

## Handout 3 – Ubtao Tablet Fragments

Each time the adventurers successfully complete a shrine, roll 1d6 and give them the corresponding tablet fragment. It is not expected that any single table will obtain all six fragments during Round 1 (because that would require successfully solving six different shrines within the time limit). Instead, the players may trade the information they gain with other tables in order to assemble the complete tablet. Those tables who manage to read the entire message will have a slight advantage when solving the puzzle at the beginning of Round 2.

<p><b>FRAGMENT 1</b></p> <p>And so it came to pass that a great temple was constructed within the caldera of an ancient volcano to house the most holy relics of <b>Ubtao, Creator of Chult, Father of All Dinosaurs</b>. The Mazewalkers created a deadly labyrinth within which the relics were hidden. The Spearbearers swore their eternal devotion and the Spiritlords took the power of that devotion and made it manifest as eternal guardians who would protect the site. The Jungle Druids summoned water spirits to form a lake that would hide the Temple and prevent it from being defiled by unbelievers.</p>	<p><b>FRAGMENT 4</b></p> <p>The cubes contain both <b>letters</b> and <b>pictograms</b>. The pictograms are depictions of the Trickster Spirits. Some of the letters form the <b>command phrase</b> needed to activate the artifact’s power. Only by placing the individual cubes in the correct configuration may a seeker decipher the message. The message winds around the outside of the assembled artifact in two rows that wrap around the artifact. <b>The first row should be read completely before dropping down to read the second row.</b></p>
<p><b>FRAGMENT 2</b></p> <p>The spirits and their servants would never be able to solve this mystery on their own, because their rivalries and petty hatreds for one another would prevent them from cooperating. As a testament to their vanity, one of the secrets to assembling the key involves making sure that <b>none of the trickster spirits can see anything other than its own visage</b>. That way they never have to look at each other.</p>	<p><b>FRAGMENT 5</b></p> <p>So that the truly faithful could find the temple should the need ever arise, a set of <b>mystic cubes</b> was fashioned, each of which was but one part of the greater key needed to unlock the magic shrouding the temple. There are eight smaller cubes, copies of which were hidden within shrines sacred to each of the Trickster Spirits. In this way, only those who mastered all of the spirits could obtain the cubes and assemble the key. There are nine spirits, but only eight smaller cubes: <b>the ninth cube is formed from the other eight.</b></p>
<p><b>FRAGMENT 3</b></p> <p><b>The command phrase needed to activate the artifact can only be read when the cubes are properly arranged.</b> Although the complete instructions needed to reconstruct the artifact and read its secret message were destroyed for safety, the priests were left with this cryptic passage: <i>“The cubes themselves will show you which way is UP and which way is DOWN.”</i></p>	<p><b>FRAGMENT 6</b></p> <p>The command phrase of the artifact along with all memory of the magic used to build the Temple was stricken from the minds of those who created it as soon as their task was complete, so that they could never reveal the secret. All that was left was the knowledge of the starting point, so that a worthy seeker would not lack for instruction. <b>The first letter of the message</b> is at the heart of every <b>grung</b>, but it is nowhere to be found within a <b>flail snail</b>, a <b>zorbo</b>, or even a <b>froghemoth</b>.</p>