

# EYE OF UBTAO

**D**uring the blue age, the primordial Ubtao was tasked by the other deities of Faerun to guard the gates to the Fugue plane, and to keep the Night Serpent Dendar from escaping and causing the end of the world. For this he was given the jungles of Chult, and was allowed distance from the other deities. Because of this,

Chult is a wild isolated realm prime for adventurers and full of primal danger.

However, by piercing planar space, the night serpent has been able to manifest its will in the form of certain artifacts. While unable to entirely destroy or exile these artifacts, Ubtao locked them away inside magical seals, using those faithful to him to keep watch over these prisons and make sure that the night serpent's essence is not allowed to spread and weaken the planar gates.

The seal known as the Eye of Ubtao has existed for millennia. Five hundred years ago, it was abandoned and its location lost. The seal held an artifact known as Night's Shade. As years passed, the artifact attempted to weaken its prison and by present day has created a crack leaking necrotic energy. Creatures animated by this energy wander in search of the gates to the Fugue plane to free their master, but have little luck. Locals of Chult do not venture close to the Eye, as it has been holy land of Ubtao for countless generations, and those who care to venture anyway are set upon by undead creatures and never heard from again.

## HOOKS

- somehow the party has come across a map to a 'powerful artifact' deep in the jungle. This works well for an Indiana Jones adventure with smash-and-grab type adventurers. This also leads to moral conflict as the adventurers learn that the artifact is a great evil, trying to escape its prison. If using this hook, it is highly recommended that the party have a competing group of adventurers seeking to plunder (See Jack and his Goons), so that both parties are racing to reach the center of the seal.
- The Church of Ubtao has record of the seal, but has lost its location. The party is given a map and tasked by the church with finding and ensuring that the seal is secure. This may also use the rival band of tomb pillagers who can be at odds with the party, unaware of the evil that lies within.
- It is also possible, if you are already deep in the jungle, that the party simply stumbles across the seal.

## HOW DO WE GET THERE?:

Since the seal is deep in the jungle, adventurers will have to spend some time traveling. This is fairly flexible, but it is recommended that the adventurers come across a local tribe that warns the party the area is sacred and cursed. When nearing the seal, maybe add a few encounters with various undead animals. When sleeping in this area, players should hear whispers and dream that whatever is in the temple will help them achieve their goals. This is the serpent trying to persuade the characters to free night's shade from its seal.

## THE MAZE OF UBTAO

The dungeon is located in a huge circular hole in the earth, about ¼ mile across. For all purposes the hole is bottomless. There are four stairways leading down from the jungle to the maze in each direction, pointing inward. The stairways extend 100ft inward, and 50ft downward. A circular maze occupies the rest of the space, however it has seen much wear. There are chunks missing where parts have fallen into the hole, vines cover the majority of the maze, and a singular large crack radiates outwards from the very center of the eye.. Four stone pillars complete with statues stand in a square shape centered on the maze. The middle of the maze is a large stone circle 100ft across housing a tower. The tower has fallen apart in some places, and an enormous jungle tree grows at the top, whose roots have grown through the tower and into some parts of the maze.

The maze is designed to both keep the serpent contained and to keep plunderers out. If any player steps foot in the maze, the vines will reach up and try to drag them into the pit, and the statues will fire radiant blasts at the player. In order to bypass these defences, a player must solve the riddle written on the map, or at the entrance:

*"Only he who knows his maze in life may enter the house of Ubtao"*

A DC 15 history/religion check reveals that mazes are a central part of the faith of Ubtao, and the above refers to how a soul must enter the afterlife. Knowing your maze represents being resolute in your ideals and your goals. Natives spend much of their time as children drawing their maze to commit it to memory. Similarly, if you wish to enter the tower, a character must have a strong sense of purpose and trust that they know their maze, this is how the clerics of old who maintained the tower could bypass the defenses.. At your discretion the player may have to close their eyes in trust. If the player can do this, the vines and sentinels will ignore them. They can 'feel' the maze, and correctly navigate it at a slow walking pace.

There are spots where the seal is leaking necrotic energy, which has corrupted some sections of vine and one of the sentinels. These hazards will attack the players all the time, and can be used to create tension after the players have solved the riddle.

The stone path is 10 ft in width, and the circles are separated by 10 ft gaps. A successful DC 15 athletics check lets a player jump from one circle to another, 5-15 lets them grab onto the edge of the path, but makes them vulnerable to attack by vines and requires them to stand up from prone position. A roll lower than 5 is at the DM's discretion, as this is a fairly boring player death. Perhaps have a player holding on to a chink in the rock, and pass a check or require help to get back up.

## THE INNER CIRCLE

Surrounding the tower is a small courtyard, filled with overgrown greenery and is safe from vines and sentinels due to it being risen 10ft from the maze. Several corrupted roots grow outwards from the



Closer inspection of the brush (DC 13) will reveal four stone idols embedded with a single emerald, one idol for each cardinal direction. Removing the emerald requires a strength check (DC 20), and upon removal will cause the maze to shake. These statues help keep the seal in place. One sentinel holds a corrupted emerald, and is stained with dark purple

## THE CENTRAL TOWER

While the seal's main purpose is to keep the serpent at bay, centuries ago it also served as a sanctuary for monks and clerics. For these purposes, the multi floored tower contains a library, living quarters, and houses some of the treasures of its previous occupants. The enormous tree on the roof has grown throughout the tower without oversight and blocks many passageways.

**General features:** Corrupted roots penetrate the entire tower. They appear sickly and have pulsing black veins. Touching a root will cause it to lash out blindly, hampering passage and dealing bludgeoning damage. A double helix staircase extends upwards through the entire tower

### GROUND FLOOR

- Along with the second floor this floor is primarily a library, bookshelves line the walls except for the back, in which there is a window letting light flood. Most books are destroyed, but a DC20 perception roll can reveal a magically preserved old book.
- There is a pool of water in the middle, a stream falling into it from upper floors.
- Roots from the tree pierce the room and walls, creating cover in the room.
- A sleeping golem sits dormant at the opposite end of the area.
- The second floor is clearly visible through holes in the floor, giving the area a grand open air feel

**Traps:** Facing the entrance in from of the pool of water is a stone chest, ornately carved. It only contains fine sand, and if opened, the golems of the tower will awake and attack the party. Detect magic will find a passive enchantment over the chest. A corrupted root has grown in front of the chest. Failing a DC15 dex roll will aggravate the root.

### SECOND FLOOR

- A walkway hugs the outer walls, and four paths run to the center. Both the outer walls and center contain ruined bookshelves. a DC15 perception roll can reveal a magically preserved old book. Looking into the center circle of bookshelves lowers this DC to 10.
- The first floor is largely visible from here

### THIRD FLOOR

- A walkway hugs the outer walls. Four rooms are accessible from here. They served as living quarters, and contain the stone foundations for beds.
- The waterfall in the middle is visible through slits in the wall, from all rooms
- One room has a larger door and contains an emerald golem
- One room is empty

- One room is full of yellow mold, opening the door will send spores flying everywhere. A failed DC15 con save takes 1d8 +2 poison damage and the target is poisoned. A success takes half as much damage and remains healthy. Fire will cause most spores to instantly combust, but characters will still have to take a DC 10 con check or take 1d4 poison damage in the room. A chest in the corner contains 12gp and a bag of beans (see online documentation).
- The last room contains a chest with some scrolls and an emerald studded ring that controls the golems.

### FOURTH FLOOR

This room is the source of the waterfall. Roots entangle most of the room and rest in the water pool at the center.

- A water mephit, imprisoned in a sapphire produces the water sustaining the tree. It is buried deep in the center tangle of roots.
- A golem lies dormant, overgrown by the roots around it. A DC 15 perception check reveals that it is covered in dark roots, and the emerald on it's head has started to turn purple. It does not obey commands from the emerald ring, and does not try and protect the tower like the other golems. If angered, the tree may decide to release it on the players.
- Night's shade has some control over the tree. If there is a player you think is more susceptible to the serpent's influence, then the artifact might command the tree to let that character through and use the roots to block all others. The goal is that one player, alone, is at the top of the tower

## COMMUNION WITH THE NIGHT'S SHADE:

The roof houses the giant corrupted tree, which takes up most walkable space. The entire surface is etched with maze, and six pillars exist in a circle around the center. There is a small crack emanating outwards from the center. Night's Shade resides in the center, at a nook in the great tree.

*(play scary music here)*

Once one player reaches the top of the tower they will go into a trance. They see the roof as a flat empty surface, etched with runes. The staircases are gone, and looking outwards one only sees an orange and black horizon, a red sun in the sky. They will be pulled inwards, and as they do their surroundings grow darker until they stand in a pitch black void. This is where the serpent speaks directly to the player. It will congratulate their successful ascent, flatter them, and present Night's Shade as a reward. Night's Shade knows everything about the character and will use its knowledge to influence the player.

In its native form, Night's Shade is a black cloud of small shadow insects. But here Night's shade will appear as whatever item the characters most desire. The item will be slick jet black, and carved with purple runes. It is amorphous, and can freely change shape, hiding itself in the character and reforming on command.

The illusion is broken once the player has interacted with Night's Shade, and the player finds themselves in the center of the roof, at the nook in the tree.

## CHARACTER TAKES NIGHT'S SHADE

Once taken, the serpent exists in the player's mind and has power over them. The artifact desperately wants to leave, and will try to get the character to do so alone and as quickly as possible, with no regard for the party (Though it can be persuaded that it is better to deceive the rest of the party and feign innocence). Any undesirable action can be overridden by the serpent on a DC 15 wisdom saving throw fail. A fail roll also deals 1d4 psychic damage. For instance, if the character tries to get help from a party member, the serpent might try to stab the party member instead. If the player is incapacitated, the serpent will leave the player and search for a new host, trying the rest of the party. However the serpent cannot move on its own inside the seal. The serpent cannot force itself onto a party member, but must be accepted.

## CHARACTER ATTACKS NIGHT'S SHADE

Upon taking damage, the artifact screams, curses the mortal fools, and returns to a black cloud. It may continue to try and reason with the players, emphasising how it has been imprisoned and only wants freedom. Or if enraged it reverts to cloud form and makes a large shadow monster or snake. It cannot be killed, and will only become even angrier if attacked more. It can navigate the top floor by flowing through the maze engraving.

When either action is taken, the crack in the tower/maze widens and the whole dungeon shakes. There is an audible 'pop' as the seal is broken and a rainstorm starts to gather. The Tree thrashes wildly, Starting to rip the tower apart. At your discretion roots will make attacks at the players. To exit the tower, the players may have to pass a skill challenge or be crushed, or perhaps just run down if interacting with the possessed character is work enough. Eventually, the tree and the tower will fall into the abyss. The storm will worsen, pummeling the players, and a cyclone will touch down in the center of the seal. After this, moving outwards the circles of the maze will fall into the pit one by one.

## ENDING THE ADVENTURE

The dungeon will end with the players wet and exhausted at one of the entrances. It will take significantly longer to get back to civilization considering the party's current state. It continues to rain for a month after. If told the story, locals will stay away from the party as they have been 'touched by the serpent'. If possessed player escapes, the serpent will guide them to civilization and shape their actions, giving them great power in the process. The character could become a villain for the party later down the road. It is almost guaranteed that even if the serpent has not been taken with the characters, this seal is now gone, and that can't be good..

## JACK AND HIS GOONS (OPTIONAL)

Little do they know, but the party has been followed to the temple by the relic nabber Jack Lanchester and his unsavory troop. They are on the opposite end of the maze and as the party attempts to cross the maze, they will do their best to make life difficult.

Consider running the thugs as background characters, simply letting them get dragged down by the vines or falling off dramatically from a hit. This is pretty satisfying and speeds up the rounds

With him are four burly thugs and a scraggly mage. Jack and his friends could: Blindly run through the maze, thugs first, teaching the players the wrong way to approach this puzzle. If too many thugs are taken down by the defences, you can always add more Lie in wait, letting the party trigger the traps first. Once the party is halfway through the maze, the troop could pepper them with arrows, trying to knock them off. This works especially well one character has solved the riddle and is calmly walking through the maze, an arrow to the chest would break his concentration and throw the situation into chaos.

structure



## STONE SENTINEL

Medium Construct

Armor Class 14  
Hit Points 35(1d4 + 5)  
Speed n/a

Senses Truesight, 50ft.  
Languages None  
Challenge 1 (200 XP)

**Pack Tactics.** These guys work together. Like super well, you don't even know.

**False Appearance.** While the armor remains motionless, it is indistinguishable from a normal suit of armor.

### Actions

**Radiant Beam.** Ranged: target within 50ft rolls a DC15 dex saving throw, on a fail take 2d6 radiant damage.

If the sentinel is below half health, roll a d20. On 11-20, the attack fires as normal, but otherwise the sentinel's magic has been damaged and when it tries to fire it explodes. Creatures in a 20ft sphere must make a DC 15 dex save, on fail take 2d10 radiant damage, on success take half.

The sentinel will not fire on creatures that have solved the maze riddle, unless it is corrupted. A corrupted sentinel deals necrotic damage instead of radiant.

## EMERALD GOLEM

Large Construct

Armor Class 16  
Hit Points 40  
Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
17 (+4)	16 (+3)	9 (+0)	18 (+4)	14 (+2)	9 (+0)

Senses passive Perception 9  
Languages None  
Challenge 1 (200 XP)

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### Actions

**Slam, Melee weapon attack:** - +4 to hit. Hit: 3d6. Cannot attack two turns in a row

The golem moves very slowly, and has a large emerald embedded in its forehead, which powers it. Removing the gem requires a DC20 strength check, climbing a woken golem requires a DC 10 dex check. Trying to remove the gem wakes the golem.

## ITEMS

### OLD BOOK

A magically preserved, ancient book written in the forgotten language of the priests of Ubtao. These books can contain whatever you like, potentially seeding later adventures. Books could contain the background section of this adventure, giving important lore once deciphered, or maybe it contains information on the golems and magic of the temple.

### EMERALD STUDDERED RING

A silver ring with five small emeralds. When the user wears the ring and points at a golem with an emerald in its head, it will obey commands, albeit slowly.

### BAG OF BEANS

See official documentation  
<https://roll20.net/compendium/dnd5e/Bag%20of%20Beans#c>