh-boh-LAH-kah) is uneventful. Use the Obo'laka Shrine map for this encounter and for Encounter 9C. When the adventurers reach the shrine, they are outside the double doors leading to Area 1. Read or paraphrase the following:

N'tul smiles triumphantly. "Annnnd... here we are! Just as my notes indicated."

A small building stands at the edge of a lake. The walls and ceiling are overgrown with vines and moss, making it impossible to tell what materials were used in the construction. Stunted trees dot the area around the shrine. Amidst the branches you see a number of small bear-like creatures. They study you curiously.

These creatures are **zorbos** (ZOR-boh), omnivores similar in appearance to koala bears. They have long claws and a dour disposition. This particular group is more interested in eating than in fighting. If the characters do not take hostile action, the zorbos continue to watch them placidly. If the adventurers attack (AC 15 in the trees; 27 hp; Athletics +4; magic resistance) then the zorbos scatter without putting up a fight... for now, at least.

The doors to the shrine are unmarked, not locked, and not trapped, but they are rusted shut and must be forced open. When the adventurers prepare to enter the shrine, their guide calls out a warning:

"Be careful in there! I have something about this in my notes... yes, yes! Obo'laka is known to be nervous and obsessive. I'd double-check everything if I were you. Good luck!"

With the doors forced open, light streaming in from outside illuminates a triangular-shaped room with a large pool of clear water in the center. Two doors on the far side are closed and locked with heavy chains and gleaming golden padlocks. A floor-to-ceiling mirror makes the room appear larger.

Despite the miserable exterior, everything inside the shrine is magically preserved by the power of Obo'laka. The mirrors are normal and nonmagical. The pool is 20 feet deep. It is filled with dozens of keys. The chains and locks on the two doors do not show any sign of rust or damage.

THE ATTACK

After the adventurers have had an opportunity to examine the features of the room, continue:

The water in the pool begins to swirl, then rises up in a vortex that lashes out as if alive!

As the water creature in the pool attacks, the shrine's magic begins summoning **zorbos** from outside the shrine to harry the intruders. On the second round of combat, a number of zorbos equal to half the APL rounded down (minimum 1) appear and join the fight. If the characters attacked or harassed the zorbos outside the shrine, then the summoned zorbos all have maximum hit points and make attacks with advantage.

APL MONSTERS

1	1 mimic
2	1 water weird
3	1 mimic, 1 water weird
4	2 water weirds (1 max hp)
5	1 water weird (max hp), 1 water elemental
6	2 water elementals
7	1 young black dragon
8	1 water elemental, 1 young black dragon
9	2 water elementals, 1 young black dragon
10	2 water elementals (max hp), 1 young black dragon (max hp)

TREASURE

Amidst the pile of keys are a few sapphires and a potion vial.

Sapphires. Blue gems worth **100/250/500 gp**.

Potion. A crystal vial in the pool contains a *potion of healing/potion of greater healing/potion of superior healing*.

CONTINUING

The adventurers must open the two locks simultaneously in order to release the magic and open the doors. Most of the keys are obviously the wrong size and shape to fit the locks. Only two of the keys are identical: this can be determined with a DC 12 Intelligence (Investigation) check. The problem is that the locks are mirror opposites of one another, so the keys only fit one of them. The solution is to touch one of the keys to the mirror, which causes it to become a reflection of itself, allowing it to open the lock with opposite chirality. When both keys are turned in the locks at the same time, the doors open.

If the adventurers cannot solve this puzzle, they can force the doors open, but the locks explode, dealing 1d10/2d10/4d10 cold damage to everybody in the shrine. The locks can be

picked with a DC 25 check, but both have to be picked simultaneously to release the magic without triggering the trap.

Encounter Bonus

If the adventurers unlock the doors without destroying them or triggering the trap, they earn the encounter bonus.

9C. WRITTEN IN THE STARS

When the adventurers open the doors marked L and R, they can enter Area 2. They must solve the puzzle in this room while fighting off monsters in order to reach the center of the shrine.

This room is larger than the first, although it is divided into smaller sections by stone partitions. The north side of the room is dominated by a curved dome, which has three hatches set into its surface, each large enough to admit a person. Small altars are placed at the cardinal directions on the other walls.

A voice whispers in the air: “Follow my routine. Carry three different breezes from sunrise to sunset to discover the keys.”

The seven altars (one at every compass point except north) each have the front half and the back half of a key. Each of the three hatches has a keyhole, and as with the previous room, all three must be unlocked simultaneously. The way to correctly fulfill the instructions is to carry the front halves of the keys from the eastern side of the room (where the sun rises) to their opposite directions on the west side of the room (where the sun sets). So, the adventurers should match the northeastern key front with the southeastern key back, the eastern key front with the western key back, and the southeastern key front with the northwestern key back. All the key fronts and all the key backs fit together, so the only way to find out if a key is correct is to try it in one of the hatches. Once all keys have been assembled, any key will fit any hatch; the only requirement is that all three keys be turned at the same time.

THE ATTACK

The listed monsters do not appear until the adventurers interact with the features of this room. As soon as any character tries to pick up one of the keys, the adventurers hear a giggling sound and a gust of wind blows past, moving the key out of reach. The voice speaks:

“Did you think that the breeze would simply obey you? No!” The giggling turns to screaming, and the laughter becomes insane as the “breeze” attacks.

APL MONSTERS

- | | |
|---|--|
| 1 | 1 gibbering moulder |
| 2 | 1 gibbering moulder (maximum hit points) |
| 3 | 2 gibbering moulthers |
| 4 | 2 gibbering moulthers (maximum hit points) |
| 5 | 1 gibbering moulder (max hp), 1 air elemental |
| 6 | 1 gibbering moulder, 1 air elemental (both max |

hp)

- | | |
|----|---|
| 7 | 1 gibbering moulder (max hp), 2 air elementals |
| 8 | 1 gibbering moulder, 2 air elementals (all max hp) |
| 9 | 1 gibbering moulder (max hp), 2 invisible stalkers |
| 10 | 2 gibbering moulthers (max hp), 2 invisible stalkers (max hp) |

OPENING THE SPHERE

If the adventurers complete the rite incorrectly, the keys fly apart and go back to their altars, and the voice mocks them. Everybody who turned a key in one of the locks (whether that key was right or wrong) takes 1d6/2d6/4d6 points of electricity damage.

Once all three keys have been assembled and turned properly, the voice sounds pleased:

“I see that you understand the value of routine. Very well!” The hatches pop open, and on the inside of the small domed chamber beyond, you see a statue of a zorbo holding a glass sphere filled with points of light. The lights begin glowing, projecting a field of stars onto the inside of the dome. “Now tell me what is left to follow and you shall have your reward. The answer you seek is written in the stars!”

THE STARS

The star field projected onto the dome is constantly rotating as the globe spins in the zorbo statue’s hands. Show the players **Handout 9C**, but do not let them hold it or write on it. The adventurers have to solve the puzzle while the stars are moving, so the players have to stare at the puzzle page from afar. Feel free to move it around a little bit as the globe rotates, but don’t make this too annoying.

Connecting the stars in the proper order spells out LINES, which is something that a slave to routine such as Obo’laka can appreciate. When the characters say the command word, the glass sphere unlocks from the statue, which also lifts away from its base to reveal a secret compartment beneath. The “stars” projected on the dome turn into gold coins and fall.

TREASURE

The glass orb is much sturdier than it appears and does not break when the statue drops it. A puzzle cube, a tablet, and a magic item are in the secret compartment.

Puzzle Cube. This mysterious cube is carved with the sigil of Obo’laka along with other glyphs in ancient Omuan. The characters cannot do anything with it at the moment.

Tablet of Ubtao. This stone tablet contains part of the message explaining how to use the puzzle cubes to open the way to the Temple of Ubtao. See **Player Handout 3**.

Orb of Obo'laka. The glass orb is a major relic of Obo'laka, worth **200/500/750 gp** to the characters' patron.

Periapt of Wound Closure. Found in the compartment beneath the statue.

100/400/700 gp. These "stars" fall from the sky when the characters solve the puzzle.

CONTINUING

The characters have successfully completed the shrine of Obo'laka. If there is time, they can attempt to clear another shrine. Let them choose from Handout 1, and go to that set of encounters.

Encounter Bonus

If the adventurers perform the key ritual correctly on their first try, they earn the encounter bonus.

CHALLENGE OF UBTAO

During Round 1, each table must take part in a series of physical and mental challenges. (This takes place instead of having all tables stop at the same time to solve a puzzle.) Open HQ will assign your table a time slot and give you a reminder card. We can only accommodate one team at a time to run the challenge course, so your table won't know their results until after all tables have completed the course (which will happen by the end of Round 1's timeslot).

When your table's assigned time slot arrives, an HQ volunteer will come to your table and fetch the players. To avoid spoilers for teams that haven't competed yet, the challenges take place in a separate area. Whatever action is currently taking place at your table simply pauses. In order for all teams to finish, **we cannot delay your time slot for any reason.** Make sure the players are aware of their assigned time so that people aren't gone for bathroom breaks or other reasons when the time comes. The goal is for this to take no more than 15 minutes per team (spread out over the course of Round 1).

THE LORD OF DINOSAURS

Ubtao is the Lord of Dinosaurs. In order to prove themselves worthy, the adventurers must empower a dinosaur spirit totem. The players must complete physical and mental challenges in order to add power to the spirit totem.

The obstacles chosen by Ubtao are based on the dinosaur races popular in Port Nyanzaru, with each of the four challenges representing an obstacle their racing dinosaur must face. The teams get a list of all four obstacles in advance and must decide which player will attempt each obstacle: no player may attempt multiple obstacles unless the table has fewer than 6. If the table has 7 players then the team must choose one person to sit out.

Each obstacle is supervised by a HQ volunteer with a stopwatch. As the DM, you are free to come and watch, but you won't need to do anything, so this is a good time for you to take a break if you need one. This is supposed to be fun, so the obstacles are a bit silly. They are, of course, challenges for the player, not for the player's character, so the players do not need to bring their character sheet/dice/etc. with them. (They are playing a dinosaur spirit, not their character, so the character's skills/abilities would not matter anyway.)

Obstacle 1: Craft (dice tower) check. Two players working together must stack d6s until the height of the tower reaches a specified level and remains standing for a count of three. A limit of 90 seconds is given for the building time, and the countdown time should be visible. The player could go for a wider base (slower but more stable) or take a risk and try for a single-die stack (faster but greater risk of it toppling).

Scoring: The table score is twice the height of the tower, not

counting any dice used to strengthen the base (a 4x4 tower is still only 4 high).

Setup: 30-40 D6s are needed, but more can be used.

Obstacle 2: Intelligence (Mathematics) check. Two players are given a dice bag with a mixture of dice of all sizes and must, in 2 minutes (with points for finishing sooner), determine the total number of sides (d4 = 4, d6 = 6, etc.). The players are allowed to dump the dice out of the bag, sort them, etc. and may use pencil and paper (but no phone calculators) to derive the answer.

Scoring: The table receives 50 points for a correct answer, plus the number of seconds left on the timer. A wrong answer was a penalty of -10% to their final score.

Setup: A large number of dice of all sizes, from d4 to d20. At Origins dice with a total of 768 sides were used (about 11-14 of each kind of die).

Obstacle 3: Intelligence (Investigation) check. One player is given a bag filled with baby blocks (the kind that have embossed / raised letters on them) and in two minutes must determine what each letter is using only their sense of touch (they cannot take the blocks out of the bag). The letters anagram to a common D&D term.

Scoring: 5 points for each letter identified, plus 30 points for solving the anagram. You may allow 10 points if part of the word was solved (NIGHT or MARE).

Setup: Several wooden baby blocks with embossed letters. The Origin convention used blocks that spelled NIGHTMARE when the anagram was solved correctly (which few tables did).

Obstacle 4: Archery competition. One player is given a toy bow and limited ammo (5 or 6 shots works well). The player attempts to hit several zones on a target (for example, circles drawn on a poster of a monster) from a designated distance.

Scoring: 5 points for hitting the overall target, but 15 points for each specific target hit.

Setup: A foam-launching bow or crossbow or gun, found in toy stores. Provide a target (a human-sized green devil face was used at Origins) and test a suitable distance and places on the target the archer should try to hit. At Origins, on average about 1 in 5 shots hit its mark.

SCORING THE CHALLENGES

Determine the highest scoring table for each obstacle

event: Open HQ provides certs and lets the table DM know to award points for winning the event.

Determine best overall table: Because setup and points vary across event, we recommend normalizing each obstacle's score to determine the table's final score. Once all teams have competed, HQ will order the scores from fastest to slowest for each individual obstacle event. The best team gets a score of 100 points for that event. Every other team gets a number of points determined by normalizing their score against the best. For example, if the best score is 80 points, a team that scored 60 points would score 75 points ($100 / 80 * 60 = 75$). To determine each team's final score, add up their four normalized event scores, giving each team a total of up to 400. Open HQ will provide certs and a point bonus to the winning table.

Totem Strength: In addition, HQ will provide each table's DM with the normalized score. *The score determines the strength of each table's spirit totem during Round 2 when the Giant T-Rex of Doom (run by Open HQ) visits their table.*

ROUND ONE SPECIAL ENCOUNTER

This encounter is meant to be run by VIP DMs during Round One of the Open. Tables can be called over at any point, preferably immediately when they complete an encounter at their regular table, or at the very start of the adventure if possible.

This encounter has a hard time limit. Once the encounter begins, the table has exactly 45 minutes to complete the encounter. Once 45 minutes has expired, read the final read-aloud text based on success or failure.

The theme of the encounter is the spirit of Ubtao, the lost god of Chult, testing explorers of his realm. He punishes those unworthy and rewards those passing his test.

As you catch your breath, a wave of vertigo washes over you. In the blink of an eye you find yourselves in an underground chamber. Two statues face each other. One is a reptilian humanoid bearing holy inscriptions associated with the Chultan deity Ubtao, and the other is a robed wizard wielding a rod in one hand and an orb in the other. A large mahogany throne sits against one wall, facing the wizard statue. The Ubtao statue is old and weathered, its pitted granite covered in lichen. The wizard statue is new and chiseled from white marble.

The only exit from the chamber is a hallway that is somehow filled, floor to ceiling, with water. Some sort of energy field keeps the water from flowing into the room. Moss and lichen thrive on several of the flagstones.

INVESTIGATING THE ROOM

Ubtao Statue. When an adventurer investigates this statue, they note the statue rests on several rollers that allow the statue to be pushed. Call for a DC 10/10/15 Intelligence (Investigation) check. On a success, the adventurer sees that the statue is held in place by a locking mechanism. The mechanism is also covered in runes. It can be unlocked with a DC 15/20/20 Dexterity (Thieves' Tools) check, or a magic word can be spoken to release it. (See **The Test** below for details on moving the statue.)

Wizard Statue. This statue of white marble is free from the moss and lichen that covers the rest of the room, suggesting it has not been here long. It portrays a human wizard with a sinister sneer.

Mahogany Throne. The mahogany throne, like the wizard statue, is relatively free of lichen and moss. The first adventurer to sit in the throne hears a voice in their head: **"Pierce the**

labyrinth. Speak those words and get me to safety."

Speaking the phrase "pierce the labyrinth" releases locking mechanism.

For the rest of the Open, this character thinks they are the leader of their party. They demand others do as they say without question." Provide the player with inspiration if they immediately start roleplaying this new trait.

Water Passage. Adventurers can tell without a check that some sort of force field prevents the water from leaving or anything from entering the passageway. Only when the reptilian statue is pushed into the passageway can the adventurers travel through the passageway it.

THE TEST

When the adventurers either remove the locking mechanism from the statue or sit on the throne, the test begins. Read:

The reptilian statue speaks in Common. "My realms has been invaded, just as this holy place has. I must return to defend my children, but I need assistance. You must get me through the veil of water to my homeland."

The wizard statue chuckles and speaks in a cold, sneering response. "Your land is now my laboratory. And it shall remain so." At various points in the room, the moss and lichen grow into humanoid-shaped creatures. Creatures then emerge from these plant-wombs, rippling with magic and deadly blades.

If anyone is sitting on the throne when the statues are triggered, they are thrown unceremoniously against the far wall. A successful DC 10/13/15 Dexterity saving throw is needed to avoid 1d6/2d6/4d6 bludgeoning damage.

To pass the test and win the day, the adventurers must push the reptilian statue of Ubtao from its current location through the watery passage to the portal at the end of it.

Pushing the Statue. Pushing the statue requires an action and a DC 5 Strength check. This allows the statue to be moved 5 feet. A DC 10 check moves it 10 feet, a DC 15 gives 15 feet, and a DC 20 check gives 20 feet. Momentum allows a DC 5 check to maintain the speed from the previous round—if the statue was pushed 15 feet during the previous round, a DC 5 check continues that 15 feet, while a DC 20 would increase that to 20 feet for the round. If there is no movement in a round, the check must be made from the beginning. Only one person can push the statue in a round, although someone can use an action to assist and give advantage on the check.

Once the statue makes contact with the watery passage's force field, that field lets creatures pass through it, although the

water stays there.

Traversing the Watery Passage. Moving through the water is a strange experience. It can be walked through and does not restrict movement, but characters who cannot breathe water must hold their breaths. A DC 5/5/10 Constitution saving throw is required at the start of every turn a character begins in the water, after the first round. On a failure, the character chokes and takes 1d6/2d6/4d6 bludgeoning damage and is expelled to the end of the passageway, back into the room.

The monsters cannot block the adventurers from pushing the statue. They move to the side as if repelled by it.

MONSTERS

The monsters cannot be killed until the statue of Ubtao is fully inserted into the watery hallway. If they would be dropped to 0 hit points, they drop to 1 instead.

Tier 1	1 vegepygmy chief, 5 thorny
Tier 2	1 wood woad, 5 vegepygmy chief
Tier 3	1 treant, 6 wood woads

These monsters are optimized for levels 3, 6, and 9. Adjustments should be made if the table's party level is higher or lower within the same tier. For example, a level 1 party should face only 2 thorny instead of 5, or replace the thorny with a suitable CR 1/2 monster instead of thorny. Use your best discretion based on how things go for the table.

CONTINUING

If the adventurers succeed in getting the statue through the portal within the 45-minute time limit, read:

As the statue disappears through the portal, the vertigo washes over you again, and you regain your senses in the spot you were before your strange encounter. At your feet is a leather tarp covering something. A faint voice in your head says, "With heroes such as you, there is hope yet for Chult."

Reward for Success

Each character gains inspiration. In addition, under the tarp, there is **750/1500/3000 gp** as well as **boots of elvenkind**.

If the adventurers fail in getting the statue through the portal within the 45-minute time limit, read:

The sense of vertigo sweeps over you as you struggle against the

pull of teleportation. A cold, sneering voice in your head says, "My domination will be easier than I had thought." When you regain your senses, you are back where you were before being pulled into this strange encounter.

Reward for Failure

While the adventurers gain no treasure or other benefits from their failure, they can now use hit dice as if they took a short rest. Characters of levels 1-3 also regain all their hit dice if they are lacking any before they use them. This benefit does not allow any other benefits of taking a short rest.



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HANDOUT 1 — THE PATRONS OF PORT NYANZARU

The city of Port Nyanzaru, the largest port in Chult, has been abuzz lately with the rumor that explorers stumbled upon nine hidden shrines, one for each of the nine dead trickster gods of Chult. These shrines were found deep within the jungles of Chult, near Lake Luo. The Merchant Princes, as well as some other power groups in Port Nyanzaru, are putting together exploratory parties to investigate one of the shrines.

You can choose to work for one of the nine Merchant Princes (or other groups) to explore a specific temple. Each Merchant Prince has secured the services of a guide that can lead you directly to one of the hidden shrines. Your employer expects you to arrive safely at the shrine, secure any minor or major relics dedicated to the trickster god of that shrine, clear the shrines of any dangerous creatures or effects, then return to Port Nyanzaru with the relics. Any other treasure you find (apart from the trickster god relics) are yours to keep. Each Merchant Prince (or power group) offers different terms and has the directions to a different shrine:

- Ekene-Afa, a former gladiator and dealer in weapons and armor, wants you to explore the shrine of Moa, the brave trickster god of truth and kindness. She offers you a +1 simple or martial melee weapon (from the DMG) for your group. She has hired a guide named Tellemba to escort you. Tellemba is a wild-eyed halfling who giggles to herself, as if she is hearing some joke that only she understands.
- Ifan Talro'a, an old man with wrinkled skin and a sour expression, wants you to explore the shrine of Shagambi, the wise and virtuous trickster goddess of mercy and diligence against evil. He offers you 3 spell scrolls containing *thunderwave* written at level 3/5/7. The guide he hires for you is Drook'la, a morose tabaxi who whines pitifully about the humidity and the terrible dangers of the jungle.
- Jessamine, an enigmatic merchant wrapped completely in black bandages and billowing robes, deals in plants, herbs, poisons, and sanctioned assassination. She offers you safety while in Port Nyanzaru, +1 simple or martial ranged weapon, and her guide Aksis. Aksis wears black robes, but her pockmarked face and waist-length braided hair are not concealed. She wields two machetes and curved daggers can be seen on her belt. She knows the secret way to the shrine of I'jin, who teaches us to take an unpredictable path.
- Jobal "the Spider" has a body riddled with scars and tells tales of daring escapes and treasures won. He greets you in a dark warehouse, his throne perched atop a mountain of goods. His agents display for you his offer of 2 potions of hill giant strength. Jobal has hired your guide, Lao'zhan, a dismissive and overconfident blue-green lizardfolk. Lao'zhan knows the safe path to the shrine of Wongo, the violent and reckless god... if you have the courage to follow!
- Kwayothé is calm and contemplative in a way that is both serene and menacing. Beautiful and intelligent, she directs a coterie of equally beautiful staff as she deals in fruit, wine, ale, perfume, and cosmetics. She offers you 2 potions of invisibility and maps to the shrine of Nangnang, a self-serving god said to gather great treasures. The guide she hires for you is D'tris, a young and enthusiastic Chultan said to be an expert in the land's natural wonders.
- Wakanga O'tamu deals in knowledge, information, lost lore, potions, and scrolls. From his palatial tropical home he offers you 12 antitoxins and presents your guide, Z'ora. The short woman wears her hair in five long braids and wears a half-mask made from a polished opalescent shell. She claims to have already taken you to the shrine of Unkh, the ever-patient god of contemplation, in her dreams. She says one of you will die, but the rest will be wealthy if she is your guide.
- Zhanthi is a wise old trader dealing in gems, jewelry, cloth, and armor. She offers you an extra 600/1200/2400 gold pieces. Her guide is N'tul, a tall Chultan man who claims to be a cartographer of great capability, carrying scrolls filled with geographical notes. N'tul knows the exact moment when to approach the shrine of Obo'laka, an obsessive god who demands exact routines.
- The famous explorer Volo Gessarm is in Port Nyanzaru on a book tour. He has gained information on one of the shrines, and he wants to hire a group to investigate the shrine of Papazotl, the shrewd and conniving god of obedience. Volo offers 3 potions of healing/greater healing/superior healing. A young female human with a shaved head and many tattoos named Qali (KAHL-lee) would be your guide. She speaks very little and communicates mostly with hand gestures.
- Zindar the harbor master is a sorcerer with golden skin. He brokers two trade agreements and survives an assassination attempt, all while offering you a set of +1 light or medium armor and introducing you to Dala-Mara. She appears to be a tall human, but

refuses to remove the cowl of her cloak and wears a wooden frog mask. In a hoarse whisper, she claims to be an accomplished tracker. She knows the path to the shrine of Kubazan, the god who knows no fear.

You may choose just one shrine to begin. If you clear that shrine and return the relics, you can then contact a different guide to attempt a second shrine. This continues until time runs out. You may also abandon a quest if you find it too difficult or impossible to complete, and start on another quest. However, if you abandon a quest, you must return any payments that the Merchant Prince (or other power group) gave you prior to leaving on your quest for them.

Your guide can speak and translate ancient Omuan. The guide will avoid combat, staying behind cover and safe from damage. Should you ask them to take actions while you are in combat, they will do so... but will then become a valid target.

HANDOUT 2 — PLAYER SCORING

While the D&D Open is a scored event, this event is all about having fun. There are plenty of ways to “win”. Most of them are a secret, and your DM may not share any scoring information not shown on this sheet. You are asked to track a few “achievements” on this sheet. Please let your DM know as you add anything to this sheet. You should only use one form per table.

EQUIPMENT, SPELLS, AND PARTY COMPOSITION

These questions help us assess your readiness for the event. There are also some choices you may make. You may voluntarily (and safely) leave equipment behind before starting play. You may replace any magic item with its mundane counterpart for the duration of the event (for example, leaving behind a magic weapon and bringing the mundane form of the exact same weapon).

Total number of uncommon magic items (including consumables) the party has at the beginning of the event	
Total number of rare magic items (including consumables) the party has at the beginning of the event	
Total number of very rare magic items (including consumables) the party has at the beginning of the event	
Total number of legendary, special certified, or named magic items (including consumables) the party has at the beginning of the event (Hazarawn, Dawnbringer, Ironfang, Windvane, Drown, Tinderstrike, an Oathbow, Shield Guardian, etc.)	
If your party has magic items but would like to forego bringing any magic items at all, inform your DM	
If you have spellcasters with the ability to cast spells that remove creatures from play, such as <i>Banishment</i> , <i>Hypnotic Pattern</i> , or <i>Counterspell</i> , please inform your DM the first time you cast such a spell. If you reach the end of the event and have not cast any such spells, also inform your DM.	
Does your party lack the ability to heal damage by spell or class ability during the adventure?	
Would each adventurer that normally wears armor like to choose not to wear armor or benefit from AC-granting spells during the entire event?	
Do all adventurers in the party play the same adventurer class?	
How many D&D Adventurers League factions are represented at the table?	

RESTS

Parties may rest as often as desired in Round One, but resting carries a cost. Please inform your DM each time you would like to take a short or long rest. The rules for Round Two will be explained at that time. "Mu-ha-ha-ha!"

Number of short rests taken	
Number of long rests taken	

PERFORMANCE

Please help your DM by calling out when any of the following take place.

Each time an adventurer dies non-voluntarily, and if you have died previously during this adventure	
Each time the party has a TPK (Total Party Kill)	
The first time each adventurer rolls a critical hit	
The first time any adventurer rolls a 1 on a saving throw	
Each time your party finds a minor or major relic (this helps your DM remember to track it)	
At the end of each encounter, ask your DM if you earned the Encounter Bonus (this helps them remember to track it)	

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Good luck! (You're going to need it!)

HANDOUT 3 — UBTAO TABLET FRAGMENTS

Each time the adventurers successfully complete a shrine, roll 1d6 and give them the corresponding tablet fragment. It is not expected that any single table will obtain all six fragments during Round 1 (because that would require successfully solving six different shrines within the time limit). Instead, the players may trade the information they gain with other tables in order to assemble the complete tablet. Those tables who manage to read the entire message will have a slight advantage when solving the puzzle at the beginning of Round 2.

FRAGMENT 1 And so it came to pass that a great temple was constructed within the caldera of an ancient volcano to house the most holy relics of Ubtao, Creator of Chult, Father of All Dinosaurs. The Mazewalkers created a deadly labyrinth within which the relics were hidden. The Spearbearers swore their eternal devotion and the Spiritlords took the power of that devotion and made it manifest as eternal guardians who would protect the site. The Jungle Druids summoned water spirits to form a lake that would hide the Temple and prevent it from being defiled by unbelievers.	FRAGMENT 4 The cubes contain both letters and pictograms. The letters contain the true name of the artifact, while the pictograms are depictions of the Trickster Spirits. Only by placing the individual cubes in the correct configuration may a seeker decipher the message. By speaking the artifact's true name in the presence of all the cubes, the key's power will be revealed and the mystery solved.
FRAGMENT 2 The spirits and their servants would never be able to solve this mystery on their own, because their rivalries and petty hatreds for one another would prevent them from cooperating. As a testament to their vanity, one of the secrets to assembling the key involves making sure that none of the trickster spirits can see anything other than its own visage. That way they never have to look at each other.	FRAGMENT 5 So that the truly faithful could find Ubtao's essence should the need ever arise, a set of mystic cubes was fashioned, each of which was but one part of the greater key needed to unlock the magic shrouding the temple. The nine cubes were hidden within nine shrines, sacred to each of the Trickster Spirits. In this way, only those who mastered all of the spirits could obtain the cubes and assemble the key.
FRAGMENT 3 As for the cubes themselves, they are more than just a key: they are a spiritual artifact, tied to the ancient spirit of Chult, whose creation still bears the marks of Ubtao's hand. The key not only unlocks the magic hiding the temple and lowers the lake so that it may be entered; it also allows one to touch the sacred essence of Ubtao and call it forth. As a further defense against unbelievers entering the Temple, there are many false relics of Ubtao hidden alongside the one true splinter of his divine power. Any who take a false relic will be cursed forever. Only with the power of the cubes can the resting place of the true relic be discovered.	FRAGMENT 6 The message itself can only be read when the cubes are properly aligned. The name of the artifact along with all memory of the magic used to build the Temple was stricken from the minds of those who created it as soon as their task was complete, so that they could never reveal the secret. All that was left was the knowledge of the starting point, so that a worthy seeker would not lack for instruction. The first letter of the message is at the front of every froghemoth and flail snail, but nowhere to be found in the purview of a grung, an al'miraj, or even a zorbo.

HANDOUT 7C – SHRINE OF I'JIN (BRASS PLAQUES)

These seven brass plaques are found in a haphazard pile on the floor of the shrine of I'jin. Cut these seven strips of paper out and mix them up so that the players initially don't have them in order from 1 – 7.

LOOK for the ONE message that tells the truth. Almost everything that you see here is a lie!

UP to you, but I wouldn't be TWO careful about making sure that I opened every urn, considering that most of them are trapped.

YOU are surely never going to realize which THREE urns don't have prime numbers on them. Prime numbers are special!

WILL the fact that all of these urns are identical in appearance, apart from their numbers, cause trouble FOUR you?

FIND an urn between two special numbers if you want to live. FIVE of these traps are imbued with the deadliest poison; the other will merely cripple you.

TREASURE is hidden in the urn that isn't trapped. You have SIX ways to die horribly in this place, interloper!

ABOVE all else, know that there are no urns with numbers greater than SEVEN. Perhaps that will help you identify the prize.

HANDOUT 9C – SHRINE OF OBO’LAKA (WRITTEN IN THE STARS)

This handout depicts the star map projected onto the dome by the glass globe held by the statue of Obo’laka.



APPENDIX 1 — CHARACTER DEATH

ROUND ONE

When adventurers die in Round One, the spirits of Chult bring them back to life at the end of the encounter in which they died. This is essentially a free *revivify* for the adventurer (see *Player's Handbook*, p. 272). This works regardless of the state of the body. As the character returns to life, they see a vision of the trickster god of the shrine the adventurer was exploring at the time. They also hear a whispered aphorism echoing in their head.

Kubazan: Froghemoth (giant tentacled frog-like creature). "Fear nothing!"

Shagambi: Kamadan (jaguar with six snakes sprouting from its shoulders). "Show evil no mercy!"

Moa: Jaculi (15' long snake with chameleon skin). "Never tell a falsehood."

Unkh: Flail snail (enormous snail with a resplendent shell and mace-like tentacles). "Ponder all options."

Wongo: Su-monster (psionic monkey with a prehensile tail). "Hold nothing back!"

I'jin: Almiraj (rabbit with a long spiral horn). "Embrace change!"

Nangnang: Grung (bipedal tree-frog creature). "Take what is yours."

Obo'laka: Zorbo (small bear with spoon-shaped nose). "Precautions are necessary."

Papazotl: Eblis (tall intelligent crane). "Your commands must be heeded."

The characters are not compelled to follow the whispered suggestion, but may choose to do so as part of roleplaying their return from death. It is not the actual trickster god returning them to life, but rather a different spirit that has to abide by the temple's teachings.

On subsequent deaths by the same adventurer in Round One, evil spirits inhabit their body. On any adventurer's death after the first, the adventurer returns to life at the end of the encounter in which they died, but the vision they receive is that of a terrible bloodthirsty bat, horrid winged snake, enormous vulture, or other jungle creature. That adventurer receives the **Infested with Evil Spirits Certificate** at the end of the adventure.

Note: these rules change in Round Two.

APPENDIX 2 — SCORING FOR ROUND ONE

DM'S SCORING TRACKER FOR ROUND ONE

The Origins D&D Open is a scored event. Do not share any of the details on this form with your table. **Provide the players with Handout 2 - Player Scoring for items they should know about, but do not tell them about point values or share any scoring information not on that sheet.**

This form should be kept at your side while DMing. Fill out the form after every encounter, awarding or subtracting points. At the conclusion of each round of play, bring this form to Open HQ so that the results can be tallied.

Some items provide certificates, as indicated in the "Cert?" column and by a name in italics. Certificates are provided at the end of the event.

Certain items, noted below with the words "FIRST", should be communicated to Open HQ immediately. Pause play, send the Table Captain to report the accomplishment when it isn't their turn, and then resume play.

EQUIPMENT, SPELLS, AND PARTY COMPOSITION

The party can earn or lose points based on how well equipped they choose to be for the challenge. Before the start of play, the party may voluntarily leave equipment safely behind, including magic items, replacing them with a mundane version (a magic bow becomes a normal bow of the same type, etc.).

Achievement/Description	Points	Cert ?
Each uncommon magic item they start with	-2	
Each rare magic item they start with	-6	
Each very rare magic item they start with	-10	
Each legendary, special certified item, or named item they bring (Hazarawn, Dawnbringer, Ironfang, Windvane, Drown, Tinderstrike, an Oathbow, Shield Guardian, etc.)	-20	
<i>Mundane:</i> Party that owns magic items (including consumables other than healing potions) enters without any of their magic items	+30/50/70	
<i>Our Rations Don't Include Cheese:</i> Party with spellcasters finishes the adventure without casting <i>Banishment</i> , <i>Hypnotic Pattern</i> , or <i>Counterspell</i>	(Scored in Round Two)	
<i>Walk It Off:</i> The party enters the event without the ability to heal damage by spell or class ability during the adventure	+20	

<i>Full Monty:</i> Each adventurer that normally wears armor chooses not to wear armor or benefit from AC-granting spells	+10	
<i>Doppelganger Squad:</i> All adventurers in the party play the same adventurer class	+5	
<i>Embrace diversity:</i> The party has a member of each of the five factions	+30	
Total:		

RESTS

During Round One, parties may rest as often as desired, but lose points each time they do so. (Tiers one and two receive a free rest at the end of Round One. This rest does not impact scoring.)

Achievement/Description	Points	Cert ?
Each short rest taken	-8	
<i>I Like to Pace Myself:</i> FIRST TABLE at Open to take two short rests	-5	Y
Each long rest taken	-20	
<i>Adventuring Makes Me Sleepy:</i> FIRST TABLE at Open to take two long rests	-5	Y
<i>No Rest for the Wicked:</i> Party does not take a long rest all adventure long	(Scored in Round Two)	
Total:		

EXPLORATION OBJECTIVES

Each party begins Round One with a goal to recover major and minor relics for their patron. Each shrine contains one minor and one major relic. Each shrine also contains a Puzzle Cube and an Ubtiao Tablet Fragment.

Achievement/Description	Points	Cert ?
Recover Moa minor relic	+15	
Recover Moa major relic	+20	
Recover Moa puzzle cube	+10	
Recover Moa Ubtiao tablet fragment	+10	
Recover Shagambi minor relic	+15	
Recover Shagambi major relic	+20	
Recover Shagambi puzzle cube	+10	
Recover Shagambi Ubtiao tablet fragment	+10	

Recover Papazotl minor relic	+15	
Recover Papazotl major relic	+20	
Recover Papazotl puzzle cube	+10	
Recover Papazotl Ubtao tablet fragment	+10	
Recover Wongo minor relic	+15	
Recover Wongo major relic	+20	
Recover Wongo puzzle cube	+10	
Recover Wongo Ubtao tablet fragment	+10	
Recover Kubazan minor relic	+15	
Recover Kubazan major relic	+20	
Recover Kubazan puzzle cube	+10	
Recover Kubazan Ubtao tablet fragment	+10	
Recover Unkh minor relic	+15	
Recover Unkh major relic	+20	
Recover Unkh puzzle cube	+10	
Recover Unkh Ubtao tablet fragment	+10	
Recover I'jin minor relic	+15	
Recover I'jin major relic	+20	
Recover I'jin puzzle cube	+10	
Recover I'jin Ubtao tablet fragment	+10	
Recover Nangnang minor relic	+15	
Recover Nangnang major relic	+20	
Recover Nangnang puzzle cube	+10	
Recover Nangnang Ubtao tablet fragment	+10	
Recover Obo'laka minor relic	+15	
Recover Obo'laka major relic	+20	
Recover Obo'laka puzzle cube	+10	
Recover Obo'laka Ubtao tablet fragment	+10	
Total:		

ENCOUNTER BONUSES

Each encounter has an Encounter Bonus sidebar. Score the bonus if the party accomplishes the stated conditions.

Rooms, Round 1	Points	Cert ?
1A	+4	
1B	+4	
1C	+6	
2A	+4	
2B	+4	
2C	+6	
3A	+4	
3B	+4	
3C	+6	
4A	+4	
4B	+4	
4C	+6	
5A	+4	
5B	+4	
5C	+6	

6A	+4	
6B	+4	
6C	+6	
7A	+4	
7B	+4	
7C	+6	
8A	+4	
8B	+4	
8C	+6	
9A	+4	
9B	+4	
9C	+6	
Party completed all of the encounter bonuses for at least 1 shrine (1A-1C, etc.)	+10	
<i>Raider of the Lost Shrines:</i> Party completed all of the encounter bonuses for 3 or more shrines	+30	Y
Party successfully completed the Special Encounter at a VIP table	+12	
Total:		

PERFORMANCE

The party can earn or lose points based on how they perform during play.

Achievement/Description	Points	Cert ?
<i>I Roll 20s:</i> FIRST adventurer at the Open to roll a Critical Hit	+4	
<i>Critical Hits:</i> Each party member rolls at least one critical hit.	+10	
<i>I Need New Dice:</i> FIRST adventurer at the Open to roll a natural 1 on a saving throw	-4	Y
<i>Trapsmiths:</i> Party disabled 5 or more traps	+15	
<i>The Chosen of Chult:</i> FIRST adventurer at Open to die non-voluntarily	+5	Y
Each time during Round One an adventurer dies non-voluntarily (can be earned multiple times/adventurer)	-5	
<i>Infested by Spirits:</i> Each time an adventurer dies non-voluntarily for the second time in this adventure. (earned once/adventurer)	-10	Y
<i>Still Standing:</i> No party member ever reaches 0 hit points in Round One	+10	
<i>Indomitable:</i> At least one adventurer finishes the event without taking damage	(Scored in Round Two)	
<i>Friendly Fire:</i> FIRST adventurer at Open to take damage from an ally	-5	

TPK at least once	-20	
<i>Blood for the Trickster Gods:</i> More than 5 encounters end in a TPK	+30	Y
<i>Needs Guidance:</i> Party talked their guide into entering combat and the guide died.	-20	
Total:		

SHRINES AND ROLEPLAY

These achievements reward players who establish relationships with the NPCs and other aspects of the adventure.

Achievement/Description	Points	Cert ?
<i>Best buds:</i> At least two party members actively engaged a guide in roleplay.	+15	
<i>Tricksters:</i> Party members actively discussed and then employed the teaching of a trickster god to resolve a trap/challenge	+5	
<i>Falls for Tricks:</i> At least one character adopted the teachings of a trickster god and roleplayed this	+15	
<i>Shrine Acolyte:</i> At least one character converts to worship a trickster god	+20	
Total:		

PUZZLES

The party can earn points for their performance in the Challenge of Ubtao.

Achievement/Description	Points	Cert ?
<i>A Worthy of Ubtao:</i> One of the top three teams in the Challenge of Ubtao	+15	Y
<i>Dice Tower Master:</i> Table performed the best at the Craft (Dice Tower) check	+6	Y
<i>Master of Intellect:</i> Table performed the best at the Intelligence (Mathematics) check	+6	Y
<i>Master of Senses:</i> Table performed the best at the Intelligence (Investigation) check	+6	Y
<i>Master of Archery:</i> Table performed the best at the Archery competition	+6	Y
Total:		

**Provide the Round One scoring sheet to
Open HQ at the end of Round One.**

Table Number: _____

DM Name: _____

Round Two Total Score: _____

OUTDOOR MAPS

- Map 1, Jungle Bridge
- Map 2, Ruins
- Map 3, Heavy Jungle

See the file "D&D Open Round 1 - Embedded Maps."

SHRINE MAPS

See the file "D&D Open Round 1 - Embedded Maps."