

# LOCATIONS IN THE CITY

## 1. CITY ENTRANCE

A guardhouse stands near the entrance to the city. Arrow slits are cut into its limestone walls, and a lopsided iron portcullis hangs over the gateway, beyond which you see an open plaza.

If the characters enter the guardhouse, read:

Much of the interior has collapsed into rubble. Creepers cling to the walls, and high grasses sprout between the flagstones amid evidence of long-dead campfires. One wall is covered with graffiti – some words painted, others etched.

Graffiti in common:

“Fear the fangs of Ras Nsi!”

“Erik, I've gone in search of the nine shrines. V.”

“The puzzle cubes are the key.”

“Beware the frog monster!”

“Who is Unkh?”

“All hail the King of Feathers!”

“The snakes are not what they seem.”

“Kubazan = bravery. Shagambi = wisdom. Moa = ?”

### RAS NSI'S SCOUTS

- 5 **yuan-ti malisons** (two type 1, two type 2, one type 3) watch entrance from small cave. Follow characters to capture one, ambush characters when they try to rest.
- **Treasure.** Type 3 malison has longbow carved like serpent with gemstone eyes (250 gp).

## 2. WALLED COMPOUND

Smoke drifts lazily from a walled compound. The gate lies in splinters, and scorch marks deface the buildings. Near the center of the compound is a plaza littered with charred human corpses. One of the corpses is being torn apart by a pack of wild dogs.

- Red Wizards' base destroyed by yuan-ti attack.
- 30 corpses: 3 red wizards, 20 human mercenaries, 7 bearers from Port Nyanzaru.
- 6 dogs (**jackals**) eating wizard, attack only if disturbed.

### SPIRIT POLE

- If characters explore compound the, read:

A glaive has been thrust into remains of a burned-out pyre. Charred snake skulls and blackened inhuman vertebrae are lashed to the spear. On a wall nearby, a symbol has been daubed in ash: a snake curled in a spiral, gripping a circle in its jaws.

- Yuan-ti burned their dead. DC 15 Religion recognizes sigil on wall as symbol of Dendar the Night Serpent.

### ORVEX OGRAMMAS

- Scribe & translator for Red Wizards under wall. Dying of thirst. Balding, pragmatic, middle-aged.
- **Orvex** cries for help, wants to join party and get safe.
- Can help party make peace with surviving Red Wizards. Can translate Old Omuan. Knows legend of nine trickster gods. Wants to explore city, and will also accompany party into Tomb of Nine Gods.

## 3. KUBAZAN'S SHRINE

A rectangular pool of murky water stretches before this vine-draped shrine. Rope bridges that once spanned the water float on the surface, tangled with other debris. The shards of a toppled monolith form stepping stones to the middle of the pool, where a statue of a stone frog rises above the water.

### 3A. FROGHEMOTH POOL

- 6 ft. deep, clouded with mud. DC 14 Perception to spot eyestalk of **Froghemoth** in pool.
- Froghemoth attacks any who touch pool or go to shrine
- Rope bridge sinks when stepped on. DC 10 Acrobatics to jump across stepping stones or fall in the pool.
- **Stone Key.** In mouth of frog statue, opens gate at 3B.

### 3B. LOCKED GATE

- Old Omuan above gate: “Kubazan urges us to tread without fear and to give back as much as we take.”
- DC 20 Dexterity with Thieves' tools to open gate.
- *Glyph of warding* with *fear* (DC 15) if opened w/o key.

### 3C. CHAMBER OF BRAVERY

Steps descend to a ledge overlooking a pit of sharpened stakes.

An alcove on the far wall holds a pedestal with a stone cube resting on it. A relief carved into the back of the alcove shows a monstrous frog with tentacles fighting a crane. Wooden beams radiate from the walls at floor height, with four-foot gaps between them. Carved frog heads extrude from the walls above the beams.

- Wall relief shows Kubazan (froghemoth) fighting Papazotl (eblis). Inscription in Old Omuan tells how Kubazan earned tentacles from Ubtao.
- **Spiked Pit.** 30 ft. deep, if fall 3d6 bludgeoning + DC 12 Dex save, failure = 1d4 x 1d6 piercing damage.
- **Wooden Beams.** Acrobatics check (DC = 5 + distance in ft. between two beams) to jump between beams, beams retract into wall after weigh is lifted from them, resets when all beams have retracted into walls.
- **Puzzle Cube.** If removed, gate in 3B shuts and lock, (disadvantage on lockpick from inside shrine) and poison gas from frog heads fill shrine for 1 minute. DC 12 Con save at start of turn or 3d6 poison. Placing ½ lb. object on pedestal when taking cube avoids trap.

## 4. SHAGAMBI'S SHRINE

A ruined shrine stands at the heart of this walled compound. Tall monoliths flank the entrance, decorated with images of a jaguar with six snakes sprouting from its shoulders. A stone door is set into the shrine beyond.

- 2 **kamadans** lair in cart behind shrine. Try to ambush characters. Have three cubs, fight to protect them.

### 4A. SHRINE ENTRANCE

- Two 15 ft. stone monoliths draped in vines. Old Omuan inscription above door: "Shagambi teaches us to fight evil with honor." Combined Str of 20 or higher to open.

### 4B. ARENA GALLERY

Steps descend into a fifteen-foot-high, moss-covered room.

Four statues of Omuan warriors stand in alcoves to either side, overlooking a barred gladiatorial pit in the floor. Each statue looks like it was meant to hold a spear, but its weapon is missing. On the far side of the chamber, a stone pedestal stands conspicuously bare. A relief on the wall behind it shows a monstrous jaguar with six snakes protruding from its shoulders, fighting off a squat, frog-like humanoid armed with a spear. To the left of the relief is a narrow tunnel with stairs leading down.

- Statues unmovable, impervious to damage & spells.
- Tunnel slopes down to (4D) and ends at (4C).
- Relief shows Shagambi (kamadan) fighting Nagnang (grung). Inscription in Old Omuan says how Nagnang stole Shagambi's spear. DC 15 Perception sees tiny holes in relief, can be stuffed to block poison.
- **Pedestal.** 4 ft. high, impervious to damage & spells. Stone hatch in top, if physical force used to try and open, gas comes out from holes in wall relief. Fills 15 ft. cube in front of mural, DC 12 Con save, 4d6 poison on fail, half on success. Gas doesn't linger.
- **Puzzle Cube.** Party must obtain four spears from monsters in 4C and put in hand of four statues. When spears are placed in hand of statues, pedestal turns on spot, and ornate stone cube corkscrews up from hatch.

### 4C. GLADIATOR CELLS

- Portcullises can open only with *knock* or step on pressure plates in 4D. Each cell has **clay gladiator**.
- Clay gladiators fight if attacked or called to pit (4D).
- If reduced to 0 hit points outside pit, disappears and reappears in its cell at full health & all items.
- If reduced to 0 hit points inside pit, disappears and reappears in cell, but leaves behind spear. Spear can be taken to 4B, but disappears if taken from shrine.
- Can't leave shrine. Return to cells if nobody in shrine.

### 4D. GLADIATORIAL PIT

- 20 ft. deep, bars 2 ft. apart. Medium or smaller creature can slip through. Walls too smooth to climb.
- 6 ft. archways on each side of pit. Floor of pit is pressure plate, 50 lb. or more on it causes portcullises in 4C to rise and clay gladiators come to the pit.

## 5. GREAT RIFT

Tumbledown ruins cling to the lip of a rift overlooking a lake of bubbling lava.

- Fall from cliff = 20d6 bludgeoning, 10d10 fire/turn.
- **Sacrifice of fire.** Vegepygmy tribe (**vegepygmy chief**, 8 **vegepygmies**, one **thorny**) dancing around Imbok (**grung**) and rolls him off cliff if party doesn't interrupt. If saved, Imbok is 118th son of chieftain Yorob, promises gold if taken to 18. Nagnang's Shrine.

## 6. MOA'S SHRINE

A column of rock rises 200 feet above the lava. A walled ruin overgrown with palms perches on the summit.

- Gulf 60 ft. at narrowest point. Rope and grappling hook can be thrown across to come over.

### 6A. SHRINE ENTRANCE

Palm trees grow in front of this squat building, and worn steps ascend to an archway that forms the entrance. Reliefs of coiled serpents flank the entrance.

- 4 **jaculis** attack party when they enter courtyard.

### 6B. TRAPPED PASSAGE

The walls of this rubble-strewn corridor are carved with serpents, and arrow slits are spaced along them every 5 feet. Cobwebs fill the arrow slits and hang like drapes from the corridor ceiling. Above the entrance, a stone plaque bears a cuneiform message.

- Old Omuan on plaque: "Moa teaches us that secrets hide the truth."
- Arrow slits 6 inches wide, 2 ft. tall, 1 ft. deep.
- **Pits.** DC 15 Perception to find covered pits (marked X). Covers locked until puzzle cube in 6C is taken. After that, DC 15 Dex save when stepped on or 10 ft. fall + green slime at bottom (1d10 acid each turn until scraped off, nonmagical wood or metal used to scrape slime off is destroyed. Sunlight, cure disease, cold, fire, or radiant damage destroys green slime)

### 6C. CHAMBER OF DECEPTION

In the middle of this room, a stone cube rests on a plain stone pedestal. Statues of twelve tribal warriors jut from the surrounding walls, aiming bows at the pedestal. The floor in front of the pedestal bears a mosaic depicting a monstrous serpent constricting a furious monkey. Moss obscures much of the detail.

- Mosaic shows Moa (jaculi) fight Wongo (su-monster).
- If moss removed, Old Omuan: "Death rewards a thief deceived. Truth comes from the serpent's mouth."
- Inscription on floor tells how Moa betrayed Wongo.
- Puzzle cube on pedestal is illusion, feels real. *Detect magic* reveals illusion. If taken from shrine, vanishes in puff of green smoke.
- Archer statues (AC 17, 30 HP, immune to poison, psychic and nonmagical bludgeoning, piercing and slashing) animate for 1 hour if attacked or puzzle cube taken from pedestal. Attack on initiative 20, +6 to hit, 1d8 +1 piercing.
- **Secret Doors.** If searching, DC 12 Perception to find.

### 6D. WESTERN SECRET ROOM

A statue of a coiled serpent dominates this web-filled room. The statue is missing its head, which lies broken on the floor next to a stone cube.

- Statue 7 ft. tall. Puzzle cube on floor is fake, vanishes if taken from shrine. If taken to 6C, statues activate.

### 6E. EASTERN SECRET ROOM

A large statue of a coiled serpent dominates this web-filled room. Clutched in the statue's jaws is a stone cube.

- **Puzzle Cube.** Is real, can be removed safely.

## 7. FALLEN TREE

A fallen tree bridges the river ahead. Its trunk is wider than a man and stretches more than 100 feet. On both banks lie ruined buildings.

- Fallen trunk wide enough for two Medium creatures. Falling in = DC 14 Athletics to reach bank, if fail, pulled toward falls 200 ft. away at speed of 50 ft/round

### BAG OF NAILS

- Senile tabaxi **Bag of Nails** ambush characters who try to cross. DC 22 Perception to spot him hiding in ruins on east bank, 150 ft. from fallen tree.
- Leaps across rooftops to hide between shots.
- If he drops to under half max hp, surrenders and leads characters to lair (ruined basement) and gives stew. Explains that he wants to find magic stone Navel of the Moon (see Chapter 5), so he can find lost son.
- DC 15 Insight reveals he won't let characters leave alive. He has put *midnight tears* in stew (at midnight, DC 17 Cov save, 9d6 poison, success halves).
- **Treasure.** Has five doses of *midnight tears* in hollow gourd and enough gear for explorer's pack.

## 8. UNKH'S SHRINE

Swirly carvings decorate two obelisks at the entrance to this compound. An overgrown courtyard lies under the shade of tall palms. Stone doors seal the entrance to a windowless shrine, with a smaller ruin standing nearby.

### 8A. SHRINE ENTRANCE

- Old Omuan above doors: "Unkh urges us to contrast all options before acting."
- Combined Str of 20 or higher to push doors open.

### 8B. RUINED WORKSHOP

The roof of this workshop collapsed long ago, and now a thick mass of plants grows from the rubble. Through the moss, you see hundreds of iron keys hanging from hooks on the wall. Some are bent and broken, while others are rusted beyond repair. The rest look serviceable.

- One of keys unlock pedestal in 8C. If they know what to look for, is found within minutes or searching.

### 8C. CHAMBER OF CONTEMPLATION

A statue of a giant snail looms before you. In place of antennae, it has five pseudopods ending in rocky clubs. Along the walls, six iron keys hang in small niches above stone plinths. Behind the statue, a carved pedestal in a wide alcove has a keyhole set into its base.

- 3 **ghasts** with Ras Nsi's symbol (blue triangle) tattoo on forehead hide behind 9 ft. statue, attack on entry.
- None of the keys in this room unlocks pedestal. If correct key is inserted, pedestal grins around on spot, ornate stone cube corkscrews up from concealed hatch in its surface. Puzzle cube can be removed safely. DC 25 Dex (Thieves' tools) to pick, fail by 5+ triggers trap.
- **Trap.** If wrong key inserted or lockpick fails, flail snail emits rays of light. DC 18 Dex, 6d10 radiant on fail.

## 9. ADVENTURER'S CAMP

Amid the ruins is an abandoned campsite. Torn backpacks and rotted gear litter the ground around the three moldering tents. At the center of the camp, a scrap of dirty yellow cloth hangs from a crude wooden flagpole.

- Made by Company of Yellow Banner (see Chapter 5).
- A tent has a piece of moldy parchment (handout 13).
- After 1 hour, a random Red Wizard arrives with two mercenaries. Attacks unless Zagmira is with party.

## 10. I'JIN'S SHRINE

Cracked monoliths flank the entrance to this ruin. Saw-edged ferns grow in the courtyard between broken flagstones. A pair of stone doors provide entry to a large, flat-roofed ruin.

- Harmless **Almiraj** hides in burrow under courtyard when it senses intruders.

### 10A. SHRINE ENTRANCE

Sculptural reliefs decorate the doors of this shrine. The carvings show a horned rabbit charging a small, feral-looking bear with sharp claws. A cuneiform message is etched above the doors.

- In Old Omuan: "I'jin teaches us to take the path least expected." Inscriptions under tells how I'jin (almiraj) angered Obo'laka (zorbo) by spoiling Ubtao's stew

### 10B. PUZZLE FLOOR

A ten-foot-wide hallway strikes off into the gloom. Carved tiles depicting various beasts decorate the hallway floor.

- Give handout 14 from appendix E.
- 32 tiles cover 20 ft. long 10 ft. wide stretch of hallway. Each tile is 5 ft. square, arranged in 8 rows of 4.
- Beasts depicted are almiraj, dragonflies, eagles, giraffes, monkeys, tigers, warthogs, and zebras.
- **Poison Darts.** To cross safe, avoid stepping on same animal more than once. If 20+ lb pressure on wrong plate, 4 poison darts (+5 to hit, 1d4 piercing, DC 15 Con save, 2d6 poison, success halves) attack random creatures within 10 ft. of triggering tile. DC 13 Perception spots holes, stuffing them prevents darts.
- **Almiraj Tiles.** Abjuration magic on almiraj tiles. First creature to step on gains 2d10 temporary hit points.

### 10C. LABYRINTH

- X = hidden pressure plate. If 20+ lb pressure, axe (+6 to hit, 1d8 +4 slashing) swings from ceiling. DC 16 Perception to find plate and ceiling compartment. DC 15 Dexterity with thieves' tools to dismantle trap, triggers on 5+ fail, but attacks with disadvantage.

### 10D. PUZZLE CUBE

A shaft of natural light spills from a tiny square hole in the ceiling onto a carved stone pedestal. An ornate stone cube rests on its surface.

- I'jin's puzzle cube can be removed safely.

## 11. CHWINGA WAGON

An overturned wagon lies on the street ahead. Rotting flower petals litter the ground around it, and bees nest in its broken wheels. A freshly cut garland of jungle flowers hangs from the wagon's tongue.

- Wagon home to omega. Vegepygmies bring it gifts.
- Characters approaching notice area is unusually lush. If they leave offering, chwinga presents itself. If not, chwinga shadows characters and spy on them.
- Smells like honey, followed by bees. Likes humanoid hair. Vegepygmies flee when they see it. Chwinga wont follow the party into shrines or dungeons.

### QUEEN'S DECREE

A moss-covered stone disk lies half-buried in the mud underneath the wagon. Concentric rings of inscriptions cover its surface — some written in Common and others etched in jagged cuneiform.

- Proclamation from Omuan queen to rivals in Mezro.
- Has writing in Common and Old Omuan: "Queen Napaka proclaims that the free people of Omu fear nothing. Brave new gods protect us, as Ubtao did before but does no longer. Omu will rise again, and Napaka shall reclaim all that is hers by right of conquest."
- Using tablet, characters can translate Old Omuan.
- 3 ft. diameter, 200 lb. Chwinga follows tablet.

## 12. WONGO'S SHRINE

Carvings of monkeys hanging by their tails decorate two cracked obelisks that stand before a shrine enclosed by broken walls. Past the obelisks is a courtyard filled with horsetails and arum lilies. Five archways open into darkness at the base of the ruin. Mounted above the central arch is a stone plaque bearing a cuneiform inscription.

- Inscription in Old Omuan: "Better to be Wongo's friend than his enemy."
- **Portcullises.** Four of five entrances has portcullises. When puzzle cube in 12B is taken, they slam shut. Weighs 600 lb. Combined Str of 20 can lift.

### 12A. CRACKED OBELISKS

- Character passing between obelisks hear monkey shrieks

### 12B. TEST OF FRIENDSHIP

A ten-foot-tall stone statue of an evil-looking monkey balances on its tail atop a stone dais in the middle of this twenty-foot-high chamber. The statue's limbs are splayed, with hands and feet cupped. On the wall behind, a sculpted relief shows a monkey-like creature tearing into a giant serpent. Cuneiform inscriptions are carved above and below the relief. Four masks of painted stone protrude from the walls; they depict the heads of a lion, a zebra, a boar, and a vulture.

- Relief shows Wongo (su-monster) fighting Moa (jaculi). Inscription in Old Omuan explain Moa's betrayal of Wongo to Ubtao.
- **Statue and Puzzle Cube.** *Detect magic* reveals conjuration on statue. Searching statue's base uncover inscription in Old Omuan: "Wongo's friend knows where to pour the water." Wongo's friend is the vulture.
- If character pours water into statue's right hand or one of feet, liquid sizzles and becomes 1d3 **steam mephits**. Statue can create six mephits per day this way.
- When water is poured into left hand, puzzle cube appears on statue's head and character hears: "Take the prize

and curse your friends, or fight my children to claim it. What is your choice?" If puzzle cube taken, masks in 12C deliver curses. If not taken, portcullises in 12A slam shot and 4 **su-monsters** teleport into room and attack. Taking puzzle cube after doesn't deliver curses.

- **Masks.** Stone masks' eye are open holes, can look through into corridors (12C). Masks can't be removed.

### 12C. VIEWING CORRIDORS

- Aura of transmutation above each mask on this side. Inscriptions in Old Omuan above each mask:

Lion Mask (L). "I ate one of the boar's friends." Looking through mask sees blue ray of light on statue's right hand.

Boar Mask (B). "The vulture is lucky to be alive." Looking through mask sees blue ray of light on statue's left foot.

Zebra Mask (Z). "My only friend starved to death." Looking through mask sees blue ray of light on statue's right foot.

Vulture Mask (V). "One of the others has no friends." Looking through mask sees blue ray of light on statue's left hand.

- When masks deliver curses (see 12B), character who has looked in mask in last hour must succeed DC 15 Con save or transform into creature depicted on last mask they looked through, as *polymorph* spell for 24 hours.

## 13. AMPHITHEATER

A ruined amphitheater looms over the surrounding buildings.

Vines cling to its steps, and animal statues line its stands. The muddy ground outside is stripped clean of vegetation. An eerie silence hangs over the area. No birds cry, no insects chirp, nothing stirs.

- Lair of King of Feathers. T-rex with magical abilities.
- Giant clawed footprints in mud, colored feathers, large heaps dung around amphitheater.
- Semicircular, tiered seats, ruined stage.
- Omuan relics and 5 **deinonychuses** in passages and chambers under stands. Attack on sight.
- 50% chance to find **King of Feathers** in amphitheater during day. 25% chance at night. If out hunting, cumulative 20% chance its returns each hour.
- **Treasure.** Electrum platter (25gp), omuan death mask of painted gold (250 gp), *helm of telepathy*.

## 14. TOMB OF NINE GODS

- Vine-draped obelisk mark entrance. See Chapter 5.

## 15. RUINED BAZAAR

A derelict market hall stands on the street corner ahead. Frayed cloth awnings hang in tatters above a broad alley lined with stalls.

- Kobolds in hidden cellars underneath have set six traps in bazaar. Cumulative 20% to come upon trap for each minute spent searching. DC 15 Perception to spot trap (spring-loaded catapult) and trigger (tripwire or pressure plate), no check to disarm. Failed perception sets off trap (kobold inventor Weapon Invention).
- After three traps are found, characters spot kobold disappear down staircase on outskirts of bazaar.

### KOBOLD CELLARS

- Only one staircase lead into kobold's lair in cellars.

Guttering torches cast dim light under the arches of a wine cellar roughly 20 feet square. The cracked ceiling is 8 feet high. In an alcove on the far side of the room, a pile of treasure twinkles in the torchlight. Kobolds gather around it.

- Kakarol (**kobold scale sorcerer**) rests on treasure. 2 **kobold inventors** and 10 **kobolds** also here. Kobolds rally to defend Kakarol. Kakarol surrenders if needed.
- **Treasure.** Kakarol wears 6 ft. tapestry of macaw with garnet beads as cloak (75 gp). Hoard contains 30 gp, 250 sp, 1,800 cp, glass statuette of dragonfly (25 gp), four bloodstones (50 gp), *potion of greater healing*.

#### DEVELOPMENT

- Kakarol believes Acererak will make him into dragon. Is arrogant, greedy, vain. Knows nothing of Acererak's true goals or the soulmonger. Does spy on other factions in Omu, and can be useful to adventurers.

### 16. PAPAZOTL'S SHRINE

Crocodiles wallow in this muddy lake bed, from which rises a walled ruin. Two columns flank the entrance, carved with images of a long-legged bird with a needle-like beak. At the building's front, slimy steps ascend to an entry arch.

- Water around shrine is 2 ft. deep.

#### 16A. SHRINE ENTRANCE

- Plaque above entrance in Old Omuan: "Papazotl teaches us to bow before no one."
- 4 **crocodiles** lurk in flooded courtyard. **Giant crocodile** comes after 2 rounds if characters attack.

#### 16B. MOSAIC FLOOR

Moss clings to the stonework throughout this hall. The mosaic floor depicts a tall bird using its long, pointy beak to pin a monstrous frog-like creature with tentacles sprouting from its shoulders. Set into the far wall is a set of heavy stone doors.

- Mosaic shows Papazotl (ebelis) fighting Kubazan (froghemoth). Inscription in Old Omuan tell story of how Kubazan disobeyed Papazotl and was cursed.
- Doors locked, 600 lb. Combined 20 Str to open.

#### 16C. CHAMBER OF COMMAND

An empty pedestal stands in the middle of this chamber. Six statues face it from alcoves on the walls. They depict bare-chested humans with the heads of different animals. From left to right, the heads resemble those of a lizard, a jaguar, a lobster, a toucan, a bat, and a frog.

- Pedestal has riddle (handout 15) in common on base:

Comes with sunshine  
Leaves with night  
Hides in darkness  
Does not bite  
Always joined to its caster  
Never strays from its master

- "A shadow" answer to riddle. If light source held close to statue with the head of a bat, crawlway entrance hidden behind an illusory wall (can be dispelled) to 16D appears in shadow. 2 ft. wide, 3 ft. high.
- **Puzzle Cube.** Searching pedestal discover outline of stone hatch on surface. Can't be opened with force. If all six statues are blindfolded, pedestal rotates and puzzle cube emerges from the hatch.

#### 16D. HIDDEN ROOM

A strange grid is etched into the far wall of this stone cell.

- Give players handout 16 when they enter. Grid is a puzzle key. If letters from riddle in area 16C are entered into grid (minus spaces), darkened squares spell out "cover eyes".

### 17. WATERFALL

- River through rocky ravine plunging 50 ft. into 30 ft. pool. If going over, DC 10 Dex save, 5d4 bludgeoning on failure.

#### VISION OF ACERERAK

- First character that looks over waterfall sees vision:

A city of magnificent, whitewashed buildings stretches out before you. Sunlight sparkles off of glass domes and windows, yet all is not well. Black smoke coils from fires across the city, corpses litter the streets, and wraiths circle the rooftops like vultures. A sphere of utter darkness grows out from the heart of the city, blotting out the light as it expands toward you. You turn away, and when you look back, the darkness is gone. The city is a half-flooded, overgrown ruin.

- While in Omu, that character has dark dream during long rest: character standing in city during its fall, sees skeletal figure walking through streets wearing tattered robes and holding skull-tipped staff. Each dream, the figure (Acererak) gets a little closer.

### 18. NANGNANG'S SHRINE

Monoliths adorned with prancing, frog-like figures rise from the swamp. Beyond, a ruined edifice shaped like an arrowhead squats in the muddy water. Bushes and trees grow from its roof. At the pointed front of the building, steps ascend to a stone door caked in slime.

- Water around shrine is 2 ft. deep

#### 18A. SHRINE ENTRANCE

- Chief Yorb (**grung elite warrior**) and **hadrosaurus** mount, 4 **grung elite warriors** in courtyard. 1 **grung wildling** and 7 **grungs** on 20 ft. high rooftop.
- Grungs on roof warn intruders off with arrows. If intruders fight, 1d4 **grungs** appear at end of each round from other buildings until 20 have arrived.
- If characters rescued Yorb's son at 5. Great Rift, Yorb opens up. Can relate Nangnang's legend.
- **Shrine Doors.** Is ajar. Yorb and elites flee to shrine and bars door if battle goes bad. DC 25 strength check to open

#### 18B. CHAMBER OF GREED

Torches shed light over rooms filled of treasure: chests heaped with coins, polished amphorae, strings of pearls, and ornate pieces of armor. Set into the floor in front of another double door is a mosaic depicting a frog-like humanoid beating a leopard that has snakes emerging from its shoulders. Cuneiform inscriptions are woven above and below the combatants.

- Inscription in Old Omuan: "Nangnang teaches us to serve only ourselves." Inscription below tells how Nangnang (grung) stole Shagambi's (kamadan) spear
- While treasures are in shrine, look and feel real. If removed from shrine, illusion drops, gold become tin, silver become clay, armor becomes scrap metal.
- **Locked Doors.** Doors to 18C locked, no handle or keyhole. In Old Omuan above door: "Whoever among you is the richest, bring me your gifts." Doors open if approached while carrying one of shrine's treasures and no one else carries treasure. *Knock* can open too.

#### 18C. PUZZLE CUBE

In the middle of this dusty room, a stone cube rests on a pedestal carved and painted to resemble a squat, humanoid frog.

- Nangnang's puzzle cube can be safely removed.

## 19. OBO'LAKA'S SHRINE

A pair of needlelike columns mark the entrance to a walled ruin. In the courtyard beyond, banyan roots envelop a squat building. The stone doors that seal the entrance are carved with images of snarling bears with long, sharp claws.

### 19A. SHRINE ENTRANCE

- Plaque in Old Omuan: "Obo'laka teaches us to tread warily and stay in the light."
- Doors are slightly ajar, hinges squeal when opened
- 4 **zorbos** lurking around shrine. Investigate if hinges squeal, don't attack large groups, pick off stragglers.

### 19B. GALLERY OF CARVINGS

The walls of this dark corridor are covered with painted reliefs showing Omuan people hunting, harvesting fruit, planting crops, crafting weapons, feasting, fighting, weaving, and skinning animals. Eight empty torch brackets protrude from the walls under the reliefs.

- Torches from 19E must be placed in brackets here to disarm trap in 19E.
- **Barred Secret Door.** Searching wall (DC 17 Perception) finds secret door just inside entrance. Can't be opened from this side, 3 *knock* spells to open.

### 19C. SUN POOL

A glorious sun is carved on the ceiling, directly above a pool of still water. The ceiling reflected in the pool doesn't show a sun carving, but rather a moon carving.

- Pool is magic portal to 19D.

### 19D. MOON POOL

A full moon is carved on the ceiling here, directly above the pool. The walls are decorated with reliefs of the Omuan people carrying out daily chores.

- Pool is magic portal to 19C.
- **Locked Secret Door.** Searching south wall (DC 15 Perception) finds secret door. *Knock* spell opens. Studying wall reliefs (DC 10 Investigation) sees figure depicted crafting key. Pushing key opens secret door.

### 19E. CHAMBER OF SACRAMENTS

Eight torches illuminate this room. The light washes over a floor mosaic showing two creatures locked in combat: a small bear with sharp claws and a rabbit with a spiral horn on its forehead. In the middle of the room, a robed figure stands next to a waist-high pedestal, atop which rests a stone cube. The figure is bald and has one hand on the cube. It takes a moment to realize that the figure is a statue.

- Floor mosaic show Obo'laka (*zorbo*) fighting I'jin (*almiraj*). Old Omuan below tell how I'jin ruined Obo'laka's attempt to placate Ubtao.
- Statue is petrified Red Wizard (LE male Thayan human **mage**) named Voj. If *greater restoration* or similar magic is used, reverts to flesh, attacks anyone who denies him cube. Voj takes order from Zigmira and knows legend of Obo'laka and I'jin.
- **Puzzle Cube.** If touched, DC 15 Con save or petrified. On success, must repeat at end of each turn until puzzle cube is removed. When torches here are put in empty brackets in 19B, cube can be handled safely
- **Torches.** Flame never wears wood. Reignite whenever they reenter this chamber. Can't be reignited otherwise

- **Treasure.** If not petrified, Voj has *immovable rod*, 3 tiger eye gemstones (10 gp each), red leather-bound spellbook with all his prepared spells.

### 19F. SECRET PASSAGE

This dark passage is choked with dust and webs. It's clear that no one has been through here in years.

- Can be used to transport torches from 19E to 19B without dousing their flames in pools.
- Door to 19B barred with three wooden bars, if removed can be opened easily.

## 20. ROYAL PALACE

Thousands of bats swirl above a great ruin. Behind a 15-foot-high circular wall, you see crumbling arcades, vine-choked statues, empty plazas, and buildings overgrown with banyan roots. Streets that aren't flooded are choked with rubble.

- Looks abandoned and looted. Snakes and bats here are mostly harmless (but see 20A and 20B).
- Fane of Night Serpent lies below palace. Two ways in: large entrance to the north (20A) and hidden entrance to the south (20B). 3 **yuan-ti malison** watch over each. Attack anyone not accompanied by yuan-ti.

### 20A. MAIN ENTRANCE TO THE FANE

- This entrance is easy to find:

A worked tunnel descends into the earth here. Muddy cart-tracks wind back and forth from the entrance.

- Slopes down to 1. Main Gate of yuan-ti temple.

### 20B. SECRET ENTRANCE TO THE FANE

- Hidden behind palms and bushes. DC 15 Perception or Survival to find while searching vicinity.

Lifting aside the palm fronds, you uncover a narrow, rough-hewn passage descending into the earth.

- Passage to 23. Secret Entrance of yuan-ti temple.