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GUILD
LOST CITY OF MEZRO
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LOST CITY OF MEZRO



Part of the Tomb of Annihilation™ campaign storyline

GUILD

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Foreword

I still have memories of purchasing the *Jungles of Chult* supplement, eager to incorporate the material into my *Forgotten Realms* campaign. More than just a setting, Chult's ancient history, its duality with the powers of life and death, and the connection to many other aspects of the Realms was presented in a way to where there was always a new story that can be told and new secrets to be uncovered.

This same feeling was revived with the release of *Tomb of Annihilation*, which also left room for a great deal of yet untold stories and adventures. One of these unfinished tales was Artus Cimber's quest to solve the mystery behind Chult's holy city. Where it's a tale in itself, it carries a connection to a much larger story about the very nature of the jungle. So now, along with the works of the incomparable Will Doyle, we get to combine our stories into a tale filled with mystery, excitement, and the grandeur of destiny... not to mention perilous traps, demonic spirits, and really, really violent plant life.

I would like to give my sincerest thanks to Chris Lindsay and the Dungeon Masters Guild Adepts — a group of wonderful people that I am both proud and humbled to have the opportunity to work with. Also, a special thanks to the great many players who played through the digital versions of these adventures and provided us with their awesome feedback. We hope this collection provides you with some memorable moments, some laughs, some "ooh"s and "ahh"s , and always most importantly, a really fun time.

Rich Lescouflair
October, 2018

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Dramatis Personae

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Adrinyth	ADD-rih-nith	Black dragon. Lairs beneath the Jade Sanctuary ruins	63
Ahutan	AH-hoo-tawn	Death knight and former prince of Mauratal	69
Alisanda Rayburton	AH-liss-AHN-dah	Bara of Mezro	87
Amanzubusi	ah-MAH-nah-BOO-see	Greater earth spirit of the Obanashi	54
Artus Cimber	AR-tus SIM-ber	Human explorer seeking the lost Mezro. Wears the *Ring of Winter.*	8
Astrine	ah-STREEN	Silver dragon traveling with Keritrina	80
Borvun Steelwhisker	BORV-uhn	Dwarf warrior in the Shadewalk	76
Calboth	KAL-bauth	Shade guard commander of the Nightspawn	79
Dragonbait	—	Saurial paladin aiding Artus Cimber	55
Edalu	eh-DAL-oo	Spirit of Autumn	84
Emberon Coalscuttle	EM-ber-on Coalscuttle	Dwarf cult leader of the "Children of the Crocodile".	93
Etallo	ay-TAH-loh	Samarachian sage who resides in Votaran	45
Fotari	foh-TAH-ree	Darklord of the Bakumora	39
Gavori Kambahal	gah-VOH-ree kom-bah-HAL	Unholy warrior in service of an ancient evil spirit	12
Hajira	ha-JEE-rah	Sprit of Summer	83
Ifalakuntho	ee-FAH-lah-KOON-toh	A corrupted storm aspect of Ubtao	40
Jerrid	JEH-rid	Dwarf gladiator imprisoned in the Nightspawn	79
Kaestra Karanok	KAY-stra KA-ra-nok	Human matriarch of House Karanok and cultist of Entropy.	94
Kamaphet	KAH-mah-fet	Leader of the dracotaur tribe	32
Keritrina the Sage	KEH-ree-TREE-nah	Wandering half-elf sage from a far off land	80
Kes Valdro	KEZ VAL-dro	Human Flaming Fist sergeant afflicted with the death curse.	108
Kolate	koh-LAH-tay	Human necromancer who guards the Forsaken Tree	23
Kristen Brightbane	—	Halfling master thief imprisoned in the Nightspawn	79
Lapanalori	lah-PAH-nah-LOH-ree	Greater water spirit of the Obanashi	54
Lythene	LIE-theen	Elf mage in the Shadewalk	76
Makeya	mah-KAY-ah	Spirit of Spring	84
Matago Kambahal	mah-TAH-goh kom-bah-HAL	Leader of the Kambahal clan and chosen of Shavolak	55
Mesika	may-SEE-kah	Former warrior of Mezro.	18
Mikayne Valdansa	mih-KAYN	Elf wizard imprisoned in the Nightspawn	79
Nava	NAH-vah	Dryad guarding the entrance of the Seething Halls	14
Nenet	NEH-net	Samarachian artisan who resides in Votaran	45
Nneka	NAY-kah	Kambahal clan assassin	55
Onyeka Kayebo	oh-nee-AY-kah KA-yeh-boh	Leader of the Kayebo clan	30
Quomec	koo-OH-mek	Former ruler of Mauratal	70
Saja N'baza	SAWJ-ah nuh-BAH-zah	Guardian naga of Orolunga and the *Daijobi Senga*	56
Shamar Reedwise	SHAM-mar	Lantanese architect	44
Shavolak	SHAH-voh-lok	Corrupted shadow aspect of Ubtao	84
Taherako	tah-hay-RAH-koh	Blighted Tempest of Votaran	45
Uzoma Kayebo	oo-ZOH-mah KAH-yeh-boh	Spiritlord of the Kayebo clan	30
Viscanda	vis-KAHN-dah	Half-elf conjurer serving as a spy in the Blightspire	81
Wainrath	WAYN-rath	Sage of the Tamalka clan	12
Xhosala Obanashi	Zho-SAH-lah oh-bah-NAH-shee	Mage hunter and head of the Obanashi clan	20
Voshk	—	Poison Dusk lizardfolk tribal elder	32
Yindala Harkathi	YIN-dah-la HARK-ath-ee	Goliath commander of the Flaming Fist stationed in Mezro.	94
Zindak	ZINN-dak	Captain of the Poison Dusk lizardfolk	28
Zumoch	ZOO-mok	Former guard commander of Mauratal	67

Introduction

The city of Mezro once stood as a shining beacon of hope, safety, and stability for the people of Chult. Protected by the mighty barae, the holy city was the center of most of Chultan civilization for thousands of years. A symbol of power for the creator god Ubtao, the holy bastion once guarded against the dark forces who seek to corrupt and harness the land's mystic energies as their own.. Now, it is little more than a shadow of its former self. Ravaged by the Spellplague, these ruins have long since been plundered for its remaining treasures. There are tthose, however, that believe the once splendored city still exists as it was. Restoring Mezro to its former greatness would save those trapped within and would be a major step in, returning Chult to its intended state — a region where life flourishes and the creatures live in harmony with the land.

Lost City of Mezro is a D&D Adventurer's League adventure series that takes place on the jungle peninsula of Chult, the setting for the *Tomb of Annihilation* adventure season. It is intended to be used as a companion to *Tomb of Annihilation*, which itself can be used for a campaign in Chult or optionally for a different jungle setting. Because of the special circumstances of the Death Curse (see *Tomb of Annihilation*), some of the events in this series can take place at different times during the official campaign, with each adventure providing recommendations as to the timeline. These are completely optional.

This first adventure in this series is designed to begin with a party of four to six 5th through 10th level characters, followed by two adventures designed for 11th through 16th level characters. Finally, there are additional adventures that can be placed anywhere in your campaign that are designed for 1st through 16th level characters.

Series Overview

The characters begin the story by encountering Artus Cimber. For years, Artus has tirelessly sought for clues that may lead him to reunite with his wife, Alisanda. As a barae, a protectorate of Mezro, she was presumed dead when the ancient city was engulfed by the Spellplague. Artus, however, knows that his wife yet lives and the true city of Mezro is hidden away.

In recent days, Artus' efforts had finally gained him some concrete leads into where the true Mezro and all of its inhabitants may be hidden. One of these rumors is of an ancient enchantment much like the elven mythals that had been active for millennia, ever since Chult was once part of a great empire. Artus believes this mystical essence may have been used to shield Mezro from destruction. If such a power can be tapped, it may open a path to reach Mezro, where his wife, Alisanda, awaits him.

Artus, however, is unaware that he is opposed by shadowy forces working to ensure Mezro, and Ubtao's power, do not return to their former glory. The destruction left behind by the Spellplague affected Chult's spiritual balance as much as it did the land. Many of the great guardian spirits unto which Ubtao had imbued much of his power became corrupted, allowing malevolent forces to scar the jungle and evil beings such as Ras Nsi to exact their ambitions (see *Tomb of Annihilation).*

One such being is Shavolak, a powerful shadow spirit who aims to claim Ubtao's power and take Chult as his own, allowing him to unleash his defiled power upon the Realms. The dark spirit enlaved and corrupted the minds of the Kambahal clan, one of the oldest surviving clans in Chult. Now a band of ruthless zealots, they've made every effort to continue the spread of plague and death throughout the jungle.

But Artus is also not alone in his quest. Mesika, a warrior claiming to be from the ancient city of Mezro, travels throughout Chult searching for any clue that could help her regain her lost memories and discover how she ended up in the thick of the jungle landscape with nearly a century's passage in the blink of an eye. With her identity and convictions as her only possessions, she does her best to aid the people discover the truth behind the Death Curse, as it is the duty of Mezro's guardians.

Another of Chult's oldest clans, the Obanashi, have been trying to revive a powerful enchantment known to Mezro scholars as *Daijobi Senga* (day-JOH-bee SENG-ah), loosely translated as the "Heart of the Wild". It is a mystical essence that connects the jungle to the spirits of the Feywild. These guardian spirits are believed to have been part of the ancient empire that arose before the first humans settled in Chult. Artus Cimber believes this enchantment and the mystical essence he seeks may be connected if not the same source.

Reawakening this power is only the first step to a much larger puzzle. Restoring the *Daijobi Senga* begins a chain of revival. As evil forces are defeated across Chult, Ubtao's power reawakens. While most believe Ubtao abandoned his people, Chult's fate was sealed instead by its people's hubris. When they placed their selfish desires over their connection to the land, they lost their connection to Ubtao.

Ubtao's great secret is that the primordial god himself and the guardian spirits of the land are one and the same. When the people become worthy of the land, the full power of Ubtao can return. But only the bravest souls will be able to pass the creator god's darkest and deadliest trials.

Running the Adventure

To run this adventure, you need the D&D fifth edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*).

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

The *Monster Manual, Mordenkainen's Tome of Foes,* and *Volo's Guide to Monsters* contain stat blocks for most of the creatures found in this adventure. You don't need the latter two references to run *Lost City of Mezro*, as all the necessary stat blocks from *Mordenkainen's Tome of Foes* and *Volo's Guide to Monsters* are included with the stat blocks in appendix C.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the *Monster Manual*. or a stat block listed in appendices A through C.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*, unless the adventure's text directs you to an item's description in appendix D.

Abbreviations

The following a bbr eviations are used throughout this adventure:

hp = hit points	LG= Lawful good
AC= Armor Class	CG= Chaotic good
DC= Difficulty Class	NG = Neutral good
XP = exper ience points	LN =Lawful neutral
pp= p latinum piece(s)	N=Neutral
gp =gold piece(s)	CN = Chaotic neutral
ep = electrum piece(s)	LE= Lawful evil
sp = silver piece(s)	CE = Chaotic evil
cp =copper piece(s)	NE= Neutral evil
NPC = nonplayer character	

Product Summary

This compilation contains four parts, starting with the *Lost City of Mezro* adventure trilogy and followed by the *Ruins of Mezro* supplement.

Adventure Trilogy

Each adventure in the trilogy has three chapters each, broken down as follows..

Heart of the Wild (Chapters 1-3)

This part of the adventure takes place either during or immediately after the *Tomb of Annihilation* hardcover adventure. Though adventure can begin anytime after the characters meet Saja N'baza for the first time in Orolunga (see chapter 2 of *Tomb of Annihilation*).

After encountering Artus again, the party embarks on a journey to Tamalka Village where they move to stop the Kambahal raiders and learn the fate of the Obanashi clan. Both the cleansing of the Forsaken Tree and the destruction of the Soulmonger marks the first opening toward restoring Chult.

The Risen Mists (Chapters 4-6)

This part takes place after the destruction of the Soulmonger. The party is hired by Mesika to discover the whereabouts of the missing Artus and Dragonbait. Their journey leads them into an area in near the mountains trapped in the mists of a dread domain.

The mists are an effect of a spiritlord under the zealous worship of a corrupted aspect of Ubtao. During this undertaking, the party learns of Artus' quest to translate a tablet that could lead him to discovering Mezro's true fate.

After the characters complete this adventure, they can also play the optional adventure Parting the Veil (see *Ruins of Mezro*).

The Death Curse

If you are running this adventure as part of *Tomb of Annihilation*, and the players have not yet destroyed the Soulmonger, the Death Curse is still active and affects their characters in the same manner. Refer to "Running the Adventure" in *Tomb of Annihilation* for details on the Death Curse.

Maze of Shadows (Chapters 7-9)

Beginning not more than a month after *The Risen Mists*, the party returns to the Obanashi temple to rescue his companions from the Kambahal zealots.

This leads them to meet with the guardian Saja N'baza who puts them on the final path toward returning Mezro to Chult. The journey ends in a demiplane linked to the Shadowfell, where Shavolak, a corrupted primordial, moves to plunge the Realms in enternal darkness.

Ruins of Mezro

This supplement provides an adventure setting within the ruined jungle city itself., as well as alternative adventure options to include with *Tomb of Annihilation*. One of these adventures (*Parting the Veil)* can be used as an optional add-on adventure within the trilogy.

Character Advancement

The first adventure, *Heart of the Wild*, is created for character levels 5-10. If you're running *Tomb of Annihilation* or season 7 of *D&D Adventurers League*, the party should be able to reach level 5-6 easily before starting the first adventure. Youc an also use any of the level 1-10 adventures provided in the *Ruins of Mezro* supplement included in this book.

The Risen Mists and *Maze of Shadows* can be played as soon as the characters reach 11th level. Though it can be run at anytime, it's recommended the characters complete *Tomb of Annihilation* first. This should give them the necessary levels to play the second adventure, as well as free them from the time-bomb effect of the Death Curse (see *Tomb of Annihilation*).

Suggested Character Levels

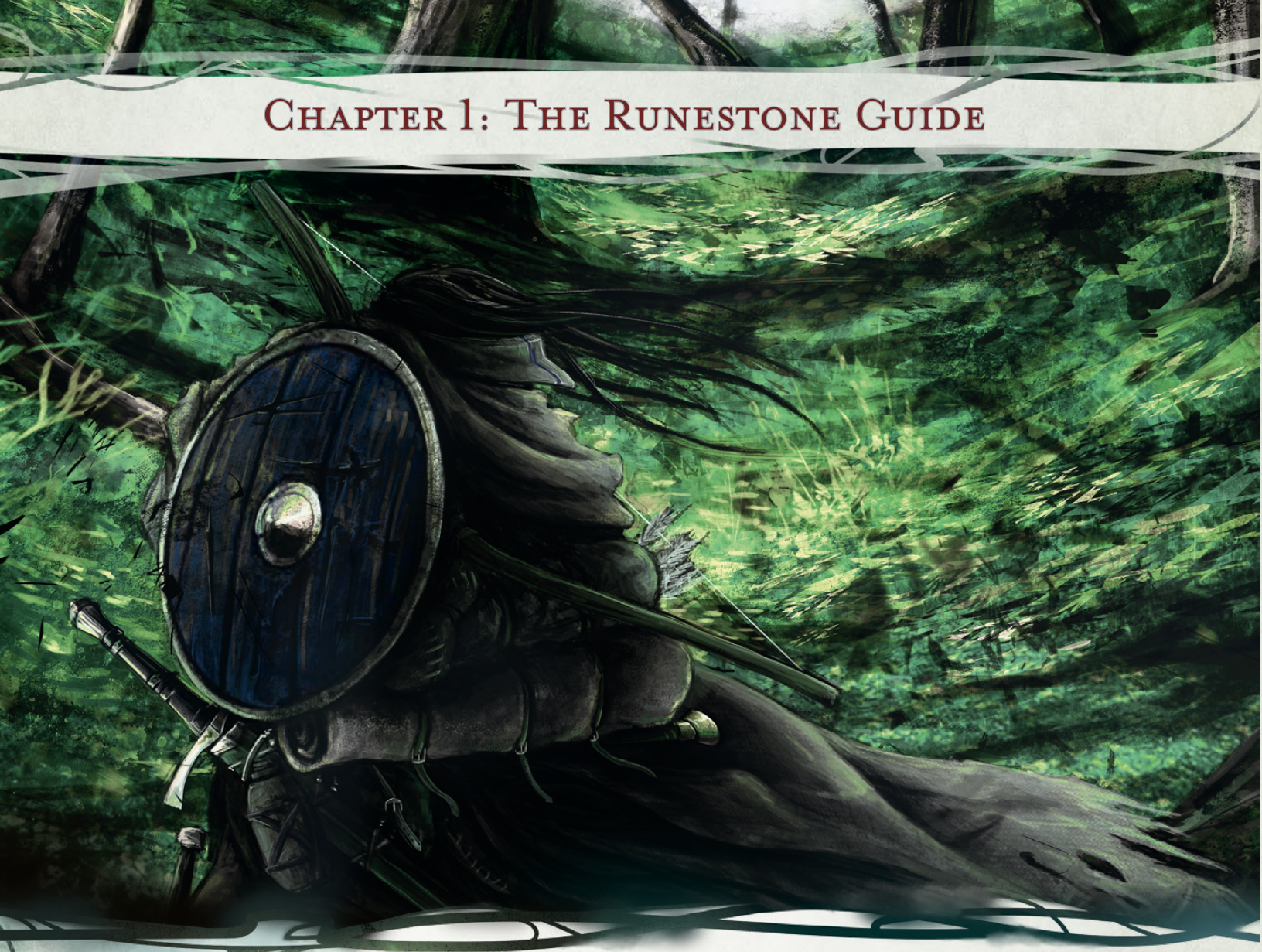
Section	Suggested Level
Part One: *Heart of the Wild*	5th–10th
Part Two: *The Risen Mists*	11th–16th
Part Three: *Maze of Shadows*	11th –16th
Part Four: *Ruins of Mezro*	1st–16th

Alternate Campaign Paths

If you're not using *Tomb of Annihilation*, these adventures can still be easily fit into any campaign so long as the party is within the suggested level range. These can also be run during the corresponding season of *D&D Adventurers League*.


PART ONE:
HEART OF THE WILD

Chapter 1: The Runestone Guide



The adventure begins when the party is approached by **Artus Cimber**. This can happen during any of the possible times they cross paths with Artus during the *Tomb of Annihilation* adventure. If the players have already completed the finale in that adventure, Artus seeks them out in Port Nyanzaru. For information on using Artus Cimber, refer to appendix D in the *Tomb of Annihilation* hardcover.

The Reclusive Sage

Artus is following several leads to find out what happened to Mezro. He has heard rumors of the Heart of the Wild and an old sage named Wainrath, a member of an old Chultan clan who knows plenty of the subject.

When the party encounters Artus, he is in the midst of following another lead, all the while being pursued by one of the many factions seeking to capture him and claim the *Ring of Winter*. Due to this, the former Harper has been unable to meet with the sage.

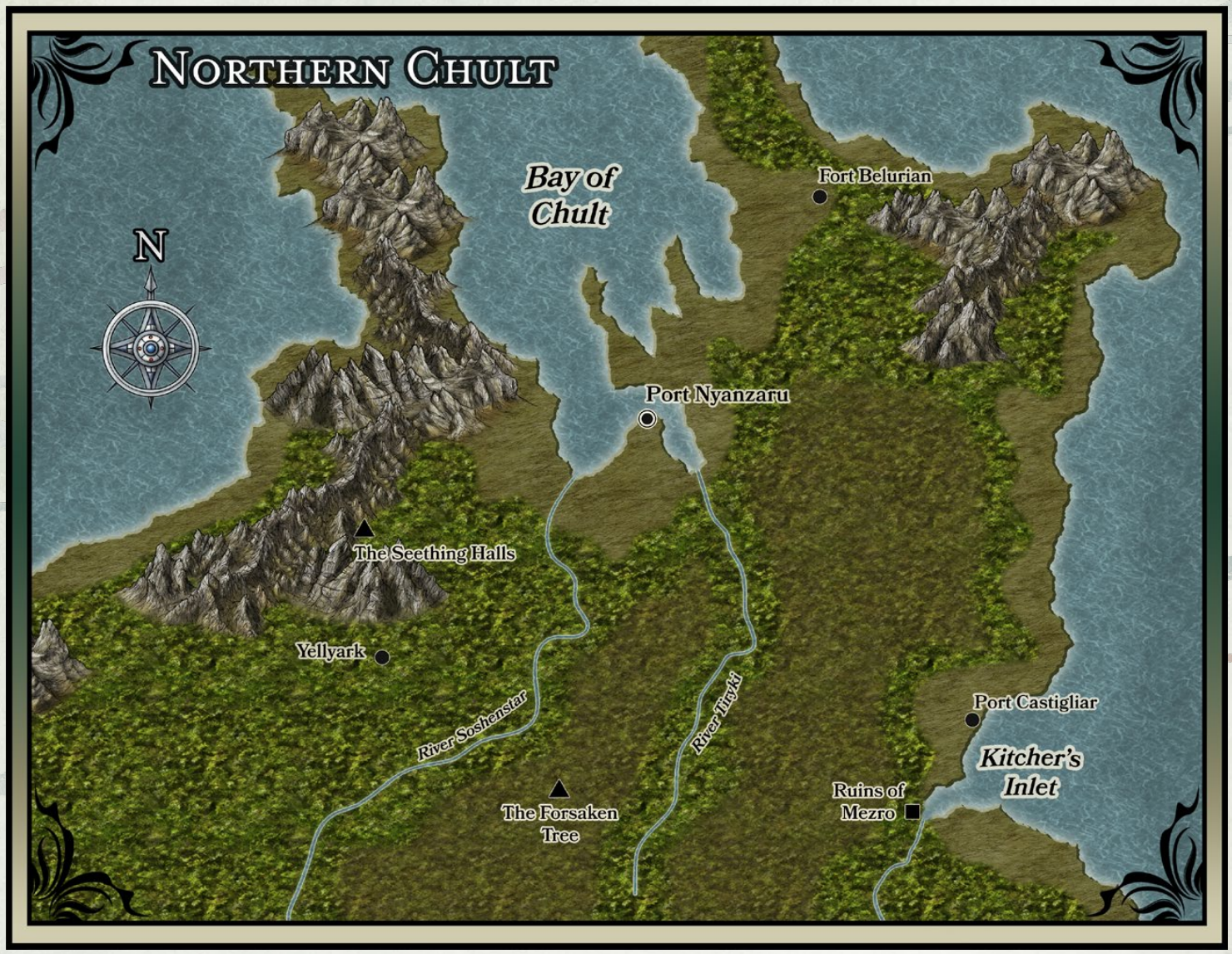
Artus offers the party a 250 gp reward if they meet with Wainrath in his stead and return with information on where to find the source of the Heart of the Wild. If the party accepts, he directs them to the village of Tamalka near the edge of the Mistcliff Mountains.

The characters should have time to rest and purchase provisions as needed before heading out into the wilderness.

Refer to the **map 1.1** for a general overview of the adventure's locations. If you choose to use random encounters during wilderness travel, use the Random Encounters table in appendix A of *Tomb of Annihilation*.

Additional Adventure Hooks

You might need to provide additional incentive to accept Artus' mission. If the players have other quests that are yet unfinished, Artus tells the party that Wainrath knows much about Chult, and could have valuable information they might need.



Map 1.1: Northern Chult

The Village of Tamalka

By the time the players arrive, Tamalka has already been attacked by a group of zealots under the sway of an evil spirit named Shavolak. These zealots are also here seeking Wainrath and the secrets of his clan. Many of the villagers were able to escape, but the warriors and priests who stayed behind to protect the village did not survive.

When the players arrive on the outskirts of Tamalka, obvious signs of smoke and debris within the village can be seen from several hundred feet away.

The Village Path

Read the following as the party approaches.

> Following Artus' directions, the maze of trees slowly clears way into a small path with a visible clearing in the distance. Though you can make out a few of the village structures from here, you also see wisps of black smoke rising from several areas within the village. A putrid stench permeates through already the thick, humid air.
>
> A few yards away from your location, you spot several battered corpses strewn along the path leading to the village entrance.

Path Ambushers

An **archer** and a **veteran** lie in wait to ambush the party as they approach. They are concealed in the brush along the side of the road near the corpses of the villagers they killed earlier. They can be noticed with a successful passive or active DC 15 Wisdom (Perception) check.

The enemy gains surprise on any characters who fail to notice them. They wait until the party either moves toward or attempts to pass the corpses before attacking. The archer attacks first, followed the veteran.

Treasure. The archer carries no treasure. The veteran carries an emerald signet ring worth 40 gp. The ring is engraved with a symbol resembling a scaled claw.

The Entrance. The end of the path marks the village entrance. Refer to **map 1.2** for locations in Tamalka Village.

The Rival Clan

If the characters carefully examine the clothing and signet rings acquired from the veterans, a successful DC 18 Intelligence (History) check identifies their symbol as belonging to Clan Kambahal, one of Chult's oldest clans, who were prominent before the lands had fallen to the Spellplague over a century ago. They wear colorful reddish and brown garments with decorative patches sewn into the sleeves to denote clan rank.

They may identify their clan name if asked, but due to their strict code of honor, none of the Kambahal attackers willingly provide any further information to the party as to why they have attacked the village.

The Dead Scouts

If the party chooses to investigate the corpses, they can be easily identified as guards or scouts that patrol the perimeter of the village. A successful DC 14 Wisdom (Medicine) check reveals that in addition to being stabbed and shot by arrows, one of them was mauled to death by some sort of large beast.

1. Village Entrance

A 5-foot wooden wall surrounds the village, most of which has been destroyed or burned. A small wooden archway marks the village's entrance.

Perimeter Alarm and Pit Trap

The invaders set up two defenses at the village entrance.

Debris Alarm. Along the broken stretches of the southern wall, thin crisscrossed ropes are concealed within the debris with metallic trinkets, cups, and pottery tied into them. Attempting to pass through the debris filled openings causes the items to clatter, making enough noise to alert the enemy searching the nearby homes.

The ropes can be noticed with a successful DC 14 Wisdom (Perception) check. If noticed, they can be silently stepped through with a successful DC 13 Dexterity (Acrobatics) check. They can be bypassed by climbing over the wall, requiring a successful DC 13 Strength (Athletics) check.

Spiked Pit Trap. Traversing along the ground beyond the entrance archway leads into a 10-foot pit filled with poisonous spikes. The pit trap can be spotted with a successful DC 14 Wisdom (Perception) check.

If the trap is triggered, all characters passing through the archway must make a successful DC 14 Dexterity saving throw to avoid falling into the pit. Any character that falls in suffers 11 (2d10) piercing damage from the pit spikes. They must then make a DC 13 Constitution saving throw or take an additional 11 (2d10) poison damage from the poison laced along the spike tips.

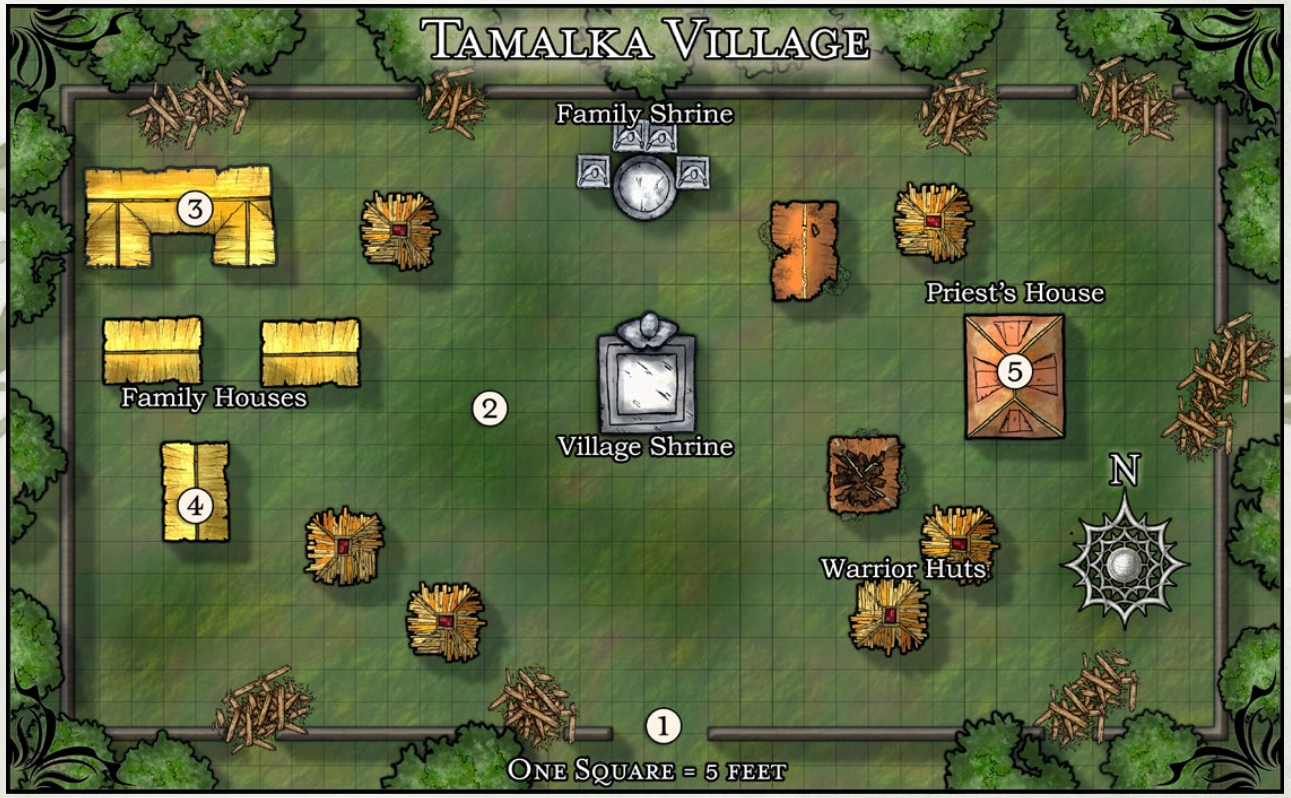
2. The Grounds

The majority of the area is abandoned. If either of the traps were triggered in area 1, the two archers that were in the Meeting Hall (area 3) attack as soon as the party comes within 30 feet of the building.

> Most of the buildings in the area have been raided, torched, and sacked. The bodies of a few villagers are strewn about near the entrances of the various huts. The vile stench is even stronger in this area than it was outside the village.

Treasure

If the party searches the clan altar in the center of the village, a successful DC 13 Intelligence (Investigation) check reveals a jade sun statue beneath the debris. The statue is worth 40 gp.



Map 1.2: Tamalka Village



3. Clan Meeting Hall

Unless they were defeated in area 2, two clan **archers** are here searching for Wainrath. Other than tables, chairs, and a few empty barrels, there is nothing in this building. The archers carry nothing of value.

4. Family Hut

Dapro, a **druid** of the enemy clan, is here with his companion, a **catoblepas**. They attack the party on sight.

> The walls in this building mostly have been knocked over, revealing what was once a large central area separated by two large rooms and two smaller rooms.

Tactics and Developments

Dapro already has *barkskin* cast upon himself before the party arrives. When combat begins, the catoblepas attacks with its death ray while Dapro stays behind the beast and attempts to weaken the party with either *entangle* or *thunderwave*. After the catoblepas is defeated, the awful stench in the area vanishes after five minutes.

Treasure

Dapro has a pouch containing 42 gp and a *potion of greater healing*.

5. Wainrath's House

> Various wooden carvings and trinkets decorate this small house. The furniture has been tossed about. A desk in the main room has all of the drawers pulled out. The bed is turned on its side. An open trapdoor can be spotted in the floor where the bed once stood.

Wainrath recently fled through the trap door into tunnels leading beneath the Tamalka family shrines. If anyone searches the desk and makes a successful DC 13 Intelligence (Investigation) check, they discover a *scroll* of *protection from evil and good* hidden beneath one of the drawer compartments.

The Tunnel Maze

To honor Ubtao, Wainrath built a maze beneath the village leading to a private shrine where he and the elders perform occasional prayer rituals. Gavori, leader of the invaders, is chasing Wainrath through these tunnels.

Traversing the Maze

Several spike traps are positioned through the tunnels of the maze. Each wrong turn along the path runs the possibility of encountering one of these traps.

When the party begins down the maze, roll 1d6. This is the number of halls the party must traverse before reaching the shrine.

Each path has a concealed pressure plate that can be spotted and avoided with a successful DC 14 Wisdom (Perception) check. If the pressure plate is stepped on, a row of spikes shoots up from the ground into the hall. Each person in the hallway must make a DC 13 Dexterity saving throw or take 9 (2d8) piercing damage.

Upon reaching the next intersection, the party (or the group leader) can make a DC 13 Wisdom (Insight) check. Success reduces the number of halls remaining by 1. Failure leads the party down another trapped hallway. Repeat this roll at each intersection until the number of hallways remaining is zero. When this happens, the party reaches the shrine.

The Other Shrine

Gavori, a **blackguard,** and Wainrath (use the stats for a **mage**) are both here along with the blackguard's two **thug** followers. The blackguard is in the middle of interrogating the sage when the party arrives.

> The ground here is decorated with colorful urns, candles, and tapestries. Ritual carvings line the floor leading to a draped stone altar in the rear of the cavern.

Facing the Blackguard

Wainrath is severely beaten and unable to participate in any sort of conflict. If the party does not immediately attack, Gavori asks for a truce. He tells the party that Wainrath is a traitor to the clans who swore fealty to an evil spirit, and that he is here to discover the truth behind the disappearance of the Daijobi Senga. Gavori agrees that if the party leaves the chamber to let him finish his interrogation, he will share whatever he learns from Wainrath with them.

A successful DC 14 Wisdom (Insight) check reveals that the blackguard is lying. If the party disagrees to his terms, Gavori and the thugs attack immediately.

If the party agrees to Gavori's terms, he returns from the shrine after five minutes and provides the party with the information they would have gotten from Wainrath (see "Talking with Wainrath"). The party can interrupt Gavori's interrogation at any point in time, at which he and his followers attack.

If the party allows Gavori to leave, they encounter him again in chapter 2.



Treasure

If defeated in battle, Gavori carries a sack of 7 emeralds worth 20 gp each.

Talking with Wainrath

If Wainrath is still alive after dealing with Gavori, he thanks the party for their help and provides any assistance he can give. He explains that the Kambahal clan heard rumors of Wainrath's valuable knowledge regarding the Heart of the Wild, most likely from a similar source to where Artus Cimber heard the same.

If asked about the Heart, Wainrath tells the party the following.

- The Daijobi Senga is a protective enchantment that surrounded the jungles of Chult over a century ago. It is millennia old. High Priests of Ubtao believed it was this power that was used to breathe life into the jungle from the Feywild.
- After Ubtao abandoned his people, there was no one to protect Chult from the destructive lash of the Spellplague. After destruction washed over the land, a powerful evil corrupted the source of the Daijobi Senga, and the "Heart" had stopped beating for the jungle.
- A group of mage hunters from the Obanashi tribe are guardians of the mystical source that once powered the Daijobi Senga. Wainrath knows where to find their hidden temple, which the clan abandoned long ago.
- The only two clans who knew of the source's location were the Tamalka and the Obanashi. Others have sought to locate the Heart's source, many for their own evil ambitions.
- The head of the Obanashi clan is named Xhosala (Zho-SAH-lah). She is also the leader of an ancient order of spellcasters known as Mage Hunters.

Wainrath gives the party directions to the Obanashi temple. He also gives them a *sounding stone*. It is a smooth, obsidian rock with the symbol of his clan engraved into the base. He explains that the entrance to the temple is hidden and guarded. The stone will signal when the party is close to the entrance and allow them passage into the temple.

Gavori's Bargain. If the party instead accepted Gavori's offer, they learn all of the above information but do not receive the *sounding stone*.

Into the Mountains

After the party returns to Artus with the information, he thanks the party and rewards 250 gp as promised. If they give Artus the *sounding stone*, he rewards them with an additional 50 gp.

The Seething Halls. Artus plans on heading toward the Mistcliffs to investigate the Obanashi temple. As he is seeking to avoid attracting the attention of certain powerful figures, he could use the party's help with his search. He offers the party a 400 gp reward if they can venture into the Obanashi temple and discover the source of the *Daijobi Senga*. In the meantime, he intends to follow a rumor on where to find members of the reclusive Obanashi.

If the party agrees to help Artus, he leaves them with the *sounding stone* and requests they meet him back in Port Nyanzaru after they succeed. Continue on to chapter 2.

Chapter 2: Temple of the Rising Sun



In this section, the party ventures into the ruins of a cursed temple searching for the mystical source rumored to power the legendary Heart of the Wild. During their quest, their paths cross with the Mage Hunters, an ancient order of spellcasters that guarded Ubttao's land from evil and corruptive magic and those who would wield them.

Fate of the Obanashi

A century ago, the Obanashi tribal clan were one of the largest in Chult. Each family had at least one expert hunter, priest, or spellcaster, some of the latter even being ranking members of the College of Wizards.

They performed a ritual hunt during the change of each season. During that time, their priests and spiritlords paid tribute to Ubtao in the Hall of the Rising Sun. A sacred font of water in the hall opens a portal into an extradimensional space between the Prime plane and the Feywild. It is within this space that the Heart of the Wild had once flourished.

The Stolen Heart

The Heart itself is an enchanted stone that once contained a shard of Ubtao's essence. It is said to have been imbued during the height of the Quomec empire, a time when the first humans arrived in Chult. With Ubtao's departure, the Heart's connection with Chult had weakened severely.

After Chult fell to the Spellplague, an evil wizard named Kolate (KOH-la-teh) manipulated the head of the Obanashi tribe to reveal the Heart's location. Kolate stole the soul's energy from the sacred stone, trapping it into an enchanted coin from which Kolate could harness its power. Kolate had disappeared soon after, and the Heart of the Wild was no more. For years after the Spellplague, most of the surviving old clans in Chult began either vanishing or were absorbed into newer clans.

The Seething Halls

Once known as the Temple of the Rising Sun, this secret locale houses the portal in which the Heart of the Wild was kept. After the Heart was stolen, Kolate had placed

a curse upon the temple and its worshippers, spreading madness, corruption, and death throughout the area. The Obanashi clan fought to remove the spreading corruption from their lands to no avail.

After nearly five years, the curse had vanished on its own. The tribal clan of the Obanashi still survives to this day, though much smaller than they once were. With their remaining numbers, they decided to form a new faction of mage hunters, dedicated to eliminating all forms of magical corruption in Chult.

Though the curse was lifted, the damage had already been done. The remainder of the Obanashi clan left the safety of the mountainside and journeyed eastward. Over the next century, the location of the halls had been lost in the mists of history.

A spirit naga recently took residence within the main hall of the temple and claimed it as his lair.

Locating the Seething Halls

If the party follows the map left behind by Wainrath, they should have no trouble finding the location of the Seething Halls. It is approximately 80 miles from Port Nyanzaru. During that time, you may use the "Lesser Undead" section of the Wilderness Encounters tables in appendix B of *Tomb of Annihilation*.

Refer to **map 1.3** for adventure locations. When the party reaches the mountainside, Wainrath's stone reacts to being in proximity of the temple.



The Obanashi Hunters

Artus Cimber is already on his way with the mage hunters of Obanashi not too far behind. With Master Xhosala leading them, they arrive at the entrance to the temple either two hours after the party first enters or when they meet Mesika in area 10, whichever comes first. They do not enter the hall but instead position themselves at area 1 to await the party's return.

Though the air is not as thick at this height, the tree cover down below no longer shields away the unyielding light of the midday sun. A gentle mist hangs low over the foliage leading along the base of the mountain. There is a disturbing silence in the area, with no signs of wildlife to be found. If Wainrath's information proves true, the entrance to the temple cannot be far.

If the party has the *sounding stone*, it gently pulls whomever is holding it toward the secret entrance along the wall of the mountain. Either way, once the party comes within 50 feet of the entrance,they spot a large magical rune carved along the wall. If the party approaches any closer with the *sounding stone*, the rune glows a bright orange before vanishing, revealing the northern entrance into the former temple.

Once the entrance wall and the rune disappear, Wainrath's stone ceases to hum and becomes dormant. It does not activate again until the party reaches area 12.

1. The Capricious Guardian

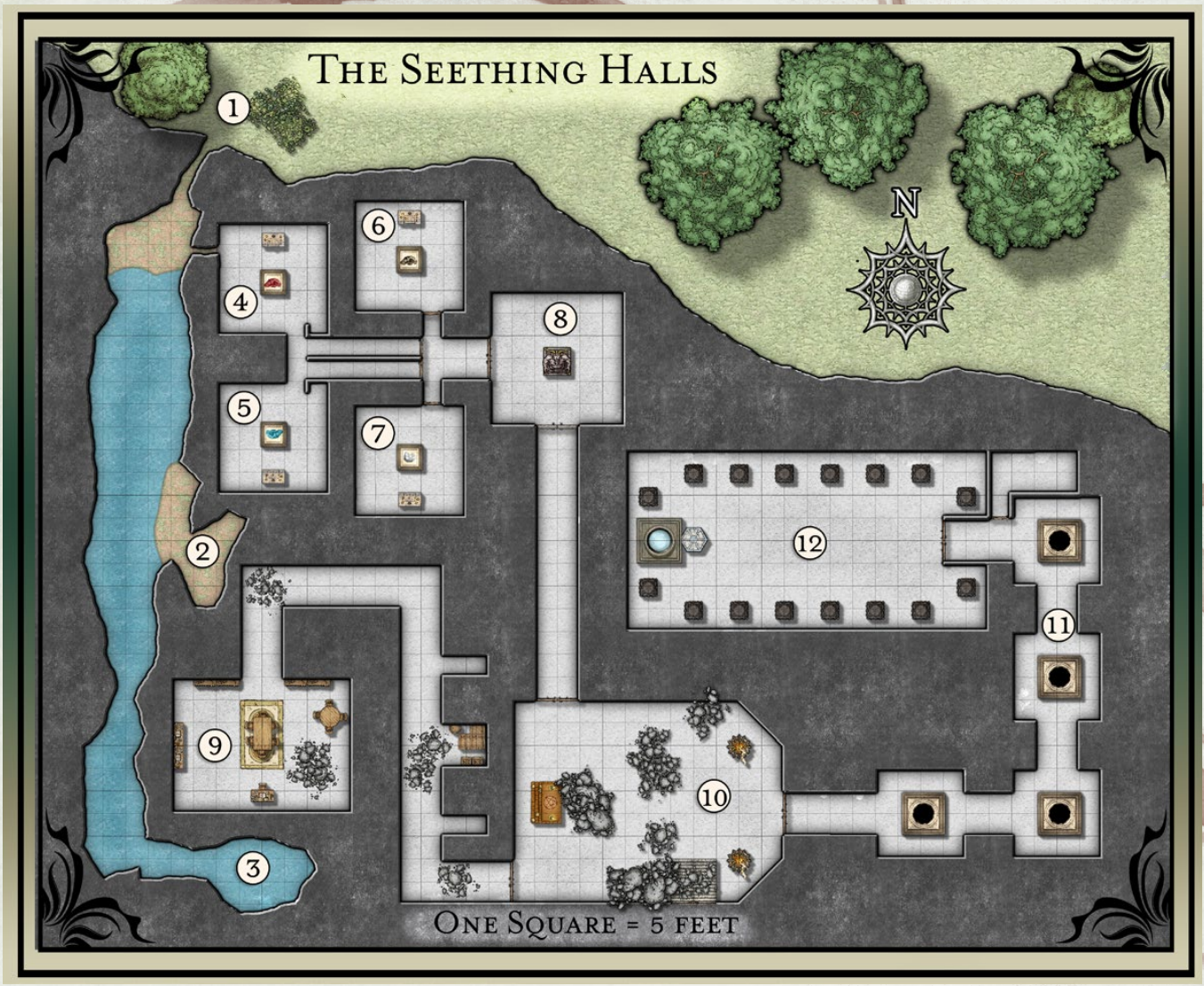
A **dryad** named Nava lives in a small shrub patch outside the tunnel entrance. It has been decades since she has seen so many new visitors and is overjoyed to see the party. She appears from her shrub and calls out to the party upon their approach. She can speak Common.

If the party is hostile, she immediately retreats into her shelter or uses her *pass without trace* spell to flee, eventually returning after a few minutes. If the party speaks with her, Nava introduces herself as the guardian of the area and the party must pass her test in order to enter. This is actually untrue if the party possesses the *sounding stone*. The party may freely move past her if they wish as the entrance is already open. If they do, however, choose to entertain Nava, they may still learn the correct sequence of the column puzzle in area 11. If asked, she also mentions that other visitors have been here recently, but does not reveal any details about them, other than that they have passed her challenges.

Nava's Challenges

Nava has three tests the party must pass in order to prove themselves worthy.

A Simple Riddle. Nava asks the party a simple question: "Who are the true Children of Ubtao?". The answer is "the dinosaurs". If no player knows this to be the answer, they can figure out the answer with a successful DC 13 Intelligence (History) check. Nava give the party three tries to answer correctly.



Map 1.3: The Seething Halls

Catch the Glow. Nava produces a small globe of light, and challenges the party to catch it with their hands and bring it back to her. The light globe drifts about the area no more than four feet above the ground and no further than 30 feet from Nava's location.

Physically catching it requires successful DC 13 check using either Strength (Athletics) or Dexterity (Acrobatics). If a player tries to anticipate the light's movement and makes a successful DC 15 Wisdom (Insight) check, grant them advantage to their roll to catch the globe.

Reward the players for ingenuity if they use magic. If the light is dispelled or snuffed out, Nava accuses the party of cheating and demand they start again. Each party member gets three tries to catch the globe.

Make Me Laugh. Nava hasn't been entertained in years, and asks the party to make her laugh. This can be done in a multitude of ways. Whichever method they choose, any attempting player can succeed with a successful DC 13 Charisma check, using either Persuasion or Performance depending on what they try. Using magical means to force Nava to laugh automatically fails. Nava allows the party three attempts at this task.

Worthy Enough

If the party passes all three challenges, Nava tells the party they are worthy to pass. If the entrance is still sealed, it opens in the same manner as if the party had used the *sounding stone*. Nava also tells the party that to reach the main hall, they need to know the numbers 3, 1, and 5, and 4, in that order. This is the correct sequence to the column puzzle in area 11, but she does not reveal this to the party.

If the party does not pass all of the challenges, Nava opens the entrance anyway, telling the party that she is letting them in because she likes them, but if they can't pass her tests, they may not like what they face inside the temple halls. She also does not provide them with the numerical sequence to the column puzzle.

The Beguiling Snake. Regardless of what happens with Nava's Challenges, she asks the party to rid her home of a foul snake that has taken up residence in the temple. If they return to her with the snake's head, she call upon the spirits to grant them a special boon.

Treasure. Even if they refuse to accept Nava's mission, the party must eventually deal with the spirit naga in the temple's main hall. Should the party return with the naga's head, Nava grants a single player of the party's choice with a *charm of heroism*.

The Lingering Darkness

Though the temple is no longer cursed, remnants of the ancient corruption still lingers through the halls. At the DM's option, each character walking through the halls may experience feelings of unease, as well as occasionally hear faint sounds of angry shouting or wails of terror. These have no effect on the party in game other than to keep the players on edge and provide for a little extra setting environment.

2. Flooded Hall

The water in this hall flows slowly from a northern source within the mountain down into the draining pool in area 3. Before entering the water, any character who makes a successful DC 13 Wisdom (Perception) check notices the small crevasse in the east wall leading into area 4.

> A slow stream enters from the west, flowing along this long, cavernous passage. Though there is no steam rising from the water, a strange formation of bubbles occasionally forms in various spots before gently bursting into mists along the surface.

The floor of this hall slowly ramps downward. The water starts at approximately 1 foot deep at the northernmost point, up to 3 feet deep near the alcove halfway down, then up to approximately 5 feet deep at the south end before the draining pool.

Poisoned Waters

A poisonous fungus breeds beneath the water's surface. Anyone treading into the water for more than 2 rounds must make a DC 13 Constitution saving throw. If failed, they grow ill and are considered to be poisoned for the next 10 minutes (see "Conditions" in appendix A of the *Player's Handbook*).

If still in the water the end of the 10 minutes, they must repeat the saving throw again.

Red, Red Vine

The elevated alcove is choked with vines, moss, and foliage. Two **assassin vines** lair in this alcove and attack 1 round after the first character enters the alcove.

Treasure. A successful DC 12 Wisdom (Perception) check notices a small crate buried in the vines in the rear of the alcove. Once the assassin vines are defeated, the remaining vines can be cleared within 2 minutes. Inside the crate, hidden beneath a pile of rotted clothing, is a *driftglobe*.

3. Draining Pool

The ground in this small cave is a little over 6 feet beneath the surface. The small pool drains out at the bottom through an extremely small crack on the southern end of the cave.

A **water elemental** lairs within this pool. It attacks the party only if they enter the small cave.

Trial of the Elemental Spirits

Areas 4, 5, 6, and 7 each contain a statue representing a prominent elemental spirit of the jungle. Each altar requires a specific action be accomplished to avoid the trap in the room from being sprung. Performing the tests at the altars rewards the players with a stone, which when all four are placed in the statue in area 8, the door leading into the inner halls opens.

The statue provides its stone whether the task is successfully completed or not. If the players ever get stuck on what to do in these rooms, feel free to remind them of the clues, or let them make a DC 11 Wisdom (Insight) check.

4. Altar of Salamandri

> The walls of this chamber are dressed with runic carvings and intricate stone inlay. A reddish stone statue of a tall humanoid with flaming hair sits atop a four foot pedestal. A small stone altar sits atop a dais against the north wall.

A Burning Sensation

The statue has an inscribed plaque showing a carving of a humanoid hand placed within a circular sun symbol set atop a stone block.

If the party examines the altar, they notice a tapestry draped across the top, decorated with flames. The center of the tapestry is cut out in a circular pattern with a large sun symbol carved into the stone beneath. The imprint of a hand is burned into the center of the symbol.

Any character who places their hand onto the sun symbol feels a wave of intense heat shoot through their arm, starting the trial for this room. It does not matter if they are wearing armor, gloves, or are bare handed. They must make a successful DC 14 Constitution saving throw to avoid immediately pulling away. If they succeed, they suffer 5 (1d10) fire damage. If they fail, a cone of fire shoots out from the statue . Each creature within 10 feet of the altar must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much on a successful one.

Regardless of how the trial ends, the base of the statue opens revealing a smoothly rounded piece of red granite.

5. Altar of Undina

This chamber is similar to area 4. The statue here is of a female humanoid rising out from a column of water. Carved into the plaque is the image of a humanoid figure staring down into a pool of water. Investigating the altar reveals the center has been hollowed out and filled to the top with crystal clear water.

Gazing into the Abyss

The first character to walk all the way up to the altar and stare directly into the pool begins the trial, seeing visions in the water representing their worst of fears. They must make a DC 14 Wisdom saving throw to avoid running away in terror. Any bonuses or immunities to fear also

apply to this saving throw. If the save fails, the character suffers a form of short term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

Regardless of how the trial ends, the base of the statue opens revealing a smooth piece of lapis lazuli rock.

Tampering with the Pool. Any attempt to throw items into, cast spells at, or tamper with the altar triggers the statue's trap, causing all creatures in the room to make the saving throw above, suffering the same effects if they fail their save.

6. Altar of Sylpha

The gray and white statue in this chamber is of a lithe, somewhat amorphous humanoid with legs made of smoke or mist. Carved into the plaque at the statue's base is the image of a humanoid shape reaching into a ring of floating orbs.

Shock Factor

As soon as a character comes within 5 feet of the altar, a ring of six stones each the size of a fist rise from the base of the altar and begin to spin. Each one periodically shoots a small stream of lightning into a seventh stone in the center of the floating circle. The lightning streams seem to follow some type of pattern, with small moments in which there is no lightning at all.

A character can attempt to grasp onto the central stone during a break in the lightning streams by making a successful DC 13 Dexterity (Sleight of Hand) check. If they take an extra 2 rounds to study the pattern first and make a successful DC 14 Wisdom (Insight) check, they gain advantage to their Dexterity check.

Failing the save triggers the trap, causing the statue to spit a bolt of lightning in every direction. Each creature in the room must make a DC 13 Dexterity save or suffer 10 (3d6) lightning damage.

Regardless of whether or not the trap was triggered, the base of the statue opens revealing a smooth piece of white quartz.

Tampering with the Stones. Any attempts to attack, cast spells at, or tamper with the stones immediately triggers the statue's trap.

7. Altar of Pygmis

In the center of this room is a granite statue of a stocky figure standing atop a large, rocky outcropping. Carved into the plaque at the base is a pattern of squares, some filled in solid, and the rest of them empty.

Button Mashing

The top of the altar has a block of stone buttons along the surface, four raised on the left, and four lowered on the right. If one stone is pushed down, another two raise from the base of the altar.

To solve the puzzle and complete this trial, the raised and lowered stone buttons must match the pattern carved into the statue's plaque. This can be solved by making three successful DC 13 checks using either Intelligence (Investigation) or Wisdom (Insight). This can be performed either as group checks or individual.

If the roll is failed three times before three successes are made, the statue's trap is triggered, causing poisonous gas to fill the chamber from the statue's base. Each character in the room must make a successful DC 13 Constitution saving throw or suffer 10 (3d6) poison damage.

Regardless of how the trial ends, the base of the statue opens revealing a smooth piece of obsidian.

Tampering with the Altar. Any attempts to attack, cast spells at, or tamper with the altar or the buttons immediately triggers the statue's trap.

8. Spiritlord's Shrine

> Tapestries and carvings of many different types of creatures line the walls of this room. In the center stands a 12-foot-tall statue of a collection of three humanoids, each wearing masks with bestial features such as horns, beaks, fangs, or snouts. The statue is carved from an amalgam of different types of stone. A huge set of iron double-doors takes up a large portion of the south wall.

The door in the south wall has no handles and is surrounded by an *anti-magic field*. In the center of the double door are four indentations approximately the size of an average human fist. These are for the four stones gained from completing the tasks in areas 4 through 7.

Placing the stones in any order into the door's indentations dispels the *anti-magic field* and opens the door. The door can also be pushed open with a successful DC 20 Strength (Athletics) check. Doing so, however causes the statue of figures to come to life. Use the stats for a **shield guardian** and two **animated armors** to resolve the encounter.

9. Priest's Quarters

This area was primarily used for resting and holding meetings amongst the worshippers of the temple. The crates in the east hallway contain old clothes, spoiled food, and rusty trinkets.

Spirit of the Past

Rhoga (ROH-gah), a **ghost** inhabits the large chamber. In life, Rhoga was the head of the Obanashi clan before being duped by Kolate (see "Fate of the Obanashi" at the beginning of part 2). Now, she simply wanders this hall, unable to move on to the afterlife. She makes no move to attack the party unless threatened.

If the party attempts to communicate with her, she responds if they make a successful DC 13 Charisma (Persuasion) check. If they fail the roll, she drifts into the Ethereal Plane and leaves the party alone.

If they succeed, Rhoga introduces herself. She can tell the party the history of the temple as well as it's fall after the Spellplague. She claimed to have found Kolate hiding deep in the jungle wilderness, but perished trying to stop the evil wizard. Refer to the beginning sections of part 2 for any information the party can learn from Rhoga. She also tells the party that a cunning naga has taken over the main hall. Other than that, however, she knows nothing of current events in Chult.

Rhoga mentions she is certain, somehow, that Kolate must still be of this world. She believes it is the reason why Ubtao will not allow her spirit to move on into the afterlife. If the party requests help from Rhoga, she cannot leave this room, but tells the party where she hid the key to her armoire (see "Treasure" below).



Treasure

Most of the desks contain old writings and rituals that are useless to the party. In a slot beneath a drawer of one of the desks is a small key that can be discovered with a successful DC 15 Intelligence (Investigation) check. The key opens the armoire in the northwest corner.

The armoire is locked and trapped with a poison needle trap. The trap can be spotted with a successful DC 14 Wisdom (Perception) check. Both the lock and trap can be disabled with a successful DC 15 Dexterity check. On a failed check, the trap is sprung, requiring the character to make a DC 15 Constitution saving throw or suffer 11 (2d10) poison damage. Using Rhoga's key to unlock the armoire automatically disables the trap.

Inside the armoire are finely tailored robes with gold and silver trim worth 50 gp. In addition, on the top shelf is a *scroll of lesser restoration*.

10. Main Entrance

This room was once the main entrance into the temple, leading from a cavern in the mountains that had collapsed about a century ago.

Mesika is here and greets the party in a friendly, yet cautious manner. She defends herself if threatened. If the party is unreasonably hostile, she uses her belt to *teleport* out of the temple.

Blackguard's Ambush. If the party made the deal with Gavori in part 1, he is here instead with his two thug followers. They followed the party past the spirit trials and attempt to ambush them in this room.

They rush into the room a round after the party enters and gain surprise on any character who fails to make a DC 14 Wisdom (Perception) check. As the party has already gotten him to where he wishes to be, Gavori has no desire to negotiate with the party.

At the start of the second round of combat, Mesika arrives and senses the evil magic surrounding the blackguard. She attacks Gavori immediately.

> This large room may have once been a beautifully crafted hall of worship to Ubtao. Now, most of the walls are marred or scorched. Large chunks of rocky debris from the walls and ceiling are scattered about the chamber along with piles of broken furniture. The remains of an old dais lies near the west wall. A set of wide stone steps leads a broken path up to an archway that had collapsed long ago.

Warrior of Mezro

Mesika introduces herself as a warrior from the Lost City of Mezro. The last thing she remembers is the Spellplague hitting Chult before awakening somewhere near the ruins nearly a century later, with very little memory of who she was (Refer to Mesika's entry in appendix A for details).

She tells the party that her visions have led her to this temple which hopefully holds some clue as to how she can return home. The party can share as much or as little information as they choose. Either way, Mesika offers to help the party reach the temple's main hall, where she may also find her own answers.

If the party agrees, Mesika joins their group. Should the they instead decline, she simply leaves and does not encounter the party again until they leave the temple.

Caught Between the World and Nyanzaru

If the party completed the Adventurer's League adventure, *A City on the Edge (DDAL 07-01)*, they may recognize Mesika as the warrior, Nerissa. Depending on their actions in the adventure, they may already know Mesika's real name and her quest to investigate the Death Curse and current state of affairs in Chult.

The Ritual Shrine

If the party investigates the shrine, most of the carvings and decorations are either faded or broken, but a few of the carvings can be seen upon the surface depicting eight figures standing in a circle. There are four such carvings.

A successful DC 14 Wisdom (Religion) check identifies these carvings as formations for certain rituals, each one with a different priest leading the ritual, marked with a sun symbol beneath them. These carvings provide a useful clue to the column puzzle in area 11.

Treasure

If Gavori is defeated here, he carries a sack of 7 emeralds worth 20 gp each, and Wainrath's *sounding stone*.

11. Walk of the Faithful

> Several huge stone columns run along the center of this hallway. A ring made of dark metal encircles the bottom of each column at the base, in sharp contrast to the pristine while marble forming the columns themselves.

Examining any of the columns reveals carvings in the metal rings. They are hash mark counters numbered 1 through 8. Directly above the ring is a sun symbol carved into the column.

Column Puzzle

Each column is rigged with a blade trap which can be avoided if the party knows the correct sequence to disarming the columns.

Trap Trigger. As soon as any character passes the second column, sharp blades shoot out from the sides of the columns and spin about, covering the entire hall. Each creature within 10 feet of an active column must make a DC 13 Dexterity saving throw or take 7 (2d6) slashing damage. Each round thereafter, the saving throw must be repeated until the creature moves far enough away from the column or the trap is disarmed.

Disarming the Column Trap. Each column can be disarmed by turning the metal ring, matching the correct number to the sun symbol on the column. From south the north, the numbers are 3, 1, 5, and 4. They can learn this in one of three ways:

- Completing Nava's challenges in area 1
- From the altar carvings in area 10. If the party examined the altar in the Entrance Hall, they can figure out the puzzle with a successful DC 12 Wisdom (Insight) check.
- If anyone makes it to the small room north of the hallway, they see carvings on the floor similar to the ones on the altar in area 10. Allow them the same Insight roll to figure out the puzzle.

Regardless of whether or not the columns are disarmed, the door leading to area 12 is unlocked.

12. Hall of the Rising Sun

Hajoka, a **spirit naga**, is here with its companion, a **giant constrictor snake**. The naga has claimed this hall as his lair. Feeding off the remaining power within the font portal, it intends to one day build a powerful army to crush its mortal enemies, the yuan-ti.

> Decorative columns and tapestries line the walls of this grand chamber. A large platform can be seen opposite the entrance, atop of which sits a stone cylinder filled to the brim with glowing, crystal clear water. A huge iron carving of the sun with the symbol of Ubtao in it's center hangs from the ceiling over the platform.

Facing the Serpent

Hajoka does not welcome any visitors. If the party did not enter the room cautiously, or they triggered the column trap in area 11, Hajoka is already expecting them. Though Hajoka cannot enter the font portal, the power within provides the naga with a special enhancement to its spellcasting ability. If Hajoka casts an enchantment spell that requires a saving throw, the target of the spell makes that saving throw at a disadvantage..

Hajoka taunts the party in battle, claiming they are to soon become its soldiers in its immortal army. It only engages in physical combat if it is forced to do so, instead sending the constrictor snake into the fray.



The Stone and the Portal

The font pool is a portal that leads into an extradimensional space between the Prime Material plane and the Feywild. If the party is carrying the *sounding stone*, the stone emits a sharp hum until brought within 10 feet of the pool, after which the portal inside the pool opens. Once the portal opens, the stone crumbles into dust.

The extradimensional space is approximately 100 feet in diameter, filled with lush vegetation and surrounded by a golden mist that generates its own bright light. The mists form a magical barrier that cannot be entered or bypassed. In the center of the area is a pool of water from which the party enters and exits. An old, withered tree nearby marks where the Heart of the Wild once flourished.

A peaceful sensation can be felt by all who enter here. The party can gain the benefits of a long rest here by resting for just one hour. Other than that, no other benefit can be gained from this area. If she is with the party, Mesika prods at them to leave if they choose to linger unnecessarily.

Treasure

Hajoka kept a small hoard in a jeweled box sitting near the platform. The box contains 225 gp and a collection of necklaces and rings worth 90 gp. The box itself is worth 40 gp.

Leaving the Temple

Once outside, the party encounters Artus, who is in a heated discussion with the Obanashi leader, Xhosala (NG human **mage**), her second, Josok (LG human **priest**), two Obanashi hunters (**scouts**), and two **acolytes**.

A Difference of Opinion

Xhosala and Artus appear to be in a shouting match when the party arrives. The mage hunters have quite a few reservations with adventurers romping through their once sacred halls. Xhosala takes even greater issue with Artus' quest regarding the Heart of the Wild, stating that even if such a power returns, it should still never be used for selfish gain.

The party can interject in this discussion at anytime. If they stand and watch the interaction for more than three rounds, the confrontation grows more tense and Xhosala immediately accuses the party of being Artus' companions in his blasphemous quest. If Mesika is with the party, she attempts to calm things down if the party still decides to do nothing.

Diffusing a soon to be violent situation requires a successful DC 14 Charisma (Persuasion) check. Have the players roleplay this if you choose. If Mesika is with the party, or if anyone mentions Wainrath, or the defeat of the naga and Gavori, grant them advantage to the roll. They receive two attempts at this and need only one success. Failure on both rolls causes the mage hunters to attack the party as heretics.

Ending the Battle. If combat ensues, Xhosala surrenders when she is brought down to less than 30 hit points and offers a truce, stating that only she and her clan can help the party achieve their goal.

Delving into the Dark

Assuming a truce has been struck or the argument has been diffused, Xhosala agrees to help Artus and the party if they help her clan.

Kolate and the Forsaken Tree

Xhosala knows the Daijobi Senga was stolen from the temple a century ago, and is fairly certain where to find it.

The Nimbrese wizard that stole the Heart hid deep in the jungle while trying to escape the hunters who pursued him. The Obanashi high-priest, Rhoga, eventually found Kolate and tried to take the Heart back from him. In the battle that ensued, Kolate released the corrupted power of the Heart, causing a massive wave of destruction that killed them both.

Since then, the Heart has become a source of corruption and death, taking the form of a giant tree of darkwood that towers over the jungle canopy. It's roots sink deep beneath the ground, corrupting the land around it. Those that venture within its depths become food for the tree's eternal hunger.

Journey to the Forsaken Tree. Xhosala and her people have tried to reach the source of the corruption deep beneath the Forsaken Tree, but to no avail. She and her clan can perform a ritual that allows a group to enter the depths of the tree, but they need help from Artus and his *Ring of Winter* to perform the ritual, and must keep the it active in order to protect those venturing within from instantly becoming food for the ancient tree.

Xhosala asks the party to enter the Forsaken Tree with their help and retrieve the *heart of blight*, the cursed coin that contains the Heart of the Wild. In return, the Obanashi will commune with the spirit held within the Heart to discover any knowledge they can obtain regarding the city of Mezro.

Xhosala's last request is that Artus uses the *Ring of Winter* to protect them during the ritual. She is also well aware of the former Harper's desperation to return to Mezro, and does not trust his intentions should the Heart be found. This stipulation is non-negotiable.

It is clear that Artus cannot accomplish this task without the party. He intends to honor his original arrangement with the party but offers to increase his payment to them by an additional 400 gp if they agree to help him with Xhosala's request. Mesika volunteers to help, regardless of what the party decides.

If the party chooses to help, Xhosala tells them the location of the tree. Artus tells them he will meet them there. They may continue on to chapter 3. If they refuse, their adventure ends here. Artus pays them the 400 gp as promised.

Chapter 3: The Dark Hollow



With newly gained information, the party travels into the plagued regions of the jungle where the dead roam throughout the area. There, they must venture into the bowels of a cursed tree in order to recover the *heart of blight*, the corrupted essence of the *Daijobi Senga*.

The Forsaken Tree

The Forsaken Tree is a massive darkwood structure hundreds of feet wide and reaches far up past the jungle canopy.. The canopy and branches are home to twisted creatures. The entire jungle terrain within a mile of the tree is blighted and sickly.

Travel to the Forsaken Tree is hazardous. It is approximately 100 miles south of Port Nyanzaru. If you choose to roll for random encounters, use the Wasteland Wilderness Encounter Table in appendix B. of the *Tomb of Annihilation* hardcover.

When the party arrives at the base of the tree, read the following.

> The trunk of the Forsaken Tree is a twisted miasma of sinuous, ashen-colored wood that rises up beyond the thick jungle canopy. The stench of death and decay permeate the humid air, making it harder to breathe as you near the tree's base. A chain of twisted roots rise out of the ground like a petrified wave, extending hundreds of feet from the trunk. In the center, an opening about thirty feet wide can be spotted, surrounded by an arch of twisted vines and branches which appear to subtly twist and writhe around the opening.

Performing the Ritual

Xhosala, Artus, and the mage hunters arrive a few minutes after the party. Preparing for the ritual takes 10 minutes, during which time the party may make preparations themselves.

Watching the Front

It is possible that a player wishes to remain with Artus and protect Xhosala's camp. If this happens, Xhosala reminds the characters that they are needed more down within the depths than outside. If a character absolutely insists, then let that character remain outside and allow the rest of the group to continue on. There is no threat to the camp.

Mesika. If the party befriended Mesika in part 2, she is here as well and volunteers to join the party. If the party refuses, she graciously accepts their decision and remains to protect the camp.

Xhosala's Stone. Xhosala gives the party her *sounding stone*. She tells them it will help them reach the location where the Heart of the Wild is hidden.

Binding the Entrance. When the ritual begins, the writhing, vines and branches in the area become mostly dormant. Artus uses the *Ring of Winter* to freeze the shifting entrance in place. At that point, Xhosala tells the party they may enter and wishes them all good fortune.

Into the Depths

There is no map to the tunnels beneath the base of the Forsaken Tree. The twisted paths beneath the roots travel in hundreds of different directions. The humming of the *sounding stone* can guide the party down the proper paths until they reach the center.

The Horrors Within

The Forsaken Tree is a twisted version of the Heart of the Wild. It represents a distorted link to the Feywild, absorbing the life essence of everything around it and corrupting it into its worst possible form.

While traveling through the depths, the party can run into a variety of encounters. Roll 1d6. This is the number of hours it takes the characters to reach the cursed hollow beneath the tree. During each hour, roll a d20 and consult the table below. Encounter listed as "Special" are described as follows:

Aviline the Huntress. Aviline was once an elven adventurer who ventured into the Forsaken tree. Now, she is a **ghost** who eternally walks these tunnels. She does not immediately attack the party unless visibly threatened. Instead, she is interested in hearing tales of the world above. If the party decides to accommodate her, have them make a DC 14 Charisma (Performance) roll.

Darkness Below the Root

The passages beneath the tree are lined with thorny, twisted vines and roots that writhe and pulse as the party makes their way down. Sometimes they even bleed, or form into the visages of tormented faces. In addition, any light source carried by the party seems to shed a tinge of deep red. Though this has no direct effect on the characters, it does help to provide a bit of flavor for the environment.

If they fail their roll, Aviline grows bored and vanishes. If they are successful, she is delightfully entertained and offers to guide them through the next passage they are heading toward. If the party agrees, reduce their travel time by one hour.

Lavan the Wanderer. Lavan is a **korred**, and an expert at wandering through these tunnels. He defends himself if attacked, but is far more interested in what brings the party this far beneath the base of the Forsaken Tree.

If the party lies to Lavan, have them make a DC 14 Charisma (Deception) check. If they fail, Lavan calls them on their bluff. If they lie again to Lavan, have them make the same check. On a failure, Lavan uses *stone shape* to block the party's current path. Add one hour to their travel time.

If the party either succeeds in their roll or they simply tell Lavan the truth, the korred tells the party he is in a good mood and decides to help them out. He creates a shortcut to the end of the party's current path. Reduce their travel time by one hour.

Encounters in the Forsaken Tree

d20	Encounter
1-2	Two **assassin vines** and two **vine blights**
3-4	A pack of three **su-monsters**
5	A **redcap** and two **meenlocks**
6	Two **blightwalkers** (see appendix B)
7	A **gloomwing** (see appendix B)
8	Two **girallon zombies**.
9	Special: **Aviline the Huntress**
10	Special: **Lavan the Wanderer**
11–20	No encounter.

Chamber of the Cursed Heart

When the party's travel time reaches zero, they reach the central chamber deep below the tree's roots, where the *heart of blight* can be found.

> You reach a large circular chamber. Most of the walls are covered in dead branches, brambles, and vines. In the center of the chamber is a column that appears to be a gigantic 20-foot tree root winding up from the floor into the ceiling. An opening in the center of the root contains a small reddish circular disc. Tiny flecks of gold light shine from the disc's surface.

The Forsaken Guardian

Kolate, a **necromancer** is here He does not appear until the party comes within 30 feet of the *heart of blight*. The cursed coin absorbed Kolate's spirit into itself, enslaving the greedy necromancer as its guardian. Kolate to this day believes that he turned the world into this vile lair of corruption. Once Kolate appears, he attacks the party.

Treasure. Kolate carries a pouch of components worth 120 gp. and *goggles of night*.

The Twisted Heart

With Kolate defeated, the party can recover the cursed coin. Touching the coin causes the reddish spores on its surface to burst out into a poisonous cloud. All creatures within 20 feet must make a DC 14 Constitution saving throw, taking 22 (4d10) points of poison damage on a failed save, or half as much on a successful one.

With the *heart of blight* in their possession, the party has no issues traveling back to the surface.

Adventure Conclusion

Xhosala and the Obanashi rejoice when the party emerges from the bowels of the Forsaken Tree. The massive trunk of the tree has already begun to change color into dark grayish brown. The vines and brambles have begun to thin and fall apart.

Cleansing the Heart

After returning to the Seething Halls, the Obanashi perform the ritual to return the Heart of the Wild to its rightful place, Xhosala tells the party that though the spirit has been sanctified, it takes some time before its power can truly spread across Chult again.

The mage hunter was, however, in communing with the eternal spirit, able to confirm the existence of the great city of Mezro. She says it is sealed far away from the world, shielded from the corruption that has infected the lands of Chult. She believes that before Mezro can once again be as it was, Chult must be cleansed. Once this happens, perhaps even Ubtao may once again take pride in his people.

Mesika

If Mesika was with the party, she bids them farewell. She did not find a path home, but she tells the party that her mission is now clear. She is determined to bring order back to this region and hopes that someday both her home and her memories will return to her.

Artus Cimber

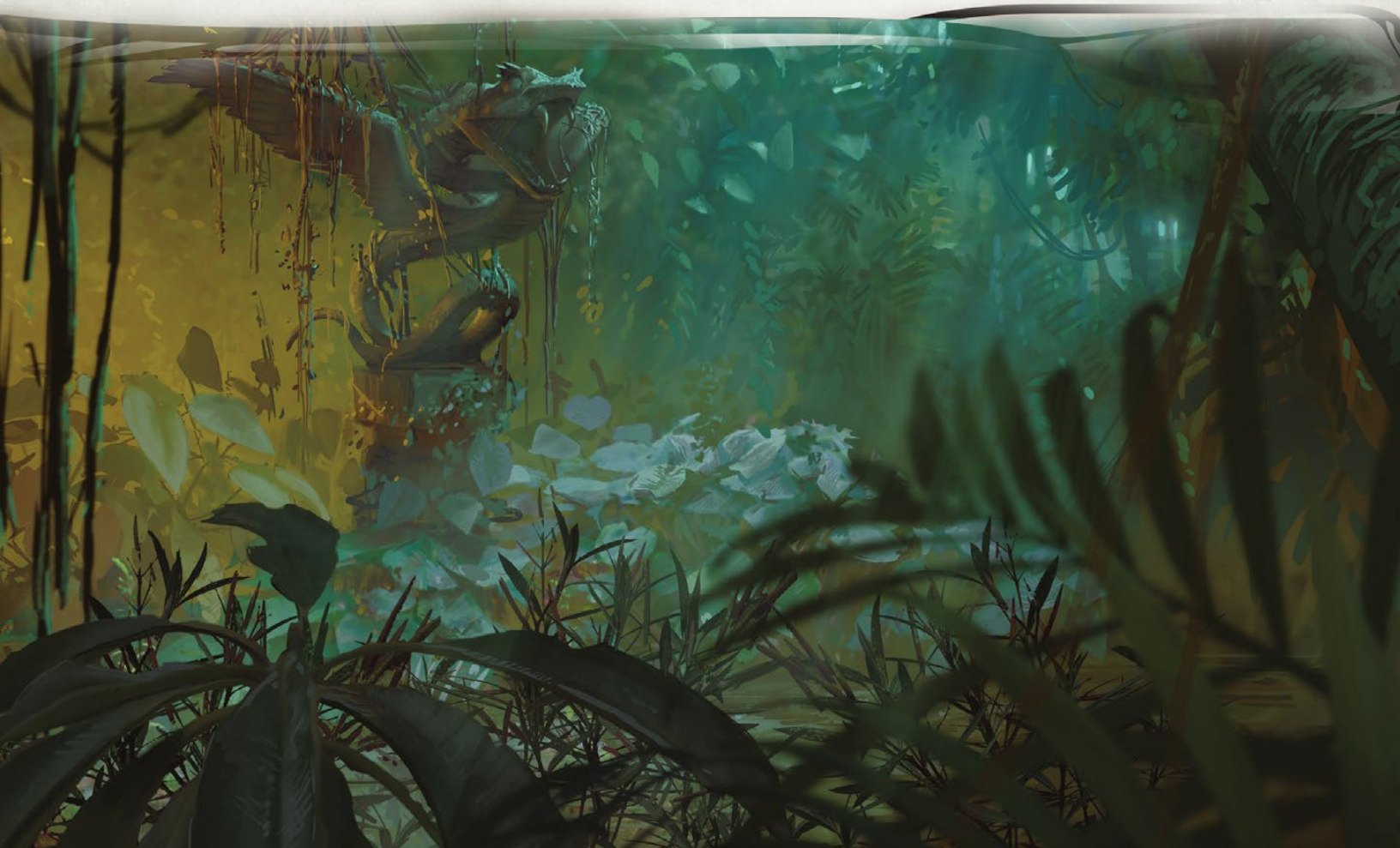
Artus thanks the party and awards them with 800 gp as promised (400 gp for part 2 and the additional 400 gp for part 3). Though he did not gain exactly what he was looking for, he does, for now, have reassurance that the true Mezro exists and that he will once again be reunited with his wife someday.

Shavolak

Though Gavori was defeated, the evil spirit that held him in its sway still has plans for Clan Kambahal. If the party continues to follow Artus' path, they are certain to encounter this mysterious foe once more.

Continuing the Series

After completing the adventure, the characters can complete the *Tomb of Annihilation* hardcover, by which time they should be high enough level to move onto the next part of this series. You can alternately have the characters level elsewhere during your campaign After Ras Nsi's defeat and the destruction of the Soulmonger, Artus learns of the existence of a portal that may lead directly to the ancient city. His attempt to discover this hidden portal begins the events of part 2: *The Risen Mists*.





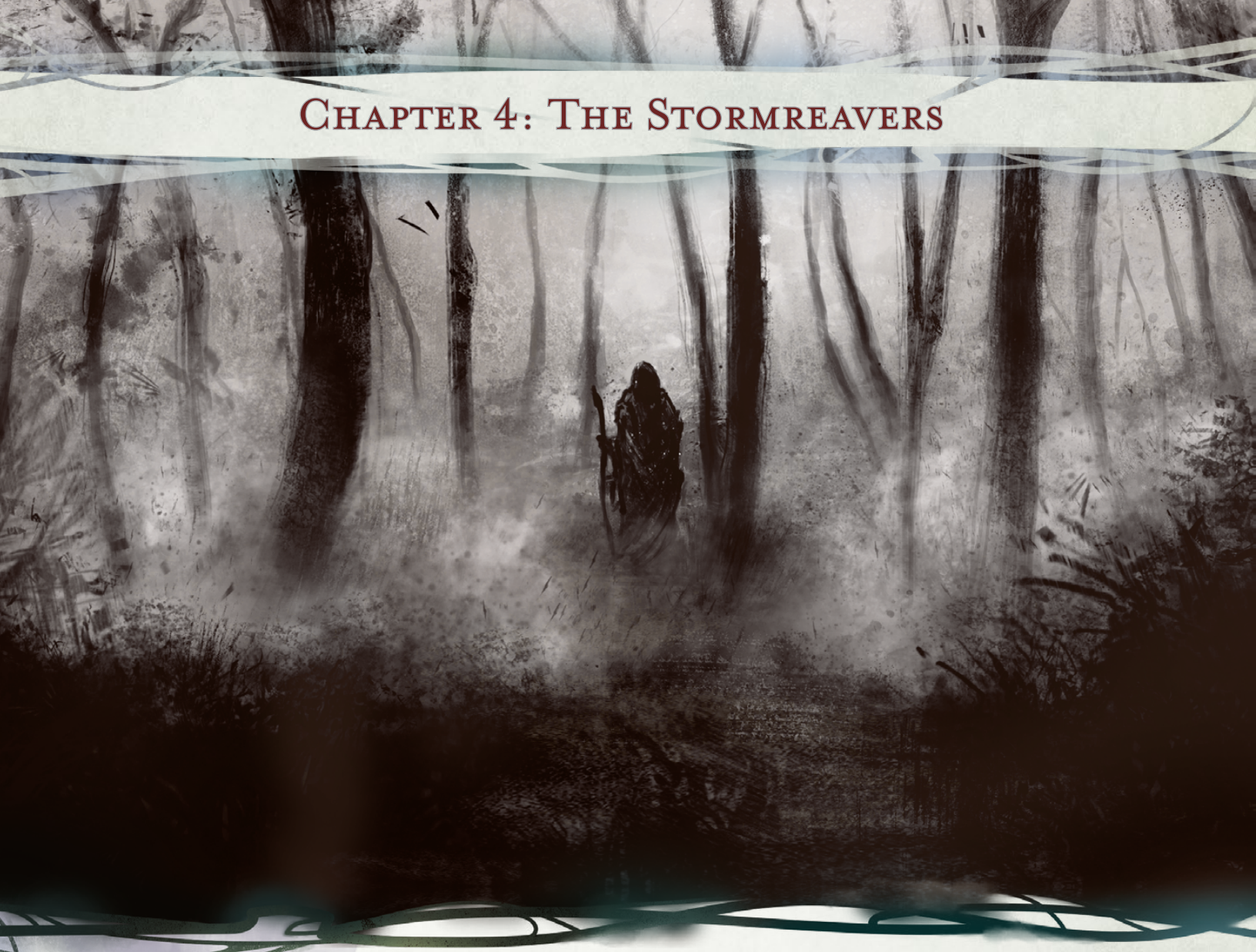
PART TWO:

THE RISEN MISTS



Not all of Ubtao's essence is gone from Chult. Some remaining aspects of the primordial have been twisted into a corrupted spirit. The dreaded Ifalakuntho is one of these.

Chapter 4: The Stormreavers



Strange occurrences have plagued the eastern border of the Chultan Peninsula for years. Dark, unnatural storms keep appearing over the peaks of the Sanrach Mountains, a by-product of a planar rift caused by magic gone horribly awry. This distorted veil of twisted enchantments affects the regions north of the mountain border, where patches of eerily bleak mists blanket the landscape. Rumors suggest that areas within these mists contain hidden doorways into the Shadowfell.

Beyond this area, a reclusive league of Samarachian crafters possesses knowledge vital to opening a gateway to the lost city of Mezro. But without solving the mystery of the mists and dealing with the warring factions within, the only chance to return Mezro to its rightful home will be forever lost.

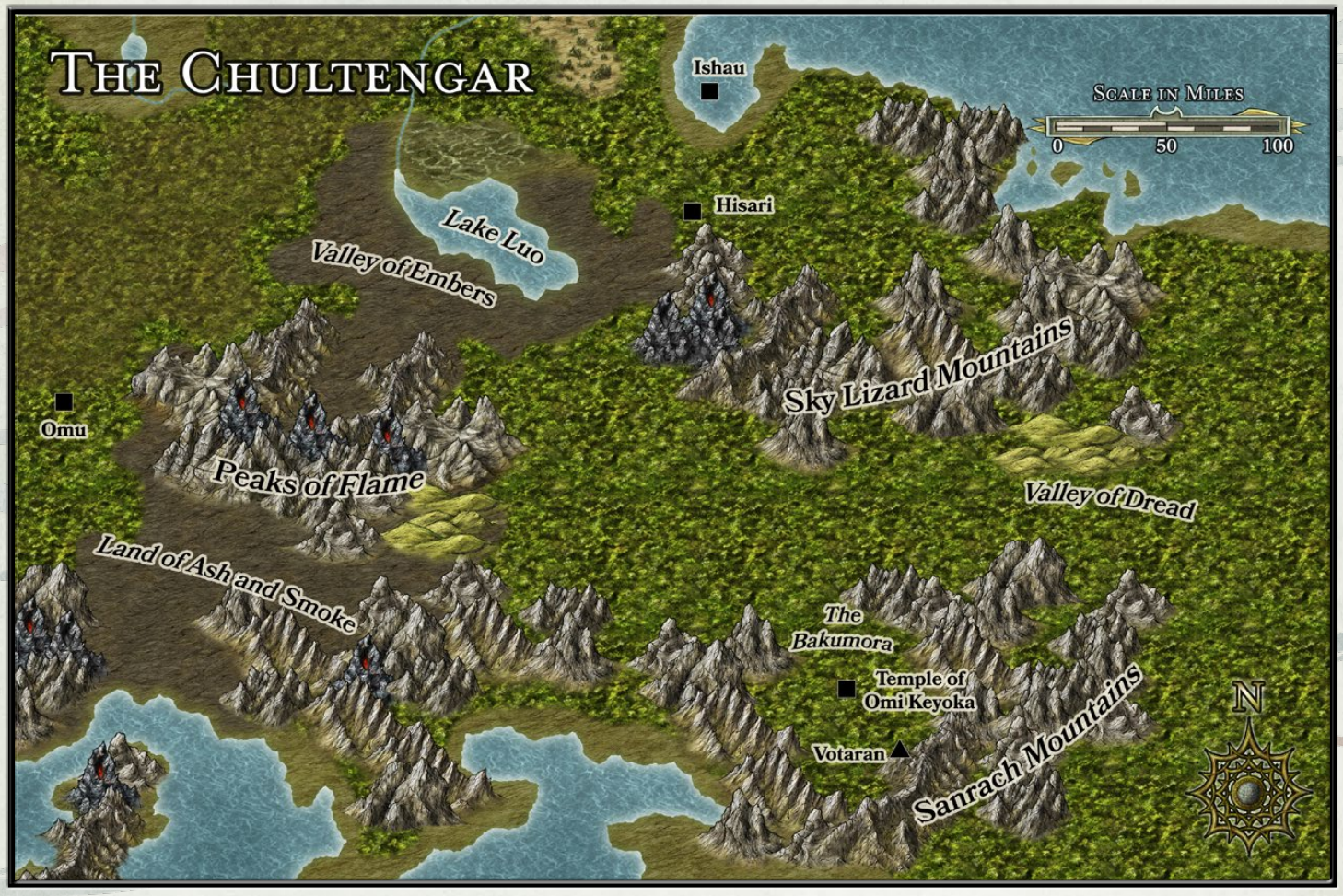
Adventure Background

When Chult was inflicted by the Spellplague during the Year of Blue Fire, so too was the neighboring kingdom of Samarach – an exotic nation safeguarded by powerful illusionists and secret organizations. The Sanrach Mountains served as the primary border between Chult and Samarach, the paths into Chult masked in illusions and guarded by clansfolk and sentries on both sides.

Though not much is known of Samarach today, something strange happened not long after the Chultan peninsula was made whole. Votaran, Samarach's outpost stronghold along the country's border, was also home to a group of artisans who researched lore and devices obtained from the mysterious island nation of Nimbral. The experimental Nimbralese devices caused a magical backlash which also affected the illusory enchantments laid about the area. Today, the remnants of Votaran are a wasteland of unstable magic, filled with shadow crossings between the Material Plane and the Shadowfell.

The Mists of Bakumora

West of the Valley of Dread are vast jungle regions stretching all the way to the Peaks of Flame. This entire sector of the peninsula is known as the Chultengar. Within the Chultengar lies the Bakumora, a region north of the Samarach Mountains between its extended ranges.



Map 2.1: The Chultengar

The magical backlash that consumed Votaran created extradimensional pockets that settled over the Bakumora in a blanket of mists. Fotari, a spiritlord and great druid of the region, has been corrupted by his own power, turning the Bakumora into a dread domain. His own clanspeople are trapped here along with a tribe of lizardfolk.

The Mezroan Tablet

Artus Cimber, in his unrelenting quest to rediscover the city of Mezro and reunite with his wife, journeys toward Votaran with his companion, Dragonbait, to discover a way to translate the runes from an ancient tablet that may open a portal to the lost city. However, the path into the mountains is blocked by the mysterious mists.

In addition, the strange magic in this region has had untold effects on Artus' prized artifact, the *Ring of Winter*. Now, Artus and Dragonbait are trapped within this tainted region, and there are only a chosen few who know the nature behind his secret mission.

Getting the Party Started

The party becomes involved in this quest upon encountering **Mesika**, which could happen anywhere within the jungle or in Port Nyanzaru. This can happen by using the following suggestions.

Together Again. If the characters recovered the *Heart of the Wild*, they should have already met Mesika, who seeks them out directly. Mesika may have also been a former ally of theirs from the season 7 Adventurers League adventure, *DDAL07-01 A City on the Edge*,

A Chance Encounter. When the party encounters Mesika, she tells them she has heard of them or their exploits and wishes to hire them.

A Friend In Need. If the party completed the *Tomb of Annihilation* hardcover, Mesika mentions Artus Cimber as the person in need of aid. It is a name the party is sure to recognize.

Yesterday's Curse

The timeline of this adventure is set to begin after the events of the *Tomb of Annihilation* hardcover. Ras Nsi has already been defeated and the Death Curse is no more. However, plagued zones, undead territories, and powerful foes such as liches and beholders still operate on the jungle peninsula.

Rescue Mission

Regardless of how Mesika encounters the party, she provides the following information.

- Artus Cimber and his companion, Dragonbait, journeyed into a jungle region near the eastern border of Chult. The locals refer to it as the Bakumora.
- According to recent rumors, strange mists have appeared over the Bakumora. Many travelers who pass through the region have disappeared.
- Artus and Dragonbait's last known location before they were lost in the mists was near Kayebo Village near the center of the jungle region.

Mesika offers the party 1,500 gp if they find and rescue Artus and Dragonbait and return with them to Port Nyanzaru. If the party accepts, they begin their journey toward the Bakumora. Mesika offers to join them in their travels. Should the party refuse, she strikes out on her own to be encountered again once the players return from the Temple of the World Serpent.

In Dreams

Mesika knows Artus' location through a vision she received in her dreams. Each time she receives a vision, she also regains some of her own memories. If the players are already acquainted with Mesika, she shares this with them immediately if asked. If this is the first time the players encountered her, she is very guarded with this information, only revealing it if any of the players specifically ask and succeed on a successful DC 18 Charisma (Persuasion) check.

Journey Through Chultengar

Refer to map 2.1 for wilderness locations. If you choose to roll for random encounters, use the Lesser Undead column of the Wilderness Encounter Table using the *Tomb of Annihilation* hardcover.

Into the Mists

When the party arrives at the region between the northern ranges of the Samarach Mountains, they also come into first contact with the mists marking the entrance to the Bakumora dread domain.

> The path leads to a jungle thicket surrounded by thick, gray and white mists. An eerie silence falls upon the area, the usual constant sounds of the wild seemingly muted into distant whispers. No breeze can be felt from any direction, yet the mists move about the trees in a semi-hypnotic pattern with wispy tendrils that appear to reach out and beckon towards you.

The Dread Domain

Characters who played through the *Curse of Strahd* hardcover and adventures should find these mists familiar. Once the party passes through the mists, return is impossible until they defeat the dreadlord Fotari.

No spell—not even *wish*—allows one to escape from the dread domain. *Astral projection, teleport, plane shift,* and similar spells cast for the purpose of leaving the Bakumora simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from the dread domain is pulled back into the Bakumora upon leaving that plane.

For the purpose of spells with effects that change across or are blocked by planar boundaries (such as *sending*), the dread domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in the Bakumora, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in the Bakumora.

Defiled Magic

Spells cast within the Bakumora may have some cosmetic modifications when cast.

- Any spellcasting appears to corrupt the surrounding plant life. Grass, shrubs, and plants die wither and die out, while larger plants such as bushes and trees become sickly and discolored. This effect occurs in a radius equal to 5 feet per level of the spell cast.
- Spells that summon plant life, such as *entangle*, always summons dead, withered, or pock-marked flora. This is cosmetic only and does not alter any of the spell's effects.
- Spells that summon animals, such as *find familiar* or *find steed,* summon creatures that look diseased, weakened, or sickly. Again, this effect is entirely cosmetic.
- A creature restored to life by a *revivify* spell is extremely sick upon awakening, suffering one level of exhaustion. This can be removed through normal rest or can also be treated with a *lesser restoration* or similar ability that cures disease.

These cosmetic effects can be used at your discretion to provide flavor while the party is within this tainted region.

Attempting to Leave

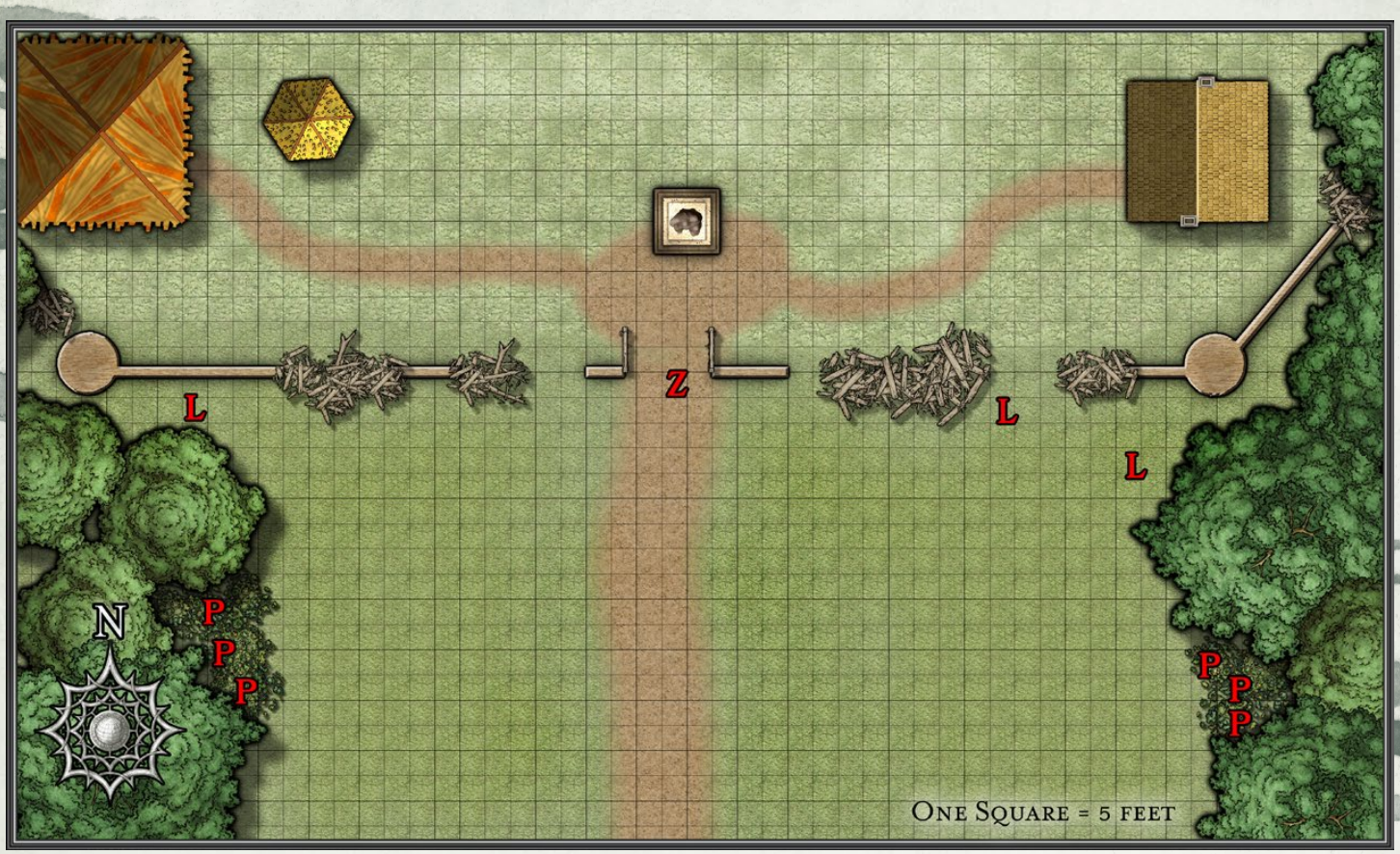
Any creature that attempts to leave the area through the mists are immediately engulfed in the thick fog and must succeed on a DC 16 Constitution saving throw or suffer one level of exhaustion. Regardless of whether or not they make their save, on their following turn, they emerge from the same spot in which they entered the mists.

If the players continue along the path given to them, or if Mesika is there to guide them, they head directly towards Kayebo Village.

Attack of the Poison Dusk

When the players arrive at the outskirts of Kayebo Village, they soon realize the village is under attack by a group of poison dusk lizardfolk. Zindak, a **poison dusk captain**, is mounted atop his pet **allosaurus**. Within the vicinity are three **poison dusk lieutenants**, each mounted atop a **hadrosaurus**, and twelve **poison dusk scouts**. A number of small huts have been visibly burned and most of the outer walls of the village have been torn down.

Zindak, speaking in Common, calls for the villagers to "surrender this land to us or perish this day." Assuming the party waits, a distant female voice responds a few seconds later with "No, we shall never surrender our home and people to your twisted god!"



Map 2.2: Kayebo Village Outskirts

Tricks of the Trade

Refer to map 2.2 for locations. Zindak is at the village entrance (marked with a "Z"). The lieutenants (marked with a "L") are positioned at various spots at the village border. There are six poison dusk scouts (marked with "P") camouflaged in the foliage outside, and two more with each lieutenant.

Consider the following options when dealing with this encounter:

Ambush. The party may attempt to sneak up on Zindak and his soldiers. If this is the case, refer to the passive Wisdom (Perception) of the enemies with the exception of the concealed scouts. The scouts are on active patrol and roll Wisdom (Perception) checks against the characters' Dexterity (Stealth) checks.

In addition, due to their camouflage ability, the scouts have advantage to their own Dexterity (Stealth) checks and attack the party with surprise on first sight unless the party spots them first.

Assault. If the party attacks directly, the concealed scouts attack first with surprise if they were not spotted by the party. The lieutenants attempt to contain spellcasters and ranged attackers. Zindak attacks by range and spellcasting until an enemy closes in on him, upon which he switches to melee attacks.

Parlay. If the party attempts to approach Zindak without showing any aggression, the lizardfolk captain can be convinced to parlay with a successful DC 15 Charisma (Persuasion) check. Depending on the party's questions, they can learn the purpose behind the attack, as well as other information about the lizardfolk (see the "What the Locals Know" sidebar).

If asked, Zindak willingly tells the party he has no desire to kill the villagers but is under strict orders from his tribal elder. He is unlikely to be convinced to leave, but it is possible. The party can cater to his reasonable side with a successful DC 20 Charisma (Deception or Persuasion) check, depending on what the party says. The party can also convince him to leave by presenting a show of force and making a successful DC 18 Charisma (Intimidation) check.

If any of these checks fail, Zindak and his forces attack the party immediately. If the party is successful, Zindak tells the party he will give the villagers one more day to reconsider, then he leaves with the rest of his group.

DM's Option: Laissez-Faire

The party might choose to remain hidden and simply watch. The lizardfolk then begin to raid and burn the village homes, killing anyone inside. If Mesika is with the party, she pleads with the party to take action. If the party is never spotted and they willingly continue to watch the slaughter for at least six turns, the mists swallow the entire party and they must each succeed on a DC 20 Wisdom saving throw or suffer two levels of exhaustion and a form of long-term madness (see "Madness" in the *Dungeon Master's Guide*).

When the mists recede, they are gone forever and the party's quest is over. Each member bears a mark, scar, or discoloration somewhere on their person (DM's discretion) as a reminder of the dread domain feeding upon their fear and wrongdoing.

Developments

If combat ensues and Zindak and two of the lieutenants are defeated, the remainder of the lizardfolk retreat immediately, using their camouflage ability to avoid being followed by the party. If any of Zindak or any of his lieutenants are killed, their mounts become uncontrolled and flee unless attacked.

Treasure

Zindar carries a sack of 10 rubies, each worth 25 gp, and a *quiver of ehlonna*. The lieutenants each carry a sack containing 40 gp.

Kayebo Village

Regardless of how the encounter is resolved, the people of Kayebo Village emerge from their homes after the lizardfolk are gone. Uzoma Kayebo (NG male human **druid**) greets the party and thanks them for their help in dealing with the lizardfolk. Uzoma introduces himself as the clan's spiritual leader and that he was expecting their arrival. Before he answers any further questions, he requests they come with him to meet their clan elder.

The Reluctant Heir

The party is escorted to the meeting house, where they meet with Onyeka Kayebo (LG female human **scout**), the village leader. She rests in a makeshift bed in a corner chamber, guarded by her pet **tiger**, Baba. Against the wall is a seven foot tall block of semi-transparent, smoky gray glass. After greeting the party, she offers them to hear her out as well as to answer any questions the party may have. Refer to the "What the Locals Know" sidebar.

Poisoned Leader

Onyeka is extremely ill, suffering from a debilitating sickness. A successful DC 13 Wisdom (Medicine) check reveals she may have been poisoned. If the party uses any item, ability, or spell that removes poison, such as *lesser restoration* or a paladin's lay on hands, Onyeka quickly recovers from her sickness.

A Dark Winter

If anyone in the party examines the block of glass, they notice it is cold to the touch and also notice the shape of two humanoid bodies encased inside. They are Artus Cimber and Dragonbait. Assuming the party has met him before, they can identify them with a successful DC 13 Intelligence (Investigation) check.

Artus' Fate

If the party asks about Artus, Onyeka tells them he arrived here with a lizard-like companion over a week ago. He was instrumental in thwarting off the first lizardfolk attack, but when he used his magic ring, something went wrong, the both of them being encased in a dark icy prison.

Uzoma can sense they are both alive, but in a suspended state. He thinks the backlash caused by the *Ring of Winter* is linked to the strange magical effects caused by the mists.

Any attempt, physical, magical, or otherwise to break Artus and Dragonbait free from their prison automatically fails. If necessary, confirm to the players that there is nothing they can currently do to free Artus so they are more likely to continue on.

Coming of the Stormreavers

Uzoma tells the party that though he lost the use of most of his magic, he began receiving visions of a group of outsiders known as "Stormreavers". He claims to have received these visions from the god Ubtao and believes that the party is this group he has been waiting for. A successful DC 13 Intelligence (Religion) check reveals that Ubtao turned his back on the people of Chult nearly a century ago, his worshippers eventually looking to other gods of Faerun.

Temple of Omi Keyoka

Uzoma and Onyeko believe that the key to freeing Artus and Dragonbait lies with finding Fotari and destroying whatever evil power that summoned these mists to the Bakumora.

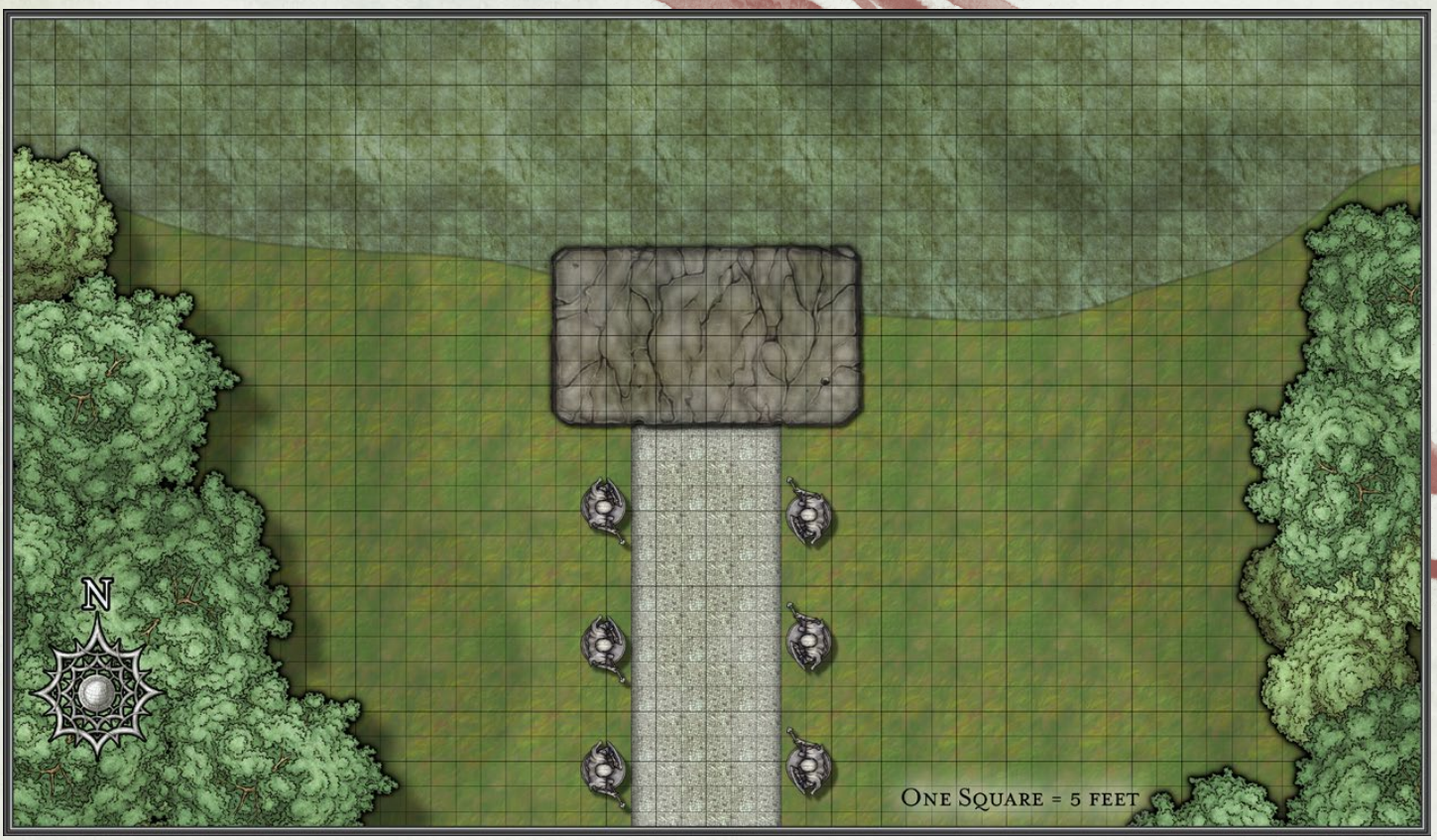
Onyeka tells the party that Fotari has started his own cult of worship in an abandoned temple that was once a stronghold of the yuan-ti. It is within the territory patrolled by the lizardfolk. She knows a safe path past the lizardfolk patrols and gladly offers to guide the party through them to reach the temple grounds. The party may ask to fight their way through to the temple. If so, Onyeka insists the poison dusk, whose numbers are unknown, may not be entirely at fault for their actions. She cannot condone such unnecessary killing.

Assuming the party agrees, Onyeka and Uzoma offer food and lodging the party may use to rest before setting off toward the south.

Gathering Information: What the Locals Know

The following information can be obtained either from speaking with the Kayebo villagers or by questioning Captain Zindak.

- The Kayebo clan and the local lizardfolk tribes once held a tentative truce between them, which was reinforced especially with the far more recent threats emerging from the west.
- Strange, powerful storms appear from time to time over the mountains to the south. Locals have been warned to avoid the mountainside for fear of encountering the strange beasts that live there.
- A year ago, Fotari, the clan's former spiritual leader, ventured with his students toward the mountains to investigate the unnatural storms and the spirits of unrest that gathered there. He returned a week later, a twisted version of himself, and murdered Onyeka's father, the former clan leader. Many of the other villagers perished trying to stop him. He then left the village, never to return.
- The mists began gathering over the jungle soon after Fotari left the village. To this day, almost a year later, no one has found a way to leave the Bakumora. All forms of magic and spellcasting became perverted by the strange effects of the mists.
- Voshk, the lizardfolk tribal elder, has been receiving orders from a new master race of draconic beings. Only a chosen few have seen these new masters. They have proclaimed the human tribes as cursed, ordering all humans to be brought before them or be eradicated.
- The first assault against the Kayebo was thwarted but at great cost. Most of the villagers were killed and the newly inducted leader was poisoned.



Map 2.3: Shrine of the World Serpent

It's Just the Nature of Things

If anyone in the party seems skeptical or asks for more information regarding Uzoma's visions, he tells them that though many believe Ubtao left them, it is furthest from the truth. As the people began to defile the jungle and selfishly disrupt the balance of nature in Chult, Ubtao's power had weakened significantly. The spirits that make up the essence of the jungle are all part of Ubtao's essence, and as their power wanes, so does his. Uzoma believes that as people fight to rid Chult of evil magic, Ubtao will rise again to full power, ready to guide a worthy people to greatness.

Journey to the Marsh

When the party is ready, Onyeka leads them through the poison dusk territory. It takes about a day to pass through the area, moving cautiously around poison dusk patrols.

During the journey, the party must make a group DC 13 Dexterity (Stealth) check (see "Group Checks" in the *Player's Handbook*). If the party healed Onyeko of her poisoned condition, she counts as one success and grants advantage to every other party member. Grant an additional automatic success if the party takes extra precautions such as scouting ahead. Their success determines whether or not they can gain surprise when they reach the temple grounds..

There are also a couple of obstacles that the party encounters during their journey.

Swinging Log Pit Trap

The poison dusk lizardfolk take extra steps to protect the areas they do not patrol often. This trap they've devised is a combination of camouflaged pits in the ground and heavy logs positioned to swing down from the surrounding trees. Vine ropes are lashed together and camouflaged around the trees and over the pits. When stepped on, three large logs swing downward over the area in a pendulum pattern over an area containing a 15-foot deep spiked pit trap.

Trigger. The trap activates either from stepping on the tight vine ropes or falling into one of the pits.

Effect. Upon triggering the trap, each creature must make a DC 15 Dexterity saving throw. On a failed save, they take 16 (3d10) bludgeoning damage and must make another DC 15 Constitution saving throw or be knocked into the spiked pit, taking another 16 (3d10) piercing damage. Climbing out from the pit requires a successful DC 13 Strength (Athletics) check, upon which the character must repeat the initial DC 15 Dexterity saving throw to avoid being hit by the swinging logs, with failure resulting the same as above.

Countermeasures. A successful DC 16 Wisdom (Perception) check reveals the concealed vine ropes. If the party attempts to step around them, an additional DC 14 Wisdom (Perception) roll reveals the location of the pit trap. If the pit trap is not noticed, a DC 15 Dexterity saving throw is required to avoid falling in. Anyone falling in takes 16 (3d10) piercing damage and the logs trap is still triggered as above.

Koni-Matabo Vines

These king-sized Matabo vines gather around the roots of large trees and latch onto creatures with poisonous barbs.

Trigger. Vines lash out at any creature who steps within 10 feet of the base of the trees where the vines gather.

Effect. The target creature must make a DC 20 Dexterity saving throw or be restrained and stung by venomous barbs, taking 22 (4d10) poison damage.

At the start of a restrained creature's turn, the creature can break free with a successful DC 15 Strength (Athletics) check. An unrestrained creature can free a restrained one by making the same check or by dealing enough damage to the vines (see "Countermeasures"). Creatures still restrained by the end of each turn take an additional 22 (4d10) poison damage at the start of their turn. The vines can restrain three creatures at a time.

Countermeasures. The vines are well hidden, requiring a successful DC 15 Wisdom (Perception) check to notice them, but are easily avoided when located. The vines can also be destroyed (AC 12; 15 hit points; immune to poison damage). Destroying three vines removes the threat.

A Farewell for Now

Once the party reaches the end of the guided path, Onyeka bids the party farewell and wishes them good fortune. They do not encounter her again until they return to Kayebo Village.

Shrine of the World Serpent

Refer to map 3 for locations. This area was once the outer courtyard of a grand temple built by the yuan-ti and their servants. Kamaphet, a **dracotaur sovereign** is here with a **dracotaur rager** and two **dracotaurs.** Standing before them is Voshk, a **poison dusk lizardfolk** emissary.



Kamaphet,
Leader of the Dracotaurs

At the end of the dirt path, the tangle of trees recede, revealing a massive clearing spanning hundreds of feet across. A decorative stone path leads through a row of old, broken statues of humanoids with a serpentine lower body instead of legs. A large dais is located at the end of the path before leading off into a sprawling marsh. Standing atop the dais is a poison dusk lizardfolk, seemingly conversing with four beasts possessing muscular reptilian heads and torsos and their lower bodies resembling that of a dragon. In the distance, you can see the top of a large structure floating in the middle of the marsh, surrounded by thick flowing mists.

Developments

If the party waits before entering the clearing, they hear some of the conversation between Voshk and the dracotaurs. Voshk tells Kamaphet that his people question whether the human villagers are the cause for the strange curse upon the land. Many lizardfolk have already died over this conflict.

Kamaphet knocks the lizardfolk emissary to the floor, points the tip of his spear at Voshk's head and yells, "Do as your god commands, or see all of your people fall!" A few seconds later, Voshk gets up to his feet, bows graciously, and leaves along a side path to the south. If the party attacks at any point during the conversation, After the first round, Voshk flees down a side path unless attacked before he moves to escape.

Tricks of the Trade

The dracotaurs attack as soon as they spot the party. If the party failed the group Stealth check while traveling here, or if they set off the swinging log pit trap, the dracotaurs are alert that others might be in the area and cannot be surprised. They use their fire breathing and ranged attacks first, then switch to using their melee weapon attacks when in range.

Ending the Encounter

The dracotaurs fight to the death. They do not have any useful information other than that they are heeding the commands of the mighty storm god from the temple who gave them control of the lizardfolk as their underlings. If the party attempts to track down Voshk, he has disappeared into the brush and cannot be found.

Treasure. The dracotaurs don't carry anything on them, but Kamaphet keeps a large chest at the rear of the dais containing their spoils. The chest is locked. A character can pick the lock with a successful DC 16 Dexterity check made with thieves' tools. Inside is 600 gp, a jewelry set worth 150 gp, a *potion of water breathing*, and two *spell scrolls* containing the *revivify* and *vampiric touch* spells.

When the party is finished with this area, continue on to the next chapter.

Chapter 5: Ruins of the World Serpent



In order to rid the Bakumora of the dreaded mists, the party must seek out the darklord Fotari, who resides in an ancient yuan-ti temple. The Temple of Omi Keyoka (OH-mee kay-OH-kah) was built by the yuan-ti to honor their god and creator. The temple fell when it was taken over by worshippers of a usurper god, who were later defeated by a party of adventurers.

In recent years, the land transformed into a marsh, causing the foundation of the temple to sink beneath the murky surface of the wetlands. It is here that Fotari has taken refuge, feeding the souls of the dead to Ifalakuntho a corrupted aspect of Ubtao.

The Temple Marsh

Beyond the lair of the dracotaurs, the upper portion of the temple can be seen sticking out above the surface of the marsh about 500 feet directly to the east. The marsh starts out shallow around the outer edges, then slowly becomes more of a lake once within the temple's vicinity.

Any creature passing through the marsh can wade through the first 150 feet as difficult terrain. Afterward, the ground descends to about 6 feet beneath the surface then slowly dips toward the center where the base of the temple sits about 40 feet below.

Plagued Swarm

The marsh is a breeding ground for tiny, venomous insects that swarm about the watery surface. Each creature wading through the marsh must succeed on a DC 16 Constitution saving throw or be infected by the insects' bites. Those affected experience dizziness and blurred vision for the next hour, giving them a disadvantage to all Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight.

Marsh Hunter

A **froghemoth** lairs beneath the surface and attempts to surprise any creature coming within 200 feet of the temple. It can be spotted before it notices the party with a successful DC 16 Wisdom (Perception) check. Anyone made aware of the froghemoth's presence within that time can attempt to swim beyond its vision by making a successful DC 15 Strength (Athletics) check. A failed check causes the froghemoth to notice the sudden movement.

Outside the Temple Walls

Once the party reaches within 100 feet of the temple, they are able to get a clear view of the structure beyond the thick mists.

> The finely crafted stonework of this massive structure has only begun to show signs of age and wear. Only the upper levels of the building are visible over the murky surface, decorated with carved illustrations of huge serpents and various depictions of melded shapes of humanoids and snakes. The rest of the building sank into the waters years ago, the soft ground forcing the entire building to lean partially to one side. There are no visible entrances above the surface, but the majority of the building sits beneath the waters. A brilliant glow shines off of the rooftop, accompanied with sounds of a great whooshing wind and the crackling of thunder.

Reaching the Temple Entrance

The bottom two levels of the temple sank beneath the earth, but there are still two entrances located underwater that lead to the upper levels. A large crack in the south side of the building can be spotted easily from below the surface.

Swimming through it brings the party up to the surface on the inside of the building where they can enter through a break in the wall on Level Two. There is also a smaller entrance slightly a bit further that leads to area 7 on Level Three that can be noticed with a successful DC 16 Wisdom (Perception) check. Refer to the location sections below once the party enters the temple.

I Wanna Fly Away

The altar atop the roof is surrounded by a domed tempest of wind and lightning which only dissipates after Fotari is defeated in the Upper Sanctum. If anyone in the party attempts to scale to the top the temple or fly near the rooftop, they are unable to bypass the storm dome. Any creature attempting to move, fly, or teleport into it is immediately hurled away by the winds and must succeed on a DC 19 Dexterity saving throw or suffer 22 (4d10) lightning damage. The storm cannot be dispelled, nor can it be controlled or affected by magical spells or abilities.

Inside the Temple

Refer to the locations in the following sections once the party enters the temple. The entire area within the temple walls have the following features.

Terrain. The entire structure leans slightly toward the south causing the floors to pitch at a 20 to 30 degree angle. The marble floor is cracked and filled with debris in various locations. Though this does not restrict movement, any creature who fails a Strength (Athletics) or Dexterity (Acrobatics) check must use a bonus action to stay upright or immediately fall prone.

Lighting. Small torches with blue-green flames provide dim light throughout the temple.

Smell and Sounds. The stink of the marsh is slightly covered by the greenery in the halls and rooms. The halls carry constant echoes of shifting water and debris.

Temple Level Two

Refer to map 5.1 to reference the following locations inside the temple.

1. Gathering Hall

> This great hall, though showing some signs of wear, appears to still have its detailed stonework and exotic design kept intact. Two large fountains decorate the center of the hall, each with a statue of a large humanoid-serpent hybrid reaching upward and spraying a stream of crystal clear water. A display of small trees and shrubs sit on either side of the fountains. They seem to be unaffected by this temple's long years of plague and ruin. The mists still permeate throughout this area, now turned a bluish hue from the room's strange-colored torchlight.

Developments

If the party approaches any of the trees, some of the leaves on the ground gather together in the air to form a few tiny humanoid forms. One waves to the party and then they all instantly scatter back onto the ground.

This is effect is an extension of Fotari, the darklord who watches the party as they enter his domain. They cannot be damaged and merely scatter to the ground if attacked. There is nothing else in this hall.

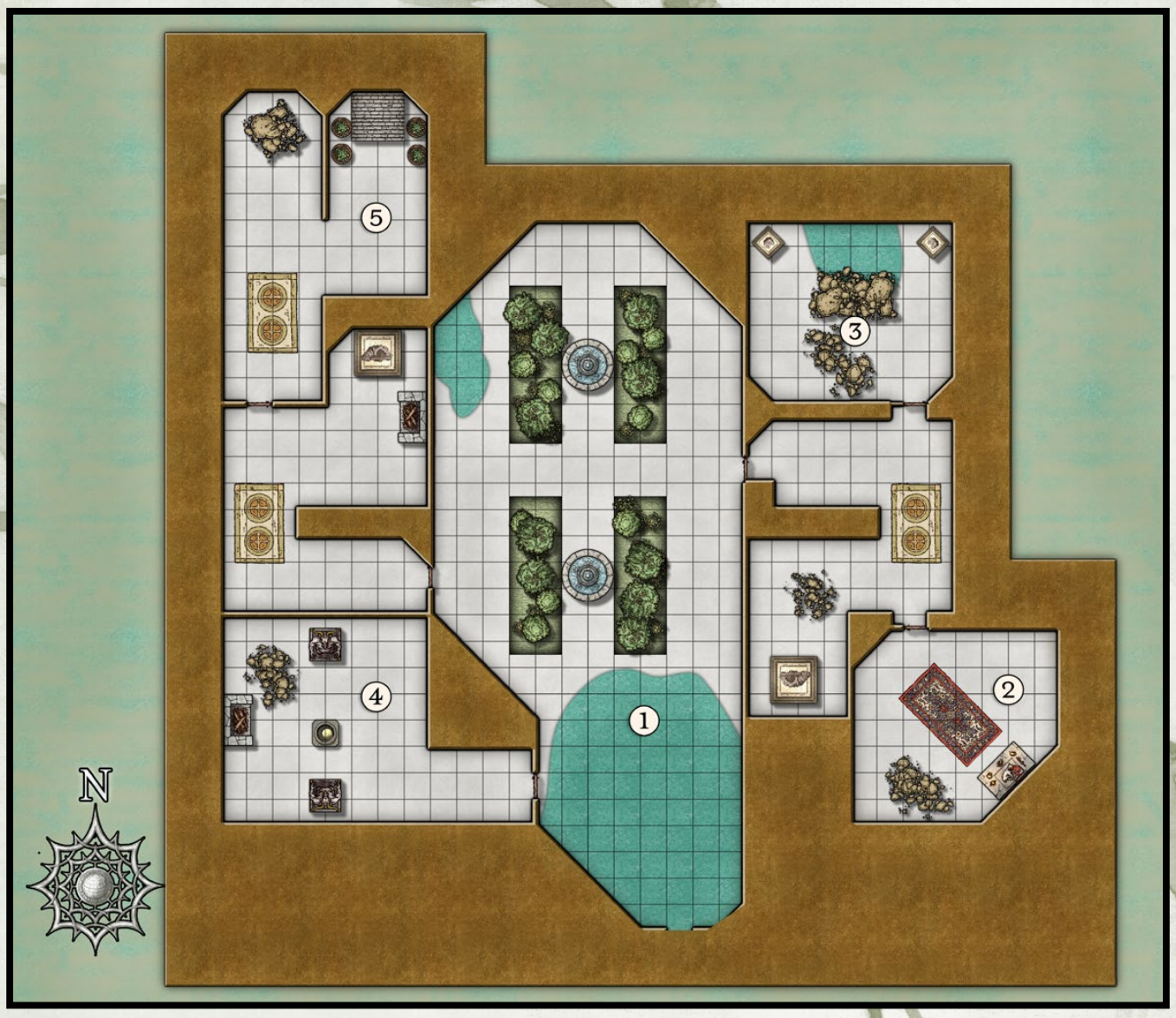
Creepy Scenes

The mists carry Fotari's hate and anguish throughout the temple, creating an atmosphere that would put even daring adventurers on edge. At your discretion, you can include some sort of additional effect whenever the party enters a new room. You can makes use of the following suggestions for these random effects.

- Floating leaves into humanoid/monster shapes (as above)
- Small rocks falling a few feet from where the party had just passed.
- A large shadow following the shadows of the party as they walk.
- The blue-green flames of the torches flashing brightly for a moment, or their flames turning red.
- Unintelligible whispers coming from within the room or a distant cry of anguish from an indeterminate distance.

2. Blood Altar

The door to this room is locked. A character can pick the lock with a successful DC 16 Dexterity check made with thieves' tools. It can also be forced open with a successful DC 18 Strength (Athletics) check. There is no substantial light source in this room.



Map 5.1: Temple Level Two

A **spawn of Kyuss** lairs upon the altar in this chamber. Two **wraiths** are also here. They appear on either side of the altar and attack as soon as the spawn either attacks the party or is attacked.

> A rancid smell lingers in the back of this room. Dust and cobwebs cover the walls here gathered atop a large decorative rug and tattered tapestries. In the southeast corner, a large stone altar sits against the wall. Above the altar is a column half-embedded into the wall. Small trails of slightly pulsing red light travel up the cracks along the column into the ceiling, almost as if it were blood coursing through veins.

Developments

This room was once used by the yuan-ti priests in the ritual creation of its underlings. The altar is two feet tall and covered in blood stains. The spawn of Kyuss attacks the first party member to investigate the altar, followed immediately by the wraiths. They surprise characters with a passive Wisdom (Perception) score lower of 13 or lower.

The Serpent Altar

Once the altar is clear of the spawn, a 2-foot-wide curved indentation can be seen in the back of the altar, filled with a dark pool of blood. The pulsing column connects with the altar via this blood pool. Terminating the connection between the altar and the column deactivates the obelisk in area 10 (see "The Black Pillars" in Temple Level Four).

Breaking the connection causes the light from the columns to disappear. This can be done in one of the following ways.

Destroying the Altar. The altar is a plain stone block. It has an AC of 12 and 40 hit points.

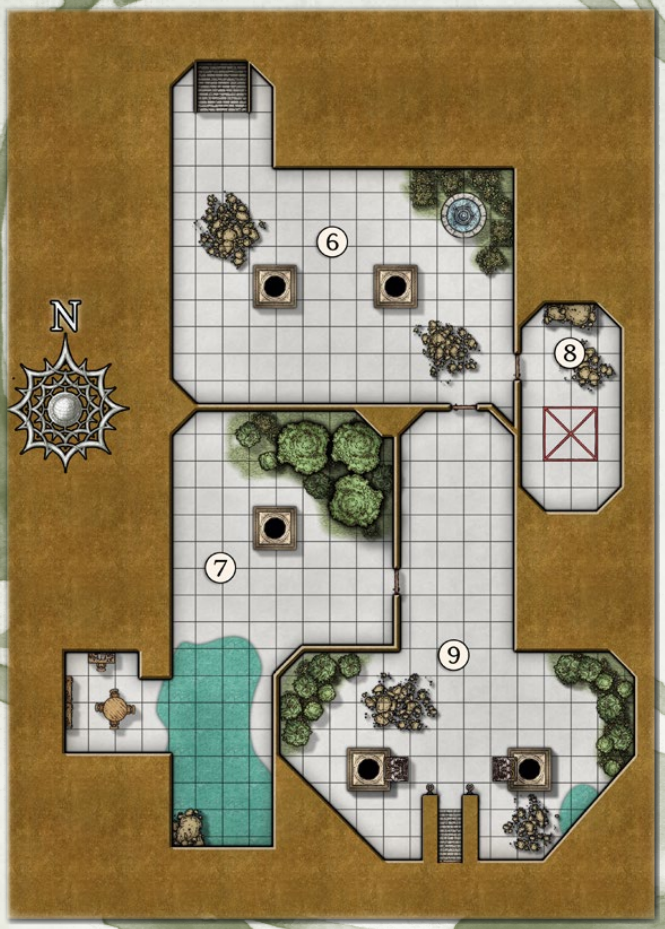
Burning the Pool. The blood turns black if touched by any fire source, terminating the connection.

Damaging the Column. Like the altar, the column has an AC of 12. Dealing 20 damage to the column enough to break the connection.

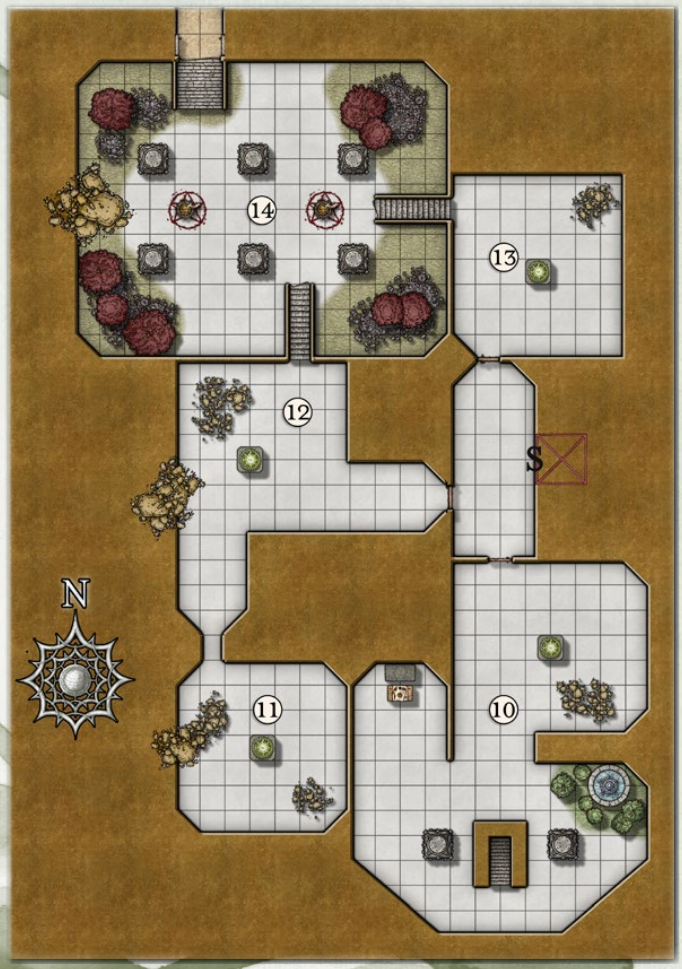
Treasure

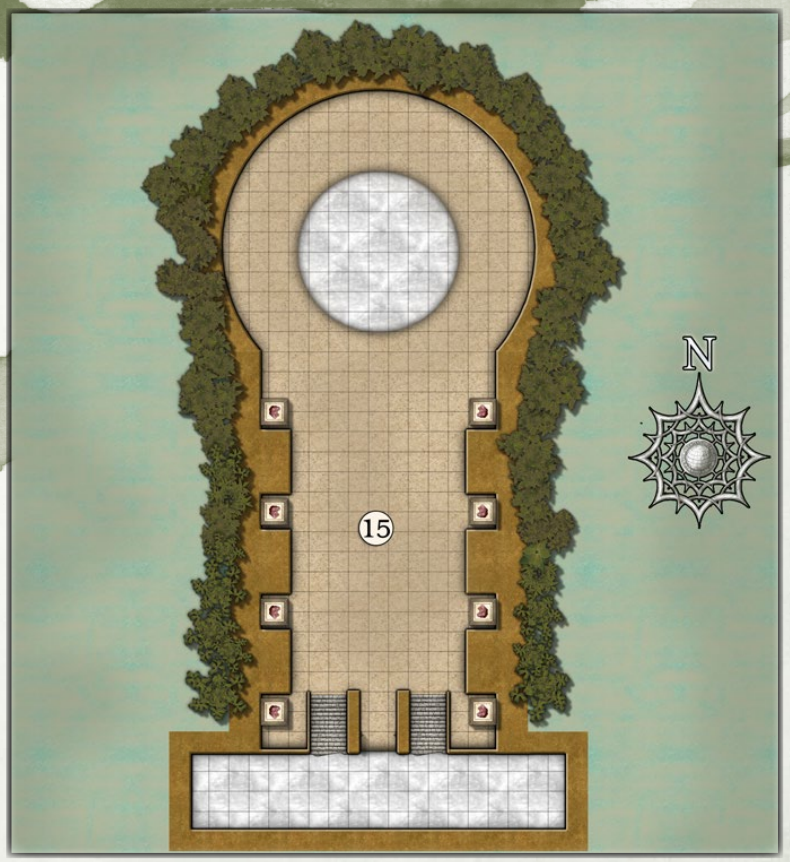
A successful DC 15 Wisdom (Perception) check reveals a row of four rubies decorating the bottom of the altar. They can be easily removed and are each worth 100 gp.

Map 5.2: Temple Level Three



Map 5.3: Temple Level Four





Map 5.4: Temple Throne

3. Private Chamber

The door to this room is locked. A character can pick the lock with a successful DC 16 Dexterity check made with thieves' tools. It can also be forced open with a successful DC 18 Strength (Athletics) check. There is no substantial light source in this room.

An **ooze master** resides in the pool at the rear of this chamber. Two **black puddings** are behind each of the statues in the corner.

> The walls and ceiling in this room are severely damaged. The floor is covered in rocky debris that fell from the collapsed areas above. A pool of rancid greenish water sits in the north end of the room. Patches of dark green liquid trickle through the cracks in the north wall, seeping into the larger body of water.

Developments

The debris in this room is considered difficult terrain. The ooze master and the puddings attack once the party comes within 10 feet of the pool. The pool feeds the obelisk in area 13 (see "The Black Pillars" sidebar). Destroying the ooze master deactivates the connection between the pool and the obelisk.

Treasure

If the party investigates the dark pool, a successful DC 14 Wisdom (Perception) check notices a humanoid skeleton near the bottom of the water. Its clothing and mundane gear are ruined, but it is wearing a *Heward's handy haversack*.

4. Divination Chamber

This chamber was once used by oracles to divine and share information between each other and also with their dark masters.

> Two large statues of monstrous humanoid serpents decorate the north and south side of this large chamber. In between them is a 4-foot-tall column, above which floats a small orb of yellowish crystal. A large fireplace to the west emanates crackling blue-green flames.

The Scrying Orb

The orb can be activated by touch and a successful DC 14 Intelligence (Arcana) check. Any party member that activates the orb is flooded with visions and must succeed on a DC 16 Wisdom saving throw or take 22 (5d8) psychic damage.

Most of the visions are of yuan-ti rituals and vague events dealing with the history of the temple, including a party of adventurers facing off against a large group of powerful yuan-ti priests.

The visions also include the connections to the obelisks in areas 10 through 13 (see "The Black Pillars" in Temple Level Four). The connections are as follows:

- The blood altar in area 2
- The dark pool in area 3
- The fireplace in the current location (area 4)
- The fountain in area 6

If more than a minute is spent scrying into the orb, the character receives a brief image of a gigantic winged creature surrounded by a torrential lightning storm. The creature appears to see the character and lets loose a roar, forcing the scrying character to make another DC 16 Wisdom saving throw, taking 22 (5d8) psychic damage on a failed save. The scyring orb then shatters into pieces.

The Fireplace

If the party investigates the fireplace, they notice small cracks in the wall leading up from the fireplace into the ceiling. The cracks appear to have a very faint, pulsing blue-green light in between them, identical to the fire in the fireplace itself.

Extinguishing the fire breaks the connection to the obelisk in area 11. The fire can be extinguished the same as any normal campfire. However, doing so triggers the magical trap within the fireplace. Any attempt to extinguish the fires causes them to erupt in a burst of flames around the fireplace. Each creature within 10 feet of the fireplace must make a DC 18 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half as much on a successful one.

After the trap is triggered, the fires extinguish regardless of the methods used to do so. The light within the wall cracks also disappear.

5. Northern Stairs

These stairs lead up to area 6 in Temple Level Three.

Treasure

If the party investigates the rubble pile in the northwest section of the room, they find a pile of bones and a small bag with a successful DC 19 Wisdom (Perception) check. Inside the bag is 400 gp and two *potions of greater healing*.

Temple Level Three

Refer to **map 5.2** to reference the following locations inside the temple.

6. Meeting Hall

Fallen leaves once again gather together to greet the party, however, they then take the shape of two **tree blights** which take shape and attack the party one minute after the party enters the room. In addition, the two columns are covered in **assassin vines**. There is one vine on each column.

> Remnants of old wood and stone furniture lie scattered about this once opulent chamber. A grove of small trees and shrubs surround a large fountain in the room's northeast corner.

Tricks of the Trade

The assassin vines attempt to entangle as many party members as possible while the tree blights attack entangled party members first, then any target within reach.

The Serpent Fountain

Examination of the fountain reveals a trail of pulsating roots extending from the fountains' base and traveling up the east wall of the chamber until they meld into the ceiling. The roots form a connection between the fountain and the obelisk in area 12 (see "The Black Pillars" in Temple Level Four).

Breaking the connection causes the roots to shrivel and turn to ash. This can be accomplished in one of the following ways.

Damaging the Roots. There are four roots. Each has an AC of 10 and 15 hit points.

Damaging the Fountain. The fountain has an AC of 10. Once it takes 30 or more damage, it becomes inert and the clear water turns into a thick murky pool.

7. Study Room

The break in the wall on the south side of this room leads out back out to the exterior of the temple beneath the surface of the marsh.

A small study is in the western alcove. Almost all of the books are waterlogged and ruined. Atop the desk are some writing materials as well as a map of the Chultengar region. There is also a small scrap of paper near the map with the words "Sanctum - L7- R4- L11". This is the sequence to the door puzzle in area 9.

Next to the map and scrap of paper is a handwritten letter. It reads:

> *It has been years since I have written anything. I know not why I even bother. Perhaps it is because I grow restless. Even now, with all of this power, I feel powerless.*
>
> *Yet I refuse to let this cursed jungle from becoming my tomb. Each day, the beast gets stronger. One day soon, it will become the conduit for the great god's return.*
>
> *Oh, great Ubtao! What newfound glories will you reward to your loyal children when your eternal power returns to the jungle?*

Treasure

There is a locked drawer on the desk. A character can pick the lock with a successful DC 17 Dexterity check made with thieves' tools. Inside are a collection of finely crafted gold and silver trinkets worth 550 gp.

In addition, a false bottom in the drawer can be located with a successful DC 15 Intelligence (Investigation) check. Beneath the false bottom is a scroll case containing a *spell scroll* of *greater restoration*.

8. Sleeping Quarters

> A tangled mess of old wooden beds and small chairs are strewn about in this partially collapsed room.

Developments

A small hole in the collapsed part of the ceiling leads to a crack in the wall in an upstairs hallway between areas 10 and 13. It can be noticed with a successful DC 16 Wisdom (Perception) check. Characters gain advantage to this roll if they have darkvision or if they have a light source that emits bright light.

9. Entrance to the Holy Sanctum

> This walls of this grand hall are covered in faded carvings depicting hordes of humanoid serpents being led by a gargantuan snake-like beast made of shadows. The stonework on the floor appears to be discolored, even scorched in different areas. To the south, past two giant serpent statues, a set of carved marble steps lead up to an ironbound door made of darkwood.

Developments

A puzzle must be solved correctly in order to open the south door without triggering the trap in the room. If the characters investigate the staircase, they notice two large iron rings attached to chains that extend out from within the stone blocks on either side of the stairs.

Under each of these rings is a small plaque with inscriptions written in draconic:

- The western plaque reads: *Fourth for the Next*
- The eastern plaque has two lines that read: *Seventh for the First. Eleventh for the Last.*

Pulling on either of the iron rings also pulls part of the chain. Each time a new link of the chain is revealed, an audible click can be heard from inside the stone block.

Solving the Puzzle. The chains need to be pulled out from the stone blocks in the correct order. Per the instructions above, the correct sequence is seven clicks from the east block, four from the west block, then four more clicks (for a total of eleven) from the east block. This opens the door at the top of the steps without triggering the trap.

The Puzzle Trap. If both chains are pulled out of the blocks without using the correct sequence, the columns on either side of the room rotate about the chamber. The statues attached to them spit streams of acid all about the chamber.

Each statue spits twice, attacking two different targets with a +8 to its attack roll. Each creature hit takes 33 (6d10) poison damage. After both statues make their attacks, they return to their original positions. The chains also retract back into the stone blocks, resetting the sequence to be used again.

Alternate Paths

If the party appears to be stuck on the puzzle, you can optionally grant them a DC 16 Wisdom (Insight) check to note that there may be a solution to the combination elsewhere. Or, you can grant the solution if they found Fotari's code in the Study Room (area 7). Optionally, the door can be forced open with a successful DC 22 Strength (Athletics) check. Any of these, including the secret passage in area 8 can help to keep the adventure moving forward.

Temple Level Four

Refer to **map 5.3** to reference the following locations inside the temple.

The Black Pillars

An obelisk made of black marble can be found in the center of each of the areas #10 through #13. Each has sinuous streams of pulsing light traveling up along its surface. These feed spirit energy into the altar above, where Ifalakuntho resides. Deactivating these obelisks weaken Ifalakuntho's powers. Additionally, each obelisk that is deactivated makes it easier for the party to deal with Fotari when they encounter him in area 14. These effects are described in each corresponding section.

While activated, the pillars are immune to all physical and magical attacks and spellcasting. If examined closely, faint images of tortured faces can be seen writhing along each of the stone surfaces.

10. Blood Obelisk

The obelisk in this room pulses with red trails of energy. It is connected to the blood altar in area 2.

Treasure. In the northwest section of the hall, an altar can be found against the north wall. A successful DC 18 Wisdom (Perception) check reveals a set of gem encrusted ritual goblets beneath the altar tapestry. These are worth 300 gp.

11. Hellfire Obelisk

The obelisk in this room is surrounded with pulsing trails of blue-green energy. It is connected to the fireplace in area 4.

12. Blighted Obelisk

The obelisk in this room is surrounded with pulsing roots and vines. It is connected to the fountain in area 6.

13. Plagued Obelisk

The obelisk in this room has trails of thick black liquid running along paths carved into it surface. It is connected to the dark pool in area 3.

14. Inner Sanctum

Fotari is here, awaiting the party's arrival. He does not attack immediately unless the party moves to attack first.

This grand hall is decorated in ornate stone columns and stone carvings along the walls and ceiling. A pair of small braziers shed blue-green light about the chamber. Trees and various types of plant life grow out from the floor and walls in each corner of the room. Their leaves, branches and vines are bear colors of dark red, gray, or black.

Developments

Fotari greets the party, welcoming and thanking them for their sacrifice to Ubtao. A successful DC 14 Intelligence (History) check recalls that Ubtao abandoned Chult generations ago. If the party asks about Ubtao, the darklord tells them he alone will return the jungle god to his former glory and save the jungle from darkness.

In truth, Fotari is delusional. His thirst for power and glory has been twisted into a dark vision. His corruption of the nature spirits into the beast now known as Ifalakuntho eventually transformed the Bakumora region into his own dread domain.

Anyone in the party who speaks with Fotari and makes a successful DC 16 Wisdom (Insight) check can see that the former spiritlord is clearly mad and most likely cannot be reasoned with. Fotari attacks the party after three rounds.

Trees Company. At the beginning of the combat, two trees from any corner of the room become **awakened trees** and immediately attack the party. If the first pair of awakened trees are defeated, a second set of two **awakened trees** spawn from the grove and attack. No more trees awaken after the second set.

Defeating Fotari

The point at which the party is able to defeat Fotari depends on how many of the obelisks they deactivated throughout the temple.





If no obelisks were deactivated, Fotari fights to the death. His spirit is visibly sucked out into the opening leading to the outer platform in area 15. There is no way to save him.

If one or two obelisks were deactivated, Fotari fights until he is reduced to 30 hp or less, after which he falls to the ground, screaming in horrific terror. He can be returned to his senses with a successful DC 18 Charisma (Persuasion) or Wisdom (Medicine) check. If there are no successes on these checks, Fotari screams one final time and his body dies. His spirit is pulled out into the open platform in area 15.

If at least three obelisks were deactivated, Fotari fights until he is reduced to 30 hp or less, after which he surrenders. Any awakened trees that are still alive turn back into normal trees.

Fotari tells the party he has been fighting against the corruption in his soul, but he is only able to keep sane in brief moments. The true danger that threatens all within the jungle is Ifalakuntho. It is a powerful storm spirit, one of the aspects of Ubtao, that has been slowly corrupting the lifeforce of the jungle.

Fotari believes that destroying Ifalakuntho should allow the druid to maintain control over his corrupted spirit, and return the Bakumora to its normal state. He tells the party that the storm spirit has taken residence upon the outer throne at the top of the temple.

Evil Begets Evil. The party may decide to kill Fotari anyway, with the thought that ending his life would still lift the mists from the Bakumora. If Mesika is with the party, she vehemently argues against this option.

If they still decide to kill Fotari after he surrenders, Ifalakuntho becomes the new darklord. In addition, for committing such an act in a dread domain, each character participating in Fotari's execution becomes marked by the domain. They are at disadvantage to saving throws against any of Ifalakuntho's innate spellcasting abilities.

The Final Battle. Regardless of the outcome, Fotari cannot join the party to face off against the storm spirit, for fear that he may be more hinderance than help. The path to the north leads to the outer throne at the pinnacle of the temple.

Treasure

Fotari carries a *staff of the woodlands*.

15. Throne of the Storm God

Refer to map 5.4. Once the party moves 50 feet beyond the platform entrance, **Ifalakuntho** appears before them over the circular marble dais.

> The passage opens onto an immense outer platform that covers the much of the outer roof of the temple. A row of yuan-ti statues line the walls on either side of the wide path, ending in an 80-foot diameter area upon which a huge marble dais is raised in the center.

Developments

Ifalakuntho is a twisted aspect of Ubtao made from rage, madness and corruption. It cannot communicate directly and stops at nothing before the party is killed and their souls become food for its body. It attacks first with its breath weapon and innate spellcasting before it moves on to physical attacks.

Pillars of Power. If any of the obelisks are still active when the party is fighting Ifalakuntho, the globe of violent storms surrounding the outer platform is still active. This time, however, the party is inside the storm globe. In addition to its normal abilities, Ifalakuntho can commune with the swirling storms and use it against the party. Refer to Ifalakuntho's Dread Tempest ability for more information. If the party deactivated all of the obelisks, Ifalakuntho cannot use this ability.

Fall of the Dread Domain

Once Ifalakuntho is defeated, the storms around the temple recede, a beautiful view of the Bakumora from the overlook. The dark mists that blanketed the jungle region have completely vanished.

The Spiritlord Returns

If Fotari was still alive when Ifalakuntho is defeated, he greets the party again as a ghost. He thanks the party for their bravery and explains that his soul is ready to join with the spirits of the jungle. It is the true destiny of all spiritlords.

If instead, Fotari was killed before the party faced Ifalakuntho, his body simply disappears.

Treasure

If the party did not kill Fotari, his ghost tells the party the location of his hidden cache behind a collapsed wall. Within the hidden cache is 1,500 gp. If the party has not already acquired it, Fotari's *staff of the woodlands* can also be found here.

Return to Kayebo

The party should be able to leave the temple region without difficulty. Upon returning to Kayebo Village, the party is graciously welcomed by Onyeka and the villagers. They tell the party that their scouts have been able to make it out of the Bakumora and there has already been a return of the jungle's normal flora and fauna. She hopes these events also bring back peace between their people and the lizardfolk tribes.

Warm Reception

If Mesika did not accompany the party thus far, she is in the village meeting hall when the party arrives. Artus and Dragonbait were freed from their icy prison once the mists receded from the Bakumora. Dragonbait has mostly recovered, but the strong smell of ham and wood smoke echo his current concerns. Artus is in a makeshift bed. His entire body is a pale shade of gray and he appears sickly. He still graciously greets the party and says he is pleased to see them once more.

If asked about his condition, Uzoma says that though the mists are gone, the magical backlash that affected Artus cannot be healed normally. The druid believes it may have something to do with the unstable magic storm that caused the mists to appear in the first place. Any mundane or magical attempts to cure Artus of his condition simply fail.

Artus' Story

Artus explains that he discovered a tablet in the ruins of Mezro that is part of a statue of Mezro's former king, Osaw the First. It depicts a maze, with various symbols marked in different locations.

He took a rubbing of the tablet in an effort to have it translated, but all he could learn is that the inscriptions are magical in nature, similar to those inscribed by magical practitioners in Nimbral. The obelisks positioned around the city ruins also have inscriptions created by the Nimbralese.

The people of Samarach once used the same magical practices from Nimbral to create powerful enough to seemingly hide entire towns from their enemies. Artus is convinced this is the same magic that may have been used by the barae of Mezro to somehow hide themselves away, leaving the ruins of the city in their place. He recently learned of a fortress called Votaran, an outpost on the Samarach border to where emissaries from Mezro often traveled.

Visions of Home

As soon as Mesika gazes upon the tablet rubbing, she sways and nearly collapses. Dragonbait helps her before she falls if no one in the party moves to do so. After she recovers, she tells the party that she has seen the tablet before and it does hold some measure of great importance. However, she is not sure whether this knowledge is from a vision or memory.

Quest: The Nimbralese Tablet. Mesika offers the party an additional 1,000 gp if they travel to Votaran to find a way to cure Artus and also possibly translate the runes from his tablet rubbing. If the party refuses, she still awards them the initial promised reward of 1,500 gp and bids them all farewell.

Assuming the party agrees, Artus suggests that either Mesika or Dragonbait accompany the party while he recovers. The party can choose to take one of them while the other stays with Artus. They can also decide to decline assistance and strike out on their own.

Once the party is ready to journey toward the mountains, continue on to the next chapter.



Chapter 6: Dark Mirrors



Tasked with finding a way to cure Artus Cimber and decipher the mysterious tablet runes, the party travels toward the mountain border through a path plagued with unstable magic. It's their only hope of locating the hidden fortress of Votaran.

Journey of Hidden Paths

Before the party leaves the village, Uzoma mentions that they may have to locate a hidden path in the mountains in order to reach Votaran, as it is located on a plateau high up within the mountain range and is closely guarded by the Samarachians.

He gives them an old scroll, once given to emissaries journeying from Chult in days long past. He is not sure of its use, but knows it opens paths to trusted visitors traveling into Samarach. He advises them upon entering the pass to look for a symbol resembling the one etched onto the back of the scroll.

Heading into the Mountains

Traveling at a normal pace, the party should take about three days to reach the border pass at the base of the Sanrach Mountains. If you are using random encounters, use the Mountains column of the Wilderness Encounter table in the *Tomb of Annihilation* hardcover.

The Lost Patrol

After the first ten minutes through the pass, the party encounters the effects of the wild magic storm for the first time.

> The skies darken overhead as you make your way through the mountain pass. A streak of purple lightning flashes sideways across a sky that periodically shifts from blue to a dusky gray.

A group of Samarachian guards used to patrol this section of the pass. Now, they are a group of five **ghosts** trapped within the planar limbo of the wild magic storm. They appear approximately 50 feet away from the party. If the party does not immediately attack, one of them waves to the party and politely asks them to turn back.

Any attack made upon the ghosts simply causes them to disappear. Otherwise, they can approach the patrol without incident. The leader introduces himself as Josal. He explains their spirits have been trapped here for years, and they have been doing their best to ward away travelers.

After the first minute of conversation, read the following.

> The light in the area quickly shifts colors casting everything around you into muted grays and browns. Huge cracks appear along the sides of the mountain wall, each one oozing with a thick, black liquid. An unearthly cry fills the air as the shadow of a large winged beast flies overhead. Within the next instant, everything shifts back to normal as quickly as they had first changed.

After the event, Josal explains that the entire area is caught in a chaotic rift between the Feywild and the Shadowfell. He again urges the party not to continue, but also says he would make no move to stop them if they choose to pass.

Unless the party has anything else to say, the patrol simply moves on. If the party mentions they are on the way to Votaran, have them make a DC 16 Charisma (Persuasion) roll. Grant them advantage if they show Uzoma's scroll to the ghosts. If successful, Josal tells them about a laboratory within the Votaran fortress that unleashed this magical storm.

He also tells them they are nearing the point where they can open the walking path that can take them to Votaran, but there is no telling what strange things lurk up there. Magic may also work unreliably in the area, so he warns them to be cautious when casting spells. The ghosts do not know much more beyond this.

Planar Shifts

Throughout this section, the players encounter points where they are shifted between the Material Plane and the chaotic region that exists within the Shadowfell. The main features of the area usually do not change, but all colors are gray or muted. The air is stale and the surroundings appear corrupted or tainted. In addition to the prompts provided during the following sections, shifts can occur every half hour, usually lasting anywhere from 10 seconds to 2 minutes.

Path of Stars

After traveling another mile beyond where they encountered the patrol, the party reaches a small rounded clearing that cuts in between the pass. A large symbol is carved into a flattened section of the wall, resembling a group of curved lines extending downward from an ellipse. This symbol matches the one etched on the back of Uzoma's scroll.

Opening the scroll reveals several lines of strange words written in the Common alphabet but with no meaning. Reading the incantation summons a 20-foot wide trail made of sparkling gold lights that spirals upward along the pass. The path travels a few hundred feet to eventually reach an upper platform running alongside a large waterfall.

DM Note. If the players are confused on how to use the scroll, they can either be prompted by one of the NPCs or can figure it out with a successful DC 11 Wisdom (Insight) check.

Attack Along the Path

When the party reaches about halfway up the path, the air flashes around them and they experience a planar shift. Two gray-skinned **grick alphas** burst from the oozing cracks in the mountain wall and land along the glowing path, immediately attacking the party. They surprise characters with a passive Wisdom (Perception) score of 13 or lower.

Over the Bridge

Once the party reaches the waterfall outcropping, a 20-foot-wide shimmering bridge can be seen stretching to the cliff on the other side of the pass. On the other side of the bridge, the swirling chaotic storm can be seen in the distance. Beyond the bridge, the environment changes drastically.

Terrain. The ground becomes rough and jagged with large fissures in random areas.

Lighting. The sky is almost pitch black. The light in the sky only barely pushes through the thick fog and swirling thunderclouds providing only dim light and a visibility of 30 feet.

Smell and Sounds. The air here is dry and carries a mingled smell of scorched earth and burnt flesh. The wind and occasional bursts of thunder can be extremely noisy. Any Wisdom (Perception) checks that deal with sound are made with a disadvantage.

DM's Option: That Old Wild Magic

While the party is in this region, you can choose to have the effects of the wild magic storm affect the spellcasting abilities of the party. If you choose to do so, all spells cast in this region are subject to a possible wild magic surge (see Wild Magic in the chapter 3 of the *Player's Handbook*.) In addition, each minute a creature concentrates on a spell, another d20 roll must be made to check for a wild magic surge. If one occurs, the spell immediately ends before the surge effect takes place.

On the Road to Ruins

> Not far beyond the bridge, a four foot tall stone block juts out from the ground next to a shallow path carved into the rocky surface. The faded carving on the stone block reads "To Votaran." Beneath that is a smaller set of letters hastily carved into the rock that read "where only Death awaits."

Thunderstruck

The carved path soon splits into a collection of narrow winding paths that run along extremely uneven rocky terrain. Large black scorch marks line the floor all about the area. Several wide, jagged rocks slant upward from the ground in random spots. They measure anywhere from two to five feet in height.

This blighted area is 120 feet in diameter continually bombarded by lighting strikes created by Taherako, the living tempest within Votaran. The only path across is to the north, as it is blocked by a mountain wall to the east and a large ravine to the west. Any creature who ends their turn on the blighted ground must succeed on a DC 18 Dexterity saving throw or take 17 (5d6) lightning damage.

Any player looking for alternate ways to cross the terrain can make a DC 16 Wisdom (Insight) check. Success reveals that the large jagged rocks protruding from the ground can be used for cover. Moving from one rock to the next while crossing the terrain grants advantage to the Dexterity saving throw. The party can also resort to abilities or spells such as *haste* or *teleport* to quickly reach the other side.

End of the Road

The shadow of the fortress can be seen from the other side of the blighted area. Two rounds after the first party member reaches the other side of the lightning-blasted ground, a lightning flash 30 feet north of the party reveals two **air elemental myrmidons**.

Tricks of the Trade. If one or more of the party is still traveling through the blighted area, one of the myrmidons move toward them to attack while the other remains to deal with party members who have already made it to the other side.

Once the myrmidons are defeated, the party can continue on to Votaran.

Votaran

The fortress is located a few hundred feet beyond the lightning plagued area.

Main Courtyard

The outline of a small, battered fortress pierces through the thick fog and whipping winds. In front of the main structure, the remnants of a shattered stone wall marks the path to a debris covered courtyard. Of the few small ruined buildings that remain in this area, only one appears to have not yet completely collapsed.

The Architect

The only standing structure in the courtyard is an old guard post. Shamar Reedwise (NG male halfling **noble**), an architect from Lantan, is hiding out inside the guard post. He calls out to the party if they decide to head directly to the main building.

Shamar introduces himself as one of the fortress' last survivors. He asks the party if they had anything to do with ridding the jungle of the strange mists down below.

A character making a successful DC 15 Wisdom (Insight) check can tell that the halfling is somewhat excited to see the party. If asked, he tells the party they are the first people he's seen in over a year.

Beyond introductions, Shamar warns the party against entering the fortress, as the few who have entered the building after what he calls "the event" has never made it back out. If the tell Shamar their reason for being there, they can learn the following information from him.

- Votaran was an outpost marking the mountain border between Samarach and the Chult. It was also a meeting grounds for guild artisans from the neighboring nations of Lantan, Nimbral, and Chultans from Mezro.
- With the passing of the Spellplague, the strange magical backlash reacted with the experiments of the Nimbralese artisans, creating dimensional and planar rifts all about the lower areas of the fortress.
- While the remaining artisans worked on ways to seal the rifts, Diro, Shamar's guild partner, decided instead to secretly experiment with them.
- Diro disappeared after a few weeks, then re-emerged, crazed and wielding strange elemental powers. He called himself "Taherako." He killed most of the fortress' inhabitants.
- Taherako is now a living tempest, slowly corrupting the weave of magic throughout the region.

Quest: The Tempest. Shamar managed to escape the fortress, but is incapable of leaving the area on his own. Two of his associates, Etallo and Nenet are hiding in a secret lab beneath the fortress, looking for a way to stop Taherako. Shamar is certain that they can also help the party translate the tablet rubbing.

Shamar mentions that Etallo often conceals the entrance to the lab with a puzzle he changes every few days. When the party is ready, the halfling leads them to one of the nearby collapsed buildings where he reveals a secret set of stairs beneath a pile of rubble.

Beneath the Fortress

Shamar navigates the party through a small network of tunnels that lead beneath the main fortress.

The winding tunnels lead to an 20-foot square chamber. Though the area appears to be well traveled, the room itself is mostly bare. A large gold-framed mirror is mounted against the north wall with a gold plaque hanging beneath it. A lit brazier sits in the center of the chamber, its firelight casting shadows of your group all about the room.

Taking the Front

If anyone in the party decides to investigate the outer wall of the main building, they cannot move within 10 feet of the walls nor the main door. They are instead pushed away by a strong wind gust. Any spellcasting or spell-like abilities used in attempt to move past the wall simply fail. They cannot enter until after they reach the secret lab.

The Mirror Puzzle

To gain entrance into the secret lab, the party must solve the puzzle left behind by Etallo. Examining the plaque reveals an inscription that reads:

> *Light and Shadow are mirrors of each other.*
> *Find those without their dark companion and present them to me.*
> *For only then, shall you be granted passage.*

Choose two players at random or one player and one NPC. For these characters, the light from the brazier does not cast a shadow for them in the room. However, when looking into the mirror, their shadows can be seen off of their reflections.

This effect is reversed for everyone else in the room. All other characters aside from the ones chosen cast shadows inside the room, but their reflections in the mirror do not. The shadow effects can be noticed by any character with a successful DC 14 Wisdom (Perception) check, which can also be made passively.

Solving the Puzzle. The puzzle can be solved in one of two ways. If only the characters whose shadows are not present in the room stand in front of the mirror, the mirror vanishes, revealing a door in its place. Placing only characters whose shadows are present in the room in front of the mirror also solves the puzzle and reveals the door.

The newly revealed door is unlocked and leads into Votaran's underground lab.

Remaining Puzzled

If the party is having difficulty resolving the mirror puzzle room, you can decide they notice the shadow effects without having to make a skill check. You can also grant them a DC 14 Wisdom (Insight) check to figure out what to do with the mirror. If you would like to just keep the adventure moving, one of the NPCs, most likely Shamar, points out the clues and tells the party how they can solve the puzzle.

Secret Lab

This large area is cluttered with tables, shelves, and desks of all different shapes and sizes. Notes are scrawled along collections of books and sheets of parchment scattered all about the room between various piles of alchemical and crafting tools.

Etallo (NG male human **mage**) and Nenet (LG female dwarf **priest**) are both here and somewhat startled when the party enters. Shamar introduces the party to his associates and allows the party to continue the conversation.

Etallo and Nenet aren't able to provide the party with much more information than they received from Shamar. They do, however mention that they have been trapped here for a few years. A successful DC 13 Wisdom (Insight) check recalls that since the Spellplague was over a century ago, there is a large gap in time missing. If mentioned, Nenet points out that the chaotic planar shifts in the area may also cause time to pass differently while within the region.

If shown the tablet rubbing, Etallo verifies the arcane inscriptions are indeed from Nimbral. They are more than happy to research and translate them after dealing with Taherako. Speaking in somber tones, they both agree the only way to save the region is to eliminate their former companion. They have a way to stop him, but require the party's help to do so.

Once the party agrees, the two sages offer to heal them of any wounds or conditions they may have. When the party is ready, they are led back into the tunnels .

Treasure

The lab is littered with all types of tools and equipment. There are enough materials here to make one of each set of alchemist's supplies, cartographer's tools, mason's tools, and tinker's tools (see "Tools" in the *Player's Handbook*).

There are several other items in the room that are only accessible after the party defeats Taherako (see the "The Calm After").

The Calm Before

The sages lead the party through a separate tunnel path, eventually leading to a hallway ramping up toward the ground level of the fortress. Beyond that, several flights of steps lead up to another door.

Nenet pulls a set of small metal bracelets from her sack and hands one to each party member. She tells them the bracelet reacts with the energy created by Taherako's power, allowing them to move within the tempest without being flung away from the fortress. She advises them to open the door only when ready. Both sages then leave back down the stairs to return to the lab.

Wrath of the Storm

The door opens into the middle of a vast open area where the heart of the fortress used to be. **Taherako**'s form takes up most of this area.

> Beyond the door is a small platform leading off into a large open area. The center of Votaran has been hollowed out into a 100-foot-wide area filled with powerful winds carrying swirling mists and small trails of lightning. The tempest extends into both the open sky above all the way down into the depths below. In the center, a gargantuan spectral form with a terrifying visage floats within the chaos spiral.

Ride the Lightning

Anyone wearing the bracelets given by Nenet notices a faint glow coming from them. While within 60 feet of Taherako, each creature wearing a bracelet can hover and gain a flying speed equal to their walking speed. If not immediately attacked, Taherako attacks the party a round after the party enters the area or if any creature comes within 20 feet of him. He has long since been driven mad and cannot be reasoned with.

Tricks of the Trade. Taherako uses his sonic nova or whirlwind ability as soon as three or more of the party are within range. Otherwise he fires his thunderbolts from a distance.

Drop It Like It's Hot

After the party defeats Taherako, the enchantment in Nenet's bracelets begin to fade. Anyone wearing the bracelets can notice this without having to make any rolls or ability checks. If within the next three rounds, they do not land upon the platform, they instead fall to 80 feet to the basement floor below, taking 28 (8d6) falling damage.

When Taherako has 80 or fewer hit points remaining, the strong winds subside and the spectral form becomes physical. At this point, he can no longer use his sonic nova ability.

After being brought down to 0 hit points, Taherako's form completely disintegrates into the air, leaving no trace of a body.

The Calm After

The climate and terrain change mere minutes after the party defeats the tempest. The bright sun shines upon Votaran for the first time in over a century.

Shamar, Nenet, and Etallo emerge from the fortress a minute after the end of the conflict. They rejoice at the light of the sun and fervently thank the party for their skill and bravery.

The Mezroan Tablet

After returning to the lab, Etallo and Nenet within an hour. The arcane text contains two phrases: "We are hidden" and "shadows within the maze". They are certain these phrases are connected to the markings on the maze depicted on the tablet rubbing.

Treasure

Nenet offers up whatever lab equipment she can provide if the party hasn't already gone through them (see "Secret Lab"). She also rewards the party with a *potion of clairvoyance* and a jar of *keoghtom's ointment*.



In addition, Etallo rewards the party with a longsword of blackened steel. It belonged to the former commander of Votaran, who often kept it here in storage. He called it *Spare* (see appendix D).

Adventure Conclusion

The journey to Kayebo Village is made without incident. Either during their travels or when they arrive at the village, they discover that quite a bit of time has passed. Due to the chaotic magic and planar shifts within the mountain region, the passage of time was greatly affected. From the time the party entered the mountain pass to the point where they defeated Taherako, for each hour spent with that region, a full day has passed everywhere else.

Return of the Stormreavers

The party receives a warm welcome from the Kayebo villagers. Onyeka tells the party that they have re-established their territorial agreement with the lizardfolk tribes. Uzoma greets the party in reverence, telling them of his assurance that the Stormreavers would return to them victorious. He hopes that with such grand efforts to bring peace the jungle, Ubtao one day returns.

One Step Closer

Artus has completely recovered and is still accompanied by either Dragonbait or Mesika depending on who the party took with them. He was worried the party may have perished in the mountains and is pleased to see them return. His hope is even further renewed when the party presents him with the translation of the tablet rubbing.

Treasure

With the party's successful return with the translated inscriptions, Mesika awards the party with their promised payment of 2,500 gp.

What Comes Next

With stability returned to the Bakumora, Artus and Mesika plan to journey to the ruins of Mezro with the hopes of finally locating the true city and its lost peoples. The party members are amongst a chosen few who know of their secret mission. The party is likely to encounter them again in the near future.

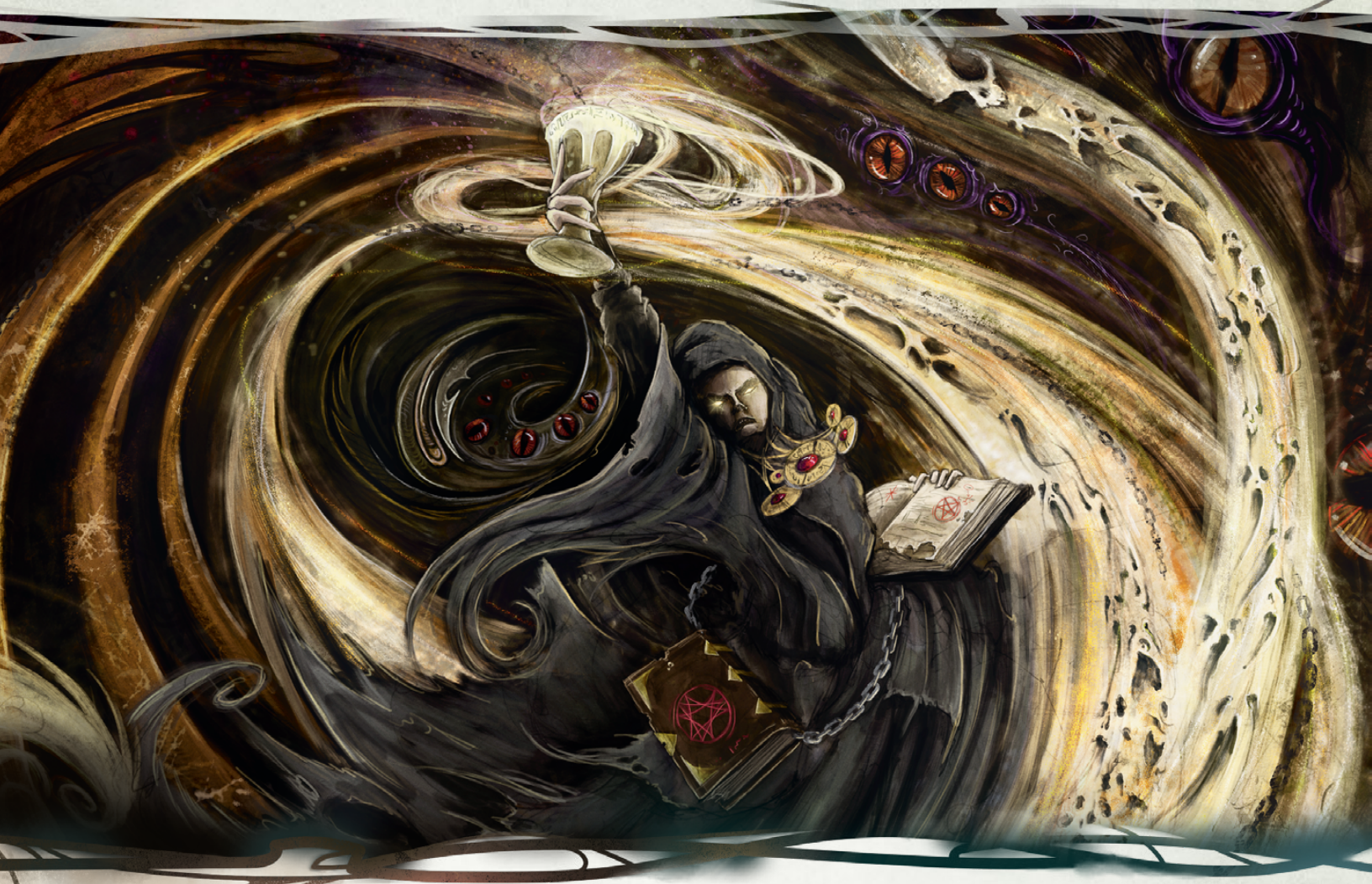
Continuing the Series

After completing this adventure, the characters can continue directly to part 3, which begins *Maze of Shadows*. Optionally, the adventure, *Parting the Veil*, is available in the supplement in part 4, and can be run before playing through *Maze of Shadows*. If you choose not to run the optional adventure, continue directly to part 3.



PART THREE:
MAZE OF SHADOWS

Chapter 7: The Corruptors



Over the past year, Mesika has travelled throughout Chult searching for any clue that could help her regain her lost memories and discover how she ended up in the thick of the jungle landscape with nearly a century's passage in the blink of an eye. With her identity and convictions as her only possessions, she did her best to aid the people of Chult to abolish the dreaded Death Curse and bring an end to the machinations of Ras Nsi, as is her duty as one of Mezro's guardians.

Since then, she has received visions, including bits of memory she believes may contain the pieces to solving her mystery. Many of them have led her to places of deep-seated corruption and evil within the jungle. Others have led her to encounters with Artus Cimber, who also seeks to solve the mystery of Mezro. Now, one of her strongest visions has set her on a path toward a dark cult who would stop at nothing to prevent the jungle from becoming whole again.

Adventure Background

After translating the inscription on an ancient tablet, Artus and his companions solved one of the puzzles left behind in Mezro's ruins, confirming the existence of the true Mezro (see the adventures *The Risen Mists* and *Parting the Veil*). Though Artus could only catch a glimpse of the true Mezro, he soon realized the image was only a piece of a much larger puzzle. With knowledge gained from an ancient Chultan society, he plans to journey into the Shadowfell, where he believes a path to Mezro still exists.

Cult of Corruption

Intent on destroying his enemies to prevent them from cleansing the jungle, Shavolak has ordered his cult within Clan Kambahal to destroy the Obanashi.

They plan to assault the hidden lair of the Obanashi and steal the *Daijobi Senga* to then be claimed and corrupted once more by Shavolak's hand.



Map 7.1: Northern Chult

Beginning the Adventure

The adventure begins with **Artus Cimber** asking the party to help him with the final leg of his journey to return to Mezro. The party can encounter Artus anywhere in Chult, but most likely near a populated area. Refer to the following options to get the party involved.

Familiar Faces. If anyone in the party completed the *Tomb of Annihilation*™ hardcover, or played through the prior adventures in this book (*Heart of the Wild, The Risen Mists*, or *Parting the Veil*, they immediately recognize Artus as a former companion and ally.

That Thing with the Amulet. If the party completed the Adventurer's League adventure, *DDAL 07-01- A City on the Edge,* Artus recognizes the adventurers as allies of Mesika (or her alter ego Nerissa).

A Chance Encounter. When the party encounters Artus, he tells them he has heard of them and wishes to hire them.

The Secret Trials of Ubtao

Throughout the adventure, events take place that require decisions from the party. They are marked in red with a Destiny tag (ex: ***Destiny: Event Name***). These events should be tallied to determine which of the many possible endings the characters reach. Refer to Appendix E for further details.

Return to the Rising Sun

After the party is greeted by Artus, he provides them with the following information:

- Artus had journeyed west of Port Nyanzaru to rendezvous with his companion Dragonbait and an ally, Mesika.
- They had planned to meet with Xhosala, the head of the Obanashi clan, regarding information about the lost city of Mezro.
- When Artus arrived, no one was there and there was no sign of his companions.
- With no clues to go on, Artus requests the party aid him in discovering the fate of his companions.

Familiar Territory

If the party completed *Heart of the Wild*, they should already possess some insight on the Mage Hunters of the Obanashi as well as their leader, Xhosala. With this in mind, when speaking with Artus, he includes additonal details regarding the Seething Halls being restored, as well as the possibility that the clan may once again have been attacked by their rivals, Clan Kambahal.

Artus offers the party a reward of 1,200 gp if they can accompany him until he finds Mesika and Dragonbait, and discovers what happened to Xhosala. He also tells them that the Obanashi clansfolk can grant magical boons for service to their people, and he would likely put in a favorable word for the party.

Should the party accept, Artus wishes to begin the search by visiting the Temple of the Rising Sun, where Xhosala and her people reside.

The Overland Map

Refer to **map 7.1** for wilderness locations in the adventure. If you choose to use random encounters, use either the No Undead or Mountains column of the Random Encounters table in appendix B of the *Tomb of Annihilation* hardcover.

A Clan Under Siege

By the time the party reaches the Mistcliffs, the Kambahal have already invaded the Temple of the Rising Sun. Anticipating Artus' arrival, they've laid an ambush for him along the path leading to the temple. The Kambahal's main goal is to destroy the Temple of the Rising Sun and reclaim their most prized posession—the *Daijobi Senga*, also known as the "Heart of the Wild." Previous attempts to retrieve the artifact were thwarted and now, with the help of the Obanashi, the Heart has regained its ability to breathe new life into the jungle. The zealots of Kambahal cannot let this stand.

The clan's leader, Matago, under the sway of his dark master, brought the strongest forces of the clan to bear against the Temple of the Rising Sun.

Trail of Death

Refer to **map 7.2** for locations.

> You reach the final stretch of your journey at the Mistcliff Mountains. Twisting patches of brush and vine weave along the base of the rocky wall, marking the narrow trail leading up the mountainside. With no sign of Artus' companions, you hope to find some leads from those residing in the small temple hidden along the cliffs.

The narrow path leading to the temple is rigged with both an alarm and a deadly trap., alerting nearby ambushers. Refer to the following details when resolving this encounter.

Darkness at Its Core

The Kamabahal clansfolk, though rivals with the Obanashi for generations, have never been evil. Their minds and bodies have been twisted by an evil spirit named Shavolak. This has driven many of them toward a mad obsession with death and destruction. They cannot be forced to surrender nor can they be reasoned with. Though the party may have already encountered them in *Heart of the Wild*, only now do they have the opportunity to learn of the true plight of the Kambahal and the intentions of their dark master.

Keeping Artus Alive

Artus' survival in this section of the adventure is extremely important. If he is reduced to 0 hit points during the battle, he doesn't die and instead falls unconscious, to revive after the battle is over.

Warded Sigil. A magical glyph is carved into the center of the rocky path (marked with a trap symbol on the map). It is nearly invisible and additionally camouflaged by grassy patches on the ground. Unless located via magical means, such as the *detect magic* spell or similar effects, a DC 16 Wisdom (Perception) check is required to notice the enchantment. Stepping onto any part of the warded area triggers an explosion of magical energy. Each character within 10 feet of the triggering character must make a DC 14 Dexterity saving throw, taking 27 (5d10) thunder damage on a failed save or half as much on a successful one.

Ambush. Regardless of whether the trap is triggered, upon passing the glyph, four **assassin vines** attack from the brush alongside the wall (each marked with a "V"). Simultaneously, two **ukuni assassins** (each marked with an "A") leap onto the cliffside and attack The assassins use their camouflage ability, allowing them to surprise the party if unnoticed.

Developments and Tactics

Two of the assassin vines attack directly while one attempts to tangle a group of party members. The ukuni assassins attack entangled or constricted party members first, unless forced to defend themselves.

The Long Fall. A creature pushed or thrown from the cliff must succeed on a DC 14 Dexterity saving throw to catch hold of the edge or take 42 (12d6) bludgeoning damage from the fall.

The Ring of Winter. Artus could be helpful in this battle; however, he avoids using the Ring of Winter so as to not draw attention. (See Appendix A for more information.)

Questioning the Survivors. If the party attempts to gain information from defeated enemies, refer to the "Interrogating the Kambahal" sidebar.

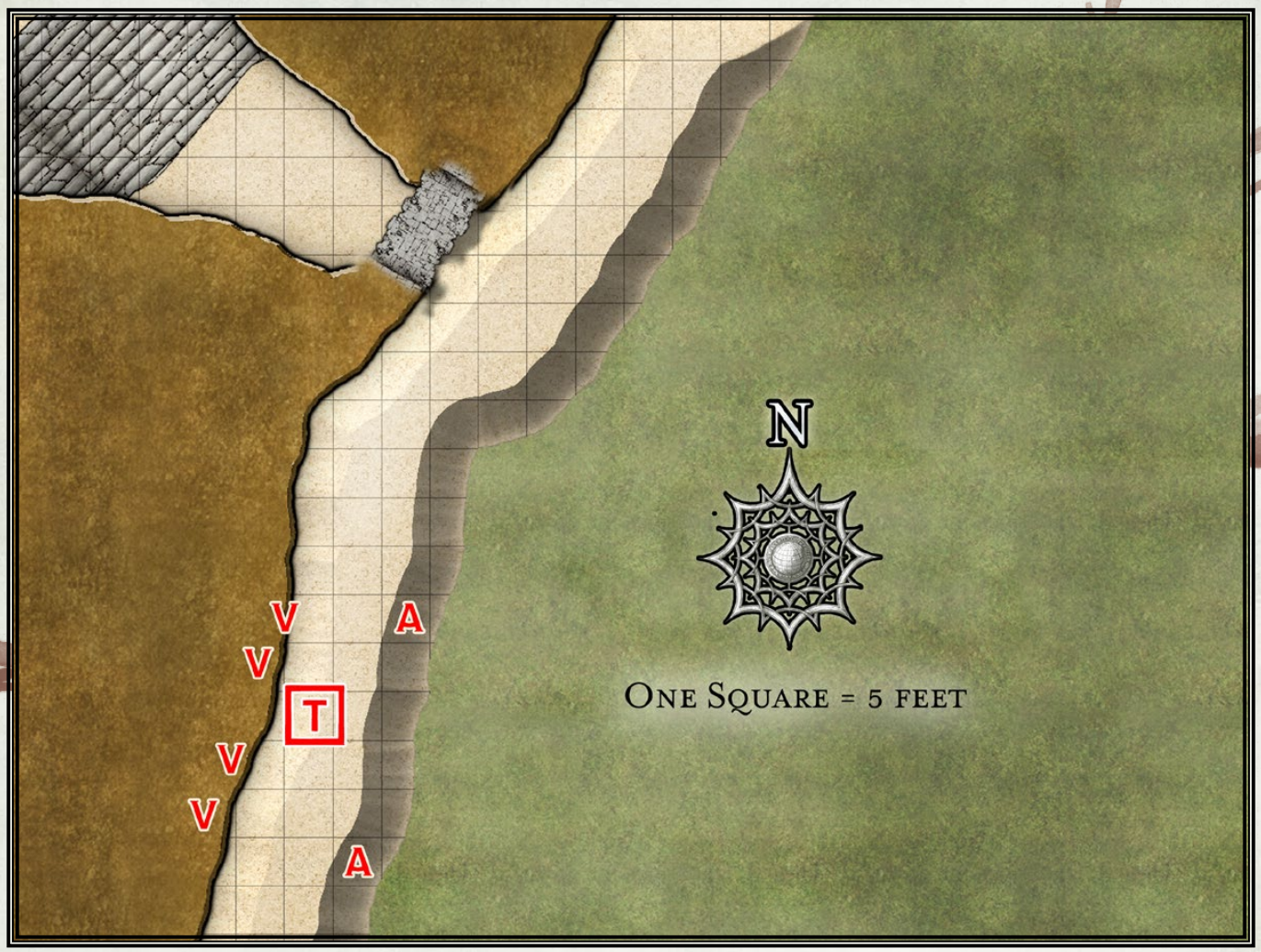
Treasure

The assassins carry a collection of gems worth 800 gp and a *potion of poison*.

The Wounded Sage

Further along the path are stairs leading to the entrance platform, where the party encounters Wainrath, the sage of the Obanashi clan.

> A set of roughly hewn steps leads up to a natural stone platform where a small stone building covers the rear half of the area. A man lies motionless on the ground not far from the entrance.



Map 7.2: Trail of Death

Destiny: Saving Wainrath

Wainrath is severely wounded. He regains consciousness with a successful DC 14 Wisdom (Medicine) check or with any healing magic such as the *cure wounds* spell. If the party helps Wainrath, the sage explains that the Kambahal plans to bring the *Daijobi Senga* to their master, Shavolak, who intends to absorb its power.

Interrogating the Kambahal

The following information can be obtained from the Kambahal assassins or from the sage, Wainrath. Gaining information from the assassins requires a successful DC 13 Charisma (Interrogation) check.

- The Kambahal have taken over the entire temple and killed most of the Obanashi clansfolk residing here.
- The zealots are led by a dark shaman named Matago, who answers only to the clan's overlord, a spirit from the underworld who calls himself Shavolak.
- Shavolak was once emperor of these lands. He seeks to absorb the spirit energy within the *Daijobi Senga*, intent on becoming the new master of Chult - as powerful as the great Ubtao himself.
- Xhosala, leader of the Obanashi, is held captive in the temple's grand hall underneath the main building. Matago is using her to open the seal to the *Daijobi Senga*.

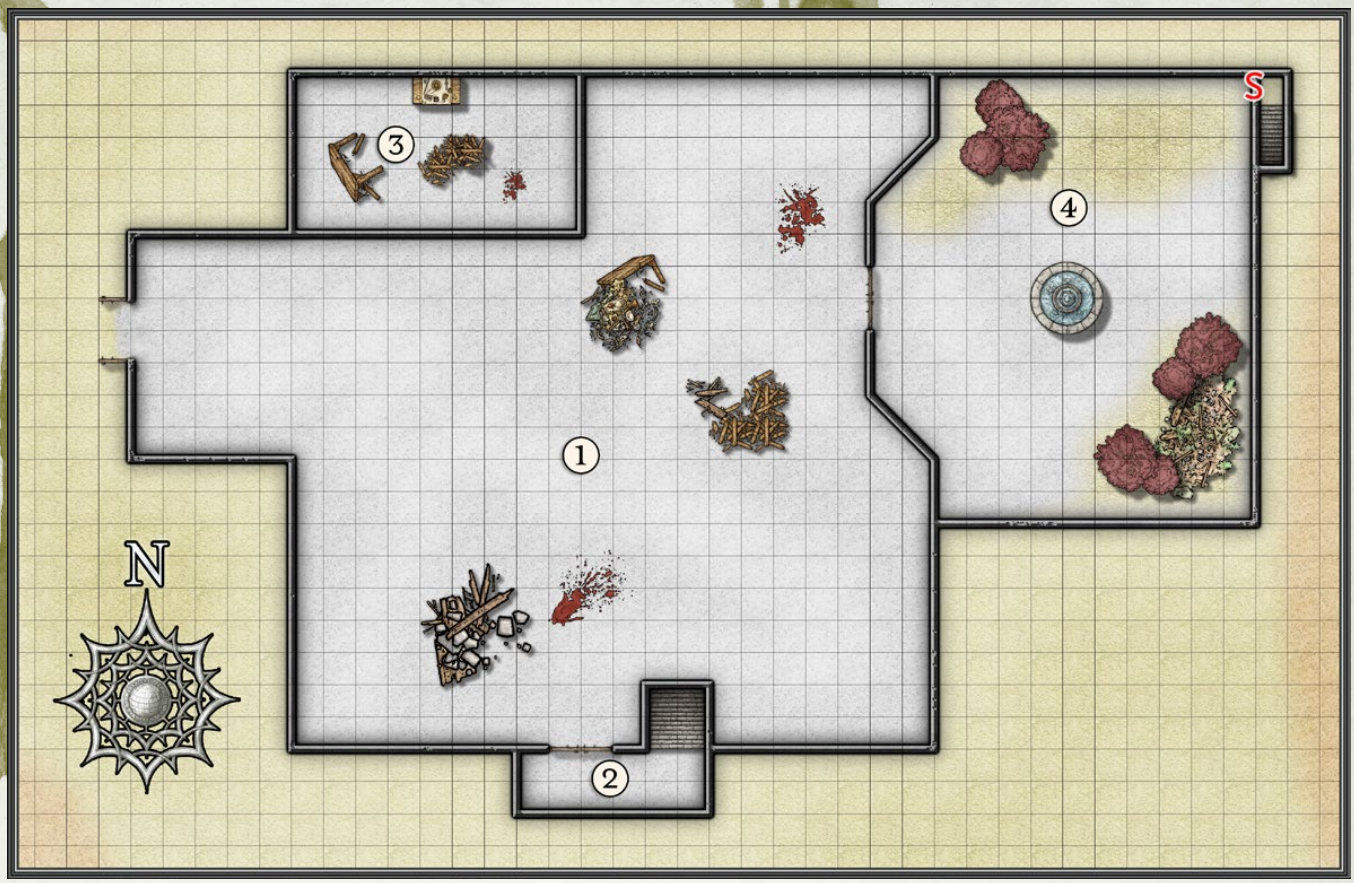
The sage can provide the party with any of the information listed in the "Interrogating the Kambahal" sidebar. He also tells them a secret door in the temple's spirit chamber can be used as a shortcut to reach the temple's great hall.

DM's Note. If the party completed the *Heart of the Wild* adventure, they may ask Wainrath about the secret entrance in the side of the mountain leading into what was once known as the Seething Halls. If so, the sage tells them the entrance was permanently sealed when the Obanashi reclaimed the area.

When the party enters the building, continue to the next section.

Secrets Within the Dark

Refer to **maps 7.3** and **7.4** for locations. Many clansfolk lie dead within these upper halls. By the time the party arrives, the Kamabahal have already descended into the temple proper, which can be reached via the stairs in Area 2 or through the secret passage in Area 4.



Map 7.3: Temple Upper Level

General Features

This area has the following general features.

Ceilings, Walls, and Doors. The walls and ceilings are mostly stonework and look recently restored, though they are stained with even more recent battle marks and bloodstains. The doors are made of reinforced wood.

Lighting. Unless otherwise noted, the few remaining lit sconces provide the equivalent of dim light in each area.

Sounds and Smells. Most of the enclosed areas smell of blood and death. The only prevalent sound is the occassional scream echoing throughout the halls. It is the cry of the tortured Xhosala in area 8.

1. Entry Chamber

Beyond the entrance, smears of blood and dark scorch marks mar the patterns of brown and green inks and paints along the walls and floors. At least a half dozen bodies lay here in a chamber that was once highly decorated.

Developments

The bodies of eight Obanashi clanspeople are strewn about the floor. A cursory examination suggests they were killed by a combination of weapons and magical attacks. Further examination with a successful DC 13 Wisdom (Medicine) check reveals small animal bite marks as well as the evidence of possible poison or disease. They've been dead for at least 12 hours.

The only items of value here are the robes on the corpses, which would fit Medium-sized humanoids.

2. Stairway

The doors to these stairs were forced open. They lead down into the gathering hall in area 5.

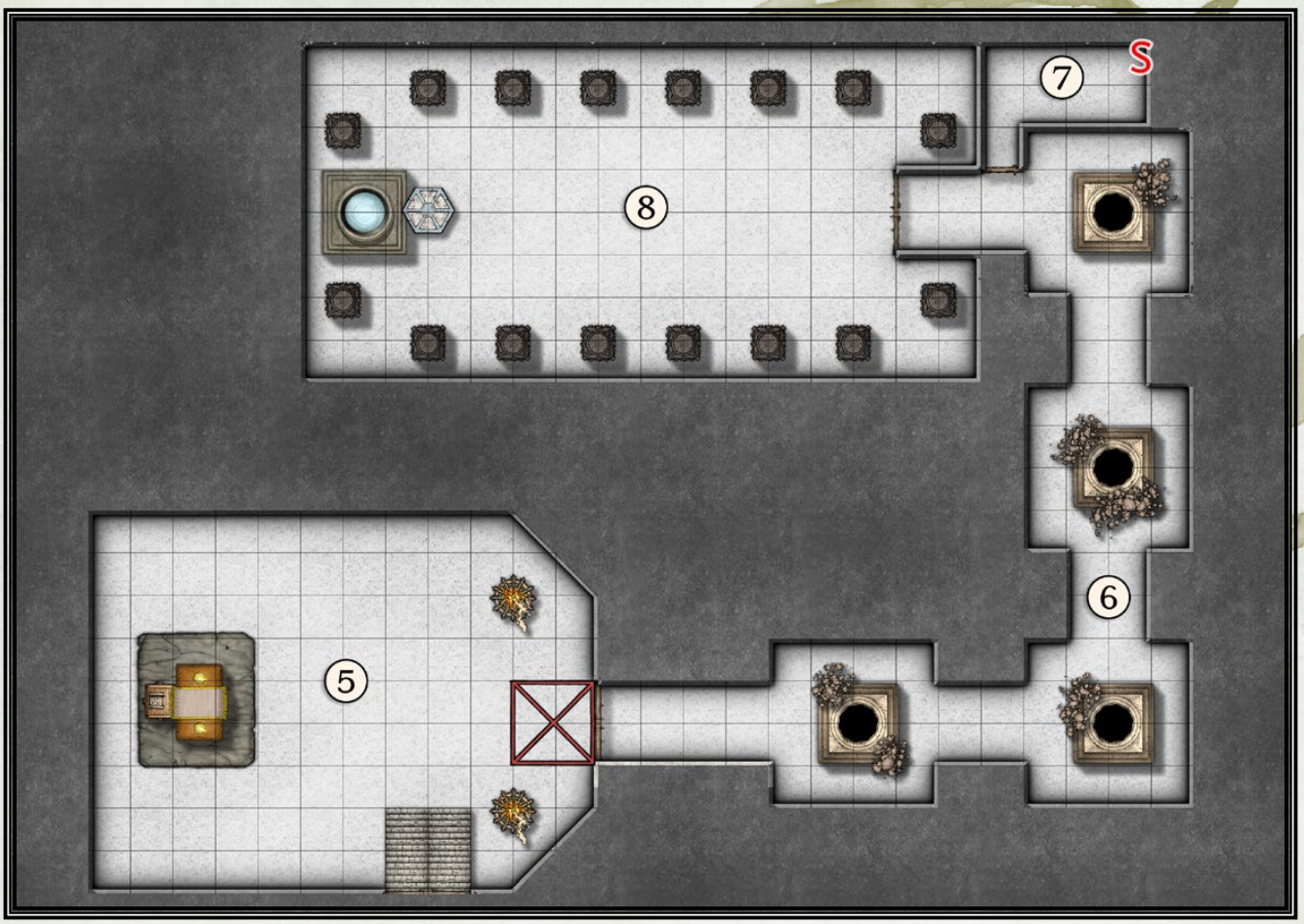
3. Training Room

The floor is covered in burned and smashed benches and tables. Tattered tapestries partially cover a destroyed dais opposite the door. Beautifully painted murals along the wall depict scenes of elemental spirits within the jungle and mountains, with the light of a rising sun just beyond the horizon.

Developments

A successful DC 13 Intelligence (Arcana) or Wisdom (Religion) check reveals this to be where many minor rituals and teachings took place among the clansfolk and those training to become mage hunters and spiritlords.

Treasure. If the players search the room, and succeed on a DC 15 Intelligence (Investigation) check, they find a scroll case buried beneath a pile of burnt books and parchments in the corner of the room. The case is magically warded, causing 16 (3d10) radiant damage to any creature that opens it. This can be dispelled as a 3rd level enchantment via a *dispel magic* spell or similar effect. Inside the case is a *scroll of protection from undead*.



Map 7.4: Temple Lower Level

4. Spirit Chamber

This area is laced with corrupted spirit energy. When the party enters this chamber, they must make a DC 14 Wisdom saving throw or be affected by the corruption. Those affected have disadvantage on saving throws and concentration checks for the next ten minutes.

In addition, two **rot trolls** wander the area near the east wall. They attack the party on sight.

> This large chamber houses flora positioned around a large, decorative fountain in the center. A large opening is set in the half-domed ceiling granting a view of the sky. A haze of reddish mist hangs in the air while much of the flora is twisted and rotting. The stench of death is strong here.

Developments

Consider the following advice within this area.

Dealing with the Trolls. The rot trolls fight until defeated. They can be communicated with in Giant, provided there are no direct attacks against them and the party succeeds on a DC 16 Charisma (Persuasion) check. If so, the trolls tell the party they've been infected by the dark energy within this place and cannot leave. If the party offers to find a way to cleanse the chamber (see below), the trolls do not attack.

Secret Door. The secret door in the northeast corner is well camouflaged. It can be discovered if the players specifically search the walls and succeed on a DC 15 Intelligence (Investigation) check. If the party learned of the door's location from Wainrath, they can find the door without having to make the check.

The Fountain. The waters from the fountain are dirty and viscous. Anyone drinking the water must succeed on a DC 15 Constitution saving throw or become poisoned for 24 hours. The fountain's stonework is decorated with four statues, each representing a greater elemental spirit. There are sets of carvings at the base of each. A successful DC 13 Wisdom (Religion) check identifies the carvings as ritual incantations to be performed within the chamber.

Destiny: The Tainted Chamber. The reddish haze is a side effect of Matago's dark ritual (see area 8). The nature spirits that reside in this chamber have either perished or become twisted versions of themselves, represented by the dead and twisted flora. The chamber can be cleansed by performing the ritual incantations inscribed on the fountains. Performing the ritual correctly requires a successful DC 15 Wisdom (Religion) check. This can be made as a group check. The roll is made with advantage if one or more of the participants is a druid. If the ritual is successfully performed, read the following:

> By the end of the ritual, the reddish haze dissipates slowly. The waters of the fountain flow clean and the spread of rot and decay within the chamber has been stayed.

Treasure

If the chamber is cleansed, a collection of trinkets can be found at the bottom of the fountain. There are six, each fashioned from precious metals and worth 100 gp.

5. Gathering Hall

Once the main entrance to the old temple, this area has been converted into a hall for rituals and meetings. **Amanzubusi** and **Lapanalori**, two greater nature spirits, are in this chamber struggling to resist the sway of corruption. They do not become visible until the party reaches the center of the chamber.

DM Note. If the party enters this hall after Matago is defeated in Area 8, the spirits are no longer here.

> This large room is decorated with colored tapestries and furnishings. A large dais is set into the floor near the west wall. Large stone doors mark an exit to the east.

When the first character reaches 10 feet beyond the stairs, the spirits (if present) become visible.

> A strong gust with no origin whips about the chamber. The image of a dark, swirling vortex springs into existence in the area in front of the eastern double doors. Two humanoid figures, one formed from leaves, bark and stone, the other formed from blue-green water, struggle with each other, one attempting to force the other into the vortex.

The Dark Vortex

The vortex area spans from floor to ceiling and is marked as a red zone on the map. When the vortex appears, each party member must succeed on a DC 15 Wisdom saving throw or take 14 (4d6) necrotic damage. It is an effect of the corruption of the *Daijobi Senga* in Area 8. Amanabuzi, the earth spirit, fights against being dragged into the vortex by Lapanalori, who has already fallen to the corruption.

Amanabuzi pleads for aid from the party, telling them the water spirit has been tainted and is forcing the earth spirit to endure the same fate. A successful DC 14 Intelligence (Arcana) check reveals these two spirits as greater nature spirits of the jungle. A *detect magic* spell or similar effect reveals the tainted magic coming from the vortex and being funneled from the doorway behind it.

The party has three rounds to resolve this conflict, but they can do so in a variety of ways. At the end of the third round, both spirits are sucked into the vortex and vanish along with it. Any character that ends its turn within or adjacent to the vortex takes 14 (4d6) necrotic damage.

Attacking the Spirits. If the party takes any actions that deals more than 10 hit points of damage to Lapanalori, the water spirit loses its grip on Amanabuzi and gets pulled into the vortex. If the party attacks Amanabuzi with any action that deals more than 10 hit points of damage, the earth spirit is dragged into the portal. Both spirits and the vortex disappear.

Opening the Door. The door is sealed while the vortex is active, requiring a DC 16 Strength (Athletics) check to force open. If successful, the party can see the vortex's energy, which appears as a two-foot wide cylindrical beam that curves through Area 6. It can be damaged in the same manner as the vortex itself (see below).

Talking to the Spirits. Amanabuzi can only speak in brief sentences, such as"Lapanalori has been corrupted!" or "You must save us from the darkness!" The party can convince Lapanalori to listen to them by appealing to the water spirit's good nature and making a successful DC 16 Charisma (Persuasion) check. If the check is successful, the water spirit releases Amanabuzi before falling into the vortex. If instead the party suggests saving both spirits, Amanabuzi suggests destroying the vortex itself.

Restoring Lapanalori. If the party casts *remove curse*, *greater restoration*, or uses a similar magical effect on Lapanalori, the water spirit regains its senses and calls upon the party to either pull them both free or destroy the vortex.

Pulling the Spirits Free. Freeing Amanabuzi from the water spirit's grasp requires a successful DC 16 Strength (Athletics) check. If Lapanalori was brought back to its senses and the party is attempting to free them both, the same check can be made with advantage to the roll. Remember to apply damage to party members who end their turn within 5 feet of the vortex. Once one or both spirit is pulled free, the vortex disappears.

Destroying the Vortex. The vortex can be attacked directly with magical weapons or spells. It has an AC of 13 and 40 hp. It is immune to necrotic damage and vulnerable to radiant damage. Destroying the vortex frees both spirits and removes the taint of corruption from Lapanalori.

Developments and Treasure

The party receives thanks for their aid from any spirit who is freed. If Amanabuzi is freed, the earth spirit offers two leaves from its body. If consumed within one hour, they have the effects of a *potion of superior healing*. After one hour, they lose their magical effect.

If Lapanalori is freed, it offers a blue-green crystal that is cold to the touch. The crystal holds a *greater restoration* spell which can be cast with an action once within the hour. After one hour, the crystal loses its magical ability, but can be sold either way for 200 gp.

The spirits don't know much about what is happening in the temple. They were summoned by one of the temple's spiritlords, but were afflicted with a powerful corruption when they arrived. They leave shortly after, as they are still at risk of becoming tainted by the dark ritual being performed in the hall beyond.

Alternate Solutions

Players might attempt other means of completing their goals in this area. Perhaps a player attempts to banish Lapanalori or attempt to move the spirits with spells such *dimension door*. Use your best judgement when resolving these situations and reward the party for creative thinking.

6. Walk of the Faithful

This columned hallway leads directly to the Hall of the Rising Sun (Area 8). The bodies of many more Obanashi clanspeople are strewn about. The walls have been scorched and the great columns severely damaged. Each minute that passes, every creature in the hall must make a DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage from falling debris.

A woman's continuous cry of anguish can be heard clearly within this hall. Intermingled with the painful cries are the woman's pained attempts at some sort of prayer. It grows louder as the party approaches the door to Area 8. A successful DC 13 Wisdom (Religion) check identifies the prayer as a cry for help to the elemental spirits of the jungle. If anyone in the party has met Xhosala before, they can identify her voice with a successful DC 15 Wisdom (Insight) check.

DM's Option: Setting the Stage

If you choose to embellish more upon the high level of dark magic in the area, feel free to include additional features such as an unusual dimming of lights and unintelligible whispers from all around, or simply describe the feeling of dread as the party approaches something truly unnatural.

7. Storage

This small room holds a few crates filled with craft supplies, decorations, and robes. None of these are of any particular value. A secret door in the east wall opens into a stairwell that leads to the spirit chamber (Area 4).

8. Hall of the Rising Sun

Matago, leader of the Kambahal, is in this chamber with his pet **chimera** at his side. Xhosala (a **mage**, marked with an "X") is at the edge of the platform, paralyzed. Both Matago and Xhosala are next to the dais in the back of the hall, where Matago channels dark energy from the cylinder to feed his powers. Three **blightwalkers** are positioned in the middle of the hall (each marked with a "B"). An **ukuni assassin**, Nneka, hides behind one of the columns (marked with an "N".)

> A wave of blood red light washes over you from the entrance of this grand chamber. Near the rear of this columned hall, a huge iron carving of a sun atop the symbol of Ubtao hangs over a large platform. A humanoid figure bearing lizard-like features is bound against the carving with vine rope. A spiral of crackling energy pours out from a stone cylinder atop the platform, curving through and out the body of a kneeling robed woman and coelescing into an aura around a tall, gaunt man wearing tribal marked red and black robes. The woman's cries of pain drown out most other sounds within the area.

Aura of Corruption

Similar to the spirit chamber (Area 4), this area is rife with corrupted energy. Each party member must make a DC 14 Wisdom saving throw or be affected by the corruption. Those affected have disadvantage on saving throws and concentration checks until the end of their next turn, at which point they may repeat the saving throw. A successful save ends the effect and the character becomes immune for the next 24 hours.

Against the Kambahal

Matago draws power from the cylinder atop the platform, which holds the *Daijobi Senga*. This power grants him lair actions during this encounter. He attacks if threatened. Xhosala, leader of the Obanashi, is caught within the power conduit that feeds Matago's power. At the start of the encounter, Artus shouts Xhosala's name, idenifying her as one of his missing allies.

Refer to the following advice when running this encounter.

Dealing with Matago. If the party is not immediately aggressive, Matago introduces himself as leader of the Kambahal and scion of the great god Shavolak. He is mad with power, demanding the party surrender before Shavolak's infinite power (see Matago's stat block for information on roleplaying him). The dark mage remains near the platform, primarily using spells to attack. He has additional actions granted to him by the *Daijobi Senga* (see below).

The Blightwalkers. These undead are controlled by Matago. The dark mage can have up to two of these at a time. If one falls, Matago can summon another with his *create blightwalker* power. The new blightwalker rises from the remains of the fallen one.

Nneka. The assassin does her best to remain unseen until within range to use her assassinate ability. Even if the party does not attack immediately, she still remains in the shadows, moving into a position to strike.

The Heart of the Wild. The cylinder on the platform is a portal that leads to a pocket dimension that holds the *Daijobi Senga*. Stopping the source from feeding Matago eliminates his access to lair actions and additional benefits (see stat block for details). The column can't be destroyed, but can be stopped if fully contained within a physical or magic-blocking barrier such as *wall of stone* or *wall of force*. The *Ring of Winter* can also be used for this (see the "Artus' Actions" sidebar).

A Friend in Need. A successful DC 14 Wisdom (Perception) check identifies the figure strapped to the sun carving 20 feet above the platform as **Dragonbait**. He is unconscious with 20 hp remaining. He can only be revived with magical healing or a successful DC 16 Wisdom (Medicine) check. Unless the party encountered him in previous adventures, only Artus recognizes him.

Destiny: Xhosala and the Conduit. As Matago could not open the portal on his own, he used Xhosala as a conduit. The corrupted energy drives Xhosala mad within three rounds. Pulling her away from the energy conduit saves her from this, though it doesn't stop Matago from accessing the energy. Only completely containing the cylinder would both save Xhosala and block Matago's additional powers. Any creature making physical contact with Xhosala while in the conduit takes 22 (4d10) psychic damage. Even if freed, Xhosala is in no condition to fight.

Artus' Actions

Artus does his best to protect everyone, but has his own intentions as well. After the third round of combat, he uses the *Ring of Winter* to contain the stone cylinder within a *wall of ice*. Afterward, unless already done, he attempts to free Dragonbait from his bonds by climbing atop the platform.

Use your judgment at other times during the fight. The *Ring of Winter* is extremely powerful, easily capable of turning the tide of any combat. Consider use of its abilities sparingly to avoid unbalancing the encounter. Even if Artus is defeated during the fight, he regains consciousness during the aftermath (see "Dark Side of the Deceiver").



Dark Side of the Deceiver

When all enemies have been defeated and there are no immediate threats to the party, read the following.

> As the last of the enemies fall, a shadowy mist floods out from where Matago once stood, bathing the chamber in hues of gray. An angry voice echoes throughout the area, growling in unintelligible speech. Streams of blood seep from the great stone carving bearing the symbol of Ubtao.

The voice is that of the dark spirit, Shavolak. A successful DC 16 Intelligence (History) check identifies the language as an ancient form of Chultan. The voice only lasts about 10 seconds before Saja N'baza appears.

Light of the Guardian

After 10 seconds of hearing Shavolak's voice, Saja N'baza, a **guardian naga**, appears atop the platform, aglow with a radiant light. The writhing shadows vanish along with the hissing voice of the dark spirit.

Xhosala recovers physically, though her mental state is dependant upon the party's actions during combat. After the party recovers, continue to "A Guardian's Return" below.

Treasure

Matago wears a gold bracelet fashioned into twisting vines and branches. It's worth 225 gp. He carries a *mace of terror*.

Story Award

Rescuring Xhosala earns each character the **Honorary Member of the Obanashi** story award.

A Guardian's Return

Saja N'baza greets the party and thanks them for cleansing the foul corruption within the temple. She says, however, that their greatest challenge lies ahead, as a great darkness threatens not only Chult, but all the lands beyond its borders.

Rewards

Artus also thanks the party for their help. Though they have yet to find Mesika, Artus offers to pay the party the agreed upon amount if they choose to end their journey here. Should the party decide to keep going, continue to the next chapter.

Memories of Orolunga

Party members who played through the *Tomb of Annihilation* hardcover can identify Saja N'baza as the naga encountered in the shrine of Orolunga. If Saja N'baza was destroyed in your campaign, a guardian naga named Ejo Lekota (AY-joh leh-KOH-tah) takes her place.

Chapter 8: Tomb of the Last Sovereign



With the cleansing of the temple and the appearance of Saja N'baza, a new path has opened for the party to journey to the ancient ruins of the city of Mauratal. There, they can learn the true nature of the dark spirit and its connection to both the destinies of Artus Cimber and the lost city of Mezro.

DM's Note. The following "Interlude" section provides a great deal of necessry background that flows into the remainder of the adventure. Much of it is provided to the players through roleplay. Please take a moment to review the information before you continue.

Interlude: Old Legends

If the party speaks with Saja N'baza, she invites them to accompany her and Artus into the shimmering portal positioned atop the large stone cylinder. Once all party members have passed through the portal, read the following.

> You emerge from a crystal clear pool of water, though you remain completely dry. Before you is a large green field spanning a hundred feet. Lush vegetation covers much of the ground, surrounded by a golden mist that sheds light over the entire area. In the center of the field, a great tree stands dressed in leaves bearing the colors of all seasons. A faint golden glow emerges from the trunk.
>
> The iridescent serpent stands before the tree, its eyes piercing you to the soul. "Welcome!" she speaks in a deep echoed voice. "This sacred place is again whole due to your actions and those of others like you. However, there is still much to be done, lest the spread of corruption consume all of Chult and bring about the dark destiny of one who stands among you."

Should the characters inquire as to whom the naga is referring in regards to their "dark destiny," Artus volunteers that the guardian is talking about him. Gaining more information requires a successful DC 15 Charisma (Persuasion) check. This check can be made with advantage if the party traveled with Artus during any other adventure, including the *Tomb of Annihilation* hardcover. On a success, refer to the "Winter's Calling" sidebar.

Otherwise, Saja N'baza continues to discuss both her own origins and her most recent visions.

The Guardian's Tale

The naga tells the party she remembers as far back as when the first human settlers were brought to Chult by the creator, Ubtao. They came from a far-off land to the west, brought by powerful celestials known today as the couatl. However, as mortals often do, many were seduced by dark and twisted magics that threatened the balance of life in the jungle.

Quomec, one of the land's most powerful rulers, fell to darkness, seeking to claim dominion over Chult. The subsequent conflict against his dark magics created a shroud of darkness over the jungle. Quomec was defeated and his dark powers sealed away, but not without consequences. Even a portion of Ubtao's essence had become a powerful shadow entity.

After the conflict, Ubtao built the city of Mezro, a place where his mortal followers could live and flourish in peace. The people of Mezro were taught to pass through the maze of life, becoming one with the true nature of their world. They would become a force for good, aiding Ubtao in guarding against the return of Dendar, the Night Serpent

This balance was maintained for millennia until the people grew complacent, making frivilous demands of Ubtao as a god rather than contributing to the spirit of the jungle that was his power. Now, with Ubtao's departure, his people are left to walk through a maze without end.

Winter's Calling

If the players convince Artus to tell them more about Saja N'baza's comments, they can learn the following information from him:

- Artus wears a magical ring known as the *Ring of Winter*. (see the *Tomb of Annihilation* hardcover for information regarding this item). The ring attempts to lure its wearer into unleashing its icy devastation upon others.
- He took upon the task of guarding the ring from those who would unleash its full potential, which could trigger an ice age that would kill all life in the Realms.
- Decades ago, the ring had nearly taken him over. He was embraced by the evil goddess Auril as one of her chosen.
- He soon freed himself from both the ring and Auril's grasp once he discovered his beloved wife, Alisanda Rayburton, may yet still be alive.
- Far more wary of the ring's effects upon the will of others, Artus uses its powers sparingly.
- Since regaining his freedom, he has dedicated his days to finding and restoring the true city of Mezro. So long as he has that to live for, he can keep the ring from falling into the hands of evil forces who would use its power to bring endless suffering upon the entire world.

The Primordial Spirits

Saja N'baza believes that Ubtao, the Great Deceiver, never really left Chult at all. The primordial had placed much of his own essence into the jungle in the form of powerful nature spirits.

The naga beleives that some of these spirits have become twisted and befouled, spreading their corruption over the jungle. One of such may have been the dreaded atropal, the negative energy entity that may have once been a shard of Ubtao's essence (see *Tomb of Annihilation*). Another was Ifalakuntho, a twisted nature spirit who wove a dread domain in the heart of the Chultengar (see *The Risen Mists*). There are many places harboring corrupted spirits within Chult's ancient ruins.

One such spirit has reawakened the darkness once wielded by the mad overlord, Quomec. Calling itself Shavolak, it seeks to corrupt and destroy all of its bretheren nature spirits, turning Chult into a land of lifelessness and despair. It lives in a realm called the Shadewalk, a twisted mirror of the jungle within the Shadowfell. Obtaining the *Daijobi Senga* would have granted it power to defile Ubtao's domain from this realm.

A Tale of Two Visions

Saja N'baza's visions have foretold of two fates: one in which Shavolak lives, bringing darkness first to Chult and beyond, while the other, should Shavolak be defeated, would restore power to the great spirits that breathe life into the jungle. She believes the party capable of bringing about the latter.

If the party can find and destroy the source of Shavolak's power, not only can they return Mezro from its eternal prison, they may even restore the balance that Ubtao forged thousands of years ago. The guardian also mentions that a warrior named Mesika has already begun her journey there, following cryptic visions of her own.

Mission to Mauratal

The guardian naga knows how to reach Shavolak's realm, which had been unreachable until now. The passage must be opened at two points. One is within the ruins of Mezro to the south. The other lies at the top of the Quomec Ziggurat, the tomb of the late emperor, located within the ruins of Mauratal. Artus is ready and willing to take on either task.

To further pique the party's interest, Saja N'baza tells them of many valuable treasures buried in Quomec's tomb. If the party insists on further incentve, Artus offers the party a 1,500 gp reward in addition to whatever the party finds in the ziggurat. Assuming the party agrees, they receive instructions on how to reach Mauratal.

Paths and Puzzles

Reaching Mauratal is no easy task, as it is located deep within the jungle, masked behind a powerful veil of illusion. Saja N'baza instructs the party to journey southwest to Nguni Plateau (see map 7.1).

Separate Paths. Meanwhile, Saja N'baza suggests that Artus and Dragonbait journey to the Mezro ruins, as only Artus can accomplish the task required there. The guardian does not elaborate further, even if requested to.

What Did We Say About Splitting the Party?

You may run into a situation where some party members may wish to go with Artus to Mezro. Should that arise, have the guardian tell them the journey to Naurutal requires all of them, and that Artus' destiny lies apart from their own. Artus, similarly, points out that his presence alone endangers the party members. If necessary, imply to an insightful character that should the party divide itself on this journey, they won't get very far until they are again reunited.

An Unusual Key. The naga also gives the party a golden tomīn (TOH-mine), a large gold coin bearing strange markings on its surface. She says it once belonged to Lord Quomec himself. (Characters who completed the *Heart of the Wild* adventure, recognizes the coin as the now cleansed *heart of blight* that was recovered from the Forsaken Tree).

Destiny: Path of the Saurial. Dragonbait volunteers to journey with Artus to Mezro. The party can, however, convince the paladin come with them instead. Doing so requires a successful DC 15 Charisma (Persuasion) check.

Xhosala or Wainrath assist the party in healing and recovery (assuming one or both are capable). Once ready, the party journeys to the Nguni Plateau.

To the Fallen City

Manage overland travel as described in the Introduction. When the party makes their way beyond the stretches of treacherous jungle and rocky wastes, they experience a dramatic change in scenery.

> This area bears a stark contrast to the path taken to reach it. The ground is soft, covered in bright grass and patches of beautiful blue and white flowers. A small pack of tiny winged lizards flitter playfully. The edge of the outcropping basks in the glow of an unobstructed shaft of sunlight.

The plateau reaches 2,000 feet high, allowing a full view of the landscape across northern and western Chult. From here the party can see over the Aldani Basin as well as a few notable sites such as the ruins of Mbala, the Heart of Ubtao, and the ziggurat at Orolunga.

Investigation of the area doesn't garner too much. The tiny lizards are harmless. A successful DC 13 Wisdom (Survival) check determines the flowers to be native to Chult, if still extremely rare.

Return of the Stormreavers

When the party investigates the illuminated edge of the outcropping, they notice a strange shimmer in the air directly beneath them. The thick tree canopy below shifts and moves in strange patterns, some even becoming translucent, partially revealing new areas below.

Once this effect has been seen, Uzoma Kayebo, a **couatl** disguised as a human druid, appears on the other side of the plateau. He greets the party and asks them what they seek. If the party mentions Saja N'baza or presents the golden tomīn given to them, Uzoma simply nods in acknowledgement, claiming he has been awaiting their arrival for a long time. He also adds that one of their own already awaits them within the fallen city. Only if the party mentions Mesika's name does Uzoma confirm her identity.

A Lack of Hostilities. Uzoma poses no threat, nor does he show any when he appears. If the party is overly aggressive, Uzoma attempts to allay their suspicions. However, if the party turns violent, the couatl disappears and doesn't reappear until the following day.

Feel Like... Somebody's Watching Me....

Players who completed *The Risen Mists* will recognize Uzoma as the spiritual leader of Kayebo Village. He spent years among the clans, watching and awaiting the restoration of the Bakumora. After the party defeated Ifalakuntho, Uzoma's path led him here to guide the Stormreavers once again.

The Long Way Down

Uzoma can guide the party to Mauratal, but warns them the path is treacherous, guarded by spirits both ancient and evil. Assuming the party wishes to continue, Uzoma returns to his true form, a winged serpent with brightly colored, feathered wings. As he does, more **couatl** descend upon the plateau (one for each party member). They then perform a special enchantment allowing them to grow and serve as mounts.

> The winged serpents gather near the shaft of sunlight, coordinated in a beautiful, hypnotic dance. Uzoma leads them in a song whose words are ancient and unfamiliar. Lightning crackles from the skies, striking each serpent and causing them to grow to nearly twice their size. One approaches each of you, beckoning for you to climb aboard.

Uzoma tells the party he will guide them to the city, but their time is limited so they must keep up with him at all costs. Once each party member has selected their mounted guide, they soar off of the plateau toward the shifting weave of trees below.

> The upper canopy becomes translucent as you fly through a maze of trees, thick brush, and ancient stone columns. A chilling wail pierces the air, and shadowy forms in the shape of monstrous humanoids streak from the dark corners. "Here they come!" Uzoma shouts. "Brace yourselves!"

The Chase Begins

During this encounter, you can use the Couatl Chase Complications table. While on Uzoma's trail, five **shadow demons** attack the party (these demons have a fly speed of 60 ft.). Consider the following advice when running this encounter.

Keeping Up. Each party member starts about 60 feet behind Uzoma. Each round, they can move up 60 feet. They can also boost their move an additional 30 feet by spending an action and making a successful DC 15 Wisdom (Survival) check. However, they cannot move ahead of Uzoma, who is leading the way. At the end of every round after all actions are taken, each player must roll on the "Couatl Chase Complications" table below.

From the Shadows. The shadow demons attempt to keep the party from reaching the ruins of Mauratal, attacking indiscriminately. If they hit a party member with a claw attack and that character fails its Strength saving throw, the character and its mount loses 60 feet of distance from Uzoma. If the character's strength is reduced to half or less, they immediately fall from their couatl mount (see "Falling Off" below).

Losing the Way. If a party member reaches more than 240 feet away from Uzoma, they lose their path. Relocating Uzoma requires a successful DC 16 Wisdom (Perception) check. If that check fails, their couatl mount eventually loses its enchantment and falls to the ground below.

Falling Off. A party member who falls off their mount or whose mount loses their enchantment falls from the sky to one of the elevated plateaus below. They must make a DC 14 Dexterity saving throw, taking 52 (15d6) points of falling damage on a failed save, or half as much on a successful one. Their couatl mount perishes in the fall.

Alternate Travel Methods

There may be some players or even entire parties that may not need to ride the couatl in order to get to Mauratal; for example, winged characters and those who use magical means such as the *fly* spell. If this is the case, they must have a flying movement of at least 60 to fly on their own and keep up with Uzoma.

In addition, the character is still subject to the same saves and complications as if they were mounted with the exception of "Falling Off."

The aura around Mauratal is extremely powerful. Due to this, instant transportation via use of magical effects such as *teleport* or *gate* simply fail.

Ending the Chase

The chase lasts for eight rounds, after which Uzoma and the party pass through the final illusionary wall masking the location of Mauratal. Once through, any remaining shadow demons flee back into the illusory terrain. Uzoma then renews the enchantment, allowing the remaining couatl to fly out and retrieve any fallen party members.

Destiny: Minimal Casualties. If the party makes it to Mauratal without anyone falling or losing their path, they gain the *Mark of the Feathered Serpent* story award in addition to affecting the outcome of the adventure's ending.

Couatl Chase Complications

d20	Encounter
1-2	You are forced to make an unexpected tight turn. Make a DC 15 Wisdom saving throw. If failed, you fall behind Uzoma by 30 feet.
3-4	You fly through a tangle of vines and branches. Make a DC 15 Dexterity saving throw or lose 30 feet of distance from Uzoma.
5-6	An unexpected dive requires you to maintain your grip. Make a DC 15 Strength saving throw or lose 30 feet of distance from Uzoma. If you fail this check by 5 or more, you fall off your mount.
7-8	You are struck by falling debris. Take 17 (5d6) bludgeoning damage and make a Constitution saving throw. On a failed save, you lose 30 feet of distance from Uzoma. If you fail this check by 5 or more, you fall off your mount.
9-10	A shadow demon attempts to force our mount from its determined route, forcing you to locate a new path. Make a DC 15 Intelligence saving throw. On a failed save, you lose 30 feet of distance from Uzoma and a shadow demon takes an opportunity attack against you.
11-20	No complications

The Ruins of Mauratal

Refer to **map 8.1** for locations. Most of the city has been destroyed by either fire or flood, save a few areas. Uzoma and his brethren bid the party farewell and tells them that should they need to leave, they can hold the *golden tomīn* in the light of the sun for one minute. This summons an enchanted couatl to bring someone back. Once a player leaves, however, there is no return unless they use *teleport* or similar magic and using the activated *teleportation circle* in the tower as their destination (see "Tower of the Learned").

The sun manages to pierce through patchy clouds in this flooded region. The remains of long-destroyed buildings litter the area for hundreds of feet in any direction before being overtaken by hard, blackened earth, as if the remainder of the city had been burned into ashes. The top half of a gigantic warrior statue peers out from the murky waters surrounding the few structures that managed to survive.

Beyond the smaller structures, the ground plateaus into a large garden elevated above the water. At the rear of the garden plateau, a set of stone steps rise to the base of a large ziggurat towering over the area — the fabled resting place of the mad overlord, Quomec. You're certain few people, if any, have seen these ruins in centuries.

Denizens of the Fallen City

For every 10 minutes the party spends wandering through this region (unless underwater), there is a chance they encounter one of the many denizens of the area. A roll of 1 on a d10 indicates a random encounter. Use the Mauratal Encounters table to determine the encounter type.

Mauratan Encounters

d20	Encounter
1-2	1d6 **assassin vines**
3-5	1d4 **wights**
6-11	1d4 **giant crocodiles**
12-15	1 **froghemoth**
16-19	1 **rot troll** and 2 **trolls**
20	2 **rot trolls**

The Flooded Wastes

The waters flowing through the region are dark and murky, limiting visibility beneath to no more than 30 feet. Most of the watery areas descend to about 90 feet deep, and the ruined buildings beneath the waters have long since been raided by Adrinyth and her minions (see "The Jade Sanctuary"). Every minute spent searching the waters, there is a 1 in 10 chance the party encounters a pack of three **giant sharks**.

Treasure. If the party searches for at least 10 minutes and makes a successful DC 15 Intelligence (Investigation) check, they find a chest partially buried in the rubble of one of the sunken buildings. The chest contains precious gems worth 900 gp and an *ioun stone (sustenance)*.

Tower of the Learned

Only the top two levels of this square stone tower rises from beneath the waters. The floors underwater are filled with packed rubble and debris, all of which are barely holding the tower together. Any attempt to force apart the debris requires a successful DC 16 Strength (Athletics) check. Doing so, however, causes the entire structure to collapse. Anyone caught within 30 feet of the collapsing tower must make a DC 14 Dexterity saving throw or take 22 (4d10) bludgeoning damage from the debris.

Above the surface, the tower can be entered via the lower level through either the window or a crack in the wall.

Lower Level

This 40-foot square area was a study or library. The shelves and bookcases are broken and mostly waterlogged. Any books have long since been destroyed or rotted away.

A DC 14 Wisdom (Perception) check locates a sealed ivory scroll case beneath some of the collapsed furniture. It is rigged with a poison needle trap that springs if the case cover isn't opened in the right way. It can be noticed with a successful DC 15 Wisdom (Perception) check and





Map 8.1: Ruins of Mauratal

disarmed with a successful DC 15 Dexterity check using thieves' tools.. A creature who triggers the trap must make a DC 16 Constitution saving throw, taking 27 (5d10) poison damage on a failed save, or half as much on a successful one.

Treasure. Inside the case is a letter and a *scroll of protection from undead*. The letter is written in an ancient dialect similar to Omuan (see **Player Handout #2**). It reads:

> *Leuia,*
>
> *I have compiled as much research as possible and have a theory on what we may be facing. Without Ubtao to guide us, Quomec has brought doom upon us all.*
>
> *It is now up to you, my most trusted apprentice, to carry on our traditions. When you find this, leave immediately. Protect yourself and use the circle in the laboratory. The prince and I leave now to warn Commander Zumoch.*
>
> *Nellioc*

Upper Level

This area can only be reached from the level below.

> This 30-foot square chamber is similar in condition to the one below. Shelves, books, and furniture are scattered about, mostly ruined beyond repair. It was once been a laboratory, but most of the materials have either been destroyed or taken. A 10-foot wide circular indentation is carved into the floor with small stones fitted along the edges.

Examination of the small stones reveal that each bears a different sigil. There are a few empty spots within the circle for more stones. A successful DC 16 Intelligence (Arcana) check identifies this as a permanent *teleportation circle* (created as per the spell). If the party found the letter in the level below, they can make this check with advantage. With 5 minutes of searching, the party can recover six of these stones scattered about the room.

The Tower Circle. The circle is dormant and can only be activated with the proper sigil sequence. Use the **Player Handout #1** and the **Tower Circle Sequence** in provided for you as a presentation of the runes (both are in Appendix F). A successful Intelligence (History) check identifies the sigils as numbers 1-8. Three complete sets of the stones in numerical order need to be placed in order to operate the circle. (Alternatively, if you wish to save time, you can allow the party a DC 17 Wisdom (Insight) check to solve the puzzle). Once solved, travel to and from this location is possible using the *teleportation circle* spell.

The Jade Sanctuary

Refer to **maps 8.2** and **8.3** for locations.

> A large, building sits on this plateau, surrounded by fields of twisted trees and brush. A path leads through the trees to the entrance, which are torn off the hinges. The top of the once domed roof has been completely destroyed.

The Forgotten Ones. While walking through the wooded area, ghostly figures randomly appear and disappear, fleeing from the sanctuary. A successful DC 13 Wisdom (Perception) check identify these apparitions as mostly cityfolk, with children among them. These are all **ghosts**, ten in total. If stopped, any of them tells the party they've been "running from the darkness coming from the ziggurat, but can't seem to get away." They then continue running, vanishing into the air. If attacked directly, they all appear and attack the party. If the area is consecrated with a spell, such as *hallow*, the ghosts simply disappear.

The Watchful Dragon. Once inside the sanctuary, if the party attempts to leave without disturbing the pit in Area 3, Adrinyth and her wrymlings emerge and confront the party as soon as they are outside (see area 4).

1. Main Hall

This area receives light only from the sky above, which can be seen through the gaping hole in the domed roof. Decorative carvings are embedded into the old floor tiles and stone walls. The stonework bears tiny flecks of green that reflect off any bright light shone upon it. Dust, debris, and humanoid bones lie scattered all over the ground.

On the west wall is a large stone mural, much of it damaged and scorched. It depicts a towering humanoid with a beast's head, decorated in greens and reds. The figure is surrounded by ancient beasts, many resembling dinosaurs. and winged serpents The figure is pointing toward a grand multi-tiered structure. Small humanoids march in the direction the towering figure points. A DC 15 Intelligence (History) check reveals this to be a depiction of Ubtao leading humankind into Chult.

2. Meeting Chamber

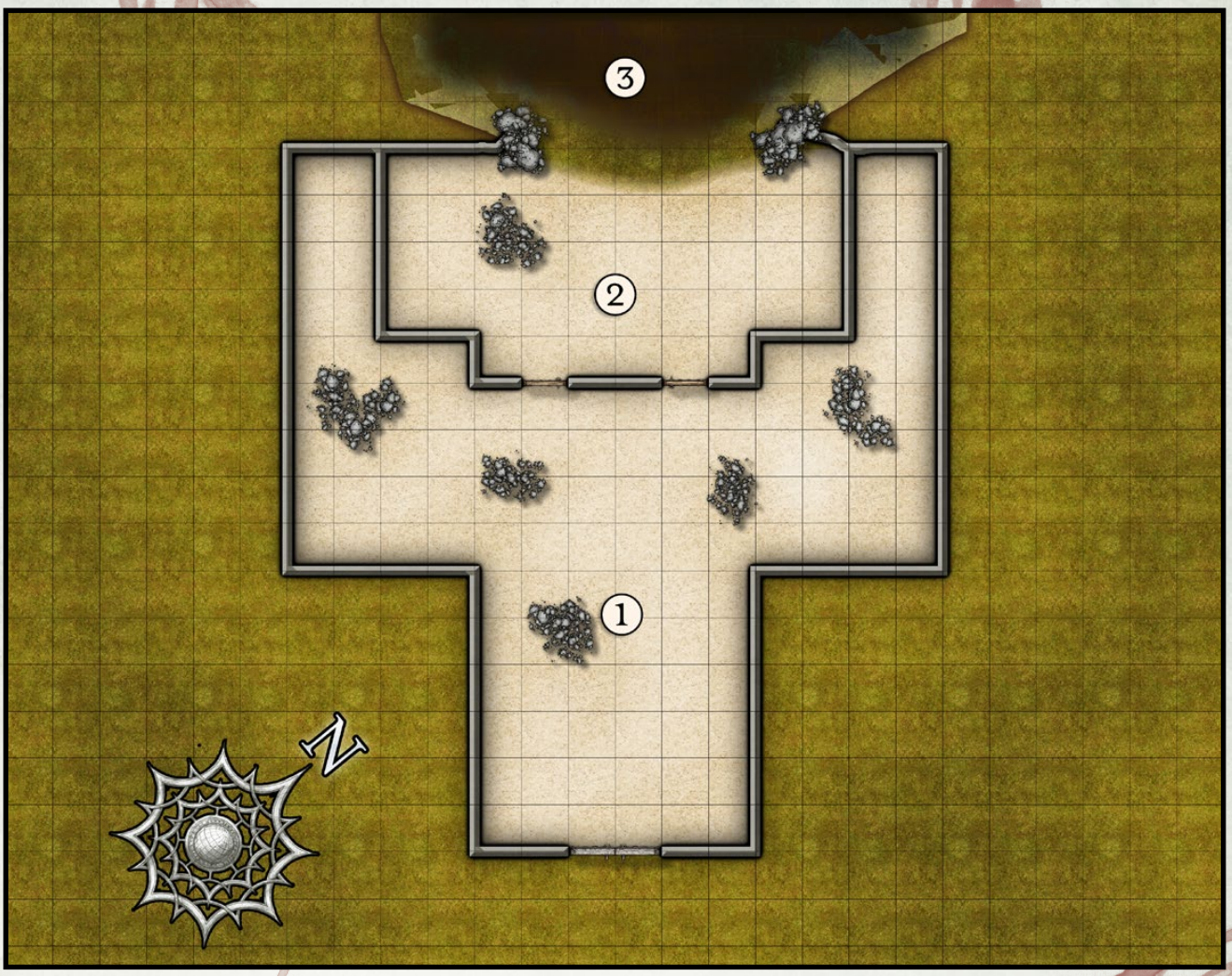
Once a meeting and prayer chamber, this room now resembles the site of a great battle. Piles of old bones lie about the area. A dais, which once held a small altar, has been shattered.

3. The Pit

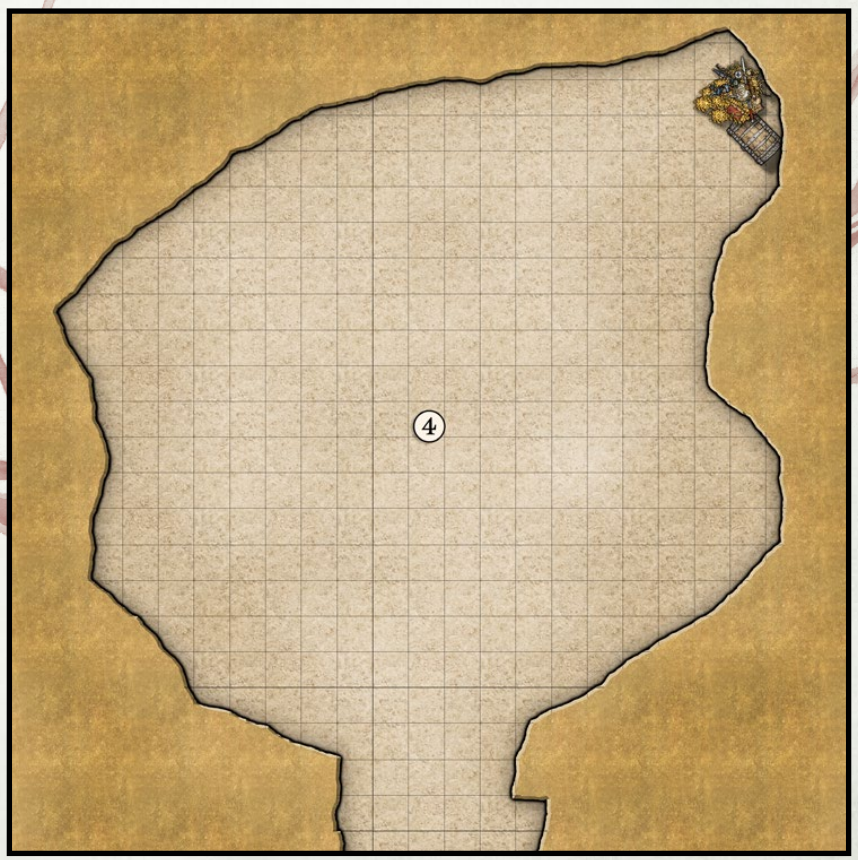
The back wall of the building collapsed long ago, leading to a rear courtyard with a great pit dug into the ground. This pit leads to Adrinyth's lair (see area 4). If the party disturbs the pit by dropping items into it, casting spells, or even shouting into the hole, Adrinyth and her children emerge. Climbing down the pit leads into area 4.

4. Adrinyth's Lair

Adrinyth, an **adult black dragon**, lairs here with two **black dragon wyrmlings**. She discovered this area by chance and has decided to nest and secure her hoard here. If the party climbs down the pit from area 3, Adrinyth waits and hides in the dark until they are within reach for an ambush. Consider the following advice when managing this encounter.



Map 8.2: Jade Sanctuary - Upper Level



Map 8.3: Jade Sanctuary - Adrinyth's Lair



The Wyrmlings. While Adrinyth tries to find the best tactical advantage, the two wyrmlings strike from the air against light to unarmored opponents, then strike directly at spellcasters once identified.

Extended Lair. Though she sleeps in area 4, Adrinyth's lair actions can be performed anywhere within the sanctuary.

Striking a Bargain. If spotted before combat begins, an extremely persuasive party member can bring Adrinyth into a dialogue. Such an attempt requires a successful DC 18 Charisma (Persuasion) check. If the check succeeds, the dragon hears the party out. An offering of a valuables, such as 1,000 gp, or a permanent magic item of rare quality or higher, is a sufficient bribe. If asked about the area, she says the city must have fallen long before she found it. She's picked clean most of the treasures in the area, but is unable to find a way into the ziggurat. Her talkative nature doesn't last long before she demands the party leave before she decides to make a meal of them.

Treasure. Adrinyth's lair is covered in bits of coins, trinkets, and gems. A thorough search reveals 1,400 gp in coins, 1,100 gp in gems, a *potion of superior healing*, a *potion of water breathing*, a *circlet of blasting*, a *mithral breastplate*, and a *robe of useful items*.

Garden Plateau

The party encounters **Mesika** here, who is being chased by a **tyrannosaurus zombie** and two **brachiosaurus zombies**. She manages to hide behind the remains of a ruined wall, but it appears her hiding place won't last long. Unless they are hiding, she spots the party and signals for help.

This plateau is the only sizable portion of the city left above the murky waters. The air is thick with a smell of rot and overgrown vegetation. The stairs to the south lead beneath the surface of the water to the rest of the sunken city. On the north end is a stone ziggurat marked with strange glyphs. A clearing in the center might have once been a small gathering area. A 10-foot wide weathered carving of a maze decorates the floor.

Dreaded Dino Dilemma

The party has three rounds to position themselves while the zombies hunt for Mesika. Moving close enough to surprise the zombies requires a successful DC 15 Dexterity (Stealth) check. That free time runs out as soon as the dinosaurs spot a party member or a party member attacks one of the zombies. Once combat begins, Mesika joins the fight to help defeat the zombie dinosaurs.

Oh, Sorry. Was That You?

The players may decide to hide or sneak past, leaving Mesika to fend for herself. If they choose to do so, Mesika continues to run and hide until she eventually evades the zombies. From that point, any Dexterity (Stealth) checks made to avoid the zombies and get to the ziggurat are made at disadvantage. The party encounters Mesika again once they reach the ziggurat. In addition, the party doesn't earn Destiny points for "***Destiny: Joining Forces***" as described below..

Warrior of Mezro

Mesika approaches the party and, if applicable, thanks them for their help. If this is the first time anyone in the party is meeting her, she introduces herself as a sentinel originally from Mezro. If anyone in the party has already dealt with Mesika (she appears in *Heart of the Wild*, *The Risen Mists*, and as Nerissa in *DDAL07-01 City on the Edge*), she greets them warmly, pleased to see them again.

Mesika is here to enter the Quomec Ziggurat in the hopes of destroying Shavolak, who she believes may be a corrupted aspect of Ubtao, the creator god of Chult. If the party has additional questions, she can provide them with the following information:

- If this is the first time they've met Mesika, she'll provide details about herself and her mission (see appendix A for information and roleplaying tips for this NPC).
- Her visions and memories have steadily grown stronger, often leading her to encounter Artus Cimber and Dragonbait.
- The strength of these visions at times leaves her confused, sometimes even forgetting the little bits of identity she retains.
- Her most recent visions and memories, however, guided her to the Nguni Plateau, where Uzoma was waiting for her. The couatl told her to trust her visions, as they come from a place of love and hope. He also said that others would soon be joining her on her mission.
- She does not know why she knows about the nature of Shavolak or even why he must be destroyed, but she also knows doing so will finally lead her back to her home.

In addition, she asks if the party has recently encountered Artus and hopes he is well. She regrets not being able to rendezvous with him near the Obanashi clan village.

Destiny: Joining Forces. Once the party is ready, Mesika suggests they join forces and continue toward the ziggurat. Alternatively, if the party was rude or hostile toward Mesika, or refuses to take her with them, she continues on her own, taking the steps the party doesn't and disappearing after she reaches the first level. The party doesn't encounter her again until they reach Quomec's Tomb.

The Quomec Ziggurat

The ziggurat has an extremely powerful ward upon it. The **only way** for the party to reach the top is by climbing the steps with the *golden tomīn* in their possession. The ward extends 50 feet from the base and is impassible without the coin. Attempting to teleport in or onto the ziggurat fails. Characters attempting to fly toward the top instantly fall when they reach within 50 feet of the base of the ziggurat. Those attempting to climb the walls, physically or magically, encounter an invisible, impassible barrier when reaching the top of the wall of the level they're on.

> This large ziggurat is made of a blackened stone pressed with sparkling bits of blues and yellows, presenting something akin to twinkling stars. It has four separate levels with sets of stairs angled across the face, alternating from the left side of the ziggurat to the right side after each level. The bottom level is covered in overgrown vines and plants.
>
> Between each set of steps, carvings are embedded into the face of the stone walls, depicting a set of ancient glyphs. At the top of the 80-foot ziggurat, you can barely make out an ornamented stone structure.

Getting to the Top

From the base of the ziggurat, the party can choose to take one of two flights of stairs, on the left or right of the face.

History of the Highlord

Between the steps is a large carving depicting a set of glyphs and ancient markings. The largest one depicts a sarcophagus surrounded by a pack of writhing vines. The glyphs can be deciphered by using *comprehend languages* or similar magical effects, as well as with a successful DC 18 Intelligence (History) check. If Mesika is in the party, she can decipher the meanings as well, if asked. The depictions are of the history of the city and its immortal ruler, Quomec, one of the first bara of Ubtao. They follow from top to bottom as follows.

- **Fourth Level:** The god Ubtao brings three tribes from the lands of Katashaka, Maztica, and Aeonus. Guided by the couatl, they meet upon the Peaks of Flame.
- **Third Level:** Greatest of the human tribes, the Tabaxi (a name now adopted by the cat-folk of Chult), built grand cities in the name of Ubtao.
- **Second Level:** A great darkness came with the humans, many of whom were seduced into betraying Ubtao. A great battle erupted between the peoples, consuming the city.
- **First Level:** The ruler, seeking redemption, sealed both himself and the darkness within his tomb, warded by the spirits of the jungle itself.

First Steps

When reaching the top of the steps from the ground to the first level, the party is surrounded by koni-matabo vines that spring out from the walls. Each creature must succeed on a DC 20 Dexterity saving throw or be restrained and stung by venomous barbs, taking 22 (4d10) poison damage.

At the beginning of their turns, restrained creatures can break free or be pulled free with a successful DC 15 Strength (Athletics) check, or by dealing enough damage (see below). Creatures still restrained at the end of their turn take an additional 22 (4d10) poison damage. The vines can restrain three creatures at a time.

The vines can be destroyed (AC 12; 15 hit points; immune to poison damage). Destroying three vines causes the remainder to retreat into the overgrowth.

Second Steps

On the second level, two **xill** lie in wait to ambush the party. They begin on the Ethereal Plane and use their *ethereal shift* feature to attempt to surprise the party. Party members with a passive Perception of 15 or more avoid being surprised.

Third Steps

The floor of this level is covered in various patches of roots, branches, and vines. A complex system of triggers is set along this walkway. They have the following features:

Trigger. There are three pressure plates along the ground. Stepping on any of them triggers the trap.

Effects. Eight-foot tall sharp metal blades set vertically along the wall spring out every 5 feet on the walkway, creating a wall in front of and behind each character. Each creature must make a DC 14 Dexterity saving throw or take 17 (5d6) slashing damage. Regardless of success or failure, the floor collapses beneath the creature's feet into a spiked pit. The creature must then make another DC 14 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much on a successful one. The blades and floor both slowly move back into their starting positions a round after the trap is triggered.

Countermeasures. The pressure plates are extremely hard to see, requiring a successful DC 16 Wisdom (Perception) check to spot. They can be disarmed by someone proficient with thieves tools who succeeds on a DC 16 Dexterity check. If any creature is standing on the piles of brush, the trees and vines stop the creature's fall into the pit. After the first trap is triggered, a DC 14 Wisdom (Insight) check reveals how the patches of brush can be used.

Fourth Steps

The final set of steps leads to the top of the ziggurat and a small temple in the center. Two **xill** lie in wait to ambush the party. Party members with a passive Perception of 15 or more can avoid being surprised.

> At the top of the ziggurat is a field of dead trees and rotted plants. A stone building stands at the center of this area, its walls decorated with a myriad of colorful glyphs, sigils and symbols along the walls and ornamented domed roof. Bronze double doors mark the only visible entrance.

Temple of Renewal

Refer to **maps 8.4** and **8.5** for locations. This expertly crafted structure show no signs of weathering. As with the rest of the ziggurat, there are no magical means by which to teleport or phase into the temple. Attempts to do so instantly fail. The **only way** to enter is by opening the bronze double doors.

The doors are ornately decorated with line carvings and patterns of topaz, jade, and lapis lazuli embedded into the framework. The carvings converge upon a circular indentation between the doors about five feet off the ground. Inserting the *golden tomīn* into the indentation causes the coin to emit a golden glow, which bleeds out into the line carvings on the doors before they open, splitting the coin in two on either side. After being used in this way, the coin becomes part of the door frame and isn't recoverable.

1. Grand Hall

This room is decorated in bright-colored paints and murals depicting the different peoples of Mauratal. The symbol of Ubtao is carved into the base of a great fountain in the center of the room. The room has two exits.

Zumoch, an undead guard commander, protects this hall along with four **phantom warriors**. They appear when the first party member moves at least 20 feet into the area. Zumoch demands the party members identify themselves and their intentions. If the party insists they've come to help, or mention Shavolak or Uzoma, the undead guardians don't show any hostilities. If confronted in an aggressive manner, they attack.

While preventing an attack is easy, a successful DC 14 Charisma (Persuasion) roll is required to gain any information. Zumoch can provide the following information to the party:

- Zumoch and his guards were the last line of defense against the minions of the spirit of corruption known as Shavolak.
- The spirit was capable of infecting the hearts and minds of others, causing them to commit unspeakable acts. Before others realized what had happened, their ruler, Quomec, declared himself emperor and put to death anyone not disavowing Ubtao.
- With the help of the highlord's most trusted advisors, Master Nellioc and Prince Ahutan, Quomec was freed of the dark spirit's grasp, but the act caused Ahutan himself to become possessed by the darkness. He murdered everyone in the temple.
- Using a holy artifact, Quomec called upon an aspect of Ubtao and sealed Shavolak's power within the dungeons below, which would then forever become Quomec's tomb. The city destroyed, the few survivors left Nauratal, rejoining the path Ubtao had originally gifted to them.

Destiny: A Vow for Justice. Should the party gain this information from Zumoch, the undead commander finds the return of the dark spirit troubling. He requests the party vow to put an end to Shavolak and grant him and his fellow soldiers a peaceful rest. If Mesika is with the party, she takes the vow immediately. If every party member does the same, Zumoch tells them about a secret treasure room in the dungeons behind the dais in the temple proper (area 3).

2. Ritual Chamber

A number of trinkets and holy relics lie scattered about this scorched chamber, most of them damaged by fire. The remains of a small altar are against the east wall, the base of the altar decorated in beautiful yellow and white flowers.

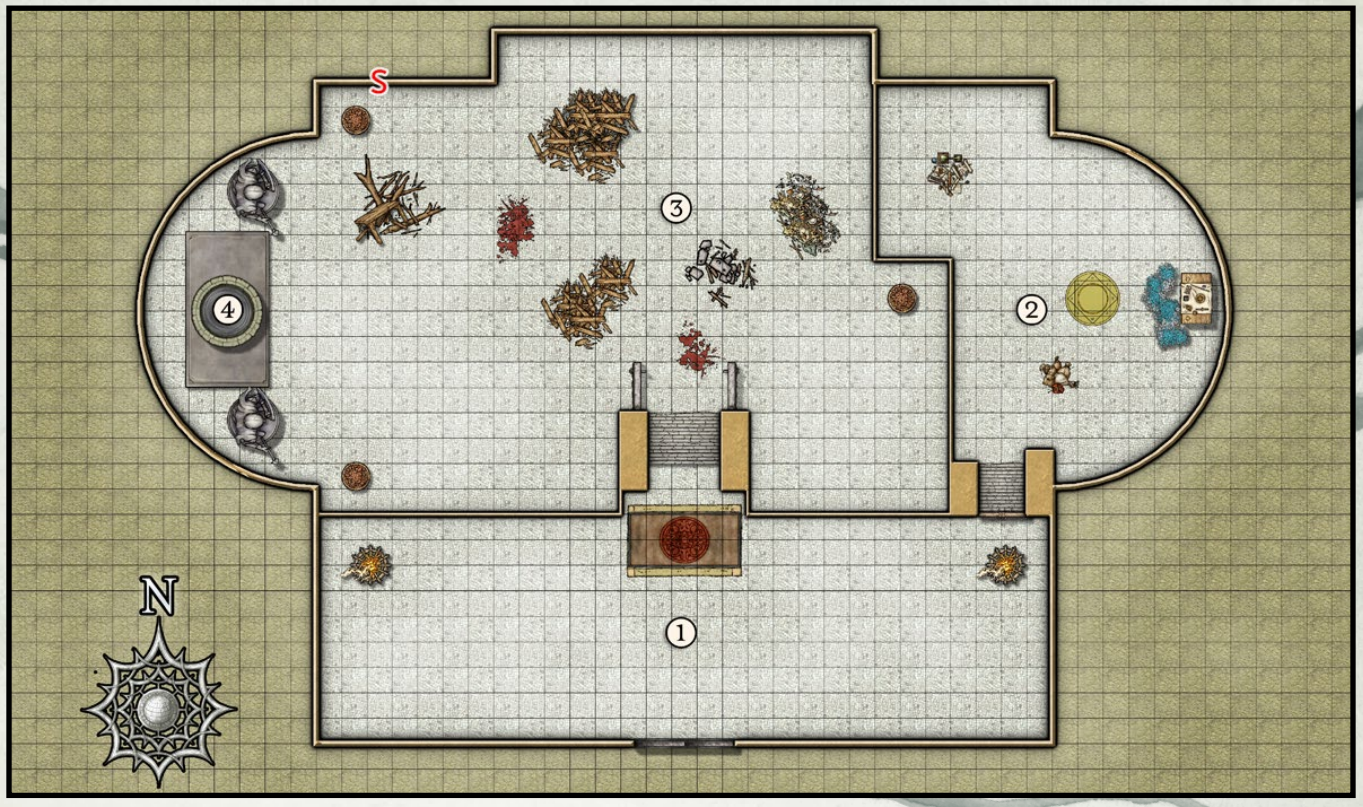
An Altar's Resident. If the characters approach the altar, Caldee, a **pixie,** emerges from the patch of flowers. She's happy to see the party, asking about new types of food, entertainment, or interesting trinkets. If the party doesn't take well to her, she disappears back into her flower patch. If the party entertains her by giving her food or playing music, she makes fast friends with them.

Caldee knows the same information as Zumoch from area 1, giving it freely if the party feeds or entertains her. If the party simply tries to question her at start, a successful DC 16 Charisma (Persuasion) check is required to avoid her becoming bored and leaving them be.

Treasure. If the party spends 5 minutes searching through the broken relics, they can find a small statue made of jade and lapis lazuli. It's worth 500 gp.

3. Temple Proper

This room is covered in broken furniture, rotted plants, and scattered bones. Smears of dried blood stain the stonework all along the walls and floors. The symbol of Ubtao is barely visible beneath the debris. A cylindrical pool of dark water sits atop a dais on the other side of the chamber.



Map 8.4: Temple of Renewal - Upper Level

The Shadow Pool. If the party investigates the pool of water, anyone gazing into it must make a DC 16 Wisdom saving throw or take 16 (3d10) psychic damage and become frightened. The water is actually a mass of writhing shadows. A creature that makes its save and stares beyond the shadows sees the pool itself is the entrance to a shaft that descends below the temple. Narrow steps are set around the inner wall of the shaft leading into darkness below. When the party attempts to descend through the shaft, continue to area 4.

Treasure. A secret cache is hidden in the wall behind the dais. It can be found with a DC 15 Intelligence (Investigation) check. If the party learned of the cache's location from Zumoch in area 1, the check automatically succeeds. The wall cache is a miniature reliquary containing valuable jade and obsidian trinkets worth a total of 900 gp. In addition, the party finds a jar of *keoghtom's ointment* with 5 doses, a *scroll of greater restoration*, and a *lantern of revealing*.

4. Secret Tomb Passage

Once inside the shaft, the party must make their way through to reach Quomec's tomb. No light brighter than dim light can be shed in this area, including magical light from spells or abilities. The only item that sheds bright light is the *lantern of revealing* the party can acquire in area 3. During their descent, strange, unintelligible whispers echo through the area.

Narrow Steps. Characters can descend the narrow stairs at half their movement. Moving at full speed requires a DC 14 Dexterity (Acrobatics) check. Attempts to dash down the steps give disadvantage to the Dexterity check. The stairs descend for 75 feet, ending at a 10-foot wide opening in the ceiling of area 5, which drops another 15 feet to the ground.

Enemy Vine. When the first party member travels 30 feet down the shaft, two **giant vine blights** crawl up the wall and attack. A creature struck by the vine blights while on the stairs must make a DC 14 Dexterity saving throw or fall down the pit, taking the appropriate falling damage (see chapter 8 of the *Player's Handbook*). A creature that frees itself from the blight's *entangling plants* ability must also make the same saving throw.

5. The Highlord's Path

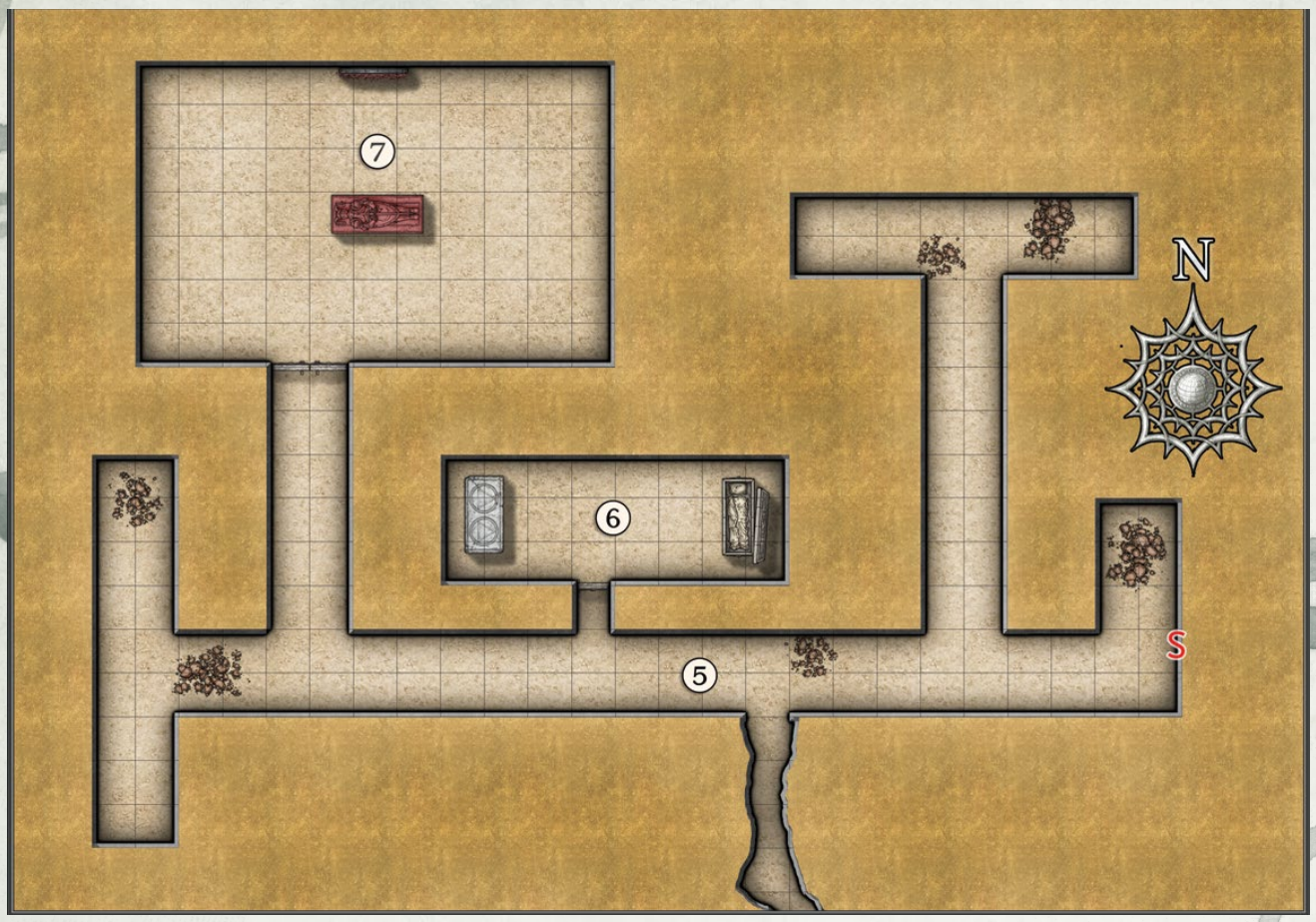
Upon entering this area, the echoed whispers grow louder. In addition, shadowy figures appear and disappear out of the corners of the eyes of any creature in the area. Each party member that enters this area must make a DC 14 Wisdom saving throw. A failed save means they're distracted by the effects of the powerful corruption. For the next hour, they have disadvantage on initiative checks and also on Wisdom and Intelligence saves.

This tunnel leads directly into the tombs (areas 6-7). Other than the varied whispers, the area is dead silent. If Mesika is with the party, she says the tainted air is familiar somehow.

Secret Door. A secret door is located on the east wall of this level. A successful DC 18 Wisdom (Perception) check is required to locate it. It's a one-way door that leads back up to a storage closet attached to area 3. Returning to this point must be done via the pit shaft.

The Darkness from Within

Make a note to describe the corruption around the characters as eerie and disturbing. Corruption is more than just simple fear; it's an evil, twisted, defiled presence that infects a person's very mind and soul from within. It's enough to make even the most fearless of creatures take pause.



Map 8.5: Temple of Renewal - Lower Level

6. Tomb of the Guardians

This stone chamber was once decorated with several bits of pottery and stonework, all of which now lay shattered all over the floor. Two stone coffins painted in greens and reds sit on opposite sides of the chamber.

East Coffin. The lid of this coffin is cracked and the coffin itself is empty, save for a set of decorative cloth wrappings. There are markings engraved into the cracked lid. A successful DC 15 Wisdom (Religion) check identifies these as ritual markings representing a deity's devoted servant. They are meant to keep the soul at peace under the watchful eye of their deity. This coffin belonged to prince Ahutan

West Coffin. This coffin holds the body of Master Nellioc. It is sealed with a magical glyph carved onto the lid. A *detect magic* or similar spell reveals the ward placed on the coffin. It counts as an 8th level enchantment for purposes of dispelling. The lid can be forced open with a DC 16 Strength (Athletics) check. It can also be destroyed by dealing 50 hp of damage versus an AC of 14. A creature who opens the lid (choose one creature at random if it was a group effort) must make a DC 16 Constitution saving throw. On a failed save, that creature is cursed, suffering a level of exhaustion and becoming vulnerable to necrotic damage for 24 hours. The curse can be removed with a *remove curse*, *greater restoration*, or similar magic.

Treasure. Inside Nellioc's coffin is a collection of rare herbs and material components that can be sold for 450 gp.

7. Quomec's Tomb

Ahutan, a **death knight**, is here (see the "Confronting Ahutan" sidebar for more information). He doesn't attack right away, instead planning to deceive the party into thinking he is Quomec. The traitor prince has been in these tunnels for thousands of years. He was dead during much of that time, but was raised into undeath when Shavolak's power reawakened.

DM's Note: If Mesika was left behind, she regroups with the party here.

> A strange greenish glow emanates from this stone chamber. The walls are painted in rich color patterns, its beauty masked by the sickly green hue. A container constructed of dark red stone is set into the floor in the center of the chamber. On the north wall, several jugs and decorative relics are placed in carved square insets. Between them, a 5-foot diameter stone disc hangs upon the wall. The disc is decorated with several precious gems, placed in the midst of sigil carvings that intertwine around a carving of a complex maze at the center.

A DC 16 Wisdom (Religion) check identifies the symbol on the disc to be similar to Ubtao's symbol, but the maze itself is different.

Quomec's Ward. The greenish glow comes from Quomec's coffin, which emanates a powerful ward that keeps the death knight from leaving the area. More importantly, it also prevents undead and corrupted beings from touching the stone disc and opening a sealed gateway into Shavolak's realm, also hidden beneath the ziggurat. His plan is to fool the party into breaking the seal, which he himself can't approach.

Like Father, Not Like Son. Ahutan takes care to not seem threatening, immediately apologizing for his appearance and speaking in Common (using the *tongues* spell) so all can understand him. Assuming the party is not immediately hostile, he tells them he sealed himself here thousands of years ago to prevent the darkness that destroyed his city from escaping. He is, however, cursed by the power that corrupted him long ago and believes he is paying penance for his betrayal to Ubtao.

Destiny: Breaking the Seal. Ahutan tells the party if his spirit is cleansed, he'll give the party a weapon of holy power they can use to stop Shavolak once and for all. In order to cleanse his soul, he requests one of the party members place their hand upon the stone disc and recite an incantation he provides. This is all, of course, an elaborate lie. If the party is suspicious, they can make a DC 16 Wisdom (Insight) check to determine that something is amiss. They automatically succeed with creative roleplay at the DM's discretion. Once Ahutan's ruse is discovered, the death knight attacks. If instead, the party agrees and performs the incantation, a wide crack splits the seal through the center, allowing the death knight to take advantage of his lair actions (see the "Confronting Ahutan" sidebar). He also attacks after the seal is broken.



Confronting Ahutan

Ahutan is a **death knight** with the following additional abilities:

Ahutan's languages include Abyssal, Infernal, and Nexalan.

Innate Spellcasting. Ahutan's spellcasting ability is Charisma (save DC 18). He can innately cast the following spells requiring no material components:
At Will: *darkness, detect evil and good, detect magic, tongues* (self only)
1/day each: *calm emotions, confusion*

Summon Blightwalkers (2/day). Ahutan can use an action to magically summon two **blightwalkers**. They attack any creature that is a visible threat to him. Ahutan can only use this ability if there are no summoned blightwalkers currently in his service.

Breaking the Seal

If the characters broke the seal on the stone disc, Ahutan also gains the following modifications:

Challenge. Ahutan has a Challenge Rating of 19 (22,000 XP)

Longsword. Ahutan's longsword deals an additional 1d8 necrotic damage (for a total of 22 (5d8) necrotic damage instead of 18 (4d8) necrotic damage).

Lair Actions. Ahutan gains the following lair actions:

- Ahutan targets one creature and summons a mass of writhing shadows beneath its feet. The target must make a DC 18 Dexterity saving throw or become grappled. The target takes 27 (6d8) damage at the start of each of its turns. The target can free itself with a DC 18 Strength (Athletics) check, by dealing a total of 30 points of necrotic damage to the shadows (AC 14), or by succeeding on a DC 18 Strength saving throw at the end of its turn.
- Ahutan creates a 15-foot radius globe of shadow centered on a targeted area within 60 feet. The globe has the effects of a *darkness* spell. In addition, any creature who starts their turn in that area must make a DC 18 Wisdom saving throw or take 27 (6d8) psychic damage on a failed save, or half as much on a successful one. Also on a failed save, the target becomes frightened until the end of its next turn.

Ending the Battle

Ahutan uses every means at his disposal to fight the party until he's defeated. After he is brought down to 0 hp or less, his body bursts into a swarm of writhing shadows before he dissipates into nothing..

The Highlord Awakens

Two rounds after Ahutan's defeat, the greenish light from the ward vanishes and the spirit of the true Quomec appears above his coffin (a middle-aged, dark haired human wearing ornamented armor decorated with colored feather plumes). The highlord is grateful to the party for putting his son's spirit to rest and cleansing his tomb.

Quomec knows that Shavolak intends to return to Chult and insists this cannot be allowed. He explains that Shavolak is a corrupted aspect of Ubtao, a being of negative energy created by the abuse of power by mortals. Since Ubtao is gone, Shavolak can only grow more powerful. The dark spirit must be destroyed before he grows so powerful that none can stop him.

To the Shadewalk

With Ahutan dead, Quomec can safely open the portal that leads into the Shadowfell. From there, the party can journey to the the dark spirit's realm known as the Shadewalk. The portal can be opened using the artifact the highlord used to seal it, a shard of Shavolak's own essence. He asks them to retrieve the shard beneath his coffin and touch one of its ends to the center of a large mural in the garden above. They can use a secret stairwell located in the dead end opposite the chamber. to leave the temple.

With the Highlord's Blessing. Before he bids the party farewell, he offers each party member a blessing. The party can choose one between: a *blessing of health*, *blessing of protection*, or *blessing of understanding* (see Chapter 7 of the *Dungeon Master's Guide* for information on these blessings). The blessings remain active until the party member leaves the Shadewalk. After the party has made their choices, Quomec vanishes and the coffin rises up out of the inset in the floor and slides to one side.

Treasure

Beneath the coffin is an ornate box (worth 50 gp). Inside is a *void shard*, a six inch shard of dark, smoky glass. The relics in the tomb are worth 350 gp. Quomec's coffin can be opened with a successful DC16 Strength (Athletics) check. Inside is a plain urn containing Quomec's ashes. It rests next to his hammer, *Oathbinder* (see the Appendix D for description of this item) and an ornate suit of plate armor that's valued at 2,000 gp.

Return to the Garden

If the party hasn't located the secret door on the east wall of area 5, they locate it easily. When they reach the exit, they find Artus and Dragonbait waiting for them. The former Harper provides the following information (choose to give as much or as little as you like depending on what the party asks):

- Saja N'baza asked him to return to the Mezro ruins in search of information regarding the nature of the city itself.
- He discovered that the the power which Ubtao imbued into the city also extends into both the Feywild and the Shadowfell.
- Artus believes that the fall of Mezro in the Material Plane has given Shavolak the power to extend his dark energies to our world through its location in the Shadowfell. Destroying Shavolak would bring those forces back into balance.
- A puzzle Artus solved in the ruins some time ago opened a seal which had gave a brief glimpse of the true Mezro (these events are referred to in detail in the *Ruins of Mezro* adventure book by Will Doyle). He now believes if Shavolak could be destroyed, it would allow Mezro to return to its former state.

Opening the Path

The party can easily find the location Quomec referred to. On the floor in the small clearing on the Garden Plateau is a 10-foot wide circular mural. Carefully woven into the center of the colorful design is a carving of a dark spire surrounded by flames. Bringing the *void shard* into contact with the carving opens the Shadowfell portal.

To the Shadowfell

Opening the portal reveals a swirling dark mass in the area where the mural used to be. When the party is ready, they enter the portal by simply jumping in. Once everyone enters the portal, read the following:

> As you pass through, you're surrounded by a swirling, writhing mass of dark energy rippling with a crackle of red lightning that rips through you. You see no sign of your companions as you're hurdled through the spinning vortex.

Deadly Vortex

Have each party member make a DC 15 Constitution saving throw. On a failed save, they take 27 (5d10) necrotic damage. They travel through the negative energy vortex for a minute before emerging within a dark, twisted landscape, the portal still open in front of them.

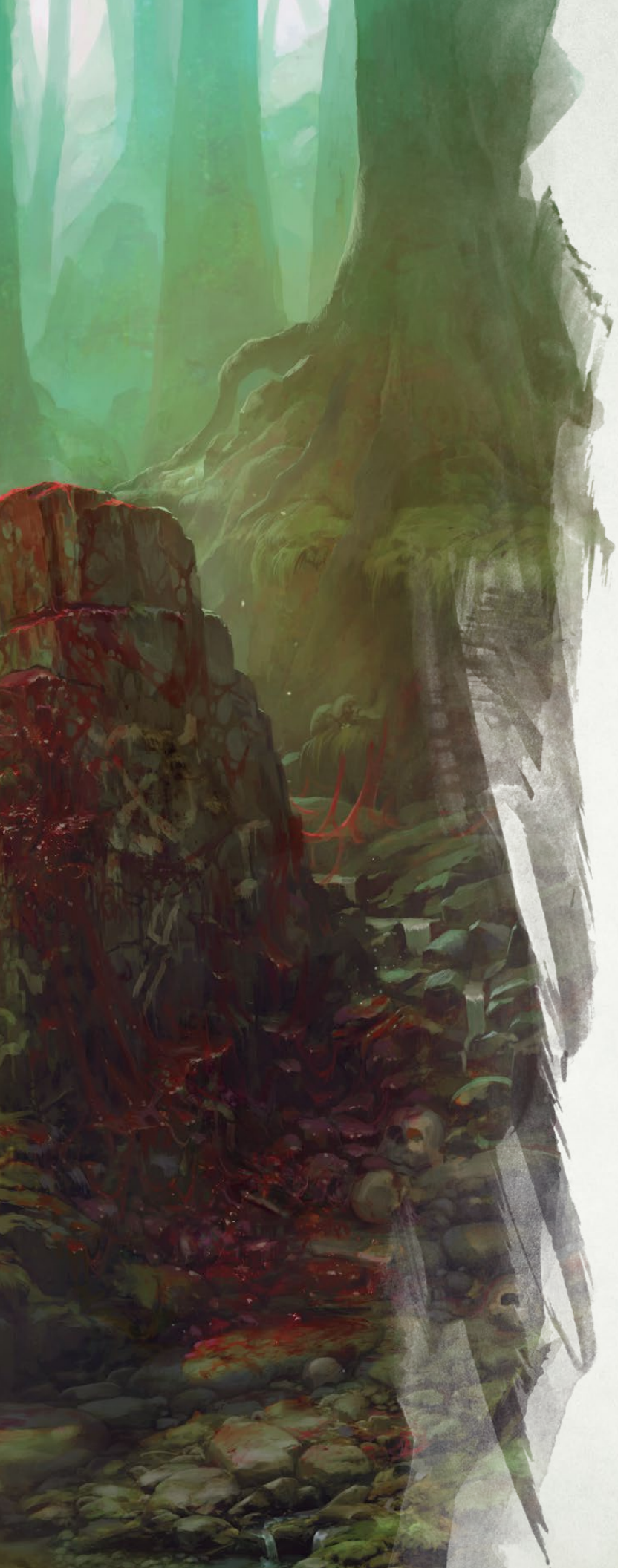
Everyone is present, with the exception of Artus. He can still be seen within the vortex, a mass of shadowy tendrils wrapped around him, attempting to pull him away. The *Ring of Winter* shines brightly with a chilling blue aura as Artus struggles to break free.

Destiny: Darkness Unrelenting. The party has two rounds to react while Artus is trapped in the vortex. If they grab onto Artus, he can be pulled from the portal with a successful DC 18 Strength (Athletics) check. The tendrils can also be attacked, each having an AC of 15 and 30 hp each. Destroying three of them allows Artus to pull himself out. Instant transport spells such as *teleport* or *dimension door* don't work when cast into the vortex. Feel free to let the players come up with other creative ways to free Artus.

Light of the Bara

If Artus is pulled free, the tendrils reach out from the vortex in pursuit. If he is not freed, he becomes enveloped by the shadows. Regardless of the outcome, Mesika reacts on the following round.

> Mesika's body convulses backward and a brilliant globe of light bursts from her. A monstrous voice hisses from the portal as the light expands, pushing the shadows away from Artus before enveloping them completely. As the radiance burns away the vortex and its denizens, Mesika's eyes shine brightly, changing color into a distinctively brilliant sea-green.
>
> Artus sucks in a deep breath in astonishment before he breathes out a single word —"Alisanda..."



An Unexpected Reunion

After the portal is sealed, the light disappears and Mesika collapses. If no one in the party moves to revive her, Artus does so himself. After a minute, Mesika recovers her energy and tells the party that she recovered many of her memories. If questioned, she relays the following:

- She is a warrior who trained under the teachings of Alisanda Rayburton, Artus' wife and one of the barae (holy guardians) of Mezro. Alisanda (known as "Sanda" to her friends) was training her to be her replacement should the bara fall in battle.
- Alisanda's special power as a bara was to transfer her consciousness into any warm-blooded animal and take control of them.
- Mezro's barae were forced to seal the city during the Spellplague, never to return until Chult could be cleansed of the corruption left behind by the magical cataclysm.
- Unable to leave the city, Alisanda had no way of contacting Artus or anyone else outside of Mezro. So, for the first time, she tried to instill her consciousness into a human, her protégé, Mesika.
- The stress of using her powers in such a way, coupled with the backlash of the Spellplague, caused both Alisanda's and Mesika's minds to fracture.
- Mesika awoke on the outskirts of Mezro with no memories other than small bits of her identity. Though she's been recovering over time, she still can't separate her own memories from that of the bara, but believes their minds are still linked.

Bringing Back the Balance

Mesika is certain that all her visions, the defeat of Ras Nsi and Acererak, the cleansing of the *Heart of the Wild*, the destruction of Ifalakuntho, and the imminent fall of Shavolak are foreshadowing the restoration of balance in Chult. Restoring Chult will do the same for Mezro.

Though Shavolak is too powerful to face directly, Mesika knows a way to defeat him and asks for the party's help in accomplishing this. Once they return home, she can pay them a 4,000 gp reward. It is all she has left to give. If the party accepts, continue to part 3.

Fortune and Glory? No Thanks!

If anyone in the party refuses to take on Mesika's request, she can tell them how they can get home. Her newly recovered memories gave her knowledge of a portal leading back to the Material Plane located at the base of the mountains to the west, about day's travel from here. The NPCs thank and say farewell to any departing party members, who can cross through the portal easily and return to Chult.

Chapter 9: Trials of the Deceiver



The Shadewalk is a demiplane accessible only via the Shadowfell. It sits upon an island in the area where the city of Mezro is located on the Material Plane. Mesika plans to lead the party across the Bridge of Sorrows, taking them directly into Shavolak's domain. However, before the dark spirit can be confronted, he must be separated from the source of his power.

Chult in the Shadows

In the Plane of Shadow, the jungles of Chult are on a large island mass, separated from the main continent, by a small chain of islands in the sea. The land itself is made up of twisted and rotting forests surrounding pockets of desolate ashen wastes and scorched, rocky crags. From the large outcropping upon which the party stands, they can see the dark pit that is the mirror of the Aldani Basin. To the southeast, a billowing cloud of shifting smoke in the shape of a bestial skull floats above where the Peaks of Flame should be before the land tapers off into the vast, gray sea.

Mauratan's Circle. If the *teleportation circle* in Mauratal's "Tower of the Learned" was activated in part 2, the same active circle can be found approximately 100 feet to the southeast of where the party appeared.

Across the Wastelands

To reach the Bridge of Sorrows, the party must journey through the dark jungles and badlands, which could take a few days. You can choose to skip directly to the Bridge of Sorrows. If you would rather run the party's journey, use the Wasteland encounters column in Appendix B of the *Tomb of Annihilation* adventure.

If you require additional information on descriptions and effects within the Shadowfell, these can be found in Chapter 2 of the *Dungeon Master's Guide*.

Waking Nightmares

During the journey, choose two party members who need sleep. Those two characters have horrible dreams that relive their worst fears. It's up to them whether or not to share these with the party. Let the players describe what they experience on their own. If they choose not to, play on their background and character flaws.

Artus is also a bit shaken. If asked, he says he has terrible nightmares filled with death and darkness. He thinks the *Ring of Winter* is far more powerful in this plane, and he's wary of using its powers here. He promises he would do nothing to cause the party harm, but using the ring would have to be a last resort.

In truth, the nightmares are being instigated by the coven of hags that dwell near the Bridge of Sorrows. If you're using the "Shadowfell Despair" optional rule in the *Dungeon Master's Guide*, all party members have disadvantage on their Wisdom saving throw on the day they arrive at the bridge.

Night Hags

A coven of three **night hags** resides at an abandoned 30-foot square guard outpost near the bridge. They are polymorphed into human women. One pretends to be running into the outpost building, chased by three **dire wolves**, which are actually their pets. The wolves run when the party approaches the building.

The hags offer the party a meal (a tasty-smelling stew) as thanks for chasing the wolves away. Any creature eating the food must make a DC 15 Constitution saving throw or become poisoned for 24 hours. A successful DC 15 Wisdom (Survival) check identifies something wrong with the food.

Dealing with the Hags. If at any point the characters are overly suspicious or violent, the hags attack, with the wolves arriving the following round. Alternatively, if the party threatens them with a successful DC 16 Charisma (Intimidation) check, the hags peacefully let them go. They attack anyway, however, if the party decides to search their belongings.

Treasure. The hags keep their valuables underneath a floorboard in the building. A DC 15 Intelligence (Investigation) check can locate it. Inside are gems and trinkets worth 350 gp and a fist-sized emerald the hags used as their *hag eye*. It's worth 200 gp.

Bridge of Sorrows

This bridge appears to cross onto a small island; however, a portal to the Shadewalk is located in the center of the bridge. The bridge spans 200 feet across the water.

> This 30-foot wide stone bridge appears centuries old. Broken bits of bone, both humanoid and animal, are inlaid into the stonework. The gray waters beneath the bridge are unnaturally stiil. At about halfway across the bridge, dark, smoky wisps of air flow past you, and the view of the small island shifts into the entrance of a city. Massive gates mark passage between thick, fortified walls of dim gray stone. A twisted spire in the center of the city towers over the walls. The air is chilly here, with the only light coming from within the city. In the distance you make out a great mountain range which encircles the region from edge to edge.

Developments

Characters who fly or teleport over the bridge by any mundane or magical means simply appear on the other side on a small island about a half-mile in diameter. Only those who cross the end on the ground can find the portal.

Echoes of the Lost Ones. Once through the portal, party members hear sorrowful cries and wails of despair from all around them. These are the cries of the the dead whose souls can't rest within this corrupted region. Have each party member make a DC 14 Wisdom saving throw. On a failed save, they are afflicted with Shadowfell Despair (see Chapter 2 of the *Dungeon Master's Guide*).

Irunji, The Shadewalk

The city of Irunji serves as both a source and a gateway for Shavolak's power. Unlike Mezro, the city's western gate is the only entrance into the city, which leads into a complex maze of streets and districts. The maze ends at Blightspire, Shavolak's dwelling in the center of the city.

Spell Modifications

Some spells have altered effects or don't function at all when cast while in this region.

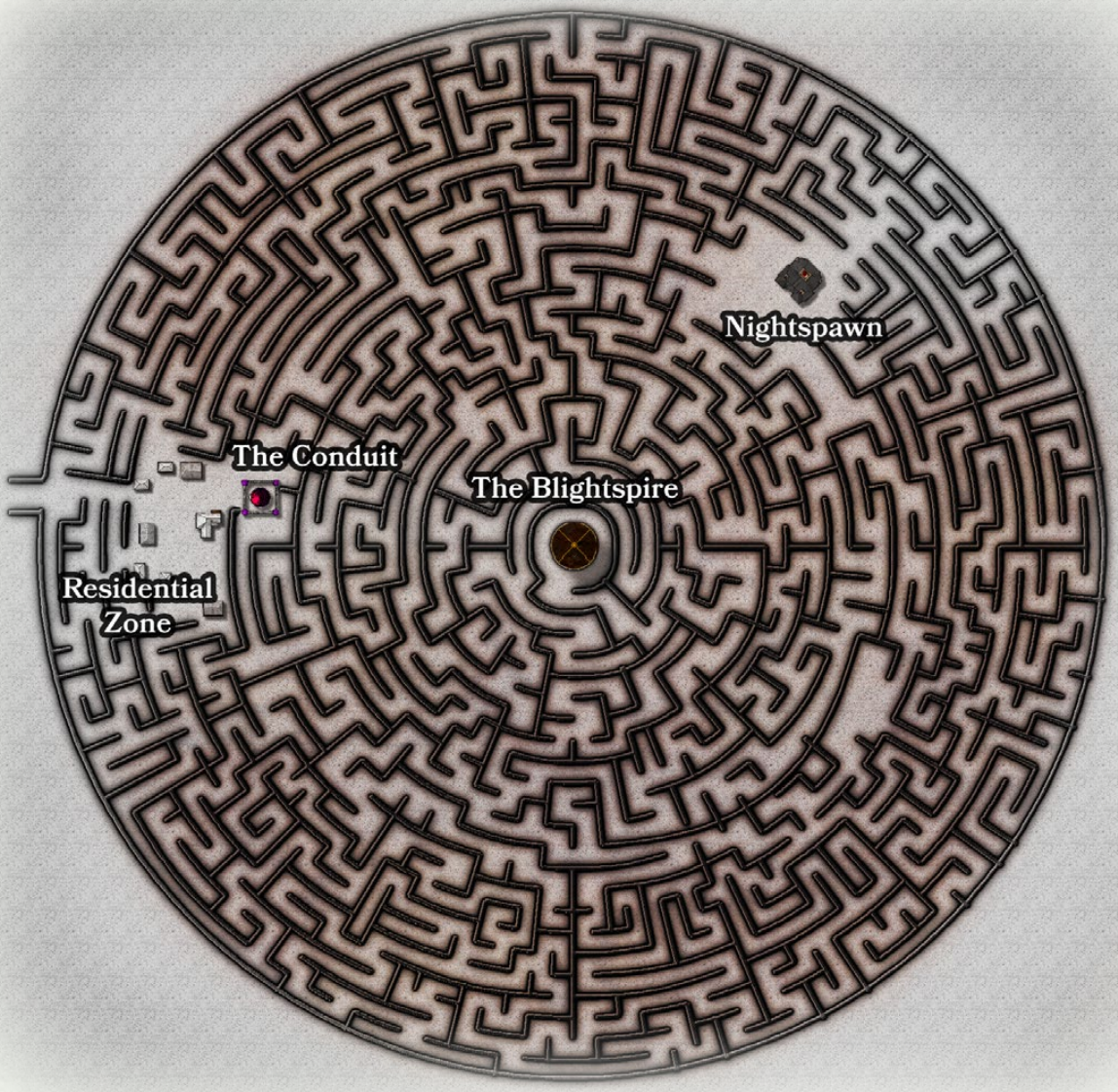
- Spells that allow the party to instantly transport into and out of the city either fail or teleport the creature directly to the city gates.
- Spells that move creatures into other planes of existence such as *astral projection*, *banishment*, *etherealness*, or *plane shift* do not function within the city walls.
- Spells that create or shed light do so at half their distance. Likewise, spells that deal radiant damage in an area of effect, see their areas halved.
- Divination spells such as *clairvoyance, commune*, and *divination* either fail or provide false readings.
- Instant transport spells that would allow movement through the walls such as *dimension door, gate, passwall, teleport*, or similar spells either fail or transport the creature directly to the city gates.

Movement Restrictions

Once inside the city, or within 50 feet of the city walls, flying or climbing is restricted to a height of 30 feet. Attempts to fly higher results in the character suddenly flying toward the ground after reaching 30 feet high. Ropes thrown up to scale the walls seem to always fall short. Ladders built to climb just aren't quite high enough.

Leaving the Shadewalk

Due to the magical restrictions of the demiplane, the only way to leave is via the Bridge of Sorrows. Once in the Shadowfell, spells that allow planar travel, such as *plane shift*, can be used to reach the Material Plane. Additionally, such magic can't be used to return directly to the Shadewalk. The party would have to return to the Shadowfell and use the portal.



Map 9.1: Irunji, The Shadewalk

But... Why Not???

The city's interior was built so that there are no quick and easy shortcuts around traversing the maze. Higher level players may not be pleased with being so restricted. An advised response would be to ask why anyone would build a magical maze to keep others out if anyone could just fly over it. However, if you would like to quicken the pace of play, you could opt to allow some creative methods from the players toward passing through the maze more easily.

City Locations

Refer to **map 9.1** for locations. The city itself spans about a mile in diameter. The map is mostly a representation as the labyrinth itself is constantly shifting.

Major Locations. Aside from the maze itself, there are only four major locations beyond the city gates: the Residential Zone, the Conduit, the Nightspawn, and Blightspire. Each has its own description and encounter apart from the maze itself.

Shadowkin. The major population within the city are known as shadowkin. These humanoids are mostly used as labor and eventually harvested for their life essence. They can be of any race, but have muted, grayish skin and appear gaunt and thin. Use **commoner** stats for these creatures and add resistance to necrotic damage.

Entry Gates

Two **stone golems** guard the city entrance. They are merged with the stone wall on either side of the entrance as if under the effects of a *meld into stone* spell. They emerge and attack the party as soon as the first party member comes within 20 feet of the entrance.

Scent of Power. Once beyond the city gates, Shavolak senses the power emanating from the *Ring of Winter*, alerting him to the party's presence (see the "Destiny: Winter's Calling" section in the Residential Zone).

Residential Zone

Beyond the gates, an assortment of stone huts and buildings in myriad shapes seem randomly scattered about, separated by narrow walkways and alleyways. Some of the structures are marked by plain cloth banners painted with symbols and glyphs. A putrid smell lingers even within the chilled air.

Various crowds of people make their way to and from the buildings. Though they hail from many different races, all of them appear sickly, with graying skin and dressed in mostly plain black and gray cloth and leathers.

Developments

A 30-foot-wide passage across from the entrance gates is the only exit from this area. The shadowkin here are all enslaved laborers working for Shavolak. They don't speak to the party, or even to each other for that matter, though they give a somewhat apathetic nod in greeting should someone walk in their path before they keep moving around them.

Hidden Messages. After spending a minute in the area, a small child approaches the party and hands them a crumpled piece of parchment (if the party members appear unapproachable, the child hands the note to Mesika instead). The letter simply has a sigil written on it. A DC 12 Wisdom (Perception) check notices it matches one of the painted sigils on the banner of a building near the main passage (Lythene's Hideout). One of the NPCs takes notice of it if the party can't.

If the party becomes rude, hostile, or attempts to rob the shadowkin, they alert a group of guards, consisting of a **champion**, a **mage**, and four **veterans**. They arrive within three rounds. If the party appear apologetic and succeeds on a DC 14 Charisma (Persausion) check, the guards simply walk away.

Destiny: Winter's Calling. A minute after receiving the note, Artus drops to his knees in pain. A blue-white frosty air emanates from his body. The *Ring of Winter* dissolves away Artus's glove and surrounds his arm in a shell of ice. If no one in the party takes any action after the first round, a figure calls out from the large building in a loud whisper — "Hurry, before you're noticed by the others!" Any creature touching Artus must make a DC 15 Constitution saving throw taking 21 (6d6) cold damage on a failed save, or half as much on a successful one. Abilities that grant resistance or bonuses to save versus cold or magical effects don't apply. As soon as one party member tries to help Artus, Dragonbait takes the other side.

The party member and Dragonbait must repeat the save two more times before they can reach the building. If at least one more party member helps carry Artus, each one gains advantage to their roll, taking no damage on a failed save. Once they reach the building, the effects subside, allowing Artus to recover. He tells the party he could feel Shavolak watching him and attempting to assault his mind.

A Painful Sacrifice

If no one in the party moves to help Artus by the second round, Mesika and Dragonbait pick him up and hurry him to the building. If the party still doesn't move to help, this act causes either Mesika or Dragonbait (choose one) to suffer permanent damage, resulting in the loss of 21 permanent hit points and the loss of use of one of their arms. Such damage can only be restored by a *regenerate* spell or similar effect.

Lythene's Hideout

Lythene, an elf **mage** and Borvun Giantbeard, a dwarf **gladiator** are here with a dwarf **priest** and two elf **scouts**.

This large building is filled with crates and boxes. An old wooden longtable decorated with various parchments and drawings takes up the center of the room.

Lost Souls

Lythene and Borvun greet the party, informing them that they are safe from the dark spirit's prying eyes here. The banner outside is a powerful ward that masks their presence while in this building.

The two are pleased to finally see other people here. They explain that they arrived here almost a month ago with the rest of their companions, who now serve Shavolak. If the party has additional questions, they can provide them with the following information.

- They journeyed to Chult to find and eliminate the source of the *death curse*. After the curse had ended, they continued exploring the jungle's many ruins.
- They stumbled upon a shadow gate near Hisari, bringing them into the Shadowfell. They ended up here while searching for a way out.
- Many within their group, began acting strangely on the first day, disappearing on the following day. It was discovered that secret passages lead from this area into a shifting maze.
- Lythene's brother, Varga, placed a ward upon this building in the hopes of keeping everyone hidden until they could recover their lost. Varga, however, also vanished a day after the others.
- Three of their number were seen on the third day, wandering among the rest of the populace only known as "shadowkin." They work within the maze and live in this area, until eventually sacrificing themselves to the Conduit - a device that feeds power through the maze into the Blightspire.
- The Conduit is powered by an eternal fire that Shavolak uses to absorb the lifeforce of the shadowkin and use it to extend his powers outside of this realm.

A Risky Mission

Lythene and Borvun have spent weeks researching the people and the city to free those bound by Shavolak. The ward Varga placed can only last a few more days. The party's arrival, however, has given them hope.

Lythene believes Shavolak may fear the power that Artus carries, as it may be powerful enough to temporarily block the Conduit's flame and weaken Shavolak's abilities (***Note:*** it is up to the players whether or not they wish to mention the *Ring of Winter* by name). If such is the case, they finally have a chance to purge the dark spirit from his home. The Conduit is nearby, but the Blightspire can only be reached through a shifiting maze designed to break the will of those who travel through it. With this in mind, Mesika recommends a plan.

Mesika's Plan: The Shadow Labyrinth. If Artus can use the ring on the Conduit at the right moment, Shavolak can be ambushed before he or his forces have time to react. Mesika requests the party travel through the maze and infiltrate the Blightspire. Once the Conduit is weakened, the party can use that window to bring the dark spirit down. The other NPCs agree to help if this would be their only chance to get their companions back.

Borvun has a pair of *sending stones*. He gives one to the party and keeps one for himself. Once the party is in the dark spirit's lair, they can use the stone to signal the strike upon the Conduit. Once the party agrees to the plan, Lythene can lead them to area 3, where the entrance to the maze is hidden.

Who's With Us?

Unless otherwise discussed, Mesika and Dragonbait choose to remain with Artus. Alternatively, if the party can request either one to go with them instead, but not both. Neither of them would leave Artus alone with strangers in his unstable condition. However, if one of them suffered permanent wounds from carrying Artus to the building (see "Residential Zone), neither of them accompany the party.

Alternate Planning. The party may also recommend alternatives to Mesika's plan of action or choose that some of them should stay with Artus. In this case, Mesika insists that facing Shavolak will likely require all of their abilities. If there are still players insistent on remaining, you can choose to remind them of the following:

- Mesika is both their benefactor and the person who hired them for this quest to begin with.
- Defeating Shavolak is the main goal, without which the rest of Chult is doomed to oblivion.
- Any players whose character remain here will have to sit out for the rest of the adventure.

The Conduit

The center of this 50-foot wide circular area is dominated by a 20-foot tall cylindrical monolith made of a rough hewn black rock. Five feet up from the ground, a three-foot-wide hole is carved out of the center, within which burns flames of deep reds and violets, surrounded by small crackles of red lightning.

Developments

This area is occupied by three shadowkin, all of them appearing very sickly and emaciated. If left alone for more than a round, the three gather in front of the cylinder. The flame within erupts and showers over the shadowkin, leaving no trace of them.

The Maze Entrance. The entrance to the shadow maze can be opened by placing one's hand for three seconds upon a specific unmarked section of the wall behind the Conduit. Lythene, who's witnessed others entering the maze, can show the party the entrance. Locating the entrance without yet meeting Lythene is extremely difficult, requiring at least 10 minutes of searching and a successful DC 21 Intelligence (Investigation) check. Once the entrance is opened, it appears as a swirling portal filled with smoke and shadows. The entrance stays open for three rounds, after which it must be opened again.

The Blighted Flames. The eternal fire within the Conduit doesn't react at the party's approach as it did for the shadowkin. A creature reaching into the flames, however must make a DC 16 Constitution saving throw, taking 22 (4d10) points of necrotic damage and 22 (4d10) points of fire damage on a failed save, or half as much on a successful one. In addition, a creature failing their save suffers one point of exhaustion. Neither the flames nor the cylinder can be affected by any magical attacks or effects. Characters attacking the cylinder for more than three rounds calls the attention of the guards from the Residential Zone (see "Hidden Messages" in the Residential Zone).

The Shadow Labyrinth

You appear in a long curving corridor that travels around corners to the north and south. The walls here are 30 feet high. There is no ceiling, instead replaced by a thick layer of shadowy mist.

Navigating the Maze

As the party wanders through the network of shifting corridors, they'll come across encounters that must be resolved before choosing the next direction. Determining how long they spend in the labyrinth is as follows:

Labyrinth Encounters. Each time the party chooses a direction, roll on the Labyrinth Encounters table to determine the scenario they encounter within the maze. The encounters marked as "Special" can only be run once. If the encounter comes up again, simply reroll until you get to a valid encounter.

Hallways and Chambers. Unless noted in encounter's description, the halls of the labyrinth are 20 feet wide.

Choosing a Direction. After each encounter, the party can choose a direction, as marked in each individual encounter. When they make their choice, roll 1d6. If the number falls within the range of the choice made, it counts as a correct choice. If the roll does not match their chosen direction, it counts as an incorrect choice. Regardless of the result, roll on the Labyrinth Encounters table to determine their next encounter. The party must make a total of **five correct path choices** (which you track without the players' knowledge) before reaching the Blightspire at the center of the maze. Making an incorrect choice does not subtract from the number of correct choices.

For example, the party completes an encounter, which provides two directions: Left (1-3) and Straight (4-6). The party chooses to go straight. You roll 1d6. If the result is a 4 through 6 (which matches their choice), they gain one toward their correct path total. If instead, the result is a 1 through 3, they do not gain anything to their total and simply continue to the next encounter. Once the party has tallied five correct path choices, their next encounter is the Blightspire (**Note: "**Special" Encounters automatically add one to the total number of correct paths).

Mastering the Labyrinth

The encounters and directions exist primarily for DMs that have no problem with indeterminite time frames on their game sessions. Also, too many random encounters can tend to bog down the adventure. If you wish to save on time or just don't feel like leaving things to the roll of a die, you can choose to decrease the amount of correct paths requred to reach the Blightspire. You can also choose the encounters yourself instead of determining them randomly.

Labyrinth Encounters

d100	Encounter	Directions
01-05	Bones	Left (1-3), Straight (4-6)
06-10	Camp	Right (1-3), Straight (4-6)
11-15	Collapsing Cavern	Left (1-3), Right (4-6)
16-20	Crystalline Shards	Left (1-3), Straight (4-6)
21-25	Fungus	Right (1-3), Straight (4-6)
26-30	Hall of Eyes	Left (1-3), Right (4-6)
31-35	Lost Ones	Left (1-3), Straight (4-6)
36-40	Mirrored Walls	Right (1-3), Straight (4-6)
41-45	Plants	Left (1-3), Right (4-6)
46-50	Shadowkin	Left (1-3), Straight (4-6)
51-55	Shadows	Right (1-3), Straight (4-6)
56-60	Statue	Left (1-3), Right (4-6)
61-65	Stream	Left (1-3), Straight (4-6)
66-70	Viscous Pool	Right (1-3), Straight (4-6)
71-75	Voices	Left (1-3), Right (4-6)
76-80	Walkway	Right (1-3), Straight (4-6)
81-85	**Special:** Markings	Straight (Automatic)
86-90	**Special:** Nightspawn	Straight (Automatic)
91-95	**Special:** Orb	Straight (Automatic)
96-00	**Special:** Sage	Straight (Automatic)

Bones

The walls and floor of this 50-foot part of the maze are made up of the bones of various creatures mashed together to form a path. Once the party reaches the middle of the path, three **giant skeletons** burst from the walls and floor and attack. Any party member within 5 feet of a skeleton when it appears must make a DC 14 Dexterity saving throw or be knocked prone.

Camp

The party finds an abandoned encampment. The leftover bones here don't seem to indicate whether they belonged to an ambushing enemy or the camp owners themselves.

Treasure. If the party searches the camp, roll on the following table to determine what they find.

d6	Treasure
1	None
2	An engraved platinum necklace (200 gp)
3	1d6 precious gemstones (50 gp each) in a small pouch
4	A crystal ball with the durability of steel (900 gp), could be used as an arcane or druidic focus
5	*Potion of superior healing*
6	*Spell scroll* (choose a 5th level spell)

Collapsing Cavern

This cavernous hall is extremely unstable, with collapsing pits, rocky debris, and large stalactites. Creatures attempting to pass through must make a DC 15 Dexterity saving throw or take 44 (8d10) bludgeoning damage.

Crystalline Shards

The walls of this 80-foot section have shards of crystal embedded into them, cut into a myriad of shapes. Light reflected by the shards is converted into beams of radiance that fire in multiple directions. Each party member must make a DC 15 Dexterity saving throw, taking 33 (6d10) radiant damage on a failed save or half as much on a successful one.

This save is repeated each round until the party reaches the end of the hall or all light sources are completely extinguished. After the first saving throw, a successful DC 14 Wisdom (Insight) check can determine the source of the beams.

Fungus

The walls and floors of this area are covered in patches of mold and fungus which combust into poisonous spore clouds whenever a creature is nearby. Creatures attempting to pass through this section must make a DC 15 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much on a successful one. In addition, on a failed save, the target suffers nightmarish hallucinations, giving them disadvantage on attack rolls and saving throws for 1 hour. This effect can be removed with spells or effects that cure poison such as the *protection from poison* spell.

Hall of Eyes

A **death tyrant** is in this area under the effects of an *invisibility* spell. When the party reaches the middle of this 60-foot hallway, a multitude of large eyes open along each side of the walls. Any creature who can see must make a DC 14 Wisdom saving throw or take 14 (4d6) psychic damage and become disoriented. The beholder attacks at the beginning of the next round, automatically surprising the disoriented characters.

Lost Ones

Three members of **the lost** charge at the party, howling cries of sorrow and pain.

Treasure. The lost carry a total of 250 gp and a random item determined on the table below.

d4	Treasure
1	*Potion of heroism*
2	*Potion of invulnerability*
3	*Potion of superior healing*
4	*Spell scroll* (choose a 4th level spell)

Markings

This encounter occurs only once.

Strange sigils and markings line the walls of this area. An **allip** wanders this hall, moving back and forth along the walls, emitting soft whispers. The allip attacks if threatened. A creature approaching it in a non-threatening manner and making a DC 15 Wisdom (Perception) check can make out the whispers. "To read the obscure, you must look for the obvious."

Examining the sigils with a successful DC 14 Intelligence (Investigation) check notices Chultan letters intermingled within the sigils. If read from the start of the hall to the end, the letters read: "Unchain the stones, cripple the shadow". This is in reference to the chained motes attached to the Shavolak's lair (see "The Blightspire").

Mirrored Walls

The walls of this 90-foot hall are polished into reflective surfaces. Any creature that can see their reflection notices a shadowy humanoid shape poised to attack the party member's reflection. Each round the party is in this hall, choose three random party members. For each of the random party members, the "shadow" makes a melee attack roll with a +8 bonus. On a hit, the target takes 27 (5d10) psychic damage.

After the first round, a successful DC 15 Wisdom (Insight) check reveals that creatures not looking in the mirrors don't get attacked. Any party member that makes an effort to not look at their reflection can pass through unharmed.

Nightspawn

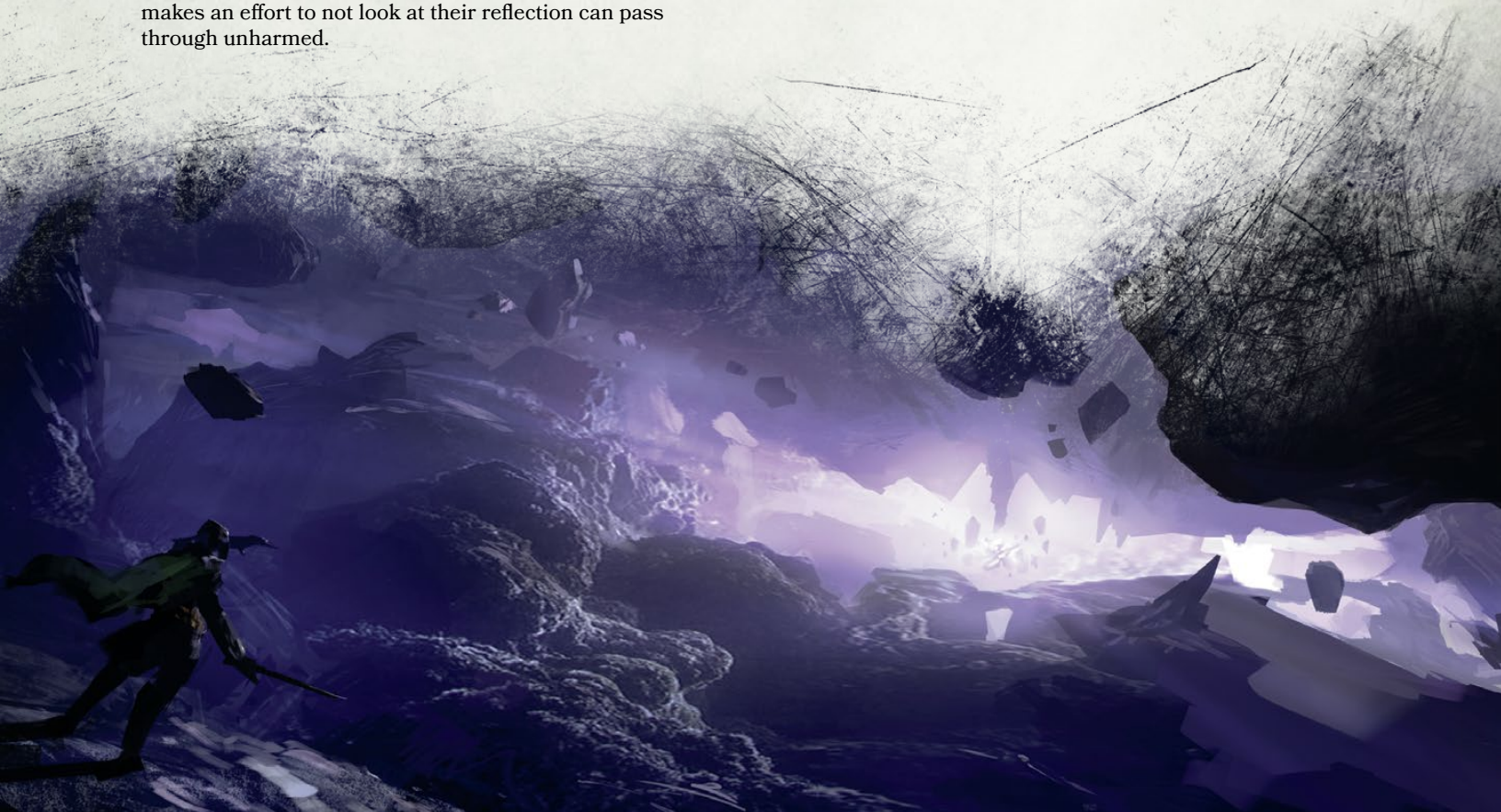
The passage opens into an 80-foot-square area. Four rows of cages are lined up in a set of ten for each row. A 40-foot-square building is located behind the field of cages. Hardy prisoners are brought here to be converted into shadowkin. The building is a small barracks. Calboth, a human **champion** whose body is made mostly of shadow, resides here with a **mage** and two **veterans**.

Each cage has a glowing red sigil carved into the base. Most of the cages are filled with shadowkin, their faces staring blankly through the bars. Three of them, however contain those that have not yet succumbed to the will of the labyrinth: an elf **mage** named Mikayne, a dwarf **gladiator** named Jerrid, and a halfling **master thief** named Kristen. Each one calls out for help upon spotting the party.

The cages are locked, requiring a successful DC 15 Dexterity check to pick open. They can also be forced open with a successful DC 16 Strength check. Once the party talks to any of the NPCs or tampers with the cages, Calboth and his companions rush out and attack. NPCs that are freed have no gear or prepared spells. They could be convinced to help in the battle if given weapons.

Meeting the Survivors. If rescued, the NPCs thank the party. They are part of the group that arrived here with Lythene and Borvun (see "Residential Zone"). If asked about Lythene's brother, Varga, they say that unfortunately, Varga is already one of the shadowkin. Mikayne believes, however, that the will of the shadowkin can be restored with Shavolak's defeat. If offered a proper set of gear, and with a successful DC 15 Charisma (Persuasion) check, the party can convince one of the NPCs to travel with them (DMs choice).

Treasure. Inside the building is a stockade of non-magical weapons (a total of 30 of various types found in the *Player's Handbook*). If the party searches the building and makes a successful DC 15 Intelligence (Investigation) check, they can find a stash of gems and trinkets worth 1,500 gp, an *elixir of health* and a *mantle of spell resistance*.



Plants

Three **assassin vines** and three **shambling mounds** are concealed in this hall, which is filled with various types of lush jungle plants and flowers. Characters have disadvantage on Wisdom (Perception) checks to notice these monsters before they attack. A successful DC 13 Intelligence (Nature) check can identify the enemies while they are still hidden.

Orb

This encounter occurs only once.

A crystal orb sits upon a 5-foot tall pedestal in the center of this hall. If examined, faint images appear within the sphere in random patterns: a burning flame, a greenish cloud, a flash of lightning, a frozen landscape, a radiant glow, and an inky darkness. Any creature physically touching or attempting to scry into the orb must make a successful DC 16 Wisdom saving throw or take 27 (5d10) psychic damage.

If the orb is targeted with any magic spell or effect that inflicts acid, cold, fire, lightning, necrotic, poison, radiant, or thunder damage, the orb emits a glow in a 30-foot radius. Any creature within the glow gains resistance to the corresponding damage type for the next 24 hours. Each creature can only gain resistance to one damage type. Gaining resistance from the orb to a different damage type replaces any current resistance already gained from the orb. Characters who already have damage resistances or immunities to a damage type from other sources don't gain anything from the orb using the same damage type.

The orb can be destroyed with magical weapon attacks or spells that deal damage types different from those listed above. The orb has an AC 15 and 45 hp.

Sage

This encounter occurs only once.

Keritrina, a half-elf **archmage**, travels through this area with Astrine, an **adult silver dragon** polymorphed into an elf. They greet the party upon approach and explain they're just passing through. Keritrina tells the party she's a scholar on a research mission. If asked about Shavolak, she tells the party that much of his power is harnessed from the primordial essence of a deity. Finding and releasing them weakens the dark spirit significantly (this is in reference to the chained motes that can be reached within the Blightspire). Before Keritrina can say more, Astrine curtly interrupts her, saying "Keri, it's not your place to toy with the fates." At that point, they tell the party they must be on their way.

If at any point the party asks if they would join them, Astrine responds, "Don't you know? You've been chosen to prove your people worthy. Who are we to interfere with that?" The pair disappear if the party pursues or tries to stop them.

The Sage and the Dragon

The players may have additional questions in regards to these NPCs. Their clothing and jewelry are uncommon and they speak with somewhat thick accents. A successful DC 18 Intelligence (History) check determines their style of clothing and equipment bear slight similarities to those worn by the people of Maztica to the west, but no more information can be gained from that.

Shadowkin

A group of shadowkin wander through this section of the maze. Though they don't speak, they can offer directions. If the party asks them the direction of the Blightspire and make a successful DC 14 Charisma (Persuasion) roll, they gain one correct path toward the required total to reach the Blightspire.

Shadows

This hall is filled with a 40-foot globe of magical darkness (possessing the effects of the *darkness* spell). Three **shadow demons** and a **warlock of the fiend** lie in wait to ambush creatures who walk into the field of darkness.

Treasure. The warlock carries a jeweled dagger worth 300 gp and a *potion of fire resistance*.

Statue

A statue of a Chultan ruler stands with one arm pointed toward the party and the other with its palm raised, as if holding something. On the ground are a dozen maze shaped stone puzzle pieces. Characters succeeding on a DC 13 Intelligence (Religion) check identify the statue as a representation of Ubtao. A successful DC 14 Intelligence (Investigation) check deduces how to put the pieces together and to place them into the palm of the statue. If the party deduces that on their own, they gain advantage to the roll toward fitting the pieces together.

The stone pieces form a small tablet in the shape of Mezro. Once placed in the statue's palm, it turns, pointing in the direction of the Blightspire. Automatically add one to the party's correct path total and bypass the direction roll.

Stream

The floor of this 60-foot hall is a rushing stream of water with a depth of 25 feet. The water appears to flow in and out of the wall, with no apparent source. Three corrupted **water elementals** are concealed beneath the surface of the water, attacking any creature attempting to cross.

Viscous Pool

The hall dead-ends at a 20–foot-wide pool of fetid swamp water. An underwater passage lies 15 feet below the surface of the pool, which is a total of 20 feet deep. Creatures swimming through the passage must make a DC 13 Constitution saving throw or become poisoned for 1 hour by the putrid water. The passage leads into a 20-foot diameter pool within a 40-foot wide cavern. An **aboleth** lairs here with two **giant crocodiles**.

Voices

When the party enters this hall, they are assaulted by a cacophany of maddening visions and whispers. Each party member must succeed on a DC 15 Wisdom saving throw or take 27 (5d10) psychic damage and gain a short term madness for 1d10 minutes (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

Walkway

This 40-foot-long hall has a narrow 3-foot-wide stone walkway surrounded on either side by a spiked pit that is 20 feet deep. Two **cloakers** descend upon any character attempting to cross the walkway. A successful DC 14 Dexterity (Acrobatics) check is required to cross the narrow path without falling in. The roll is made with disadvantage if the character is in combat. Characters who fall into the pit take 21 (6d6) piercing damage.

The Blightspire

See **maps 9.2** and **9.3** for locations. Once the party reaches this area, the path to the labyrinth disappears and becomes a solid wall.

> A building made of jagged black stone towers above the rest of the city, its upper spires reaching into the cold, gray sky. Three large chunks of the dark rock float near the top, each one linked to the upper spire by thick iron chains. The structure widens near the bottom, where a grand entryway lies open in its center. An ominous dark red glow emanates from within, rhythmically pulsing ilike a beating heart.

Entering the Spire

This area, similar to others touched by Shavolak's power, is tainted with a powerful corruption. Creatures entering the area must succeed on a DC 14 Wisdom saving throw or succumb to the maddening visions and whispers, gaining disadvantage to all Intelligence and Wisdom ability checks for the next hour. If the party released the shadowkin in the Nightspawn (see "The Shadow Labyrinth"), they gain advantage to this saving throw. This effect can be removed with a *remove curse* spell or similar magical effect.

1. Grand Altar

This area is guarded by a **nycaloth** and four **blightwalkers**.

> This great hall spans 60 feet in diameter. The walls and floors are made of the same polished stone as the labyrinth. A ring of braziers encircle the chamber, the fires radiating a reddish violet flame. In the center of the area, the symbol of a maze surrounded by strange sigils is engraved into a raised stone dais. A trail of inky shadow writhes from the center of the symbol into the ceiling 30 feet above.

Developments and Tactics

The nycaloth is invisible, attacking after combat starts. Only two of the blightwalkers patrol the area. During the first round of combat, the other two blightwalkers appear from the braziers. The enemies fight until defeated.

The Symbol. The engraved maze is a representation of Shavolak, though the similarities to the symbol of Ubtao are fairly obvious. The shadow trail is 2 feet wide. Touching, placing objects into, or casting spells at the shadow trail have no effect. The trail simply flows directly through anything that touches it. The sigils are connected to the inscription on the floor of area 4. They don't translate into any known language. The stairs on either side of the chamber lead up to area 2.

2. Crosswalk

This passage is a connecting point between the upper spire and the grand altar below. Three secret doors in the walls open up to hidden ramps that lead to areas 5, 6, and 7. The ramps are made of semi-translucent stone (almost like blackened glass) and can be fully seen when within 10 feet of them with at least a dim light source.

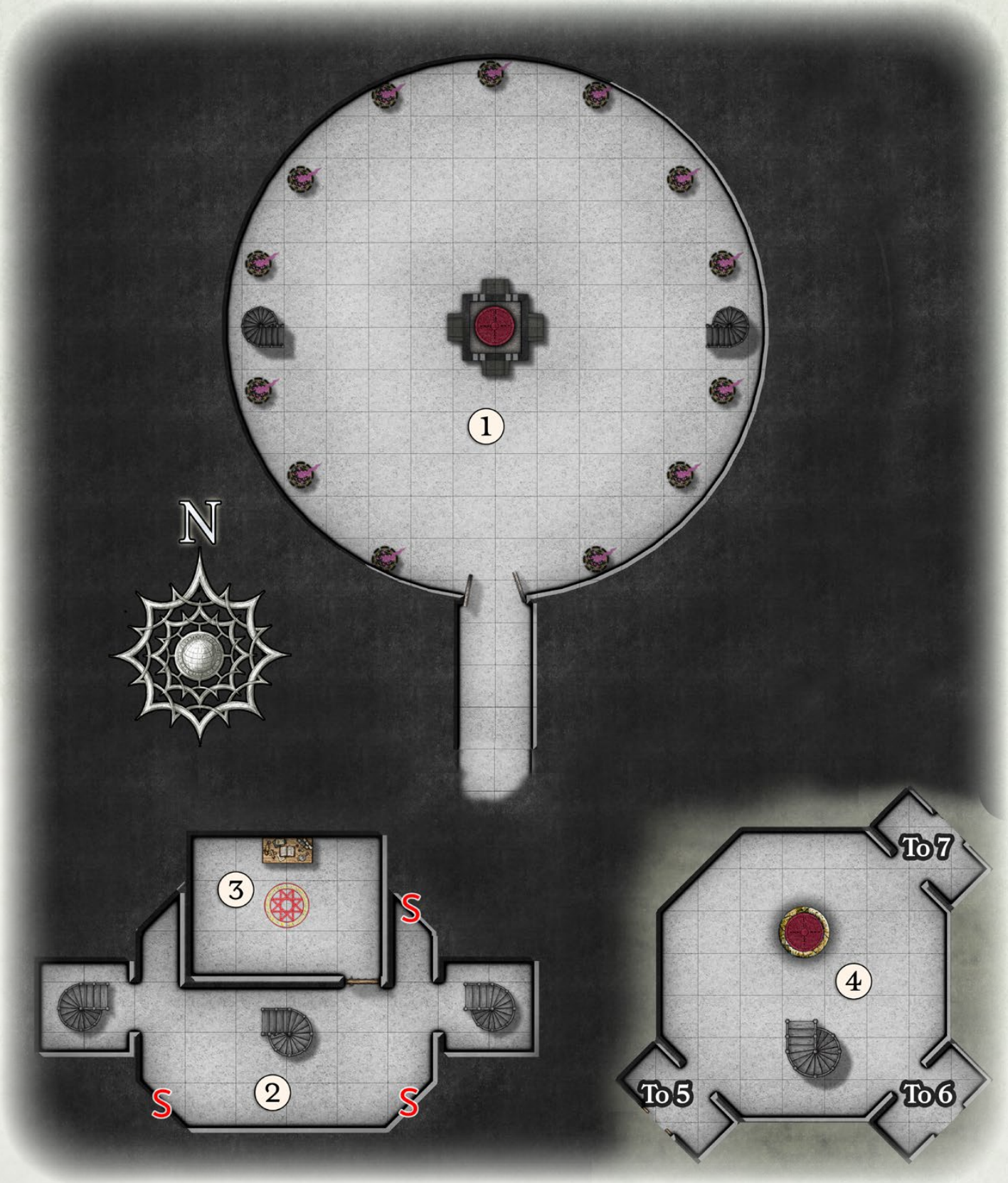
3. Guardian's Chambers

The door to this room is locked and trapped. The trap requires a DC 16 Wisdom (Perception) check to notice and a DC 16 Dexterity (Sleight of Hand) check to disarm. If the trap is sprung, a stone block comes smashing down from above the doorway. Any creature within 10 feet of the door must make a DC 15 Dexterity saving throw or suffer 28 (8d6) bludgeoning damage.

Viscanda, a half-elf **conjurer** is here with a **blackguard** and two **shadow demons**. They do not immediately attack, but Viscanda warns the party they should leave.

> A long table takes up the north wall of this chamber, littered with notes, maps, and markers. A ritual circle made of iron bands and stone carvings is built upon the center of the floor.





Map 9.2: The Blightspire

Developments

Viscanda is a servant by force, masking her free will while here. She and her companions defend themselves if attacked. She attempts to flee at the first opportunity, never to return.

Destiny: The Hidden Prisoner. If the party doesn't immediately attack, Viscanda continues her warning that the party is destined to lose under Shavolak's infinite powers. A successful DC 14 Wisdom (Perception) check notices that in between her speech, she mouths the words "Please help." If the party wishes to keep up the charade, they must succeed on a DC 15 Charisma (Deception) check before the blackguard notices something wrong. If the party attacks without harming Viscanda, the conjurer joins the fight as the party's ally.

Viscanda's Mission. If Viscanda survives, she explains she infiltrated Shavolak's forces in search of her father, Gavori, who was manipulated by the spirit. She discovered too late, however, that Gavori had been killed. She's been working since then to undermine the enemy from within. (If the party completed *Heart of the Wild*, they recognize Gavori as the name of the blackguard in command of the Kambahal). Viscanda offers to help the party. If they refuse, she leaves on her own. Either way, before she departs, she tells the party of the chained motes attached to the spire. Each one contains a powerful elemental spirit, a piece of Ubtao's essence. Each one feeds a portion of Shavolak's power. She also tells them Shavolak's lair can be reached using the runic circle on the level above.

Treasure. The table has maps and notes about the different regions in Chult, as well as tactical placements for attacks and ambushes. A scroll case can be spotted in the midst of the papers with a successful DC 14 Wisdom (Perception) check. Inside the case is a *scroll of raise dead*.

4. Upper Spire

The walls and floor here are covered in sinuous patterns of markings and sigils that pulse with a deep red glow. The markings converge upon a large circular pattern carved into the floor and three smaller ones in the surrounding alcove chambers.

The Central Circle

The large carving is very similar to the one on the dais in the grand altar (area 1). However, a successful DC 14 Wisdom (Perception) check notices grooves carved around the sigils that encircle the rest of the carving, as if buttons to be pushed. A successful DC 13 Intelligence (History) check notes the sigils to bear similarities to Chultan letters but slightly warped. The letters in order spell out "AKVLHASO".

Dark Pathways. Pressing the buttons in the correct sequence ("SHAVOLAK"), generates a 2-foot wide column of inky shadow identical to the one on the dais in area 1 Together, they become a connected portal. passing through area 2, down onto the dais in area 1. Stepping into the shadow transports a character directly into Shavolak's lair located beneath the spire.

Unchained. If the chains are broken or the spirits freed from within the rock motes, the pulsing light becomes extremely faint and the shadow portal leading into Shavolak's lair (area 8) opens automatically.

The Alcove Circles

Each of the three alcoves has a smaller version of the sigil circle. In the center of each, a 3-foot-wide black iron chain is wedged into the floor and leads out a nearby window. A closer examination of the chains reveals small carvings in the metal bearing the same pulsing light as the rest of the markings.

Looking out the window spots the chain's trail leading to one of the floating stones circling the spire, as well as a small opening on the side of each. A character succeeding on a DC 14 Wisdom (Perception) check can make out the shapes of the translucent ramps leading from the chained motes into the crosswalk (area 4).

The Chains. Each chain link is thick and durable (natural AC 15, 30 hp). If destroyed, the attached rock structure is freed (the attaching ramp shatters easily) and floats off into the distant sky. Breaking all three chains provides the same effect as freeing the spirits trapped within (see "Fury of the Dark Spirit" in area 8). The chains can also be used to climb to the floating rock motes. Climbing across the chains is a precarious task, requiring a successful DC 16 Dexterity (Acrobatics) check or a DC 16 Strength (Athletics) check. The motes can be reached via magical or mundane levitation or flight as well, but instant teleportation spells still don't function.

5. Shard of Summer

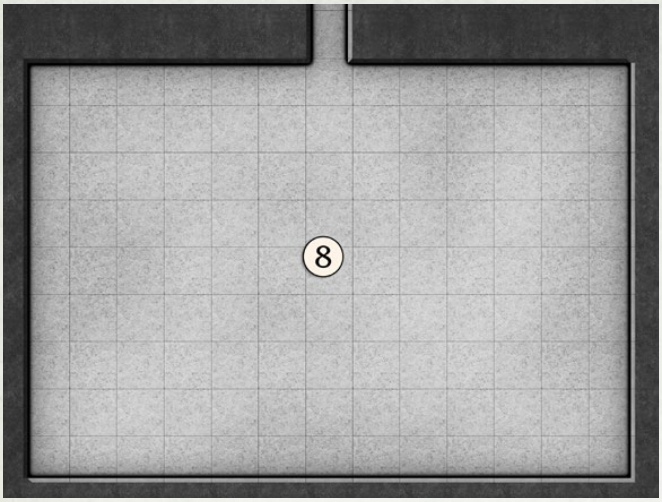
A 20-foot-wide cavernous room is carved within this floating rock. In the center floats a 3-foot-wide smoky crystalline orb, inside of which is a **pixie**. Its shape is barely visible within the orb. Several cracks appear in the ceiling, casting rays of radiant golden light into the room. The rays create a rough semi-circle of light around the orb's location.

Destiny: Hajira, the Summer Spirit. The orb is immune to damage from attacks and magical spells. A successful DC 14 Wisdom (Perception) check notices the faint shape of the pixie reaching out, pointing toward the golden rays. Moving the orb into any of the rays of light causes the orb to emit a golden glow before it shatters, releasing the pixie. This can also be accomplished by reflecting the light onto the orb or casting any spell that deals direct radiant damage onto the surface of the orb itself.

Once the pixie is freed, it grows into a full-sized humanoid resembling a golden-skinned winged elf. It thanks the party and tells them it returns to the jungle to once again rejoin its essence. It doesn't answer any questions, but before it vanishes, it cures the party of any curses, diseases, exhaustion, or any similar ailments.

Spirit Prisons

It's possible some players may spend a lot of time or become frustrated over how to free the spirits in areas 5,6,and 7. To keep things moving, you can allow each character a DC 13 Wisdom (Insight) check or an Intelligence (Investigation) check with the same DC to provide them with additional clues to help them along..



Map 9.3: Shavolak's Lair

6. Shard of Autumn

This room is similar in size and shape to area 5. A crystalline orb floats in front of a small tree, its branches spread wide and decorated in red and golden leaves. Every few seconds, a leaf falls from the tree and vanishes when it hits the ground. The surface of the orb is cloudy, the shadow of a tiny humanoid barely visible within.

Destiny: Edalu, the Autumn Spirit. The orb and the tree are immune to damage from attacks and magical spells. There are no branches positioned over the orb. If a branch is moved to where one of the leaves fall upon the orb, the crystal surface emits a soft orange glow before it shatters. This can also be accomplished by redirecting one of the leaves to fall upon the orb before it vanishes.

Once the orb is broken, a **dryad** appears. It graciously thanks the party, telling them it now returns to bring its essence into the jungle. It heals the party of all hit points and renews expended hit dice, as if they had taken a long rest. It's then absorbed into the tree before both it and the tree vanish.

7. Shard of Spring

This room is similar in size and shape to area 5. A 3-foot-wide smoky crystalline orb floats in the center of the area, holding a sylph (use the stats of a **pixie**, if necessary). A field of colorful flowers bloom along the floor of this cavern. Light curtains of water trickle down from cracks in the stone ceiling.

Destiny: Makeya, the Spring Spirit. The orb is immune to damage from attacks and magical spells. a successful DC 13 Wisdom (Perception) check notices the falling waters form a semi-circle around the orb but doesn't fall upon the orb itself. Moving the orb to allow the waters to fall upon it cause the orb's surface to glow a bright green before it shatters. The water can also be collected and poured upon the orb.

Once the orb shatters, the sylph grows to the form of a medium humanoid with blue-white, gossamer wings. It thanks the party and tells them it now departs to return its essence to the jungle. Before it vanishes, it renews any expended spell slots, magical abilities, and features that would normally renew as if the party had taken a long rest.

8. Shavolak's Lair

When the party takes the shadow portal from area 1, 2, or 4, they appear in a small walkway that leads into the main chamber. The only light source in this area are the sigil carvings along the walls. These, however, are not bright enough to count as dim light. **Shavolak** awaits the party in the darkness. The party is his biggest threat to accomplishing his goals. He is beyond reasoning with and fights to his very end.

> A bitter frost lingers in this chamber, bearing no visible source. This area is composed of polished black stone. A multitude of sigils and glyphs are carved along the walls, all pulsing with an eerie reddish glow.

Fury of the Dark Spirit

Shavolak's actions and statistics are dependent upon prior actions taken by the party. Refer to the following advice when running this encounter.

Aura of Chaos. If the party didn't release the spirits within the chained motes, or cut the chains, an aura of corruption protects this area. When the party walks past the entry hall, they're assaulted by waves of energy intermingled with flashes of black lightning and shadowy images of grinning, demonic faces. Each party member must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on attack rolls and ability checks. Those failing their save can repeat it at the end of each of their turns. A successful save ends the effect. Creatures who succeed on their save become immune to the effect for the remainder of the encounter.

Coordinated Assault. If the party uses the *sending stone* to communicate with Artus, the warrior and his companions begin their attack on the Conduit. Within a minute, Shavolak lets loose a howling cry of fury, the fiery aura around his body diminishing. Any party members successfully using stealth to approach Shavolak can surprise him if they attack within three rounds after Shavolak becomes distracted.

Measure of a Monster. Shavolak's statistics are altered depending upon the party's choices (see the "Facing Shavolak" sidebar).

Facing Shavolak

Choices and actions taken by the party can severely weaken Shavolak's powers and abilities.

Once the attack on the Conduit is underway by Artus and company, apply the following adjustments to Shavolak's combat stats:

- Strength and Constitution scores are reduced by 3 (making them 23 and 17 respectively).
- Maximum hit points are reduced to 209.
- Attacks with the *Blightreaver* are +13 to hit and deal 16 (2d10+6) necrotic damage and 11 (2d10) cold damage.
- Remove the ***Regeneration*** feature.

If the chained motes were freed, either by cutting the chains or freeing spirits, apply the following adjustments:

- Armor Class is reduced to 18.
- Cannot use the *Create Blightwalker* lair action.
- Cannot use the *Wave of Chaos* lair action.

Shadow's Fall

Once Shavolak is defeated, his body explodes into a cloud of tiny shadow creatures before dissolving into the air. The Blightspire and the labyrinth dissolve into nothing, leaving the party standing 100 feet from the edge of the Conduit.

Chosen Fates

With Shavolak defeated, the party must still contend with the fates of Artus, Mesika, and the inhabitants of Mezro. Much of how the conclusion unfolds is dependent upon the party's choices during the adventure.

> With the maze and the spire both gone, the Shadewalk is nothing more than a barren landscape with but a few standing structures. The mountains in the distance to fade into mist, signaling that this demiplane is collapsing. A column of blue-white radiance shines like a beacon to the Conduit, now only a hundred feet away. You hear Artus howling in pain and anguish, a dreadful sound that echoes throughout the desolate terrain.

Allow the party to move closer before continuing.

> You see Artus blasting the fires of the Conduit with the *Ring of Winter*, creating an expanding layer of frost over the ground around him. His face is contorted into a mask of pain and rage, his eyes emanating a bright blue-white glow similar to the energy from the ring. Ice statues of Lythene and Borvun stand a few feet away. Mesika yells, "Artus, please stop! Don't make me do this!" Dragonbait, blade in hand, dashes forward toward his friend.

The Savage Cold

Artus has lost control of the *Ring of Winter,* which is exponentially more powerful on this plane. A successful DC 13 Intelligence (Arcana) check determines that if the plane collapses while Artus is in this state, the *Ring of Winter* will eventually spread its power through the Conduit's connection, bringing a plague of icy death into both the Shadowfell and the Material Plane.

Ever-Expanding Frost. The area within a 60-foot sphere around the Conduit has a temperature of -40 degrees Fahrenheit, making the very air itself harmful to breathe. Any character beginning their turn in this area must make a DC 17 Constitution saving throw, suffering 35 (10d6) cold damage on a failed save, or half as much on a successful one. In addition, creatures that fail suffer one level of exhaustion. A creature reduced to 0 hit points is instantly petrified and can't make death saves. These effects can't be mitigated by resistances or immunities to cold damage.

Artus and the Ring. While in this condition, Artus has an AC of 18, immunity to both fire and cold damage and resistance to bludgeoning, slashing, and piercing damage from non-magical weapons. A creature who physically touches Artus must succeed on a DC 17 Constitution saving throw, becoming petrified into an ice statue on a failed save.

The characters have one round to react before continuing to the next section.

Weaving Your Players Into It

With such a vast variety of possible characters, it would be nearly impossible to predict what each party member might be capable of. For this circumstance, make sure you reivew the events that occur within "How It All Ends" and decide what part your players have in finalizing that event. Perhaps a stout warrior reaches the Conduit to help Dragonbait restrain Artus or even attack him. Maybe the party's mage or druid uses their magic to change the weather or temperature, allowing the party to advance. Or a quick-moving character rushes into Mesika's protective aura to reach Artus' location.

Whether their choice bears success or failure, it's up to you whether or not they affect the overall outcome. If the players come up with a creative idea that directly affects the outcome determined by the Destiny Point table, consider rewarding them by changing the outcome to a better resolution. In the end, it's always best to choose which result would provide more fun and excitement for both you and your players.

How It All Ends

Tally up the number of Destiny Points using the Destiny Point tracker provided in the Appendix and refer to the possible ending events below. Remember to take a look at the "Weaving Your Players Into It" sidebar. During the sequence the characters react, read the following:

> A strong odor of wild roses and fresh baked ham overpowers the bitter breeze as Dragonbait charges toward the Conduit. At the same time, a burst of radiant energy explodes around Mesika's form, the warrior rushing toward the center of the expanding frost from the other direction. Only seconds remain before what is sure to be another cataclysm once the demiplane collapses upon you.

0-3 Destiny Points

Once Dragonbait and Mesika reach Artus, the ring summons a globe of ice shards around Artus' body, instantly reducing any creature within 20 feet of it to 0 hit points (you can, if you like, allow players to make a DC 17 Dexterity saving throw to avoid the shards). Mesika dies in front of Artus, the shock and sadness immediately enabling him to take control of the *Ring of Winter.* The last thing the party sees is a look of both confusion and anger on Artus' face before everything disappears around them. The characters find themselves standing in the center of the ruins of Mezro, with no sign of Artus or the others.

4-6 Destiny Points

The ring summons the globe of shards as above (0-3), except Mesika's barae aura protects her from the cloud of shards. She tearfully plunges her sword into Artus' chest. The light in Artus' eyes fades as they stare into Mesika's. His body turns to dust as he collapses, the *Ring of Winter* falling from his hand and vanishing in a cloud of frosty vapor. The party then find themselves standing in the center of the ruins of Mezro with Mesika and Dragonbait.

7-9 Destiny Points

The ring summons the globe of shards as above (0-3), except Mesika's barae aura protects her and everyone else from the cloud of shards. Her aura takes the form of a slender human woman with long, flowing hair. Her appearance causes Artus to take control of the ring, its power fading as the demiplane collapses. The party then find themselves in the center of the ruins of Mezro along with Artus, Mesika, Dragonbait, Lythene, and Borvun.

The Long-Sought Passage. A shimmering portal floats near the door of the ruined Temple of Ubtao. The bustling streets of the city as it once was can be seen beyond. Mesika smiles and says, "We did it. Mezro is finally free."

10 or More Destiny Points

The ring summons the globe of shards as above (0-3), except Mesika's barae aura protects her and everyone else from the cloud of shards. Her aura engulfs the entire area, bathing it in warmth. Within the aura appear the glowing images of two forms. One is of a slender human woman with long, flowing hair. The other is a 50-foot muscular humanoid wearing the robes of a Chultan king or emperor. Their appearance enables Artus to take control of the ring, its power fading as the demiplane collapses.

The party then find themselves in the center of the City of Mezro, its shining streets filled with the bustle of people.Artus, Mesika, Dragonbait, Lythene, and Borvun are all here, along with all of the residents of the Shadewalk. No longer shadowkin, they've all been restored to their former selves.

Ending the Adventure

The end of the adventure can be either somber, or happy, or both, depending on the chosen events.

What Comes Next?

The following provides a view of possible things to come.

Bittersweet Endings

If either Artus or Mesika are killed, the event leaves Mezro trapped within its own demiplane and leaves behind a mystery surrounding what happened to the *Ring of Winter*. Such a mystery is sure to bring new stories and perhaps another adventure.

The Portal to Mezro

Access to the true Mezro within the ruins opens up a world of new adventures and opportunities for the characters. In addition, both Mesika and Alisanda have both been made whole. Sadly, the *Ring of Winter* doesn't function on Mezro's demiplane. To be reunited, Artus, Alisanda or both would have to sacrifice their immortality to live out their mortal lives together. This, of course, could also be used to plant the seeds of another adventure.

Mezro Restored

If Mezro was fully restored, it completely displaces the ruins currently on Chult. Anyone who traveled to the ruins instantly appears in the same place within the restored city. Mesika's and Alisanda's splintered souls are both restored. In addition, the heroic acts of the party have restored Ubtao's power over Chult. He promotes Mesika to the ranks of the holy barae and grants Artus the position as one of his Chosen. No longer needing the *Ring of Winter* to keep himself from aging, Artus plans to journey with Sanda into the Feywild and take the ring into the court of the Summer Queen, where it can finally be destroyed.

Completion of the Trials

If the players gain access to Mezro through either method, the barae confirm the theory of many of Ubtao's ardent worshippers. The harmony between the jungle and those who live within are what gives Ubtao his power. The corruption of one does the same to the other. With his power waned, Ubtao had stepped away from his people until they relearned to walk the maze of life that he taught them when they first came to Chult. The party's actions renewed Ubtao's power and his faith in his people (also, see "Story Awards" below).

Rewards

The following rewards are available depending on the adventure's outcome.

Artus or Mesika

If Artus or Mesika survive, either one can reward the party with agreed upon amount of 4,000 gp. If they both survive, they also give the party a *helm of teleportation*. It can be used at any time to return to the teleportation circle in Mezro's College of Wizards.

Ubtao's Blessing

With the full restoration of Mezro, not only is the party awarded an additional 2,000 gp for their services, they are given the choice of one of the following items:

- a *ring of regeneration*
- a *spellguard shield*
- a *tome of understanding*
- a *weapon +3* (DMs choice of type)

Story Awards

The following story awards can be obtained depending on the adventure's outcome.

Honorary Member of the Obanashi

Gained by Rescuing Xhosala in Part 1

You are an honored savior of the Obanashi clan, banishing the corruption of the dark spirit. You may identify yourself as an honorary member of their clan and receive advantage on any Charisma checks made when dealing with any of the good-aligned rural clans living in the Chult wilderness.

Mark of the Feathered Serpent

Gained by successfully following Uzoma in Part 2

You are recognized as a friend to the couatl. Any couatl you encounter immediately regard you as an ally. You have advantage on Arcana and History checks in regards to learning information on couatl. You also gain advantage on all Charisma checks when dealing with them.

Guardians of Mezro

Gained by successfully restoring Mezro in Part 3

You are considered a legendary figure amongst the people of Mezro, always welcome within its walls. Word of your deeds and your role in Ubtao's return have spread throughout the major populations in Chult. Though this may generate a level of notoriety among the Chultan people, it may also serve to cause friction with those who have chosen to abandon Ubtao in favor of other gods.


PART FOUR:
RUINS OF MEZRO
DanSpencer



Section Primer

"Looking at the walls was like staring at clouds; the longer Artus gazed at the swirls of light and shadow, the more fantastic the shapes that appeared before him."

– James Lowder, The Ring of Winter

Ruins of Mezro is a complete *Dungeons & Dragons* adventure site for **characters of level 1-16**, providing everything you need to run freeform adventures in the ruined jungle city. Three "one-shot" adventures round out the tiers, each designed for a single evening's play. The section of *Lost City of Mezro* comprises the following chapters:

Chapter 10: City of Mystery. A complete guide for running adventures in Mezro.

Chapter 11: The Mezro Ruins. A gazetteer of notable locations within the ruined city.

Chapter 12: Tales of Adventure. Three short adventures set in the ruins:

- *The Path to Omu* (level 1-4)
- *Children of the Crocodile* (level 5-10)
- *Parting the Veil* (level 11-16)

Using this Section

The following are examples of the various ways to use this section of the book.

The *Lost City of Mezro* Storyline

The setting and adventures can be played alongside the storyline adventures in parts 1 through 3, provided the characters are of the appropriate level to do so. The tier 3 adventure, *Parting the Veil*, particularly fits into the storyline directly between *The Risen Mists* (part 2) and *Maze of Shadows* (part 3). The city itself can also be used for additional optional adventure material to be used between these adventures.

Tomb of Annihilation

Mezro makes for an exciting backdrop for additional adventures which can be run alongside the *Tomb of Annihilation* hardcover. The tier 1 and 2 adventures, The *Path to Omu*, and *Children of the Crocodile*, can easily fit into the beginning chapters of *Tomb of Annihilation* as an optional way to bring characters up in level.

D&D Adventurers League

All adventures in this section (as well as within this entire product) are legal for play with D&D Adventurers League. This section can be used for side adventures or as a well-known point of reference the characters can use while adventuring through Chult in Season 7.

A Guild Adept Product

Ruins of Mezro is easily compatible with a wider series of adventures created by the Dungeon Masters Guild Adepts set in and around Mezro and Chult. Guild Adept adventures can be identified by the gold ampersand. All of these are digitally available on the **Du***ngeon Masters Guild* website.

Chapter 10: City of Mystery



Ancient Mezro lies silent and ruined, her treasures plundered by foreign explorers. Flaming Fist mercenaries have staked their claim to the site, but they aren't the only ones seeking to unravel its hidden mysteries. Other, darker powers have set their sights on its secrets...

Ruins of Mezro provides a set of flavorful locations and adventure hooks for the ruined city of Mezro. If you're playing Tomb of Annihilation, this supplement provides detail on the ruins should your players choose to visit them. A short adventure, The Path to Omu, serves as an alternate opening to the campaign that eases the group into the hunt for the Soulmonger. For those who've completed Tomb of Annihilation, the adventure, *Parting the Veil*,provides a short quest to continue Artus Cimber's story.

Even if you don't own *Tomb of Annihilation*, this supplement can serve as the bedrock for your own adventures in and around the wild continent of Chult. If you develop your own stories here, be sure to share them at the Dungeon Masters Guild as part of the *Lost City of Mezro* series.

Character Hooks

Use the following hooks to draw your players into the adventure, or devise your own:

Treasure Seekers

You seek a fabled treasure or divine relic lost in Mezro. Perhaps your quest brought you here from overseas, or began in the jewel markets of Port Nyanzaru. If you're playing Tomb of Annihilation, you could be searching for the fabled Eye of Zaltec; a jewel plundered from the empire of Maztica that's said to restore life to the dead.

Archaeologists

An archaeologist in Port Nyanzaru offered you a purse of 1,000 gp to accurately map the ruins of Mezro. When questioned, the archaeologist hints that Mezro's architecture may provide clues to the whereabouts of the god Ubtao. The short adventure in Chapter 12, *The Path to Omu*, introduces this character in more detail.

Heresy

A mudmaw crocodile in Chult has prophesized the arrival of a heretical god called the Forsaken One. You're travelling to Mezro to determine if this oracle is authentic. If you choose this hook, consider giving your character the Heretic background from appendix E. The adventure in chapter 12, *Children of the Crocodile*, deals with the mudmaw and its fanatical followers.

Hunt for the Soulmonger

You seek the arcane Soulmonger, source of the "death curse" ravaging the world. Investigations in Port Nyanzaru lead you to the ruined city of Mezro, birthplace of the Chultan necromancer Ras Nsi. This hook ties closest to the Tomb of Annihilation hardcover.

The Ring of Winter

You seek the legendary Ring of Winter: an artefact said to grant its wearer eternal life. Rumor has it that the Cormyrean adventurer Artus Cimber stole the ring from the explorer Lord Rayburton, and now he's hiding somewhere in Chult. The adventure in Chapter 12, *Parting the Veil*, introduces Artus Cimber and his magic ring.

Retainers of House Karanok

You're a mercenary hired to protect the evil nobles of House Karanok as they hunt down the wizard lords of Mezro. If you're creating a new cleric character, you could choose the Entropy domain from appendix E and join House Karanok itself. This faction is described in detail below.

History of Mezro

The god Ubtao raised Mezro from the jungle with his own hand. It was his greatest gift to his people: a city etched from glass and stone where his priests could guide the common folk through the maze of life. At Mezro's heart stood the Temple of Ubtao: a magnificent tower of crystal and gold that always presented the same face no matter where in the city one stood. From here, Ubtao sat in judgment on a platinum throne. Seven of his Chosen, known as "barae", were granted miraculous powers and tasked with running the city. Under their stewardship, Mezro's wisdom spread through the jungle tribes and the holy city became a site of pilgrimage.

Mezro endured for four thousand years. Its glory rivalled even the great cities of the north: for while Mezro was smaller in size than its northern cousins, its libraries held the accumulated knowledge of four millennia. Of course, the city had its fair share of cutpurses and tricksters, and its merchants grew fat on pilgrims' coin. Worse, in the muddle of city life, the Mezroans came to see Ubtao not as their shepherd, but instead as their remedy for earthly misfortunes. Enraged by their trivial pleas, Ubtao returned to the sky and refused to speak to his followers until they'd completed their journeys through the maze of life. Guardianship of Mezro fell to Ubtao's barae, who were now the only souls blessed with his divine powers.

With Ubtao gone, the barae cast a powerful spell to hide Mezro from outsiders. Anyone gazing on the city from above would see nothing but jungle, and those who approached its walls would fall into a magical stupor that sent them off elsewhere. For five hundred years, only those whom the barae chose to meet were allowed entry. For the rest, Mezro became a lost city: whispered only in legend.

Ubtao, the Creator of Chult

Chultans believed that Ubtao shaped the jungle and all its beasts. His creation was a test for his people: a maze for each soul to pass through on its way to the afterlife. Everything in life connected to this metaphysical maze: poor choices could send you down wrong paths, strangers could lead you out of dead-ends, and good hunts could open secret doors. When a Chultan died, Ubtao would ask them to draw the maze representing their life at his feet. Those who failed were denied entry to his Great House, and forced to roam the jungle as ghosts. For this reason, mazes were highly symbolic to the people of Mezro.

The Fall of Ras Nsi

Ras Nsi was one of the seven barae that Ubtao first ordained. As sworn protector of Mezro, he was granted the power to reanimate the corpse of any creature that died on Chult. When civil war divided his country, Ras Nsi swore vengeance on the routed Eshowe tribe and used his powers to annihilate them. This act of genocide forced the remaining barae to banish him from their holy city. Branded on the forehead with the blue triangle of Mezro, Ras Nsi was sent into the jungle and told never to return.

Ever loyal to Ubtao, Ras Nsi used his powers to raise an undead horde, marking each thrall with the symbol of exile that he now adopted as his own seal. With an army under his control, he waited patiently for a chance to save Mezro and redeem himself to its people. That chance came in 1363 DR, when Kaverin Ebonhand of the Cult of Frost penetrated Mezro's magical protections and led an army of batiri goblins against the city. Ras Nsi's forces acted swiftly and played a pivotal role in saving Mezro from oblivion.

Following the attack, the surviving barae chose to lift the magical veil over Mezro so its citizens could aid their pillaged countrymen. For a few brief decades, Mezro returned to the world and became a haven for those exploring the jungle. All but Ras Nsi were granted entry to the lost city. The necromancer returned to the jungle, where he built a moving palace on the backs of twelve gigantic skeletal tortoises. As the years rolled by, he gathered his undead forces for an assault on Mezro.

The Planeshift

In 1385 DR, the Spellplague wracked Toril and separated the Chultan peninsula from the mainland. Mezro was drowned as the landscape buckled and the River Olung burst its banks. In a single stroke, four thousand years of history were obliterated. Robbed of his powers by Mezro's destruction, Ras Nsi fled into the jungle, leaving his undead army to roam unfettered across Chult. Many of his thralls shambled into the flooded ruins of Mezro, making the site dangerous to explore. In time, rumor spread of priceless treasures buried inside. Once again, Mezro had become a lost city of legend.

Yet all was not as it seemed. At the last moment before the Spellplague, Mezro's barae had sensed the

approaching oblivion and performed a ritual to relocate the city and its inhabitants to a demiplane. This new Mezro was a fabrication of the old: a perfect replica of the city and its inhabitants. As cataclysm struck, the ritual transferred the souls of Mezro's citizenship to their new bodies in the demiplane. The husks they left behind were smashed asunder, leaving no clues hidden in their bones. In their haste to evacuate, the barae knew that many of their citizens would be abandoned in the old world: foreign envoys, traders on the road, tribal wizards, relatives visiting friends in the jungle, and more. To aid them, they left riddles in the city's stonework that would guide the Mezroans to their sanctuary – and perhaps even allow them to rejoin them. Just like Ubtao's maze, only those who knew how to follow the clues would be granted enlightenment.

The Love of Artus and Alisanda

Artus Cimber came to Chult in search of the legendary Ring of Winter. After many trials, he found the ring – or it found him! - in the holy city of Mezro. Yet the greatest treasure he discovered there was the love of Alisanda, one of Mezro's barae.

Granted immortality by the *Ring of Winter,* Artus Cimber roamed the world to fight evil. Enemies greedy for the ring's power were always in his shadow, so he could never settle too long in one place. As a bara, Alisanda was bound to her city and its people. She and Artus lived their lives like sun and moon: separate for the most part, but joined together in the twilit moments between night and day.

When Mezro shifted to its demiplane, Alisanda and Artus were separated forever. Artus returned to Chult, and has been questing ever since for a way to bring Mezro back to the world. If you're playing *Tomb of Annihilation*, the ruins are the perfect place to meet him and learn his story.

Mezro in Ruins

Mezro has lain in ruin for over a century. The River Olung has long withdrawn, but much of the city is still flooded or swallowed by jungle. Explorers have scoured Mezro for treasures, yet even so, the city remains full of mystery and danger. Those who know the ruins agree there are many secrets yet to be unraveled.

Mezro was built in the shape of a circle, with four boulevards dividing the city into equal quarters. At the city center, the great Temple of Ubtao thrust ten stories into the sky. The ruins subsided over the years, slumping down into a dank jungle basin. The boulevards became flooded canals and vines arose to strangle the buildings. The whole site is now unnervingly quiet. The map presented on page 4 shows the ruins as they stand today.

Rumors

Mezro has confounded explorers for decades. Speculation and myth surround the city, making it impossible to piece together the truth about its current plight or true whereabouts. For each hour spent talking to explorers who've visited Mezro, a character can make a DC 15 Wisdom (Insight) check. If the check succeeds, they learn one of the following rumors.

Mezro Rumors

d12	Rumor
1	Whoever touches Mezro's treasures is driven mad by a curse (TRUE)
2	The god Ubtao sleeps in a gigantic palace underneath the ruins (FALSE)
3	The ruins aren't real. The lost city of Mezro is hidden...someplace else (TRUE)
4	The Harpers have a secret safe house somewhere in the residential quarter (FALSE)
5	Any gold found inside Mezro crumbles to dust when you leave the ruins (TRUE)
6	There's a well in the Temple of Ubtao that grants eternal youth to those who drink from it (FALSE)
7	The Mezroans hid clues to their fate in the stonework of their city (TRUE)
8	The undead gather in Mezro to await Ras Nsi's return (FALSE)
9	There's a crocodile in the Agricultural Quarter that can see into the future (TRUE)
10	Time flows differently inside the Temple of Ubtao. An hour within could be a year outside (FALSE)
11	The Flaming Fist throw their captives to the dinosaurs for sport (TRUE)
12	Each night, the city shifts over into the feywild. You need to get out before darkness falls! (FALSE)

Entering the City

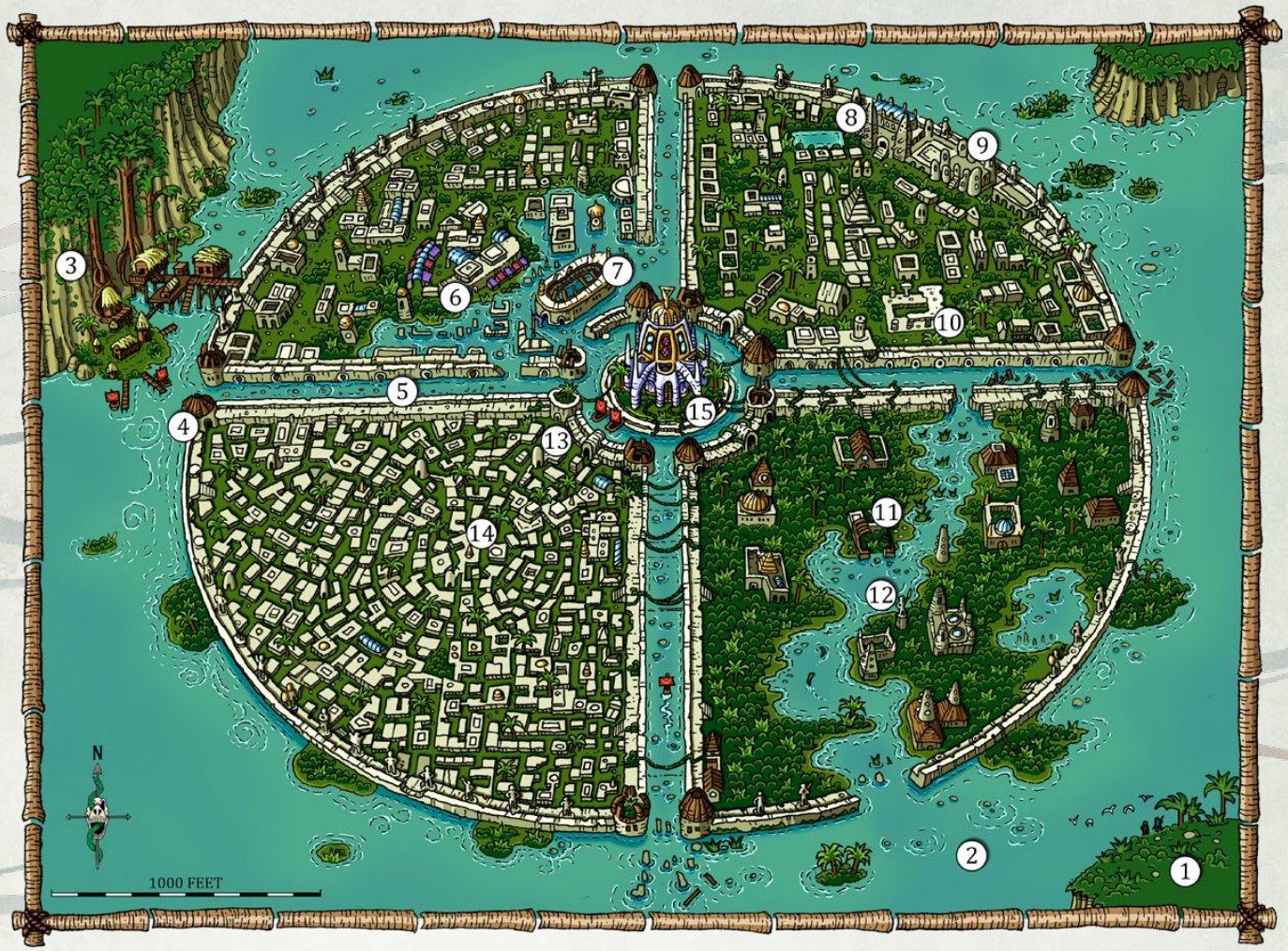
Mezro was built on a river delta near the mouth of the River Olung. As the estuary flowed into the sea, it branched into many distributary flows. Mezro was raised on one of these fertile riverbanks. The jungle has long since swallowed the city, making it easy to miss for travelers navigating the delta. To find Mezro, a guide must succeed on a DC 12 Wisdom (Survival) check. When the characters approach the city for the first time, read:

> An ancient city sprawls before you. Crumbling walls form a circle divided into four quarters, with a gargantuan vine-covered temple at its center. A maze of ruins lies beneath. The buildings are half-flooded and draped in thick jungle foliage. To the northwest, smoke rises from a small shantytown slumped on stilts just outside the city walls.

Mezro is set back from the main river, and the swamp that surrounds it is infested with **crocodiles**. To explore the ruins, the characters must first cross the waters. Canoes can be lugged by hand through the boggy jungle perimeter, but larger vessels can only reach the city during periods of heavy flooding.

Factions

The characters aren't alone in the ruins. Several groups have camped here, each with their own objectives in the city. Explorers also venture into Mezro in search of rare treasures.



Map 10.1 The Ruins of Mezro

Mezro Locations

1: CITY OVERLOOK
2: FLOOD BASIN
3: "PROMISE"
4: TOWERS & WALLS
5: FLOODED BOULEVARDS
6: TRADERS' MARKETPLACE
7: AMPHITHEATER
8: LIBRARY OF MEZRO
9: COLLEGE OF WIZARDS
10: WARRIORS' TRAINING GROUND
11: CROCODILE CULT HIDEOUT
12: STATUE OF KING OSAW I
13: ARTUS CIMBER'S HOME
14: HEART OF THE MAZE
15: TEMPLE OF UBTAO



Children of the Crocodile

For mid-level characters.

A rag-tag group of fifty or so cultists have been drawn to Mezro by the prophetic dreams of a giant, **mudmaw** crocodile (see appendix B). The so-called "Children of the Crocodile" originate from diverse cultures and races, and spend most of their time sacrificing jungle animals to their beloved prophet. A dwarf preacher named Emberon Coalscuttle leads them in worship. The cultists are camped around the mudmaw's lair (location 11).

The mudmaw has bestial intelligence and a terrible hunger for flesh. While it dreams, wondrous images spread over the water of its lair before seeping out to dreamers worldwide. The mudmaw has foreseen the uprising of dragons, the disappearance of the storm giant king Hekaton, and the coming of the death curse.

Most recently, the mudmaw prophesized the return of the Forsaken One: a godling born of a profane coupling between the divine powers Leira and Savras. Heretics from all over Faerún have since flocked to Chult to learn more from the mudmaw. Most perished in search of Mezro, but some trickled through. When the characters arrive, Emberon Coalscuttle is struggling to interpret the mudmaw's dreams and locate the whereabouts of the Forsaken One. If you're playing Tomb of Annihilation, this godling could be the atropal that Acererak is rearing in the Tomb of the Nine Gods. The short adventure in chapter 12, *Children of the Crocodile*, provides a link to Omu that can hasten your group's progress to Acererak's dungeon.

Relationships. The Flaming Fist mercenaries have sworn to eradicate the Children of the Crocodile. Luckily for the cultists, their devoted chultan scout Nauglu (NOW-gloo) has taught them to avoid patrols and blend into the ruins when soldiers are near. The mudmaw's prophecies forewarned the cultists about the dangers of House Karanok, so they know to steer clear of the newcomers' camp.

Emberon Coalscuttle

For two hundred years, Coalscuttle worked as a lowly accountant for the Manymetal Bank of Mirabar. Confined to a single counting room, and spending most of his hours occupied with tedious paperwork, the dwarf often considered hurling himself from the city walls. The mudmaw's visions gave him new purpose. Setting sail for Chult, Coalscuttle discovered an untapped talent for oratory and whimsy. His fellow cultists zealously hang to his words, but deep down Coalscuttle believes he is an imposter.

Coalscuttle interprets the mudmaw's mystifying visions and transcribes its readings onto bark tablets. Most recently, the mudmaw revealed the presence of the Forsaken One somewhere in Chult. Unsure whether this represents an opportunity or a threat, Coalscuttle's confidence in his readings has begun to waver. With each month bringing more heretics, it's only a matter of time before Coalscuttle is toppled in favor of one more willing to act.

Quote: "The great crocodile sees all!"

Flaming Fist

For low to mid-level characters.

This mercenary company seeks to conquer Chult and plunders its riches for wealthy patrons in Baldur's Gate. From Fort Belaurian, Commander Liara Portyr manages an expeditionary force of roughly three thousand mercenaries. For further details on Fort Belaurian and the Flaming Fist, see the *Tomb of Annihilation* hardcover.

Plundering the legendary city of Mezro was Commander Portyr's first objective in Chult. To this end, she dispatched her trusted goliath deputy Brokenbarrel to explore the ruins. Lieutenant Brokenbarrel's soldiers unearthed wagonloads of riches, but most of them magically crumbled to dust on leaving the site. In time, word spread of a curse on the city that drove intruders mad with greed. When Brokenbarrel's mercenaries began to desert, Portyr reassigned them to the hunt for another lost city: Omu. A single cohort remained behind in Mezro under Brokenbarrel's command. The ruins are now used to train new recruits. The soldiers have constructed a base on stilts, nicknamed Promise, just outside the city walls (location 3).

The Flaming Fist lay claim to the entire city and refuse entry to explorers. Those who carry a charter of exploration bearing Portyr's seal are taken before

Brokenbarrel, who questions them about their knowledge of the city and their motives for visiting. Only characters who join the Flaming Fist are granted access to the ruins: and even then, they must join a larger platoon and obey Brokenbarrel's orders. If trespassers fail to present a charter of exploration, the soldiers attempt to imprison them in the cages beneath Promise. Those who endure torture and interrogation are forced to run the "Gauntlet" for sport: a trench occupied by one or more corralled zombie dinosaurs. Survivors are adopted into the Flaming Fist, or thrown naked into the jungle if they're too badly maimed.

Relationships. Lieutenant Brokenbarrel fights a guerilla war against the Children of the Crocodile. So far, her sorties have failed to uncover the cult headquarters, though Brokenbarrel has guessed correctly that it lies somewhere in the Agricultural Quarter. In secret, Brokenbarrel believes that the two-headed crocodile can help her uncover Mezro's true location. Thus, her soldiers have orders to capture crocodile cultists on sight. Brokenbarrel doesn't know about the recent arrival of House Karanok in the city.

Yindala "Brokenbarrel" Harkathi

Lieutenant Brokenbarrel is a neutral evil goliath. She holds the rank of blaze (lieutenant) in the Flaming Fist and takes her orders direct from Liara Portyr. Brokenbarrel suffers from the gilded fever (see "Hazards", below), but refuses to recognize the symptoms, which have made her obsessed with wealth and devoid of empathy. She wears blackened chainmail armor and wields a huge double-headed axe called "Widower".

Five months ago, one of Brokenbarrel's patrols found a hieroglyphic tablet in the ruins that hinted at Mezro's true fate. When they brought it to her, she murdered every soldier in the patrol to keep the secret to herself. Each night, she gazes dreamily at the tablet and fantasizes about the wealth Mezro will bring her when she plunders the city for real. Her soldiers now have orders to scour the city for magical portals and dimensional enchantments.

Quote: "I don't like you, but I'll work with you."

House Karanok

For high-level characters.

This doomsday cult crossed the seas to destroy Mezro and its barae. They worship the planar anomaly Entropy: a vast *sphere of annihilation* that hovers above a wasteland in Chessenta. To House Karanok, Entropy was sent by dying gods to unravel the Weave and devour the cosmos. Only arcane magic can staunch its growth, so their "entropists" are sworn to hunt down and burn wizards. To aid their holy mission, Entropy has granted them divine powers that sap and disrupt spellcasting.

Kaestra Karanok leads the war party, wielding a *sphere of annihilation* drawn from the nothingness of Entropy itself. Guided by disturbances in the Weave, her cultists have hacked through the jungle and made camp in Mezro's College of Wizards (location 9). Kaestra has deduced the secret fate of Mezro and is searching for a means to penetrate the real city. When she does, she plans to annihilate everyone inside its walls.

For centuries, the entropists of House Karanok burned wizards on pyres of witchweed. Their definition of "wizard" is broad: including warlocks, sorcerers, bards, swordmages; even gnomes or priests of other faiths. The entropists are brazen in their hatred of magic and revel in stamping it out.

Relationships. Kaestra's cultists have so far remained unseen by other factions in the city. They explore cautiously, meeting any opposition with deadly force. Kaestra is uninterested in making bargains, unless they get her closer to the real Mezro.

Kaestra Karanok

Kaestra has lived for three hundred years, kept alive by alchemical unguents and profane ritual. She appears as a beautiful woman in her middle years, dressed in the white toga worn by all of House Karanok. Kaestra was present when Entropy first appeared in Karanok Manor, half a century before it unleashed itself on the wilds during the Spellplague. She still wields one of the five "Daughters of Entropy": a sphere of annihilation extracted from the anomaly itself.

Kaestra is a calculating foe who treats her mission as a deadly game of strategy. She has no qualms about sacrificing pawns to gain advantage, so long as the reward is worth it. As befits her faith, her worldview is nihilistic. All whom she ever loved has died: her children, her husbands, her lovers. All that's left now is to bring down the curtain on this world forever.

Quote: "Hush, mage. Soon the black star shall rise and these torments you feel will be nothing."

Hazards

Mezro is full of dangers. Explorers who've ventured inside soon learn to watch for the following hazards.

Disease

The stagnant swamp that surrounds Mezro is a breeding ground for bacteria and disease. Characters who drink from it must succeed on a DC 12 Constitution saving throw or contract sewer plague (see "Diseases" in chapter 8 of the *Dungeon Master's Guide*). Clouds of mosquitoes also infest the city. They're so profuse that even insect-repellent can't stave off their bites: as sweat, rainwater and abrasion are sure to expose untreated skin. After every day spent exploring Mezro, a character must succeed on DC 10 Survival check or expose themselves to shivering sickness (see chapter 2 of *Tomb of Annihilation*). Characters foolish enough to forgo insect repellent have disadvantage on this check.

Gilded Fever

When the barae rebuilt Mezro in its demiplane, their magic cursed its original form. Any object originating from the old city disintegrates when taken more than a mile from the ruins. Worse, a madness befouls those who touch Mezro's riches. Explorers call this the "gilded fever".

Any creature carrying old city treasure for longer than an hour must succeed on a DC 8 Charisma saving throw or become cursed with the gilded fever. The cursed creature's alignment changes to Chaotic Neutral and they gain a new flaw, ("I'll do anything to avoid sharing my treasure"). The curse lasts until the creature relinquishes its riches or until the curse is removed using the *remove curse* spell or similar magic. Creatures who succeed on their saving throw are immune to the curse until they acquire new cursed treasures.

Living Traps

During the Spellplague, wild magic washed over Mezro's College of Wizards and granted sentience to the traps in its vaults. These living constructs skulked up into the ruins to hunt down intruders and prey on the unwary. See appendix B for further details on these monsters.

Living traps are rare, terrible things. The soldiers stationed in Promise are skeptical they even exist, and attribute most sightings to drink or fever. Even so, soldiers on patrol are wary of sounding off, as the living traps are said to mimic voices to lure stragglers into ambushes.

Undead

Ras Nsi's undead thralls are drawn to Mezro. With their bara gone, the dead shamble aimlessly through the ruins of his city. Most encounters within Mezro feature undead of varying forms; with zombies, ghouls, skeletons and wights being the most common enemies.

Wild Magic

The ritual that created Mezro's demiplane distorted the Weave and imbued the ruins with wild magic. A *detect magic* spell cast inside the ruins reveals a field of wild magic stretching across the whole city. Even creatures who can't sense magic feel something disquieting about the ruins, like a storm about to break.

When a creature within Mezro rolls a natural 1 on a spell attack, roll on the Wild Magic Surge table to create a magical effect (see the Sorcerer class in chapter 3 of the *Player's Handbook*).

Navigation

Mezro is difficult to traverse. Thick foliage strangles the ruins, and many streets are submerged under oozing swamp water. Swirling fog can reduce visibility to just a few feet, while clouds of biting insects make exploration a living hell.

Assume that the characters move at a flat rate of 200 feet every five minutes. If they take time to stop and search for treasure, each building takes 30 minutes to clear. Explorers have ransacked most structures, but at your discretion you could let your players roll on the Treasure Drops table from appendix B of *Tomb of Annihilation*. Due to the curse that affects Mezro's treasures, only valuables brought in from outside the city can be removed intact from the ruins.

The Residential District is particularly difficult to traverse, as its narrow streets were intentionally built like a maze. To escape the maze or find a location within it, the characters must succeed on a group DC 10 Intelligence (Survival) check or become lost for 1d3 hours. After this time, they wind up back where they were when they first made the check.

Random Encounters

After every hour of exploration, roll a d20 to check for a random encounter. An encounter occurs on a roll of 16 or higher. Roll percentile dice and check the Mezro Encounters table, using the column for the experience tier appropriate to your group.

Mezro Encounters

	— Average Character Level —		
Encounter	**1st – 4th**	**5th – 10th**	**11th – 16th**
Apes	01-03	01-02	–
Cannibals	–,–,–	03-04	01-05
Crocodile Cultists	04-10	05-08	06-10
Crocodiles	11-15	09-10	–
Death Knight	–	–	11-15
Dinosaur Ambush	–	11-12	16-17
Dinosaur Nest	16-17	13-14	
Explorers	18-20	15-16	18-19
Faerie Dragon	21	17	20
Flaming Fist Patrol	22-25	18-20	21-24
Flying Monkeys	26-27	–	–
Ghost	28	21	25
Ghouls	29-35	22-27	26-32
Giant Spiders	36-37	28-29	–
Giant Wasps	38-39	30-31	–
Goblin Warband	40-41	32-33	–
Grung Hatchery	42	34	–
Grung Patrol	43-44	35-36	33-34
House Karanok	–	37-40	35-41
Living Trap	–	41-42	42-47
Mage Hunters	45	43	48
Mantrap	46-48	44-45	–
Mazewalker	49	46	49
Minotaur	50-51	47-48	50-51
Shambling Mound	–	49-50	52-53
Skeletons	52-60	51-56	–
Stone Golem	–	57-58	54-59
Supply Wagon	61-63	59-60	60-61
Wights	–	61-64	62-68
Yuan-ti Abomination	–	65-66	69-70
Yuan-ti Pureblood	64-65	67-68	71-72
Zombie Beholder	–	69-70	73-75
Zombie Dinosaur	66-75	71-80	76-00
Zombies	76-00	81-00	–

Experience Tiers

Random encounters in Mezro are grouped by experience tier. These are:

- ***Tier 1.*** 1st-4th level
- ***Tier 2.*** 5th-10th level
- ***Tier 3***. 11th-16th level

Use of experience tiers to determine the strength of the enemy is always only a rough guide. There's a world of difference between a party at the beginning of a tier and a party at the end, so use your knowledge of your group to moderate the number of enemies they face.

Apes

A troop of **apes** howl through the trees and attack the characters. There are 1d4+1 apes at tier 1 and 2d10+5 apes at tier 2. The apes recently ransacked a wine cellar, and they're drunk on the Chultan mead known as "tej". Whenever a drunk ape misses with an attack, it falls prone.

Treasure. The ransacked wine cellar is just nearby. Fifteen kegs of tej remain intact, each holding five gallons of mead (8 sp per keg). Another shelf holds five bottles of vintage Turami brandy worth 200 gp each.

Available Treasure

Players may complain that their treasure disintegrates when removed from the ruins. Remember this only applies to treasures from before the Spellplague.

- **Valuables listed under "Treasure" headings originate from outside the city and do not inflict the gilded fever when handled.**

Any other treasures that the players find can be cursed or not, as you desire.

Cannibals

A band of cannibals have entered Mezro to find the lost god Ubtao. The painted warrior Rhondu leads this all-female troupe: she hopes to win the favor of her god and become a bara. The cannibals attack explorers on sight. At tier 1, there are 1d4+2 **tribal warriors** and a **veteran**. At tier 2, there are 3d6+5 **tribal warriors** and a **gladiator**.

Treasure. Rhondu carries a sack of offerings stolen from waylaid explorers. To determine the sack's contents, roll once on the Treasure Hoard table in chapter 7 of the *Dungeon Master's Guide*.

Crocodile Cultists

Crocodile cultists have set a net-trap in this area to catch sacrifices for their prophet. Characters with a passive Perception of 17 or higher spot the net as the group approaches. If nobody spots it, the lead character in the group is hoisted into the air and restrained by the net (DC 18 to escape).

The cultists hide nearby. They attack only if they have an advantage, and try to capture their enemies instead of killing them. Any captives are thrown before Emberon Coalscuttle at location 11.

- At tier 1, there are 1d4+3 **cultists** and a **cult fanatic**.
- At tier 2, add 1d3+1 **veterans**.
- At tier 3, double the number of enemies listed above.

Treasure. The cultists carry gold and wear valuable jewelry from outside Mezro. To determine how much, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide* and multiply the result by five.

Crocodiles

Some **crocodiles** wallow in the mud ahead. One of the crocodiles has an ornate spearhead embedded under its horny scales. If a character wades into the mud to snatch the spearhead, the other crocodiles round on them. There are 1d4+2 **crocodiles** at tier 1, and 1d6+5 **crocodiles** and a **giant crocodile** at tier 2.

Treasure. The gold spearhead is engraved with frogs and is worth 250 gp.

Death Knight

A **death knight** dressed in rotten "tobe" robes stands on a rooftop ahead. When it spots the group, it summons four **ghasts** from nearby buildings and attacks. This is a disgraced bara called Ras T'fima. After Ubtao robbed him of his powers, T'fima used the *Ring of Winter* to keep his station until Artus Cimber exposed his treachery. When the Spellplague wracked Chult, Ras T'fima arose as a death knight and swore to redeem himself to Ubtao. His undying duty is to protect the holy city from defilers.

Treasure. Ras T'fima wields a *flame tongue* scimitar and wears jeweled rings on his fingers. To determine their value, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide* and multiply the result by seven.

Dinosaur Ambush

The characters come across a maimed hippo dying in the mud. Predatory dinosaurs hide nearby, using the hippo as bait to lure prey. If the characters approach the hippo, the dinosaurs spring their ambush. At tier 2, there are 2d4+5 **deinonychus** (see appendix C). At tier 3, they are a mated pair of **tyrannosaurus rex**.

Dinosaur Nest

A **triceratops** has made a nest ahead, and four infant dinosaurs frolic in the vicinity. As the group approaches, ask for a group DC 10 Wisdom (Perception) check. If they succeed, the characters are a good distance away when they spot the infant dinosaurs. If not, they blunder too close and are ambushed by the protective parent.

Treasure. 1d6 triceratops eggs rest inside the nest. To the correct buyer in Port Nyanzaru, each egg is worth 50 gp.

Explorers

The characters meet another party of explorers in the ruins. These consist of a **mage**, a **knight**, a **scout** and 1d4 **tribal warriors**. The explorers have just lost some of their number to a **living trap** (see appendix B), and are preparing to leave the city. They warn the group to steer clear of the building where they encountered the monster.

Faerie Dragon

An empty bamboo cage lies upturned nearby, with tiny bite marks on its bars. The green **faerie dragon** Milkwhip hides invisibly inside. If anyone gets too close, Milkwhip uses her Euphoria Breath to befuddle them. If the characters befriend Milkwhip, she reveals she was enslaved by an entropist of House Karanok. Her cage fell from her captor's belt during an undead ambush. Milkwhip can direct the group to House Karanok's hideout in the College of Wizards (location 9).

Flaming Fist Patrol

The characters encounter a patrol of Flaming Fist soldiers. If they spot the characters, they try to capture them and take them back to Promise (location 3).

- At tier 1, there are 2d8+3 **guards**.
- At tier 2, add 2 **knights**.
- At tier 3, add 2 **gladiators**.

Treasure. The soldiers carry a small amount of gold originating from outside the city. To determine how much, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide* and multiply the result by six.

Flying Monkeys

A troop of 2d8 **flying monkeys** shadows the group. If the characters fail to spot them, the monkeys swoop down and snatch any shiny belongings they can lay their paws on.

Ghost

Music drifts from a house ahead and warm lights twinkle from its windows. In the blink of an eye, the building is a silent ruin once more. The **ghost** of a Mezroan merchant haunts the premises, waiting in vain for his son to arrive for his coming-of-age ceremony. If the players parley with the spirit, he asks them to find his son's remains and bring them to him.

Treasure. The merchant's gift to his son still rests inside its casket. To determine what it is, roll once on the "Gems or Art Objects" column of the Treasure Hoard table in chapter 7 of the *Dungeon Master's Guide*.

Ghouls

A pack of **ghouls** hide in a nearby basement, wearing the torn attire of tribal warriors. As the characters pass by, the ghouls slip out to ambush them.

- At tier 1, there are 1d3+1 **ghouls**.
- At tier 2, add 1d4+3 **ghasts**.
- At tier 3, add a **night hag** and double the number of ghouls.

Giant Spiders

Giant spiders descend from the rooftops as the characters pass underneath. The cocooned corpses of 1d4 explorers dangle from their webs. There are 1d3+1 **giant spiders** at tier 1 and 2d6+5 **giant spiders** at tier 2.

Treasure. Roll on the Dead Explorers table from *Tomb of Annihilation* to describe the corpses. Roll on the Treasure Drops table in the same chapter to determine if each corpse carries any treasure.

Giant Wasps

Vegepygmies riding **giant wasps** are spotted ahead. The wasps are drinking from a heap of fermented fruit that has fallen in the shade of a mango tree. If the characters succeed on a group DC 12 Dexterity (Stealth) check, they can sneak past the monsters without being seen. At tier 1, there are 1d3+1 **vegepygmies** (see Appendix C) riding an equal number of **giant wasps**. At tier 2, there are 2d6+4 of each type.

Goblin Warband

An elite company of Batiri **goblins** marches into Mezro to avenge their queen's murder. Chained **velociraptors** serve them as primitive bloodhounds. At tier 1, there are 1d6+3 **goblins**, a **goblin boss**, and two **velociraptors**. At tier 2, there are 3d8+5 **goblins**, a **goblin boss**, and 2d4+1 **velociraptors**.

If the characters killed Queen Grabstab during chapter 2 of *Tomb of Annihilation*, her son Bang leads the warband. If not, the goblins hunt the Flaming Fist mercenaries who raided their village. Bang wears his mother's flayed face over his war mask.

Treasure. Bang carries a silvered +1 *rapier* that he stole from a pirate. Every time the blade delivers a mortal wound, snatches of an elven song are heard. Bang believes this is the god Maglubiyet thanking him for his sacrifices.



Grung Hatchery

A welter of slimy eggs float inside a flooded courtyard, watched over by a group of **grungs**. An enslaved **ogre** called Umok mucks out the hatchery. Umok was dumb already, but the grung poison used to subdue him has made him obedient to anyone's commands.

At tier 1, there is one **ogre** and 1d4+4 **grungs**. At tier 2, add 1d4+2 **grung elite warriors**.

Treasure. The eggs aren't valuable. One of the grungs wears a bandolier containing five *potions of healing*.

Grung Patrol

A patrol of **grungs** sneak through the swamp, led by the warrior chief Nopugluu (No-POO-gloo). They're hunting crocodiles, and have a string of kills on a long pole carried between them.

- At tier 1, there are 1d6+3 **grungs** and 1 **grung elite warrior.**
- At tier 2, add 1d6+3 **grungs** and 1d4+2 **grung elite warriors**.
- At tier 3, their kills are slung to a **titanosaurus** (see appendix C) that also has a bamboo howdah strapped to its back.

Treasure. The grungs wear golden jewelry. To determine its value, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide* and multiply the result by five.

House Karanok

The group cross paths with an expeditionary patrol from House Karanok. A priest of entropy leads a gang of grizzled mercenaries in search of clues to the true location of Mezro. At tier 2, there is one **priest of entropy** (see appendix B) and 1d4+4 **guards**. At tier 3, add 1d4+2 **veterans**.

Treasure. The priest of entropy carries a sack of treasure purloined from elsewhere in Chult. To determine its value, roll once on Individual Treasure table in chapter 7 of the *Dungeon Master's Guide*, and multiply the resulting wealth by eight.



Living Trap

The characters hear strangled screams from a nearby street. If they investigate, they spot a Flaming Fist soldier with his leg caught in a bear trap. In fact, the soldier is dead, and the **living trap** (see appendix B) that killed him is puppeteering his corpse to lure prey closer. At tier 3, this could be a pair of **living traps** working together.

Mage Hunters

The group encounters a party of "mage hunters": Lawful Good Chultan wizards who traveled from tribe-to-tribe, combating evil and bringing renegade wizards back into society. In this group, there is one **mage** and six **apprentice wizards**.

Most mage hunters were lost in the Spellplague, but this group from the Obanashi clan has arisen to rebuild the order to its former strength. Led by the mage Imari Jabu, they have returned to Mezro to seek out the College of Wizards (location 9).

Treasure. Imari Jabu wields a *staff of swarming* insects. The rest wear gold jewelry and carry simple supplies. To determine their value, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide* and multiply the result by five.

Mantraps

The ground underfoot collapses, pitching the characters into a half-buried cellar that is choked with vegetation. Inside are 1d4+1 **mantraps** and the bones of many explorers.

Treasure. Valuable gear is scattered around the bones, including a climbing kit, three potions of invisibility, and a pouch of 1d6 garnets worth 100 gp each.

Mazewalker

The characters meet an ancient Chultan **priest** of Ubtao called Cha Nkrumané. As a youth, Cha was a "mazewalker": a member of the Mezroan clergy who guided his fellow citizens through the maze of life. Now 120 years old, he has returned to die inside the barado of the Temple of Ubtao (location 15).

Minotaur

Since the cataclysm, the maze-like walkways of Mezro's Residential Quarter have become a place of pilgrimage for the minotaur race.

- At tier 1, there are 1d3 **minotaurs**.
- At tier 2, add 1d3+3 **minotaurs**.
- At tier 3, add 2 **barlgura** demons.

Shambling Mound

A **shambling mound** lugs a **vegepygmy chief** through the ruins on a bamboo litter. At tier 2, there are accompanied by 2d6+2 **vegepygmies**. At tier 3, double the number of vegepygmies.

Skeletons

Skeletons dressed in tribal armor charge the group. Each skeleton has the symbol of Ras Nsi painted on its brow. At tier 1, there are 2d4+3 **skeletons**. At tier 2, add 1d4+2 **minotaur skeletons**.

Stone Golem

A vine-covered statue comes to life nearby, revealing itself as a **stone golem**. At tier 2, there are 1d3 **stone golems**.

Treasure. Each golem has a fiery yellow jacinth worth 1,000 gp embedded in its chest.

Supply Wagon

A supply wagon threads through the city to the Flaming Fist headquarters at location 3. The covered wagon contains fruit and vegetables harvested from the ruins, and is pulled by a trained **triceratops**.

- At tier 1, there are 1d8+2 **guards**.
- At tier 2, add one **knight**.
- At tier 3, add one **mage**.

Treasure. The mercenaries carry a few personal riches in the form of Chultan jewelry or ornamented weapons taken from outside the city. To determine its worth, roll on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide*, and multiply the resulting wealth by three.

Wights

Mist rolls over the street, concealing the approach of a group of undead. Each creature has the symbol of Ras Nsi tattooed somewhere on its skin. At tier 2, there are 1d6+3 **wights**. At tier 3, there are 3d6+3 **wights**.

Yuan-ti Abomination

A **yuan-ti abomination** has slithered into the city to scour the Library of Mezro for information about Dendar the Night Serpent. At tier 3, a cadre of 1d3+3 y**uan-ti malisons** accompany it.

Treasure. The yuan-ti wear serpentine jewelry. To determine its worth, roll on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide*, and multiply the resulting wealth by six.

Yuan-ti Pureblood

A Chultan man dressed in the torn attire of a merchant stumbles into view, chased by **yuan-ti malisons**. If the characters rescue him, he grovels their feet and begs them to look after him. Nyewono is a **yuan-ti pureblood** sent by Ras Nsi to infiltrate the group.

- At tier 1, just one **yuan-ti malison** chases Nyewono.
- At tier 2, there are 1d3+2 **yuan-ti malisons**.
- At tier 3, there are 2d4+5 **yuan-ti malisons**.

Zombie Beholder

An upturned cart lies in the street ahead, surrounded by rubble. The armored legs of a knight protrude from underneath the cart. On closer inspection, the cart looks as though it was hurled from afar to crash down on the knight. Flies buzz around it. If the characters lift the cart, they unleash the **beholder zombie** squashed beneath it. At tier 3, the combat attracts the attention of 2d4+3 **wights**.

Treasure. The knight wears a suit of *+1 plate armor* and carries a pouch containing 131 gp.

Zombie Dinosaurs

The characters encounter a pack of mindless zombie dinosaurs.

- At tier 1, there are 1d3 **zealoraptor zombies** (see appendix C).
- At tier 2, there are 2d4+2 **zeoloraptor zombies** (see appendix C).
- At tier 3, there are 2d4+2 **triceratops zombies** (see appendix C).

Zombies

The characters encounter a horde of shambling undead. Each zombie has Ras Nsi's symbol stitched onto its forehead. At tier 1, there are 2d4+4 **zombies**. At tier 2, add 1d3+2 **ogre zombies**.



Chapter 11: The Mezro Ruins



This chapter shines a light on some important locations within the ruins. Stagnant marshes and inhospitable thickets surround the ruins. Undead are an ever-present threat here, yet many explorers prefer to camp in the wilds than stay inside the cursed city.

Beyond the Wall

The descriptions below correspond to keyed locations on **map 10.1** in chapter 10.

1: City Overlook

River travelers emerge from the jungles on this forested knoll. From here, they can gaze across the ruins and plot their approach into the city. **When your players first arrive here, give them the Mezro handout from Appendix F**.

Explorers' Camp

The remnants of an explorers' camp lie buried in the undergrowth near the top of the knoll. There's no treasure to salvage, but a rotted rucksack could contain any mundane equipment the players forgot to acquire from town.

Adventure Hook: Up and Away!

For any level: As the characters take in the view, they spot a distant figure flying by magic over the city. Whatever spell keeps the figure aloft is failing, and they crash land out of sight in the Residential Quarter. This could be Artus Cimber returning to the city, or a famous explorer like Volothamp Geddarm. It could even be a wizard from Port Nyanzaru whose experiments with magical flight have gone awry.

2: Flood Basin

The swamp's depth varies with rain, sediment and tide. On drier days (if such things exist in Chult!), mudflats can emerge across its surface, while monsoons bring the tide crashing through the jungle. The swamp is too deep and muddy to wade through.

Crocodiles

Thousands of **crocodiles** live in the swamp. They ignore canoers, but attack if they're provoked or smell blood. A crocodile can capsize a canoe and throw its occupants into the water by using its action and succeeding on a DC 15 Strength (Athletics) check. If a canoe is capsized, the floundering occupants attract the attention of 1d6+3 **crocodiles** per experience tier. At tier 3, a **giant crocodile** swims over to join the feeding frenzy. If the characters defeat the crocodiles, the rest of the crocodiles in the lake give them a wide berth.

3: Promise

Flaming Fist mercenaries built this settlement as a forward base to explore the ruins. If the players approach here, read the following aloud:

> A settlement slumps on stilts over the lake, straddling the old city and the jungle beyond. Its gantries scale Mezro's outer walls, while ramshackle jetties provide berths for boats on the water. On the muddy shore, a tavern has been raised among the intertwined roots of a giant eucalyptus tree.

Promise is home to 98 Flaming Fist soldiers. Most are **guards** or **veterans**, with a handful of **knights**, **acolytes** and **priests**. The soldiers mount regular patrols into the ruins.

Visitors to Promise must possess a charter of exploration made out in their name. If not, the soldiers try to capture and interrogate them. Either way, newcomers are brought before Lieutenant Brokenbarrel within the hour.

Brokenbarrel's Hut

Brokenbarrel resides in the largest hut in the settlement. A pair of **knights** stand guard on the gantry outside. Underneath her hut, three prisoner cages are suspended over the mire by ropes and pulleys. Each cage contains 1d4 prisoners; either explorers who've defied Brokenbarrel or crocodile cultists awaiting interrogation. By turning a crank, the soldiers can lower any one of the cages into the water.

Brokenbarrel's hut comprises two levels connected by a ladder. The main room is her audience chamber. It is heaped with treasures: feathered fans, golden shields, silver platters, and a fur mat stitched from hundreds of pelts. All treasures disintegrate if removed from the city.

The upper floor is her bedchamber. It's screened by red drapes, and contains a silk-sheeted cot and a large treasure chest. The chest is locked (DC 18 to pick) and contains her hoard. Brokenbarrel carries the key to the chest on a ring on her belt.

Treasure. The treasure chest holds 5,880 gp in various denominations: enough to keep Brokenbarrel's soldiers paid for a month (not that she intends to part with a penny). This treasure is not native to Mezro. She keeps her cherished hieroglyphics tablet in a secret compartment underneath the gold. Any character who succeeds on a DC 12 Intelligence (Investigation) check while studying the tablet can glean from the pictographs that Mezro's barae shifted the city to a demiplane to save it from the Spellplague.

Relic Exchange

This thatched supply store is owned by Thull Zhanmu, a one-eyed veteran and learned sage. Zhanmu was educated at Candlekeep, but his hulking physique made him a better warrior than a bookkeeper. If Brokenbarrel approves the group's stay, characters can buy any item listed in the *Player's Handbook* from Zhanmu's store.

Most treasures found within Mezro disintegrate if taken beyond the swamp, but the Flaming Fist are still interested in cataloguing their finds. Some relics expose interesting facets of Mezroan life, and thus have historical value if studied on site. Zhanmu pays well for these treasures, though for most soldiers this usually manifests as a share of the fine grog, or a clean bedroll. Zhanmu has standing orders to report any finds about Omu to Lieutenant Brokenbarrel.

'Fortune & Glory' Tavern

The soldiers cool off in this drinking hall. Brawls are common, but the officers try to keep tempers in check. A "grudge board" pinned to the wall tallies complaints between soldiers. If a soldier earns too many checks, the officers force them to run the Gauntlet (location 10). Such punishments are rarely fatal, as the officers yank the offender out of the trench if they're in mortal danger.

The "Fortune and Glory" is run by a pair of identical twins, Jarek and Garek Slavwik. They're expert brewers, and have fermented many jungle fruits into their own wine blends. In recent weeks, Jarek has fallen victim to the gilded fever and is plotting against his brother for control of the tavern.

Adventure Hook: Money for Nothing

For low-level characters: Two soldiers place outrageous bets on a card game, using treasures plundered from Mezro. Of course, both know that the gold is worthless outside the city. When one soldier raises the stakes by betting his soul, a **bearded devil** from the Nine Hells takes notice...

Inside the Ruins

Those brave enough to enter Mezro are exposed to all the hazards detailed earlier. The ruins are quiet and dangerous, with an aura of expectation hanging over them.

4: Towers & Walls

Thick stone ramparts surround the city. Most walls rise 30 ft. above the water, but heights vary where the walls have crumbled into ruin. In some sections, they've collapsed entirely and the swamp has bled through into the city within.

Behind the parapets, statues of Mezro's barae decorate the raised walkways. Bronze plaques at their feet identify who each bara was, the years they served the city, and the miraculous powers Ubtao granted them. The face of the renegade bara Ras Nsi has been purposefully despoiled, but his plaque remains. In Promise, collecting these plaques for use as serving trays has become an idle pastime.

Stout watchtowers stand where walls intersect. These are often treacherous to explore, with sagging floorboards and disintegrating walls. In the Agricultural Quarter, the Children of the Crocodile use the watchtowers to spy on Flaming Fist patrols.



5: Flooded Boulevards

In ancient times, visitors would walk down these boulevards to the central plaza, and then take a tunnel to their chosen quarter. The swamp has since flooded the boulevards, and travelers must now paddle in on canoes. Moss clings to the walls, with the busts of noted priests and mages peering through the muck.

Adventure Hook: Cold Fish

For mid-level characters: A giant sarcosuchus once preyed on the soldiers who paddled into Mezro. Lieutenant Brokenbarrel tricked the beast into swallowing a magic music box she'd strapped to some bait, and then used the tinkling music to track down the beast and slay it. Now the eerie tune has been heard in the ruins again, and soldiers are going missing. If the players bite, use the **sarcosuchus zombie** in appendix C.

Market Quarter

The Market Quarter was home to many skilled craftspeople. Its central marketplace rivalled any bazaar in Chult, and filled the district with wild music and exotic aromas. Many of the city's inns were found here too, making this quarter the first port of call for visitors.

Today, the district is half-flooded. Dilapidated structures rear from the muck, and the vegetation is so thick that on some streets it has blotted out the sun. Where there was once music, now there is silence, and the only aroma is the cloying stench of death.

6: Traders' Marketplace

> A ruined, two-story building stands ahead. It is palatial in scale, with tattered awnings covering hundreds of shops and stalls. Emanating from the marketplace is a noise that sounds like the distant roaring of the sea. As you approach, you realize that it is the aggregated moaning of hundreds of zombies.

Since Mezro's fall, the marketplace has become a focal point for the undead. A horde of **zombies** now shamble mindlessly through its courts. At dawn and sunset, bells toll by magic from the towers at either end of the market. The zombies gravitate toward the towers as they toll, keeping the horde in continual rotation.

Adventure Hook: Dead Ringers

For low to mid-level characters: A squad of Flaming Fist soldiers were recently ambushed by **grungs** and one of their number fled into the marketplace. Now the **zombies** have him surrounded. His companions plan to rescue him by bashing pots and pans to draw the undead away. Unfortunately for them, a fast-moving **ghoul** pack is also attracted to the noise.

7: Amphitheater

A once-majestic amphitheater towers over the surrounding buildings. Life-sized statues of dinosaurs decorate its walls, and canvas canopies hang limply above its grandstands. Swamp water surrounds the building on all sides.

The amphitheater was the beating heart of the city. Raised by Ubtao himself, it served as meeting place, courthouse, and concert hall. In its long history, the amphitheater hosted untold plays, orchestral performances, and sporting events. Chief among these were the spectacular dinosaur races, which drew crowds from across Chult.

Now the amphitheater is a forbidding island in the swamp. Its arena is a crocodile-infested lake, and mangrove trees strangle its stands. With every passing year, the whole edifice slides a few feet deeper into the bog. Characters who dare to explore here are at constant risk from the crumbling masonry.

Adventure Hook: Encore! Encore!

For characters of any level: Soldiers in Promise have heard muffled music drifting from the amphitheater on the first full moon of each month. This night, they've resolved to get to the bottom of it. Perhaps they're hearing an echo of the past, or a performance bleeding over from the real Mezro. The music could even drive visitors mad, and make them take to the sunken stage themselves...

Scholar's Quarter

The Scholar's Quarter accommodated pilgrims who sought wisdom at the Temple of Ubtao and the great Library of Mezro. It was also home to the affluent middle classes, and its cobbled streets were lined with schools, boutique stores, bathhouses, music halls and coffee shops.

Since the cataclysm, this district has fared better than the rest. Its walls have held back the swamp, and though overgrown with vines and creepers, the buildings are mostly intact. Even so, explorers fear the Scholar's Quarter more than any other place in the city. There's something about the dead silence here that gets under your skin.

8: Library of Mezro

An impressive building rests against the city walls. Tapered towers jab skyward from its roof, and jungle scenes are engraved over every inch of its stonework. Cracked steps in front of the building ascend to a tall door.

The library stands three stories high, with many levels below ground. Its vaults stored four thousand years of scrolls, parchment books, and cuneiform tablets. Other chambers were used as museums for tribal relics and statuary.

Flaming Fist priests have conducted extensive studies of the library: even building a scriptorium to transcribe the most valuable tomes. Unfortunately for them, more than one high priest succumbed to the gilded fever and murdered their underlings to avoid sharing knowledge. Lieutenant Brokenbarrel is keen to reinstate the endeavor, but the scouts she's sent to the library have so far all disappeared.

Adventure Hook: A Study in Emerald

For mid to high-level characters: One of the cursed priests still lurks in the bowels of the library. Half-starved, he scours the books for leads to the real city. Now an **archmage** of considerable power, he's cast a spell over the tomes to warn him of intruders. When strangers enter the library, printed words creep from the pages and slither book-to-book, ultimately spelling out a warning to the mad mage. Learning of the characters, he begins to covet one of their items, and tries to steal it from them at all cost.

9: College of Wizards

This oddly-shaped building is formed from a cluster of mud-brick cupolas, with narrow stairs winding between them. The bricks are decorated with arcane symbols and leering faces.

Mezro's College of Wizards adjoins the great library. Tribal wizards were trained here, alongside the infamous Mage Hunters who punished unauthorized use of magic across Chult. Both orders collapsed with the Spellplague, and have never knowingly been reestablished.

The College of Wizards is infused with magic. Corridors shift when you're not looking, and doors open into different rooms each time they're used. Most peculiarly, gravity in certain sections is oddly pliable, with inverted staircases running across ceilings or floors spilling up onto walls.

House Karanok

Kaestra Karanok believed that Mezro's secrets were hidden somewhere within the College of Wizards. Now the stone tablet from location 12 has led her forces elsewhere in the city. When the characters arrive, up to half of her cultists may be absent.

Kaestra Karanok is a human **priest of entropy** (see appendix B), who wields a *sphere of annihilation*. She is attended by three other **priests of entropy**, twelve lesser **priests**, and twenty **cultists**. Each priest carries a witchweed stick (see the sidebar nearby).

The cultists have made camp in a bathhouse within the college's basement. Inside this chamber, a large sphere of water hovers over a stony pit. Kaestra's cultists use a balcony overlooking the pit as a pyre for burning wizards. If they catch any within Mezro, they drag them here for execution.

To enter the College unseen, the characters must avoid being spotted by the three **cultists** on its roof. These lookouts dash to alert Kaestra if they spot intruders entering the building. If the characters are quick, they could intercept the lookouts on their way down.

Treasure. Kaestra Karanok carries a *sphere of annihilation*. Being nobles, her entourage wear a small fortune in gold and jewelry brought here from Chessenta. To determine its worth, roll once on the Treasure Hoard table in chapter 7 of the *Dungeon Master's Guide*.

Witchweed
Wondrous item, rare

This pungent alchemical paste is refined from the leaves of the witchweed bush: a tobacco-like plant native to Chessenta. Packed into a paper tube, the paste can be burned like a torch to create a 10-foot radius sphere of light smoke that interferes with spellcasting. Cantrips won't function within the area of the smoke, and all other spells require a spellcasting slot of one level higher than usual to cast. The smoke lasts for 1 minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Witchweed is consumed after use.

10: Warriors' Training Grounds

A ruined hippodrome stands ahead. Much of the roof has collapsed, with the rest teetering atop a colonnade of pillars. Beneath these, a deep trench in the ground spans the length of the arena.

A caste of warriors upheld Mezro's laws. They patrolled in groups, meting out punishments on the spot. While the worst offenses were punishable by death or branding, most minor crimes were settled through compensation or formal apology. This hippodrome is where the warriors trained. The trench is all that's left of the warrior's gymnasium.

The Gauntlet

The Flaming Fist have corralled several undead dinosaurs inside the trench. Trespassers are hurled into the "Gauntlet" as punishment: if they survive the dash to the far side, they are released from captivity. The Flaming Fist also use the Gauntlet to discipline their own soldiers or settle grudges. In these cases, they tie ropes to the competitors so they can hoist them out if things get too hairy.

For tier 1 games, the trench contains 3 **zeoloraptor zombies** (see appendix C). At tier 2, add 1d4+2 **zeoloraptor zombies**. At tier 3, replace the dinosaurs with a 2d4+2 **triceratops zombies** (see appendix C).

Adventure Hook: Stir of Echoes

For low to mid-level characters: The soldier in charge of the Gauntlet, a grizzled, one-eyed **veteran** named Jeb, is being slowly dominated by the **ghost** of one of Mezro's warriors. The possession comes in fits and starts: Jeb suddenly mutters in Chultan, or tries to brand trespassers with the triangle of Mezro. His companions blame the drink for his madness. As the ghost grows stronger, it persuades Jeb to build a wooden grandstand next to the trench. When the soldiers are next gathered here, Jeb tries to collapse the grandstand and hurl them to the dinosaurs.

Agricultural Quarter

This district was reserved for farming. The Mezroans enchanted the soil, and cultivated it into fruit orchards and fields of barley and maize. Rich landowners raised palaces among the plantations, and sculpted beautiful gardens.

Since the cataclysm, the swamp has overrun the district. Land still heaves from the muddy waters, but it's choked in thick undergrowth. Travelers must hack their way through the bush. The enchanted jungle closes behind them, so it's easy to get lost.

11: Crocodile Cult Hideout

A ruined villa sags on the lakeshore. Its roof was once formed from panes of colored glass, but all that's left now are ribs of rusted metal. On the side facing the lake, the marsh spills through the walls into the building's interior.

This building was once an aviary for Chult's birds. Rare and exotic specimens still nest in its eaves, but the floor is a trough of muck and weed. The **mudmaw** worshiped by the Children of the Crocodile lairs here. Rusted gantries above the water are dotted with tents and cookfires where the cultists camp.

The cult comprises Emberon Coalscuttle, a dwarf c**ult fanatic**, fifty **cultists**, and the Chultan **scout** Nauglu. If Nauglu is present, any cultists in his vicinity gain a +2 bonus to their passive perception and Stealth checks. At least ten of the cultists are out manning the watchtowers around the district.

For its part, the mudmaw tolerates the cultists only so long as they keep it fed and rested. If it misses a meal, it's liable to snatch one of them for dinner.

Emberon's Cage

Emberon has chosen a giant, rusted birdcage as his quarters. This cage once held a jungle roc, but it's now furnished with skins, a brazier of coals, and palm frond fans. Bark tablets hang from strings around the cage, bearing the many prophecies of the mudmaw.

Treasure. Emberon persuades his followers to give up their worldly goods on joining the cult. He keeps these treasures in a barrel at the back of his cage. To determine the treasure's worth, roll once on the Treasure Hoard table in chapter 7 of the *Dungeon Master's Guide*. If things go south, Emberon tries to escape with this wealth.

12: Statue of King Osaw I

A moss-covered statue overlooks the lake, depicting an elderly Chultan man holding a sword to the heavens. He wears a circlet and bracers, and his other arm is missing at the elbow.

The statue depicts King Osaw I: one of Mezro's barae and longest-serving king of the Mezroan people. He wears the circlet and bracers of the *negus negusti* ("prince of princes"). Osaw reigned for 1,500 years, and had the miraculous power to remember with precision every event he had ever witnessed. When the Spellplague came, he crossed over into the demiplane and still rules Mezro today. If a character succeeds on a DC 15 Intelligence (History) check, they recall mention of King Osaw I and his divine power.

The mossy statue is spattered with guano. Until recently, its left arm held a stone tablet engraved with a mysterious labyrinth. Kaestra Karanok made a rubbing of the maze, and then hurled the tablet into the swamp so nobody else could read it. She believes it holds clues to uncovering Mezro's true location, but hasn't deciphered them yet. For more details, see the short adventure *Parting the Veil* in chapter 12.

The statue's eyes are shards of mirrored glass. If a character asks the statue a question about its past, the reflection in its eyes reveals whatever it looked on at that time. For example, asking "who built you?" reveals Mezroan masons crafting the statue and laying it in place, whereas asking "what happened to your hand?" shows Kaestra Karanok shattering the tablet and scattering its remains into the swamp.

Residential Quarter

Most Mezroans lived in this winding maze of one and two-story abodes. The labyrinthine layout deterred intruders, but also reflected Ubtao's maze of life. The closer to the center you lived, the more enlightened you were viewed among your peers.

The district is overgrown by bushes and high grasses. Some roofs have fallen in, yet most architecture remains intact. Flaming Fist patrols are wary of treading too deep for fear of getting lost. Even though they carry maps of the district, they swear the layout changes each night. See chapter 10 for rules on navigating the Residential Quarter.

13: Artus Cimber's Home

> This building is surprisingly well-tended. The door looks recently repaired, and the front step has been swept clean of rubble.

This was Artus Cimber's old home in the city. Inside, the dwelling is well-cleaned and cozy, with ornaments from all over Chult and the North. Cimber stays here whenever he returns to the ruins.

Artus Cimber is detailed in the *Tomb of Annihilation* hardcover and parts 1-3 of this book. The short adventure in chapter 12, *Parting the Veil,* also features Artus Cimber and this location. Even if you're not playing Parting the Veil, Cimber's home is a good location to introduce the explorer to your *Tomb of Annihilation* campaign.

Treasure. Cimber's artefacts have more value as curios than as collectibles. To determine their worth, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide*, and multiply the result by three. Other equipment here includes a diplomat's pack, carpenter's tools, and cook's utensils.

14: Heart of the Maze

> Twisting streets converge on a plain structure of white stone. On its roof, a single silver spire points to the heavens.

This building lies at the heart of the maze. Inside, a tranquil court overlooks a well of enchanted water. Before Mezro fell, pilgrims would drink from this pool to receive visions that would aid them through the mazes of their lives. Such magic still exists today: if a character drinks from the pool, you can reward them with a vision that hints cryptically at their future. For *Tomb of Annihilation*, this could be a clue that points them towards Omu.

Adventure Hook: The Maze

For characters of any level. Some folk whisper that Ubtao never truly left Chult. His disappearance was a test, and he hid clues to his hiding place throughout the jungle. If a follower could decipher these clues, Ubtao would return to his people. Perhaps the well is the first step on this journey, and its vision sets the character off on a grand tour of Chult?

Central Plaza

This cobblestone court is now submerged. At its center, the grand Temple of Ubtao rears from a stepped platform covered in slime. Archways in the city walls lead to Mezro's four quarters.

15: Temple of Ubtao

> A gargantuan palace stands at the center of the city. Tall spires encircle a tower of crystal and gold, with each spire linked to the center by a slender buttress. The whole structure is draped in vines and creepers.

The Temple of Ubtao is a spectacular nine-story edifice built from crystal and gold. Its magic presents the same side to each viewer, making it appear identical from every angle of approach. Vines cling to its surface, and its crystal walls are clad in moss. If a character peels the moss aside and stares into the walls, they must succeed on a DC 16 Wisdom saving throw or become paralyzed for 1 minute as they receive a vision of their heart's desire.

Inside the Temple

The Hall of Champions lies beyond the main entrance. When the players enter here, read:

> A long hallway lined with pillars stretches before you. Onyx statues stand in the alcoves, depicting men and women in commanding poses. An archway filled with dead blackness looms at the far end of the hall.

The statues depict Mezro's many previous barae. Characters who speak a bara's name aloud inside this hall are teleported to the foot of the statue depicting that lord. No statue exists for the renegade bara Ras Nsi. If his name is spoken aloud, the speaker is teleported to the lost city of Omu (see the *Tomb of Annihilation* hardcover for more details). The players can learn the names of each bara by studying the plaques dotted around the city walls (see location 4).

Those who step through the darkened archway are teleported to random rooms inside the temple. Characters can return to a room they've already explored by thinking of it as they step through the portal. Otherwise, roll on the following table for each character that passes through:

Temple Locations

d10	Location
1	Library of crumbling religious texts.
2	Ancient kitchen fitted with gargantuan clay ovens.
3	Priest's bedchamber that overlooks the city through a round window.
4	Flooded storage cellar underneath the temple.
5	Meditation hall decorated with dinosaur bone wind chimes.
6	Apothecary well-stocked with herbs and potions.
7	Hall of Champions (reroll if traveling from the hall).
8	Prayer hall below the golden dome.
9	Rooftop balcony dotted with pterodactyl nests.
10	King's audience hall (see below).

Each location contains a darkened doorway ensorcelled with the same enchantment.

King's Audience Hall

> A glittering platinum throne stands in one corner of this triangular hall. Before it, an intricately-detailed mosaic floor depicts the city of Mezro.

This is where Ubtao sat in judgement over his people. After he abandoned Chult, the barae elected a line of kings to rule in his stead.

The mosaic floor depicts Mezro as it appears in the demiplane. Tiny, illusory figures even show its inhabitants milling around in the business of their daily lives. Some parts of the city are different to how they are now, representing building work that has occurred over the past century. For this reason, explorers who've visited here have come to believe Mezro still exists on another plane.

The Barado (Hidden Location)

The portals never transport creatures to the barado unless they've visited previously or have been invited to enter by one who has. Of those alive today, only Artus Cimber and the mazewalker Cha Nkrumané (see "Random Encounters" in chapter 10) have entered here before. If a character gains entry to the barado, read:

This room is so dark you can't see the walls. The air is chill and laden with a paralyzing sense of dread.

When a bara died, supplicants would enter this chamber to undertake Ubtao's test. If they could demonstrate understanding of the maze of their life, Ubtao granted them a miraculous power and choose them as his new bara. Since the cataclysm, the chamber has fallen silent.

If you wish, Ubtao could test characters who enter his barado. The character sees wraith-like images that represent key moments in their lives. With a successful DC 16 Wisdom (Insight) check, the character perceives the "path" that connects these to their journey through the maze. They immediately gain a new level.

Adventure Hook: The Last Bara

For characters of any level. Explorers have reported strange sights in the waters beneath the temple. Reports vary between a giant piranha, an inky darkness that moved underwater, or a plump Chultan woman who transformed into a shoal of fish when spotted. Could this be Mainu, the most elusive of Mezro's barae? It's said she was bound to the River Olung, so perhaps she chose to stay behind when others fled to the demiplane. If so, could she help find the real city?

Mezro's Return

The barae swore Mezro would return to the world when Chult was safe. Until then, they left clues in the stonework to guide the faithful to the real city. Exactly what these clues are is left open for you to decide. Chapter 12 contains some suggestions, or you can run through the adventure series in parts 1-3. There's can be more than one method of reaching the demiplane.

Even if Mezro could be found, the barae won't return until the city's safety is assured. Since the Spellplague, new horrors have bubbled up to threaten Toril. Chief among these is Ras Nsi's crusade to awaken Dendar the Night Serpent (see *Tomb of the Annihilation*). For the barae to even consider returning, Ras Nsi's plans must be foiled...



Chapter 12: Tales of Adventure



This chapter provides three adventures that can be used alongside the other adventures in this book and can be easily inserted to your Tomb of Annihilation campaign or adapted to any other Dungeons & Dragons campaign using a similar setting. For advice on using these adventures with the adventures in parts 1-3,, refer to the Introduction section of this book.

The Path to Omu

For characters of level 1-4

A Flaming Fist sergeant afflicted by the death curse aids the characters in their hour of need. To repay the favor, they try to help her find a cure. A prophecy in the library of Mezro provides a lead to Omu, and a hook into the wider campaign of Tomb of Annihilation. This short adventure forms an alternate intro for DMs who'd like a little more structure to the campaign.

Adventure Hook

The characters have arrived in Port Nyanzaru to seek their fortune in the land of Chult. Rumors of the death curse afflicting Toril are spreading, but at this stage most folk put it down to tavern talk.

Cartographers

In a small, dark side street of the Market District the characters find a map shop filled with dusty shelves of foreign coins, stone-carved buttons, jars of grung toes and other curios that belong to the gnome archaeologist Carter Tuttletomb. Guessing they seek gold and glory, Tuttletomb offers them a pouch of 1,000 gp if they venture to the lost city of Mezro and return with an accurate map of its ruins. The archaeologist believes that the layout of the city may point to the hiding place of the god Ubtao. To aid their quest, Tuttletomb arranges a meeting with the merchant prince Jobal to acquire a guide, and pays up front for one month's service (see *Tomb of Annihilation* for further details). Before the characters leave, Tuttletomb warns them that the Flaming Fist have claimed the ruins for themselves. They'll do well to avoid them if possible.

Carter Tuttletomb and the Lost Ruins

Once an adventurer himself, this wizened gnome was forced into early retirement by an encounter with a cursed artifact that left him with a fear of rain – quite a problem when stranded in Chult's extreme climate. He's spent the past few decades sequestered in his store, fondly drawing maps of his past adventures. With an encyclopedic knowledge of the jungles and a penchant for mystery, Tuttletomb could serve as a hook for numerous forays into the lost ruins of Chult. Tuttletomb featured first in *Ruins of Hisari*, a Guild Adepts adventure by Lysa Chen available on the Dungeon Masters Guild (dmsguild.com).

The Journey to Mezro

The guide takes the characters down the River Tiryki on canoes, and then leads them through the jungle to the city of Mezro. The journey takes a week. Roll for encounters as detailed in *Tomb of Annihilation*, but don't get bogged down. This stage should serve to build atmosphere and introduce players to the hardships of Chult: the heat, the biting insects, and the ever-present threat of disease.

The Legend of Ras Nsi

On route to Mezro, the guide recounts the history of the city and its destruction by the Spellplague (of course, the guide knows nothing of Mezro's escape to a demiplane). As part of the story, the guide tells of Ras Nsi and his efforts to return to the city. Now's a good time to encounter some undead!

Entering the City

Arriving at location 1, the characters see Promise for the first time and notice the presence of Flaming Fist soldiers in the ruins. Sneaking inside at nightfall is easy. Just ask the players how they approach and refer to the gazetteer in chapter 11 as they explore. Roll for encounters as described in chapter 10, rerolling any results that come up with ghouls or Flaming Fist patrols.

The Ambush

Immediately following the players' first combat encounter, spring an ambush by a pack of six **ghouls**. The characters should be overwhelmed, but help shows up at the last moment in the form of a Flaming Fist patrol lead by Sergeant Kes Valdro. The soldiers drive the ghouls away. After the battle, Sergeant Valdro attends to any injured characters using her healer's kit. She is a **knight** with the Healer feat. The death curse has reduced her hit point maximum to 32.

Sergeant Valdro informs the group they are trespassing inside the ruins, and must report at once to Lieutenant Brokenbarrel in Promise (location 3). She also tells them that any treasures they've found are worthless outside the city, due to Mezro's curse. Assuming the characters treat her respectfully, Valdro assures them she can smooth things out with her boss. As she speaks, she suffers a coughing fit. She is clearly unwell, but brushes it off as "just another of Chult's damned plagues".

Sergeant Kes Valdro

Kes joined the Flaming Fist to see the world and find adventure. A renowned joker and optimist, she even saw the funny side when a stag mortally wounded her during a hunt through Neverwinter Wood. Miraculously, a passing woodsman with the "holy touch" raised her from the dead. Sergeant Valdro was reassigned to Chult and has since become a respected officer in Mezro's cohort. Over the past month, the death curse has taken hold and now she is truly dying.

A Night in Promise

Sergeant Valdro leads the characters to Promise, and takes them to meet Lieutenant Brokenbarrel.

Questions and Refusals

Brokenbarrel questions the characters about their interest in Mezro. Given Valdro's assurances, the lieutenant doesn't turn the screws too much. She releases the characters into Promise, but forbids them from reentering the ruins. Before they leave, Sergeant Valdro asks Brokenbarrel if she's reconsidered her offer to scout out the Library. The lieutenant coldly refuses her.

Drinks at the Fortune & Glory

Visibly troubled, Sergeant Valdro offers to buy the characters dinner before they leave Mezro. Over an ale, she recounts the circumstances of her death and reveals her affliction. The death curse is eating away at the flesh underneath her armor, and she doesn't think she has long to live. Valdro has heard that the same thing is happening to people across the word.

Valdro believes the Library of Mezro could hold clues about this mysterious curse. Many soldiers have explored its depths, but that's not why she thinks Brokenbarrel refused her. Valdro suspects that her commander has succumbed to the gilded fever, and is jealous of the riches contained within the library. If the characters are game, Valdro proposes breaking into the ruins that night to explore the site.

The Library of Mezro

Sergeant Valdro leads the group to the Library of Mezro (location 8). Inside, they search for clues about the death curse. If you choose, you can spring an encounter with six **zombies** inside the library.

The Prophecy

In a ruined wing of the library, one of the characters discovers a prophecy about the renegade bara Ras Nsi. This was written long ago by a bara gifted with the ability to peer into the future. It reads;

> *When the Soulmonger grinds,*
> *and exiled Nsi wraps himself in serpents,*
> *Death's curse will grip the world,*
> *From beneath the forbidden city.*

Nobody has heard of this "Soulmonger", but the group's guide suggests the forbidden city could be Omu. Entry to this lost city was outlawed when Omu's royal line fell from Ubtao's favor. The guide is unsure where the city lies, but thinks they could find directions by consulting the oracle at Orolunga (see chapter 2 of *Tomb of Annihilation*). Sergeant Valdro is keen to get started at once.

Not So Fast...

As the characters are leaving, Brokenbarrel arrives with a group of Flaming Fist soldiers. She knew Valdro would defy her orders, and is here to claim whatever secret her underling is searching for. No matter what the characters say, Brokenbarrel's sickness compels her to capture them and "confiscate" their belongings. If they resist, they must fight the **goliath warrior** (see appendix B) and her six **guards**. Brokenbarrel should escape alive, but don't force the matter if it seems contrived.

Leaving Mezro

Sergeant Valdro asks the group to accompany her to Omu to find a cure for the death curse. If Brokenbarrel lives, she'll send trackers to hunt them down in the jungle. From Mezro, the characters have a long journey ahead of them!

Children of the Crocodile

For characters of level 5-10.

A dying man hires the group to seek a prophet in the ruins of Mezro. On arrival, they become entangled in Lieutenant Brokenbarrel's fanatical hunt for the true city. This culminates in a deadly battle outside the Temple of Ubtao. For tier 2 characters beginning *Tomb of Annihilation*, this adventure provides a springboard to the lost city of Omu.

Adventure Hooks

The death curse rages across Toril. Those who were spared death by the gods are now dying, and rituals to bring back the dead fail consistently. One or more of the characters could even suffer from this curse. Choose one of the following hooks.

Death Curse

The characters are called to the home of a benefactor, who was brought back from the dead long ago and now suffers from the death curse. This could be Syndra Silvane from *Tomb of Annihilation*, or a character from your own campaign. For characters adventuring in Port Nyanzaru, the merchant prince Jessamine could fill the role.

The patron recounts a dream in which they saw the labyrinth of Ubtao held in the jaws of a mudmaw crocodile. When they grasped the symbol, they saw their affliction pass. Others suffering from the death curse have had the same dream. The patron believes this vision relates somehow to Mezro, and offers the characters 3,000 gp to travel there and return with a cure. If they need a guide, the patron can provide one.

Heresy

A priestly friend has received a vision of the rise of the Forsaken One: a child conceived and abandoned by the gods Savras and Leira. The vision showed the infant bathing in the jaws of a mudmaw crocodile. Many others have received the same vision, and traced it to a prophetic mudmaw that lurks in the ruins of Mezro. The priest offers the characters 3,000 gp to travel to Mezro and return with clues to the Forsaken One's whereabouts. Characters with the Heretic background from appendix E are ideally suited for this hook.



Into the Ruins

On arrival at Mezro, the characters are sure to bump into the Flaming Fist: either by heading to Promise (location 3), or by encountering patrols in the ruins. To avoid conflict, the soldiers order the characters to follow them to Lieutenant Brokenbarrel.

The Interrogation

Brokenbarrel interrogates the characters about their reasons for visiting Mezro. She warns them that the ruins are forbidden to all but her own soldiers. If her visitors show disrespect, she has them clapped in irons and imprisons them in the cages. After being tortured, the characters are thrown into the "Gauntlet" for the amusement of her troops (see location 10).

A Secret Meeting

If the characters reveal their true mission, Brokenbarrel meets them in secret on the ruined city walls. She says that a group of cultists called the Children of the Crocodile dwell somewhere in the Agricultural District, where they worship a prophetic mudmaw crocodile. She wants the characters to infiltrate the cult and kidnap the mudmaw, then take it to a secret hideout in the Market Quarter. If they succeed, she'll match the reward offered by their benefactor. Of course, Brokenbarrel has no intention of paying them. Once they've brought her the mudmaw, she plans to turn the undead on them.

Dreams of the Mudmaw

The characters search the Agricultural District for the mudmaw. Refer to the gazetteer in chapter 11 as they explore, and roll for encounters as described in chapter 10. When they enter the district, the lookouts stationed in the watchtowers are likely to forewarn the cultists of their approach.

Meeting the Cult

The cultists fight to the death to protect the mudmaw's lair (see location 11). If the characters approach peacefully, they're taken inside the hideout and welcomed by Emberon Coalscuttle. Over a meal of boiled turtles, he tells them about the crocodile's many prophecies and asks them if they'd like to join the "movement". This means giving up their worldly treasures, but they can keep hold of their other gear. If they refuse, Emberon offers them sanctuary inside the hideout until they're ready to move on.

Rise of the Forsaken One

Characters who stay in the hideout soon learn of the prophecies surrounding the Forsaken One. Heretics arrive from abroad each month, and Emberon is struggling to interpret the crocodile's visions about the infant godling. Some within the cult are openly plotting to usurp him.

If the characters treated Emberon with respect, he invites them to his quarters for a secret meeting. He reveals that the mudmaw's visions have begun to reveal images of the city's exiled bara Ras Nsi. Emberon is sure he's connected somehow to the Forsaken One. He asks the characters to help him by searching the ruins for clues about Ras Nsi's past. A good place to start is the Temple of Ubtao (location 15). Characters who met Brokenbarrel earlier have a choice: side with her to kidnap the mudmaw, or help Coalscuttle get to the bottom of this mystery.

Kidnapping the Mudmaw

Characters who try to kidnap the mudmaw risk the wrath of the cult. A head-to-head fight against so many cultists is hard, so players are advised to concoct ways of luring the cultists away. If they succeed in capturing the mudmaw, they can take it to the hideout in the Market Quarter. Brokenbarrel meets them here, takes the beast from their hands, and pays them in old Mezroan gold. As she leaves, she unleashes the **zombies** from the Trader's Marketplace (location 6). With the mudmaw in captivity, Brokenbarrel studies it for clues to the real city of Mezro.

The Temple of Ubtao

Characters who investigate the Temple of Ubtao are cornered by Brokenbarrel. Believing they've betrayed her, she orders her soldiers to arrest them. If the characters resist, they must fight the **goliath warrior** (see appendix B) and her six **veteran** soldiers. If the characters survive, they uncover clay tablets in the temple that tell the history of Ras Nsi. One pictograph shows a cleric visiting Ras Nsi in the jungle after speaking his name in the Hall of Champions. Characters who do the same are transported to the lost city of Omu.

The Grand Melee

If Brokenbarrel escapes, she musters all her forces and leads them on a raid on the crocodile cult hideout. Losses on both sides will be catastrophic. During the chaos, Emberon Coalscuttle tries to escape with his followers' gold, and Brokenbarrel tries to kidnap the mudmaw.

Parting the Veil

For characters of level 11-16.

The explorer Artus Cimber is searching the ruins for a way to reunite with his lost love Alisanda. He's uncovered a clue to her location, but House Karanok are two steps ahead of him. In the end, Artus is forced to close the portal to save the city: catching only a fleeting glimpse of his heart's desire.

Adventure Hook

This adventure is best played either between parts 2 and 3 (*The Risen Mists* and *Maze of Shadows*), If the characters already know Artus Cimber, they can accompany him to Mezro to find Alisanda. If so, jump straight to "A Sad Tale" below. If not, they encounter Artus in the ruins of Mezro (see "Meeting Artus"). If you need a hook to draw them to the ruins, use one from a previous adventure in this section.

Meeting Artus

While exploring the ruins, the characters bump into the Cormyrean explorer **Artus Cimber** (see appendix A). A good way to introduce him is to have him chased into their path by an angry pair of **tyrannosaurus rex**.

If the characters aid the explorer, he invites them back to his home in the Residential Quarter (location 13), promising them a feast of good drink and food. If they accept, he proves true to his word.

A Sad Tale

Artus takes the characters to his house in the Residential Quarter and treats them to a feast. If the characters have not yet met Artus in parts 1 or 2, as night falls and the fire burns low, he recounts the following story.

- Long ago, Artus fell in love with one of Mezro's barae: the beautiful Alisanda. They were married in a ceremony at the Temple of Ubtao.
- The magic ring Artus wears – the *Ring of Winter* – has kept him alive for centuries. With enemies hunting for the ring, Artus couldn't stay long in the city. Though his love for Alisanda was strong, they rarely met.
- After the Spellplague ravaged Mezro. Artus found Alisanda's body among the ruins. Yet somehow, impossibly, he knew it wasn't her. He is convinced of this.
- Since then, Artus has regularly returned to the ruins to find out what really happened. He's convinced that the stone tablet held by the statue of King Osaw I contains a clue to Mezro's true fate (see location 12).
- Cimber shows the group a rubbing of the tablet. It depicts a maze, with symbols for various Mezroan locations positioned throughout it. Runes etched around its perimeter spell out two phrases: "We Are Hidden" and "shadows within the maze."

- Artus believes that the Mezroans hid themselves in another world to avoid the Spellplague. Their transferal was spiritual, leaving the city on this world devoid of life and value.
- A mysterious obelisk stands outside every location depicted in the maze. Artus believes that touching the obelisks in the correct order will open the portal. Unfortunately, there are many routes through the maze, and hundreds of combinations between locations.

Artus asks the characters to help him complete the combinations. He proposes splitting up: he tries one sequence, the characters try another. The locations are scattered throughout Mezro: comprising old bathhouses, courts, and other public buildings.

Following the Maze

The characters travel from location-to-location, touching the obelisks at each stage. Choose ten locations around the city that look interesting on the map: the players must locate these in any order you choose. As each obelisk is touched, the characters feel arcane power coursing through the stone. Refer to the gazetteer in chapter 11 as they explore, and roll for encounters as described in chapter 10.

Enter House Karanok

The characters soon cross paths with a cadre of wizard-hunters from House Karanok. This group comprises a **priest of entropy** (see appendix B), twelve **cultists**, two **priests**, and four **veterans**. When the characters arrive, the cultists are burning an explorer alive on a witchwood pyre. Assuming they intervene, the cultists fight to the death.

On the priest's body, the characters recover another rubbing of the stone tablet from location 12. However, this one has been folded into the shape of a triangle: the ancient symbol of Mezro. In this form, the paths of the maze combine to connect eight of the locations in clear order. The entropists of House Karanok are also searching for Mezro – and they could be two steps ahead!

Against House Karanok

The characters must race against House Karanok to open the portal to Mezro. Play this for maximum thrills – perhaps their cultists leave traps at the obelisks, or set ambushes for the characters. If the players think to jump ahead, they could even set ambushes themselves. As soon as Kaestra Karanok realizes her cohorts are being killed, she acts to defuse the situation... by kidnapping Artus Cimber.

Rescuing Artus Cimber

Kaestra ambushes Artus in the ruins and drags him to her hideout at the College of Wizards (see location 9). She chops off his hand and leaves it – minus the *Ring of Winter* – with a challenge carved into the flesh of its palm: "*Come to the College of Wizards if you want to see your friend alive*". The characters should discover the hand nailed to the next obelisk they locate. Kaestra leaves Artus with her acolytes while she leads a smaller group on a quest to open the portal to Mezro. If the characters try to rescue Artus, they'll face roughly half of the cultists listed at location 9. Assuming they succeed, Artus tells them of Kaestra's plan to unlock the portal to Mezro and annihilate its inhabitants. With Entropy behind her, Artus fears she may succeed.

Foiling House Karanok

With the last obelisk located on the far side of the city, Artus suggests a desperate plan to foil Kaestra. Reasoning that all eight obelisks must be empowered to open the portal, he urges the group to help him must destroy one. If they do so, a glimmering portal opens briefly before them to offer a tantalizing glimpse of the real city. Drawn by the magical backlash, Kaestra Karanok turns up soon after to seek revenge.

Continuing the Tale

After dealing with House Karanok, Artus recovers the Ring of Winter. Determined to find another way to open the portal, Artus discovers the truth behind the path to Mezro and the mystery of its concealment. The adventure, *Maze of Shadows* (see part 3) details the epic finale of Artus' search for the hidden city.

By the time the characters meet Artus again, he has found a way to heal himself, restoring his severed hand.



Appendix A. Non-Player Characters

This appendix details the non-player characters that can accompany the party during this adventure.

Artus Cimber

A former member of the Harpers, Artus Cimber is the keeper of the *Ring of Winter*. He is currently focused on finding his beloved wife, Alisanda, who disappeared along with the city of Mezro during the Spellplague.

Artus has many evil forces searching for him with intentions on claiming the *Ring of Winter* for their own. This has unfortunately placed Artus in a position where he must constantly keep moving. He often travels on his own in order to avoid attention and not endanger those who would travel with him.

For a more detailed background on this NPC, refer to his entry in the *Tomb of Annihilation* hardcover.

Artus Cimber's Traits

Ideal. "The preservation of knowledge and history is important to me."

Bond. "I long to be reunited with my wife, Alisanda."

Flaw. "I am slow to trust strangers - adventurers in particular."

Dragonbait

Dragonbait is a champion of good and a saurial-a race that originated on a distant world and whose members have long lives. Very few saurials dwell in the Forgotten Realms, and no saurial communities are believed to exist anywhere in the world.

Artus Cimber

Medium humanoid (human), neutral good

Armor Class 15 (natural armor)
Hit Points 123 (13d10+52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +5, Cha +7
Skills Deception +7, History +9, Insight +6, Survival +9
Damage Resistances cold (while wearing *Ring of Winter*)
Senses passive Perception 13
Languages Common, Draconic, Dwarvish, Goblin
Challenge 7 (2,900 XP)

Special Equipment. Artus wears the Ring of Winter. He and the ring can't be targeted by divination magic or perceived through magical scrying sensors. While attuned to and wearing the ring, Artus ceases to age and is immune to cold damage and the effects of extreme cold.

Artus wields Bookmark, a +3 dagger with additional magical properties. As a bonus action, Artus can activate any of the following properties while attuned to the dagger, provided he has it drawn:

- Cause a blue gem set into the dagger's pommel to shed bright light in a 20-foot radius and dim light for an additional 20 feet, or make the gem go dark.
- Turn the dagger into a compass that, while resting on Artus's palm, points north.
- Cast *dimension door* from the dagger. Once this property is used, it can't be used again until the next dawn.
- Cast *compulsion* (save DC 15) from the dagger. The range of the spell increases to 90 feet, but the spell targets only spiders that are beasts. Once this property is used, it can't be used again until the next dawn.

Actions

Multiattack. Artus makes three attacks with Bookmark or his longbow.

Bookmark (+3 Dagger). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Ring of Winter. The *Ring of Winter* has 12 charges and regains all of its expended charges daily at dawn. While attuned to and wearing the ring, Artus can expend the necessary number of charges to activate one of the following properties:

- Artus can expend 1 charge and use the ring to lower the temperature in a 120-foot-radius sphere centered on a point he can see within 300 feet of him. The temperature in that area drops 20 degrees per minute, to a minimum of -30 degrees Fahrenheit. Frost and ice begin to form on the surfaces once the temperature drops below 32 degrees. This effect is permanent unless Artus uses the ring to end the effect as an action, at which point the temperature in the area returns to normal at a rate of 10 degrees per minute.
- Artus can cast one of the following spells from the ring (spell save DC 17) by expending the necessary number of charges: *Bigby's hand* (2 charges; the hand is made of ice, is immune to cold damage and deals bludgeoning damage instead of force damage as clenched fist), *cone of cold* (2 charges), *flesh to ice* (3 charges; as *flesh to stone* except that the target turns to solid ice with the density and durability of stone), *ice storm* (2 charges), *Otiluke's freezing sphere* (3 charges), *sleet storm* (1 charge), *spike growth* (1 charge; the spikes are made of ice), or *wall of ice* (2 charges).
- Artus can expend the necessary number of charges and use the ring to create either an inanimate ice object (2 charges) or an animated ice creature (4 charges). The ice object can't have any moving parts, must be able to fit inside a 10-foot cube, and has the density and durability of metal or stone (Artus's choice). The ice creature must be modeled after a beast with a challenge rating of 2 or less. The ice creature has the same statistics as the beast it models, with the following changes: the creature is a construct with vulnerability to fire damage, immunity to cold and poison damage, and immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, petrified, and poisoned. The ice creature obeys only its creator's commands. The ice object or creature appears in an unoccupied space within 60 feet of Artus. It melts into a pool of normal water after 24 hours or when it drops to 0 hit points. In extreme heat, it loses 5 (1d10) hit points per minute as it melts. Us the guidelines in chapter 8 of the *Dungeon Master's Guide* to determine the hit points of an inanimate object if they become necessary.



Dragonbait

Medium humanoid (saurial), lawful good

Armor Class 17 (breastplate, shield)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Skills Athletics +5, Medicine +6
Senses passive Perception 13
Languages understands Common but can't speak
Challenge 5 (1,800 XP)

Divine Health. Dragonbait is immune to disease.

Magic Resistance Aura. While holding his holy avenger, Dragonbait creates an aura in a 10-foot radius around him. While this aura is active, Dragonbait and all creatures friendly to him in the aura have advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Dragonbait makes two melee weapon attacks.

Holy Avenger (+3 Longsword). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage when used with two hands. If the target is a fiend or an undead, it takes an extra 11 (2d10) radiant damage.

Sense Alignment. Dragon bait chooses one creature he can see within 60 feet of him and determines its alignment, as long as the creature isn't hidden from divination magic by a spell or other magical effect.

The saurial's language is a combination of clicks and whistles beyond the human range of hearing, so Dragonbait tends to rely on scents to communicate emotions. To be understood by most speaking creatures, he must "shout" a scent. Dragonbait's known scents include: brimstone (confusion), roses (sadness), lemon (pleasure or joy), baked bread (anger), violets (danger or fear), honeysuckle (tenderness or concern), wood smoke (devotion or piety), tar (victory or celebration), and ham (nervousness or worry).

Dragonbait stands 4 feet 10 inches tall, weighs 150 pounds, and has a dry, wrinkled hide. He wields a *holy avenger* longsword and carries a blue, red, and white shield. Though be bas traits in common with paladins, Dragonbait isn't a member of any class. Using an ability known as the Shen-state, he can determine the alignment of any creature within 60 feet of him.

Dragonbait's Traits

Ideal. Dragonbait emits a lemon scent while thinking about exploring the world, seeing its many wonders, and helping others along the way. (Translation: He has the heart of an explorer.)

Bond. Dragon bait gives off the scent of wood smoke while doing things to aid a friend's quest. (Translation: He would do anything for a friend.)

Flaw. Dragonbait "shouts" the scent of ham while going where others fear to tread. (Translation: He will burl himself into danger no matter bow frightening)



Mesika

Mesika is a warrior from the city of Mezro and a devout servant of Ubtao. As one of the temple's brightest students, she one day aspired to becoming one of Mezro's *barae*, the city's immortal paladins.

In 1385 DR, the Year of Blue Fire, the Spellplague had engulfed all of Chult. Mesika was near the outskirts of the city when she was enveloped in what she could only describe as a rainbow of fire. When she awoke, the city was nothing more than a flooded ruin. Parts of her memory are missing, but they have slowly been returning to her through visions. She journeyed to Port Nyanzaru where she soon discovered that over a century had passed, and the land was plagued by a mysterious death curse. After learning that Ras Nsi was still of this world, she was convinced the remaining barae must have survived somehow.

Now, under the guise of a traveler named Nerissa, she searches for the mystery behind what happened to Mezro, all the while fulfilling her vow to vanquish the forces of darkness and corruption in Chult. She believes wholeheartedly that Ubtao saved her life for a purpose and fulfilling that purpose will one day allow her to return home.



Mesika's Traits

Ideal. We must do everything in our power to protect our world from the forces that seek to corrupt it.

Bond. I have long been separated from my home and people. I hope the memories and visions that I receive will in time help me to return home.

Flaw. I despise all forms of dark magic to a fault, and often place myself in grave danger to eradicate it.

Mesika

Medium humanoid (human), lawful good

Armor Class 16
Hit Points 84 (13d8 + 28)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +4, Dex +6
Skills Acrobatics +7, Athletics +4, Insight +6, Perception +6
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 16
Languages Common
Challenge 5 (1,800 XP)

Evasion. If Mesika is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Unarmored Defense. While Mesika is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Unarmored Movement. While Mesika is wearing no armor and wielding no shield, her walking speed increases by 20 feet (included in her speed).

Actions

Multiattack. Mesika makes three melee attacks.

Khopesh Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Reactions

Parry and Counter. Mesika adds 3 to her AC against one melee or ranged attack that would hit her. To do so, she must see the attacker. If the attack misses, Mesika can make one melee attack against the attacker if it is within her reach.

Appendix B. New Monsters

This appendix details new monsters not available in the *Monster Manual* or any other supplement.

Blightwalkers

These undead abominations are born from spirits of the land that have been corrupted through years of being trapped in blighted regions.

Spawns of Corruption. In regions strong with magical enchantments or a powerful connection to the Feywild, spirits of nature thrive, often becoming one with the weave of magic throughout the region. When such an area becomes corrupted by dark energies such as from the Abyss or the Shadowfell, the essences of these spirits become tainted, filled with rage and hatred of the world from which they expelled.

Defilers of Nature. Often bound by powerful necromancers, these corrupted spirits embody suits of armor melted onto dead flesh. Normal plants wither and die beneath their footsteps. Each emanates an aura of death and decay that eats away at the souls of any who come within their reach. Manifestations of rage, they fight viciously and without mercy.

Blightwalker

Medium undead, chaotic evil

Armor Class 15 (armor scraps)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	5 (-3)

Damage Vulnerabilities fire
Damage Immunities necrotic, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common and Abyssal but can't speak
Challenge 3 (700 XP)

Corruption Aura. A creature that touches the blightwalker or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage.

Actions

Multiattack. The blightwalker makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Death Gaze. The blightwalker targets one creature it can see within 30 feet of it. The target must succeed on a DC 13 Constitution saving throw against this magic or take 15 (3d10) necrotic damage.



Dracotaur

Dracotaurs are fearsome creatures with the reptilian torsos atop a set of powerful legs akin to those of dragonkind. They are ruthless territorial predators whose primary purpose is to hunt, conquer, and assert dominance over all other species.

Power Absolute. Power represents supremacy in the dracotaurs' tribal society. They are often led by those in their ranks that have proven themselves to be the strongest warriors or spellcasters.

Allies and Enemies. Dracotaurs view other reptilian species, such as lizardfolk and nagas, as allies or, at the very least, worthy servants. Dragons are commonly revered amongst dracotaurs as most of their knowledge and practices come from the teachings and practices of the ancient draconic races.

Centaurs are hated enemies of the dracotaurs. Any dracotaurs or centaurs found within the same area would not hesitate in the brutal extermination of the other.

Seekers of the Ancients. With tendency to be nomadic, dracotaur tribes gather in small settlements either in or nearby ancient ruins or remote sanctuaries. They use these areas as either study or training grounds before moving on toward their next conquest.

Versatile Hunters. Though dracotaurs are most often warriors and barbarians, there are many who also pursue studies, both arcane and mystical. Archeology and alchemy are not unheard of practices. Those who follow the tenets of faith are most likely to venerate Tiamat as their patron deity.



Dracotaur

Large dragon, neutral evil

Armor Class 13 (leather armor)
Hit Points 52 (7d10 + 14)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	11 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 2 (450 XP)

Aggressive. As a bonus action, the dracotaur can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The dracotaur makes two attacks, one with its glaive and one with its tail, or two with its longbow.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Spiked Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Fire Breath (Recharge 6). The dracotaur exhales a fiery blast in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Dracotaur Rager

Large dragon, chaotic evil

Armor Class 14 (leather armor)
Hit Points 76 (9d10 + 27)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	11 (+0)	15 (+2)	11 (+0)

Skills Athletics +7, Perception +4, Survival +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the dracotaur can move up to its speed toward a hostile creature that it can see.

Reckless. At the start of its turn, the rager can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The dracotaur makes three melee attacks, two with its battleaxe and one with its tail, or two ranged attacks with its longbow.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Spiked Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Fire Breath (Recharge 5-6). The dracotaur exhales a fiery blast in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Dracotaur Sovereign

Large dragon, neutral evil

Armor Class 16 (studded leather armor)
Hit Points 123 (13d10 + 52)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	17 (+3)	11 (+0)	15 (+2)	16 (+3)

Saving Throws Dex +8, Wis +5
Skills Athletics +8, Perception +5, Survival +5
Senses passive Perception 13
Languages Common, Draconic, Dwarvish, Goblin
Challenge 7 (2,900 XP)

Innate Spellcasting. The dracotaur's innate spellcasting ability is Charisma (spell save DC 14). The dracotaur can innately cast the following spells, requiring no material components:

3/day: *enthrall*
1/day: *fear*

Magic Resistance. The dracotaur has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dracotaur makes three attacks, two with its spear and one with its tail.

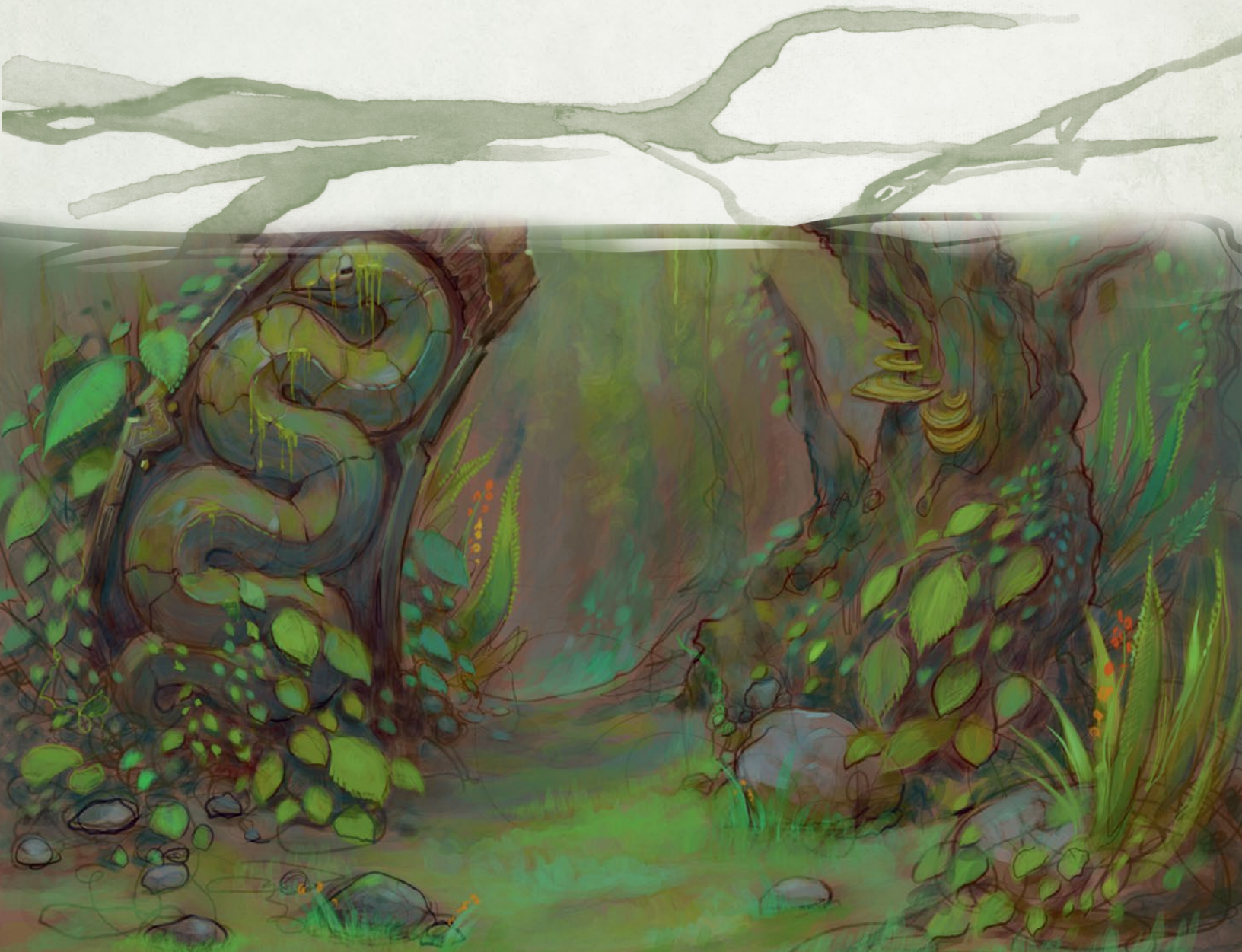
Heavy Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft., or range 20/60 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, or 10 (1d10 + 5) piercing damage if used with two hands to make a melee attack.

Spiked Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Fire Breath (Recharge 5-6). The dracotaur exhales a fiery blast in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The dracotaur adds 4 to its AC against one melee attack that would hit it. To do so, the dracotaur must see the attacker and be wielding a melee weapon.





Gloomwing

Gloomwings are evil fey creatures who often make their homes on the Prime plane. They resemble dark scaled serpents with huge bat-like wings. Their amber eyes are smooth and semitranslucent until the beast is enraged upon which they glow a fearsome bright red.

Shadow Stalkers. Gloomwings thrive in shadows and darkness. They possess the ability to see through even the darkest depths of any caverns, often using the advantage of darkness to ambush their prey.

Deadly Venom. In addition to their advantages in darkness, the bite of a Gloomwing can be extremely deadly, its fangs containing a powerful poison that disorients its victims.

Goliath Warrior

Goliaths are reclusive survivalists who dwell in the world's most inhospitable mountain ranges. A goliath's life is measured in deeds, and they compete ferociously to outdo their peers. When a goliath leaves the tribe to fight abroad, they've most likely killed the greatest enemy in their homeland.

Gloomwing

Large fey, neutral evil

Armor Class 18 (natural armor)
Hit Points 119 (14d10 + 16)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +5
Damage Resistances necrotic
Senses blindsight, 60 ft. darkvision 120 ft., passive Perception 14
Languages Common, Sylvan
Challenge 7 (2,900 XP)

Innate Spellcasting. The gloomwing can cast the following spells, requiring no material or verbal components:

3/day: *darkness, fear*

Shadow Stealth. While in dim light or darkness, the gloomwing can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the gloomwing has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The gloomwing makes three attacks, one with its bite and two with its talons.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 5 (1d10) poison damage and the target must make a DC 14 Wisdom saving throw. On a failed save, the target can't take reactions until the end of its next turn. On its turn, the target can't move and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

Talons. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Goliath Warrior

Medium humanoid (goliath), lawful neutral

Armor Class 13 (hide)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Survival +2
Senses passive Perception 10
Languages Common, Giant
Challenge 3 (700 XP)

Actions

Multiattack. The goliath makes two attacks with either its battleaxe or javelin.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 feet, one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Stone's Endurance. If a goliath takes damage and remains above 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. On a success, it gains 5 temporary hit points.

Living Trap

A living trap appears as mass of rusty chains and blades entangled with hunks of masonry and vegetation. Coursing with wild magic, the whole thing can heft itself into a vaguely humanoid form to skulk through the ruins of its home.

Born of Magic. Living traps are formed during cataclysmic magic upheavals or through rituals that have gone catastrophically wrong. The unleashed magic grants sentience to a structure that's been used for killing: a torture chamber, a trapped corridor, or a scaffold bearing a guillotine. As soon as it's born, the living trap exists only to hunt and kill.

Living Trap

Large construct, neutral evil

Armor Class 17 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	5 (–3)	11 (+0)	1 (–5)

Skills Stealth +4
Damage Immunities poison, psychic; bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Common but speaks only through the use of its Mimicry trait
Challenge 12 (8,400 XP)

Shapechanger. The living trap can use its action to Polymorph into a section of ruined terrain no larger than 10-foot-radius sphere. This form can include objects and structural features such as doors and pillars. Its statistics are the same in each form. It reverts to its true form if it dies.

False Appearance (terrain form only). The living trap is indistinguishable from an ordinary section of ruined terrain.

Mimicry. The living trap can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

Actions

Multiattack. The living trap makes two melee attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Legendary Actions

The living trap can take 3 legendary actions, choosing from the options below. Only one legendary only can be used at a time and only at the end of another creature's turn. The living trap regains spent legendary actions at the start of its turn.

Detect. The living trap makes a Wisdom (Perception) check.

Slam Attack. The living trap makes a slam attack.

Entangle (Costs 2 Actions). Each creature within 15 feet of the living trap must succeed on a DC 17 Dexterity saving throw or it is grappled (Escape DC 16).

Cunning Hunters. Living traps use shape-shifting and mimicry to lure prey close: posing as fountains of cooling water, secret doors, or fallen knights. When their prey is in range, they attack with explosive power.

Lair Actions

A living trap hunts in a single area: usually a dungeon or ruin. Having no need for sustenance, it can lie dormant for centuries until prey approaches.

Lair Actions

On initiative count 20 (losing initiative ties), the living trap takes a lair action to cause one of the following effects; the living trap can't use the same effect two rounds in a row:

- Walls that the living trap can see within 120 feet sprout slashing blades. Any creature within 5 feet of such a wall must make a DC 17 Dexterity saving throw, taking 19 (3d8+6) slashing damage on a failed save, and half as much damage on a successful one.
- A 40-foot-deep pit opens at a point the living trap chooses within 120 feet of it, occupying a 10-foot-radius area. Creatures standing over the pit when it appears must succeed on a DC 17 Dexterity saving throw to leap clear. The pit remains until the living trap dismisses it as an action, uses this lair action again, or dies. Any creatures inside the pit when it disappears are transported to the surface.
- Magical darkness spreads from a point the living trap chooses within 60 feet of it, filling a 15-foot-radius sphere until the living trap dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an aura of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Regional Effects

The region containing the living trap's lair is warped by wild magic, which creates one or more of the following effects:

- If a creature takes damage within one mile of the living trap's lair, the living trap is immediately aware of its location.
- Masonry and unattended objects within 1 mile of the lair appear cracked and old. Any damage dealt to break objects in this area is doubled.
- When a creature within one mile of the living trap's lair rolls a natural 1 on a spell attack, roll on the Wild Magic Surge table to create a magical effect (see chapter 3 of the *Player's Handbook*).

If the living trap dies, the last two effects fade over the course of 3d10 days.



Lizardfolk, Poison Dusk

It is uncommon knowledge that there are different tribal factions of lizardfolk, often determined by their location, habitat, and threats they must face. In far more remote parts of the jungle, the poison dusk lizardfolk make use of the natural flora and fauna to ensure the survival and prosperity of their people.

Lighter and Faster. The poison dusk are slightly shorter than their other reptilian cousins, with slim, wiry builds and elongated tails. They tend more toward agility and prowess over brute force. Their lack of physical power is made up for with sharp senses and quick reflexes.

Cunning and Covert. Like most lizardfolk, survival takes precendence above all else. Though not particularly strong, the poison dusk instead use their size and stature to their advantage when hunting and dealing with their enemies. Their can shift the color and shade of their scales, allowing them to effortlessly camouflage themselves against most natural terrain.

Most are also skilled hunters and trackers, cautiously stalking their prey until they gain the best position and planning for an assault, regardless of the prey.

Resourceful Artisans. The adept survival skills of the poison dusk are complimented by their ability to fashion tools and weapons essential to their survival within an unyielding environment. They have learned how to treat hardwoods in the fashioning of bows and arrosws, as well as harvesting venom from poisonous predators.

Aside from weapons and poisons, they often fashion trinkets and jewelry using a combination of surrounding flora and the remaining skin and bones of their prey.

Ancient Customs. Many of the poison dusk believe themselves to be superior to other types of lizardfolk. Their rituals and tactics have been rigidly passed down throughout many generations. Like most other lizardfolk, they venerate dragons and dragon-kind, often seeking to impress any dragon with gifts, flattery, and entertainment in order to gain its approval and largess.

Poison Dusk Lizardfolk

Medium humanoid (lizardfolk), neutral

Armor Class 14 (natural armor)
Hit Points 18 (4d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	11 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +6, Survival +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP)

Forest Camouflage. The lizardfolk has advantage on Dexterity (Stealth) checks made to hide in any forest or jungle terrain.

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Keen Sight and Smell. The lizardfolk has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The lizardfolk makes two melee or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target must succeed on a DC 11 Dexterity saving throw or be knocked prone.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage.

Poison Dusk Lieutenant

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	11 (+0)

Skills Perception +4, Stealth +7, Survival +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Forest Camouflage. The lizardfolk has advantage on Dexterity (Stealth) checks made to hide in any forest or jungle terrain.

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Keen Sight and Smell. The lizardfolk has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The lizardfolk makes two melee or two ranged attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 4 (1d8) poison damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 12 Dexterity saving throw or be knocked prone.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) poison damage.

Poison Dusk Captain

Medium humanoid (lizardfolk), lawful neutral

Armor Class 16 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	13 (+1)	15 (+2)	13 (+1)

Saving Throws Dex +7, Wis +5
Skills Insight +5, Perception +5, Stealth +10, Survival +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 5 (1,800 XP)

Forest Camouflage. The lizardfolk has advantage on Dexterity (Stealth) checks made to hide in any forest or jungle terrain.

Innate Spellcasting. The lizardfolk's innate spellcasting ability is Charisma (spell save DC 12). The lizardfolk can innately cast the following spells, requiring no material components:

1/day each: *entangle, longstrider* (self only), *poison spray*

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Keen Sight and Smell. The lizardfolk has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The lizardfolk makes two melee or two ranged attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 9 (2d8) poison damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Mudmaw

Mudmaws lurk beneath the surface of the swamp, waiting for prey to come down to the water to drink. When they strike, they use their rubbery tentacles to pin their prey before latching on with their powerful jaws.

Mudmaw

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 133 (14d12 + 42)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (–4)	10 (+0)	7 (–2)

Skills Stealth +5
Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP)

False Appearance. While the mudmaw remains motionless, it is indistinguishable from a floating log.

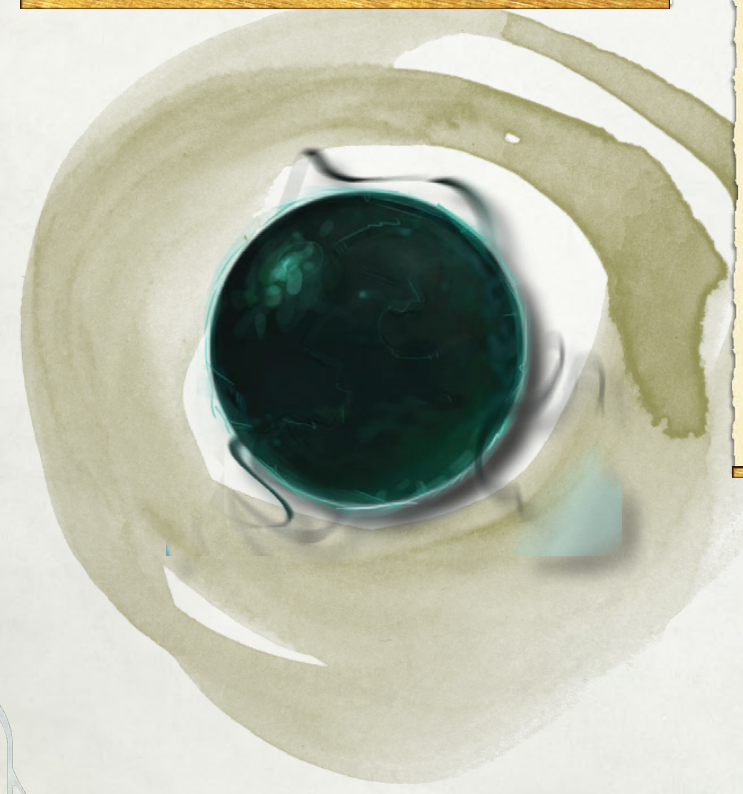
Hold Breath. The mudmaw can hold its breath for 15 minutes.

Soften Earth. While on land, the ground in a 15 feet radius around the mudmaw is difficult terrain.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10 + 5) piercing damage.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one creature. *Hit:* The target is grappled (escape DC 16). Until this grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the mudmaw can't use its tentacles on another target.



Priest of Entropy

These maniac priests worship Entropy: a gargantuan *sphere of annihilation* that hovers above a wasteland in Chessenta. Only arcane magic can stop its growth, so the priests of Entropy have sworn to hunt down and annihilate wizards.

Priest of Entropy

Medium humanoid (any race), chaotic evil

Armor Class 14 (scale armor)
Hit Points 136 (21d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	15 (+2)

Saving Throws Con +6, Wis +7
Skills Intimidation +6, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 12 (8,400 XP)

Spellcasting. The priest is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, detect magic, guiding bolt, healing word, inflict wounds*

2nd level (3 slots): *gentle repose, hold person, spiritual weapon, silence*

3rd level (3 slots): *animate dead, dispel magic, mass healing word, meld into stone, protection from energy, sending*

4th level (3 slots): *banishment, blight, death ward*

5th level (2 slots): *contagion, circle of power, hallow, insect plague*

6th level (1 slot): *forbiddance, true seeing*

Actions

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

Arcane Disruption. The priest conjures an aura of disruptive energy that radiates from it in a 15-foot radius and moves with the priest, centered on it. The aura lasts until the priest dismisses it as action, or dies. While inside the aura, any creature that attempts to cast a spell must first succeed on a DC 15 Constitution saving throw. If they fail the save, their spell fails to cast and the spell slot is wasted.

Xill

Brutal and viscious, these four-armed, red-skinned, reptilian humanoids roam the Ethereal Plane delivering their calculated savagery to unsuspecting foes.

Death from the Veil. Xill delight in the pain and suffering they inflict upon their vicitms. They can shift into any plane that borders the Ethereal Plane at will, often capable of appearing anywhere at anytime. Coordinating such attacks upon their prey is their preferred method of combat and hunting.

Organized Brutality. Though often viewed as barbaric, many Xill are part of a structured, civilized society overseen by ruthless totalitarianism. Not much is known of their culture other than their desire to kill. Some paralyzed victims are left alive become incubators for laying eggs.

Xill

Medium fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	7 (-2)

Saving Throws Dex +5, Con +6
Skills Acrobatics +5, Athletics +7, Perception +5
Senses passive Perception 15
Languages Infernal
Challenge 6 (2,300 XP)

Ethereal Shift. As a bonus action, the xill can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Actions

Multiattack. Mesika makes four attacks: two with its longswords and two with its shortswords. Alternatively, it makes two attacks with its longswords and one with its bite.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.and 7 (2d6) poison damage. The target must succeed on a DC 14 Constitution saving throw or become paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the paralyzing effect of the xill's bite attack for the next 24 hours



Appendix C. Monsters and Threats

This appendix details new monsters that do not appear in the *Monster Manual* or *Tomb of Annihilation*.

Air Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages Auran, one language of its creator's choice
Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

Actions

Multiattack. The myrmidon makes three flail attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. If the attack hits, it deals an extra 18 (4d8) lightning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Allip

Medium undead, neutral evil

Armor Class 13
Hit Points 40 (9d8)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Int +6, Wis +5
Skills Perception +5, Stealth +6
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Maddening Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

Amanabuzi

Large elemental, neutral

Armor Class 17 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages Terran, can communicate telepathically
Challenge 10 (5,900 XP)

Magic Weapons. The elemental's weapon attacks are magical.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Thunderous Strike (Recharge 6). The elemental makes one slam attack. On a hit, the target takes an extra 27 (5d10) thunder damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Archer

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 3 (700 XP)

Archer's Eye (3/day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Blackguard

Medium humanoid (any race), any evil alignment

Armor Class 18 (plate)
Hit Points 153 (18d8+72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5
Senses passive Perception 12
Languages Common
Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, protection from evil and good, thunderous smite*
2nd level (3 slots): *branding smite, find steed*
3rd level (2 slots): *blinding smite, dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Brachiosaurus Zombie

Gargantuan undead, unaligned

Armor Class 14 (natural armor)
Hit Points 145 (10d20 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	5 (-3)	19 (+4)	1 (-5)	7 (-2)	5 (-3)

Saving Throws Con +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 6 (2,300 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Stomp. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 34 (5d10 + 7) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage.

Poison Breath (Recharge 5-6). The brachiosaurus zombie exhales poison gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6
Skills Athletics +9, Intimidation +5, Perception +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 9 (5,000 XP)

Indomitable (2/day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Conjurer

Medium humanoid (any), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, poison spray, prestidigitation*
1st level (4 slots): *false life, mage armor, ray of sickness*
2nd level (3 slots): *mage armor, magic missile, unseen servant**
3rd level (3 slots): *fireball, stinking cloud*
4th level (3 slots): *Evard's black tentacles,* stoneskin*
5th level (2 slots): *cloudkill,* conjure elemental**

*Conjuration spell of 1st level or higher

Benign Transportation (Recharges after the Conjurer Casts a Conjuration Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fotari (Archdruid)

Medium humanoid (human), neutral evil

Armor Class 16 (hJde armor, shield)
Hit Points 132 (24d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9
Skills Medicine +9, Nature +5, Perception +9
Senses passive Perception 19
Languages Druidic, Common, Primordial
Challenge 12 (1,800 XP)

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin*
3rd level (3 slots): *conjure animals, meld into stone, water breathing*
4th level (3 slots): *dominate beast, locate creature, stoneskin, wall of fire*
5th level (3 slots): *commune with nature, mass cure wounds, tree stride*
6th level (1 slot): *heal, heroes' feast, sunbeam*
7th level (1 slot): *fire storm*
8th level (1 slot): *animal shapes*
9th level (1 slot): *foresight*

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Change Shape (2/day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form. The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Giant Skeleton

Huge undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	4 (-3)	6 (-2)	6 (-2)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft ., passive Perception 8
Languages understands Giant but can't speak
Challenge 7 (2,900 XP)

Evasion. If the skeleton is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Magic Resistance. The skeleton has advantage on saving throws against spells and other magical effects..

Turn Immunity. The skeleton is immune to effects that turn undead.

Actions

Multiattack. The skeleton makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 10 ft. , one target. *Hit:* 15 (3d6 + 5) slashing damage.

Giant Vine Blight

Large plant, neutral evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	5 (-3)	14 (+2)	10(+0)

Skills Stealth +5
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages --
Challenge 6 (2,300 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

Actions

Multiattack. The blight can use its constrict attack on two separate targets..

Constrict. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage, and a Large or smaller target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 20-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 14 Strength saving throw or become restrained. A creature can use its action to make a DC 14 Strength check, freeing itself or another entangled creature within reach on a success.

Hadrosaurus

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 19 (3dl0 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2
Senses passive Perception 12
Languages --
Challenge 1/4 (50 XP)

Actions

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

Ifalakuntho

Gargantuan fey, chaotic evil

Armor Class 16 (natural armor)
Hit Points 188 (13d20 + 52)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	19 (+4)	17 (+3)	17 (+3)	20 (+5)

Saving Throws Dex, +6, Con +8, Wis +7
Skills Perception +7
Damage Resistances acid, cold; bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 17
Languages Common, Primordial, Sylvan
Challenge 13 (10,000 XP)

Innate Spellcasting. Ifalakuntho's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *animal friendship, druidcraft*
3/day each: *darkness, entangle, faerie fire, suggestion*
1/day each: *divine word*

Legendary Resistance (3/day). If Ifalakuntho fails a saving throw, it can choose to succeed instead.

Magic Weapons. Ifalakuntho's weapon attacks are magical.

Actions

Multiattack. Ifalakuntho makes two wing spike attacks and one tail lash attack.

Tail Lash. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (4d6 + 6) bludgeoning damage and the target must succeed on a DC 16 Constitution saving throw or become poisoned. A poisoned creature takes 17 (5d6) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wing Spike. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 80/320 ft., one target. *Hit:* 16 (4d6 +6) piercing damage.

Dread Tempest (Recharge 5-6). Ifalakuntho calls the chaotic storm winds down upon all creatures in a 30-foot radius. Each creature in that area must make a DC 18 Constitution saving throw, taking 21 (6d6) necrotic damage and 21 (6d6) lightning damage on a failed save, or half as much on a successful one. A creature who fails their save is immediately knocked prone.

Legendary Actions

Ifalakuntho can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. Ifalakuntho regains spent legendary actions at the start of its turn.

Detect. Ifalakuntho makes a Wisdom (Perception) check.
Wing Spike. Ifalakuntho makes a wing spike attack.
Wing Buffet. Ifalakuntho beats its wings. Each creature within 10 feet of Ifalakuntho must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Ifalakuntho can then fly up to half its flying speed.

Korred

Small fey, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 102 (12d6 + 60)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

Skills Athletics +9, Perception +5, Stealth +5
Condition Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 15
Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon
Challenge 7 (2,900 XP)

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated.

A rope of korred hair has AC 20 and 20 hit points. It regains l hit point at the start of each of the korred's turns while it has at least l hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

Innate Spellcasting. The korred's innate spellcasting ability is Wisdom (save DC 13). It can innately cast the following spells, requiring no components:

At Will: *commune with nature, meld into stone, stone shape*
1/day each: *conjure elemental* (as 6th-level spell; galeb duhr, gargoyle, earth elemental, or xorn only), *Otto's irresistible dance*

Stone Camouflage. The korred has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone's Strength. While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

Actions

Multiattack. The korred makes two attacks with its greatclub or hurls two rocks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (ld8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the korred is on the ground.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, or 24 (4d8 + 6) bludgeoning damage if the korred is on the ground.

Lapanalori

Large elemental, neutral

Armor Class 18 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	8 (-1)	12 (+1)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Aquan, can communicate telepathically
Challenge 10 (5,900 XP)

Magic Weapons. The elemental's weapon attacks are magical.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+ 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 22 (4d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 18). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (4d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 18 Strength saving throw and succeeding.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7 Int +3
Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7
Senses passive Perception 13
Languages any one language (usually Common) plus thieves' cant
Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Matago

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Damage Resistances necrotic
Senses passive Perception 11
Languages any four languages
Challenge 10 (5,000 XP)

Spellcasting. Matago is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, ray of frost*
1st level (4 slots): *false life, mage armor, ray of sickness*
2nd level (3 slots): *blindness/deafness, ray of enfeeblement, web*
3rd level (3 slots): *animate dead, bestow curse, vampiric touch*
4th level (3 slots): *blight, dimension door, stoneskin*
5th level (2 slots): *Bigby's hand, cloudkill*
6th level (1 slots): *circle of death*

Grim Harvest (1/Turn). When Matago kills a creature that is neither a construct nor undead with a spell of 1st level or higher, he regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Withering Touch. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

Lair Actions

On initiative count 20 (losing initiative ties), and while attuned to the *Daijobi Senga*, Matago can take a lair action to perform one of the following:

Chaos Bolt Matago sends a bolt of corruption at one creature he can see within 30 feet of him. The target creature must make a DC 15 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half a smuch on a successful one. In addition, on a failed save, the target becomes frightened until the end of its next turn.

Create Blightwalker. Matago can use a bonus action to magically summon a blightwalker. They attack any creature that is a visible threat to him. Matago can't use this ability if he already has at least two blightwalkers currently in his service.

Resistance. Matago gains magic resistance, granting him advantage on saving throws against magical spells and effects. This effect lasts until initiative count 20 on the following round, upon which he must use this lair action again to receive the benefits of this effect.

Meenlock

Small fey, neutral evil

Armor Class 15 (natural armor)
Hit Points 31 (7d6+7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +6, Survival +2
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 14
Languages telepathy 120 ft.
Challenge 2 (450 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Teleport (Recharge 5-6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4+2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Necromancer

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Damage Resistances necrotic
Senses passive Perception 11
Languages any four languages
Challenge 9 (5,000 XP)

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, mending*
1st level (4 slots): *false life, mage armor, ray of sickness*
2nd level (3 slots): *blindness/deafness, ray of enfeeblement, web*
3rd level (3 slots): *animate dead, bestow curse, vampiric touch*
4th level (3 slots): *blight, dimension door, stoneskin*
5th level (2 slots): *Bigby's hand, cloudkill*
6th level (1 slots): *circle of death*

Grim Harvest (1/Turn). When the necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Withering Touch. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

Ooze Master

Huge undead, lawful evil

Armor Class 15
Hit Points 114 (12d12 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	1 (-5)	16 (+3)	17 (+3)	8 (-1)	12 (+1)

Damage Resistances acid, cold, fire
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages Common
Challenge 10 (2,300 XP)

Spellcasting. The ooze master is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *eldritch blast*
1st level (4 slots): *charm person, magic missile, sleep*
2nd level (3 slots): *detect thoughts, Melf's acid arrow, suggestion*
3rd level (3 slots): *fear, slow*
4th level (3 slots): *confusion*

Actions

Caustic Touch. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one creature. *Hit:* 7 (2d6) bludgeoning damage plus 7 (2d6) acid damage.

Instinctive Charm. When a creature the Ooze Master can sense within 50 feet of it attacks it, it can use its reaction to force the attacker to succeed on a DC 15 Wisdom saving throw or target the creature closest to it other than the Ooze Master. The attacker chooses among valid targets, wasting the attack if no targets are in range.

Phantom Warrior (Quomec)

Medium undead, neutrral good

Armor Class 16
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	8 (-1)	10 (+0)	15 (+2)

Skills Perception +2, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages Common, any languages it knew in life
Challenge 3 (700 XP)

Ethereal Sight. The phantom warrior can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The phantom warrior can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Spectral Armor and Shield. The phantom warrior's AC accounts for its spectral armor and shield.

Actions

Multiattack. The phantom warrior makes two attacks with its spectral longsword.

Spectral Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) force damage.

Etherealness. The phantom warrior enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Redcap

Small fey, chaotic evil

Armor Class 13 (natural armor)
Hit Points 45 (6d6 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't pose disadvantage to attack rolls.

Actions

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

Rot Troll

Large giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 138 (12d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	5 (-3)	8 (-1)	4 (-3)

Skills Perception +3
Damage Immunities necotic
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 9 (5,000 XP)

Rancid Degeneration. At the end of each of the troll's turns, each creature within 5 feet of it takes 11 (2d10) necrotic damage, unless the troll has taken acid or fire damage since the end of its last turn..

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 16 (3d10) necrotic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 5 (1d10) necrotic damage.

Sarcosuchus Zombie

Gargantuan undead, unaligned

Armor Class 12 (natural armor)
Hit Points 137 (10d20 + 32)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-4)	18 (+4)	1 (-5)	8 (-1)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 7 (2,900 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Water Poisoner. Water within 20 ft. of the zombie is tainted with toxins. A creature that enters or starts its turn in that water must succeed on a DC 15 Constitution saving throw or it is poisoned until the start of its next turn.

Actions

Multiattack. The zombie can make two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the target is a creature, it is grappled (Escape DC 16). Until this grapple ends, the target is restrained, and the sarcosuchus zombie can't grapple another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Shavolak

Huge fiend, chaotic evil

Armor Class 19 (natural armor)
Hit Points 253 (22d10 + 132)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	20 (+5)	17 (+3)	18 (+4)	21 (+5)

Saving Throws Dex +11, Con +12 Wis +11
Skills Deception +12 Intimidation +12 Perception +11, Stealth +11
Damage Resistances fire, bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

Innate Spellcasting. Shavolak's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *charm person*, *command*, *crown of madness*, *detect magic*, *Evard's black tentacles*, *invisibility* (self only), *suggestion*

3/day each: *confusion*, *counterspell*, *dispel magic, inflict wounds*
1/day each: *circle of death*, *dominate monster*

Legendary Resistance (3/day). If Shavolak fails a saving throw, he can choose to succeed instead.

Magic Resistance. Shavolak has advantage on saving throws against spells and other magical effects.

Magic Weapons. Shavolak's weapon attacks are magical.

Regeneration. Shavolak regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Shavolak dies only if he starts his turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Shavolak makes two attacks.

Blightreaver. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 16 (3d10) cold damage.

Teleport. Shavolak magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

Shavolak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Shavolak regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Shavolak attacks once with his hellish morningstar.

Enthralling Darkness. Shavolak casts *charm person* or *command*.

Teleport. Shavolak uses his Teleport action.

Lair Actions

On initiative count 20 (losing initiative ties), Shavolak can take a lair action to perform one of the following:

Create Blightwalker. Shavolak can use a bonus action to magically summon a blightwalker. They attack any creature that is a visible threat to him. Shavolak can't use this ability if he already has at least two blightwalkers currently in his service.

Wave of Chaos. Shavolak launches a spiral of writhing shadows at a creature he can see within 60 feet of him. The target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage and become restrained until the end of their next turn.

Spawn of Kyuss

Medium undead, chaotic evil

Armor Class 10
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (-3)	7 (-2)	3 (-4)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 5 (1,800 XP)

Regeneration. The spawn of Kyuss regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

Actions

Multiattack. The spawn of Kyuss makes two attacks with its claws and uses Burrowing Worm.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Claw. *Melee Weapon Attack:* +6 to hit, reach S ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Taherako the Tempest

Gargantuan elemental, chaotic evil

Armor Class 16
Hit Points 290 (20d20 + 80)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	19 (+4)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Con +8, Wis +7
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13
Languages Common, telepathy 120 ft.
Challenge 14 (11,500 XP)

Air Form. Taherako can enter a hostile creature's space and stop there.

Immutable Form. Taherako is immune to any spell or effect that would alter its form.

Legendary Resistance (3/day). If Taherako fails a saving throw, it can choose to succeed instead.

Lightning Absorption. Taherako is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. Taherako has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Taherako makes two slam or lightning strike attacks and then can use either cyclone or sonic nova once.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (7d6 + 7) bludgeoning damage.

Lightning Strike. *Ranged Weapon Attack:* +10 to hit, reach 120 ft., one target. *Hit:* 31 (9d6) lighting damage.

Cyclone. When Taherako hits with a slam attack, it can summon a violent twister around the target. The target must succeed on a DC 18 Strength saving throw or become enveloped within storm force winds. An enveloped creature is blinded and restrained, taking 35 (10d6) bludgeoning damage at the start of each of it's turns. The creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

Thunder Nova (Recharge 5-6). Taherako unleashes a sonic wave of storm fury upon all creatures in a 30-foot radius. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) thunder damage on a failed save, or half as much on a successful one.

Legendary Actions

Taherako can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Taherako regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Taherako makes one slam attack or one lightning strike.

Lightning Burst (Costs 3 Actions). Taherako can hurl a bolt of lightning upon a point it can see within 60 feet. Each creature within 5 feet of that point must make a DC 16 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one.

Move. Taherako moves up to its speed.

The Lost

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	6 (-2)	7 (-2)	5 (-3)

Skills Athletics +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness
Senses darkvision 60 ft., passive Perception 8
Languages Common
Challenge 7 (2,900 XP)

Actions

Multiattack. The Lost makes two arm spike attacks.

Arm Spike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Embrace. *Melee Weapon Attack:* +6 to it, reach 5 ft., one target. *Hit:* 25 (4d10 + 3) piercing damage, and the target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is frightened, and it takes 27 (6d8) psychic damage at the end of each of its turns. The Lost can embrace only one creature at a time.

Reactions

Tightening Embrace. If the Lost takes damage while it has a creature grappled, that creature takes 18 (4d8) psychic damage.

Titanosaurus

Gargantuan beast, unaligned

Armor Class 17 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (-2)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Con +8
Senses passive Perception 8
Languages —
Challenge 7 (2,900 XP)

Actions

Stomp. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 45 (7d10 + 7) bludgeoning damage.

Legendary Actions

The titanosaurus can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The titanosaurus regains spent legendary actions at the start of its turn.

Momentum. The titanosaurus moves half its speed without provoking opportunity attacks.

Tough Defense (2 actions). The titanosaurus picks one of the following damage types and is resistant to that type of damage until the start of its next turn: bludgeoning, piercing or slashing.

Tail Thunder (Costs 3 Actions). The titanosaurus makes a tail attack with disadvantage against each creature in a 20-foot cone.

Triceratops Zombie

Huge undead, unaligned

Armor Class 12 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	17 (+3)	1 (-5)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 5 (1,700 XP)

Trampling Charge. If the zombie moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the zombie can make one stomp attack against it as a bonus action.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Ukuni Assassin

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+2)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6 Int +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Resistances poison
Senses passive Perception 13
Languages any two languages plus thieves' cant
Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Earth Step (3x/day). The assassin can move through solid earth or rock as if those areas were difficult terrain. If they end their turn there, they are shunted out to the nearest unoccupied space they last occupied.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Stone Camouflage. The assassin has advantage on Dexterity (Stealth) checks made to hide in rocky terrain

Actions

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Warlock of the Fiend

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +5, Cha +11
Skills Arcana +4, Deception +7, Persuasion +7, Religion +4
Damage Resistances slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 11
Languages any two languages (usually Abyssal or Infernal)
Challenge 7 (2,900 XP)

Innate Spellcasting. The evoker's spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *alter self, false life, levitate* (self only), *mage armor* (self only), *silent image*
1/day: *feeblemind, finger of death, plane shift, teleport* (self only)

Spellcasting. The warlock is a 17th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*
1st–5th level: (4 5th-level slots): *banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Mace *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

Zumoch

Medium undead, neutrral good

Armor Class 18 (breastplate, shield)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Perception +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages Common, any languages it knew in life
Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, Zumoch can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If he does so, attack rolls against him have advantage until the start of its next turn..

Turning Defiance. Zumoch and any other allies within 30 feet of him have advantage on saving throws against effects that turn undead.

Actions

Multiattack. Zumoch makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Zealoraptor Zombie

Large undead, unaligned

Armor Class 11 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (200 XP)

Pounce. If the zombie moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the zombie can make one bite attack against it as a bonus action.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, and if the target is a creature it must succeed on a DC 12 Constitution saving throw or contract Sewer Plague (see "Diseases" in chapter 8 of the *Dungeon Master's Guide*).

Appendix D. New Magic Items

Player characters can obtain the following item as a reward during the adventure.

Oathbinder

Weapon (warhammer), legendary (requires attunement by a creature of non-evil alignment)

Handed down through generations of holy warriors, *Oathbinder* is a warhammer fashioned from gold, jade, and finished wood. You gain a +2 bonus to attack and damage rolls made with this weapon. In addition, it has all of the properties of a *mace of disruption* (see "Treasure" in chapter 7 of the *Dungeon Master's Guide*).

While holding the weapon, you can use an action to cast *beacon of hope*. Once used, this ability can't be used again until the next dawn.

Sentience. *Oathbinder* is a lawful good weapon with an Intelligence of 12, a Wisdom of 14 and a Charisma of 14. It has hearing and normal vision out to a range of 60 feet.

The weapon can speak, read, and understand Common and Celestial. It has a strong, feminine voice. It knows every language you know while you're attuned to it.

Personality. Imbued with the lifeforce of an ancient celestial, *Oathbinder* is the sworn enemy of fiends and other evil extraplanar creatures. It speaks only when it has something important to say, and can often be openly curt and matter-of-fact when doing so.

Oathbinder is courageous in the face of all that is evil. If its wielder actively chooses to flee from facing an extraplanar evil, such as a demon or powerful undead, and can't provide good justification for doing so, the weapon openly mocks them for their cowardice until the wielder can redeem themselves by defeating a worthy evil opponent.

A protector of life and light, Oathbinder has no patience for those who perform acts spurned by dishonesty and corruption. It strongly protests against any wielder who continuously participates in such actions, and can be very disagreeable when its wielder consistently tolerates others who do the same.



Spare

Weapon (longsword), legendary (requires attunement by a creature of non-evil alignment)

Only recently uncovered from the depths of the Sanrach Mountains, *Spare* is an exquisitely crafted longsword with a blackened steel blade and a hilt fashioned into the head of a dragon. You gain a +2 bonus to attack and damage rolls made with this weapon. In addition, it has all of the properties of a *flame tongue* (see "Treasure" in chapter 7 of the *Dungeon Master's Guide*).

Once per day, while the weapon is unsheathed, it can be used to cast *vicious mockery* as a 7th-level spellcaster (spell save DC 14). Once used, this ability cannot be used again until a the completion of a long rest.

Sentience. *Spare* is a sentient chaotic good weapon with an Intelligence of 14, a Wisdom of 11, and a Charisma of 16. It has hearing and normal vision out to a range of 60 feet.

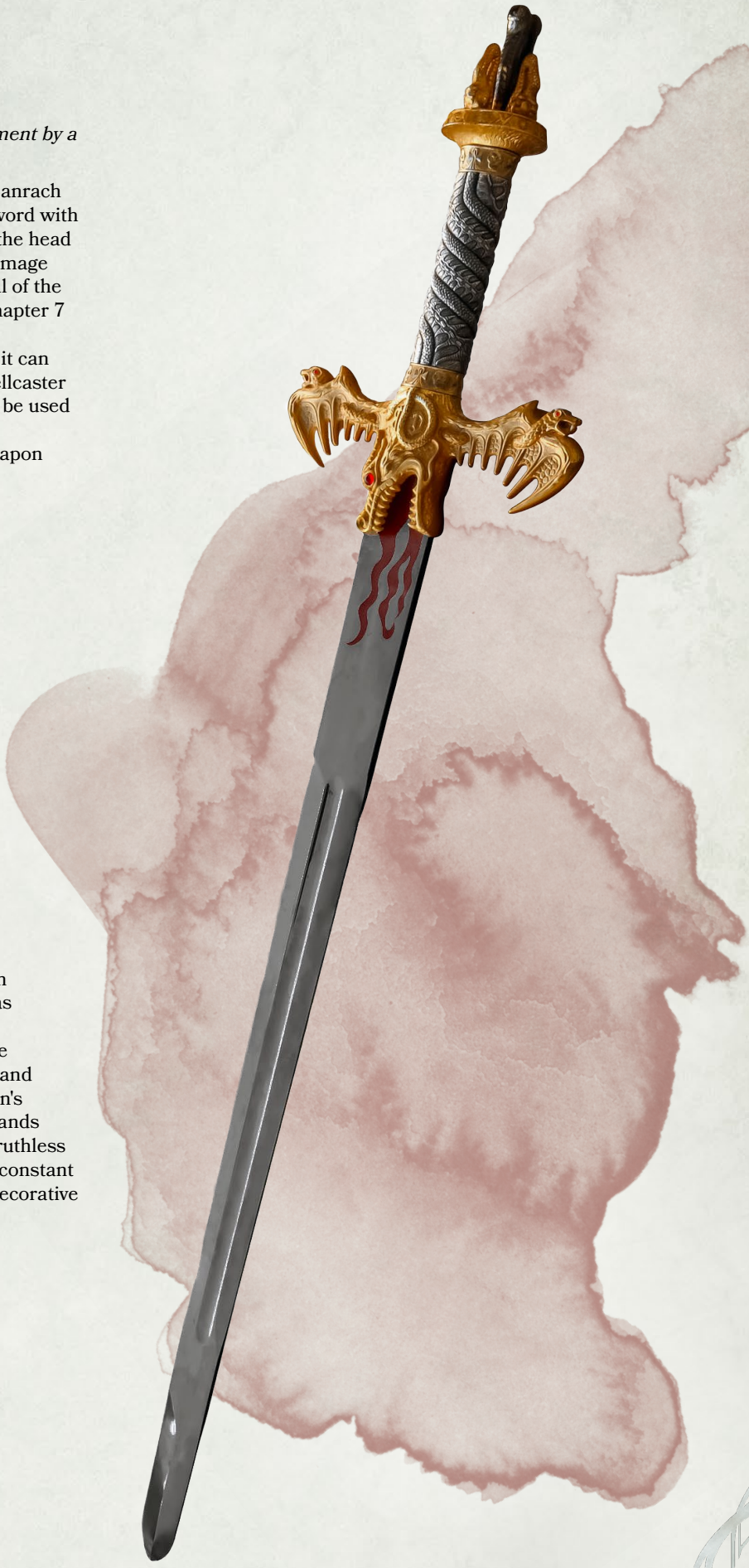
The weapon can speak, read, and understand Common, Elvish, and Undercommon.

Personality. *Spare* is extremely haughty and proud, demanding that its user portray the same level of integrity and dignity that it requires for itself. It periodically mocks enemies in combat and has truly earned the name of a *flame tongue*.

If the sword's wielder takes action outside of the sword's good-aligned tendencies, or shows an extremely poor performance (such as rolling a 1 on an attack roll or skill check), *Spare* openly berates the wielder. If such an even happens more than twice in a row, the sword uses its *vicious mockery* ability upon the wielder itself.

Lore. This ancient sword was once wielded by the legendary warrior, Sabashin Gatorhead. After his rival was soundly defeated in an honorable duel, instead of taking his life as was custom, his soul was ensorcelled into the blade.

Though the sword insisted on being called "Fire of Destiny," Sabashin thought it was a silly name and thus didn't call the sword anything. After Sabashin's passing, the sword had passed through various hands until it fell into the ownership of Lord Galoray, a ruthless overlord. Galoray became so tired of the sword's constant beratement, he left it in his keep, mounted on a decorative display with a plaque that read "Spare."



Appendix E. New Player Options

This section details a new background and class option available for player characters.

Background: Heretic

Where gods vie for supremacy through trickery and murder, and mortals ascend to godhood, so there is heresy. You believe in a doctrine outlawed by your faith, taught to you in secret by other heretics. Perhaps your superiors excommunicated you from your temple, or forbidden dogma provided answers to questions you never sought. Whatever your origin, you're now shunned by the faithful, or worse, hunted.

Skill Proficiencies: Deception, Religion
Languages: Two of your choice
Equipment: A holy symbol (subtly modified to represent your own heretical belief), a prayer book or prayer wheel, vestments, a bottle of invisible ink, a quill, a set of common clothes, and a pouch containing 10 gp.

Heretical Belief

Hundreds of outlawed sects exist throughout the Forgotten Realms. Choose a belief that defines you as a heretic, or roll on the table below.

d8	Belief
1	**Dark Moon.** A doctrine that ascribes Selúne and Shar as two aspects of the same deity.
2	**Fatemakers.** Tymorans who believe mortals can influence and control luck.
3	**Threefold God.** A belief that Tyr, Helm and Torm are all the same god.
4	**Forsaken One.** A conspiracy that Savras and Leira conceived and abandoned a god child.
5	**Three-Faced Sun.** The sun is a tripartite deity, with divine aspects of dawn, noon and dusk.
6	**Shared Suffering.** Flagellant Ilmatari who say all mortals must share their god's suffering.
7	**Entropy.** Belief that dying gods sent a divine sphere of annihilation to Toril to kill wizards.
8	**Harlot's Coin.** Belief that Waukeen sold her divinity to Graz'zt and he receives her prayers.

Feature: Heretical Contacts

You know where to find heretics in settlements where your faith is represented. If no heretics are present, you can indoctrinate weak-willed souls if you spend a day preaching. Where heretics are present, you can always find a place to hide, rest and recuperate. If needed, they can help you escape the settlement on a cart or through a secret tunnel.

Suggested Characteristics

Heretics survive by living on the run, or by blending into the ranks of greater faiths. They tend to be suspicious folk with zealous ideals and unshakable convictions. This sometimes manifests as a sense of superiority over the "unenlightened".

d8	Personality Trait
1	I think I'm right even when I'm wrong.
2	I pity those who deny the heresy.
3	I always scope out the closest exits and position myself near them.
4	Those who refute my beliefs are damned and not worth saving.
5	I'm sure my god has chosen me for a greater destiny.
6	I'm a natural orator, but once I start talking it's difficult for me to stop.
7	I'm always looking over my shoulder and the slightest things startle me.
8	I believe the end of the world is nigh.

d6	Ideal
1	**Guidance.** I must teach others my forbidden doctrine (Neutral).
2	**Caution.** It's always better to be safe than sorry (Any).
3	**Knowledge.** If this conspiracy is true, what else are we being lied to about? (Neutral)
4	**Insurrection.** My old faith is corrupt and must be brought down by the new order (Chaotic).
5	**Honesty.** I've been lied to enough, so now I'm sworn to always tell the truth (Lawful).
6	**Self-Knowledge.** Those who seek the truth become wise beyond their years (Good).

d6	Bond
1	The heretics who educated me were burned at the stake. I won't let that happen to me.
2	Belief in my old faith still nags at me. Have I chosen the right path?
3	I used to be friends with the cleric who's now hunting me.
4	I carry a heretical treatise on my person. It mustn't be found!
5	I protect the faithless so they can know enlightenment.
6	One of my underworld contacts reports my movements to the superiors of my old temple.

d6	Flaw
1	I'm suspicious of strangers, as they may be bounty hunters sent to arrest me.
2	I sneer at those whom I deem unworthy of my time.
3	I'm deeply superstitious, and have many rituals to avoid bad luck.
4	I tend to misjudge the devotion of others.
5	I'm obsessed with my studies, often to the detriment of other concerns.
6	I'm deeply mistrustful of temple hierarchies.

Cleric Domain: Entropy

With Ruty Rutenberg

Heretics preach of a void at the center of the universe that dying gods created to devour the Weave. The necrotic energy it emits is called "Entropy": a potent force that clerics can harness to shield themselves from magic and annihilate arcane casters. The chained god Tharizdun claims this domain, while in Chessenta, a giant sphere of annihilation is worshipped as an aspect of Entropy itself. Cultists who wield the power go by many names: thaumatoclasts, entropomancers, or entropists.

Entropy Domain Spells

Cleric Level	Spells
1st	*detect magic, inflict wounds*
3rd	*gentle repose, spiritual weapon*
5th	*dispel magic, protection from energy*
7th	*blight, death ward*
9th	*circle of power, hallow*

Sanctity of Body

When you choose this domain at 1st level, you perform a ritual to anchor your soul to the material plane. You have advantage when making death saving throws.

Channel Divinity: Arcane Disruption

Starting at 2nd level, you can use your Channel Divinity to disrupt the flow of magic in your vicinity.

As an action, you conjure an aura of disruptive energy that radiates from you in a 15-foot radius. The aura lasts until the end of your next turn, and moves with you, centered on you. While inside the aura, any creature that attempts to cast a spell must first succeed on a Constitution saving throw. If they fail the save, their spell fails to cast and the spell slot is wasted.

Entropic Retaliation

Starting at 6th level, when you or an ally within 30 feet of you takes damage from a spell, you can use your reaction to cause the caster to make a Constitution saving throw. If the caster fails its saving throw, it gains one level of exhaustion.

Potent Spell Casting

At 8th level, you add your Wisdom modifier to the damage you deal with any cantrip.

Emissary of Entropy

At 17th level, you have advantage on saving throws against spells. In addition, when you succeed on a saving throw against a spell, you gain 5 temporary hit points for each slot level of the spell.



Appendix F. Handouts/Worksheets

Player Handout #1: Tower Teleportation Circle

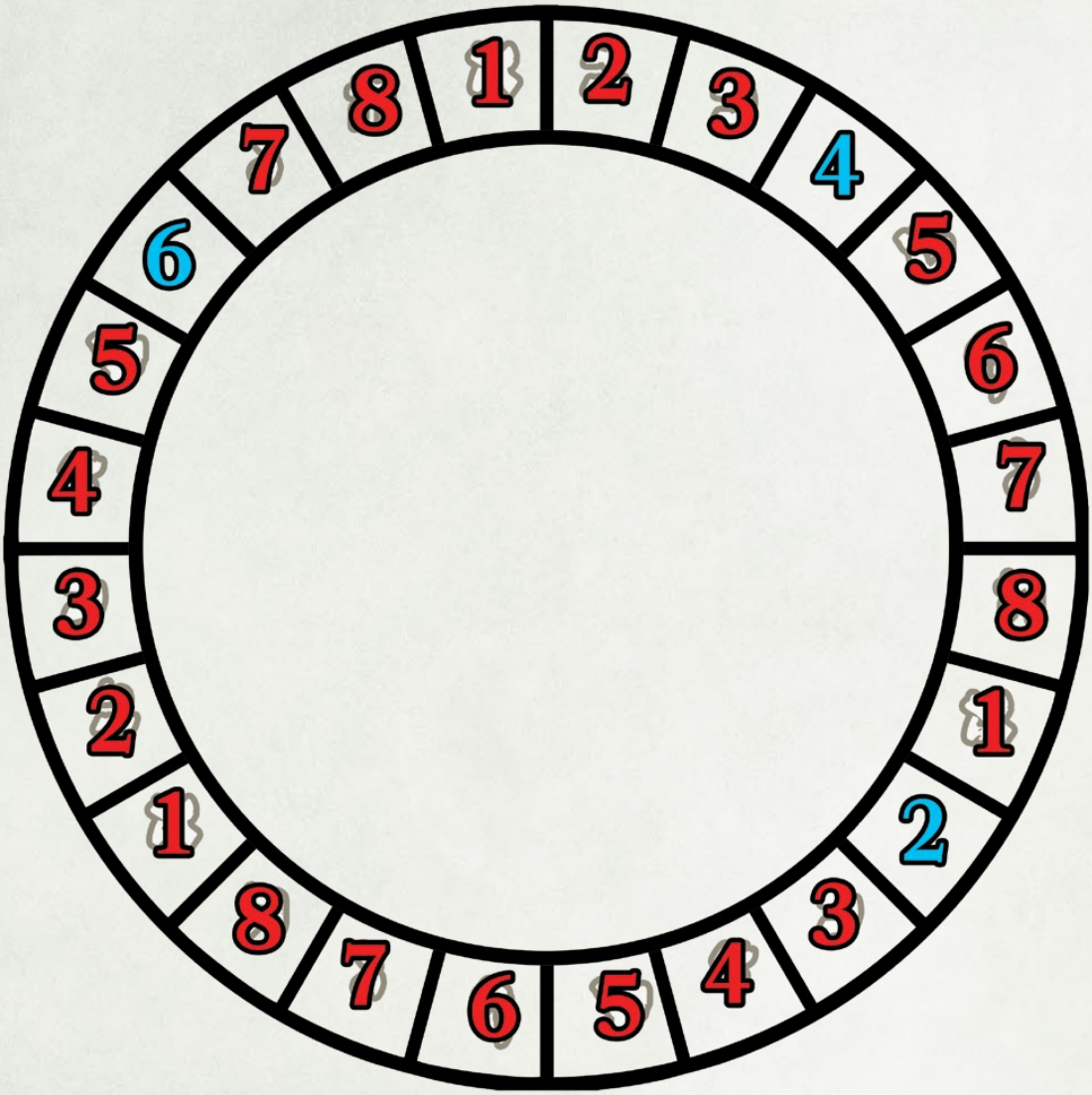


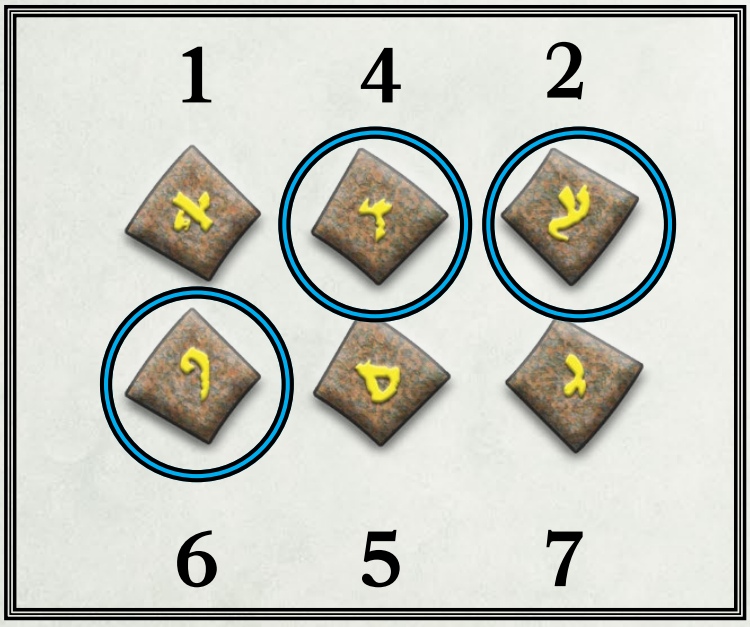
A: Floor Circle



B: Loose Stones

DM Worksheet: Tower Circle Sequence (Solution)





The correct stones to activate the teleportation portal are marked with the corresponding number sigils: 6, 4, and 2.

Player Handout #2: Sage's Letter

Leuia,

I have compiled as much research as possible and have a theory on what we may be facing. Without Ubtao to guide us, Quomec has brought doom upon us all.

It is now up to you, my most trusted apprentice, to carry on our traditions. When you find this, leave immediately. Protect yourself and use the circle in the laboratory. The prince and I leave now to warn Commander Zumoch.

Nellioc

Optional DM Worksheet: Destiny Tracker

This sheet is for keeping track of the various optional Destiny scenarios that come up during the *Maze of Shadows* adventure. Keep track of each event and tally the points when you reach the Conclusion to determine the ending outcome.

Chapter 7

◊ Wainrath is healed in front of the Temple of the Rising Sun.

◊ The Spirit Chamber (area 4 in the temple) is cleansed.

◊ Xhosala is separated from the *Daijobi Senga* conduit before she loses her sanity.

Chapter 8

◊ Dragonbait does **not** join the party, instead staying with Artus.

◊ The party reaches Mauratal during the chase without any party members losing Uzoma (**worth 2 points)**.

◊ Mesika is welcomed to join the party at the Quomec Ziggurat.

◊ The seal in Quomec's tomb remains intact before defeating Ahutan.

◊ A player character attempts to save Artus from the shadow portal upon arrival in the Shadowfell.

Chapter 9

◊ A player character helps to carry Artus to Lythene's Hideout.

◊ Viscanda is rescued from the lab in the Blightspire.

◊ All three nature spirits in the Blightspire are released.

Universal

◊ The party has completed Part 1: *Heart of the Wild* (**worth 2 points**).

◊ The party has completed Part 2: *The Risen Mists* (**worth 2 points**).

Player Handout #3: Mezro Ruins

