

Introduction: Master Umlaut and his cult have kidnapped little Timmy. He's held in a mysterious temple deep in the forest. Locals avoid the area. They tell rumors of strange things happening there.

New Temple

1. Maze: The corridors are filled with arrow, spike, pit and falling block traps. Fresh torches hang on the wall making the Maze well lit.

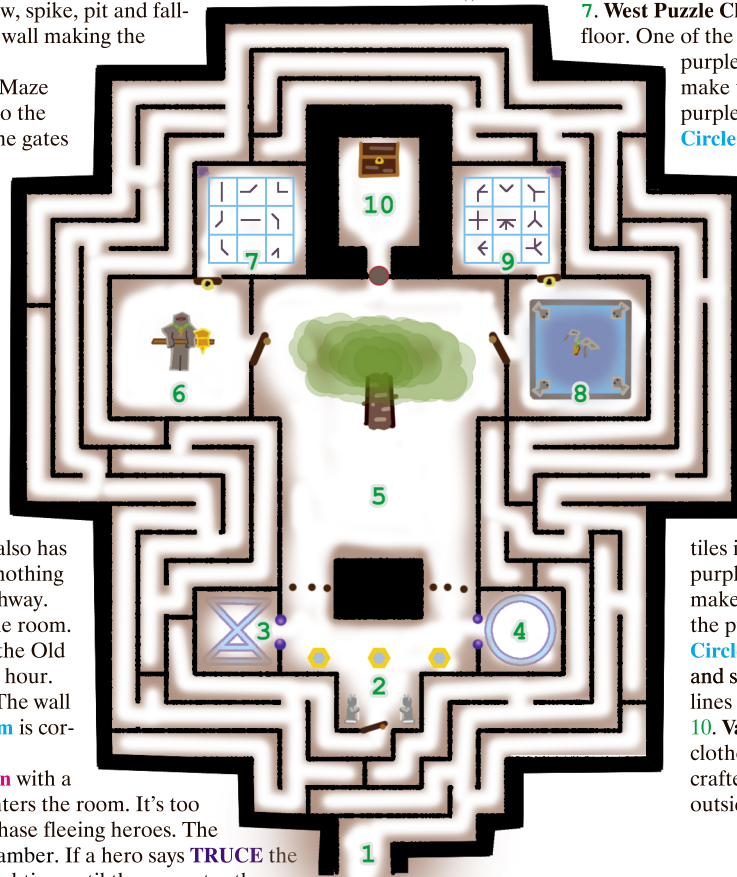
2. Hall: If the heroes just came out of the Maze they can see two cultists dragging Timmy to the Vault and the wall closing behind them. The gates to the Atrium are closed. Three marked tiles on the ground function as pressure plates. As long as the weight of at least an adult human is on all three tiles the gates will open. There are two statues that can be moved.

3. West Alcove: The archway to this room has strange symbols carved in them. If a hero moves through it, they will slowly fade away for about ten seconds and appear in the same room in the **Old Temple**. (Heroes can't get stuck inside walls or each other, they will be pushed into the closest free space at the DM's discretion.)

4. East Alcove: The archway to this room also has strange symbols carved in them, however nothing will happen when moving through this archway.

5. Atrium: A tree grows in the center of the room. Chopping it down won't affect the tree in the Old Temple and a new tree will grow within an hour. There is a circle carved in the north wall. The wall to the Vault will open if the **Circle Tangram** is correctly placed on it.

6. Guardian Room: A **giant stone guardian** with a key around its neck attacks anyone that enters the room. It's too big to move through the door so it won't chase fleeing heroes. The key opens the door to the West Puzzle Chamber. If a hero says **TRUCE** the guardian will look at the heroes but stop fighting until they re-enter the room. It will take cover when attacked from outside the room.

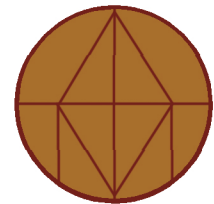


7. West Puzzle Chamber: There are tiles with symbols on the floor. One of the tiles is blank. There is also a small mound of purple sand in the corner. The heroes have to make the correct symbol on the blank tile with the purple sand. This will reveal **five pieces** of the **Circle Tangram**. (Answer- : One line rotates 90° and the other 45°, both clockwise.)

8. Fountain Room: There is a square pool inside this room. A statue of a crane with a key around its neck stands in the middle of the water while in each corner a statue of a fish periodically spews water. The key opens the door to the East Puzzle Chamber. **Two water elementals** slumber in the water and will chase and attack the heroes if the water is touched. The elementals won't awake if the water is in any way frozen or if the key is recovered without touching the water.

9. East Puzzle Chamber: There are tiles with symbols on the floor. One of the tiles is blank. There is also a small mound of purple sand in the corner. The heroes have to make the correct symbol on the blank tile with the purple sand. This will reveal **five pieces** of the **Circle Tangram**. (Answer- : Lines from first and second column are added in the third. If two lines overlap then they're both removed.)

10. Vault: The chest is filled with beautiful clothes, jewelry, paintings and other masterful crafted art. However, if the heroes try to take it outside the temple it will fade away.



Circle Tangram

Old Temple

1. Maze: All the traps in the Maze have been sprung, disabled or broken. All the torches are gone too, and several walls have collapsed, as well as the exit.

2. Hall: The gates to the Atrium are open. Debris of the statues are lying on the three tiles. Even if all tiles are cleared the rusty gates won't close.

3. West Alcove: The archway to this room has collapsed but heroes can squeeze through a broken wall into the Maze. A **single giant termite** is hiding in the room and will attack when disturbed.

4. East Alcove: The archway to this room has strange symbols carved in them. If a hero moves through it, they will slowly fade away for about ten seconds and appear in the **New Temple**. (Heroes can't get stuck inside walls or each other, they will be pushed into the closest free space at the DM's discretion.)

5. Atrium: A large decrepit tree dominates this room, its roots growing on the floor and walls, covering up the entrance to the Cave. The tree is possessed by an **evil spirit**. It will trip, entangle and strangle a hero when they don't expect it. There is a circle carved in the north wall. The wall to the Vault will open if the **Circle Tangram** is correctly placed on it.

6. Demolished Room: The room is completely destroyed. There is rubble everywhere as well as some broken weapons and items, as if there was a bloody battle a long time ago. On the south wall the word **TRUCE** is written.



7. Egg Chamber: A **giant termite queen** has turned this room into her egg chamber. The termite queen spits acid and fights to the death to protect her eggs. If the queen is defeated and heroes search between the eggs they might find a small magical item or a coin pouch.

8. Cave: The water in the pool has eroded through the walls of the Maze and created a cave. Some healing mushrooms can be found, but other than that there isn't anything else.

9. Termite Chamber: This room is now filled with **giant termites**. When the heroes enter, half of them scatter away while the other half attack. Apart from termite droppings, this room is empty.

10. Vault: Master Umlaut has Timmy tied to a sacrificial altar while he prepares for the ritual. As soon as they see the heroes, the **cultists** attack with weapons and **master Umlaut** with spells. They also wear a ring that let them fade into the other temple which they use to escape. This will take at least half a minute and they can be hit during that time.

Conclusion: If master Umlaut is killed, he and the cultists fade away with a dramatic and agonizing yell, leaving nothing behind. Little Timmy looks somewhat traumatized but his patents are happy he's alive and safe, offering anything they can afford to the heroes. Observant heroes may have noticed a resemblance between Timmy and Umlaut. They even had the same birthmarks...