

HEARTH

QUEST FOR THE SHUNNED CITY



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DRAMATIS PERSONAE

Name	Pronunciation	Description	Page
Aapo	YA-poe	A werejaguar who assumes the appearance of Arrow's Oddities' manager, Grovalder.	13
Amoxltli	eh-MOXT-lee	Coatl custodian at the Temple of Hearth.	5
Arrow Diamond	—	World-class adventurer and treasure hunter. (Likely deceased).	10
Black Tezcatlipoca	black tez-cat-LEE-po-ca	Chaotic evil elder god from the Realm Beyond.	5
Brix	—	Werejaguar squad leader of the Smoking Mirrors.	6
Ehecatl	eh-HE-cat-ul	Coatl custodian at the Temple of Hearth.	5
Grovalder	grow-VAW-der	The manager of Arrow's Oddities. (Deceased.)	13
Jannell Diamond	—	Arrow Diamond's estranged daughter.	14
Jiorva Kremmel	jee-OR-va KREM-ul	Captain of the Happy Buck.	21
Mlaka	meh-LA-kuh	A cursed rakshasa in the guise of an old woman.	37
Moop	—	Arrow Diamond's goblin traveling companion.	9
Onjashk	own-JOSHK	Tribal leader of the White Foot Clan.	38
Qua-Soko	kwah-SO-ko	Demon possessing Tlatoani Mictlan	6
Riane	ree-ANN	The last surviving Couatl Herald of Hearth. (Deceased.)	6
Throx	—	The White Foot Clan's greatest warrior.	38
Tlatoani Mictlan	teh-LAHT-oh-ah-nee mickt-LAN	High Priest of the smoking mirror.	6

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INTRODUCTION

For 500-years, two powerful celestials have held back a force of immeasurable evil from escaping the Realm Beyond into our world. Now, the celestials' power wanes, and soon, the aberrant creature will push its way into reality. Unleashed, the creature will leave only death and destruction in its wake.

Fortunately, an ancient prophecy foretells that a group of heroes known as the True Last Couatl Heralds will join the celestials, and together, they will overcome the deadly creature, force it back into its own dimension, and save the world as we know it.

Hearth: Quest for the Shunned City is a Fifth Edition adventure that easily fits into any high-magic, heroic campaign setting. As a globe-trotting adventure, there are multiple settings that you will need to place in your chosen world. The adventure begins in a large city. It then moves to a forsaken desert with a volcanic plain at its center. From there, there is travel by boat across a large sea. And in the final act, the characters find themselves in a deadly jungle where they must uncover an ancient, lost city.

This adventure is designed to begin with a party of at least four 7th-level characters, who should advance to 8th level and possibly even 9th level by the adventure's conclusion.

STORY OVERVIEW

The story begins when the characters are resting at a tavern in large city. A terrified goblin approaches them and hands them a mysterious medallion moments before fleeing through the back door of the tavern. Hot on the goblin's heels are two hooded figures wielding curved knives. After a fight with the hooded figures, the characters learn that the goblin was the servant of a well-known adventurer named Arrow Diamond. More clues identify the goblin's attackers as members of a deadly cult called the Smoking Mirrors.

The Smoking Mirrors seek the Shunned City of Hearth, its memory long since lost due to the passage of time. The medallion—revealed to be the *Heralds' Key*—not only reveals the way to the Shunned City but acts as a key to enter the great pyramid temple at its center. Clues eventually direct the characters to a place called the Well of Secrets within the Desolation of Ditimaya. There, the artifact shows the characters exactly where the lost city is located on the jungle island of Elsath.

Once the characters arrive in Elsath, they travel through its dense jungle towards the Shunned City of Hearth. Masked by a powerful illusion, the city only reveals itself to a special few, likely the characters at this point in the adventure. Once a place of hope and prosperity, Hearth was destroyed by the evil within its temple's walls. There, the characters come face-to-face with the Smoking Mirrors and learn the real reasons behind their mission to uncover the Shunned City.

After navigating the temple's many traps, puzzles, and mazes, the characters discover the celestial guardians: a pair of couatls named Amoxтли and Ehecatl. The couatls step aside to allow the aberrant elder god Black Tezcatlipoca to pull itself into the world so the characters—now revealed to the

True Last Couatl Heralds of Hearth—can destroy the dark god and drive it back into the Realm Beyond. Should Black Tezcatlipoca defeat the characters and the couatls, it will assuredly destroy the world, leaving only ash and ruin in its wake. Failure is not an option.

ADVENTURE BACKGROUND

There a lot of moving parts to the adventure. As the GM, you should familiarize yourself with this section and only reveal the content within to the players when their characters learn the information themselves. Many of the important NPCs in this adventure will know a lot of this background. Jannell Diamond and many of the members of the smoking mirrors will know the broader strokes addressed here, especially those pertaining to Hearth, Black Tezcatlipoca, and the Custodians and Heralds. The leader of the Smoking Mirrors, Tlatoani Mictlan knows all of the information, too. Of course, being a creature of almost pure evil, it's unlikely he will share any of it with the characters. On the island of Elsath, two more creatures know the history of Hearth: the rakshasa Mlaka and the White Foot elder, Onjashk.

HEARTH

Thousands of years ago, the verdant island of Elsath was home to a majestic and influential city named Hearth. There, the humble and wise inhabitants of Hearth thrived under the watchful eye of great feathered serpents called couatls. These divine protectors were calm against the din of the humanoid races. A theocratic society, the high priests of the temple of Hearth were revered and respected by all, even the most hardened criminals. These priests were called Couatl Heralds.

Of course, Hearth wasn't without its woes. The city was frequently the target for invading forces. Fortunately, most invaders would tire themselves out against the power and will of the celestial-guarded city. The Hearthan people always felt safe.

But the invaders were persistent. A trio of evil rakshasa conjurers poured throngs of wicked followers into the city. As the Hearthans battled the minion hoards, the black-hearted fiends performed a ritual unlocking a gate to the Realm Beyond. This gate, named the Gate of Night, spewed horrible nightmare creatures. Greatest among those unspeakable horrors was a long slumbering, aberrant elder god named Black Tezcatlipoca, the Night Wind.

Immediately, the couatls of Hearth turned their attention to the Gate of Night. It took every ounce of their might to stop the Gate from expanding. The effort was enough to kill the majority of the feathered serpents. Only two elder serpents, Amoxтли and Ehecatl, were strong enough to survive. But the pair had to focus all of their concentration on the gate, never able to turn from it. Without the couatls to protect them, Hearth crumbled before the rakshasa's armies. Hearthan men, women, and children fell under their wicked blades.

Realizing that nearly all was lost, the Couatls' Heralds performed one last ritual of their own in three parts. The first part of the ritual warded the Temple of Hearth, preventing

future invaders from finding the Couatls and the Gate of Night. The second part of the ritual hid the entirety of Hearth itself, not only hiding it from view but the memory of all mankind as well. Only those chosen by the Gods of Hearth themselves would be able to find the city. The final part of the ritual sprang a vast and volatile jungle on the island of Elsath. Once the ritual was finished, nine of the Heralds died; only one Herald remained, Brother Riane the Prophet.

It was Riane's destiny to travel the world with the secrets of Hearth. Eventually, the Last Herald settled in a dark place known as the Obsidian Plain. Tirelessly, he dug a hole in the hard, black rock of the Plain. There, in this Well of Secrets, Riane died, taking the secrets of his home to the grave.

THE SMOKING MIRROR

Hearth would not stay forgotten. During Riane's travels, the Herald left clues to the Shunned City's existence. A trinket here, a slip of paper there. As the centuries rolled on, scholars, treasure-seekers, and adventurers started to put a puzzle together. Many suspected that the Blood Jungles of Elsath held a secret at its heart. What started as a hobby for many of these information-seekers grew into a passion. And in time, that passion became a religion. Calling themselves the Smoking Mirror, these cultists dedicated their lives to finding the Shunned City of Hearth.

The Smoking Mirror not only believed that they were destined to find Hearth, but they believed that they were the only ones capable of relieving the couatl custodians from their positions at the Gate of Night. The cult's historians learned of an artifact the Last Herald was rumored to have carried: a medallion named the *Herald's Key*. Supposedly, the key fell into the possession of a globe-trotting adventurer named Arrow Diamond.

The Mirrors tasked its best tracker, a werejaguar named Brix, to find Diamond and retrieve the Medallion.

QUA-SOKO

Unfortunately, the cultists of the Smoking Mirror were being manipulated by an evil force from within. The Mirror's high priest, Tlatoani Mictlan, was possessed by an evil demon named Qua-Soko. Seeing opportunity in the rediscovery of Hearth and the dark force held at bay by the couatl custodians, the demon Qua-Soko seized control of the Mirror. Fanaticism gripped the cult as Qua-Soko's evil affected the Mirror. They turned away from the books, ciphers, and mysteries and instead to theft, murder, and torture. Mictlan encouraged their blackness, convincing them that it was their divine destiny to save the world from Black Tezcatlipoca. Of course, Qua-Soko had no intention of saving the world from the elder god. The demon thought that if he freed Black Tezcatlipoca, the elder god would surely reward him with great power.

THE TRUE LAST HERALDS

Before Riane died, he spoke of a prophecy. Hundreds of years after the death of the Last Herald—himself—four brave souls would be chosen by the gods to find the Shunned City and enter its sacred temple. Within, they would discover the two elder couatls and the gate of night. At that moment, the couatls power would fail and Black Tezcatlipoca would escape. It was the destiny of these four adventurers—which dubbed the True Last Heralds—to defeat the elder god

once and for all, permanently banishing it to the Realm Beyond.

RUNNING THE ADVENTURE

To run this adventure, you will need access to the Fifth Edition rules and associates rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

In addition to the monsters included in the core rulebooks, you will also need to have the following items, provided in supplements.

- Magic items from *The Griffon's Saddlebag*
- Monster stat blocks from *IADnDMN*
- Creature designs by Paper Forge
- Battlemats by CZE/Peku

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core rulebooks. If a stat block appears as part of this adventure set, the adventure's text tells you so.

Spells and equipment mentioned in the adventure are described in the core rulebooks. Magic items are also described in the core rulebooks unless the adventure's text directs you to an exclusive item that comes with this adventure set.

ABBREVIATIONS

The following abbreviations are used throughout this adventure:

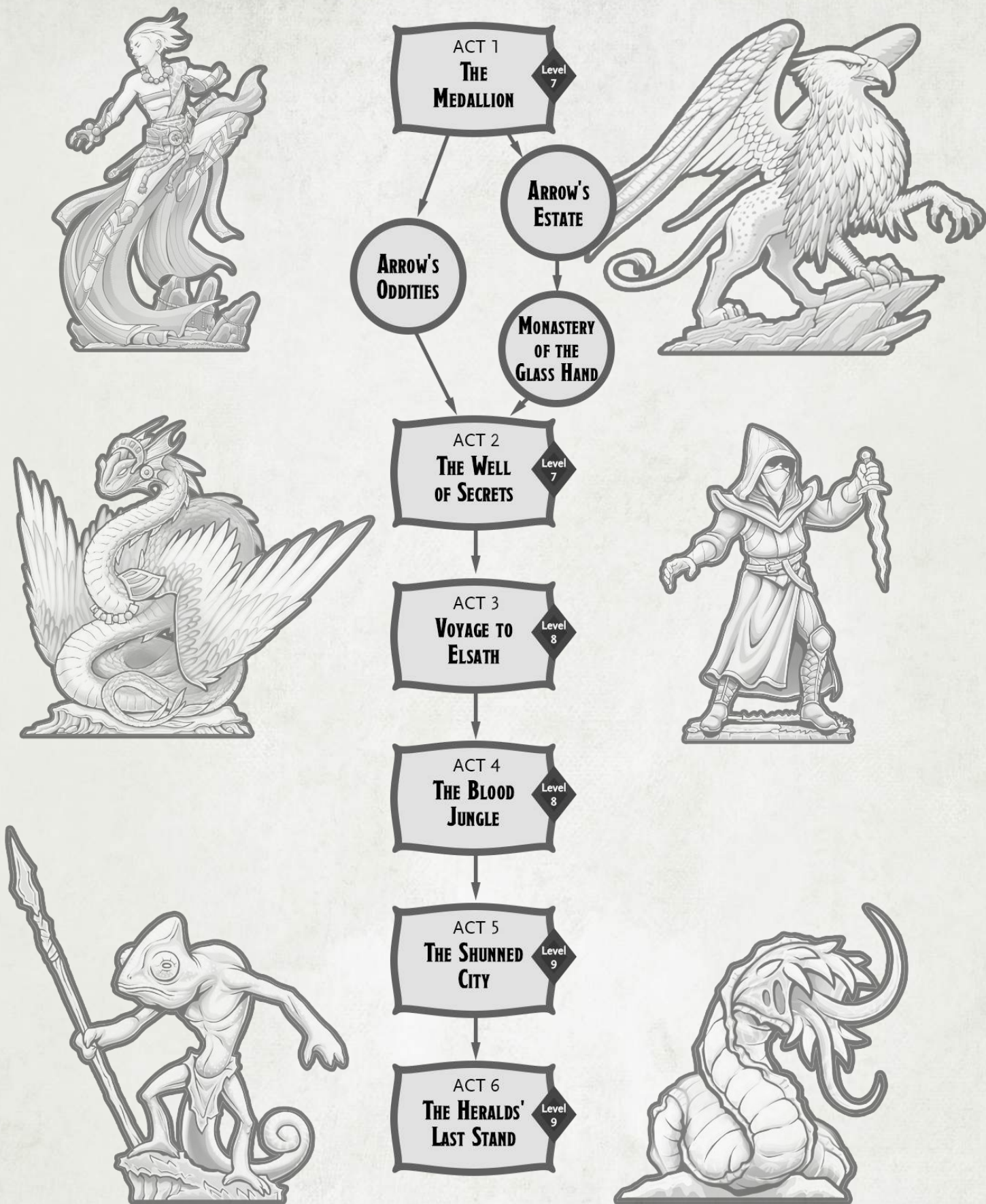
hp = hit points	LG = Lawful Good
AC = Armor Class	CG = Chaotic Good
DC = Difficult Class	NG = Neutral Good
XP = experience points	LN = Lawful Neutral
pp = platinum piece(s)	N = Neutral
gp = gold piece(s)	CN = Chaotic Neutral
ep = electrum piece(s)	LE = Lawful Neutral
sp = silver piece(s)	CE = Chaotic evil
cp = copper piece(s)	NE = Neutral evil
NPC = nonplayer character	

ADVENTURE SYNOPSIS

A flowchart on the opposite page gives the intended direction of the adventure. It also shows the level for which each chapter is designed.

The adventure begins with chapter 1. The adventurers are resting in a tavern in the port city of Knotside (or another large, seaside city of your choice). A goblin rushes into the bar and hands the characters a mysterious medallion, then flees. Following the goblin are two members of the Smoking Mirror. After the characters confront the cultists, they discover that the medallion may be an important artifact owned by a world-renowned adventurer named Arrow Diamond. Various clues should lead the characters one of two ways (and possibly both).

ADVENTURE FLOWCHART



The first way leads them to the town of Riverside and the estate of Arrow Diamond. Supposedly, Diamond mailed his journal containing important details of his journeys to his estranged daughter Jannell who has since taken up residence at a secluded monastery. The characters meet Jannell who, fearing for her father, agrees to assist them. She suggests they travel to the Well of Secrets in the Desolation of Ditimaya. Just as the Jannell and the characters are about to leave together, the Smoking Mirror's tracker Brix and her minions attack.

The second way leads the characters to Arrow Diamond's curio shop in the city of Knotside. There, the characters discover that the manager of the store, Grovalder was killed by a werejaguar named Aapo who took Grovalder's appearance as his own. After Aapo and his minions are defeated, the characters find a hand-drawn map to the Desolation of Ditimaya.

In chapter 2, the characters travel to the Desolation of Ditimaya, a sandy waste of unfathomable size. At the center of the Desolation lies the Obsidian Plain, a charred, volcanic wasteland that makes the Desolation look like a paradise in comparison. And within the Obsidian Plain, the characters find the Well of Secrets. The Well of Secrets was the final resting place of the Last Herald of Hearth, Riane. In his obsidian tomb, the characters secure his journal along with the location of Hearth on the island of Elsath.

Chapter 3 sees the characters travel by boat to the island of Elsath. During their voyage, they are attacked by the Smoking Mirrors. It's likely that their ship is destroyed, causing the characters to wash up on the banks of the Island of Elsath. From there, they must enter the Blood Jungle and find the Shunned City.

Chapter 4 involves heavy exploration through the Blood Jungles of Elsath. The characters will encounter many dangers, hazards, and clues on their journey. Eventually, they arrive at the location on Riane's Map where Hearth is hidden. Blessed by the Hearthan gods, the characters see past the illusion hiding Hearth and enter the Shunned City.

In Chapter 5, the characters are greeted by the Smoking Mirrors who have already arrived at the city. The Mirrors' leader, Tlatoani Mictlan (who is secretly the demon Qua-Soko) convinces the characters that the characters are the Last Heralds and that their destinies and the Smoking

Mirrors' destinies are intertwined. Under the guidance of Mictlan and the Smoking Mirrors the characters enter the Temple of Hearth. Once past the numerous traps, puzzles, and guardians of the Temples, the characters finally arrive at the Gate of Night.

Finally, in Chapter 6, the characters meet the elder couatl custodians, Amoxtl and Ehecatl. The winged serpents recognize the characters as the Last Heralds and stand aside to allow Black Tezcatlipoca to escape so that the characters may face the elder god. The characters, with the help of the elder couatls and any other allies they've gained along the way, battle the elder god, its minions, and Mictlan—revealing his true form as the demon Qua-Soko. If successful, Black Tezcatlipoca crawls back into the Gate of Night and the two couatls sacrifice themselves in order to seal it.

Hearth: Quest for the Shunned City should feel like a ticking clock adventure, with a pervasive sense of urgency throughout. Although the Smoking Mirrors need the characters to enter the temple, the players don't need to know that. Instead, think of the Smoking Mirror as the villains from the film *Raiders of the Lost Ark*. If the characters can't get to Gate of Night and Black Tezcatlipoca before the cultists do, the world is surely doomed.

Because there are so many locations and specific events in the adventure, it's possible that things may get off track a little. Use the NPCs and villains described in the adventure to help the characters get back on course. This doesn't mean railroad your players. But a subtle hint dropped here, a piece of a map dropped there goes a long way into course-correcting an adventure that's gone off the rails.

USING SIDEKICKS

Hearth: Quest for the Shunned City is specifically created for a party of four adventurers. Having more than four characters is okay (although, you may want to adjust the challenges in some of the encounters accordingly), but less than four makes the adventure difficult, especially in Chapters 5 and 6. Before the characters enter the Temple at Hearth, make sure that they have enough NPC sidekicks with them to bring their party numbers up to four. Appendix E details the most likely candidates for sidekicks that will accompany the characters into the Temple.





ACT 1: THE MEDALLION

This chapter introduces the characters to *Hearth: Quest for the Shunned City*. It is intended for four characters of 7th level. A good mix of characters will help throughout all parts of the adventure as it covers all three pillars of Fifth Edition: roleplay, exploration, and, of course, plenty of combat. It should be noted, though, that characters who think before they act will find a lot more success than those with itchy sword palms.

The adventure assumes that the characters start in the city of Knotside at The Venerable Swordsman. However, any inn within a large city will do. It's likely that the characters are already established heroes, having completed other deeds in and around Knotside (see Appendix A for ideas on how to connect this adventure to other adventures in the Team Superhydra collection of adventures).

When you and the players ready, read:

Rain falls hard on Knotside, battering the windows of the Venerable Swordsman inn. Fortunately, Ava, the bartender and proprietor of the Swordsman, has the fire going and the drinks flowing. You've all gathered around a table with warm food and full goblets, unwinding from your last adventure. After a few jokes and laughs, the doors to the Swordsman swing open and a small humanoid dashes in. The strange fellow gives a quick

glance around the room, then bolts towards you.

Give the players a moment to react to this strange occurrence. Meanwhile, the other patrons of the bar have stopped talking and are staring at the characters and the stranger, trying to figure out what is going on. Before the stranger can answer any of the characters' questions, read the following:

Just as the anxious stranger is about to speak, two cloaked figures, both easily over six-feet tall, enter the Swordsman. Both carry odd, curved daggers on their belts. It doesn't take a whole lot of smarts or wisdom to realize that these two are probably looking for the small creature standing by you.

While the cloaked figures glance around the room looking for their quarry, the small stranger gasps and reaches into its pocket. With a clawed, orange hand he hands you what looks like a medallion of some sort. "Keep it secret, keep it safe," he begs you through a thick goblinoid accent. Before you can react, the goblin bolts, heading towards the back of the bar into the inn. Immediately, the cloaked pair notice the fleeing goblin and begin to move in the same direction.



THE VENERABLE SWORDSMAN

1 SQUARE - 5 FEET

The characters are free to act. The stranger that handed them the medallion was Moop, a **goblin**. Hot on his trail are two **Smoking Mirror claws** (see the *Monsters of the Shunned City Supplement*). Moop is quick and able to escape before the characters can grab him. However, the characters have plenty of time to stop the claws. And the claws are in no mood for conversation or obstacles. If the characters attack or try to block them, one claw will attempt to hold them off while the other chases after Moop.

If Moop escapes out the back of the tavern, he's stopped in the rear alley by two more **Smoking Mirror claws** who immediately kill him. Should the characters arrive, they find the two claws searching the dead goblin's body, cursing. "It's not here!" "He must have given it to someone in the tavern."

If the characters don't intervene, the Smoking Mirror cultists will return to the tavern and question the patrons. Eventually, one of the patrons will give up that the characters were seen talking to Moop. From there, they aggressively ask the characters for the medallion. Should the characters give any hint that they possess the medallion, the claws attack.

Once the claws are defeated, the characters are free to search their bodies. Each one has 10 gp on him/her. In addition, each claw has an elaborate tattoo of an Eslathian god on their backs (see Player Handout A. Smoking Mirror Tattoos from Appendix D).

THE HERALD'S KEY

The medallion is actually the *Herald's Key*. It is a centuries-old puzzle piece used to determine the location of the long lost city of Hearth, as well as the key needed to open the doors of the temple at its center. Moop was tasked by his master, Arrow Diamond, an adventurer of great renown, to keep it safe. Unfortunately, the Smoking Mirror, a dangerous cult, learned that the Key was in Moop's possession.

Once the characters have a moment to catch their breath following the fight with the cultists, hand them Player Handout B. The Herald's Key from Appendix D. The Key itself has strange markings on it which may not immediately make sense to the characters. In addition, it bears runes of a long-forgotten language. A successful DC 12 Intelligence check reveals that the language is Celestial. If a character can read Celestial or use a spell such as comprehend languages to aid them, it reads:

This is the Herald's Key. It opens the door to the Shunned City of Hearth.

CLUES TO THE SHUNNED CITY

At this point, the characters should want to unravel the mystery that's been presented. Already, they've been given three major clues:

SHUNNED CITY INFORMATION GATHERING AND RESEARCH OUTCOMES

Check Total	The Goblin	The Cult	The Medallion
1–5	No effect. A complication occurs.	No effect. A complication occurs.	No effect. A complication occurs.
6–10	The goblin was seen around town, sometimes having lunch with an older gentleman.	There have been a few deaths around Knotside in the last week weeks. Some believe that they are related to a jaguar cult.	The medallion appears to be Elsathian and related to Hearth. Hearth is an ancient legend about a city that vanished years ago.
11–20	The older gentleman's name was Arrow Diamond. Supposedly, he was an adventurer of some renown.	The jaguar cult's name is the Smoking Mirror. They've been seen hanging around an old bookstore called Arrow's Oddities.	Many treasure hunters believe that Hearth actually exists. It's rumored to hold many weapons of power within its temple.
20+	Arrow Diamond's home was north of Rivertown. And rumor has it he owned a bookshop in Knotside, too.	The Smoking Mirror is trying to learn everything they can about the City of Hearth. They believe that it holds the secrets to great power which would allow them to become unstoppable.	Hearth is more than just a treasure vault; ancient celestials reside in the temple. Legend has it, they've been tasked to protect the world from a great evil that is trying to pull itself into our reality.

- Who is the goblin Moop? And why did he possess the Herald's Key?
- What is the Herald's Key and the Shunned City of Hearth?
- Who were the people that were chasing Moop? And what does their tattoo mean?

This portion of the adventure involves a little research and rumor gathering on the part of the characters. Be sure to understand the rules for downtime (consult Chapter 6 of the *DMG*) before you begin this section.

INFORMATION GATHERING

To learn about Moop and the Smoking Mirror, the characters will want to gather rumors. Gathering information covers a workweek of palming coins, buying drinks, and intimidating those the characters' suspect have information on the details. The character declares the focus of their information gathering efforts, ideally one of the aforementioned clues and spends 50 gp to cover expenses.

RESOLUTION

After a workweek of gathering information, a character stands to learn more about the chosen topic. The character makes a Charisma (Persuasion or Intimidation) check (the player's choice) using the Shunned City Clues Outcomes table below. A character who has the charlatan background gains advantage on this check.

RESEARCH

Alternatively, a character may choose a more introverted method of discovering information on the goblin, the medallion, and the tattooed cultists: research. Similar to gathering information, a character must spend 50 gp on material, bribes, gifts, and other expenses to perform research.

RESOLUTION

The character declares the focus of their research—

ideally one of the three clues given above—then, after one workweek, the character makes an Intelligence check with a +1 bonus per 50 gp spent beyond the initial 50 gp, to a maximum of +6. In addition, a character who has the sage background gains advantage on this check. Determine what the character learns by referencing the Shunned City Clues outcomes table below.

INFORMATION GATHERING AND RESEARCH COMPLICATIONS

If the character scores a 1-5 on an information gathering or research result, you feel they're spending too much game time performing downtime, or you decide to spice things up a bit, a complication occurs. Choose one of the following complications or roll randomly on the Shunned City Clues Complications table below to determine what happens.

WHERE THERE'S SMOKE...

The characters are now in the thick of it. Since so many saw them interact with the goblin and the members of the Smoking Mirror at the Venerable Swordsman, it won't be long until word gets back to the Mirror's Tlatoani, Mictlan, that the Herald's Key is in the hands of the adventurers. Knowing that the adventurers pose a greater threat than the goblin, they will choose clandestine operations over direct assault.

While the characters are trying to unravel the clues, occasionally have them notice that they are being watched from a distance. This is more to sow the seeds of paranoia than create conflicts. Furthermore, the smoking mirror will increasingly make it difficult for the characters to discover clues regarding the medallion, the goblin, and the cult itself (see the section on complications above).

Of course, you're free to have the characters confront the Smoking Mirror directly. Here are a few combat situations the characters may find themselves in:

- The characters notice that they are being watched on the streets. They attempt to follow the spy, hoping to catch

him/her in order to gain information. The spy leads them on a chase through marketplaces, cutting through alleys and other buildings. Finally, the spy disappears over a narrow wall in an alley. There, 10 **bandits** lead by a bandit captain attack the characters. The bandits aren't loyal to the Smoking Mirror and will flee if their numbers drop by 1/3 or less. If questioned, the bandits explain that they were paid to take the characters out by an old man who runs a bookstore in Knotside called Arrow's Oddities. That's all they know.

- A dangerous **assassin** named the X attacks the characters while the characters are sleeping. The X starts with a distraction—a fire in the stables, screams in the distance, etc.—then tries to pick each character off from a distance if at all possible. The X is dedicated to its mission, but won't risk his/her life. Once reduced to 60% of his or her hit points or less, the X flees using a smoke bomb (like the *fog cloud* spell) to cover its escape.
- The characters are approached by a charming noble named Garrett Ozair. Garrett makes the characters an offer: 1,000 gp for the medallion. No fuss, no muss. If the characters decline Garrett's deal, he sighs, "Very well," then makes a gesture. A group of 6 **Smoking Mirror claws**, disguised as pedestrians, attacks as Garrett exits.

You're free to create any other situations that you feel are appropriate. Details on roleplaying the Smoking Mirror cultists are included in the Introduction.

ARROW DIAMOND'S ESTATE

Multiple clues point to the adventurer Arrow Diamond's home in Rivertown, 150 miles from Knotside. Rivertown is an unfortified fishing town. It lies at a crossroads between Knotside, a fortress village to the north, and a large town to the east.

Because of its fortunate location, most anything the characters could hope to find can be found within Riverside at one of the many merchant houses there. It won't take a lot of asking around to learn that Arrow Diamond lived at the north end of the town in a rather large estate. Six years ago, Arrow left on an expedition to the west and never returned. Regardless, his accounts kept his servants paid and employed, so the Diamond House continues to thrive as if its master could return home any day. Currently, the Diamond House is home to two gardeners, a coach, and a butler: Ebber, Roze, Maiyen, and Tantil, respectively (all N human **commoners**).

Unfortunately, the Smoking Mirror got to Diamond's estate first. When the characters arrive, read the following:

Just as you're about to knock, the door opens abruptly. A blonde-haired human woman in her early forties dressed in servant's attire gasps, "Oh, thank God. I wasn't sure that you were going to make it. I'm the one who sent for you. I'm Roze. Please come in."

Roze leads the characters into the mansion. She believes that they are another group of adventurers that were supposed to come to their aid. While she continues, the characters see that the other servants are busy making repairs to the walls,

SHUNNED CITY INFORMATION GATHERING AND RESEARCH COMPLICATIONS

d6 Complication

1 The information that the characters wanted to learn has been destroyed by others who came before you. Future research/information gathering checks regarding this topic are made at disadvantage.

2 The characters draw the attention of local law enforcement, who believing that the characters may be connected to a recent string of murders (either Moop's or other victims who the Smoking Mirror killed).

3 A curse is placed upon the character. While cursed, the character has haunting dreams of a fleshy creature crawling from a massive crack in the ground. Each day after completing a long rest, the character must make a DC 10 Wisdom saving throw. On a failed saving throw, the character does not gain the benefits of the long rest and they suffer one level of exhaustion. The dreams stop when the character receives a remove curse spell cast upon him or her, or the character enters the Temple at Hearth.

4 A madman named Cornelius the Mumble (CN male half-elf commoner) follows the characters everywhere they go. Cornelius means well, but he is a compulsive liar. To make matters worse, he believes his own lies. He has advantage on all Charisma (Deception) checks. Cornelius is in no way related to the Smoking Mirror or other elements of the adventure.

5 Using their influence, the Smoking Mirror greatly restricts the characters from performing research. The gp cost for the characters to perform research and gather information triples.

6 One of Arrow Diamond's competitors, Jojan Ember (LE male human noble) can provide the characters the information they are looking for, but only if they take him with them. He won't sell what he knows for any price. Jojan knows that Diamond lived in Rivertown, and he also owned a bookshop in Knotside.

furniture, and other items.

"The burglars broke nearly everything in here," she says, leading you into what-looks-like a large study and library. "It's so strange, it doesn't look like they took anything, but did seem to have a lot of interest in the master's bookshelf." She motions to a large wall. The shelves have been torn away and only a handful of books remain, stacked near an armchair.

Roze allows the characters to investigate, giving them access to the entire house. Beyond the study, there isn't a whole lot of clues to be found. Disreputable characters might find a few objects of art worth stealing (GM's discretion).

The books that remain in the study all seem to cover the same subject: Elsath. The characters find the following titles: The Blood Jungle Elsath, Elsathian Flora and Fauna, The Legend of Hearth, Black Tezcatlipoca, and the Obsidian Plain.

Roze regretfully informs the characters that many of the more valuable books were stolen in the burglary. She also notes that a large map of the island of Elsath that he kept on the wall was stolen; where its frame once hung there is an outline.

Roze is reluctant to let the rest of the books go, but should the characters explain they need it for "evidence" or "clues" she will likely agree. Once the characters have the books, any Intelligence check related to Eslath, Hearth, Black Tezcatlipoca, or the Obsidian Plain can be made with advantage so long as the character spends at least one hour reading through the book.

"In fact," Roze says, "They broke into the master's desk and stole his journal, too." Roze shows you Diamond's large, mahogany desk. The drawer, previously locked, was torn away in the burglary.

Roze isn't sure what exactly was in Diamond's journal, but she believes that it held a lot of his notes on a lost city that he was obsessed about. "Heart?" she thinks was the name. She notes that Diamond spent most of his professional career studying it, but anytime he tried to talk to her about it, she had trouble keeping her interest.

Finally, Roze adds:

"It's a good thing he mailed it off," Roze chimes in. "Just last year he went to the local portmaster and mailed it. To where, I'm not sure.

Roze gives the location of the portmaster in Rivertown. From the port master, the characters learn—after a 2 gp bribe, of course—that the journal was mailed to the following location:

J.D.

Monastery of the Glass Hand

The Island of Mijueza

ARROW'S ODDITIES

If the characters discover that Diamond had a bookshop in Knotside, they may want to investigate. Arrow's Oddities is a small shop hidden in a dark alley between imported fruit and flower vendors. The shop is open most hours of the day and even the night.

A bell rings above the door as you enter the shop. "Come in! Come in!" shouts an old man carrying a stack of dusty tomes to the front counter. The small room—no more than 20 by 30 feet—is cluttered with hundreds of books, trinkets, and other curios.

Once the old man sets down the books, with a huff and a smile he greets you. "Welcome to Arrow's Oddities. I am Grovalder, the manager. What brings you in, travelers?"

Grovalder is a flamboyant gentleman who emotes with his hands nearly as much as he talks. Why say one word when ten sounds better? While the characters look around the shop he clings to them like stink on three-week-old fish, hammering them with questions about what they need, what they want, and what their budget is.

Grovalder is more than just a strange old man. He's secretly Aapo, a **werejaguar**, and member of the Smoking Mirrors. Aapo uses a *ring of disguise* (works exactly like *hat of disguise*) to masquerade as Grovalder. Two weeks ago, Aapo and a unit of Smoking Mirror claws raided the bookshop looking for the medallion. They killed the true Grovalder then put Aapo in place to uncover anyone who might be asking around about the medallion, the goblin, or anything else related to finding the Shunned City.

While interacting with the characters, Aapo hopes to discover which of them has the medallion. He will entertain them for as long as they can with the goal to keep them in the shop. Meanwhile, more patrons will begin to enter; all of them are **Smoking Crown claws** in disguise. Should the characters grow suspicious, or at least four Smoking Mirror claws enter the shop, Aapo will reveal his true nature and attack.

The characters may keep Aapo or the other cultists alive. Unless intimidated through magical means, the Smoking Mirrors won't reveal their true intentions. However, at least one of them—probably Aapo—carries a hand-drawn map of The Desolation of Ditiyama marked with the location of the Obsidian Plain and the Well of Secrets.

THE MONASTERY OF THE GLASS HAND

The island Mijueza is 450 miles off the coast of Knotside. The characters can book passage on a ship from either Knotside or Rivertown for 50 gp per character (1 sp per day). Otherwise, they will need to find another way to get there.

The island is less an island than a 700-foot tall spire of rock rising out of the sea. Because of the dangerous shoals that surround the pillar and the non-stop crashing waves, ships won't come within 500 feet of the island. Instead, travelers must approach by rowboat. A steel ladder hammered into the side of the rock is the only way up. After that, it's a rough climb. A ship will remain anchored for eight hours. After eight hours, the ship leaves. Another ship won't stop at the island for 3d10 days.

The monastery itself is built from the actual stone of the pillar, surrounded by rough, thorny-trees, the only plants brave enough to grow there. A short wall surrounds the monastery where the monks tend to a garden of potatoes, onions, and other tubers. Three egg-laying hens cluck away while a rooster struts through the courtyard. A long-haired, bearded man in salt-stained robes smiles at you as you pass through.

"Peace amidst chaos," he greets.

As men and women of peace, the monks of the Monastery of the Glass Hand have no need for locks or guards. They

believe that if they are to be harmed, it is the will of the world, and will not fight. There are 14 monks that live within the monastery. They are all neutral good **druids**.

Beyond the garden is a set of double doors that opens into a large, circular temple that is 40-feet in diameter. At the center of the this room quarantined by ashen stones a bonfire burns, its smoke ventilating through a covered-shaft above it. An altar lit with candles and dressed with flowers is at the far end of the room. On either side of you are six doors, most of which are open. A quick glance informs you that they are likely the cells for the monks, each with two bunk beds and a desk. Some of the monks are resting, others are studying, and then there are a few who meditate before the altar.

Other than the temple and the six cells, there are no other rooms of importance in the monastery. The monks pray, meditate, and socialize in the temple, tend to the garden, and rest in their cells.

If asked for a J.D., the monks say the name isn't familiar. However, there is a monk there whose name is Jannell Diamond.

Jannell Diamond is the estranged daughter of Arrow Diamond. She moved to the monastery ten years ago following the death of her mother, Melanie. When the characters first meet Jannell she is meditating before the altar. While she doesn't particularly enjoy discussing her father, she will admit that he mailed her a copy of his journal late last year. However, she burned it almost immediately.

Likely, this will befuddle the characters.

Noticing your surprised expressions, with a smile, Jannell explains, "My father sent me his journal because he knew I would keep it safe. Up here." She points to her temple. "I have perfect recall. I need only read a book once and I remember every detail as if it were open before me. Within my mind, my father's secrets are safe. And as a servant of the Glass Hand, not even the gods can steal my thoughts."

At this point, the characters will need to make a case for Jannell giving them the information contained with Diamond's journal. Although she has not spoken to her father in years, she still cares for him. They can use this as leverage. However, it's unlikely she will completely trust the characters. Instead of giving the information over, she will offer to accompany the characters on their mission to uncover the secrets of Hearth.

If the characters reveal to Jannell that they possess the Herald's Key, Jannell will immediately recognize its purpose.

"My father's journal had many notes on the medallion you hold. The medallion is called the Herald's Key. Not only is it a literal key to the temple itself, but it reveals the location of the Shunned City of Hearth. We must travel to the Obsidian Plain. There, I will show you how to use it."

Jannell explains that the Obsidian Plain is to the far south in The Desolation of Ditiyama, a treacherous desert of some notoriety. Jannell knows exactly where the Obsidian Plain is and will show the characters how to get there. She also reveals that her father sent her a special item: the *couatl herald's fang dagger*. As a pacifist, she has no use for it and will hand it over to the characters as a sign of good faith. She the Magic Items of the Shunned City supplement for its full description.

ATTACK OF THE SMOKING MIRROR

Just as the characters are about to leave with Jannell, read or paraphrase the following:

As you turn to leave, the friendly bearded man from outside steps into the temple holding his abdomen. Blood pours down his robes, splattering the stone floor by his feet. With tears in his eyes, he tries to speak, but no words come—he collapses, dead.

Just behind him, you see a group of cloaked and heavily armed figures. The leader of the mob, a woman with three scars across her face like claw-marks, hisses like an angry cat when she sees you.

"Take the girl. Burn the temple. *Leave no survivors.*"

The ten **Smoking Mirror claws** are lead by Brix, a **werejaguar**. The claws charge into the monastery, targeting the characters first. As pacifists, the monks of the Glass Hand—including Jannell—will not fight back. The characters will have to fend for themselves. Seeing as Jannell is the only that knows how to use the *Herald's Key*, she must be protected at all costs. Brix only wants to capture Jannell and use her knowledge. While the other claws are blindly loyal to the cause, Brix is much more selfish. Should things start to turn bad for Brix and her group, she will flee from the monastery and leap from the pillar into the crashing waves below. Any monks still alive will note that it's unlikely someone could survive such a dangerous fall.

The Smoking Mirror cultists left a rowboat tethered below next to the characters' own boat. They booked passage on a sailing vessel (much the same way as described above), whose crew has no idea why the Mirror wanted access to Mijueza.

IF JANNELL IS CAPTURED

If the characters fail to protect Jannell from Brix and the other members of the Smoking Mirror, or they never go to the monastery, Brix arrives, captures Jannell, and slaughters the other members of Jannell's order. Then, Brix convinces Jannell that they are holding her father captive. If Jannell fails to cooperate with Brix and the others, Brix explains that she will have her father tortured and murdered. Of course, this is all a lie. While Arrow Diamond is missing, it wasn't the Smoking Mirrors who captured him. If Jannell hasn't give her dagger to the characters, Brix ceases the magic dagger and uses it herself.

The characters will meet Jannell again when they reach the Well of Secrets (see Chapter 2) and later at the Temple at Hearth (see Chapter 5).



ACT 2: THE WELL OF SECRETS

Feventually, clues point the characters to a place called the Plain of Obsidian in the Desolation of Ditiyama. Ditiyama is a nearly uninhabitable desert 2,000 miles south of Knotside. The characters will need to arrange travel there likely through a combination of horse travel, ship, or possibly airship (GM's discretion). There are no hard rules for what stands between them and Ditiyama, so you are free to place other obstacles in front of them as they travel such as towns, villages, and other side quests to keep the interest up while on their quest.

UGASH

The most popular town on the outskirts of the Desolation of Ditiyama is the nomad outpost of Ugash. Ugash surrounds a cold, spring-water oasis at the northern edge of the desert.

UGASHIANS

Ugashians are desert folk, mostly a mix of lawful neutral humans and half-orcs. They worship the gods of the sun and sand. There are also elemental cults present in Ugash of all varieties.

As a stopover destination between the desert and the north, Ugash boasts an active mercantile culture, as well. Virtually anything the characters seek is available in

Ugash. There is also a permanent inn in town with comfortable and affordable accommodations. Ugashians practice religious sobriety, however, so no alcohol is available for purchase.

While friendly, Ugashians tend to be somewhat reserved. But they're almost never rude, and all seem to have half-a-mind to keep themselves. They believe "a man's business is a man's business" and leave it at that. If the characters ask if anything suspicious has happened, there is a chance—with a DC 15 Charisma (Persuasion) check—that one of the Ugashians reveals that a strange group of cloaked figures recently entered Ugash from the north. The figures stayed in town for a day gathering supplies then headed south. Local guides will share with the characters that the leader of the group was a scar-faced woman named Brix. Brix sought passage to the Obsidian Plain.

If the characters failed to save Jannell Diamond from Brix or never went to the Monastery of the Glass Hand in the first place, the Ugashians add that a woman dressed differently than them was among them. The relationship was unclear, but it seems like she was a consultant of some kind.

IMPORTANT UGASHIANS

While the characters are staying in Ugash, they may wish to mix it up a bit with a locals. Here are a few of the colorful characters they might meet while in the oasis village:



MURKTOWN

MIJUEZA

CAMOR

RIVERTOWN

KNOTSIDE

KOBOLD CAULDRON

BASILISK SPINE

UGASH

DESOLATION OF DITIMAYA

OBSIDIAN PLAIN

WELL OF SECRETS

NAQQAD

ELSATH

HEARTH



- Prince Loqari of Ugash (N male human **gladiator**) is the merchant prince of the village. A sucker for good adventure or mystery, any unusual characters who enter Ugash should immediately draw his attention.
- Nazila (NE female half-elf **assassin**) is a mercenary for hire and member of the Guild of the Silent Spring. The Smoking Mirror may contract her services as they pass through.
- Adan Javid (LG male dwarf **scout**) is a friendly guide in town. Work's been slow, so he willingly offers his service at a better rate than others. Unfortunately, he spends most of his days drinking and may get the party lost.
- Coral Desertrilly (LN female wood elf **commoner**) owns Ugash's largest hostel, the Moonflower. She's friendly, serious, and loves to trade in gossip.
- Espinoza Montblanc (CG male human **noble**) and his assistant Daanko (N male **hobgoblin**) travel the world looking for adventure. A venerable swordsman in his own right, Montblanc hopes to travel into the Obsidian Plain to bring back a keep sake. It's on his "bucket list."

TRAVEL

In Ugash, the characters can arrange camel-transportation through the desert along with a guide who will take them to wherever they want to go. The service costs 5 sp per day per camel. Guides know of the Obsidian Plain but claim that it is a hostile place devoid of life. They will look at the characters suspiciously for suggesting they want to travel there.

THE DESOLATION OF DITIMAYA

There are two key ways to traverse the desert. First, if they are joined by Jannell Diamond (see the Monastery of the Glass Hand section in Chapter 1) she can lead the characters through the desert to the Obsidian Plain. Or, if the characters have the Smoking Mirror's map of the desert, the characters can navigate their own path. Regardless of which way they go, it is three weeks' travel through the Desolation of Ditimaya to the edge Obsidian Plain. They are likely to come into many adventures during their travels, so be sure to add in plenty of opportunities for side quests, exploration, and more. For ideas on side quest opportunities and special events during the long trek, refer to Appendix C.

THE OBSIDIAN PLAIN

When the characters first arrive at the Obsidian Plain, read:

For the last twenty minutes of travel, the desert sands have receded back to reveal a low-lying stretch of land paved by hard, black, reflective stone. Huge pillars of obsidian rise from the desert floor, like black claws reaching to the gray and thick clouds overhead that hang like smoke, obscuring the desert sun. It already feels 20 degrees hotter here than in the desert.

This place is like hell on earth.

The Obsidian Plain is almost literally hell on earth. At some point in its history, a war of mages happened in the

area. Their powerful spells punctured the earth, driving magma from within. Massive shards of black glass rose from the ground, creating dangerous, uninhabitable canyons all around. Now, the spell-scarred land acts as a conduit between the prime material and the planes of fire. Devious, life-hating elementals protect the area.

It is approximately 10 days travel from the edge of the Desolation's sandy wastes to the Well of Secrets within the Obsidian Plain. As such, it's likely that the characters will come upon many strange encounters, locations, and opportunities for side quests while they are within the Plain. Refer to Appendix C for additional rules pertaining to travel through the Obsidian Plain.

JANNEL LEADS THE WAY

If the characters are traveling with Jannell Diamond, she explains that they must reach the center of the Obsidian Plain. There, a location her father wrote about—the Well of Secrets—hides an important map. When combined with the Herald's Key, it will reveal the location to the Shunned City of Hearth, long since lost in the Blood Jungles of Elsath.

FOLLOWING THE SMOKING MIRRORS

Without Jannell, the characters will have to enter the Obsidian Plain without guidance. It's likely they won't know that they're looking for the Well of Secrets. Instead, they will have to follow the tracks of the Smoking Mirrors who entered the Plain before them. Each hour that the characters spend in the Obsidian Plain, there is a cumulative 10% chance that they discover signs that the Smoking Mirrors were there. Once they discover the cultist's tracks, the party's navigator will need to make a DC 16 Wisdom (Survival) check to follow their path. From the moment the party discovers the tracks of the Smoking Mirrors to when they discover them at the Well of Secrets, it takes 4d4 days.

RANDOM ENCOUNTERS IN THE OBSIDIAN PLAIN

The Obsidian Plain is filled with danger. Each day that the characters travel through there roll a d20 three times. On a result of 17 or better, choose an encounter or roll randomly on the Obsidian Plain Encounter table below.

Encounters marked with an asterisk have explanations that appear after the table.

TO EXPLORE OR NOT TO EXPLORE

A great deal of *Hearth: Quest for the Shunned City* requires the characters to travel for long periods of time, often weeks or longer. This is meant to make the world feel much bigger than it is and to drive home the sense of wonder and exploration that is lost in Fifth Edition adventures. Appendixes C and D give details for you to fill the world with.

If you are not as interested in running an exploration-style Fifth Edition game, you can ignore the travel and exploration parts of the appendices and skip to the characters' quick arrival at important locations.

OBSIDIAN PLAIN ENCOUNTERS

2d6	Encounter
2	1 adult red dragon
3	Medusa and magmin*
4	1 pyrohydra*
5	Lava eruption*
6	1d2 fire elementals
7	Dead cultists*
8	Smoking Mirror ambush*
9	1 obsidian elemental*
10	Dangerous mist*
11	1d4 wraiths
12	Lake of lava*

Dangerous Mist. A low-hanging orange mist fills a 1d4 x 100 square foot area, lightly obscuring the area. Also, the mist is poisonous. At first, the characters don't notice anything. However, after 1 minute in the mist and every minute thereafter, each character must make a Constitution saving throw with a DC of 5 plus 1 for every additional minute beyond the first that they've spent in the mist (maximum of 15). On a failed saving throw, a character becomes poisoned. Each hour that the character remains poisoned, their maximum hit points decrease by 1d4.

Dead Cultists. The characters come upon the site of a recent battle. The charred remains of six Smoking Mirror cultists lie among the black glass surface of the plain. However, there are signs that there were others there; their tracks lead away from the battle site. If the characters are lost or not traveling with Jannell, they can pick up the Smoking Mirror's trail from here. This is also a good opportunity to introduce Jannell if you haven't already—she escaped the cultists.

Lake of Lava. An immense lake of hot lava blocks the characters' way. Unless they find a way to cross over it, they must go around it, adding another day to their travel time.

Lava Eruption. While walking through the blasted plain, a spout of lava erupts from the ground. The spout is 5 feet in diameter and reaches 60 feet into the air. Any creature standing within 10 feet of the lava when it bursts or at the start of each of their turns must succeed on a DC 13 Dexterity saving throw, taking 4d6 damage on a failed saving throw or half as much damage on a successful one. After 1d6 rounds, the lava stops.

Medusa and magmin. A **medusa** and a muster of 1d4 + 1 **magmin** move through the obsidian spires, collecting loose glass. The medusa keeps her head and face covered—partly to protect her from dangerous gases in the area—so her true nature won't be immediately identifiable. Despite her monstrous nature, she doesn't care to fight. The magmin are obnoxious but hardly dangerous. The medusa thinks of them as her adopted children. If the magmin are attacked, the medusa will defend them.

Obsidian Elemental. An obsidian elemental uses the same stats as an **earth elemental**, except with the following changes:

- Its AC is 19.
- It is resistant to fire damage.
- The damage it deals with its Slam attack is slashing instead of bludgeoning.

Pyrohydra. A pyrohydra uses the same stats as a **hydra**, except with the following changes:

- It is immune to fire damage.
- Its Challenge Rating is 11 (7,200 XP). Because of this bump, it gains a +1 bonus to its Perception skill and its attack rolls due to the increase in its proficiency bonus.
- Cold damage instead of fire damage prevents its heads from regenerating at the end of its turn.
- The pyrohydra can swim through lava or magma as if it was water.
- The pyrohydra's bite attack deals an additional 3 (1d6) fire damage on a hit.
- **New Action: Breathe Fire (Recharge 5-6).** The pyrohydra breathes fire in a 90-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw, taking 1d10 fire damage for each head the pyrohydra has on a failed saving throw, or half as much damage on a success.

Smoking Mirror Ambush. Hiding among the black glass spires, 6 **Smoking Mirror claws** led by a **Smoking Mirror catseye** lie in wait. They've been tasked by Brix to kill the characters and steal back *the Herald's Key*. They are fanatical and will fight to the death.

WELL OF SECRETS

When the characters arrive at the Well, read:

Like a black stab wound shattering the charred land around it, a pit 30-feet wide in diameter and 200-feet deep lies before you. Shards of sharp, obsidian glass surround its edges like black teeth in the maw of some wicked gargantuan worm.

THE SMOKING MIRROR ARRIVES

If the characters were traveling with Jannell, they arrive before the Smoking Mirror does. This will give them time to enter the well and discover its secrets. However, once they leave the well, they will come face-to-face with the Mirror's cultists who are waiting for them.

Otherwise, the Smoking Mirrors are there before the characters are and they have Jannell with them. They realize that they cannot use the well's map if they do not possess the Herald's Key.

Brix the werejaguar leads the Mirrors. She is accompanied by 20 **Smoking Mirror claws**, 4 **Smoking Mirror hides**, and 2 **Smoking Mirror catseyes**. All are ready for a confrontation if necessary.

She commands the characters to hand over the Herald's Key (and any secrets the gleaned if they managed to descend into the well), promising a swift, painless death as the reward for cooperation. While fighting Brix and her coterie isn't impossible, it is deadly. The players will have to choose their moves carefully. Fortunately, the immediate landscape surrounding the well has plenty of opportunities for cover.



BRIX

Also, they may take to the well and map chamber itself for cover then use the *carpet of flying* to escape (see below). Just as before, if Brix feels that the tide of battle is turning against her, she flees. The other Smoking Mirrors are fanatical and fight to the death.

INTO THE WELL OF SECRETS

The well has two parts: the pit itself and the map chamber.

1 - THE PIT

The pit is 200-feet deep. The shards of glass along its edges cut any rope that hangs from it; any creature climbing a rope when it is cut takes 1d6 falling damage for every 10 feet that they fall into the pit. A character can attempt to climb into or out of the pit. However, if their hands and feet are unprotected, they must make a DC 15 Strength (Athletics) check for every 15 feet they descend. On a failed check, a character doesn't move, but instead cuts their hands, taking 1d4 slashing damage from the glass. And if the check fails by 5 or more, they fall, taking the falling damage described above. Even on a successful check, a character takes 1 slashing damage from the glass as they climb.

Once at the bottom, the characters see a tunnel in the tunnel wall leading east. The tunnel ends abruptly at what looks like a door made of solid obsidian. The door is stuck in place, but a successful DC 15 Strength check shoves it open.

2 - THE MAP CHAMBER

Read:

This 30-foot diameter circular chamber was expertly carved from the obsidian. And it appears that someone once lived

here. A large, round, stone table 10-feet across dominates the center of the room, well-used mining tools and eating implements spread over it. The table rests over a large, colorful carpet that, oddly, hasn't been affected by the extreme heat. At the southern end of a room, a map of the continent of Elsath hangs on the wall. A shield made of what-looks-like shimmering feathers rests against it. Finally, sitting against the wall opposite of the map sits a skeleton wearing brightly color armor, but unlike any you've ever seen. The skeleton's skull is elongated like a lizard's, with two huge eye sockets. A bony ridge extends from the top like a fin. Through its vacant eye sockets, the skeleton stares at a map open on the table. One of its bony hands is raised in front of it, fingers upward as if it was once holding something.

If Jannell is with the party, she explains that this must have been Brother Riane. Jannell's father's diary mentioned that Riane was the last Couatl Herald to ever leave the Blood Jungle. Riane was a chameleonfolk, a rare breed of lizardfolk tasked to guard the secrets of the Shunned City. Riane fled to the Obsidian Plain and built his home within the Well of Secrets. Through sheer force of will, Riane permanently locked himself into the position he is in. No amount of force or damage can move his bones from their resting place.

The map at the far side of the room is an outline of Elsath as Riane remembered it 500-years ago (see Player Handout C. Riane's Map). Jannell recognizes the shape of Elsath immediately, as will any character who reviewed any of the books on Elsath.

By placing the Herald's Key into Riane's outstretched, skeletal hand, the location of Hearth is revealed on the hung map. (The characters can overlay a cut out of the Herald's Key from Player Handout B onto Player Handout C.) After the Herald's Key has been in Riane's hand for 1 minute, his skeleton collapses—his mission fulfilled. The characters can then remove his armor which is the *Couatl Herald's scales*. The shield is the *Couatl Herald's guard*. Both magic items are described in the *Magic Items of the Shunned City* supplement. Also, Riane's has the pages of his diary on him (see Player Handout D).

ESCAPING THE SMOKING MIRROR

If the characters lack a sufficient way to escape the pit and avoid the Smoking Mirrors above—who will definitely rain down with arrows—and they lack magical flight, you may include the following bit.

The carpet under the table is actually a carpet of flying, measuring 6-feet by 9-feet (see the DMG for details). Riane used it to enter the Well of Secrets centuries ago. Because of its magical nature, it has remained completely intact, totally unaffected by the heat and destruction of the Obsidian Plain.





ACT 3: THE VOYAGE TO ELSATH

After the characters discover the path to the Shunned City of Hearth, they will need to travel to the jungle island of Elsath, thousands of miles away through the sea. Unless they have a good method of instant travel or a comfortable mode of flight (the carpet is too slow to travel that great of distance easily), they will need to book passage on a ship. The nearest town that they can do so is the coastal trading town of Naqqad to the east of the Obsidian Plain.

While most captains sneer at the idea of traveling to Elsath, one captain welcomes the challenge.

JIORVA KREMMEL AND THE HAPPY BUCK

Jiorva Kremmel (LG male human **bandit captain**) not only welcomes the challenge, but he will do it for free. If there's one thing Kremmel enjoys more than women, music, and the smell of the open sea, it's an adventure. He gladly offers his ship, The Happy Buck, and is willing to sail the characters to its shores. Having transported a few explorers to the dangerous jungle island, Kremmel claims to know the best spot to land, the Silent Cover on the northern end of the island.

The Happy Buck is a 100 ft. long sailing ship. In addition to Kremmel, the Buck employs 29 seaworthy crew: a first mate,

bosun, quartermaster, and cook (**nobles**), and twenty-five sailors (**commoners**). The Buck's statistics are on the next page.

ABOARD THE HAPPY BUCK

Whatever port the characters sail from, Elsath is fairly distant. Referring to the map on page 16, the Buck is able to cross two hexes per day (so long as there are no disasters, of course).

Similar to the trip through the Desolation of Ditimaya and the Obsidian Plain, you're free to add in encounters, side quests, and other adventures along the way. (The Fifth Edition campaign book *GoSM* offers plenty of interesting ways to do this.)

Kremmel's crew have purposely been left without details. You're free to develop these NPCs as you see fit. Most will be friendly towards the characters, but some may present challenges.

BATTLE AT SEA!

When the Happy Buck is within 30 miles of the island of Elsath, read the following:

"Land-ho!," shouts one of Kremmel's crewmen from the crow's nest. After a few seconds of sailing, you see what the

crow saw: an island in the distance. Kremmel grins and pats you on the shoulder, "Told you I'd get you there, mate." Kremmel draws his spyglass from his pocket and gazes out at the island.

"Ah, Elsath. A land of mystery, she is. All manner of troublesome beasts there. But no worries for you, eh? I'm sure —"

Kremmel stops in the middle of his sentence and his expression turns sour. Immediately, he spins on his heel and cries, "Battle stations! Battle stations!" Without a moment's hesitation the crew scrambles.

Finally, you see what Kremmel saw: a coterie of winged creatures approaching fast from the island headed your way.

THE MIRROR ATTACKS AGAIN

The Smoking Mirrors arrived at the island days ago and have been waiting for the characters to arrive. They are at their full strength with all their resources and are led by their devious high priest, Tlatoani Mictlan (see the Monsters of the Shunned City supplement for details). Mictlan stays onshore with the bulk of the Smoking Mirrors along with his archaeologist, Chalice, and Brix who is leading the expedition to the Hearth.

Twenty Smoking Mirror claws lead by four Smoking Mirror hides all riding griffons fly toward the ship. When Kremmel first spots them, they are 300 feet away.

The griffon-riding cultists will stay high in the air, trying to stay out of the short range of the ship's ballistas. Each griffon is armed with two casks of alchemist's fire. As an action, a griffon can release one of the casks onto the ship. The Happy Buck must make a DC 12 Dexterity saving throw. On a failed saving throw, roll a d6 and reference the Griffon Bomb Target table to determine which part of the ship the cask hits. On a successful saving throw, the cask misses the ship and hits the water instead.

GRIFFON BOMB TARGET

d6	Result
1-2	Sails
3	Helm
4-6	Deck

Deck. The deck is hit. The hull takes 3d6 fire damage and catches on fire. In addition, 1d6 crew members are instantly killed in the blast. At the start of each of the ship's turns, the ship's hull takes an additional 1d4 fire damage for every hit it takes. Because of the sticky, flammable nature of the alchemist's fire, the damage caused by the bombs ignores the hull's damage threshold.

Once the ship's hull has its hit points reduced to 150 or less, it begins to sink. (See the section on sinking ship below).

Helm. The helm is hit, taking 3d6 fire damage. It then catches on fire. In addition, if Kremmel is piloting the ship, he must make a DC 12 Dexterity saving throw, taking 3d6 fire damage and catch on fire on a failed saving throw or half

THE HAPPY BUCK

Gargantuan vehicle (100 ft. by 20 ft.)

Creature Capacity 30 crew, 20 passengers (there are 10 other passengers on the ship in addition to the characters)

Cargo Capacity 100 tons (carrying 50 tons)

Travel Pace 6 miles per hour (144 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	17 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned unconscious

Actions

On its turn, The Happy Buck can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

Fire Ballista. The ship can fire its ballistas.

Move. The ship can use its helm to move with its sails.

Hull

Armor Class 15

Hit Points 300 (damage threshold 150)

Control: Helm

Armor Class 15

Hit Points 50

Move up to the speed of the ship's sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Sails

Armor Class 12

Hit Points 100; -5 ft. speed per 25 damage taken

Speed (water) 50 ft.; 15 ft. while sailing into the wind; 75 ft. while sailing with the wind.

Weapon: Ballista (2)

Armor Class 15

Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. **Hit:** 16 (3d10) piercing damage.

as much damage and doesn't catch on fire with a success. At the start of each of the ship's turns, the ship's hull takes an additional 1d4 fire damage, as will Kremmel if he failed his Dexterity saving throw.

Sails. The sails catch on fire, taking 3d6 fire damage from the blast. It then catches on fire. At the start of each of the ship's turns, the sails take 1d4 fire damage for every round they have been on fire until they are totally destroyed. Once the sails reach 0 hit points, the mast collapses. Each character on deck when this occurs must make a DC 15 Dexterity saving throw. On a failed saving throw, a creature takes 2d6 bludgeoning damage plus 2d6 fire damage and become grappled by the flaming debris (escape DC 12). While the character is grappled by the debris, they are restrained. On a successful saving throw, a character takes half as much damage instead. Half of all crew members still on deck when this happens automatically die.

Putting Out Fires. Every square of the ship and each creature that is hit by one of the casks burns until a character or crew member uses his or her action to extinguish the flames. To extinguish the flames, a creature must use its action to make a DC 10 Dexterity check, putting the flames out on a success. Because the sails are vertical and in the wind, the check made to extinguish the sails' flames are made with disadvantage.

SINKING SHIP

The Smoking Mirrors aim to disable the ship and its crew, then stage an assault on its deck. Once they see that the ship has suffered enough damage to start sinking (its hull's hit points are reduced by half or more), or its helm and sails are destroyed, the four Smoking Mirror hides land on the ship. They seek the characters, hoping to retrieve the Herald's Key from them. As fanatics, they fight to the death.

Because of the sinking ship and flames, refer to the events below to determine what happens at the start of each round on initiative count 20 (losing initiative ties). Many of the effects are cumulative.

Round 1. The fires on deck spread. Every round, each creature that ends their turn on or below the deck of the Happy Buck must succeed on a DC 12 Dexterity saving throw or take 1d6 fire damage.

Round 2. The ship starts to sink from its bow. Any creature moving forward, towards the bow must move as if moving through difficult terrain. Inversely, creatures that move towards the ship's stern gain an extra 10 feet of movement.

Rounds 3-8. The ship sinks further. Every round, each creature that starts its turn on the deck of the Happy Buck must succeed on a DC 10 Dexterity saving throw or fall prone in their space. Creatures below deck within 40 feet of the stern must also make this check. Creatures below deck within 40 feet of the bow are up to their waist in water and must now swim to move about the ship. Each round after the third round, the DC to remain standing increases by 2 (to a maximum of 20). And the water level covers an additional 10 feet of the lower decks.

Round 9. The lower decks are completely submerged. Most of the fires on deck are extinguished from the rising water. Any creatures still on deck must use half their movement to grab onto a part of the ship or fall into the ocean water below.

Round 10. The ship completely sinks. Any creatures still below deck are dragged 1,000 feet down to the bottom of the sea. Creatures still on deck or within 15 feet of the sinking ship must make a DC 10 Strength saving throw or be pulled down by the suction. A creature pulled down this way descends 1d8 x 10 feet into the ocean below.

The Smoking Mirror cultists will fight as long as they are able to draw breath, even in the water. All the while, they scream to hand over the Herald's Key. Once the ship is destroyed and it seems like the characters are dead (or victorious) and the medallion still hasn't been recovered, Mictlan decides that it's time for Plan B.







ACT 4: THE BLOOD JUNGLE

Here the characters land on the Island of Elsath depends heavily on the results of their combat with the Smoking Mirror's griffon riders. If the characters defeated the griffon riders before the cultists could destroy the Happy Buck, Kremmel makes repairs to the ship and takes the characters to the Silent

Cove as promised. Reveal the hex marked Silent Cove on the Player's Map of Elsath.

If the Happy Buck is destroyed, the characters must make their way to shore by floating on flotsam or by magical means (such as the *carpet*). Should the characters arrive at Elsath after the destruction of the Happy Buck, they must choose a hex to come ashore.

ELSATH

Starting the first day the party arrives, the party will know their starting hex and a rough idea of where the Shunned City of Hearth and the Herald's Valley is located on the island (so long as they discovered the location in the Well of Secrets).

The Herald's Valley in which Hearth resides is 400 miles from the northern coast of the island, so travel on foot could take two weeks or more. Since exploration is a focal point of this Act, refer to the following rules for travel to the Herald's Valley and the Shunned City of Hearth.

TRAVEL IN THE BLOOD JUNGLE

Each hex on the map on page 24 represents two days of travel if the characters move at a normal pace. If they move at a slow pace, it takes three days of travel to cross through a hex. And if they move at a fast pace, have the party's navigator make a DC 15 Wisdom (Survival) check. On a success, the party moves one hex that day. Otherwise, it still takes two days to move through the hex, and the party suffers the normal penalties for moving at a fast pace. Double travel times when the characters move through mountainous hexes.

GETTING LOST

At the start of each traveling day, make a Wisdom (Survival) check on behalf of the party's navigator. The DC for the check is 10 if the party is moving at a normal pace and 15 if the party is moving at a fast pace. The party will not get lost if they move at a slow pace.

If the check succeeds, the navigator knows exactly where the party is and they proceed as normal.

If the check fails, the party becomes lost. If the party is lost, it takes one additional day of travel time to cross the current hex. So if the party is moving at a normal pace, it takes three days to cross through a hex. If the party is moving at a slow pace, it takes four days to cross through a hex. And if the party is moving at a fast pace, it takes two days to cross through a hex if they pass their (Wisdom) Survival check and three days if they fail.



• MLAKA'S HUT

SILENT COVE •

ELSAATH

SMOKING MIRROR BASE CAMP •

• WHITE FOOT VILLAGE

HEARTH



ENCOUNTERS ON ELSATH

Elsath is a dangerous, untamed continent, home to all manner of ferocious and deadly creatures. Each day the characters travel through the island, roll a d20 three times: twice during the day and once during the night. On a result of 19-20, refer to the Elsath Random Encounters table to the side to determine the nature of the encounter. While the party is traveling, use the traveling column. And while the characters are camped, use the camping column. Encounters marked with an asterisk have explanations that appear below, and encounters with two asterisks refer to creatures included in the *Monsters of the Shunned City supplement*.

ENCAMPMENT

A large expedition has made a location within the Blood Jungle its base of operations. When the characters come across an encampment, use the following rules to generate the details of the village.

ENCAMPMENT TYPE

The type of encampment the characters discover determines the composition of the encampment.

ENCAMPMENT TYPE

d6 Type

- | | |
|---|-------------------------|
| 1 | Active mine |
| 2 | Colony |
| 3 | Military |
| 4 | Pirates |
| 5 | Scientists |
| 6 | Smoking Mirror cultists |

Active Mine. The inhabitants of an active mine discovered a source of great wealth within the Blood Jungle. The leader of the mine is a **veteran** who employs 2d4 **thugs** to oversee 3d6 **commoner** miners. There is a 25% chance that the miners are slaves.

Colony. These colonists hope to make a new life for themselves on the island. There are 1d6 x 20 commoner colonists present. The colony is led by 1d6 **nobles** and protected by 4d6 **guards**.

Military. The encampment is a strategic location for a throng of soldiers. A knight leads the 10d6 **guards** and 1d8 + 1 **veterans** who live there. In addition to the soldiers, there are 1d4 x 10 **commoners** who assist in day-to-day operations.

Pirates. A band of salty dogs calls the island of Elsath home, using it as a jumping-off point for raids. There are 3d10 **bandits** led by a **bandit captain** plus 6d6 **commoners** who work for the pirates.

Scientists. Hoping to learn more about the nature of the Blood Jungle, an **archmage** leads 2d4 **magics** and 2d6 **nobles**. They are protected by 3d6 **guards** led by a **knight** captain and assisted by 2d10 + 2 **commoner** servants.

Smoking Mirrors. The Smoking Mirrors have set up numerous encampments in the Blood Jungle while they

ELSATH RANDOM ENCOUNTERS

Traveling Camping Encounter

01-02	01	1 tyrannosaurus
03-04	02	1 giant ape
05-07	03-05	1 giant crocodile
08	06-07	3d4 giant bats
09-12	—	Venom crawler nest*
13-14	08	5d4 giant wasps
15-16	09-12	1d3 trolls
17	13-15	20 stirges
18	16-21	3d6 worgs
19-22	—	Snake nest*
23	22-25	2d4 ankhegs
24	26	1d4 specters
25	27-29	1 basilisk
26	30	1 young green dragon
27	31	1 young black dragon
28-29	32-35	2d6 ettercaps
30	36-37	1 ghost
31-33	38	1d6 harpies
34	39	1 hydra
35-40	40	Lizardfolk war party.*
41	41-43	1d4 manticores
42	44-46	1d8 giant constrictor snakes
43	47-50	1d8 giant spiders
44	51-54	1d4 giant scorpions
45-48	54-57	3d6 swarms of insects
49-51	58-62	2d6 giant rats
52-53	63	1d3 corpse trees**
54	64-67	2d4 + 1 will-o'-wisps
55	68-70	1d3 wyverns
56-58	71-80	3d6 zombies
59-60	81	2d10 thorny strangler vines**
61-62	82-83	1 shambling mound
—	84-93	2d10 ghouls
63-74	93-99	Chameleon folk war party*
75-79	—	Mysterious totems (generated randomly)*
80-84	—	Ruins (generated randomly)*
85-89	00	An expedition (generated randomly)*
90-95	—	A native village (generated randomly)*
96-00	—	An encampment (generated randomly)*

rigorously search for the Shunned City. The encampment is led by a **Smoking Mirror warlock**. There are 2d6 **Smoking Mirror claws**, 4d5 **cultists**, and 2d10 **commoner** porters at the camp.

ENCAMPMENT DISPOSITION

Each encampment has a disposition that determines events happening within the camp when the characters encounter it. Choose or roll for an encampment's disposition on the Encampment Disposition table. Each disposition is described after the table. If you roll no special disposition, the encampment is under no unusual stress and reacts based on its attitude.

ENCAMPMENT DISPOSITION

d12	Disposition
1-3	Abandoned
4	Diseased
5	Emergency
6	Help
7	Mutiny
8-12	No special disposition

Abandoned. The original inhabitants of the encampment are gone, having deserted the premises. There is a 20% chance that there are dead bodies present.

Diseased. Roll percentile dice. the result reveals the percentage of the encampment infected with a disease of your choice (refer to Chapter 8 in the DMG for examples). The encampment begs or demands that the characters help with the infection.

Emergency. An encampment experiencing an emergency is suffering some sort of crisis. The inhabitants beg or demand that the characters help them out of the situation. Choose or roll for an emergency to determine the expedition's emergency.

ENCAMPMENT EMERGENCY

d4 Emergency

- The encampment is recovering from a recent natural disaster such as a storm of fire.
- The encampment has run out of supplies and needs food and water.
- The encampment is under attack (roll or choose a monster from the Elsath Random Encounters table).
- The inhabitants want to abandon the encampment and need help leaving the island.

Help. The encampment is looking for help with their purpose. They ask the characters direct aid in the task (for example, a mine asks the characters to help them clear out monsters). Smoking Mirrors won't ask for help but instead attack. If you get this result for the Smoking Mirrors, ignore it and roll again.

Mutiny. The inhabitants of the encampment are unhappy with the leadership and plan to overthrow them. The leaders approach the characters asking for or demanding help quelling the uprising, or the inhabitants approach requesting

aid with their uprising or attempting to trick the characters into killing the leaders.

ENCAMPMENT ATTITUDE

Determine the encampment's attitude. Smoking Mirror cultists are always hostile towards the characters.

ENCAMPMENT ATTITUDE

d6	Attitude
1-2	Friendly
3-4	Neutral
5-6	Hostile

EXPEDITION

The characters aren't the only outsiders in the jungles of Elsath. When the characters meet another expedition, use the following rules to generate the details for the expedition.

EXPEDITION TYPE

The type of expedition the characters meet determines the expedition's composition.

EXPEDITION TYPE

d6	Type
1	Adventurers
2	Explorers
3	Military
4	Prisoners
5	Scientists
6	Smoking Mirror cultists

Adventurers. A group of adventurers consisting of 1 **gladiator**, 1 **priest**, 1 **scout**, and 1 **mage** accompanied by 2d4 **commoner** porters searches for adventure and excitement in the Blood Jungle.

Explorers. Two **nobles** leading 1d4 + 1 **veterans** and 3d6 **commoner** porters attempt to map the island.

Military. An expedition of soldiers hopes to claim Elsath in the name of their kingdom. The expedition has 3d6 **guards**, 1d4 **veterans**, and 1 **priest**.

Prisoners. Having washed ashore on a wrecked prison vessel, this band of 1d6 **thugs** hopes to start a new life in the Blood Jungle.

Scientists. A **mage** leading a group of 1d4 **acolytes** and 2d6 **commoner** porters are gathering samples to study. They hope to learn more about the dangerous island.

Smoking Mirrors. The villains of the adventure, the Smoking Mirrors, tromp through the jungle. There are 2d6 **Smoking Mirror claws** accompanied by 1d2 **Smoking Mirror hides**. A Smoking Mirror catseye leads the party. The group is automatically hostile to the characters.

EXPEDITION DISPOSITION

Each expedition has a disposition that determines events happening within the group when the characters encounter it. Choose or roll for an expedition's disposition on the Expedition Disposition table. Each disposition is described after the table. If you roll no special disposition, the

expedition is under no unusual stress and reacts based on its attitude.

EXPEDITION DISPOSITION

d12	Disposition
1-3	Dead
4	Diseased
5	Emergency
6	Help
7	Resting
8-12	No special disposition

Dead. All of the members of the expedition have been slain. There is a 10% chance that whatever killed them is still in the area. Roll on the Elsath Random Encounters table to determine what killed them, rerolling results marked with an asterisk.

Diseased. The entire expedition has contracted a debilitating disease (refer to chapter 8 of the DMG for "Sample Diseases"). They beg or demand help with the infection.

Emergency. An expedition experiencing an emergency is suffering some sort of crisis. The party begs or demands that the characters help them out of the situation. Choose or roll for an emergency to determine the expedition's emergency.

EXPEDITION EMERGENCY

d4 Emergency

1	The expedition is lost.
2	The expedition has run out of supplies and needs food and water.
3	The expedition is being hunted (roll or choose a monster from the Elsath Random Encounters table).
4	The expedition is trapped in a hazard (see "Hazard Totems" for ideas).

Help. The expedition is looking for help with their purpose. They ask the characters direct aid in the task. Smoking Mirrors won't ask for help, but attack. If you get this result for the Smoking Mirrors, ignore it and roll again.

Resting. The expedition is setting up camp, resting in camp, or breaking down their camp.

EXPEDITION ATTITUDE

Determine the expedition's attitude. Smoking Mirror cultists are always hostile towards the character.

EXPEDITION ATTITUDE

d6	Attitude
1-2	Friendly
3-4	Neutral
5-6	Hostile

NATIVE VILLAGE

Two major tribes of creatures live within the Blood Jungle of Elsath: chameleonfolk and lizardfolk. Of course, there are

other types of creatures that live on the island as well.

As the characters travel through the treacherous terrain, they may come across one of these settlements. The following rules can be used to generate the villages.

First, roll or choose an attitude on the Village Attitude table, then roll on the appropriate table to determine the nature of the village's inhabitants.

VILLAGE ATTITUDE

d6	Attitude
1	Friendly
2-3	Neutral
4-6	Hostile

FRIENDLY VILLAGE

d8	Race
1-5	Chameleonfolk
6	Humans
7	Lizardfolk
8	Wood Elves

NEUTRAL VILLAGE

d6	Race
1-2	Chameleonfolk
3	Humans
4-5	Lizardfolk
6	Wood Elves

HOSTILE VILLAGE

d10	Race
1	Chameleonfolk
2	Gnolls
3	Humans
4	Kobolds
5-8	Lizardfolk
9	Orcs
10	Wood Elves

POPULATION

Most villages are home to 1d4 x 100 **commoners**. They are protected by 6d6 **guards** led by 1d4 **veterans**. Additional NPCs may be present based on the results of the Village Notable Traits table on the next page.

MYSTERIOUS TOTEMS

The party discovers a mysterious totem or standard while traveling through the forest. Choose or roll for one of the mysterious totems using the Mysterious Totem table on the next page.

GRUESOME DECORATION

The decoration is nothing more than art, perhaps a false warning, the spoils of war (such as heads on spears),

VILLAGE NOTABLE TRAITS

d20 Loot

- 1 The village is built on stilts in a swamp. The swamp's waters are protected by 2d10 **alligators**.
- 2 The center of the village hosts a massive monument of the village's patron god. The village leader is a **druid**.
- 3 A grand, stone temple is at the center of the village. The village leader is a **priest**.
- 4 The village is highly militaristic. They possess twice as many guards and are led by a **gladiator**.
- 5 Orchards and vegetable gardens surround the village. 1d6 + 1 **treants** and 1d4 **dryads** protect the village.
- 6 A rushing stream divides the town. The village's leader, a **mage**, can call forth 1d4 **water elementals** to protect the village.
- 7 The village acts as a trade center for many of the island's inhabitants. There are many different factions at work within the village, each with their own leader.
- 8 A scientific expedition calls the village their home and are respected (or even worshipped) by the locals. Roll on the Expedition Type table to determine the nature of the expedition.
- 9 The village's inhabitants wear lavish costumes decorated with gold and precious stones.
- 10 The villagers are poor, diseased, and hungry. They seemingly have no leader.
- 11 The bodies of the dead decorate the village; it is clear that the villagers eat the flesh of humanoids. In addition to the normal guards, the village is protected by 1d10 **berserkers**.
- 12 The village is built around a vast source of wealth such as a mithril mine, healing crystals that sprout from the ground, or even a great treasure vault.
- 13 The village is recovering from a recent battle. Their leader was slain in battle and their most powerful warriors are fighting over who should lead the village next.
- 14 Magic acts strange within the village. Any time a spell is cast near the village, roll a d20. On a result of 1, a wild magic surge occurs (as detailed in the section on sorcerers in the PHB).
- 15 The villagers protect a source of powerful knowledge. The village's leader, a **druid**, refuses to let it fall into the wrong hands.
- 16 Any creature that practices a religion other than that of the village is marked for death. The leader of the village is a **berserker**.
- 17 The chief of the village was killed by a demon some time ago. The demon has assumed the form of the chief. The villagers live in fear.
- 18 The villagers coexist with a large human military force. The leader of the humans is a **knight** who leads 1d6 veterans and 5d6 guards.
- 19 The tomb of a powerful ancient being is hidden below the village. The villagers fiercely guard the tomb's secrets.
- 20 The village was built atop ruins. Refer to the section on Ruins to determine the nature of the ruins.

or an idol praising the gods. The totem has no effect.

TRAPPED

Trapped totems are carved and designed to attract intelligent creatures. They may appear to be signs directing expeditions, totems with gems (real or even fake), or aesthetically pleasing sites.

When the characters come across a trapped totem, roll on the Trapped Totem table on the next page to determine the nature of the trap which are detailed below. A character can notice the traps' trigger with a successful DC 12 Intelligence (Investigation) or Wisdom (Perception). The trap can then be disarmed with a successful DC 10 Intelligence check using proficiency in thieves' tools.

Falling Logs. This trap is triggered whenever a creature comes within 5 feet of the totem. Falling logs spill from hidden stands in nearby trees landing in a 10-foot by 10-foot cube directly in front of the totem. Each creature in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6)

bludgeoning damage on a failed saving throw or half as much damage on a successful one.

Glyph of Warding. A glyph of warding armed with explosive runes surrounds the totem, triggered whenever a creature moves within 10 feet of it. Each creature in the area must make a DC 14 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed saving throw, or half as much damage on a successful one.

Poison Dart. Whenever a creature comes within 10 feet of the totem, a poison dart shoots out. Makes a ranged weapon attack at +6 against the triggering creature. On a hit, the dart deals 1 piercing damage plus 5 (2d4) poison damage and the creature must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. While poisoned, the creature is paralyzed.

Poison Gas. This trap is triggered whenever a creature comes within 10 feet of the totem. Poison gas escapes from the totem, filling a 30-foot radius sphere centered on the

MYSTERIOUS TOTEM

d10 Totem Type

1-5	Gruesome Decoration
6	Trapped
7	Warning: Cursed
8	Warning: Dangerous Creature
9	Warning: Hazard
10	Warning: Territory

TOTEM TRAPS

d6 Trap

1	Falling Logs
6	Glyph of Warding
7	Poison Dart
8	Poison Gas
9	Snare
10	Spike Pit

TOTEM CURSES

d10 Curse

1-6	No curse
7	Curse of Death
8	Curse of Fear
9	Curse of Fools
10	Curse of Lethargy
11	Curse of Silence
12	Curse of Ugliness

TOTEM HAZARDS

d8 Hazard

1-4	No hazard
5	Acid swamp
6	Chasm
7	Quicksand
8	Razorvine

totem. Each round that a character starts their turn within the poison cloud, they must make a DC 15 Constitution saving throw. The target takes 17 (5d6) poison damage from the cloud or non a failed saving throw or half as much damage on a success. Creatures are affected even if they hold their breath or don't need to breathe. Each round after the first, the cloud starts to dissipate. The DC for the Constitution saving throw is reduced by 1 and the damage taken is reduced by 1d6. After 5 rounds, the poison is gone.

Snare. When a creature walks within 10 feet of the totem, they step on a snare which lifts them 30-feet into the air

CHASM BRIDGE TYPE

d6 Bridge

1-3	No bridge
4	Natural stone formation. The characters can cross without any trouble.
3	Rickety rope bridge. There is a cumulative 5% chance each time a character crosses that the bridge collapses. Any characters who have not yet crossed when the bridge collapses fall into the crevasse, taking 1d6 falling damage for every 10 feet they fall.
4	Fallen tree. Each character must make a DC 10 Dexterity (Athletics) check to cross the bridge. On a failed check, a character falls into the crevasse, taking 1d6 falling damage for every 10 feet they fall.

upside down. While the creature is snared, it is grappled and restrained. The creature can cut the rope if they deal 2 slashing damage to the rope (AC 11). A creature that cuts the rope while it is still hanging upside-down drops, taking 3 (1d6) falling damage for every 10 feet they fall. Once a creature is snared, there is a 50% chance that a war band (see War Parties below) is in the area.

Spiked Pit. A 20-foot deep pit lined with spikes is hidden on the jungle floor. Any creature that enters the 10-foot square-directly in front of the totem falls in, taking 7 (2d6) falling damage plus (1d6) piercing damage as they do. The spiked pit trap cannot be disarmed, only avoided.

WARNING: CURSED

The totem reveals that the area the characters are entering is cursed, but doesn't give any details as to how it's cursed. If the characters decide to avoid the area, they can turn around, adding one additional day of travel to their travel time. If they move through the area, choose or roll for one of the curses on the Cursed Totem table below. If the result is a curse, all of the characters are cursed (no saving throw). Details of each curse are given below. Curses last until the characters use a remove curse spell or similar magic, leave the island of Elsath, or enter the Temple of Hearth.

If a result of no curse is selected, the totem is merely a false alarm meant to scare outsiders.

Curse of Death. While cursed, the characters are attacked each night by 2d6 **zombies**. The zombies have advantage on their attack rolls against the characters as well as all Constitution saving throws while within 30 feet of a cursed character.

Curse of Fear. While cursed, the characters have disadvantage on saving throws against being frightened.

Curse of Fools. While cursed, the characters have disadvantage on Intelligence ability checks and saving throws.

Curse of Lethargy. While cursed, the characters feel overcome with tiredness. The party can only move at a slow pace while traveling. In addition, a character must rest for 12 hours to gain the full benefits of a long rest, and 2 hours to gain the full benefits of a short rest.

Curse of Silence. While cursed, the characters cannot speak as if perpetually under the effect of a silence spell.

Curse of Ugliness. While cursed, the characters start to take on unattractive physical qualities such as bald spots, crooked and yellowing teeth, bulging eyes, warts, oversized ears, etc. Each day, the cursed characters' Charisma scores are reduced by 1. The curse cannot reduce a character's Charisma score below 5. After the curse is removed, the characters' Charisma scores return to normal.

WARNING; DANGEROUS CREATURE

The totem warns of a dangerous creature in the area. There is a 50% chance that the totem's warning is a false alarm. Otherwise, reroll on the Elsath Random Encounters table, rerolling any results with one or more asterisks.

WARNING: HAZARD

The totem warns of a nearby hazard. Choose or roll on the Hazard Totem table to determine the nature of the hazard. On a result of no hazard, the totem was a false alarm or deception to scare off trespassers.

If the party chooses goes around the hazard, the party must add one day of travel time to crossing the hex the party's navigator must make a DC 10 Wisdom (Survival) check. On a successful check, the party successfully skirts the hazard and continues through the hex. On a failed check, the party adds another additional day of travel time to crossing the hex.

If the party decides to go through the hazard, the party's navigator must make a DC 15 Wisdom (Survival) check. On a successful check, the party does not encounter the hazard. Otherwise, they encounter the hazard.

Acid Swamp. An acid swamp is a caustic area filled with dangerous gases and noxious gas. If the characters move through a hex containing an acid swamp, roll 1d4. This is the number of deadly situations the characters face while moving through the acid swamp. For each situation, have each of them make a Constitution saving throw with a DC equal to $3d6 + 5$. Characters who fail their saving throw take 1d4 acid damage plus 1d4 poison damage, and if a character fails their saving throw by 5 or more, they make their next saving throw in the acid swamp at disadvantage. Characters who succeed on their saving throws take half as much damage in the acid swamp.

Chasm. A massive chasm blocks the path of the characters. The chasm is $2d4 \times 10$ feet wide and $4d4 \times 10$ feet deep. There is a chance that there is already a method for crossing the chasm when the characters arrive. Choose or roll on the Chasm Bridge Type table on the preceding page to determine the nature of the bridge. A result of no bridge means that the characters must jump or use a magical method to cross the chasm. Otherwise, if the characters can't or won't cross the chasm, the characters cannot enter the neighboring hex directly opposite of the original way they entered the hex. For example, if the characters entered the hex with the chasm hazard from the south edge of the hex, they cannot travel through the north edge of the hex.

Quicksand. If the characters pass through a hex with quicksand, have them each make a Strength saving throw with a DC equal to $3d6 + 5$. If each character passes their saving throw, the characters move through the hazard area unhindered by the quicksand. Otherwise, each character that fails their saving throw sinks $1d4 + 1$ feet into a quicksand pit and becomes restrained. Refer to the DMG on details on escaping quicksand. If more than half of the party failed their

saving throws, they must repeat the group saving throw after they escape the quicksand. This cycle continues until all of the characters successful pass their saving throws, or they encounter three pits of quicksand.

Razorvine. Razorvine, clumped together in wild tangles, covers the area that the characters are traversing through. When the characters move through a hex with razorvine, roll 1d4. This is the number of situations involving razorvine the characters must face. In each situation, each character must make a weapon or spell attack against the razorvine's AC of 11 and total up the damage dealt. The razorvine is immune to bludgeoning, piercing, and psychic damage. If the total damage dealt by the characters is 25 or greater, they get past the situation unhindered. Otherwise, each character takes 5 (1d10) slashing damage from the razorvine's thorns.

WARNING: TERRITORY

The characters are about to enter the territory of a hostile tribe. Roll a d6. On a result of 1-2, it is the territory of lizardfolk, and on a result of 3-6, it is the territory of chameleonfolk.

The party must choose to go through the territory or around the territory.

If the party chooses to go around the territory, the party adds one additional day of travel time to the hex and the party's navigator must make a DC 10 Wisdom (Survival) check. On a successful check, the party successfully skirts the territory and continues through the hex. On a failed check, it costs the party another additional day of travel time to go through the hex.

If the party decides to go through the territory, the party's navigator must make a DC 15 Wisdom (Survival) check. On a successful check, the party does not encounter the territory's inhabitants. Otherwise, they encounter the inhabitants of the territory. Roll a d4. On a result of 1-3, the characters encounter a war party of the territories inhabitants. The war party is automatically hostile to trespassers. See the War Party section below for details. On a result of 4, the characters encounter a native village. The native village is automatically hostile to trespassers. See the Native Village section on page [pageNum] for details.

RUINS

While traveling through the Blood Jungle, the party discovers ancient ruins swallowed by Elsath's aggressive flora. The following rules can be used to generate any ruins the characters might encounter.

RUINS TYPE

The type of ruins that the characters come across determines how much adventure and exploration can be had within.

Abandoned Mine. This area was once plundered by an ancient civilization for its wealth.

Fortress. The crumbling ruins appear to have once been a stronghold or fortress.

Lost Village. What was once probably a thriving community has since been swallowed by the Blood Jungle.

Overgrown Stones. It's impossible to tell what these ruins once were as nothing more than a few stones and paved walkways remain.

Temple. A temple dedicated to lost gods, elemental forces, or other powerful beings hides among the dense foliage.

Tomb. Long ago, a powerful ruler, priest, or another person of import was buried within this overgrown tomb.

Treasure Vault. Great wealth was masked from the rest of the world.

RUINS DISPOSITION

After you know the type of ruins that the characters face, choose or determine the disposition of the ruins. If you roll no special disposition, the ruins are nothing more than ancient stones hidden in the jungle.

RUINS DISPOSITION

d10	Disposition
1-5	No special disposition
6	Cursed
7	Monster lair
8	Guarded by natives
9	Haunted
10	Trapped

Cursed. If the characters enter the area, they become cursed. Refer to the Cursed Totem table to determine the nature of the curse, rerolling any result of no curse.

Monster Lair. The ruins are now the home of a deadly creature. Choose or roll an appropriate creature from the Elsath Random Encounters table to determine the nature of the monster.

Guarded by Natives. Roll d6. On a result of 1-2, the ruins are protected by a lizardfolk war party, and on a result of 3-6, the ruins are protected by chameleonfolk. See the War Parties section later in this chapter.

Haunted. Every hour that the characters spend within the ruins, roll a d6. On a result of 5-6, the characters encounter

an apparition. Roll on the Haunted Ruins table to determine the nature of the apparition.

HAUNTED RUINS

d8 Encounter

1	1d3 ghosts
2	3d6 shadows
3	1d6 + 1 ghouls led by 1 ghast
4	1d3 wraiths
5	1d8 poltergeists or specters
6	4d6 skeletons
7	4d6 zombies
8	1d6 wights

Trapped. The ruins are loaded with dangerous traps at nearly every turn. Refer to the *DMG*, *XGtE*, or even the Trapped Totems section above for ideas on traps.

RUINS TREASURE

Finally, determine how much treasure is to be found within the ruins. If you roll a result of no treasure, there was never any treasure to be found or it has already been plundered. Otherwise, refer to the treasure tables in the *DMG* referencing the type of treasure the characters find within.

d8	Treasure
1-5	No treasure
6-7	Treasure Hoard: Challenge 0-4
8	Treasure Hoard: Challenge 5-10

SNAKE NEST

As the party is traveling through the jungle, they stumble onto a large nest of snakes covering a 1/2-square-mile of jungle. Unless the party was moving at a slow pace, they encounter 1d4 swarms of poisonous snakes immediately. After the



initial combat, the party must choose to go through the nest, around the nest, or return to the hex they started in.

If the party chooses to go around the nest, the party adds one additional day of travel time to the hex and the party's navigator must make a DC 10 Wisdom (Survival) check. On a successful check, the party successfully skirts the nest and continues through the hex. On a failed check, it costs the party another additional day of travel time to go through the hex.

If the party decides to go through the nest, the party's navigator must make a DC 15 Wisdom (Survival) check. On a successful check, the party does not encounter the territory's inhabitants. Otherwise, they encounter the snakes. Roll a d4. The result is the number of times they encounter snakes while traveling through the nest. Check the Snake Nest encounter table below to determine the nature of each encounter.

Snake Nest Encounter Table

2d4 Encounter

- | | |
|---|--|
| 2 | A group of dead explorers (see the "dead" results for expedition disposition for details). |
| 3 | A dead animal. |
| 4 | 1d4 giant constrictor snakes |
| 5 | 1d8 constrictor snakes |
| 6 | 1d6 + 1 swarms of poisonous snakes |
| 7 | 1d4 giant poisonous snakes + 1d4 swarms of poisonous snakes |
| 8 | Green dragon's lair (see below). |

Green dragon's lair. This nest is more than just a home for snakes—it's the lair of an **adult green dragon** who refers to himself (unironically) as Quetzalcoatl the Great Serpent. Refer to the adult green dragon's entry for details on the region surrounding its lair, except in place of rodents and birds, the dragon uses snakes as its eyes and ears. Quetzalcoatl is extremely interested in the party and their presence on the island. Instead of attacking, the dragon hopes to use the party to help him, promising (lying, really) treasure in return. Typical quests given by the dragon include eliminating the chameleonfolk from the area, scaring off other nosy expeditions, finding abandoned ruins and treasure for the dragon's hoard, etc. Quetzalcoatl keeps a hoard typical for his Challenge Rating. At your discretion, he might also have one or two Couatl Herald items as described in the *Magic Items of the Shunned City* supplement.

Venom Crawler Nest

As the party is traveling through the jungle, they stumble upon an area wrapped in thick, purplish-webbing. A nest of deadly venom crawlers (see the Monsters of the Shunned City supplement) have claimed the area for their own. Use the Venomfang Nest Size table to determine how large the nest is.

Small Venom Crawler Nest

A small venom crawler nest covers a territory of approximately 500 square feet. When the party enters the hex, they must choose to go through the nest or around the nest.

Venom Crawler Nest Size

d8	Nest Size
1-5	Small venom crawler nest (500 square feet)
6-7	Large venom crawler nest (1 square mile)
8	Expansive venom crawler nest (5 square miles)

If the party chooses to go around the nest, the party adds one additional day of travel time to the hex and the party's navigator must make a DC 10 Wisdom (Survival) check. On a successful check, the party successfully skirts the nest and continues through the hex. On a failed check, it costs the party another additional day of travel time to go through the hex.

If the party decides to go through the nest, the party's navigator must make a DC 15 Wisdom (Survival) check. On a successful check, the party does not encounter the venom crawlers. Otherwise, they encounter $2d6 + 1$ **venom crawlers** instead. Note that most of the venom crawlers' territory will be encased in thick webbing (as the web spell with a DC of 12). Once the party has passed through the nest (ie, defeated the venom crawlers), they remember to avoid it in the future.

Large Venom Crawler Nest

A large venom crawler nest covers a territory of 1 square mile. Unless the characters are moving at a slow pace, they are immediately ambushed by 1d4 **venom crawlers**. Then, after the initial combat, the party must choose to go through the nest or around the nest.

If the party chooses to go around the nest, the party adds two additional days of travel time to the hex and the party's navigator must make a DC 15 Wisdom (Survival) check. On a successful check, the party successfully skirts the nest and continues through the hex. On a failed check, the party encounters venom crawlers as if they had gone through the nest.

If the party goes through the nest, the party's navigator must make three DC 10 Wisdom (Survival) checks. The result of the checks depends on the number of successes the navigator has as shown on the Large Venom Crawler Nest Navigation table below.

Large Venom Crawler Nest Navigation

Successes Result

- | | |
|---|--|
| 0 | The party encounters venom crawlers (see below). |
| 1 | The party adds two days of extra travel time to the hex. |
| 2 | No encounters. The party adds one day of extra travel time to the hex. |
| 3 | The party successfully avoids the nest without losing any of its movement allotment. |

If the party encounters the venom crawlers, roll a d4. The result is the number of times they encounter venom crawlers while traveling through the nest, encountering $2d6 + 1$ **venom crawlers** each time.

Note that most of the venom crawler's territory will be encased in thick webbing (as the web spell with a DC of 12).

Once the party has passed through the nest (ie, defeated the venom crawlers), they remember to avoid it when traveling through the hex again.

EXPANSIVE VENOM CRAWLER NEST

Consuming an entire 5-square-mile area of the Blood Jungle, an expansive venom crawler nest represents an incredible danger to the party. Make note of the hex that the nest is in; it is a permanent obstacle for the characters. The first time the party encounters this hex, they are ambushed by $1d4 + 1$ **venom crawlers**. After the initial encounter, they must decide to return to the hex that they started in (using the normal amount of travel time to return) or go they must go through the nest.

If the party chooses to move through the hex, they still add one days of travel time to crossing the hex.

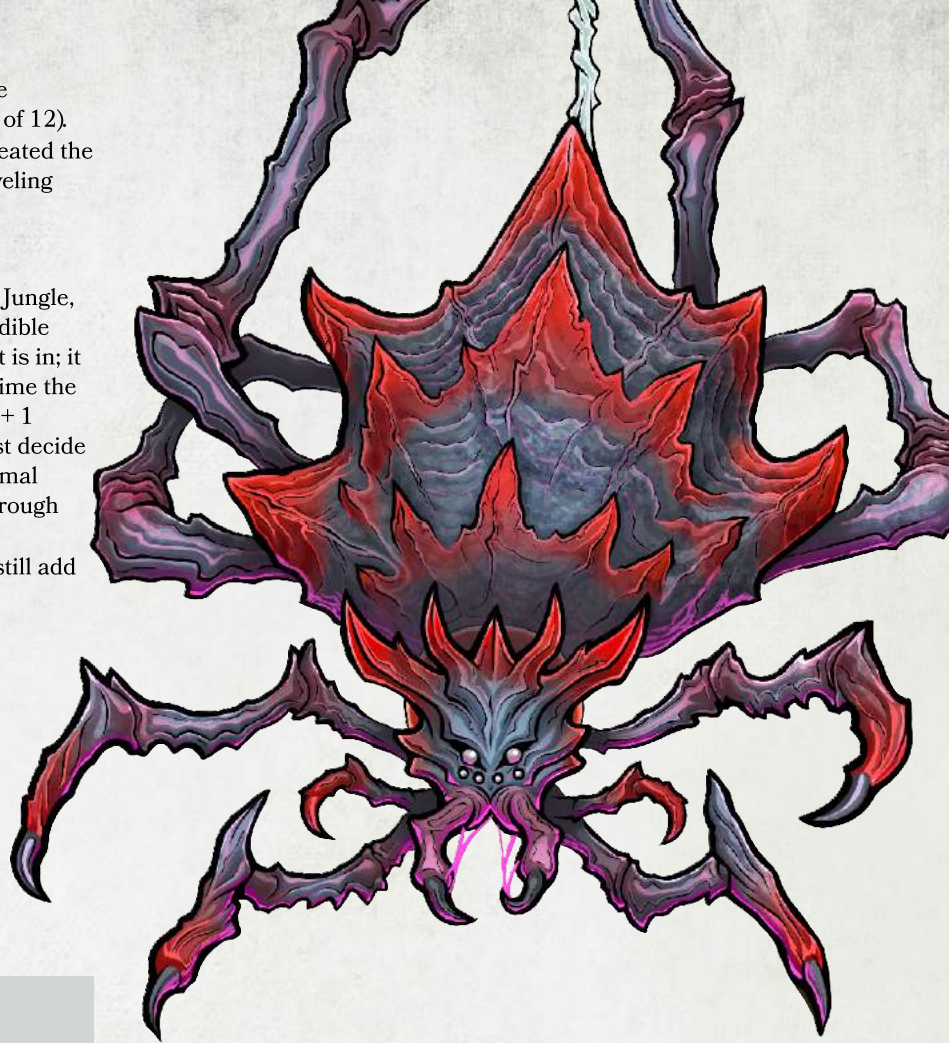
It takes the party 6 hours to cross through the venom crawlers' territory. Every 20 minutes while the party moves through the expansive venom crawler nest roll a d6. On a result of 3-6, the party encounters something. Use the Venom Crawler Nest Encounters table below to determine the nature of the encounter. Note that most of the venom crawlers' nest will be encased in thick webbing (as the web spell with a DC of 12).

VENOM CRAWLER NEST ENCOUNTERS

2d4 Encounter

- 2 An encampment encased in webbing (see the "encampment" encounter above for details).
- 3 A dead expedition encased in webbing (see the "expedition" encounter earlier in this chapter for details).
- 4 Impassable webbing blocks the path. The party must add another twenty-minutes of travel to their travel time.
- 5 $2d8 + 1$ **venom crawlers**
- 6 $1d6 + 2$ **venom crawlers** with $1d4$ **venom crawler hatchlings**
- 7 $2d8 + 1$ **venom crawlers** with $3d4$ **venom crawler hatchlings**
- 8 Venom queen's lair (see below).

Venom Queen. In the unfortunate event that the characters encounter the **venom queen**, they discover her in a well-protected area surrounded by $4d6$ **venom crawlers** and $4d4$ **venom crawler hatchlings**. Also, the entire area is encased in the queen's own webbing (as the web spell, DC 14). Extremely territorial and paranoid, the venom queen will signal all of her crawlers to return to her lair to protect her. At the start of each round of combat, roll a d6 and subtract 1. On a result of 1 - 5, that is the number of venom crawlers that arrive. On a result of 0, no venom crawlers arrive, and on the next turn and all subsequent turns subtract an additional and cumulative 1 from the d6 result (maximum of -5).



WAR PARTY (CHAMELEONFOLK OR LIZARDFOLK)

The party comes upon a group of lizardfolk or chameleonfolk war party (or possibly both). To determine the nature of the war party use the following rules.

WAR PARTY SIZE

First, choose or roll for the size of the war party. The size determines the overall composition of the party. If it is a lizardfolk encounter use the lizardfolk composition column, and vice versa for chameleonfolk (but not both unless the "warring" result is rolled for disposition). The War Party Size table is on the next page.

WAR PARTY PURPOSE

Next, determine the reason why the war party is wandering through the jungle. Refer to the appropriate party size when using the tables on the next page.

Carrying Supplies. The war party is hauling supplies—kills from a recent hunt, foraged food or water, or potentially loot from a recent conquest—to their village.

Traveling. The war party is traveling to or from their village on an undetermined mission.

Hunting. The war party is actively hunting another creature in the jungle. Roll on the Elsath Random Encounters table

WAR PARTY SIZE

d8	Size	Chameleonfolk Composition	Lizardfolk Composition
1-5	Band	1d4 + 1 lizardfolk warriors	1d4 + 1 chameleonfolk warriors
6-7	Throng	3d6 + 3 lizardfolk warriors led by a lizardfolk shaman	2d4 chameleonfolk warriors with 1d4 chameleonfolk champions
8	Army	6d6 lizardfolk warriors, 1d4 lizardfolk shaman, 1 lizardfolk king/queen, and 1d4 giant crocodiles (there is also a 10% chance that there is a trained hydra with them)	3d8 chameleonfolk warriors, 1d6 + 1 chameleonfolk champions, 1 chameleonfolk chieftain all riding giant toads (there is also a 10% chance that they are led by a young bronze dragon)

BAND PURPOSE

d6	Purpose
1	Carrying supplies
2	Hunting
3	Raiding
4	Scouting
5	Traveling
6	Warring

THRONG PURPOSE

d10	Purpose
1	Carrying supplies
2-3	Hunting
4-5	Raiding
6	Scouting
7	Traveling
8-10	Warring

ARMY PURPOSE

d4	Purpose
1	Traveling
2-4	Warring

earlier in this chapter (rerolling any results with a single asterisk) to determine what they are hunting.

Scouting. The war party is moving through the jungle with the intent to learn more about another creature, nearby foe, or potentially even the characters.

Raiding. The war party is headed towards a raid on an enemy village. You can use the Native Village tables below to determine the nature of the village they hope to raid.

Warring. When the characters come across the war party, they are actively involved in combat with another war party (it's always lizardfolk versus chameleonfolk). The opposing force is of equal size to the war party. Reference the War Party Size table for the composition of the opposing force. For example, a band of lizardfolk will fight a band of chameleonfolk, a throng fights another throng, and so on. Determine the disposition for both sides.

WAR PARTY ATTITUDE

Use the War Party Attitude table to determine the nature of the party.

WAR PARTY ATTITUDE (D6)

Lizardfolk	Chameleonfolk	Attitude
1	1-2	Friendly
2-3	3-4	Neutral
4-6	5-6	Hostile

WAR PARTY DISPOSITION

When the party comes across the war band, the war band may have a special disposition that the characters may react to. If you roll no special disposition, the war party is under no unusual stress and reacts based on its attitude.

d10	Disposition
1	Injured
2	Emergency
3	Help with purpose
4	Resting
5	Trading
6-10	No special disposition

Injured. Roll percentile dice. The result reveals the percentage of the war party that have been injured in a recent fight (a raid, battle, or even a hunt). The injured creatures have only half of their normal hit points.

Emergency. A war party experiencing an emergency is suffering some sort of crisis. The party begs or demands that the characters help them out of the situation. Choose or roll for an emergency to determine the war party's emergency.

WAR PARTY EMERGENCY

d8	Emergency
1	The war party is lost.
2	The war party's leader was slain.
3	The war party is being hunted (roll or choose a monster from the Elsath Random Encounters table).
4	The war party is trapped in a hazard (razorvine, quicksand, traps, etc).

Help with purpose. The war party asks the characters for direct aid in a task. For example, a warring party may command the characters to join them in their attack on their enemies. Another war party scouting an enemy may ask or demand the characters for any information they have.

Resting. The war party is setting up camp, resting in camp, or breaking down their camp.

Trading. War parties looking to trade offer anything they have with them for something they need. Most war parties are primitive and may ask the characters for food, water, or even shiny trinkets.

IMPORTANT LOCATIONS

The map on page 24 depicts the island of Elsath with key locations marked. These key locations are described in the remainder of this chapter. While these are suggested locations, you're free to place them anywhere on the map of Elsath that you like. Also, you can add additional locations. Elsath is a veritable island of mystery filled with dangers and wonder making it an easy target for future adventures.

MLAKA'S HUT

In the savannahs north of the Herald's Valley is the hut of the old woman, Mlaka. Mlaka is secretly a **rakshasa** in disguise. Cursed long ago by celestials, Mlaka must remain on the island until the couatl custodians perish and Black Tezcatlipoca returns. Therefore, she can't use her *plane shift *innate spell. If she is destroyed, she returns to her hut in a new body in 1d4 months. Knowing that the Smoking Mirrors are already operating on the island and that it's likely they'll unleash the beast, she's left them to their own devices. However, she will immediately seek to stop the characters.

Mlaka first acts as a gracious host and reveals that she possesses clues to the Temple of Hearth. This is true. She has a map of the third layer that reveals all of the transporter doors (see Handout E). Optionally, she can also possess another *Couatl Herald's fang dagger*. She gives away both items, hoping to build the character's trust. She explains:

"There are dark forces here on the island. They seek to bring back an old threat to the island, a vile beast known as Black Tezcatlipoca. If unleashed, Tezcatlipoca will cover the world in fire and ash and its minions will destroy all of humanity.

"This army calls themselves the Smoking Mirrors.

"Before you leave, you will need your Strength back. I will perform a ritual of purification. It will give you Strength in the final fight."

If the characters agree, Mlaka begins to prepare the ritual drawing arcane symbols on the floor. A character who makes a successful DC 16 Intelligence (Arcana) check recognizes that there seem to be two schools of magic in the casting: necromancy and conjuration. If questioned, she explains that its a form of *revivify* and *guardian of faith*.

It takes her 1 minute to prepare and cast the ritual. If the characters remain where they are and don't act, she casts the spell. The spell has two effects. First, it acts as *bestow curse* on the characters targeting their Dexterity scores.

Second, it creates *Evard's black tentacles*.

If Mlaka gets the ritual off, she reveals her true face, that of a devilish tiger.

"Fools!" screams the tiger-faced creature that was once a frail, old woman. "For half a millenium I've been trapped in this forsaken jungle! Only with the release of Black Tezcatlipoca will I find my freedom. And I'll be damned if some arrogant scum 'heroes' ruins that. Die!"

Mlaka is a tactical genius. She targets any non-spellcaster that has escaped from her spell with her *dominate person* innate spell, especially if that creature is wielding a magic weapon that could hurt her. Failing that, she attacks them with her claws. Since she is virtually immune to magic, she will ignore most spellcasters, saving them for last. Knowing that death is not permanent, Mlaka fights the characters with all her mettle. Just before she is destroyed, she grins, "I'll be back. And next time... I'll be angry."

In addition to the map and the magic item she gave the characters (which, ironically, is quite effective against her), the characters will find a chest in her backroom that contains 1,111 platinum pieces.

THE SILENT COVE

If the characters successful reach the island via The Happy Buck, Jorvia and a squad of 10 sailors (commoners) set up camp on the beach with the Silent Cove. Because Jorvia and his crew protect the Cove, the characters can rest here without fear of attracting unwanted attention in the jungle.

SHUNNED CITY OF HEARTH

The Shunned City of Hearth is detailed in Chapter 5.

SMOKING MIRROR'S BEACH CAMP

The Smoking Mirrors have set up camp on the island of Elsath. Although the major players are headed towards Hearth and the temple, there is still an impressive retinue of cultists here.

At all times, there are 10 **Smoking Mirror claws** guarding the outside, captained by a **Smoking Mirror hide**. In the day time, there are 20 more **Smoking Mirror claws** and 2 more **Smoking Mirror hides** milling about the camp performing tasks, resting, or praying. At night, only half as many are operating, the rest sleeping. However, if any of the guards sounds an alarm, they will all rise and be ready in 2 rounds.

The camp itself is overseen by High-Claw Onyx, a **Smoking Mirror warlock**. Onyx surrounds himself with two **ogre** bodyguards. Onyx is reckless and cruel, with a heavy chaotic bent. He loves causing pain, what the others of the Smoking Mirrors see as his greatest flaw.

There is a 20% chance that a Smoking Mirror claw is carrying 10 gp on its person.

WHITE FOOT CLAN VILLAGE

The White Foot Clan is the largest tribe of chameleonfolk on the island. Descendants of the original Couatl Heralds, these wizened lizardfolk are understandably paranoid and slow to trust. Within 1 mile of the village, they send out throngs to scout potential dangers (see War Parties in encounters) and

ward the area with numerous territory warning totems (see Mysterious Totems in encounters).

If the characters reveal that their intentions are good—presenting one or more of the Couatl Herald items or the Herald's Key—they will act in awe, but still keep their guard up. The throng's leader, Throx (as a **chameleon folk champion** with maximum hit points) will demand that the characters meet with the tribe's elder, Onjashk.

The White Foot village hosts 120 chameleonfolk, most of which are **commoners**. Onjashk, the elder, is a **druid**. The colors of his scales match his emotions, so tend to be gray. However, when he sees the *Herald's Key* his scales will turn a vibrant shade of fuschia, then slowly turn to blue.

"Then the time has come," sighs the elder chameleon man. "Tezcatlicopa shall return." The chameleonfolk surrounding you all gasp and drop to their knees, praying in their own tongue for protection.

"The prophecies of my people spoke of the True Last Heralds. It is now clear that is you."

Onjashk explains the history of Hearth and the Heralds as detailed in the Adventure Background section. Part sad and part excited, he reveals that the prophecies of his people only see as far as the return of Tezcatlipoca and nothing beyond that.

"It is possible," he whispers, "That the True Last Heralds defeat the obsidian god and banish it forever so that the Custodians may finally rest."

Onjashk and his people give the characters enough food and water to continue their journey. He also awards the characters the *Couatl's Herald's mantle* with the hopes it may protect them against the dangers of Black Tezcatlipoca and its foul minions.

He also gives the characters a band of chameleonfolk (as the War Party encounter) to travel with them to Hearth. As long as the chameleonfolk travel with the characters, they are safe from random encounters and other dangers of the forest.





ACT 5: THE SHUNNED CITY

Hearth has long since been hidden by an ancient spell cast by celestial guardians. The spell causes any non-celestial creature to completely avoid it, almost as if were an impassable lake, a tangle of trees, or whatever other reasonable "explanation" a creature might give itself.

There are a few instances where the characters can see past the illusion. If they do not, meet one of the requirements, they, too, will avoid it.

- All celestials and creatures of celestial-descent can see through the illusion. This includes Qua-soko (in the form of Tlatoani Mictlan), who is a fallen angel.
- Those who've "seen through the eyes of the last herald" can see through the illusion—this means any creature who used the Herald's Key to find Hearth's location on the map in the Well of Secrets.
- A creature that is attuned to three Couatl Herald's items can see past the illusion. The chameleonfolk all have a tiny trace of celestial blood in their veins. If the party is lead by chameleonfolk from the White Foot Clan village, they will help them see past the illusion.
- Anyone accompanying someone who can see through the illusion can also see through the illusion if the one "who can see" allows them.

HEARTH

Once the characters see past the illusion, read or paraphrase the following:

Like the fluttering of thousands of birds, the illusion evaporates. Your senses adjust to what you're seeing: a massive, ruined city, easily 5 square miles in size, partially sunken. From the green mountain above, crystal falls cascade onto the streets that have involuntarily turned to canals.

Despite its state of disrepair, the city is embraced with inescapable beauty. Brightly colored birds squawk at you as you pass through the collapsed stone wall that surrounds the city. Cobblestones, polished by the streams that bleed through the cracks of the old walkways, gleam like gems. The old frescoes, crafted by long-since-deceased artisans still tells the story of the venerable metropolis: uninterrupted peace and prosperity.

But there is sadness, too. Also decorating the walls and abandoned buildings are the bones of the Shunned City's extinct inhabitants. Some were warriors, brave until death.

But many were commoners: artists, scribes, and sages, fathers and mothers, and even children. Their vine-covered bones reveal the final chapter of Hearth's story: destruction and ruin.

At the center of the center, circled by a copse of tall jungle trees and framed by the falls, is a massive temple.

If the characters hope to explore the Shunned City, you're free to add in any encounters or treasure that you like. However, the main focus should be on the Temple of Hearth that dominates the center of the ruins. Appendix D also gives rules for exploring the ruins.

Just as the characters get within 100 yards of the Temple's steps, the Smoking Mirrors reveal themselves. They have brought their full might and are ready to face the characters. Lining the multiple steps leading up to the temple are 50 Smoking Mirror claws, 10 Smoking Mirror hides, 4 ogres, 2 werejaguars, Brix and their leader, Tlatoani Mictlan.

It should be fairly obvious that fighting the cultists is folly. Furthermore, Mictlan—who is actually the demon Qua-soko—realizes that only the Last Heralds can free Black Tezcatlipoca from its chamber. And if the characters truly are the Last Heralds of Hearth, then he needs them. Plus, it's likely they still possess the Herald's Key.

The cultists lining the stairs part. From within their ranks a person wearing long, flowing robes and a mask that looks like a one-eyed creature with tentacles for a jaw descends. He puts his hands up in a welcoming manner, "There you are!" he says happily. "We've all been patiently waiting for you."

The masked figure steps down and removes his mask, revealing the face of a young man—probably no more than 18 or 19 years old—with platinum blonde hair, blue eyes, and a charming smile.

"I haven't had the pleasure of meeting you, yet. My name is Mictlan."

Mictlan (see the Monsters of the Shunned City supplement) approaches the characters, extending a hand to each character. Naturally, he already knows their names and roles within the group and addresses each character by name accompanied by a blurb of past deeds (e.g., "You must be Davos the Destroyer. Quite amazing how you handled that pyrohydra in the Obsidian Plain!" etc.)

While Mictlan/Qua-Soki feels that he has little to fear from the characters, he is ready to dimension door away if he needs to in order keep himself protected. Still, even a premature attack from the do-gooders will do little to discourage his friendly demeanor. Mictlan needs the characters.

"I realize that we may seem like 'the bad guys' here, but the truth is, we hope to defend the world from the evils that lie in the Temple. Unfortunately, my friends, you've been manipulated by many people along the way. You only have half

the story.

"Within this temple, there are a pair of celestial beings: coatlts. For hundreds of years, they've kept a being known as Black Tezcatlipoca at bay. Should the being be released, it's prophesized that Tezcatlipoca will turn the world to fire and ash.

"Black Tezcatlipoca can only be freed if he is in the presence of the Last Heralds, as was prophesized in the stories of Hearth. And that—if I'm not wrong, and I'm rarely wrong—is you.

"Of course, there's a catch. Black Tezcatlipoca can't be destroyed unless he is fully returned and in his physical form. And that's what brings us all here, friends.

"You must go into the Temple and stand before the Gate of Night that holds back Black Tezcatlipoca. Then, once he is returned, we will aid you in the final battle. That is the destiny of the Black Mirrors."

Everything Mictlan says is true. Or at least, it was true. Originally, the Black Mirrors sought to rediscover the Gate of Night within the temple and free Black Tezcatlipoca in order to defeat him, seeing themselves as the reincarnation of the Heralds. However, the demon Qua-Soko saw an opportunity to influence the cultists, find the true Heralds, and unleash Black Tezcatlipoca on the world. Thus, he possessed Mictlan.

Mictlan explains that only the characters can enter the temple, using the Herald's Key. From there, they will be put to the test that only they can accomplish. Once they reach the bottom layer of the temple, Mictlan and his forces will join the characters and help them combat Black Tezcatlipoca.

It's important to remember that nearly all of the cultists believe that this is their divine purpose to stop Black Tezcatlipoca. Only Mictlan/Qua-soko hopes to thwart the characters once the elder god is through the Gate of Night.

THE TEMPLE

Through persuasion or force, inevitably the characters rise to the top of the Temple and stand at the door that leads inside.

GENERAL FEATURES

Unless stated otherwise, all of the temple's chambers and corridors have 15-foot high ceilings.

DOORS

All of the doors within the temple are made of stone, as well, and pivot on stone hinges at the center. Also magically treated, the doors only open when the correct trigger is pressed. Otherwise, no amount of force or lockpicking talent will open the doors.

MAGICALLY WARDED

The entirety of the temple's walls, ceilings, and floors are shielded against transportive spells such as *passwall*, *teleport*, and *dimension door*. Such spells do not grant entry into the temple, nor do they function inside the temple.



The teleporting doors on the fourth level are the only exception. Astral and ethereal characters may not enter the structure, and magic items like *portable hole* have no effect. The temple is protected against all forms of magical scrying (crystal balls, clairvoyance spells, and the like), any spells that would locate objects or creatures, and spells that offer directions like *find the path*. Finally, the entirety of the temple is magically protected against a spell that might be used to damage it (such as *disintegrate*). The players won't be able to easily get through the temple with a few spells; they'll have to use their wits and smarts to surpass its many puzzles and riddles.

WALLS, FLOORS, AND CEILINGS

The walls, floors, and ceilings are made of magically enchanted lime-stone.

THE TEMPLE DOOR

The door to the temple has a slot within it that perfectly fits the Herald's Key. Any other object placed into the slot is spit out immediately. Once the Herald's Key is placed within the slot, the doors are permanently unlocked. Until the Herald's Key is placed within, nothing short of divine intervention can open the door.

RANDOM ENCOUNTERS

Although the temple has been sealed for 500 years, it is still filled with countless dangers. Every 10 minutes of real-time—since it's likely that the player will spend much of their playtime trying to solve the riddles of the pyramid—roll a d20.

On a result of 17-20, a random encounter occurs. Choose or roll randomly to determine the nature of the encounter.

TEMPLE RANDOM ENCOUNTERS

d6 Encounter

1	1d4 + 1 gray oozes and 1 gibbering moulder
2	A strange, black mist—almost like smoke—starts to fill the corridor/room the characters are in. The mist is harmless, but the characters can hear the whispers of ghosts from within chanting in celestial, "the beast will return and all will be fire and ash." After 1d4 rounds the mists vanish.
3	1d8 Tezcatlipocan spawn (see the Monsters of the Shunned City supplement)
4	1d3 wraiths
5	1d6 gargoyles
6	1 stone golem

FIRST-LEVEL/ENTRANCE

When the characters enter, read or paraphrase the following:

You enter a rectangular room that measures 25 feet by 15 feet with 15-foot high ceilings. The ancient stone walls are





decorated with Hearthan glyphs. At the center of the room, two sets of staircases spaced 5-feet apart descend into the darkness below.

The glyphs on the walls are important. Any character who makes a successful DC 13 Intelligence check while examining the glyphs recognizes that there is a pattern to the glyphs. The pattern itself, if reassembled like a puzzle, reveals the locations of the switches on the second level (see Player Handout F).

SECOND LEVEL

The second level is a series of corridors and chambers partitioned off by pivoting stone doors. To open a door, one or more characters must stand on one or more switches to open the door. The door remains open only as long as a character stands on the switch. Furthermore, the switches are attuned only to living things. Undead and constructs cannot trigger the switches, neither does placing a heavy object atop a switch. And if it requires more than one switch to open a door, each switch must be pressed or touched by a different living creature; eg one person cannot stretch between two switches in order to trigger both.

When the characters enter a room and see new doors or buttons/switch plates with symbols, give the player the appropriate symbol cards from Player Handout G and H.

Appendix E gives the suggested order of operations the characters should take to explore the temple. Also, the map of the Second Level reveals each door with its corresponding switch or switches.

OPTION: ROLL FOR INITIATIVE

Since so many of the challenges and puzzles within involve the characters using their relative movement speeds and action economy, you might have them roll initiative at the start of the first level and take turns throughout.

KEYED LOCATIONS

The keyed locations in the second level refer to the map on page [pageNumber].

1 - CHAMBER OF EYES

The first time the characters enter this room from the stairway, read the following:

You enter a rectangular chamber that is 10 feet wide and extends 25 feet. Four, intricately-carved equally-spaced columns support the stone ceiling above you. On the walls are glyphs of the temple's ancients; they are all holding their hands over their eyes. There appears to be two stone doors out of the room. Both doors have unusual symbols carved into them; each symbol is different than the other one.

Trap. Upon inspection, the characters notice that each of the columns have circles carved into them, almost like buttons. From north-to-south, there 3, 5, 7, and 5 buttons on each column. Unfortunately for the characters, the buttons are red herrings. If a character places their finger into one of the circles, it triggers a glyph of warding that casts blindness. Each creature in the room when the glyph goes off must make a DC 18 Constitution saving throw or become blinded. Only a lesser restoration or similar magic can remove the blindness. Realizing the nature of the trap requires a DC 13 Intelligence check using proficiency in Arcana. If dispel magic is cast on the trap, the glyph ceases to function for 1 minute. Once dispelled, the buttons don't do anything.

2A - CHAMBER OF CASCADING WATER

The first time the characters enter this room from the stairs, read or paraphrase the following:

You enter a rectangular room that is approximately 15-feet by 30-feet. Directly in front of you, a short flight of steps climbs up a stone platform which leads to an open archway. To your left, clear water pours the open mouths of two carved faces into a basin. The glyphs on the walls depict the temple's priests on their knees before a huge, two-headed creature of some sort. Each priest an offering of a gold coin before the creature. Finally, to your right, set into the floor, are two stone slabs squares each 2 inches above the floor and space 5-feet apart. Each square has a different symbol on it.

Encounter. After the characters have been in the room for 1 round or longer, the basin comes to life as a two-headed **stone golem**. Then, the water within its basin (which is now the golem's chest and shoulders) spills out and forms into a **water elemental**. Both of the guardians are asked to attack any who enter save for those who bear an offering of a single gold coin. The characters must perform the ritual similar to the glyphs, kneeling, and offering. Once the offer is made, the stone golem takes the coin, devours it with its left head, reabsorbs its water elemental and returns to its resting spot in the wall. If the golem is destroyed, it collapses into stone blocks and 100 gp.

2B - PATH OF THE SERPENT GODS

This narrow platform has symbols depicting an eye, a foot, and an arrow. In a pair of alcoves to your right and left are two carved stone serpent heads, each with their mouths open towards each other.

Looking down, you see only darkness.

The heads look similar to the marks carved on the easternmost door in Area 3. Be sure to point that out to the characters if any of them have already seen the door.

The glyphs on the floor are a red herring, meant to throw intruders off. To open the door with the serpent markings in Area 3, one character must stick their hand into the northern serpent while another sticks their hand into the southern serpent.

The danger in doing so comes with the pit below. It leads nowhere. Instead, any creature that falls into it is immediately disintegrated. Casting a detect magic spell on the pit reveals that it exudes powerful transmutation magic. If an item is dropped into it, the characters can watch as it crumbles to ash while it falls. If an artifact is dropped into the pit, it is cast out of the disintegrating pit into a random location within the multiverse (likely the Astral Plane).

3 - CORRIDOR OF THE BRAVE

This 5-foot wide dark corridor makes an immediate turn to the south and dead-ends there. There, in the center of the floor in the southern alcove, is a small golden idol carved to look like a warrior of Hearth.

The idol cannot be moved, similar to the way an immovable rod functions. However, if a living creature places two hands upon it, it opens the door with the same markings on it in Area 1. The door remains open as long as the living creature continues to hold it. As long as they are touching the idol, they are effectively incapacitated and their movement is 0. If they use their action to do anything other than touch it, the door in Area 1 shuts immediately.

Encounter. As soon as the idol is touched by a creature, the wall at the northern end of the corridor springs to life and reveals itself to be a **living wall** (see the Monsters of the Shunned City supplement). The wall attacks the creature touching the idol, using its Living Masonry trait to block the creature's exit. If the creature escapes this area, the wall will not follow, and instead return to its alcove where it remains dormant.

4 - CORRIDOR OF THE WARRIOR, THE SERPENT, AND THE MONKEY

Read:

This 5-foot wide, 15-foot long corridor has three stone doors, each with a different symbol on it.

5 - PATH OF THE SCREAMING SKULL

This 5-foot-wide twisting corridor terminates in a door that has a realistic stone carving of a human skull set into it. The human skull's eyes and teeth are made of valuable gems. Where one gem should be, a withered vine emerges from the skull's mouth; it almost looks like an earthy, rotten tongue.

No amount of prying can remove the skull or its gems from its place while it is inactive.

At the center of the hall, set in an alcove is a wall of spikes. Just before the spikes is another switch plate, this one with the symbol of a calf's head. The spikes are a red herring, meant to slow down intruders who might think it's a trap. Although quite sharp, the spikes remain motionless.

Trap. When the calf-head panel is pressed, the skull comes to life. Treat the skull as if it was a Tiny animated object created by the *animate objects* spell (AC 18; 20 hp; bites with a +8 to hit, dealing 1d4 + 4 piercing damage; flying speed of 30 ft.), but with the following traits added:

- The skull acts on its own volition. It was created to attack any creature that presses switch panel G and will relentlessly do so until it is destroyed.
- The skull constantly emits a high-pitched scream. A creature in the room while the skull is screaming must make a DC 10 Constitution saving throw at the start of each of their turns. On a failed saving throw, the creature is deafened for 1 minute. A deafened creature can repeat its saving throw at the end of each of its turns, ending the effect itself on a success. A creature that succeeds on its saving throw or the effect ends for it is immune to the skull's screaming for 24 hours.
- If the skull's hit points are reduced to 0, on its next turn, it reforms, using its action to do so. It regains all of its hit points.
- If a creature steps off the switch panel G or if Door E is opened, the skull returns to its place in Door E, returning to its dormant state.

Nothing can destroy the skull permanently so long as the magical wards on the temple remain in place.

6 - PATH OF DREAMERS

Read the following when the character's pass from Area 2a into this hallway for the first time.

This 5-foot wide, 25-foot long corridor ends in a door at either extreme. To your right is a door with what-looks-like the head of a calf carved into it. And to your left is a door with a symbol of a hand. Glyphs on the opposite wall depict the temple's priests walking with their eyes closed.

There is nothing else of importance in this hallway.

7 - THE TOMB

This 5-foot by 5-foot room has a raised panel on the center of the floor. The panel has a painting depicting a skull with a long tongue carved into it.

Once the door to this room shuts, all air from the outside is cut off. Furthermore, a vent in the ceiling pulls the air of the room in 1 round. Any creature trapped inside the room after that starts to suffocate.

8 - PATH TO THE UNDERWORLD

This room is 20-feet deep north-to-south and 15-feet wide east-to-west. There are three doors, one to the south, and two in the western wall. Two flights of stairs descend into the darkness below you. Between the steps is a raised panel that depicts an outstretched hand.

A closer examination of the doors reveals that they each have symbols on them. Refer to the map of this level to see which symbols to give the players. Make sure to note the symbol of a hand between the two flights of steps.

9 - REAR PASSAGE

This corridor stretches 35 feet east-to-west. Carved onto both the north and south walls are a total of eight stone jackal heads with their mouths open four on each side.

The two doors into and out of the room have symbols. There are two switch panels in the room, each bearing the symbol of the jackal.

Trap. The eight jackal heads are triggered the moment a creature moves through the square directly in front of it. And since there are two heads targeting each square—one on each side—it's possible the creature is targeted by two at once. When triggered, the heads make an attack roll against the target with a +6 to hit. On a hit, the target takes 7 (1d6 + 4) piercing damage. After the heads fire their arrows, on initiative count 20 (losing initiative ties) the heads ready another arrow to fire should another—or the same—creature cross through their path again. Each trap is easy to notice; the tip of each arrow sticks slightly out of the mouth. Manually removing the arrow only resets the head it on initiative count 20. The only way to truly disarm the arrows is to block the arrow's trajectory by placing something in front of it. Should a creature protect itself on both sides with large shields or something similar, they can pass through unharmed.

THIRD LEVEL

Similar to the second level, the third level also contains a series of corridors beset by doors with associated switch panels hidden throughout the labyrinth. Hand the players the appropriate symbols as they discover the doors and switch panels bearing those symbols.

10 - CHAMBER OF THE DEAD CHARLATAN

The first time the characters descend the steps and enter this chamber, read the following:

You enter a room that is 10-feet wide and 25-feet deep. There is an archway in the center of the eastern wall. Tucked into the corner of the northern wall is a skeleton of a humanoid. Next to the skeleton is a raised panel in the floor with a deer head carved into it.

The skeleton is enchanted with an illusion spell. When a character comes near it, it starts to speak.

"You have entered the underworld, travelers. I am your guide, Qarnoz. You may ask me a question and I must tell you the truth."

Should a character take "Qarnoz" up on his offer, he will respond, but it won't be the truth. Everything "Qarnoz" says is a lie.



11 - CHAMBER OF THE LOST

This 20-foot square chamber has an impressive mosaic of a compass rose set into its floor. There is a door in the west wall and an archway in the east wall. It's curiously cold in this room. Carved into the northern wall are a series of glyphs set into a pattern.

Each quadrant of the compass rose acts as a switch panel. By pressing the correct sequence of glyphs, doors within the second and third levels open. The wall to the north displays all 11 possible combinations (see Handout H).

Encounter. If all four panels on the compass rose are pressed at the same time, the guardian of the northern key materializes in the room and attacks. The guardian uses the stats of a **wraith** except that it is immune to all damage except for radiant. The guardian carries a key around its neck. If the key is taken from the guardian (a successful grapple check should do the trick), the guardian immediately vanishes. While fighting the guardian, should a character step off its spot on the compass rose before the key is recovered, the guardian disappears—along with its key. Therefore, it's likely the characters will have to remain in place during the combat in order to retrieve the key.

12 - THE POOL OF THE FORSAKEN ONES

The first time the characters enter this room, read or paraphrase the following:

This room is 15-feet wide by 25-feet deep. The north side of the room hosts a huge basin of water fed by a large stone head that looks like that of a lizardfolk. There is a stone door to the south.

Encounter. The moment one or more characters enter this room a lizardfolk **zombie** starts to rise from the basin, crawling its way towards the character. The zombie is relentless as long as a living creature remains in the room. Should the characters evacuate via the stairs or the southern door, it returns to its resting place in the basin. If the zombie is destroyed, another zombie rises from the basin the next round. And if that zombie is destroyed, another zombie rises from the basin—and so on. The basin exudes a strong aura of necromantic magic; should *dispel magic* targeting a 6th-level spell be cast upon it, the zombies will stop reappearing for 1 minute.

14 - CORRIDOR OF THE GAZELLE

This 40-foot long corridor is heavily trapped. The moment a living creature walks into the corridor, the spike wall set into the eastern end of the corridor springs to life as a **living wall**. The wall moves to chase whatever creature triggered it until either the creature is destroyed or it is destroyed.

If it reaches the end of the corridor where it becomes Area 14, the living wall uses its Living Masonry trait to block the exist leading back to Area 13.

After the wall has been in place for 1 minute, it returns to the alcove to the east and resumes its false appearance.

14 - CHAMBER OF THE HIGH PRIEST

This room is 25-feet wide and 15-feet deep. To the east are two doors and to the west is a single door. All three doors bear symbols. North and south are arched exits. At the center of the room is an exquisite decoration. There are four keyholes in the floor, each spaced 5 feet apart from one another and pointing towards positions on a compass.

By placing the four directional keys found in this level into the keyholes and turning them at the same time, all of the doors open and all of the traps are disabled on the second and third levels. In addition, a compartment opens. Within is the *Couatl Herald's radiance*.

15 - CORRIDOR OF THE LONE WARRIOR

This corridor is 55-feet long east-to-west. There is the distinct smell of sulfur coming from the east.

There is a switch panel on the floor at the far western side with the head of a wolf painted onto it.

The smell of sulfur is strongest just by the door with a hen painted on it.

16 - CHAMBER OF VINES

This 10-foot wide, 30-foot deep chamber is covered in creeper vines. There is a door in the northernmost part of the eastern wall and another in the south. The vines start to writhe; it looks like they're crawling towards you.

Treat the vines in this room as if they were conjured by the Evard's black tentacles spell, except permanent and they only deal 3 (1d6) bludgeoning damage. The vines are immune to call damage. Casting *dispel magic* at the 4th-level temporarily dispels the vines for 1 minute. A successful DC 15 Wisdom (Perception) check reveals a switch panel hidden among the vines. The switch panel has symbol N on it.

The two doors in the room have symbols I and J carved into them.

17 - ANTE-CHAMBER OF THE HIDDEN KING

This chamber is roughly 20-feet wide by 15-feet deep. The western wall is covered in vines. There are three doors: one to the north, and two the east.

The vines in this room are not aggressive like those in Area 16.

18 - TOMB OF THE HIDDEN KING

The door pivots open. In the 5-foot-by-5-foot space beyond the door stands a 15-foot tall sarcophagus.

The sarcophagus' lid is unlocked and swings open on a pair of stone hinges, but it is quite heavy. A creature must succeed on a DC 15 Strength check to pry it open. Once they do, read the following:

After you move the lid out of the way, you reveal what looks like a secondary lid. There are six buttons on the lid. Surrounding each button is a gold ring with gold groupings.

Give the player who discovered the puzzle Handout I. The markings depict numbers using the Aztec number system. Groups 1, 2, 3, 4, and 6 have even numbers in their groups, whereas group 5 is an odd number. If button 5 is pressed, the second lid opens revealing the withered remains of the Hidden King. Around the king's neck is the eastern key (see Area 14).

If a character pushes any button but the fifth, two **specters** rise from the vines at the eastern end of Area 17 and attack the character who pushed the wrong button. This happens every time a wrong button is pushed, even if the first pair of specters weren't destroyed.

19 - EMPTY LOCKER

On the floor of this small 5-foot by 5-foot cell is a 2 foot by 2 foot raised stone panel bearing the markings of a fan.

The switch panel has symbol F on it.

20 - LOCKER OF THE EASTERN GUARDIAN

The moment the door opens, a **hell hound** emerges and attacks any creatures present in Area 15. Once the hell hound is destroyed, it instantly ignites, leaving behind only a pile of ash. Within the ash is the eastern key.

21 - THE HERALDS' TREASURE

This room is 20-feet wide east-to-west and 10-feet wide north-to-south. In the southern wall, where a door once stood, there is stone rubble piled high. Oddly, it doesn't appear that there was a cave-in. At the western side of the room is a basin fed by waters pouring from the open mouth a stone humanoid head. At the center of the room is a worm-like creature. Its slime-coated, pulsating flesh retracts when it notices you—a mess of tentacles sprout from its maw, hissing.

The creature is a **Tezcatlipocan spawn** (see the Monsters of the Shunned City supplement) that got lost in the temple. It attacks with no regard for its own wellbeing.

After the creature is defeated, a quick search of the basin to the west reveals that there is the couatl herald's reach (see the Magic Items of the Shunned City supplement). The southern key is attached to the bow.

22 - PATH TO NOWHERE

This large chamber is 15-feet wide by 30-feet deep. Two stairways ten feet apart descend into the darkness below. There are two doors in the eastern wall, each with a different symbol.

There is a switch panel by the northern wall with clover symbol on on it. Note that this switch panel works independently of the compasses and will open the door with the clove symbol on it without requiring any other switch panels to be pushed.

A switch on the wall just by the door with a Hearthan Man opens the door directly next to it (the door bears the same mark). The door remains open as long as its switch is in the upward position.

FOURTH LEVEL

The fourth level is a magical maze. Unlike the other levels of the temple, the doors here are unlocked. However, when a door is opened, it does not open into the expected room. Instead, it creates a dimensional portal to a different room on the same level. If the door is then shut and reopened, the expected room changes. The diagram on page [pageNum] shows which doors lead where. For example, if the characters open and step through the door in Area 23, they do not arrive in Area 24b. Instead, the door opens into Area 27 at the southern part of the corridor. Were the characters to shut the door they just walked through and reopen it, the door would not return them to Area 23 or Area 28. Instead, it would deposit them in Area 26 by the southwesternmost door.

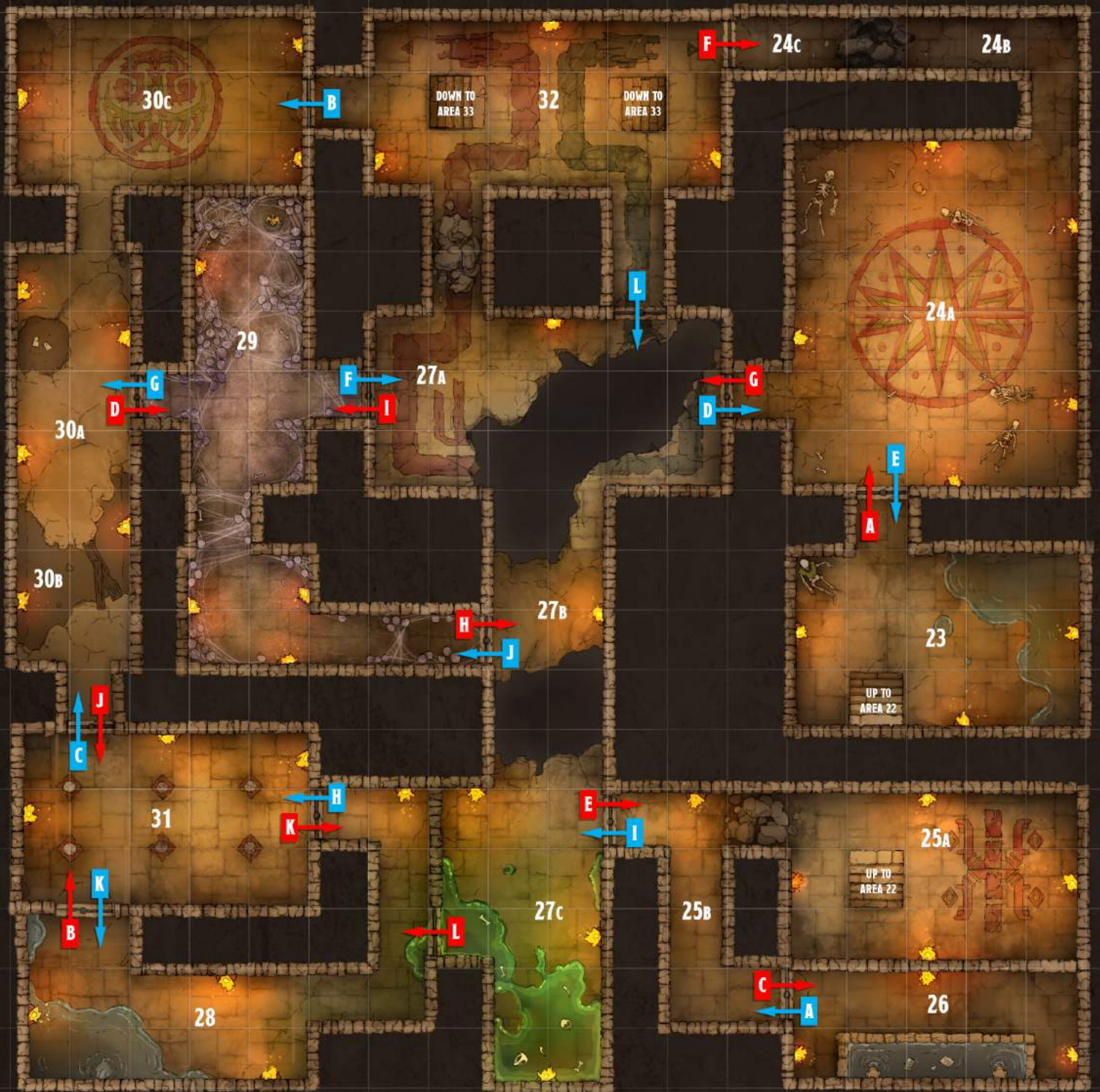
The two staircases from Level Two are unaffected by the magic of this level.

Disorientation. Because of the incredibly disorienting experience, unless the characters are traveling with a ranger or are using a non-divination spell or effect that prevents them from becoming lost, they will lose all sense of direction and time while traveling through the maze. Remember that most divination spells have no effect within the temple. When describing positions in the room, use left and right instead of points on the compass.

Magical Reset. To make matters worse, any marks left in the rooms and non-magical items left in the rooms vanish once the characters leave the room. For example, if they mark a room as "1" then leave and return, the mark is gone. Similarly, if they leave a piton on the floor to mark they've been in the room or a rope to bridge a chasm, the piton or rope vanishes as soon as they leave the room. Magical items are unaffected and remain where they are.

Just as non-magical items disappear from the room when the characters leave, any non-magical items taken from the room—such as a rock or bone—refresh once the characters return, vanishing from the characters' possession. However, if the item taken from the room is placed into an extradimensional space such as a portable hole or bag of holding, the non-magical object does not return.

Random Encounters. Because of the magical nature of the rooms, if there isn't already a keyed encounter for the room, there is a chance for a random encounter each time the characters step through a door (as detailed in the Random Encounters section at the beginning of this chapter) even if they've already been in that room. Furthermore, keyed encounters that the characters have previously defeated regenerate once the characters leave and return to the room.



TEMPLE FOURTH LEVEL 1 SQUARE = 5 FEET

D → **D** → **D** → TELEPORTING DOOR CONNECTIONS



23 - SIMPLE CHAMBER

This chamber is 25-feet wide by 15-feet deep. There is a staircase leading up. Across from the staircase is a door in the center of the wall and 10 feet from the door is a skeleton propped against the wall.

There is nothing else of interest in this room.

24A - STONE MINOTAURS

This large chamber is 25-feet wide by 30-feet deep. Three of the walls have exits, two of which are blocked by stone doors. At the center of the room is a 12-foot tall statue carved to resemble a man with a bull's head. When it sees you, its eyes glow red and it charges.

The markings on the wall are the first part of the combination that must be entered in Area 31. Give the Players Handout Ji.

Encounter. The minotaur is a stone golem, except that it gains the charge trait. If the golem moves at least 10 feet straight toward ad target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

24B - COLLAPSED CORRIDOR

This 5-foot wide corridor ends at a pile of rubble.

The rubble can be moved out of the way, but it's extremely heavy. It can take 1 creature with a Strength score of 10 or higher 4 hours to move enough rubble to create enough berth to move through to Area 24c. Each additional creature with a Strength score of 10 or higher that assists cuts the time in half to a minimum of 15 minutes.

Remember that the rubble will reset once the characters leave through any of the Doors in all of Area 24.

24C - COLLAPSED CORRIDOR

This corridor is 10 feet long and 5-feet wide. At one end is a stone door. At the other is a large pile of rubble.

The rubble can be moved out of the way, but it's extremely heavy. It can take 1 creature with a Strength score of 10 or higher 4 hours to move enough rubble to create enough berth to move through to Area 24b. Each additional creature with a Strength score of 10 or higher that assists cuts the time in half to a minimum of 15 minutes.

Remember that the rubble will reset once all the characters leave through any of the Doors in all of Area 24.

The door to the west adjacent to Area 32 does not have a way to exit from this side (not even as a teleporter) unless the buttons in Area 31 have been set to the correct combination. It acts as if locked, and no amount of force can budge it. A creature trapped on this side has no choice but to remove the rubble to get through to Area 24b.

25A - TREASURE CHAMBER

When the characters enter the room from area 25a, read or paraphrase the following:

This chamber is 25-feet wide and 15-feet deep. The only exit from the room looks like it's blocked by boulders. Opposite the collapsed exits, on the wall, are strange markings. Also, there is a stone box in the center of the floor.

The markings on the wall are the fourth part of the combination that must be entered in Area 31. Give the Players Handout Jiv.

The rubble can be moved out of the way, but it's extremely heavy. It can take 1 creature with a Strength score of 10 or higher 4 hours to move enough rubble to create enough berth to move through to Area 25b. Each additional creature with a Strength score of 10 or higher that assists cuts the time in half to a minimum of 15 minutes.

Remember that the rubble will reset once all the characters leave through any of the Doors in Areas 25a and 25b.

Treasure. Living the lid off the stone box is pretty easy. Within the box is the *couatl herald's lash*.

25B - SIMPLE CORRIDOR

This corridor is 5-feet wide and 20-feet long. There are two doors at either end of the corridor. One of the doors is facing a pile of rubble.

The rubble can be moved out of the way, but it's extremely heavy. It can take 1 creature with a Strength score of 10 or higher 4 hours to move enough rubble to create enough berth to move through to Area 25a. Each additional creature with a Strength score of 10 or higher that assists cuts the time in half to a minimum of 15 minutes.

Remember that the rubble will reset once all the characters leave through any of the Doors in Areas 25a and 25b.

26 - BASIN CHAMBER

This chamber is 25-feet long by 10-feet wide. Half the room is taken up by a basin fed by cascading waters pouring from a stone gargoyle's mouth.

27A - CHAMBER OF DOORS

This chamber is 30-feet long by 15-feet wide. There are five exits from this chamber. The largest and most obvious exit is marked by a 10-foot wide archway.

The biggest challenge of this massive room are the dark chasms that divide the room into thirds. A quick glance over the edge and you see no bottom, just interminable darkness.

One of the exits leading to Area 32 is blocked by a huge pile of rubble. The rubble can be moved out of the way, but it's extremely heavy. It can take 1 creature with a Strength

score of 10 or higher 8 hours to move enough rubble to create enough berth to move through to Area 32. Each additional creature with a Strength score of 10 or higher that assists cuts the time in half to a minimum of 1 hour.

To make matters worse, once the characters start to handle the rubble, two **wraiths** appear in Area 27a and attack. If the wraiths are destroyed, they rejuvenate within 1 minute, reappearing at the center of Area 27a. They continue to attack and rejuvenate until the characters enter one of the doors in Area 27a, 27b, 27c, or 32.

Remember that the rubble will reset once all the characters leave through any of the Doors in Areas 27a, 27b, and 32.

The northernmost door adjacent to Area 32 does not open from this Area unless the switches in Area 31 have been set to the right combination. It seems as if it is permanently locked, and no amount of effort can budget it.

27B - PATH OF THE ARCHPRIESTS

A narrow bridge made of laid limestone is bordered by dark chasms on either side of you. At both ends of the bridge are stone doors. The walls at either side are decorated with ancient, crumbling frescoes depicting the deeds of the temple's priests.

27C - THE ASCENDENCY OF THE ARCHPRIESTS

You are in a large chamber divided in thirds by massive, pitch-black chasms, one of which borders passage on one side. At either side of you are stone doors. Finally, the wall without doors opposite of the chasm bears strange markings. There is a pool of green slime on the floor just below it.

The slime is highly corrosive. Any creature that steps into the area with the slime or begins their turn there (even if they were unfortunate enough to step through one of the doors and be teleported into the slime) must make a DC 13 Dexterity saving throw. A creature takes 7 (2d6) acid damage on a failed saving throw or half as much damage on a successful one.

Another one of the combination designs is carved onto the southern wall beyond the slime. When the characters notice it, give the players Handout Jiii.

THE CHASMS IN AREA 27

The massive chasms that cut the room into thirds (27a, 27b, and 27c) is similar to the pit in Area 2b. It leads nowhere. Instead, any creature that falls into it is immediately disintegrated as the *disintegration* spell. Casting a *detect magic* spell on the pit reveals that it exudes powerful transmutation magic. If an item is dropped into it, the characters can watch as it crumbles to ash while it falls. If an artifact is dropped into the pit, it is cast out of the disintegrating pit into a random location within the multiverse.

28 - THE FORSAKEN CORRIDOR

Describe the corridor in simple terms depending on which door the characters enter through.

Another one of the combination designs is carved into the corridor's wall at the south. When the characters notice it, give the players Handout Jii.

Trap. The easternmost door adjacent to Area 27c used to have a companion door in Area 27a. Unfortunately, the companion door was destroyed. This event created a rip in time and space. Fortunately, the temple's powerful magic course-corrected. Whenever a creature opens the door from its western side, it opens into nothingness. And, naturally, the nothingness creates a vacuum. The first sign something is strange is that the door is extremely cold to the touch. Any creature standing in Area 28 when the door is first opened or starts their turn in the Area 28 while the door is open, must make a DC 10 Strength or Dexterity (target's choice) check to try to grab a hold of something. A creature that succeeds on its saving throw catches itself. As long as it uses its action on its turn to hold on (no check needed) it is unaffected by the vacuum. A creature that fails its saving throw is pulled 15 feet towards the door. If this means that the creature goes through the door, they are thrust out into a pocket dimension of nothingness. There is no air, no gravity, nothing. for all intents and purposes, the creature is dead unless it can use magic or a similar effect to escape the pocket dimension. If a creature that passes its save is near the door when one of its allies is pulled into the vacuum, it can use its reaction to make a DC 10 Dexterity check. On a successful check, the creature catches its ally before it is pulled into the nothingness. On its next turn, the creature can use its action to pull its ally back into Area 28. Unless the door is propped open or there are creatures hanging out of it, the door shuts itself on Initiative Count 5.

29 - CHAMBER OF THE ARACHNID

Once the characters enter the main part of this area, read the following:

Spiders! Everywhere you look there are spiders! They cover the ceiling, they cover the floor—almost up to your knee, no less—they cover the walls! There's in your armor, in your hair, and climbing on your neck and cheek and fingers and everywhere!

Trap. There are literally millions of spiders in this room. The moment a creature steps into the room, the spiders start to crawl over it. The spiders act as difficult terrain. Also, a creature that starts its turn in the room must make a DC 11 Constitution saving throw, taking 10 (4d4) piercing damage on a failed saving throw or half as much damage on a successful one.

If a creature creates damage in an area of effect (such as a fireball or cone of cold spell), it kills the spiders, effectively "disabling" the trap.

That is, of course, until the room resets.

Once a creature leaves the room, it can move normally again, but it is still covered in spiders. The creature must use its action to swat away the spiders. Until it does, it continues to take 5 piercing damage at the start of each of its turns.

Treasure. There are 300 gp on the floor of this room. If the spiders are still living, the gold coins are not immediately noticeable. However, a creature can use its action to make an Intelligence (Investigation) check at disadvantage to feel around in the mass of spiders for gold coins. On a successful check, the creature finds 2d10 gold coins. Once a total of 300 gp have been found, there are no more gold coins to be found in the room. On a failed check, the creature instead takes 5 (2d4) piercing damage.

Since the gold coins are not magical, they automatically disappear once they are taken from the room.

30A - SIMPLE CORRIDOR

This corridor is 35-feet long and 10-feet wide. Both far ends have an exit, only one of which is blocked by a door. There is also a door set into one of the side walls.

30B - CRAWL SPACE

Below Area 30a is a crawl space. To get into the crawl space, a creature needs to drop prone and crawl on its stomach. At the northern end of the crawl space, the fifth part of Area 31's combination is scrawled on the floor. Give the player's handout Jv.

Encounter. There are three Tezcatlipocan spawn hiding in the shadows of the crawl space. They attack anything that enters the area.

30C - SUN CHAMBER

This chamber is 25-feet wide by 15-feet deep. A mosaic of the sun is set into the floor. There are two exits from the room: one door, and one archway that opens into a long, dark corridor. There is a strange pattern drawn onto one of the walls.

The easternmost door—the one adjacent to Area 32—will not open from this side. No amount of force can break or pry it open.

31 - CHAMBER LOCKS

This cold, damp chamber is 25-feet wide by 15-feet deep. There are three exits, each barred by stone doors. Carved into the floor are strange glyphs arranged in two rows of three.

Give the players handout K.

If a character steps onto a glyph, it begins to glow red and remains that way until the room is reset.

If the characters step on the glyphs in the correct sequence 1-6-5-3-2-4, all of the doors on this level stop teleporting and begin work normally.

32 - PATHWAY TO THE STARS

This chamber is 30-feet long by 15-feet deep. Three exits from the room are blocked by stone doors. The fourth is clogged with rubble. There are two staircases ten feet apart that descend into the darkness below.

The rubble can be moved out of the way, but it's extremely heavy. It can take 1 creature with a Strength score of 10 or higher 8 hours to move enough rubble to create enough berth to move through to Area 27a. Each additional creature with a Strength score of 10 or higher that assists cuts the time in half to a minimum of 1 hour. To make matters worse, once the characters start to handle the rubble, two wraiths appear in Area 27a and attack. If the wraiths are destroyed, they rejuvenate within 1 minute, reappearing at the center of Area 27a. The characters continue to attack and rejuvenate until the characters reset the chamber.

Remember that the rubble will reset once all the characters leave through any of the Doors in Areas 27a, 27b, 27c, and 32.

FIFTH LEVEL

Most of this level is described in this chapter except Area 38 is described in Chapter 6.

33 - THE ANTECHAMBER OF THE FOUR GODS

When the characters enter this level from the stairs, read or paraphrase the following:

You enter a tidy chamber that is 30-feet wide by 15-feet deep. Painted-double doors seem to be the only exit beyond the stairs. There are archaic words written on the door.

If any of the characters can translate the words on the door—its written in Celestial—the writing reads:





TEMPLE FIFTH LEVEL

1 SQUARE = 5 FEET



Only Heralds who open their eyes to the faces of the four gods can travel beyond the veil and into the realm of stars.

The doors are magically enchanted and will only open if one or more of the characters is wearing any of the couatl herald gear. If the characters did not collect any of the gear along the way, you may need to devise another solution to have the characters open the door—perhaps the Smoking Mirrors show up at the right moment wielding a piece of gear.

34 - THE CHAMBER OF THE FOUR GODS

This impressive room is a 20-foot square. A platform stands before you with a long altar. Upon the altar are four golden idols. The idol furthest to the left is carved to look like a spider, its arms curled in front of itself. Next, the idol to the right of the spider is made to look like a grinning monkey, both its hands over its ears. To the monkey's right is an idol that looks like a man with only a single eye in its four head. Finally, the rightmost idol looks like a squat, toothy creature with three tentacles and three feet. One of its tentacles has three eyes carved into it.

There are words written on the front of the altar.

There are three exits from this room: a door in both the east and west walls, and a set of double-doors to the south.

The front of the altar reads in Celestial:

This is the final test of the Last Heralds of Hearth. Each of the Four Gods will lead you through to the Realm of Stars to the Gate of Night. However, the gods are devious. Each god has its own path that you must accompany it. Successfully accompanying a god on its chosen path takes you where you wish to go. Choose the wrong path or go alone, and all you will find is death.

The idols represent a spider, monkey, cyclops, and otyugh. The idols are needed to enter Area 37. However, they are quite valuable, each worth 500 gp.

35A - PATH OF THE GODS OF LIGHT

This corridor is 20-feet long and 5-feet wide. On the wall opposite the way you entered, there are four doors. Each door has various circles carved onto it.

Give the players Handout Li.

The character holding the cyclops idol must exit the door with only one circle carved onto it. Meanwhile, the character holding the monkey idol must exit the door with 2 circles carved into it.

35B - PATH OF THE GODS OF NIGHT

This corridor is 20-feet long and 5-feet wide. On the wall opposite the way you entered, there are four doors. Each door

has various circles carved onto it.

Give the players Handout Lii.

The character holding the spider idol must exit the door with eight circles carved into it. Meanwhile, the character holding the otyugh idol must exit the door with 3 circles carved into it.

36A-H - THE FINAL TEST

No matter which passageway a character enters, read the following:

This austere corridor stretches into the darkness beyond. At the far end, you see an unadorned stone door. Everything in this corridor is eerily still and silent; almost as if the entire temple is holding its breath as it turns its attention to you.

In each corridor, the door at the far end radiates powerful conjuration and necromancy magic.

If a creature is holding the wrong idol—or no idol at all—when they touch the door, they are instantly disintegrated, reduced to nothing more than a pile of fine, gray ash leaving behind only their magical items and gear. And if they were holding the incorrect idol, the idol vanishes and returns to its spot in Area 34.

If a creature is holding the correct idol when they touch the door they vanish, teleported to Area 37a (if they are in corridors 36a-d) or Area 37b (if they are in corridors 35e-h).

37A-B - THE GATES OF NIGHT

No matter which part of Area 37 the characters enter, read the following:

You suddenly appear in a chamber that is roughly 15-feet wide by 10-feet deep. The ceilings, walls, and floors have all been decorated with images of stars and the night sky. There appears to be only one exit from the room, blocked by another stone door with a moon carved into its center. Ancient text is carved over the moon.

The golden idol you were carrying has vanished.

The text reads in Celestial:

Behold the Gate of Night.

The idols return to their place on the altar in Area 34.

All of the doors leading in and out of Areas 37a-b will not open until all four golden idols have crossed their respective thresholds (see Area 36a-h). Once they are three, the eight doors leading back to Areas 35a-b reopen, allowing anyone else left behind to join the other four characters.

Similarly, the two doors leading to Area 38 won't open unless all four idols have crossed their respective thresholds.

38 - THE NIGHT

Area 38 is described in Chapter 6.



ACT 6: THE HERALDS' LAST STAND

This chapter details the final battle between the characters and Black Tezcatlipoca. Overall, it assumes that the characters have worked alongside the Smoking Mirror while in the temple. Having completed most of the puzzles throughout the dungeon and defeating its many guardians the path should be clear for the Smoking Mirror to join the characters.

AREA 38 - THE GATE OF NIGHT

When the characters enter this room, read or paraphrase the following.

You push past the door with the moon carving and enter a massive chamber. Globes of soft light float twenty-feet above you, illuminating everything within. This chamber looks almost as if time forgot it. The stonework shows no age. The walls and ceiling are painted with elaborate designs of gold, green, and red. Clear water floods most of the room, divided by an intricate platform that looks like two connecting circles. The fragrance of flowers fills the air. The temperature is neither too hot nor too cold. It's almost as if the room is bathed in a feeling of peace.

At the center of the platform furthest from you are two large serpents held aloft by feathered wings. Each wears an

ornate headdress of gold and jewels. On the ground below them is a large crack in the stonework. The crack radiates eldritch energy.

You suddenly feel a presence in your mind—a voice, like a soft whisper heard in all directions at once.

"Welcome, Heralds. I am Amoxтли. This is my companion, Ehecatl. We are couatls."

Even though you don't see their serpentine lips move, you're certain that it is the feathered serpents—the couatls—speaking to you through telepathy.

"We have waited 500 years for your arrival. Long we've held the elder being Black Tezcatlipoca at bay." Both of the serpents cast a mournful glaze to the floor. "But unfortunately, we no longer have the strength to keep the beast back. It must be released into this world."

A second, softer voice enters your mind. It must be the telepathic voice of Ehecatl.

"We've seen everything up to this moment. But it is everything that happens after this moment to which we are

blind. Our world could collapse into ruin, burning to fire and ash."

"Or you could stop Black Tezcatlipoca and free the world of its chaotic influence," Amoxltli interjects.

Both: "You are only hope, Heralds. Prepare yourselves."

The two couatls retreat from the crack in the floor. Suddenly, the room begins to shake as the crack widens.

If the characters have left the path clear for the Black Mirrors, Mictlan, Brix, and a coterie of five **Smoking Mirror claws** enter the room just in time to witness the return of Black Tezcatlipoca.

Just as you are about to face the dark being described by the celestial serpents, the Smoking Mirrors enter the room. At the front is Mictlan, his mask removed. Brix follows shortly, along with five more of the cultists.

"The green-eyed demon!" hisses Amoxltli. You aren't sure who the serpent is referring to until you notice Mictlan's eyes are glowing green. The Smoking Mirror's high priest speaks in a distorted voice:

"Feathered celestial scum. Do you think I would allow you to stop Tezcatlipoca from wreaking havoc on the world? No. I will kill you and these fools and witness this world collapse."

Cackling madly, Mictlan tears at his robes. Like a candle in a hot oven, the features of his face dissolve into his chest, his bulging eyes sinking into his shoulders. Then, his ribcage splits, the broken bones acting as teeth. Pink, pulsating tentacles crawl out from his abdomen.

The other Smoking Mirror cultists watch in horror as their leader reveals his true, aberrant nature.

Mictlan/Qua-Soko takes on the form of a **Smoking Mirror abomination** (see the *Monsters of the Shunned City supplement*). As the monstrous creature moves to attack the couatls, the crack widens further.

With an unearthly growl, an unspeakable horror shoots out of the crack in the floor. Black Tezcatlipoca, the Night Wind, the Hurricane of Discord, the Black God of Obsidian finally emerges nearly hitting the ceiling as it pulls itself into your world. Its many tentacles sprout from the floor, black energy crackling all about. Surrounding it are its worm-like minions, sprouting from the floor the fleshy weeds.

The two couatls join your side. You and these winged serpents are now all that stand between the dark god and the destruction of your world.

Mictlan/Qua-soko takes the side of **Black Tezcatlipoca** (see

the *Monsters of the Shunned City supplement*) and the 4 **Tezcatlipocan spawn**.

Stunned by Mictlan's deception, Brix and the Smoking Mirror cultists take the side of the characters and the couatls.

THE FINAL BATTLE

Black Tezcatlipoca seeks destruction above all else. It has no issue mowing down its own minions to strike at its foes. The elder god eagerly attacks the couatls, vengeance for how long the celestials held the elder god at bay. From there, it turns its attention to whichever character can hurt it the most—most likely any that can deal radiant damage.

Mictlan/Qua-soko knows the characters already and will anticipate their moves, using his powers to stop those he considers the greatest threats to Black Tezcatlipoca. If Mictlan's Tezcatlipocan form is reduced to half its hit points or less, Qua-soko uses his smoke-form ability to escape back through the temple. Without Qua-Soko keeping Mictlan together, Mictlan's aberrant form explodes in a burst of ichor and fleshy bits.

Meanwhile, the spawn attack the nearest creature, content to sate their hunger more than anything.

On the other side of the fray, the couatls use their innate spells to protect the characters. Once they've run out of spells that they can cast, they attack Black Tezcatlipoca directly. The two are dedicated to their purpose and will die to save the world.

Brix commands the other Smoking Mirror cultists to handle the mob of spawn and Tezcatlipoca's tentacles. To make the final battle easier, you might have Black Tezcatlipoca's tentacles kill 1d4 of the Smoking Mirror's every turn before turning its attention to Brix herself.

If Jannell Diamond is present in the final battle, she stays out of the fight at first. But if things turn bad, she breaks her vow and joins in on the fight. Either way, Jannell knows many of Black Tezcatlipoca's strengths and weaknesses and will use part of her turn to inform those fighting against the elder god.

SEALING THE CRACK

Once Black Tezcatlipoca's hit points are reduced to 0, read the following:

The elder god releases a terrifying moan as its main section collapses onto the stone floor. You watch with disgust as the beast dissolves into thick, pulsating purplish ooze. Clearly harmed, it crawls towards the crack, trying to make an escape.

If one or more of the couatls are still alive, they fly to either side of the crack. They explain to the characters that the only way to permanently defeat Black Tezcatlipoca is to allow it to return to the crack defeated. From there, they must use their energy to permanently seal the crack.

When this happens, the couatls begin to glow with a brilliant light from within that washes over the chamber. The characters and any other creatures in the room can see the rough outline of the serpents through the light—they've elongated their serpentine bodies and stretched out their wings, taking on the rough appearance of angels.

After a moment they both scream. But these aren't screams of pain—they are screams of sacrifice and victory. In an instant, the light retracts into one (or two) single points and fly into the crack. With a "popping" sound the crack vanishes, erased from reality.

If the couatls were slain during the battle, the crack seals itself. However, a rough, black scar remains on the floor, a hint that Black Tezcatlipoca could (and will) return some day.

ADVENTURE CONCLUSION

With Black Tezcatlipoca defeated, the True Last Heralds and the couatl having fulfilled the prophecy, the world is once again safe from the elder god. Even if the couatls were destroyed, their lingering magic causes the massive glyph at the south end of Area 38 to glow. Any creature that steps onto the glyph is instantly teleported to the sandy beaches of the Silent Cove (see Chapter 4).

If Mictlan wasn't destroyed before Black Tezcatlipoca, Qua-Soko uses the couatl's light show to make an escape. Once

the dust settles, Mictlan lies on the stone floor in his original body. No longer under Qua-Soko's influence, the young man is extremely confused. Qua-Soko will have to find another way to destroy the world. And it's likely he'll seek vengeance against the characters who foiled his perfectly-laid plans.

If Brix survived, she says little before making a quick departure. She's a wild card and could turn up again in future adventures as a reluctant ally or villain again.

If Jannell survived, she tells the characters that she hopes to return to the Monastery of the Glass Hand. She's seen enough excitement for one lifetime and as she is fond of saying, "I am definitely not my father." And on that note, she may task the characters to learn what happened to Arrow.

If Black Tezcatlipoca was defeated and the couatls were able to seal the crack, it is likely that the elder god will not return. However, there are other dark cults out there who could bring beings just as awful and unspeakable as Black Tezcatlipoca into the world. Unless the True Last Heralds stop them first, of course. Ω





APPENDIX A: LINKED ADVENTURES

This is the fourth adventure brought to you by the combined efforts of Team Superhydra: DMDave, The Griffin's Saddlebag, Cze & Peku, Paper Forge, and IADnDMN. While *Hearth: Quest for the Shunned City* can be played independently if you wish to connect it to the other Team Superhydra adventures, here are some suggestions for doing so.

SPIDERS! EW!

Spiders! Ew! is a third-level adventure into a venom crawler nest, the same ones that appear in this adventure. While the characters are searching through the sewers below Murktown, they discover the final resting place of an adventurer named Moranda Moevar. In the crate Moranda tried to open—before being shot in the eye by an arrow—is a scroll case. When the characters open the scroll case, they discover a drawing of a strange medallion with two gashes carved into it. There is also a letter addressing someone named Arrow. It reads:

My dear friend Arrow,

I managed to capture one of the strange chameleon creatures while hunting through the Blood Jungles of Elsath. While it could or would not tell me where the lost city was located, it did describe this item to me that I've drawn here for you. The chameleonfolk called it 'the Herald's Key' and told me that it would reveal the city's true location in the Blood Jungle.

For the last five months, I've worked to uncover the location of the key. I discovered that the key was purchased by a wealthy socialite named Phineas Skirvin some fifty years ago. Skirvin and his family lived in a manor in the town of Camor, northwest of Knotside.

Unfortunately, my travels in the jungle have left me too broken to adventure. Hopefully, you are able to meet with this Skirvin—if the man is even still alive—and locate the Herald's Key.

*Good luck,
Grovalder Hewnpillar*

PS. I've included some interesting eggs I discovered while wandering through the jungle. Perhaps you can make something of them.

The crate never actually reached Diamond. Grovalder had tasked a young boy Delphi to deliver the crate to Diamond. Sadly, Delphi was kidnapped by a gang of local thugs, unable to fulfill his quest. The thugs saw no value in the chest and stowed it in an earthen cave near their lair. Unknown to the thugs, the crate carried another surprise with it: venom crawler eggs from Elsath. Whoops.

TETHER

Tether: The Mystery of Skirvin Manor is an adventure for 4th-

level characters that take the characters into the haunted manse of Phineas Skirvin. If you choose to tie in this adventure with *Tether*, make the following changes to the adventures backgrounds of both *Tether* and this adventure.

Eventually, Arrow Diamond came into contact with his old friend Grovalder, but many years after Grovalder's discovery. Grovalder remembered the name on his letter: Skirvin. Diamond, excited to finally discover the *Herald's Key* and eventually the Shunned City of Hearth, immediately set out to Camor to learn of the Key's whereabouts.

Before Diamond can find the location of the key, he's killed in the night by ghouls who believe that he is there to stop their dark ritual. The ghouls dispose of Diamond's body. Because Grovalder was the only one who knew where Diamond was going—and Grovalder was tortured and killed by the Smoking Mirrors—no one beyond those who were present at Skirvin Manor knows what happened to Diamond.

The Herald's Key was, in fact, owned by Phineas Skirvin. He kept the ancient artifact in the safe hidden under the carpet in his old office (Area T11). Joining the medallion is a rough map of the Desolation of Ditiyama and the Well of Secrets.

If the characters discover *the Herald's Key* in Skirvin Manor and manage to escape the manor before the demon Vapul returns, the characters can skip the first act of this adventure and start this adventure at Act 2 when they arrive in Ugash.

CLASH AT KOBOLD CAULDRON

Clash at Kobold Cauldron is a 10th-level adventure involving a volcanic distillery, a foul red dragon, and a whole mess of kobolds. It is likely that *Clash at Kobold Cauldron* occurs after the events detailed in this adventure. Here is how you can connect the two adventures.

Instead of happening upon the Red Claw addicts while traveling to Knotside, the characters are contacted by one of the surviving NPCs from this adventure. Both Jannell and Brix make great candidates. Even Mictlan could work if he managed to survive the final battle against Black Tezcatlipoca. The NPC sends word to the characters that they believe the same demon who possessed Mictlan of the Smoking Mirror may be using its dark magic on the city of Knotside. Recently, all of the citizens have become addicted to a liqueur named Red Claw. After downing only a few shots of the spirit, a drinker becomes possessed with an unquenchable desire to drink more. That desire turns to animalistic rage and their eyes start to glow green (instead of red), the way Mictlan's had just before the confrontation with Black Tezcatlipoca.

From there, *Clash at Kobold Cauldron* plays out the same way, except the kobold accountant, Boeger is possessed by Qua-Soko. Qua-Soko used Boeger to manipulate the dragon, Tuckerthranx, and the other kobolds of the Red Claw Distillery. Once the "jig is up", and the characters confront Boeger, Qua-Soko reverts to its smoke form and escapes again, leaving only a confused kobold accountant behind.

APPENDICES B, C, & D



UNDER CONSTRUCTION

THESE WILL BE OUT SOON!

To ensure a timely release, Appendices B, C, and D have been omitted for now. They should be added in throughout the course of the next couple weeks. We will update you as soon as they are ready. All three sections contain "supplementary" material and are not necessary for play.

Thanks for understanding!

- The TSH Crew

APPENDIX E: PUZZLE SOLUTIONS



his section offers the most direct solutions for the puzzles found in the temple in Chapter 5. Naturally, they are for the GM's eyes only. The players should not have access to these solutions. Should they become stuck, have a knowledgeable NPC (Jannell Diamond, for example) drop a clue or suggestion to help

them.

CHARACTER LABELS

During these puzzle descriptions, the four characters are listed as given the labels C1, C2, C3, and C4 (for character 1, character 2, and so on).

TEMPLE OF HEARTH FIRST LEVEL/ENTRANCE

When the characters enter the temple, they should make note of the individual "puzzle pieces" carved into the walls. With Player's Handout F, they should be able to assemble the map.

TEMPLE OF HEARTH SECOND AND THIRD LEVELS

The second level requires that a party of four characters split their efforts in order to surpass the dangers and stone doors of the Temple. Using the map created from Player's Handout HF (and likely a ton of trial and error), they should follow these steps:

1. C1 and C2 descend the western steps on the first level and enter Area 1 on the second level.
2. C3 and C4 descend the eastern steps on the first level and enter Area 2a on the second level.
3. C3 and C4 offer a gold coin to the stone golem.
4. C3 and C4 steps on the Ziggurat Switch Panels, opening the Ziggurat door.
5. C1 enters Area 3 and touches the Warrior idol.
6. Quickly, C2 goes through the Warrior Door into Area 4.
7. C1 steps off Switch Panel B before the living wall kills him/her.
8. The Warrior Door shuts behind C2.
9. C1 joins C3 and C4 in Area 2a.
10. C3 and C4 place their hands into the serpent heads in Area 2b, opening Door D.
11. C2 goes through the Serpent Door into Area 5.
12. C2 steps on the Cow Switch Panel, opening the Cow Door. The screaming skull attacks C2.
13. C1 runs through the Cow Door and steps on the Skull Switch Panel, disarming the screaming skull and opening the Skull Door.
14. C2 goes through the Skull door into Area 8. Note that when C2 steps off the Cow Switch Panel, C1 will be trapped in Area 7.
15. C2 steps on the Hand Switch Panel, opening the Hand Door.
16. C3 and C4 join C1 in Area 8.

17. C1 and C3 descend the westernmost staircase, entering Area 10 on the third level of the temple. C4 stays in Area 8.
18. C1 steps on the Deer Switch Panel, opening the Deer/Fan Door in Area 8.
19. C4 runs through the Deer/Fan Door and goes into Area 9.
20. C1 and C3 run into Area 11 and press the compass's NW and SE Switch Panels, opening the Monkey Door into Area 4.
21. C4 runs through the Monkey Door into Area 4.
22. C1 and C3 switch their positions on the compass to NE and SW, opening the Serpent/Sun Door into Area 5.
23. C4 runs through the Serpent/Sun Door.
24. C4 steps on the Cow Switch Panel, opening the Cow Door.
25. C2 steps off the Skull Switch Panel and escapes through the Cow Door into Area 8. The Skull Door closes again. The skull comes back to life and attacks C2.
26. C4 steps off the Cow Switch Panel (and the skull retreats), then runs back through the Serpent/Sun Door into Area 4.
27. C1 and C3 switch positions again, returning to the compass' NW and SE Switch Panels, opening the Monkey Door back into Area 9.
28. C4 runs back through the Monkey into Area 9.
29. C1 runs back to Area 8 and hits the Hand Switch Panel, opening the Hand Door.
30. C2 joins C1 in Area 8.
31. C3 steps on the Deer Switch Panel, opening the Deer/Fan Door.
32. C4 joins C1 and C2 in Area 8.
33. C1, C2, and C4 join C3 in Area 11.
34. All four characters step on the compass. The guardian of the northern key appears and the characters steal its key.
35. C4 returns to Area 8 and descends the easternmost stairs into Area 12.
36. C1, C2, and C3 step on the compass' NE, SW, and SE Switch Panels, opening the Totem/Clover Door into Area 13.
37. C4 rushes through the Totem/Clover Door, outruns the living wall, goes through Area 14, and then stops in Area 15.
38. C4 steps on the Wolf Switch Panel.
39. C1 goes back to Area 10 and steps on the Deer/Fan Switch Panel, opening the Deer Door in Area 8.
40. C2 and C3 go back to Area 8, through the Deer/Fan Door, and into Area 9.
41. C2 and C3 step on the two other Wolf Switch Panels, opening the Wolf Door.
42. C1 runs through the Wolf Door into Area 16.
43. C1 steps on the Cheetah Switch Panel, opening the Cheetah Door in Area 15.
44. C4 goes through the Cheetah Door into Area 19.
45. C4 steps on the Fan Switch Panel, opening the Deer/Fan Door in Area 9.
46. C2 and C3 run back through the Deer/Fan Door into Area 8, descend the stairs to Room 10, and finally, return to Area 11.
47. C2 and C3 step on the compass' NW and NE Switch Panels, opening Kite Door in Area 16.
48. C1 runs through Kite into Area 17.

49. C2 and C3 step on the compass' NE and SE Switch Panels, opening the Demon Door in Area 17.
50. C1 presses the odd-numbered button in the sarcophagus and takes the western key.
51. C2 and C3 step on the compass' NW and NE Switch Panels, opening the Kite Door in Area 16.
52. C1 runs through the Kite Door into Area 16.
53. C1 steps on the Cheetah Switch Panel.
54. C2 and C3 return to Area 9 and step on the two Wolf Switch Panels.
55. C4 goes back to Area 15 and steps on the Wolf Switch Panel. The Wolf Door opens.
56. C1 runs through the Wolf Door into Area 11.
57. C1 steps on the Deer Switch Panel.
58. C2 and C3 run back through the Deer Door.
59. C2 and C3 rejoin C1 in Area 11.
60. C1, C2, and C3 step on the compass' NW, NE, and SW Switch Panels, opening the Hen Door in Area 15.
61. The hellhound escapes Area 20 and attacks C1. C1 defeats the hellhound and takes the eastern key.
62. C1, C2, and C3 step on the compass' NW, SE and SW Switch Panels, opening the Rooster Door into Area 21.
63. C4 goes through the Rooster Door into Area 21 and fights the Tezcatlipocan spawn.
64. C4 collects the Couatl Herald's reach and the southern key from Area 21.
65. C4 goes back to Area 15. C1, C2, and C3 step on the compass' NW, NE, and SE Switch Panels, opening the Bread Door into Area 22.
66. C4 runs through the Bread Door into Area 22.
67. C4 steps on the Clover Switch Panel, opening the Totem/Clover Door in Area 12.
68. C1, C2, and C3 go back to Area 8, descend the easternmost stairs into Area 12, run through Area 13, then wait in Area 14.
69. C4 flips the switch to open the Man Door to Area 14.
70. C4 rejoins C1, C2, and C3.
71. All four characters place the key into the key holes turn them, opening all the Doors and disabling all the traps and guardians on the first two levels.
72. The characters take the couatl's radiance.
73. The characters enter Area 22 and descend the southernmost stairs into Area 25a.

TEMPLE OF HEARTH FOURTH LEVEL

1. The characters enter Area 25a and recover the *Coatl Herald's lash*.
2. The characters make note of the fourth part of the combination (Handout Jiv).
3. The characters return to Area 22 and descend the northern steps, entering Area 23.
4. The characters go through the door and are deposited in Area 25b.
5. The characters close the door and go back through the door. They are deposited outside of the southernmost door in Area 30a.
6. The characters go back through the southernmost door in Area 30a and are deposited by the southernmost door in Area 29.
7. The characters cross through the spiders and go through the westernmost door. They are deposited to the east side of Area 27b.

8. The characters walk across the bridge and go through the western door in Area 27b.
9. From across the bridge, the characters make note of the third part of the combination (Handout Jiii).
10. The characters go through the door at the western edge of the bridge. They are deposited in Area 31.
11. The characters go through the eastern door. They are deposited in Area 28.
12. The characters make note of the second part of the combination (Handout Jii).
13. The characters go through the door to the north in the southern part of Area 28 and are deposited in Area 30c.
14. The characters go into the crawl space and discover the second part of the combination (Handout Jii).
15. The characters go through the door in the center of the wall in Area 30a. They are deposited in Area 24a.
16. The characters fight the stone minotaurs. They then make note of the first part of the combination (Handout Ji).
17. The characters go through the westernmost door and are deposited in Area 30a.
18. The characters go through the southernmost door and are deposited in Area 29.
19. The characters go back through the door they came through and are deposited in Area 31.
20. The characters enter the proper combination and disarm the teleporters on all the doors.
21. The characters take the most direct route to Area 32.
22. The characters descend the stairs into Area 33.

TEMPLE OF HEARTH FIFTH LEVEL

1. The characters go through the double-doors into Area 4.
2. C1 takes the spider idol, C2 takes the monkey idol, C3 takes the cyclops idol, and C4 takes the ottyugh idol.
3. C1 and C4 go into Area 35b.
4. C2 and C3 go into Area 35a.
5. C1 goes through the door with 8 circles and walks through to Area 37b.
6. C2 goes through the door with 2 circles and walks through to Area 37a.
7. C3 goes through the door with 1 circle and walks through to Area 37a.
8. C4 goes through the door with 3 circles and walks through to Area 37b.
9. Together, all four characters walk through their respective doors into Area 38.

APPENDIX F: PLAYER HANDOUTS

HANDOUT A: CULTIST TATTOOS

Each time the characters search a Smoking Mirror cultist, they discover this tattoo on their back.



HANDOUT B: THE HERALD'S KEY

Directions: cut out the medallion from the image including the missing sections.



HANDOUT C: RIANE'S MAP OF HEARTH



HANDOUT D: RIANE'S DIARY

Directions: Cut out the pages neatly (make sure the clues are visible)

The Couatl were our divine protectors. They were calm amidst the din of our kind. What can we offer them in return for their service and sacrifice other than our best?

The clerics who revered the couatls were seen as protected by even the most hardened criminals in the city. Devout and committed to protect their fellow citizens, they were loved by all. Their loss was the most painful.

The invaders and dissenters would tire themselves out. They always did. The guardians of the realm had a way of making them see things from their perspective. We always felt safe while within the reach of the city walls. Within their comfort.

But the invaders were relentless. Only the warriors chosen by the city's protectors had the strength to subdue them. And even then, more would come.

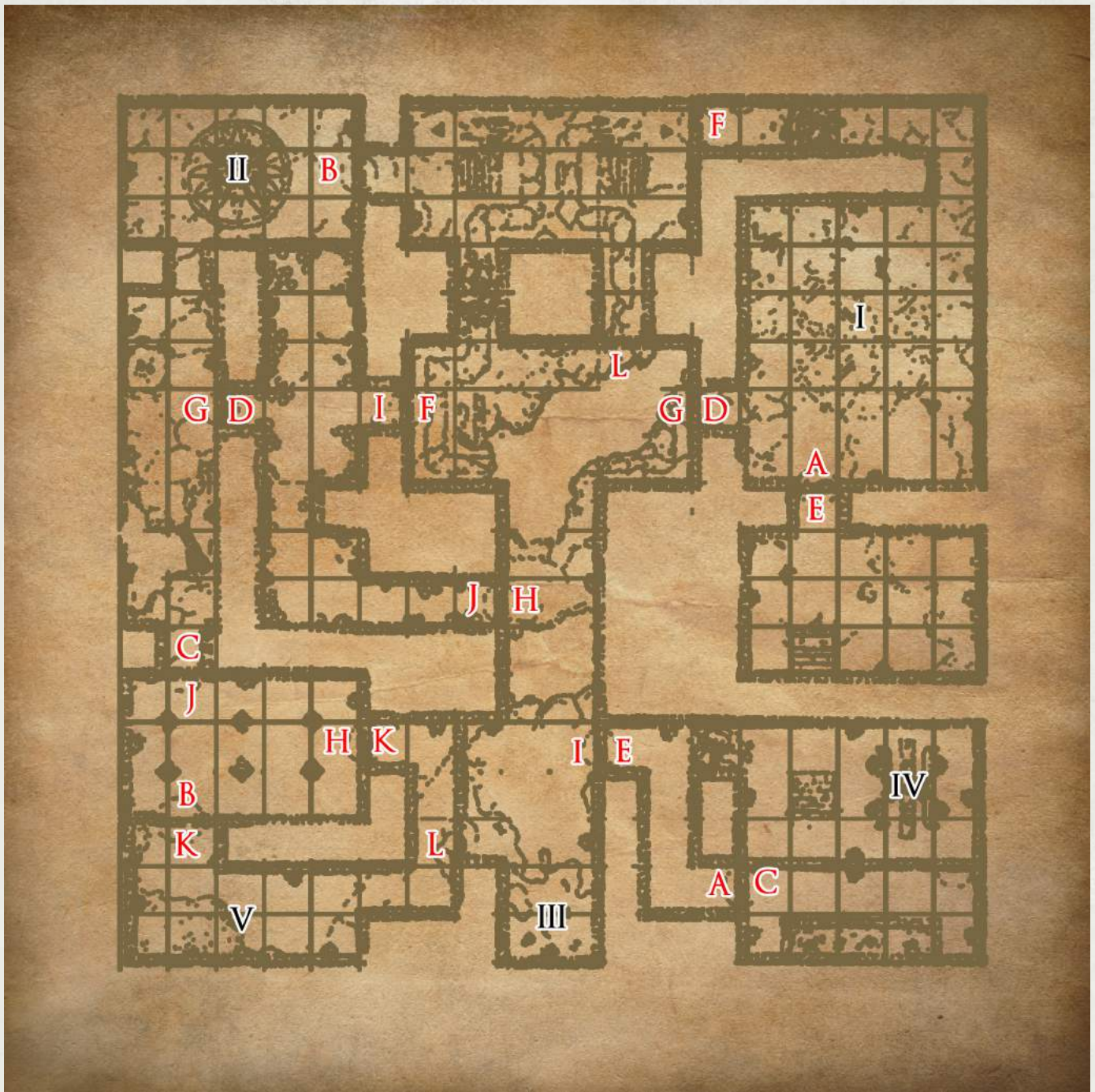
The archers held the forces at bay, but were eventually overwhelmed. Many were trampled by their own kin in the onslaught: unable to move after being struck by one of the arrows fired from the city walls.

Those who fought, fought bravely. They gave everything they had, but in the end, their broken bodies weren't enough to defend the city's walls. They died protecting those they loved, those they barely knew, and those that needed defending.

The few of us that remain here are tasked to create a new city. One that flourishes as much as, if not more than, the first. We will live in harmony and order, in kindness and in acceptance.

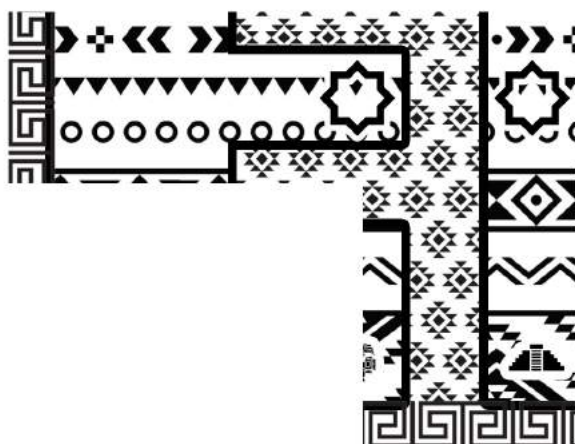
The strength in our hearts will carry us forward. And if we can't fulfill our task, let us hope that those who follow us can.

HANDOUT E: MŁAKA'S MAP



HANDOUT F: WALL PUZZLE

Directions: cut the individual pieces out and allow the players to assemble them.



HANDOUT G: DOORS (PART 1)

Directions: cut out the individual doors and hand them out as the characters discover them.



DOOR AREAS 1/3



DOOR AREAS 1/4



DOOR AREAS 4/5



DOOR AREAS 4/9



DOOR AREAS 5/8



DOOR AREAS 6/7



DOOR AREAS 6/8



DOOR AREAS 8/9



DOOR AREAS 11/16

HANDOUT G: DOORS (PART 2)

Directions: cut out the individual doors and hand them out as the characters discover them.



DOOR AREAS 12/13



DOOR AREAS 14/17



DOOR AREAS 14/21



DOOR AREAS 14/22



DOOR AREAS 15/19



DOOR AREAS 15/20



DOOR AREAS 15/22



DOOR AREAS 16/17



DOOR AREAS 17/18

HANDOUT H: SWITCHES

Directions: cut out the individual switches and hand them out as the characters discover them.



GOLD IDOL AREA 3



SWITCH PANEL AREA 2



SWITCH PANEL AREA 2



SWITCH PANEL AREA 5



SWITCH PANEL AREA 7



SWITCH PANEL AREA 8



SWITCH PANEL AREA 9



SWITCH PANEL AREA 9



SWITCH PANEL AREA 10



SWITCH PANEL AREA 15



SWITCH PANEL AREA 16



SWITCH PANEL AREA 19

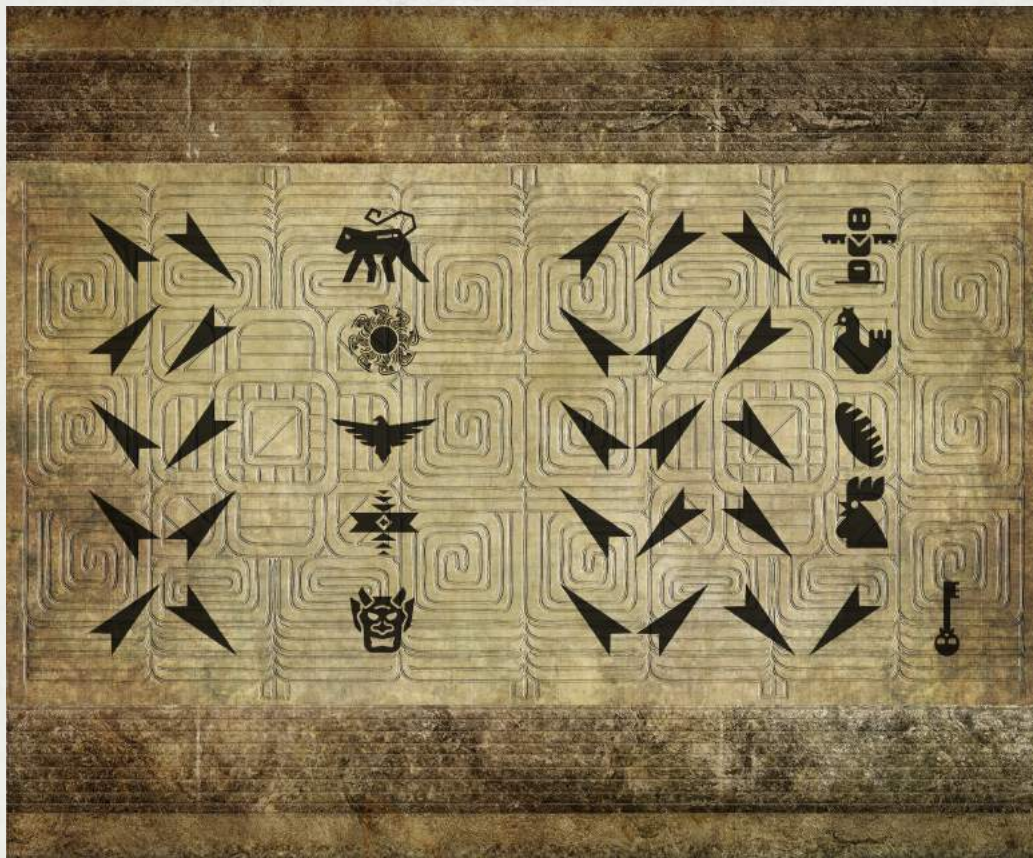


SWITCH PANEL AREA 22



TOGGLE SWITCH AREA 22

HANDOUT H: COMPASS ROSE SEQUENCES



HANDOUT I: SARCOPHAGUS BUTTONS



HANDOUT JI: COMBINATION LOCK PART 1



HANDOUT JII: COMBINATION LOCK PART 2



HANDOUT JIII: COMBINATION LOCK PART 3



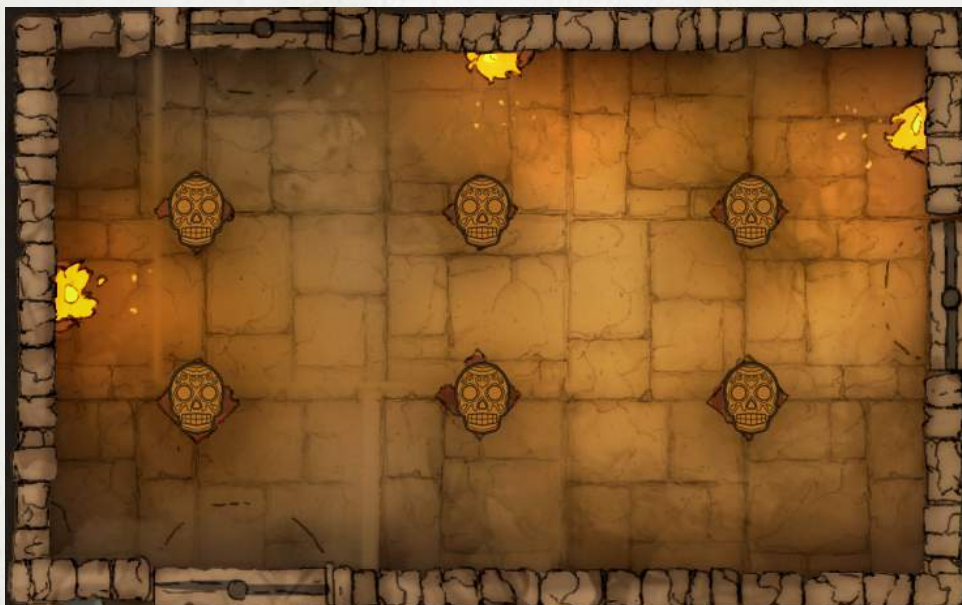
HANDOUT JIV: COMBINATION LOCK PART 4



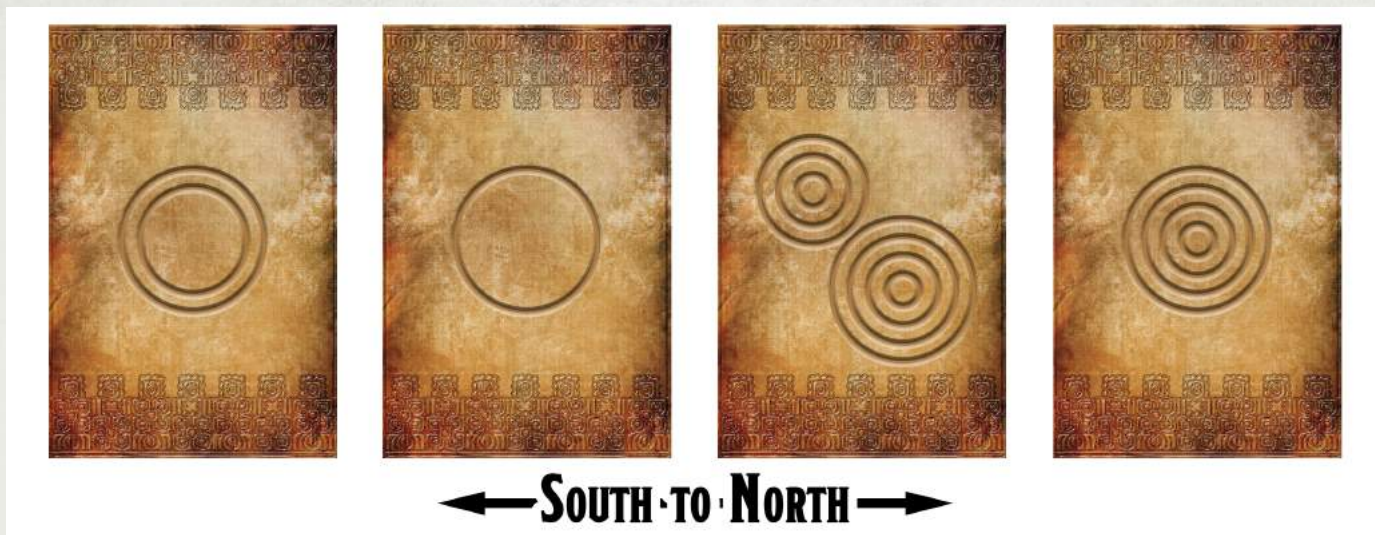
HANDOUT JV: COMBINATION LOCK PART 5



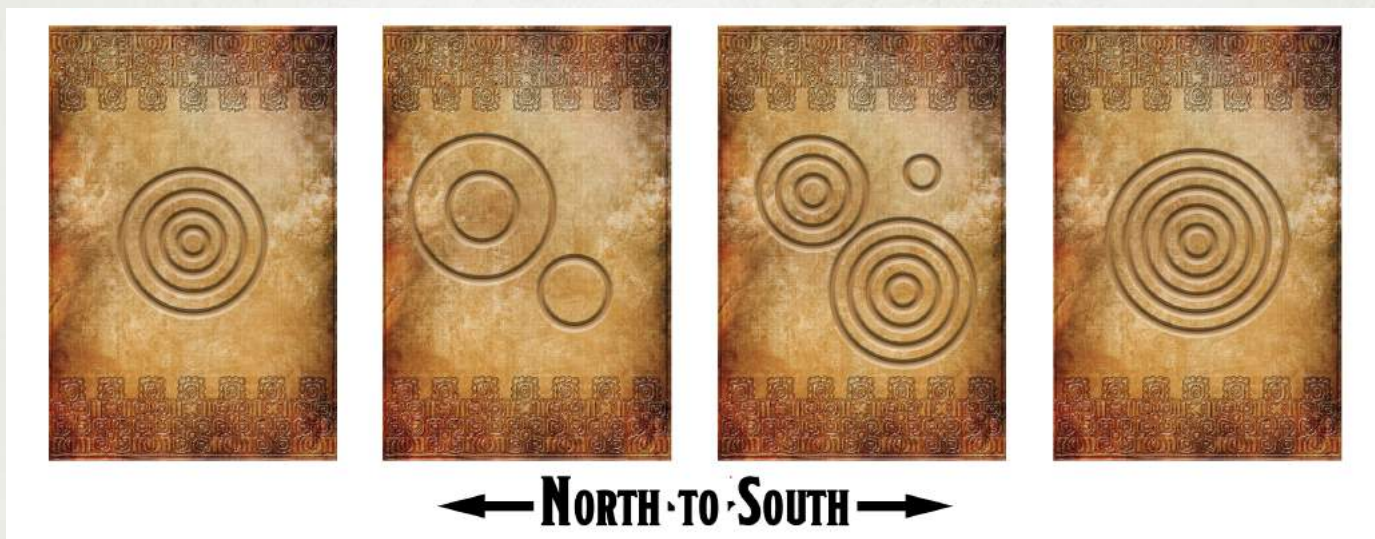
HANDOUT K: ROOM 31'S FLOOR BUTTONS



HANDOUT LI: AREA 35A DOOR MARKINGS



HANDOUT LII: AREA 35A DOOR MARKINGS



APPENDIX G: NPC SIDEKICKS

Should the party lack four characters, the following sidekick NPCs can help bring the party's numbers up to four. You may also consider including a few of these sidekicks just in case the characters find themselves stuck, frustrated, or dead. If sidekicks participate in combat, they earn an equal share of experience. However, they do not gain levels (unless you plan on using the optional Sidekicks rules).

The best use for sidekicks is for them to offer color commentary and occasionally drop hints, especially if the players are stuck.

BRIX

LE female werejaguar

A proud member of the Smoking Mirrors, Brix is a deadly fighter and expert tracker. She will reluctantly agree to join the characters and assist them in finding Black Tezcatlipoca, only because she feels that it is part of her destiny.

Ideal. "The Smoking Mirror must relieve the custodians of their post so we may defeat Black Tezcatlipoca once and for all."

Bond. "I trust no one."

Flaw. "I am a coward and will flee at the first sign of trouble."

JANNELL DIAMOND

LN female human druid

Jannell is the estranged daughter of Arrow Diamond. There is a chance that she is already traveling with the party. If not, she will be with the Smoking Mirrors when the characters arrive at the temple.

Ideal. "I vow to never harm a living creature to come to harm, even at the risk of myself."

Bond. "I want to know what happened to my father."

Flaw. "My father trusted me with the information in his journal; I will not reveal its secrets to anyone even under threat of torture or death."

JIORVA KREMMEL

LG male human bandit captain

Jiorva was raised by fishermen after his parents died due to alcoholism. His natural confidence and suave personality has helped him start and grow an overseas trading company. He captains his ship, The Happy Buck, and plays music for his crew. He is focused, daring, and very kind.

Ideal. "True success defines a life well spent. Ill-gotten rewards are worse than honest failure."

Bond. "I can't let the company fail. Competitors will stop at nothing to destroy me."

Flaw. "I'm superstitious and deathly afraid of ghosts.."

JOJAN EMBER

LE male human noble

Early on in the adventure, it's possible that the characters could attract the attention of Jojan Ember, one of Arrow Diamond's competitors. Jojan may act in the same way that Jannell does, offering information and tips, albeit a little less reliable than Jannell.

Ideal. "The only thing I love more than an adventure is gold."

Bond. "I have a son who died in one of my adventures. It's haunted me for years."

Flaw. "My favor is easily purchased by the highest bidder."

PRINCE LOQARI OF UGASH

N male human gladiator

Loqari is the trade prince of the village of Ugash at the northern end of the Desolation of Ditimaya. Anything that happens in Ugash that seems unusual draws his attention. So when the characters and Smoking Mirror arrive, he wants to learn more about their quest.

Ideal. "It's a big world and I wish to learn everything I can about it."

Bond. "I am a devout follower of the sun god and must pray each morning at sunrise and each evening at sunset."

Flaw. "My insatiable curiosity often gets me into trouble."

SNEK

CG male serpent-folk

While the characters are traveling through the jungle, they might stumble upon an unusual, slithering fellow who lacks clothing. Despite his offputting appearance (and freakishly long tongue), Snek is quite harmless and will offer to help the party.

Ideal. "Snek."

Bond. "Snekky snek."

Flaw. "Sometimes snek. Other times? Snek. But always snek."

THROX

NG male chameleonfolk elite

Throx is the White Foot Clan's greatest warrior. He will join the party, feeling that it is his destiny to join them as one of the true Last Heralds of Hearth.

Ideal. "I was born to face the Night Wind, Black Tezcatlipoca in combat."

Bond. "The people of my village are more important to me than anything else."

Flaw. "I do not like taking orders from outsiders."