



THE LOST TEMPLES OF LAKE LUO

*2017 Dungeons & Dragons OPEN
ROUND TWO*

For 1st-10th level characters

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ROUND TWO

CUBE CONSTRUCTION PUZZLE

Round 2 starts with a cube construction puzzle that acts as a key to allow Ubtao's temple island to rise up out of the depths of Lake Luo. The players are given cut-out versions of the puzzle cubes that their characters have been recovering from the various shrines, and must figure out how to assemble the cubes (following certain logic-puzzle rules) in order to be able to read a secret message.

This puzzle happens at the very beginning of Round 2, before any other encounters. All tables work on the puzzle simultaneously. The Tablets of Ubtao that the adventurers recovered from shrines during Round 1 include clues about how to solve the puzzle most efficiently.

Open HQ will announce the starting and ending of the puzzle. All materials are provided in packets that we will distribute to each table just before the puzzle starts. Don't give the packet to the players until HQ instructs you to do so.

All tables have 15 minutes to complete the puzzle. If your table completes the puzzle before 15 minutes has passed, have the table captain take their answer sheet to HQ. You may then determine your starting point (see below) and begin setting up the first encounter of Round 2. Do not start that encounter until instructed, but setting up early will save the table a few minutes of exploration time.

If your table is still working on the puzzle when 15 minutes have elapsed, HQ will call time. All remaining tables must then determine their starting point and set up the first encounter of Round 2. HQ will narrate some brief boxed text about the temple rising from the volcanic lake, and then Round 2 begins for all tables simultaneously.

The first three tables to complete the cube construction puzzle receive a special certificate. All tables that successfully complete the puzzle before time is called earn Open points, improving their score.

DETERMINING YOUR STARTING POINT

Within 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.** There are three tracks:

<i>Patron</i>	<i>Guide</i>	<i>Trickster God</i>	<i>Track</i>
Ekene-Afa	Tellemba	Moa	A
Ifan Talro'a	Drook'la	Shagambi	A
Volo Gessarm	Qali	Papazotl	A
Jobal the Spider	Lao'zhan	Wongo	B
Wakanga O'tamu	Z'ora	Unkh	B
Zindar	Dala-Mara	Kubazan	B
Zhanthi	N'tul	Obo'laka	C
Jessamine	Aksis	I'jin	C
Kwayothé	D'tris	Nangnang	C

The maze consists of three encounters leading to the inner

temple. As soon as your table completes the third encounter, send the table captain to inform Open HQ. The first five tables to reach the inner temple will play at one of the VIP tables.

Note on monster sizes: If creatures in an encounter are too large to maneuver effectively, the DM may shrink them to a smaller size.

FINISHING THE TRACK/SPECIAL EVENTS

If your table finishes all three encounters, and you have time to complete one more encounter:

- Have the table captain notify Open HQ.
- HQ will provide a special encounter with a VIP DM for the first five tables.
- When the 6th table reports completion, Open HQ will trigger the central chamber encounter.
- This may be adjusted based on the timing of the event - if there is time, the 6th and a few other tables may be provided with additional maze encounters. Open HQ will provide each table captain with instructions as they report their progress. If instructed to do so, select any third encounter from another track. The third encounter you have just finished leads to this new encounter.

If the table has not completed the third encounter when everyone is called to the central chamber, do not score the encounter as having completed - they receive 2 points for partial completion. The monsters retreat or disappear, and the walls of the maze shift to reveal a short passage to the central chamber.

GIANT T-REX OF DOOM!

As adventurers make their way through the maze, Acererak uses some of Ubtao's stolen power to send an enormous tyrannosaurus rex after the adventurers. This giant monster is played by a member of the HQ staff and roams the play area inflicting pain and suffering. When the dinosaur reaches your table, pause the current combat. A member of Open HQ will then run the special encounter. The T-Rex will visit each table at least once before it can be killed; all tables score bonus Open points based on achievements during the battle, and the table that strikes the killing blow receives a special certificate. Tables that wish to try for the bonus may attempt to draw the monster's attention in various ways after it has made a circuit of the entire room.

CENTRAL TEMPLE

Open HQ will speak to all tables simultaneously to handle the beginning of the scene in the central temple.

When the time is announced, all adventurers proceed to the central chamber. An admin speaks to all tables, explaining the chamber. Within 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, Acererak appears and

makes his terrifying power known. Acererak chides the adventurers, changes the rules of death, and rewards them for their efforts by causing the island to begin sinking!

ESCAPE PHASE

After the encounter in the central temple concludes, the adventurers must now reverse their path. Undead foes, reactivated and changed traps, and even the choices they made on the way in now work against their escape.

VIP tables will first complete their special encounter, then proceed with the escape.

All other tables go directly from the central chamber to the escape phase.

For the escape phase, you will continue running the encounters in numerical order, starting with the 4th encounter. If your table is on Track A, they would start at A4, then progress to A5, and finally to A6. The encounters use the same maps visited previously, as they escape back through the earlier rooms (which have now changed as noted in each encounter).

When you have completed the 6th encounter, follow this process:

- Have the table captain notify Open HQ.
- If available, HQ will provide a special encounter with a VIP DM.
- Otherwise, HQ will instruct you to run an additional encounter. Select any encounter (4-6) from another track. The sixth encounter you have just finished leads to this new encounter.
- Repeat the above until you do not have time for an additional encounter.

CONCLUSION AND FINAL DECISION

HQ will instruct you when you should stop play. Should the adventurers escape, they must choose what to do with the relics of Ubtao before leaving Chult safely behind.

Once the decision has been made, calculate the scoring total.

Scoring must be kept secret from your table.

PLEASE DO NOT GIVE PLAYERS ANY INFORMATION ABOUT POINT VALUES FOR SCORING before, during, or after the adventure, unless instructed to do so.

After all scoring has been received, HQ will announce the winners and close the event.

RESTS

At the conclusion of Round One, each table had the chance to rest. Tier one and two tables received free rests (see the Round One document for information).

During Round Two, the rules for resting vary.

Prior to reaching the central chamber: the party can

take any number of short and long rests. Note the number of short and long rests, as it impacts scoring.

After reaching the central chamber: The party is focused on escaping, and cannot easily rest. However, they may draw upon the relics of Ubtao they recovered from the central chamber, receiving a benefit as if they had rested. Rests reduce both the potential sale value of the relics (see the **Conclusion and Final Decision** encounter) and the point total for scoring if they don't sell them (see **Appendix 2**). The party can sense that each rest is damaging the relics, but cannot tell the exact value/points loss from this change.

CHARACTER DEATH

Use the rules for Round One until adventurers reach the central chamber.

After the encounter in the central temple in 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**.

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**. (There is no player handout for round 2)

PLEASE DO NOT GIVE PLAYERS ANY INFORMATION ABOUT POINT VALUES FOR SCORING before, during, or after the adventure, unless instructed to do so.

If you have any questions about scoring, ask the event staff 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.

TREASURE

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.

See the *Round One* document for details on player and DM rewards, including XP, gold, and magic item distribution.

MAPS

For Round 2, 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.

THE ISLAND TEMPLE — MAZE

TRACK A

A1. MISSING STATUES

If the adventurers are playing this section of the Island Temple of Ubtao, read:

The first chamber you come to as you move deeper into the island's passageway is a long, rectangular room with three 10-foot-tall granite pedestals in the center. The north wall contains two large alcoves set 10 feet high on the wall, while the south wall contains a single alcove of the same height and dimensions as the other two. Handholds and footholds on the pedestals and the walls leading to the alcoves allow easy climbing to access both.

The passageway continues from an opening at the far end of the room.

As soon as the first adventurer enters the room, the opening at the far end of the room closes, as a glowing blue stone appears to block the passageway. At the same time, blue glows appear at the top of all the pedestals and within the alcoves.

When the adventurers climb atop the pedestals or climb into the alcoves to investigate, read:

At the top of each pedestal and within each alcove, a thin sheet of the same blue stone that blocks the passageway glows brightly. A pair of impressions in the stone, about the size of a pair of feet, glow brighter than the rest of the stone.

THE IMPRESSIONS

In order to bring down the blue stone barrier, each adventurer must climb atop a pedestal or into an alcove and stand in the impressions. When all the impressions are filled at the same time, the barrier disappears, but this action also triggers the monsters to appear.

When the last of you stands in the impressions, the blue stone blocking the passageway vanishes. However, foul flying creatures appear next to each of your positions. Sigils and markings appear within the blue stone that you stand atop.

Note: If there are less than 6 players, the required number to

remove the barrier equals the number of players.

BLUE STONE

Each character can attempt a DC 10/15/20 Intelligence (Religion) check when they trigger the blue stone and make the markings appear. Any character who succeeds on the check understands that this stone has been blessed by Ubtao. As long as they stay atop the pedestal or within the alcove, those who succeeded on the Religion check gain advantage on attack rolls. This does not apply if they move to a different pedestal or alcove.

APL MONSTERS

Note: Give monsters that lack a fly speed that ability equal to their normal movement. Ignore the weretiger's curse of lycanthropy.

- | | |
|----|------------------|
| 1 | 5 giant owls |
| 2 | 5 giant wasps |
| 3 | 6 giant wasps |
| 4 | 6 hippogriffs |
| 5 | 5 griffons |
| 6 | 6 griffons |
| 7 | 6 manticores |
| 8 | 5 yeth hounds |
| 9 | 6 yeth hounds |
| 10 | 5 air elementals |

TREASURE

As each monster is killed, it disappears and it replaced by a gem. The gems total **400/700/1000 gp** in value.

CONTINUING

The only way adventurers can proceed is through the hallways leading into the next encounter (A2).

Room Point Bonus

If half or more of the characters gain advantage at least once from standing on the blue stone, they earn the encounter point bonus.

Use Round Two A1/A6 Map

A2. WATER, WATER EVERYWHERE

When the players enter this room via one of the hallways, read the following.

The hallway ends with two small steps leading down into the room ahead of you. The chamber's floor is hidden by dark water. A simple test shows that the water is only a few inches deep at the bottom of the steps. From your vantage in the hallway, you can see a stone door on the wall opposite you. There is no other exit from the room.

The monsters hide in the five pits in the room, which are also filled with water. If there are more than 5 monsters, the extra monster hides just below the surface of the water in the northeast corner of the room.

The monsters remain hidden until an adventurer moves adjacent to a pit. First, an adventurer who is about to walk into a pit must make a DC 10/10/15 Intelligence (Investigation) check to notice ripples on the water act differently at that spot, indicating deeper water.

At that point, the monsters spring out of their hiding places and attack. The characters are surprised unless a character adjacent to a pit makes a DC 15/15/20 Wisdom (Perception) check.

THE WATER PITS

Each pit is 20 feet deep. The bottom of a pit is a sealed grate. When a character enters a pit, or when the trapped door is either sprung or opened, all the grates open. At this point, the water drains from the room via the pits in a sudden rush. Any character standing next to a pit, or swimming at the top of a pit, must make a DC 10/13/15 Strength saving throw or be pulled forcefully into the pit. A falling creature takes 1d6/3d6/6d6 bludgeoning damage from the fall. Climbing out of a pit requires a DC 10/10/15 Strength (Athletics) check.

THE TRAPPED DOOR

The door in the north wall is trapped and locked. Anyone attempting to open it before disarming the trap, as well as anyone in the 6 squares directly north of the 15' by 15' pit, must make a DC 10/15/20 Constitution saving throw. On a failed save, creatures in that area take 1d6/3d8/4d10 thunder damage and are pushed into the pit. A successful save results in half damage, and the creature is not pushed into the pit. The trap can be found and disabled with a DC 10/15/20 Wisdom (Perception) and Dexterity (Thieves' Tools) check respectively.

The door is also locked, requiring a DC 10/10/15 Dexterity (Thieves' Tools) check to unlock. Behind the door is a small room holding a statue dedicated to Ubtao. Pulling the arm of

the statue (which is obviously a lever) opens the secret door in the southwest corner, allowing the adventurers to progress. It also seals off the passageway to the south that the adventurers entered through. (This becomes important later in the adventure.)

If the lock cannot be picked, the door can be smashed down with enough time. However, the door explodes when smashed in this manner, doing 1d6/2d6/6d6 slashing damage to everyone in the room who is not in a pit or otherwise has full cover, as the stone shard pepper the entire room.

APL MONSTERS

1	2 giant toads
2	3 giant toads
3	4 giant toads
4	3 merrows
5	5 merrows
6	6 merrows
7	4 chuuls
8	5 chuuls
9	4 giant crocodiles
10	5 giant crocodiles

TREASURE

The area behind the trapped door also contains:

5 Arrows, +2.

The arrows are in an inscribed leather quiver, which is itself a minor relic of Ubtao and worth **300/650/900 gp** to a collector.

Spell Scroll (1 3rd/4th/5th level spell). This scroll appears to bear only a single line of text: a prayer to Ubtao. After reading it, the caster can choose the spell of that level that appears on the scroll. The choice must be made at the table.

CONTINUING

The only way adventurers can proceed is through the hallways past the secret door leading into the next encounter (A3).

Room Point Bonus

If no adventurer falls into a pit, they earn the encounter point bonus.

Use Round Two A2/A5 Map

A3. THE TWO SLABS

When the adventurers approach the room, read:

At the entry to this chamber are two sets of stairs leading up to a 10-foot-high iron walkway that skirts the perimeter of the room. Two long slabs of stone, their tops 10 feet off the ground, rest at either end of the room. The slabs are carved with intricate patterns and motifs that praise and bring honor to Ubtao. The largest decoration on each slab is a face, on the interior sides of the slabs, facing each other. Deep niches mark where the eyes of the face should be, as if something was removed from the sockets.

The gems that fit into the eye sockets are resting on the raised iron walkway. Each gem is blue and is etched with a number. (See **Gem Puzzle** below for further information on the gems and how to use them.)

As soon as the first gem is disturbed, read:

When a gem is touched, a tremor jostles the room. The two tall slabs glow, and a creature of stone steps from each of the decorated blocks. They speak, "Only those worthy of Ubtao's grace can be permitted to continue. Prove your worth or die! Ubtao watches his children! Ubtao watches his children! Ubtao watches his children!"

The creatures continue to attack until they are destroyed, or until the correct gems are put into the correct eye sockets.

APL MONSTERS

Note: Reskin the monsters' appearance as stone creatures that bear the markings of Ubtao. Give the creatures the following modifications:

- It is a construct instead of its previous creature type.
- It can't be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't have it already.

1	2 half-ogres
2	2 ogres
3	2 ettins
4	2 trolls
5	2 oni
6	2 blackguards
7	2 clay golems
8	2 death slaads
9	2 efreeti
10	2 morkoth

As the monsters attack, they continue to say "Ubtao watches his children!" It is important to make this point clear, as it is a clue to solving the gem puzzle.

Iron Walkway. After the first gem is disturbed, the walkway around the room becomes electrified. At the start of each round, roll a d6. One a 5 or 6, a surge bursts through the entire walkway. Creatures on the walkway must make a DC 10/10/15 Constitution saving throw or take 1d4/2d6/4d8 lightning damage. No damage is taken on a successful save. The monsters are immune to this damage.

The monsters can also traverse the walkway without squeezing even if they are larger than Medium.

GEM PUZZLE

As an action, one of the gems from the walkway can be inserted into an eye socket in the stone slabs. If the correct gem is inserted, there is a click as the gem locks into place. If an incorrect gem is inserted, the person doing the insertion takes 1d6/2d6/4d6 radiant damage (no save) and must make a DC 10/15/20 Charisma saving throw or be stunned until the end of their next turn.

If an adventurer examines the eye sockets, they see tiny letters are etched into each of the four eye sockets: a "W," a "C," an "H," and a "U." The gems each contain a single number etched into them: 1 through 4.

The key to the puzzle is the phrase "Ubtao watches his children." The gem with the #1 goes into the U slot for "Ubtao." The gem with the #2 goes into the W slot for "watches." The gem with the #3 goes into the H slot for "his." The gem with the #4 goes into the C slot for "children."

TREASURE

At the end of the encounter, the gems float out of the eyes and the mouths speak: "You have proven yourselves worthy. Take these as your prize." The adventurers can take the gems, and they are worth a total of **200/400/600 gp**. However, they will be needed when the adventurers attempt to escape, so make a note of who is carrying the gems.

CONTINUING

If the adventures try to be clever and just move down the hallway without completing the gem puzzle, they find themselves running into a haze, and they reappear entering the room from the other passageway. Only after they complete the puzzle can they move on to the central chamber.

Important: When your table completes this encounter, send the table captain with your table number to notify Open HQ.

Room Point Bonus

If the adventurers replace the four gems without taking damage for an incorrect attempt, they earn the encounter point bonus.

Use Round Two A3/A4 Map

A4. HOT FEET

As the players flee the island temple, they come back to the room with two idols, but it has been flooded with lava. Read:

Hot lava surges through cracks opening in the floor, flooding the room. The surging molten glow creates strange shadows throughout the chamber. The only safe path through the room is atop the two stone slabs, or via the walkways around the edge of the room.

The faces that were on sides of the slabs are now on the top, and they speak. "Something foul has desecrated this holy place. Replace the gems that we gifted you, and you will be given a greater gift. Then escape quickly."

Before you can move, shadowy forms appear, one atop each slab. "You will not escape. Our master wishes you dead."

The adventurers should have the four blue gems from their first pass through the room. They can replace the gems using an action for each one, but first they have to deal with the creatures on each slab. Unfortunately for the characters, the monsters are resistant to all damage until the gems are replaced. Once that happens, however, the monsters are vulnerable to all damage. Unlike the first time, the exact placement of the gems is irrelevant now.

If the characters are coming to this room without the gems, a gem appears in the hand of 4 random adventurers.

APL MONSTERS

The monsters all appear as dark, shadowy humanoids with featureless faces. This makes them impossible to identify with an ability check.

- | | |
|----|---------------------------|
| 1 | 2 duergar |
| 2 | 2 hobgoblin iron shadows |
| 3 | 2 warlocks of the archfey |
| 4 | 2 master thieves |
| 5 | 2 warlocks of the fiend |
| 6 | 2 blackguards |
| 7 | 2 evokers |
| 8 | 2 stone golems |
| 9 | 2 horned devils |
| 10 | 2 warlords |

LAVA

The lava begins in the squares immediately around the slabs. Each round the pool grows outward by 5 feet. That gives the adventurers 2 full rounds to access the walkways via the stairs. The monsters take no damage falling into the lava, as they can walk atop it.

Characters can also walk on the lava as difficult terrain, but any character entering or ending its turn in the lava takes 1d6/2d6/4d6 fire damage. Moving from within the lava to a

slab or the walkway costs 15 feet of movement.

TREASURE

After replacing the gems and defeating the foes, not only can they take the gems again (worth **200/400/600 gp**), a **Cloak of Elvenkind** and a **Wand of the War Mage, +1/+1/+2** appear atop one of the slabs, a gift from Ubtao.

CONTINUING

If the adventurers try to be clever and just move down the hallway without defeating the enemies and replacing the gems, they find themselves running into a haze, and they reappear entering the room from the other passageway. Only after they defeat the monsters will Ubtao let them escape.

Room Point Bonus

If the party gets all the gems into the eye sockets before the end of the 3rd round of combat, they gain the encounter point bonus.

Use Round Two A3/A4 Map

A5. COVERED PITS

As the players continue their escape, the room that held the water and the pits is now covered with hardened lava. Read:

As you enter the chamber that was previously covered in water, you see that the floor is now covered with sticky hardened lava. Although a choking smoke rises from the ground, it is navigable. There is no sign of the pits you saw earlier.

The pits are still there, of course--they are just covered with the hardened lava. (See **Necrotic Pits** below for more information.)

APL MONSTERS

The evil force that is attacking the island temple sends some servants to hound the adventurers as they flee. They burrow through the soft ground, attacking an adventurer with surprise unless the adventurer makes a DC 10/14/17 Wisdom (Perception) check.

1	8 twig blights
2	8 needle blights
3	8 chitines
4	7 thri-keen
5	10 thri-keen
6	7 meenlock
7	6 coldrith
8	7 coldrith
9	8 coldrith
10	7 barghest

THE NECROTIC PITS

The 20-foot-deep pits are now covered with a thin layer of hardened lava. A creature that is aware of the state of the pits can move over them at normal speed or slower with a DC 10/15/15 Dexterity (Acrobatics) check. A creature attempting to dash on a pit makes the check with disadvantage. Failure means the creature falls through.

A creature that falls through enters the lava that is beneath it. The lava, however, is infused with a necrotic energy. The

creature takes 1d6/2d6/4d6 necrotic damage when it enters the pit and at the end of any turn it is in a pit. In addition, the creature must make a DC 10/10/15 Constitution saving throw or be poisoned for 1 minute. The poisoned creature can attempt a saving throw at the end of each of its turns to remove the poisoned condition.

THE TRAPPED DOOR

The door has not changed since the adventurers were here last. If they picked the lock and threw the switch, the door closed itself and relocked, but the trap is no longer active if it was disabled previously. If the door was smashed earlier, it remains that way.

Unless the door was propped open previously, it is locked again. A DC 10/10/15 Dexterity (Thieves' Tools) check to open the door is required, but if a character succeeded before, they have advantage on this attempt. Behind the door is the same small closet with a statue dedicated to Ubtao. Pulling the lever opens the secret door on the southeast corner, allowing the adventurers to progress. It also seals off the passageway to the southwest that the adventurers entered through.

If the lock cannot be picked, the door can be smashed down with enough time. However, the door explodes when opened in this manner, doing 1d6/2d6/6d6 slashing damage to everyone in the room who is not in a pit or behind total cover.

TREASURE

When an adventurer throws the switch, treasure appears.

Nolzur's Marvelous Pigments. The box containing these pigments is finely carved with dinosaurs and the teachings of Ubtao.

Bag of Holding. This bag is made from green-feathered dinosaur skin.

Room Point Bonus

If no adventurer falls into a pit, they earn the encounter point bonus.

Use Round Two A2/A5 Map

A6. STEAM BATH

The room with the pedestals and alcoves now contains water, as the floor of the chamber gave away. The pedestals and alcoves are intact, however. Read:

Because of the ground shifting beneath your feet, you are coming back through this room on the same level as the tops of the pedestals and even with the alcoves. The rest of the chamber is full of a bubbling liquid. The steam from the hot liquid makes it impossible to see anything past ten feet, allowing you to note the edge of the first pedestal and nothing else.

The hot liquid is definitely warm, but it is not warm enough to cause fire damage. However, it is terribly acidic, so that any creature entering the water or ending a turn there takes 1d6/3d6/6d6 acid damage. Swimming in the volatile liquid requires a DC 10/15/20 Strength (Athletics) check. A failure means no progress is made that round.

Unfortunately, the rest of the passageway leading out of the temple is also full of acid. However, Ubtao's spirit is willing to help. As the characters view the situation, read:

An echoing voice speaks throughout the chamber, coming from everywhere at once. "Drive the evil intruders from my holy place, and reconsecrate the pedestals. If you do that, I will clear the path from this chamber and you may escape."

Consecrate a Pedestal. To do this, an adventurer must stand atop each of the pedestals and make a DC 5/10/15 Intelligence (History or Religion) check. On a success, the pedestal glows with Ubtao's radiance, clearing the steam within 10 feet of that pedestal. When all of the pedestals have been consecrated in this way, small cracks appear in the floor to drain away the acid and allow the adventurers to move forward.

If they try to simply swim away through the acid and away, they find that a stone blocks the passageway--Ubtao is the only one who can remove it and the acid.

Splashing Acid. As the encounter continues, geysers of acid erupt between the pedestals. As creatures jump or fly from one pedestal to the next, there is a chance for a geyser. Roll a d8. On an 8, a spray of acid hits the moving creature, doing 1d6/2d6/4d6 acid damage.

APL MONSTERS

The evil force that is invading this temple has placed some minions here to stop the flight of the heroes from the crumbling island temple. Make all of the monsters Medium if they are larger than that.

They wait on the pedestals, with no more than 2 on a pedestal at the start of the encounter. Do not attack until the first character moves into the chamber. They can see through the fog, as it is provided by their master.

- | | |
|----|---------------|
| 2 | 4 ghouls |
| 3 | 4 gasts |
| 4 | 5 gasts |
| 5 | 4 flameskulls |
| 6 | 5 flameskulls |
| 7 | 6 flameskulls |
| 8 | 4 vocks |
| 9 | 5 vocks |
| 10 | 6 vocks |

TREASURE

Treasure appears upon the final pedestal to be consecrated:

An idol of a tyrannosaurus rex with emerald eyes, worth **600/1000/1400 gp**. This is a minor relic of Ubtao.

2/3/4 jars of Keoghtom's Ointment. The jars are carved to show jungle scenes.

Mithral Breastplate / +1 Mithral Breastplate / +2 Mithral Breastplate. All versions have the Confident Quirk (DMG, p. 143). The breastplate is carved with images of Omuan warriors.

CONTINUING

Have the table captain report to Open HQ. An additional encounter may be provided. Otherwise, the characters have either escaped or their rotting corpses now lie beneath the Temple of Ubtao. When instructed, continue with the Conclusion and Final Decisions.

Room Point Bonus

If the adventurers consecrate all three pedestals before the end of the third round, they earn the encounter point bonus.

Use Round Two A1/A6 Map

- | | |
|---|----------------------|
| 1 | 4 skeletal warhorses |
|---|----------------------|

THE ISLAND TEMPLE — MAZE TRACK B

B1. ABOVE AND BELOW

If the adventurers are playing this section of the Island Temple of Ubtao, read:

You move quickly through the enormous maze, finding a myriad of dead ends before finally entering a large room. A gray mist clings to the floor, obscuring details in what seems to be a tiled floor.

On the sides of the room are stairs leading up to rope bridges. The rope bridges stop at a raised landing before connecting at a central column. The column is carved like a totem pole, with two reptilian faces. The one above is painted green, with red gems for eyes. The one below is painted red, with green gems for eyes.

At the far end of the room is a massive archway, though it is completely filled with stone.

The gems must be switched (red eyes to red face, green eyes to green face) to open the stone-filled archway. The path to reach these is trapped. To bypass the traps, characters both above and below must step on matching tiles simultaneously (a character steps on tile 1 above while another steps on tile 1 below).

Tiles: Each set of tiles is engraved with a jungle creature. In addition, one or more emeralds are embedded in the tile (indicating the tile number). The emeralds can be safely removed as treasure once the tile has been depressed. To depress the tiles safely, characters must step on them at the same time (no check required).

Tile Number / Number of Emeralds	Creature
1	Lizard
2	Bat
3	Jaguar
4	Snake

Stairs / Rope Bridge: When a character takes either set of stairs, read:

The stairway comes to a landing, turns, and heads up toward the first rope bridge. However, the tile on the landing is decorated with a _____ (either lizard or bat, depending on which stairway they chose. Also describe the number of emeralds). You also realize that from above you can see through the mist. You see four engraved tiles scattered around the ground level: a lizard, bat, jaguar, and a snake.

Point out the location of each engraved tile **on the ground**

level. Describe how they have emeralds embedded in them, and how many. However, note that they cannot from here see tiles on the other set of stairs or on the landings further ahead.

The room's ceiling is 20 feet above the stairs/rope bridges.

Acid Trap: Each time one or more characters step on an engraved tile out of order (1, then 3, etc.), the two faces on the totem pole animate, opening their mouths and squirting a stream of acid at any characters that are on a tile (if only one character is on a tile, another randomly determined character is also targeted). Targeted characters may make a DC 12/14/16 Dexterity saving throw, taking 2d10/3d10/4d10 acid damage on a failure, or half on a success. Further, a randomly selected rope bridge is destroyed. (Note this on the map for later.) A DC 10/12/14 Athletics (Strength) check can be used if the party must climb during combat due to destroyed ropes.

Totem Faces: If a character approaches the totem, they may remove the eyes from the statue at their level. (A character above reaches down to pull out the eyes.) **If the tiles have not been depressed**, the acid trap is triggered and targets every character in the room, before going dormant. All four rope bridges are destroyed.

Exchanging the eyes, whether the tiles have been depressed or not, causes the monsters to appear and the archway to open.

APL MONSTERS

Ubtao is the father of dinosaurs. He summons several to test the party. The monsters will pursue anyone leaving the room.

1	2 dimetrodons, 3 pteranodons
2	4 dimetrodons, 3 pteranodons
3	3 deinonychus, 3 pteranodons
4	3 deinonychus, 2 quetzalcoatlus
5	4 deinonychus, 3 quetzalcoatlus
6	3 allosaurus, 3 quetzalcoatlus
7	4 allosaurus, 3 quetzalcoatlus
8	1 brontosaurus, 1 triceratops, 4 quetzalcoatlus
9	1 brontosaurus, 1 stegosaurus, 1 tyrannosaurus rex
10	1 brontosaurus, 1 triceratops, 1 tyrannosaurus rex

TREASURE

The emeralds in the tiles are each worth 20/35/50 gp, for a total of **400/700/1000 gp** in value. The first character placing a correct emerald finds a golden eye brooch, a **minor relic of Ubtao** worth **200/400/600 gp**.

CONTINUING

When the archway is clear, they may proceed through the maze into the next encounter (B2).

Room Point Bonus

If the traps did not activate, they earn the encounter point bonus.

Use Round Two B1/B6 Map

B2. BUMPER CROP

Read:

Deeper into the maze you go, twisting and doubling back until you find a passage to a room open to the sky. Grass covers the sloping ground, which rises and falls throughout the area. Several large plants grow from pools of water. The plants have seed pods that look ripe and ready to burst.

You can see a doorway on the opposite end of the room, but the doorway is set in the wall sixty feet above ground level.

Seed Pods: Each plant is in a pool and has three seed pods. A seed pod opens whenever handled in any way by a character, bursting forth its contents.

Those marked S on the map contain seeds. When they burst, seeds fly through the air. Ask the party to choose any three squares within 30 feet of the plant. A tall tree with many branches immediately grows to fill the square. If a character is in the square, they must make a DC 12/14/18 Intelligence saving throw or take 10/25/40 damage. *Note these squares on the map, as it impacts the escape.*

Those marked M contain monsters. When they burst, the monsters emerge, quickly growing to full size. Once a monster seed pod has opened, all other pods with an M begin to vibrate. Begin initiative. Each round, roll a d6 and the monsters emerge on a 1-4. A character may make a DC 12/14/18 Wisdom (Nature) check to prevent one adjacent seed pod from bursting for one round.

The seed pod marked T contains treasure.

APL MONSTERS

Divide the monsters as equally as possible across the seed pods. The monsters will not pursue anyone leaving the room. However, any remaining monsters are added to Encounter B5.

- | | |
|----|---|
| 1 | 1 vine blight, 4 vegepygmies |
| 2 | 2 vine blights, 5 vegepygmies |
| 3 | 2 thornies, 6 vegepygmies |
| 4 | 3 thornies, 2 vegepygmy chiefs |
| 5 | 5 thornies, 3 vegepygmy chiefs |
| 6 | 1 shambling mound, 4 vegepygmy chiefs |
| 7 | 2 shambling mounds, 2 vegepygmy chiefs |
| 8 | 2 shambling mound, 5 vegepygmy chiefs |
| 9 | 1 shambling mound, 2 wood woads, 3 vegepygmy chiefs |
| 10 | 2 shambling mounds, 3 wood woads |

TREASURE

The seed pod contains translucent fruit, filled with colored liquid. These are potions.

APL 1-4: **potion of healing, potion of fire breath,**

potion of growth, potion of hill giant strength.

APL 5-7: **potion of greater healing, potion of water breathing, potion of frost giant strength.**

APL 8-10: **potion of superior healing, potion of invisibility, potion of speed, potion of stone giant strength.**

CONTINUING

The exit doorway is 60 feet high on the wall. It can be reached without the need for a check if a tree was planted within 10 feet of the center of the wall. Otherwise, the party must have one character climb up the rough wall with two DC 13/16/20 Strength (Athletics) checks. Failure on the first check results in 2d10 falling damage, while the second results in 4d10 falling damage.

When they reach the doorway, they may proceed through the maze into the next encounter (B3).

Room Point Bonus

If the party finds the treasure or uses an action to prevent a monster pod from bursting for at least one round, they earn the encounter point bonus.

Use Round Two B2/B5 Map

B3. MOBILE CELLS

Read:

The maze leads into a long room. There is a large open archway on the far side of the room, but your way is blocked by two rows of cages. The cages seem to have a sheen to them, as if some field, in addition to the bars, prevents escape.

Each cell has only one door. There is no obvious way to enter a cell and get to the other side of the row.

You do notice that some of the cells have creatures within them. The creatures glare at you, fury and hunger in their eyes.

Pillars: Each row has a central pillar. These can be climbed with a DC 12/14/16 Strength (Athletics) check. However, each top contains a lightning trap. The trap can be detected with a DC 10/14/18 Intelligence (Arcana) check. If a creature reaches the top, the must make a DC 12/14/17 Constitution saving throw, taking 1d12/2d10/4d10 damage, or half with a success.

Cages: The cage walls are protected by a field generated by the pillars. The field prevents any objects from passing through the cage. Anyone trying to break the bars takes damage as if they had touched the top of a pillar.

Teleportation Circle: A round disk is visibly embedded in the floor of each cage. Stepping on a disk exchanges characters with the matching portals, but only if there are monsters in the other portal. Currently only two sets of cages can be linked, labeled as 1A and 1B and 2A and 2B.

Up to three small or medium humanoid creatures can stand on the teleportation circle at a time and activate it as an action. Upon stepping on the platform, they are exchanged with an equal number of monsters in the matching portal. Example: if 2 creatures enter 1A, they appear in 1B. At the same time, 2 creatures in 2B appear in 1A. Clever parties will manipulate the numbers to their advantage.

After a teleportation circle has been used, it can't be used for one round. Dead monsters can count for purposes of triggering the circle, but only if no live creatures are available for the exchange.

APL MONSTERS

Any monsters encountered in the cells immediately enter combat. Usually the combat will be on two fronts: monsters that were teleported fighting characters that stayed behind, while monsters that stayed behind fight the characters that teleported.

- | | |
|---|--|
| 1 | Cell 1B: 3 grung
Cell 2B: 1 grung, 1 grung wildling |
| 2 | Cell 1B: 5 grung
Cell 2B: 3 grung, 1 grung wildling |
| 3 | Cell 1B: 4 grung, 1 grung wildling
Cell 2B: 4 grung, 1 grung wildling |
| 4 | Cell 1B: 4 grung, 1 grung elite warrior |

Cell 2B: 4 grung, 1 grung elite warrior

- | | |
|----|--|
| 5 | Cell 1B: 4 grung, 2 grung elite warrior
Cell 2B: 4 grung, 2 grung elite warrior |
| 6 | Cell 1B: 2 grung elite warriors, 3 grung wildlings
Cell 2B: 2 grung elite warriors, 3 grung wildlings |
| 7 | Cell 1B: 1 gnoll fang of yeenoghu, 2 gnoll pack lord
Cell 2B: 1 gnoll fang of yeenoghu, 3 gnoll pack lord |
| 8 | Cell 1B: 2 gnoll fang of yeenoghu, 2 gnoll pack lord
Cell 2B: 1 gnoll fang of yeenoghu, 3 gnoll pack lord |
| 9 | Cell 1B: 2 gnoll fang of yeenoghu, 3 gnoll pack lord
Cell 2B: 2 gnoll fang of yeenoghu, 3 gnoll pack lord |
| 10 | Cell 1B: 3 gnoll fang of yeenoghu, 2 gnoll pack lord
Cell 2B: 3 gnoll fang of yeenoghu, 2 gnoll pack lord |

TREASURE

The monsters carry coin. A total value of **200/400/600 gp** can be recovered in gold, silver, and copper pieces.

CONTINUING

When they reach the doorway, they may proceed through the maze into the central chamber.

Important: When your table completes this encounter, send the table captain with your table number to notify Open HQ.

Room Point Bonus

If the party uses the portals to their advantage to make combat easier, they earn the encounter point bonus.

Use Round Two B3/B4 Map

B4. CAGE-WALK

Read:

You race back into the room that held all of the cages, only to find it is almost completely underwater! The water level has risen to just under the tops of the cages, and a strong current moves throughout the room.

A dark ancient voice laughs aloud as monsters appear in the chamber.

Characters may at any point swim through the water and climb onto a pillar or cage top with a DC 10 Strength (Athletics) check. They may also try to jump or balance their way across. However, once on top of a pillar they find it is slippery, and the cages have no top.

Pillars: Each row has a central pillar, which is no longer trapped. Characters can use the pillars to jump across or as battle platforms. A critical hit automatically sends a target on a pillar into the water, knocking them prone.

Cages: The cages no longer are protected by a field and do not have a top. The teleportation circles no longer function. A creature moving atop the cage's border treats it as difficult terrain and must make a DC 11/13/16 Dexterity (Acrobatics) check. Failure causes the character to slip and fall prone in an adjacent square.

APL MONSTERS

Monsters do not have to make skill checks to traverse the terrain. Monsters that walk treat the terrain as difficult terrain.

- | | |
|----|-----------------------------------|
| 1 | 1 imp, 3 smoke mephits |
| 2 | 3 imps, 3 smoke mephits |
| 3 | 3 imps, 5 smoke mephits |
| 4 | 1 babau, 2 imps |
| 5 | 3 babau, 2 imps |
| 6 | 5 babau |
| 7 | 1 barbed devil, 5 bearded devils |
| 8 | 2 barbed devils, 4 bearded devils |
| 9 | 4 barbed devils, 2 bearded devils |
| 10 | 6 barbed devils, 1 bearded devil |

TREASURE

The monsters carry coin and a magic item.

A richly woven cloak has a value of **200/400/600 gp** and is a minor relic of Ubtao.

Necklace of Adaptation. This necklace bears symbols of Ubtao, and was stolen by the demons or devils.

CONTINUING

When they reach the doorway, they may proceed through the maze into the next encounter (B5).

Room Point Bonus

If no more than one character slips or is knocked into the water, they earn the encounter point bonus.

Use Round Two B2/B5 Map

B5. BAD SEEDS

Read:

You race through the maze, trying to recall the way out. You reach a dead end with a strange green devil face in it, but decide to double back and take another passage. You find a chamber you recognize, though it has been changed.

A cascade of water pours through a large rent in one wall into this room. The room has flooded to a depth of thirty feet. Floating on the water are seed pods. Where once these were green and ripe, something has caused them to turn black. Several begin to shake.

Roll initiative!

Seed Pods: Each of the seed pods on the map with an M or T is now floating on the water. The seed pods marked S are not used in this encounter. Each round, roll a d6. On a 1-3, the closest seed pod to the party opens, revealing the monsters. After one opens, each will open the following round. A character may make a DC 12/14/18 Wisdom (Nature) check to prevent one adjacent seed pod from bursting for one round.

In addition, characters may try to harm the seed pods (AC 13, resistance to all damage, and if hit the damage is transferred to a creature within).

The seed pod marked T contains treasure. It vibrates as if it held a monster, but contains treasure. A DC 12/14/18 Wisdom (Nature) check reveals that something other than a monster is inside. The treasure is the same as for encounter B4. A party may earn treasure in both rooms.

Navigating the Room: If the characters planted seeds in encounter B3, those trees radiate branches within a 10-foot radius of the square containing the tree. Characters can walk across those branches, just above the surface of the water. A character on branches who is hit by an attack must make a DC 13/15/19 Constitution saving throw or fall prone in the water. They may leave the water during their turn as part of standing up from prone (using half of their movement to rise).

Any spaces without trees or branches must be negotiated through flight, swimming, or similar means.

APL MONSTERS

Divide the monsters as equally as possible across the seed pods. The monsters will pursue anyone leaving the room.

Meenlocks can shadow teleport to any space containing a seed pod, tree, or branches.

1 3 mud mephits, 3 steam mephits

2 5 mud mephits, 5 steam mephits

3 2 meenlocks, 4 mud mephits

4 2 meenlocks, 4 mud mephits, 4 steam mephits

5 2 slithering trackers, 2 chuul

6 3 slithering trackers, 3 chuul

7 2 slithering trackers, 4 chuul

8 6 chuul

9 3 chuul, 3 giant sharks

10 4 chuul, 4 giant sharks

TREASURE

The seed pod contains translucent fruit, filled with colored liquid. These are potions.

APL 1-4: **potion of healing, potion of fire breath, potion of growth, potion of hill giant strength.**

APL 5-7: **potion of greater healing, potion of water breathing, potion of frost giant strength.**

APL 8-10: **potion of superior healing, potion of invisibility, potion of speed, potion of stone giant strength.**

CONTINUING

When the monsters have been defeated, they hear the voice of Ubtao.

An echoing voice speaks throughout the chamber, coming from everywhere at once. "You have claimed revenge for the destruction of my garden. I shall reward you."

A section of stone above the waterline opens, revealing a passage connecting to another room.

They may now proceed through the maze into the next encounter (B6).

Room Point Bonus

If the party finds the treasure or uses an action to prevent a monster pod from bursting for at least one round, they earn the encounter point bonus.

Use Round Two B2/B5 Map

B6. BURNT BRIDGES

Read:

This room was the first you entered when you first entered Ubtao's maze. Now dark red lava pours over one wall and across the floor. The totem pole still stands, though one of the eyes has come loose and is resting just inches from the lava. The steps still lead to the rope bridges.

DM note: mention whether any rope bridges were previously burned during Encounter B1.

The bodies of the reptiles you slew now burn. Feasting upon them are several monsters.

An echoing voice speaks throughout the chamber, coming from everywhere at once. "Defeat these unnatural creature who desecrate my creations and you may take the totem's eyes as your reward. You do not have much time, for my island sinks once more!"

You can't help but notice that this time it is the archway across the room that is solid stone, blocking your exit.

The voice is that of Ubtao. The monsters attack immediately, and begin in positions of your choosing that are advantageous to them.

Totem Faces and Gems: During the combat, characters may choose to take the gems. The two gems up above require either using the rope bridges or climbing the totem. The two gems at ground level require either crossing the lava floor or perhaps using a rope from above to reach it. Require at least one check to recover the eyes above, plus a check to not have the ground-level eye gem fall in the lava. Use DCs of 12/14/17 for any skill checks. If a character asks, inform them that there will not be time to grab the gems after combat.

Burning Floor: Cooling lava covers the ground level. Any creatures on the floor who are not resistant or immune to fire must make a DC 12/14/16 Constitution saving throw each round or take 4/8/12 points of fire damage.

Climbing: Any climb checks (for example, to navigate terrain due to missing rope bridges) require a DC 10/12/14 Strength (Athletics) check.

APL MONSTERS

- | | |
|---|-------------------------------|
| 1 | 4 gazers |
| 2 | 3 gazers, 2 giant striders |
| 3 | 4 gazers, 3 giant striders |
| 4 | 2 spectator, 2 giant striders |

- | | |
|----|-------------------------------------|
| 5 | 4 spectator, 2 giant striders |
| 6 | 2 gauth, 2 guard drakes (red) |
| 7 | 2 gauth, 3 guard drakes (red) |
| 8 | 3 gauth, 2 guard drakes (red) |
| 9 | 2 death kiss beholders |
| 10 | 2 death kiss beholders, 1 spectator |

When the monsters are defeated, the entrance opens once more.

TREASURE

The two rubies and two emeralds in the totem are worth a total of **600/1000/1400 gp**.

In addition, one of the characters who reclaimed the gems finds the following on their person:

Weapon of Life Stealing / +1 Weapon of Life Stealing / +2 Weapon of Life Stealing. This weapon first appears as a spear of life stealing (see the DMG). However, Ubtao transforms the item into any melee weapon, retaining its magical qualities. The item is forever of that new melee weapon type.

CONTINUING

When the archway is clear, they may escape the encounter. Have the table captain report to Open HQ. An additional encounter may be provided. Otherwise, the characters have either escaped or their rotting corpses now lie beneath the Temple of Ubtao. When instructed, continue with the Conclusion and Final Decisions.

Room Point Bonus

If the party recovers the eyes, they earn the encounter point bonus.

Use Round Two B1/B6 Map

THE ISLAND TEMPLE — MAZE TRACK C

In this section of the Island Temple of Ubtao, the adventurers must make their way through rooms C1-C3, resolve an encounter at the center of the maze, and then return the way they came, fighting back across the same maps (C4-C6).

C1. TIGHTROPE WALKING

Read or paraphrase the following:

The enormous maze twists and turns, leading you through a series of dead ends and switchbacks before finally opening up into a large chamber. You stand on a wide stone block overlooking a 20-foot drop to what looks like water below. There are more stone blocks near the center of the room, several of which have metal boxes attached to them.

The ceiling is 50 feet above the surface of the water. Around the edges of the room, rickety platforms are suspended 30 feet above the water, held up by thin wooden poles. Many of the platforms are connected by ropes. On the far side of the room, you see an archway leading deeper into the maze, but it is blocked by a curtain of swirling, colorful light.

The three control panels must be “mixed” to produce a single solid color in order to remove that color from the archway. Until all of its colors have been removed, the swirling light is the equivalent of a *wall of force*. The numbered platforms at the center of the room each contain a toggle switch that adds or removes one color from the mixture. Initially, all three control panels are switched off. When a panel is switched on, a beam of light (harmless) in the appropriate color shoots from the panel towards the archway.

Color Mixing: The energy field is a mixture of green, purple, and orange light. To remove each color of light from the energy field, the corresponding component colors (and only those colors) must be activated at the control panels. Yellow + Blue = Green, Red + Blue = Purple, and Red + Yellow = Orange. If switches 1 and 3 are ON and switch 2 is OFF, then the PURPLE portion of the energy field disappears. Once a field has been dispelled, it does not come back.

Platform	Color
1	Red
2	Yellow
3	Blue

Destroying terrain features: In this encounter, taking out the ropes and platforms can buy the adventurers some relief from the enemies who are initially positioned on them, but that makes things more difficult later (don’t tell the players that).

Tightropes: The cables between platforms are made of

sturdy rope and are anchored by metal columns at each end. A character can cross these ropes like tightropes with a Dexterity (Acrobatics) check, climb along them at half speed using Strength (Athletics), or even slide down one like a zip line with a suitable implement (this only works when going to a lower elevation from a higher elevation, of course).

Cutting a rope is an action. Mark any cut ropes on the map. If one end is cut but the other end is still anchored, a character can swing on that rope. Treat this as a running jump for Strength (Athletics) check purposes.

Fragile platforms: The platforms at the edges of the room are rickety. Each platform has two wooden supports that hold it up. Any attack (melee or ranged) targeting a support that hits AC 10 and deals at least 3 points of damage causes that support to break. If both supports for a given platform break, the platform falls into the water and every creature on it takes 1d10 / 2d10 / 3d10 falling damage. Mark all destroyed platforms off the map, as these are not repaired.

Water: The water shown on the map is considered calm water for purposes of making skill checks to swim. The stone platforms are easily climbable (DC 10). The wooden supports are smooth, making them difficult to climb (DC 20).

APL MONSTERS

All the creatures in this encounter are manifestations of the spirits of ancient worshippers of Ubtao. He grants them the semblance of life (with their normal game statistics).

- 7 tribal warriors, 1 apprentice wizard
- 7 bandits, 1 apprentice wizard
- 6 scouts, 2 apprentice wizards
- 6 half-ogres, 1 cult fanatic
- 6 half-ogres, 1 warlock of the archfey
- 6 archers, 1 illusionist, 1 martial arts adept
- 6 archers, 1 martial arts adept, 1 transmuter
- 6 veterans, 1 transmuter, 1 warlock of the fiend
- 6 half red dragon veterans, 1 transmuter, 1 warlock of the fiend
- 8 half red dragon veterans, 1 warlock of the fiend, 1 abjurer

TREASURE

As each color is dispelled, it solidifies into an emerald, an amethyst, and a topaz, worth a total of **400/700/1000 gp**.

CONTINUING

When the archway is clear, the characters may proceed through the maze into the next encounter (C2). The adventurers do not need to defeat all the monsters in order to open the archway; they merely need to dispel all three of the light barriers.

Room Point Bonus

If one of the characters swings on a rope like Tarzan during this encounter, the party earns the encounter bonus. Primal yell not required, but of course it would be appropriate.

Use Round Two C1/C6 Map

C2. MAZE WITHIN A MAZE

Put the characters into initiative immediately when they arrive on the map. All characters should be in the section of hallway adjacent to the door marked A when the encounter begins. Read or paraphrase the following:

This section of the maze has 15-foot-high ceilings and suspiciously wide corridors. As you enter a hallway, the door vanishes behind you, leaving a featureless stone wall. It appears that you have no option other than to press forward.

Control Panels: This section of the maze is filled with control panels, which are numbered 1-8 on the map. Each panel contains a single switch with positions marked A and B. All switches are in the A position when the adventurers arrive.

The exit from this area is through the section of wall marked B, but there is no way to exit until all the control panels are switched to B, whereupon that section of wall disappears. Note that this is not a secret door: the wall is either there or not there. Also note that the control panels do NOT have to be activated in any particular order, and they do not have numbers on them in the dungeon. Those numbers are simply for your convenience.

Breakable Walls: There are sections of wall marked on the map as “breakable.” These are for the return phase of the trip and are not breakable during this encounter. For the moment, these walls are indistinguishable from any other walls in the maze and have no special properties.

MONSTERS

There are no monsters initially on the map. The adventurers might decide to explore the entire area before activating any of the control panels, or they might decide to flip the switches as they go along. They might decide to split up and explore, or they might decide to stick together. Any of these options are fine. Nothing happens until the characters activate their SECOND switch. It does not matter what number switches they activate in what order, or how much time passes between activations; at the moment when they flip their second switch, the listed monsters are teleported into the maze. One monster appears at each control panel from 1-8. If you have fewer monsters than control panels, roll randomly to determine which panel(s) do not get monsters. If a monster can see or hear any of the characters when it arrives, it immediately attacks. If a monster cannot see or hear any of the adventurers, then it begins to patrol the maze, walking towards the control panel with the next-higher number (wrapping back around to 1 after 8). If and when a monster encounters an adventurer, it attacks.

- | | |
|---|-----------------------|
| 1 | 8 guards |
| 2 | 8 troglodytes |
| 3 | 4 troglodytes, 4 orcs |
| 4 | 8 orcs |
| 5 | 8 scarecrows |

- | | |
|----|---|
| 6 | 4 half-ogres, 3 ogres |
| 7 | 7 doppelgangers, 1 warlock of the great old one |
| 8 | 7 minotaurs, 1 sea hag |
| 9 | 7 gladiators, 1 green hag |
| 10 | 7 medusae, 1 night hag |

TREASURE

Four of the summoned monsters (randomly determined) carry potions. When the adventurers defeat a monster carrying a potion, they may claim it. The monsters do not use the potions.

APL 1-4: ***potion of healing, potion of fire breath, potion of growth, potion of hill giant strength.***

APL 5-7: ***potion of greater healing, potion of water breathing (x2), potion of frost giant strength.***

APL 8-10: ***potion of superior healing, potion of invisibility, potion of speed, potion of stone giant strength.***

CONTINUING

When the adventurers have activated all eight switches, the section of wall marked B disappears. There is no sound or other indication that this has happened, so the characters might not realize that there is now an exit. Once the exit appears, it does not disappear even if some of the switches are toggled back to A. Eventually, the characters will find the exit, whereupon they may proceed to the next encounter (C3).

Any monsters still on the map do not pursue characters out of this room, but they are still present when the adventurers return (in Encounter C5). The monsters revert to their normal patrol route, so you can just roll randomly to determine which control panel a particular monster is near when the characters get back.

Room Point Bonus

If the characters activate all eight control panels in less than 12 total rounds, they earn the encounter bonus (even if it takes them longer than 12 rounds to escape because of having to fight the monsters).

Use Round Two C2/C5 Map

C3. GATES AND LEVERS

Read or paraphrase the following:

The passage you have been following dead-ends, but there are two open trapdoors with ladders leading down. You can see through the trapdoors that both go into the same large chamber, but the angle makes it difficult to see more.

The characters enter at either of the positions marked A on the map (the DM may designate this). Each adventurer must begin the encounter in a square adjacent to one of the two ladders shown on the map. There are no threats initially visible. If the party wants to send one character down to scout the room, that character will be attacked and any characters who are not yet on the map will need to climb down one of the two ladders (20 feet) on their first turn. It is not possible to make attacks into the room from outside the room.

Once the players are satisfied with their characters' starting positions, continue:

The ladders descend into a large room cut through with deep channels, like canals. A closed gate blocks the entrance to each channel. Levers on either side appear to control the flow.

The adventurers exit this chamber by climbing ladders in the areas marked B on the map, but those ladders are not present initially, and the ceiling above them is solid. The ceiling in this area is 20 feet high. When the last member of the party enters the room and all characters are on the battle map, read:

As the last member of your party descends the ladder, the two trap doors above you slam shut!

Channels: The cross-hatched areas on the map represent where the flow of water goes if the corresponding gate is open. When the adventurers first arrive, all the gates are closed and all the spillways are empty. Each channel is 20 feet deep, with sides of rough stone (DC 10 to climb).

Gates: Each sluice gate is solid metal (AC 15, hp 100, Strength DC 30 to force open). The gates are controlled by levers on either side: both levers must be in the same position (open or shut) before the gate moves. All gates are initially closed: if the characters open a gate, the corresponding area fills with water in 1 round. The water is nonmagical (but characters can still drown in it).

Once opened, the levers lock into place, so the characters cannot subsequently close any gate that they open. If the characters somehow cut off the source of water (via a magic wall or some other artifice) then it takes 10 minutes for a channel to drain. The water level is managed via the temple's magic, so the channels do not overflow. While a gate is open and water is rushing in, the water is choppy (DC 15 for purposes of making skill checks to swim) and the current pushes characters away from the gate at a rate of 2 squares per

round (DC 15 Strength to resist the current). A character that would be pushed off the map by the water instead hits the wall and takes 1d6/2d6/4d6 points of damage.

The rushing force of the water prevents any creature from forcing its way upstream through an open gate.

MONSTERS

As soon as any character crosses beyond the far side of the channel numbered 1 on the map, the monsters are summoned. The monsters appear inside each of the numbered channels (divide them up as you see fit, but there should be monsters in each channel).

1	4 firenewt warriors
2	6 firenewt warriors
3	7 firenewt warriors, 1 firenewt warlock of Imix
4	6 fire snakes, 2 firenewt warlocks of Imix
5	5 fire snakes, 5 azers
6	6 azers, 2 hell hounds
7	5 hell hounds, 2 flameskulls
8	3 fire elementals, 2 flameskulls
9	4 fire elementals, 1 chimera
10	4 fire elementals, 2 chimeras

The monsters are ignorant of the function of the gates. If the characters open a gate and a monster is caught in the water, that monster takes 1d8/2d8/4d8 points of damage initially and the same damage at the start of each of its turns if it remains in the water.

TREASURE

There are coins trapped behind each of the sluice gates. There are four gates in the room; one-quarter of the treasure spills out each time a gate opens for the first time. A total value of **200/400/600 gp** can be recovered in a mixture of gold, silver, and copper pieces. In addition, a copper and silver brooch decorated with silver dinosaurs is a **minor relic of Ubtao** and worth **300/650/900 gp** to a collector.

CONTINUING

There are a total of eight levers in this room (two per gate). As soon as the characters open at least one lever from each pair, trap doors appear at the positions marked B and ladders drop down, allowing the characters to exit this area and reach the center of the Temple of Ubtao. To be clear, it is possible to exit this room without opening any of the sluice gates. Any monsters still on the map do not pursue, but they are still here when the characters return.

Important: When your table completes this encounter, send the table captain with your table number to notify Open HQ.

Room Point Bonus

If the adventurers open a sluice gate in such a way that it catches a monster in the rush of water, they earn the bonus.

Use Round Two C3/C4 Map

C4. LEVERS AND GATES

This encounter uses the same map as Encounter C3. The condition of all the gates (open or closed) is the same when the adventurers return to this area. Any channels that were full when the characters left are still full upon their return, and the same for those that were empty. However, the water has been replaced by acid. Read the following:

You climb back through the trap door and down the ladder. The chamber seems to be the same as you left it, but leering devil faces have appeared in place of the flood gates, and an acrid spell now permeates the area.

Any monsters that the characters left in this area when they passed through here previously have obviously gotten out of the dangerous areas and are on solid ground. Furthermore, as soon as any character passes the far edge of the channel numbered 4 on the map, additional foes are summoned by the power of Acererak to torment them. (Creatures summoned by Ubtao and creatures summoned by Acererak are not allies, but both of them target the adventurers with priority over targeting one another. It is possible that the characters could persuade creatures of Ubtao to attack creatures of Acererak with appropriate skill checks (DC 15 / 18 / 21).

Channels: Any channel that was previously filled with water is now filled with acid. The acid is clear, so it might look like water, but its true nature can be detected with a DC 10 Wisdom (Perception) check. Any creature that begins its turn in or enters an area of acid takes 1d8 / 2d8 / 4d8 acid damage.

Gates: The gates are now green devil faces. The devil's mouth opens or closes as controlled by the levers. The gates are in the same positions (open or closed) as they were when the adventurers ended Encounter C3. However, unlike on the characters' first visit to this room, the levers are now unlocked in both directions. Any closed gates may be opened by throwing their levers. Any open gates may be closed by reversing their levers. As before, both levers must be in the same position (open or closed) before the gate will move.

If a closed gate becomes open, the devil mouth begins spewing acid, filling the channel in 1 round. If an open gate becomes closed, the acid in the corresponding channel drains away in 1 round and the devil face looks unhappy.

MONSTERS

Acererak summons the following creatures to stop the adventurers from escaping.

- | | |
|---|------------------------|
| 1 | 8 manes |
| 2 | 4 manes, 4 dretches |
| 3 | 8 gnolls |
| 4 | 4 gnolls, 4 death dogs |
| 5 | 4 death dogs, 4 gricks |

- | | |
|----|----------------------------------|
| 6 | 8 gricks |
| 7 | 4 gricks, 4 bearded devils |
| 8 | 4 bearded devils, 3 incubi |
| 9 | 4 bearded devils, 3 bargura |
| 10 | 4 bearded devils, 3 grick alphas |

TREASURE

The monsters carry coin and a magic item.

A golden statue of a triceratops has a value of **200/400/600 gp** and is a **minor relic of Ubtao**.

Broom of Flying. This magic item is carried in a case decorated with Thayan symbols, having been lost by a now dead Thayan explorer.

CONTINUING

As before, the exit to this room is controlled by the levers. The characters must reverse the position of every lever in the room. In other words, every lever that was in the "open" position when the encounter began must be moved to the "closed" position, and every lever that was in the "closed" position must be moved to the "open" position. If this causes some of the gates to open or close along the way, so be it.

Reversing the polarity of each lever causes the trapdoors to open at the positions marked A, allowing the characters to escape and proceed to Encounter C5. If the players seem to be having trouble figuring this out, a character can make an Intelligence (Investigation) check to notice that each of the levers seems to be connected to the same underlying machinery, and the gears look similar to those that were controlling the trap doors.

Room Point Bonus

If the party manages to force an enemy creature to take acid damage from the environment during this encounter, they earn the bonus.

Use Round Two C3/C4 Map

C5. PUSH THE EASY BUTTON

This encounter takes place on the same map that the adventurers traversed during Encounter C2. They enter the map through the door marked B, which disappears behind them. Read the following:

You find yourselves in a familiar section of the maze, but the environment seems a little different. A thin green mist now clings to the floor, and the floor seems... spongy. As before, the archway disappears behind you, leaving a featureless stone wall. There appears to be no way to proceed other than by retracing your earlier steps.

Control Panels and Surviving Monsters: The control panels are in the same positions as before. The switches are all set to B and can be flipped back to A. Any monsters that were still on the map when the characters left Encounter C2 are still patrolling the area, and attack any adventurers they encounter.

Breakable Walls: The obvious assumption for the players to make is that they have to tediously retrace their steps and flip every switch in the opposite direction. Let them start doing that. However, as soon as any character enters the area of the map shown as having “breakable walls,” the situation changes dramatically, as Acererak sends a massive monster tunneling up from underneath, collapsing a huge section of the maze. Read the following:

The ground beneath your feet begins to shudder. Cracks appear in the floor and walls. Suddenly a huge section of the maze collapses into rubble as a giant creature burrows up from underneath! It looks like a stone juggernaut with leering devil faces for wheels.

All “destructible walls” on the map are now removed. The area bounded by the destructible walls becomes difficult terrain due to the rubble. The door at position A is open as well, but the adventurers cannot see it from their current vantage point.

New Control Panel Function: When the juggernaut appears and wrecks the maze, the control panels are damaged by the force of its arrival. They now crackle with electrical energy. If a character is adjacent to a control panel when the juggernaut attacks that character, the juggernaut takes 1d8 / 2d8 / 3d8 electricity damage (ignoring its resistances) due to its careless swings.

MONSTERS

Apart from any surviving servitors of Ubtao (who the characters might be able to convince to help them attack this intruder), the arch-lich Acererak has sent a single massive juggernaut to destroy the characters. Re flavor all creatures as if they were a giant, living siege weapon with grinding, crushing wheels in the shape of carved devil faces.

A construct has the following modifications from the base creature’s stat block:

- It is a construct instead of its previous creature type.
- It can’t be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn’t have darkvision already.

1	1 white dragon wyrmling
2	1 blue dragon wyrmling
3	1 red dragon wyrmling
4	1 young white dragon
5	1 young black dragon
6	1 young green dragon
7	1 young blue dragon
8	1 young red dragon
9	1 young red dragon (max hp)
10	1 young red shadow dragon

TREASURE

If the characters destroy the juggernaut, it collapses into a pile of smoking rubble. At the center, the characters find several magic items that were being used to power its infernal energies.

Boots of levitation. These boots are made from green feathered dinosaur skin.

Cloak of the Bat, with the Hungry quirk (see the DMG, p.143). The inside of this cloak contains prayers begging Ubtao for forgiveness.

CONTINUING

The characters can exit this encounter through the doorway marked A at any time after the juggernaut has been summoned. However, it continues to pursue them through the maze, and if the adventurers let it chase them all the way to Encounter C6 without destroying it, the juggernaut changes form and gains the power of flight so that it can continue to attack them alongside the monsters in that encounter.

Room Point Bonus

If the characters deal damage to the juggernaut by using the energy of one of the broken control panels, they earn the encounter bonus.

Use Round Two C2/C5 Map

C6. SERVANTS OF THE ARCH-LICH

As the island continues to sink, the water level rises. Read:

This room is where you first entered Ubtao's maze, but the water level has risen. The platforms in the center have disappeared beneath the surface and the stone upon which you stand is nearly submerged.

The water in this room, previously clear, is now green-tinted. Sinister shapes swim through the murk. The archway through which you entered beckons as your only hope of escape before this entire island disappears once more.

The four central platforms shown on the map are completely submerged, with their tops 10 feet below the surface of the water (a character must swim down to reach them). The center of the room is open water, 50 feet deep except where the platforms are located. The two large side platforms marked A and B are at water level. The ceiling is 20 feet high.

Note any of the fragile platforms marked 1-6 that were destroyed during Encounter C1. The remaining platforms now float on the surface of the water. The platforms have broken free from the support posts that were underneath, meaning that they float freely and may be used as crude rafts. If the ropes are still intact, then the characters can use the ropes and the platforms as if they were a floating pontoon bridge to get across the water.

Rafts: Any character on a raft can propel the raft 5 feet in any direction per 10 feet of that character's movement used to paddle. Different characters can each propel the raft on their own turns. There rafts do not move on their own.

When any character comes within 50 feet of the archway on platform A for the first time, read the following:

The archway on the far side of the room suddenly slams shut! Mocking laughter echoes throughout the chamber. "Did you really think I would let you just LEAVE with the power of Ubtao? I have plans for that relic, and I'll be retrieving it from your bloated corpses in the near future. Enjoy your swim!"

Another voice, much deeper and older, echoes in your mind. "These interlopers defile my temple. Retrieve my totems from below the water and destroy these abominations to prove yourself worthy. Then I shall clear the way for you to escape."

From just below the surface of the water, on the submerged platforms, faint golden light begins to shine.

Totems of Ubtao: Buried in debris on each sunken platform is a totem of Ubtao (one per platform). A character diving under the water to search a platform must spend an action and succeed on a DC 12 / 16 / 20 Intelligence (Search) or Wisdom (Perception) check to find the totem. However, if the ropes that attach to platforms A and B are intact, a character swimming down to a connected platform can follow the rope, which leads

directly to the totem (no check required).

The monsters are unaware of the locations of the totems, but any character carrying a totem becomes a preferential target.

APL MONSTERS

These servitors of Acererak are normal creatures of their type, but appear to be made of sinister green energy wreathed in screaming souls. This does not affect their stat blocks.

- | | |
|----|--|
| 1 | 8 merfolk |
| 2 | 4 bullywugs, 4 giant frog mounts |
| 3 | 4 lizardfolk, 4 giant sea horse mounts |
| 4 | 4 kuo-toa whips, 4 giant sea horse mounts |
| 5 | 4 kuo-toa whips, 4 giant toad mounts |
| 6 | 4 merrow, 4 hunter shark mounts |
| 7 | 4 kuo-toa monitors, 4 hunter shark mounts |
| 8 | 4 sahuagin barons, 4 displacer beast mounts |
| 9 | 4 sahuagin barons, 4 giant crocodile mounts |
| 10 | 2 kuo-toa archpriests, 2 shield guardians, 4 sahuagin barons |

When the characters recover all four totems of Ubtao and defeat all the monsters, the archway opens. Read:

"You are a worthy heir to the legacy of my people. Take these gifts and go. Know that your strength will be needed again, for although Acererak's plan did not succeed on this day, he will find another way to steal the power he seeks."

The archway opens, and you escape the temple moments before it sinks beneath a flow of lava.

TREASURE

The totems are worth a total of **600/1000/1400 gp**.

In addition, one of the characters who recovered a totem finds the following on their person:

Vicious Weapon / +1 Vicious Weapon / +2 Vicious Weapon. All versions have the Illusion minor

property (see the DMG, p.143). This weapon first appears as a spear. However, Ubtao transforms the item into any weapon for the bearer that claims it, retaining its magical qualities in the new permanent form. The item is forever of that new weapon type.

CONCLUDING THE ADVENTURE

Have the table captain report to Open HQ. An additional encounter may be provided. Otherwise, the characters have either escaped or their rotting corpses now lie beneath the Temple of Ubtao. When instructed, continue with the Conclusion and Final Decisions.

Room Point Bonus

If the adventurers retrieve a totem by following one of the ropes, they earn the bonus.

Use Round Two C1/C6 Map

CONCLUSION AND FINAL DECISION

Open HQ will instruct all tables when the time has come for the conclusion.

If the party successfully escaped the temple, the party has a final decision. In the text below, insert the name of the party's first guide. In the second boxed text, make note of the trickster god whose shrine the party first visited.

The ground is shaking violently as you escape the temple of Ubtao. Most of the island is already underwater, and the rest is rapidly sinking. It is then you hear a familiar voice.

"You have survived! Quickly, this way!" Approaching in a canoe is your guide, [insert guide name].

You have barely boarded the canoe when the island shakes once more, then rapidly sinks below the waves. The temple of Ubtao is again lost below Lake Luo.

Your guide paddles in silence, then stops. "I must ask, what did you find in the temple of Ubtao? I do not ask of monsters, or even of wondrous treasure. Did you find what the ancient tablet fragments promised?"

The guide wants to know whether they recovered anything that reveals why Ubtao retreated from the people of Chult, or whether Ubtao still watches over them.

The players ultimately must decide whether to tell their guide of the sacred relics of Ubtao that they found in the central chamber.

If the players tell their guide about the sacred relics from the central chamber, read the following:

Your guide raises hands toward the sky. "I cast away all belief in [insert the name of the trickster god]. Ubtao has blessed you, and me. The people of Chult need to see these sacred relics, for they would restore hope that Chult may see his favor once more."

Your guide pauses, then shows a pained expression. "I must admit. You have a right to claim these relics. Our patron would pay handsomely if you wish to sell them. Still, I believe they should be given directly to the people... to the followers of Ubtao."

If the players agree to give the sacred relics from the central chamber to followers of Ubtao, their guide will make the necessary arrangements. The party receives no gold, but they receive a scoring benefit and the **Favor of Ubtao certificate**. Note that the scoring benefit received in **Appendix 2: Scoring** is reduced for each short/long rest the party has taken, though they do not know the impact on scoring.

If the party does not tell their guide about the sacred relics in the central chamber, or if they decide to sell them to their patron, award the party up to 250/1250/2500 platinum pieces. Note that the value of the relics (both in gold and in scoring) is reduced if they drew upon the relics for short or long rests after leaving the central chamber. The party does not know the exact amount of the reduction until the decision is made.

- A short rest reduces the sale value of the sacred relics by 50/250/500 platinum pieces
- A long rest reduces the sale value by 100/500/1000 platinum pieces

(See the Rests information at the beginning of this document and **Appendix 2: Scoring**.)

FINAL SCORING

Once the decision has been made, calculate the scoring total and ***personally turn in your Round Two scoring sheets to Open HQ.***

Scoring must be kept secret from your table.

PLEASE DO NOT GIVE PLAYERS ANY INFORMATION ABOUT POINT VALUES FOR SCORING before, during, or after the adventure, unless instructed to do so.

After all scoring has been received, HQ will announce the winners and close the event.

ROUND TWO SPECIAL ENCOUNTER

This encounter is meant to be run by VIP DMs during Round 2 of the Open. The first tables to fight their way into the central temple will be invited to this special encounter. Also, the first tables to exit the island may be invited to play if there is time.

This encounter has a hard time limit. Once the encounter begins, the table has exactly 75 minutes to complete the encounter. Once 75 minutes has expired, read the final read-aloud text.

The theme of this encounter is the creation of an evil magical artifact. Although the artifact was already created, the workshop runs on souls. To power its next artifact, the creator needs souls. Those souls, the creature hopes, will be the adventurers'.

When the table is ready to being, read:

As you rush into the island's grand central temple, a mist quickly envelopes you. As the mists fades, you find yourselves in a laboratory with work tables, benches, shelves, and desks. Two pools on either side of the room glow with a blue light, the raised edges of the pools carved with magical sigils.

The only passage out of the room is choked with a purple fog, obscuring your vision as to what is beyond.

A number of serpentine nightmares hiss at you, as surprised at your sudden arrival as you are. They do not look friendly.

MONSTERS IN THE BLUE POOL ROOM

Tier 1 2 yuan-ti malison (type 3)

Tier 2 3 yuan-ti pitmasters

Tier 3 3 yuan-ti abominations

These monsters are optimized for levels 3, 6, and 9. Adjustments should be made if the table's average party level is higher or lower within the same tier. For example, a level 1 party should face a much lesser challenge, while a level 10 party can handle a greater challenge than that listed for Tier 3. Use your best discretion based on how things go for the table.

When a monster (or an adventurer) dies, describe the creature's soul getting ripped apart and sucked into each of the pools and the purple mist. Make sure you stress the unpleasantness involved.

INVESTIGATING THE BLUE POOL ROOM

The Blue Pools. The blue pools glow with magical light. The runes on the edge of the pool can be read with a DC 10 Intelligence (Arcana) check. The runes suffuse the pools with teleportation and necromantic magic.

A creature that enters or ends its turn in the pool must make a DC 10/12/15 Constitution saving throw. On a failed save, the creature takes 1d4/4d4/4d8 necrotic damage (no save).

When every adventurer steps into the pool at the same time,

they are teleported into the red pools in the next chamber (see the Red Pool Room below).

The Purple Mist. The mist between the different chambers blocks all progress, except for the use of the pools. A creature entering the mist takes 1d8/4d8/8d8 necrotic and radiant damage (DC 10/12/15 Constitution saving throw for half damage) and is pushed back into the square they started in.

Work Tables. The work tables, benches, and desks all contain writing and spell components that deal with powerful necromantic magic, which can be surmised with a DC 10 Intelligence (Arcana) check. A DC 20 check reveals that all the notes, when used together, could create the beginnings of a necromantic artifact that could affect an entire world, but too much is missing--and it is too complex--to get further details. An adventurer making the DC 20 check also gains the flaw "My knowledge of the power of death has made me a bit mad." Provide inspiration if they immediately roleplay their new flaw."

THE RED POOL ROOM

After being teleported here from the Blue Pool Room, the adventurers are standing in the red pools. As long as they get out immediately, they take no damage. If they wait more than 2 rounds to emerge, they take 1d4/2d4/2d8 necrotic damage each round (no save). This pool contains bleached white bones.

When they take in their surroundings, read:

Aside from the red pools that you arrived in, the only two items of note in the room are a chest and a finely woven silk rug. The chest is strange in that it has no hinges or openings, while the silk rug is intricately patterned with lettering and runes: "To pass and view my greatest achievement, prove your worth. Learn the phrase by finding the three numbers, adding the missing number, stand on the rug, touch the central rune, and speak the word."

See **Handout 1** for details that can be presented to the players. Just be sure to fold the paper until they find the cypher key on the underside of the rug.

6 8 2	One number is correct and placed well
6 1 4	One number is correct but placed incorrectly
2 0 6	Two numbers are correct but placed incorrectly
7 3 8	Nothing is correct
8 7 0	One number is correct but placed incorrectly

The correct sequence is 042. Woven into the underside of the rug is the cypher key. Taking the letters that match the numbers, adding the letter corresponding to the missing number (5), you get the word **SOUL**.

0 =	S
1 =	T
2 =	U
3 =	R
4 =	O

5 = L
6 = N
7 = E

When a creature stands on the rug, touches the central rune, and speaks the password aloud, the purple fog (in both directions) disappears and provides access to the final chamber. Anyone who stands on the rug and speaks an incorrect password disintegrates into dust.

The chest opens when the correct password is spoken as well, revealing **100/500/1000 platinum pieces** and a ***horn of blasting***.

THE BLACK POOL ROOM

When the purple mist disappears and the adventurers look into the final chamber, read:

The chamber beyond the dissipating mist smells of rotting flesh, metal, and electricity. Two black pools of liquid rest at the ends of the room, and directly in front of you is a huge skull symbol etched into the floor. It glows with a dark magical light, as do the pools.

The gagging stench emanates from a large pile of rotting corpses and withered bones ahead of you. Soundlessly, the bones shift and bodies slough aside as a creature rises from the pile. "Master must have sent you," the creature whispers. "More souls for his experiments."

The Black Pools. The black pools glow with magical light. The runes on the edge of the pool can be read with a DC 10 Intelligence (Arcana) check. The runes suffuse the pools with a necromantic magic.

A living creature that enters or ends its turn in the pool must make a DC 7/10/13 Constitution saving throw. On a failed save, the creature is reduced to 0 hit points.

The Skull Rune. The skull rune wards undead creatures completely from radiant damage (immune) if they are within or adjacent to it. As an action, a creature can attempt a DC 10/15/15 Intelligence (Religion) and Intelligence (Arcana) check to change the effects of this, removing the ward against radiant damage. Both checks must be successful to reverse the ward; however, the character making the Religion check must worship a good-aligned god. A DC 10/15/15 Dexterity (Thieves' Tools) check can replace either the Religion or the Arcana check, but not both, as the adventurer carefully vandalizes the rune to interrupt the magic.

Work Tables. The work tables, benches, and desks contain the same writing that is in the first room, although these reveal that the magic of the necromantic artifact has something to do with bringing the dead back to life. Nothing more can be gleaned from the notes. It appears the construction was completed.

Dirt Mound. A necromantic artifact of great power was recently created on the spot where the dirt pile sits, then moved elsewhere. Bones and corpses of countless creatures jut

from the pile. A living creature that enters the dirt mound, or starts its turn there, must make a DC 5/10/15 Constitution saving throw or become unconscious until they are dragged off the mound, which takes an action by an adjacent creature.

MONSTERS IN THE BLACK POOL ROOM

The main monster starts in the dirt mound, while the other creatures emerge from the pools. Grant the specters, girallon zombies, and banshees (respectively) advantage on their first round of attacks (assuming an attack roll is indeed involved).

Tier 1	1 wight, 4 specters
Tier 2	1 bodak, 3 girallon zombies
Tier 3	1 alhoon, 3 banshees

These monsters are optimized for levels 3, 6, and 9.

Adjustments should be made if the table's average party level is higher or lower within the same tier.

These creatures were left after the necromantic artifact was created and moved. They wait to collect more souls and bodies for their master's further experiments.

CONTINUING

If the adventurers succeed in defeating all the monsters within the 75-minute time limit, read:

As the last of the undead creatures falls before you, a voice from the rune says, "I am watching you. You are now marked for death." The mist that brought you here returns, consuming you. You reemerge from the mist in your original position.

Reward for Success

The adventurers have angered Acererak, and they are known to any of the creatures who serve him in Chult. These characters earn the **Hated by the Evil Powers of Chult** certificate.

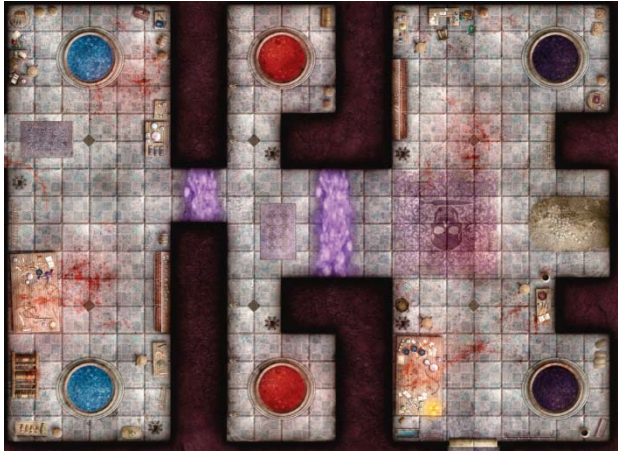
They can also find treasure within the dirt mound and on the work tables: gems worth a total of **600/3000/6000 gp**, 3 ***potions of healing/greater healing/greater healing***, and ***bracers of defense***.

If the adventurers fail to defeat all the monsters within the 75-minute time limit, read:

The mist that brought you here returns, consuming you. You reemerge from the mist in your original position.

Reward for Failure

The adventurers have proven a thorn in Acererak's side, although not as much of a threat as some others. They received the **Glimpsed into the Madness of Evil** certificate.



HANDOUT 1 – THE RUG PUZZLE

Fold this page in half and give only the top half to the players.

6 8 2	One number is correct and placed well
6 1 4	One number is correct but placed incorrectly
2 0 6	Two numbers are correct but placed incorrectly
7 3 8	Nothing is correct
8 7 0	One number is correct but placed incorrectly

Answer: _____

0 =	S
1 =	T
2 =	U
3 =	R
4 =	O
5 =	L
6 =	N
7 =	E

Final Password: _____

HANDOUT 2 — CUBE PUZZLE ANSWER SHEET

At the edge of the crater lake stands a stone altar. Its surface is flat, except for a perfectly square indentation in the center. The indentation is about twice the size of the small cubes that you have discovered.

Weathered carvings along the base of the altar spell out a message in Ancient Omuan.

The trickster gods of Omu are vain and prideful. They are never happier than when they can gaze into their own eyes, forsaking all others. Only a holy object can distract them long enough for a seeker to learn their greatest secret.

When you have built the holy object, what will you name it?

Instructions: You have been provided EIGHT (8) sheets of paper, each of which contains a representation of one of the cubes discovered in the ancient temples. You have also been provided with a roll of “sovereign glue” (tape).

Using these smaller cubes, you must discover the name of the holy object.

When you think you know the answer, write it (legibly!) in the space below, write your table number and team name, and have your team captain bring this sheet to HQ (do NOT give it to your DM).

Note: Your DM does not have the answer to the puzzle, and will not help with or verify the answer.

YOUR ANSWER: _____

TABLE NUMBER: _____

TEAM NAME: _____

APPENDIX 1 — CHARACTER DEATH

ROUND TWO — PRIOR TO REACHING THE CENTRAL CHAMBER

Adventurers return to life as in Round One, the spirits of Chult bringing 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, the vision they see is that of an enormous roaring dinosaur. The first character in the party to die in this round hears the whispered phrase "the evil upon this land must be undone."

ROUND TWO — AFTER REACHING THE CENTRAL CHAMBER

Acererak has activated the *Soulmonger*, meaning that magic used to return characters from the dead stops working. This includes any and all such magic the characters have at their disposal, such as *revivify* or *raise dead*.

Note: The first character to die at the Open after the Central Chamber should come up to Open HQ - Open HQ will make an announcement to introduce these effects.

At the end of an encounter in which a character dies, the party sees an old woman: impossibly old, hunched over and crippled by arthritis, and blinded by cataracts. Her dark face and bald pate are outlined with streaks of yellow clay, suggesting the shape of a skull. She introduces herself as Nanny Pu'Pu, and offers the adventurers the following:

"Not all things that die, cease to be," she cackles. "An offer I'll make, but you must be quick. Valuables worth 50/200/400 gold to me, in payment. In turn I grant you this green gem you must place upon the body. Dedicate the next creature's death to me, and rise your friend I shall. Not the same, but good enough! And that is not all. Wards I have, for you." She draws forth a small doll made of rags, bound with twine. "The same payment for one of these! Wards off death, it does! Just pour some of your own blood upon it now, to give it form."

Green Gem: If an adventurer slays a creature and dedicates it to Nanny Pu'Pu, one dead character that has a green gem suddenly lurches to his or her feet. The character is alive and may roll initiative to join the current combat, but gains the type undead and their skin and features resemble those of a dead person. They receive the certificate **Alive in Death. The character is still considered to have died for purposes of scoring.**

Rag Doll: A character activating this item with their blood reduces their maximum hit points by 4/10/20 hit points for the duration of the adventure. In return, they receive the effects of a *death ward* spell (*Player's Handbook*, p. 230). Once it has been used, characters may reactivate the item, each time reducing their maximum hit points by an additional amount for the duration of the adventure. **Each time the character would die is treated as a death for purposes of scoring.** Any character using the item more than once receives the **Nanny Pu'Pu's Charm** certificate.

APPENDIX 2 — SCORING FOR ROUND TWO

DM'S SCORING TRACKER FOR ROUND TWO

The Origins D&D Open is a scored event. Do not share any of the details on this form with your table.

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

Achievement/Description	Points	Cert ?
<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>	+25	
Total:		

RESTS

During Round Two before the central chamber, 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.)

After the central chamber, the table must pull energy from the sacred relics of Ubtao. Score each short or long rest here, and also in the Conclusion category.

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 - do not score this if already scored for Round One	-5	Y
Each long rest taken	-20	
<i>Adventuring Makes Me Sleepy:</i> FIRST TABLE at Open to take two long rests - do not score this if already scored for Round One	-5	Y
<i>No Rest for the Wicked:</i> Party does not take a long rest all adventure long	+30	
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 ?
A1	+5	
A2	+5	
A3	+5	
A4	+5	
A5	+5	
A6	+5	
B1	+5	
B2	+5	
B3	+5	
B4	+5	
B5	+5	
B6	+5	
C1	+5	
C2	+5	
C3	+5	
C4	+5	
C5	+5	
C6	+5	
<i>Note:</i> If the table does not complete A3, B3, or C3 before the central chamber, award partial credit (2 points).	-	
<i>Maze Runner:</i> Party completed all of the encounter bonuses for the maze, both on the way in and when escaping	+25	Y
Party successfully completed the Special Encounter at a VIP table	+12	
Party completed an additional maze encounter from another track	+8	
Total:		

PERFORMANCE

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

Achievement/Description	Points	Cert ?
<i>Critical Hits:</i> Each party member rolls at least one critical hit. - do not score this if already scored for Round One	+10	
<i>Trapsmiths:</i> Party disabled 5 or more traps - do not score this if already scored for Round One	+15	
Each time during Round Two an adventurer dies non-voluntarily (can be earned multiple	-5	

times/adventurer)		
<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>Acererak's First Victim:</i> The FIRST CHARACTER at the Open to die after the Central Chamber and Acererak has triggered the <i>Soulmonger</i>	+10	Y
<i>Alive in Death:</i> At least one character was brought back with Nanny Pu'Pu's green gem	+5	Y
<i>Nanny Pu'Pu's Charm:</i> At least one character used Nanny Pu'Pu's rag doll charm more than once to prevent death	-5	Y
<i>Indomitable:</i> At least one adventurer finishes the event without taking damage	+20	
<i>Still Standing:</i> No party member ever reaches 0 hit points in Round Two	+10	Y
TPK at least once	-20	
<i>Masters of the TPK:</i> More than 5 encounters end in a TPK - do not score this if already scored for Round One	+30	
<i>Friendly Fire:</i> First adventurer at Open to take damage from an ally	-5	
Total:		

ROLEPLAY

These achievements reward players who roleplayed and worked well together throughout the entire adventure.

Achievement/Description	Points	Cert ?
Roleplaying: None/Some/Outstanding	-15, +10, +30	
Teamwork: None/Some/Outstanding	-15, +10, +30	
Total:		

PUZZLES

The party can earn points for their performance in the Puzzle Cube challenge.

Achievement/Description	Points	Cert ?
<i>Ubtas's Chosen:</i> One of the first three tables to solve the Puzzle Cube	+20	Y
<i>Hip to be Cube:</i> The table solved the Puzzle Cube before time was called	+6	
Total:		

GIANT T-REX OF DOOM!

If the party was visited by the giant tyrannosaurus, they may

score points here.

Achievement/Description	Points	Cert ?
<i>Lunch Meat:</i> One or more characters was killed by the T-Rex	-10	
<i>Awesome Lunch Meat:</i> If one or more characters performed a cool maneuver (such as riding the T-Rex to another table) or otherwise distinguished themselves through valor or tactics (not raw damage) against the T-Rex	+15	Y
<i>Can't Touch This:</i> The party avoids any damage from the T-Rex	+5	
<i>Legendary Beat-Down:</i> An adventurer deals more than 45/95/180 damage in a single round to the T-Rex	+5	
<i>Big Game Hunter:</i> The party brings down the T-Rex!	+10	Y
Total:		

RELIC RECOVERY AND CONCLUSION

Encounters A2, A6, B1, B4, C3, and C4 each provide opportunities to recover minor relics of Ubtas for the patron of their choice.

In addition, each table recovers the sacred relics of Ubtas from the central chamber. If not sold (see the Conclusion and Final Decision Encounter), they receive points. The points scored are reduced for each rest taken during their escape.

Achievement/Description	Points	Cert ?
Each minor relic recovered (2 maximum)	+15	
<i>Favor of Ubtas:</i> Recovered the sacred relics of Ubtas and decided not to sell them - reduce this bonus by 5 for each short rest taken during the escape and by 10 for each long rest taken during the escape	+30	Y
<i>Escaped alive!</i> Each character escaping the island alive	+5	
Total:		

Table Number: _____

DM Name: _____

Round Two Total Score: _____

Provide this scoring sheet to Open HQ at the end of Round 2.

All adventurers receive the certificate *Explorer of Chult*.

MAZE MAPS —

- Map A1-A6
- Map B1-B6
- Map C1-C6

See the file "D&D Open Round 2 - Embedded Maps."

Note that there are also versions of the maps that can be printed. These do not have special encounter information (which the players should not see). Open HQ has the printable maps without encounter information.