| *SHRINE* | *NOTABLE ASPECTS* | *COMBAT* | *PUZZLES/RIDDLES* | *SOCIAL ENCOUNTER* | *TRAP ENCOUNTER* |
| --- | --- | --- | --- | --- | --- |
| 3. Kubazan (male froghemoth CG – enemy Papazotl) | Shrine guardian with a riddle inscription on outside and inside there is a wall relief showing two trickster gods fighting, **Indiana Jones** pedestal with poison gas beyond a spiked pit trap | Froghemoth (CR 10) | Lintel inscription, hidden stone key |  | Glyph of warding, spiked pit, wooden beams, pedestal |
| 4. Shagambi (female kamadan NG – enemy Nangnang) | Another mural depicting gods fighting, clay gladiator arena fight really is the whole thing here… I imagine it is like facing the sand soldiers that Azir creates from League of Legends | 4 gladiators (CR 5) have to be defeated in the arena otherwise it is like facing the minions that Azir creates from League of Legends | Inscription further explains the arena, the statues without spears – gladiators when destroyed outside arena will disintegrate and reform back in their cells along with their possessions (spear) | Taming kamadan cubs after killing parents that live under a cart behind shrine itself | Pedestal is trapped until puzzle cube is removed/revealed |
| 6. Moa (male jaculi LG – enemy Wongo) | Have to cross a lake of lava to get to this column of stone above the Great Rift, mosaic showing gods fighting, area has traps when you fall for illusions and traps for when you succeed… this is basically all traps | 4 jaculi (CR ½)  You can destroy the statue guards that surround the illusory puzzle cube but they are really traps and not combatants | Two inscriptions – one outside that is clear to see and another inside hidden beneath moss that explains that one puzzle cube is illusion and where real puzzle cube is |  | Hallway is trapped with green slime in traps that cannot be jammed except using magic (*arcane lock*) but aren’t active until puzzle cube is taken, illusory cube is trapped with statue guards that attack |
| *SHRINE* | *NOTABLE ASPECTS* | *COMBAT* | *PUZZLES/RIDDLES* | *SOCIAL ENCOUNTER* | *TRAP ENCOUNTER* |
| 8. Unkh (female flail snail N – no enemy)  MOST LIKELY TO BE **VERY FRUSTRATING** FOR PLAYERS BASED ON DESCRIPTION UNLESS THEY LOVE PUZZLES | Hanging keys where only one solves a riddle that unlocks the puzzle pedestal… This is a key puzzle with a trap which after fighting the ghasts will down most players with DC 18 DEX saving throw or 33 (610) radiant damage | 3 ghasts (CR 2) hide behind the pedestal and surprise attack | The hanging keys hints that you have to pick the right one and the pedestal room has 6 keys that hang above the pedestal that when overlapped show the correct pattern for the teeth of the key that solves puzzle | You will probably have a lot of discussion trying to figure out the solution to this puzzle especially after getting it wrong the first time but the answer hanging inside the room | There is only one trap but it is deadly and punishes players for trying to pick the lock or guessing incorrectly the key |
| 10. I’jin (female almiraj CN – enemy Obo’laka)  KNOWING THAT THERRIN HAS USED HIS SPIDER WILD SHAPE TO BYPASS THIS FLOOR PUZZLES BEFORE IT MAY NOT BE AS FUN/EXCITING IF THEY CLIMB OVER IT AGAIN  PLUS ONE SOLUTION IS TO SIMPLY WALK STRAIGHT UP THE LEFT MOST COLUMN ALONG THE WALL… SO IT ISN’T REALLY THAT EXCITING | Puzzle floor (handout 14) that is trapped as well as tiles that heal followed by a maze or labyrinth that has blade traps that swing out from the ceiling very trap heavy… **HOWEVER THERRIN CAN BYPASS THE ENTIRE THING WITH ONE WILD SHAPE** |  | The floor puzzle is cool and the maze is fun as well (if your players enjoy them). This maze is not as intense in size like Dungrunglung so I would literally make them walk it if they attempt this one  **FLOOR SOLUTIONS**: Rabbit, Giraffe, Pig, Dragonfly, Monkey, Zebra, Tiger, Eagle  *OR*  Pig, Zebra, Eagle, Rabbit, Monkey, Tiger, Giraffe, Dragonfly  *OR*  Giraffe, Pig, Eagle, Rabbit, Zebra, Tiger, Monkey, Dragonfly  *OR*  Zebra, Rabbit, Dragonfly, Pig, Eagle, Tiger, Monkey, Giraffe |  | The traps aren’t deadly in either the hallway with the blades in the ceiling or the poison darts near the puzzle floor but all can be easily avoided… it is simply the quantity of them that is intimidating |
| *SHRINE* | *NOTABLE ASPECTS* | *COMBAT* | *PUZZLES/RIDDLES* | *SOCIAL ENCOUNTER* | *TRAP ENCOUNTER* |
| 12. Wongo (male su-monster CE – enemy Moa) | Uses masks to make the puzzle cube appear followed by either a curse or combat – player’s choice, inscriptions in Old Omuan and a mural depicting gods fighting | Optional:  Puzzle mistakes conjure steam mephitis (CR ¼) up to a daily maximum of 6  If you choose to fight instead of get cursed then you fight 4 su-monsters (CR 1) | This is a riddle but I wouldn’t be able to figure it out and whenever you guess wrong you pour water into a basin and it changes into steam mephitis to battle (daily max 6) |  | Mask curse occurs if you don’t wait to fight after finding the puzzle and instead you turn into the creature whose mask you looked through for 24 hrs (*polymorph* spell) |
| 16. Papazotl (male eblis LE – enemy Kubazan)  THIS INSCRIPTION IS THE **ONLY ONE** THAT ACTS AS A CLUE LATER INSIDE THE TOMB OF NINE GODS | Crocodiles and their giant crocodile mother act as sentries, followed by an interesting pair of riddle puzzles that build on each other to open the pedestal hatch (handouts 15, 16) and get the puzzle cube – not a lot of danger beyond the crocs but good set of riddles | 4 crocodiles (CR ½) nest around the shrine and their giant crocodile (CR 5) mother defends her offspring… probable fight if the party chooses not to flee inside instead | One of the better riddles (AND IT IS WRITTEN IN COMMON, NOT OMUAN) which comes as handout 15 and it reveals a secret room behind the bat statue that has the grid handout 16 which the party uses with the original riddle to reveal they need to “*cover eyes*” of all the statues… “blind as a bat”… to open the hatch and get the puzzle cube |  |  |
| *SHRINE* | *NOTABLE ASPECTS* | *COMBAT* | *PUZZLES/RIDDLES* | *SOCIAL ENCOUNTER* | *TRAP ENCOUNTER* |
| 18. Nangnang (female grung NE – enemy Shagambi) | Chief Yorb, his elite warriors, mount and tribe all live in this area… if the party chooses combat it can be terrifying  This has the best option for social encounters out of all of the shrines **COMBINED**  George probably won’t let it happen though so gear up for a fight instead… You may want to find a different way to share the “Legend of the Nine Gods” if this is the case… Orvex? | **Round 1** – Chief Yorb (grung elite warrior CR 2), 4 grung elite warriors (CR 2), hadrosaurus mount (CR ¼), grung wildling (CR 1), 7 grung (CR ¼)  **Additional Rounds** – 1d4 grung (CR ¼) until total of 20 have arrived | Have to carry treasure from the shrine to the doors… apparently a clue from the inscription to basically steal and not give willingly your own treasures? ***Not super clear clue*** from the inscription but no traps and then simply take the puzzle cube | Chief Yorb had no idea that his son was missing… He can be rescued from the vegepygmies and the sacrifice of fire in area 5 (Great Rift)  Chief Yorb will share the full legend of Omu’s nine trickster gods (pg. 92) |  |
| 19. Obo’laka (female zorbo LN – enemy of I’jin) | Zorbos are attracted to sound of people entering the shrine but otherwise it is an interesting puzzle that can be solved using a process of elimination and special awareness – plus the statue is a warning to those who ignore the inscription | 4 zorbos (CR ½)  Voj (red wizard mage CR 6) – currently petrified statue | The inscription talks about staying in the light and the “only way” from the torches in the chamber of sacraments into the hallway that has the empty torch brackets is through the water pools… unless you locate the secret hallway which is really opened from the side that has the pool… after moving the torches into the hallway, the cube can be handled safely with triggering trap | Inspecting the statue inside the main room will reveal this was a Red Wizard of Thay that was petrified when the riddle from the inscription wasn’t solved and he simply tried to take the cube… reviving him can lead to a social or combat encounter but otherwise the loot on him is part of the statue and can’t be taken | Puzzle cube comes with a trap that is an enchantment where until the torches are moved into the brackets in the hallway, you have to make a DC 15 CON saving throw or become petrified… repeating the saving throw each turn until you either fail or the torches are in place |
| *SHRINE* | *AVG. STAR RATING* | *COMBAT* | *PUZZLES/RIDDLES* | *SOCIAL ENCOUNTER* | *TRAP ENCOUNTER* |
| 3. Kubazan |  |  |  |  |  |
| 4. Shagambi |  |  |  |  |  |
| 6. Moa |  |  |  |  |  |
| 8. Unkh |  |  |  |  |  |
| 10. I’jin |  |  |  |  |  |
| 12. Wongo |  |  |  |  |  |
| 16. Papazotl |  |  |  |  |  |
| 18. Nangnang |  |  |  |  |  |
| 19. Obo’laka |  |  |  |  |  |

Three quick reminders – Unkh can be very frustrating if the players can’t figure out the key puzzle and keep having to make death saving throws, I’jin will be quickly bypassed because the floor puzzle isn’t hard if the players understand how it works (insight check) or if they simply use Therrin’s spider form, and Papazotl has a clue that will be useful later on once the party reaches the Tomb of the Nine Gods