

THE BALLAD OF THE DEAR & THE SERPENT

A D&D 5E ADVENTURE FOR LEVEL 5 CHARACTERS



THE BALLAD OF THE BEAR & THE SERPENT



DEAR DUNGEON MASTER,

Welcome to Akahnpek. Before you is a vast jungle that contains a savage orc trib, a cult to a dead god, and a lost city of yuan-ti. In writing this adventure, I've made every effort to give you and your players a compelling story whose outcome depends on their choices, not just their successes in a linear story. Thank you for taking up the journey; and when you return, let us know how you fared. We want you to be members of the Adventure Club in more name only. All feedback is welcome.

saxon@brassmanfoundry.com

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CREDITS

Story By: Matt Charles	Cover Art: Andrew Weinman
Editing: Matt Charles, Maggie Kirk and William Fisher	Design: William Fisher
Creative Director: Anna Alexanian	Interior Art: Tobie1Kenobie
	Cartography: William Fisher



Brassman Foundry
William Fisher, Principal
Matthew Charles, Lead Designer
Anna Alexanian, Creative Director
info@brassmanfoundry.com
www.brassmanfoundry.com



THE BALLAD OF THE BEAR & THE SERPENT

by Matt Charles

Over a thousand years ago the elves of Salasmul lost their guiding light, and made a deal with a dark, slithering god that slept beneath the world. For their new faith, they were transformed into... something else. Their city became a mighty kingdom, rich in knowledge and treasure. They built great temples to lure their gods to the surface. They became decadent. Five hundred years ago, the great city of Salasmul was swallowed by the jungle.

In recent decades the light of your civilization has spread to the edges of that jungle. The town of Mossmill sprang up on a riverbank there. Those who went to live on the new frontier heard whispers of hidden temples, laden with riches beyond imagination. Although no one has yet found the Lost City of Salasmul, a few brave souls have returned from the jungle with evidence that the stories are, in fact, true.

Three years ago, a disaffected priest by the name of Oswalt Visser came to Mossmill, saying he was called by one of the jungle's old gods. He stayed in town for a few weeks, rallying a few converts. Then he set off into the jungle to build his new church. Meanwhile, a once-broken orc tribe has begun to raid over a wider and wider area, pushing back against the empire's expansion.

Now, increasingly vivid nightmares plague the people of Mosmill and seers predict a lunar eclipse that will center directly over the jungle that hides the Lost City. Something powerful is about to rise from the jungle.

ADVENTURE SYNOPSIS

The Ballad of the Bear and the Serpent will thrust the players into a contest of wills over the life of a young orc whose fate will shape the landscape for

generations. It is designed for four 5th-level player characters. They may advance to 7th-level by the conclusion of the adventure. (The 'Scaling' section has info for adjusting encounters for more or higher level player characters.)

The adventure is written in three acts. Each act can be played in a session or two.

ACT ONE: SLITHERING DREAMS

Act One sets the scene. The characters begin in the town of Mossmill. Why they are there and what they're initially looking for is up to you, the DM. This act has three key scenes tied together by jungle exploration.

- The party will come together in the town of Mossmill where they may begin to piece together what's going on in the jungle.
- Orcs will ambush the characters while they make camp in order to enlist their aid against the cult.
- The characters will need to seek out the cult and its camp to begin finding real answers.

ACT TWO: SHIFTING LOYALTIES

Act Two will introduce the the party the remaining factions, each of whom will make a pitch for their aid.

- With the help of a new friend, the characters will discover the Grave of Kuzumat where they will encounter the cult's leader.
- Armed with new information, the party will seek out Dendar's Temple in the lost City of Salasmul.

ACT THREE: THE ECLIPSE

Act Three is the finale. When the moon emerges from the eclipse the land of Akahnpek will be a different place.

- The characters will (probably) chase the serpent queen through the underground River of Xibalba.
- They will return to the Grave of Kuzumat to stop (or help) a ritual sacrifice during the lunar eclipse.

LOCATIONS

• **THE TOWN OF MOSSMILL.** Mossmill isn't really an adventure location, but it can be used as a good place to start the party, or as a resource for the players should they need to resupply.

• **THE AKAHNPEK JUNGLE.** (a-KAHN-pek) A dense jungle dominates the land. Civilized humanoids rarely venture out alone more than a few miles from a town or large camp. The Coiled Road winds its way eastward from Mossmill, connecting the town to the lands beyond the Akahnpek Jungle. At times the road is barely discernible, and many dangerous creatures prey upon its travelers. There are a few enclaves of wood elves scattered throughout the jungle; they occasionally trade with Mossmill, but mostly keep to themselves. In the depths of the jungle, everything is fair game for some larger predator.

• **THE STRONGHOLD OF THE NIGHTBEAR TRIBE.** Within the last year or two, a small but formidable tribe of orcs has taken up residence in an old-elven ruin. Based from this base, they hunt in the jungle and have taken to raiding the lumber camps that spread out from Mossmill. At least fifteen woodsmen have been killed or taken as slaves.

• **THE INITIATES' CAMP.** Those who have been enticed into joining the Cult of Kuzumat are first brought to this abandoned lumber camp to become versed in the mysteries of the dead god. Its location is a poorly kept secret.

• **THE GRAVE OF KUZUMAT.** This is where Kuzumat died centuries ago, defending his elven people from an orcish horde. The new cult centers around this sacred ground. After the party meets, encounters, and/or confronts the cult, they will return to the site's fallen temple for the finale during the eclipse.

• **THE TEMPLE OF DENDAR AT SALASMUL.** Centuries ago, the yuan-ti kingdom that ruled the Akahnpek collapsed under the weight of continual war with their southern brethren, internal decadence, and the jungle itself. The temple dedicated to the Night Serpent is almost all that remains.

• **THE RIVER OF XIBALBA.** An underground river connects several of Akahnpek's ancient ruins. This will be the party's fastest route to get from Salasmul back to the Grave of Kuzumat.

TIMING THE ECLIPSE

This adventure will come to a conclusion at the lunar eclipse, but how long do the characters have? Begin the adventure a minimum of 15 days before the eclipse. With that timeframe the adventure should play out as a race against the clock. If you want to give the party more time to explore or side-quest, consider beginning the adventure 20 to 30 days before the eclipse.

The eclipse will occur during the full moon (assuming your world's moon phases work like our here on earth). The means that 14 days prior will be a new moon. 21 days prior is a third quarter; and 28 days will be the full moon before the eclipse. Use lunar phases and dreams to remind the players that the world isn't waiting on them.

PLACING THE ADVENTURE

The Ballad of the Bear and the Serpent is designed to take place in the world of Hesperia; but this is first of our publications, and we haven't yet shared with you any details of that world. Like so many stories and adventures that come to life on the tabletop, this one can occur anywhere on the fringes of civilization - where the new empire pushes its frontiers and comes upon something ancient and forgotten.

The **FORGOTTEN REALMS** setting has a couple of locales that could readily hide the Lost City of Salasmul. The peninsula of *Chult* has both jungles and yuan-ti, making for an easy and fairly seamless adaptation that's also close enough to home - assuming "home" is the Sword Coast. Alternately, Hesperia and *Maztica* are both modeled on the "New World" of our own history - making Maztica a natural fit, if the scope of your campaign has extended that far.

In the **EBERRON** setting, the continent of Xen'Drik lies to the south of Khorvaire. Much of it is a vast, unexplored jungle filled with ancient ruins, lost to the remembrance of modern civilization. Salasmul could hide there.

Wherever you end up placing the adventure into your own game, you should freely adapt specifics to fit your world. Change the names and races of NPCs to fit your history and flavor. For the Church, use the pantheon of gods that your players already know.

WHAT YOU NEED & HOW THIS WORKS

This adventure assumes that you have, or have access to the core rulebooks for Fifth Edition Dungeons & Dragons: those being the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. This particular adventure also draws from Volo's Guide to Monsters. If you have that book, I recommend that you read (or reread) the sections on orcs and yuan-ti. All of the stat blocks used for creatures in this campaign will be available in .pdf format from brassmanfoundry.com.



This frame is suggested text to read aloud to your players.



This frame contains adventure specific notes or optional rules that differ from the core books



This frame contains notes for roleplaying specific NPCs. Their motivations and backstories.

RULE NUMBER ONE states that the Dungeon Master is always right. To state the obvious: I am not the Dungeon Master; you are. I encourage you to change, remove, or add to anything you want in this adventure. Fit it to your table. Make it yours. Just keep in mind **RULE NUMBER ZERO**: it's a game; and one that should be fun for both you and your players. I hope that I've provided enough fuel for you and your table to enjoy your foray into the Jungle of Akahnpek and the Lost City of Salasmul. Happy hunting!

CHARACTER HOOKS

In writing this adventure, I've tried to flesh out three distinct factions to serve as antagonists or potential allies to the characters. Along the way, each of these factions will have an opportunity to get the characters to change sides and take up its cause. These pivotal moments hold more weight if the characters are engaged from early on. The initial

push you give your players to nudge them into the jungle can have a lasting impact on how they interact with the world. Below are some suggestions to bring your players into the jungle.

MOTHER CHURCH

The Church of Helios and His Saints has heard rumors involving a cult dedicated to some old gold of the jungle. They are concerned that one of their own, Brother Oswalt Visser, is said to lead the cult. They have sent the party to Mossmill to find Br. Visser, determine the nature of his following, and bring the priest home for questioning.

This hook can work particularly well for a party with several clerics or paladins, or for one with allegiances to a faction like the Order of the Gauntlet. Helios can be replaced by Lathander or Amaunator, or whatever lawful and/or good god to whom the characters might be devoted. Depending on how open the church of your world is to other, potentially friendly gods - their orders may range from “stop and chat” to “burn the heretics.”

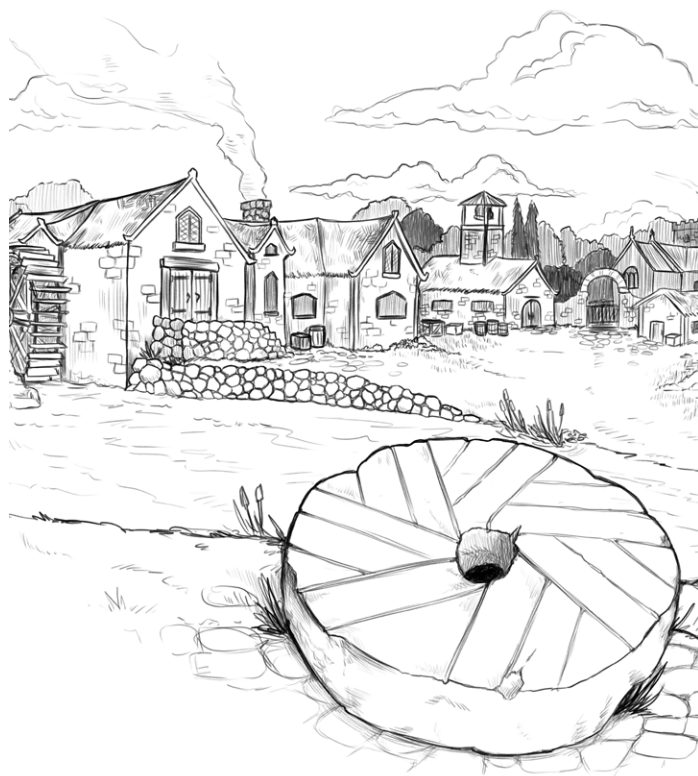
ASTROMETRY ARCANA

The University Arcanum’s College of Divination has long predicted the upcoming lunar eclipse. The learned wizards are far too erudite to think that the event is a dragon eating the moon. However, these cosmological events are rare; and the history of world-shaping events coinciding with such celestial phenomena cannot be ignored. **KYNTHIA ZOTOS** is an ambitious young wizard of the University. She hires the characters to escort her safely into the jungles of Salasmul and find a good vantage point from which to study the eclipse, hopefully the pyramid of Salasmul itself.

This hook places immediate focus on the ticking clock that counts down to the eclipse. It also gives the Dungeon Master an NPC to help initially steer the action and assist the characters in a tight spot. If there is a wizard in the party, they might be part of Kynthia’s expedition, or the player-character might replace Kynthia entirely - having hired the characters themselves.

FORKED-TONGUE LIES

An old ally of the party is actually a yuan-ti pure-blood. Has been the whole time. They serve Maslal, the yuan-ti nightmare speaker who seeks to over-



throw the current yuan-ti queen, Teyasapan. The characters seem like just the kind of people who might unseat the old boss. Or get killed in the process. Either way it should break the monotony.

The false ally directs the party to infiltrate the cult and learn their secret plot, counting on the party to work their way up the chain to the serpent queen. If she’s dead, Maslal can complete the ritual himself.

RANDOM ENCOUNTER

The party may just be trying to get through the jungles of Akahnpek on the way to whatever adventure lies beyond. While traveling along the Coiled Road, their encampment may be attacked by the orish scouts as a “random” encounter. If you decide on this hook, you may also choose to skip Mossmill, and just toss your players straight into the action. As the DM you may actually make a faux roll against the random encounter table; and, guess what...

ACT ONE

MOSSMILL

The characters begin the adventure in the town of Mossmill. It is a young town, but growing fairly quickly. Mossmill takes its name from the massive



millstone that must have once run in some ancient mill. The stone is 25' in diameter and over 5' thick. Nowadays it is covered in moss and rests at a slight angle along a bend in the San Patricio River as it makes its way sluggishly by the town. It was a good landmark in a landscape that otherwise seems to writhe into new shapes overnight, so twenty years ago it became the anchor for a town.

Of its nearly 800 citizens, most are human, with an above average number of half-orcs. There is a representative smattering of most other civilized races, including some wood elves (whose clans had made this land their home millenia before humans and other races showed up). Fishing in the river and harvesting exotic lumber are the Mossmill's two biggest industries. The town center, clustered near the millstone, boasts most of what a traveler or adventurer could need.

(1) THE MILLSTONE is the center of public life in Mossmill. When bards come through town they often use it as an impromptu stage. The magistrate **VISCOUNT RAMON DE SOTO** (male human noble) has

his offices just across the square.

(2) THE GREENSTONE INN stands cross the small plaza from the stone itself. **BLASCO SERRANO** (male human commoner) runs the modest establishment. He offers clean glasses, good Iberian food, and two rooms for rent.

(3) THE NEW MILL is, well, the new mill. It is just upstream of the town's namesake. Trees chopped further into the jungle get floated down the river to be processed into lumber here. Though New Mill is what effectively put the town on the map, the fishermen (and elves) who preceded them aren't happy about losing half of the river.

(4) THE POLLIWOGGER WHARFS were once just a collection of rafts for fishermen who couldn't afford proper land in the town. Now they are a network of cottages that have grown out onto the river downstream of the millstone.

(5) THE LAUGHING FISH is Mossmill's rowdier inn. Though it floats in among the Polliwogger Wharfs, owner **OOLAH FAIRCHILDE** (female half-orc common-

er) welcomes the mill workers and their coin.

(6) **THE NEW ALBION MERCANTILE COMPANY** is out of place this far south. Or at least it should be. As it is, once **LIAM GOODBARREL** (male halfling) opened this branch of the ubiquitous general store and hung out its shingle, his competitor was soon out of business. (For characters with a bend towards a Thieves' Guild or the Zhentarim, Liam is their man.)

(7) **SAINT PATRICIO'S CHAPEL** is a rustic temple built to honor that saint (whose domains are life and nature). The elderly **MOTHER OLIVIA LECLERC** (female human priest) made herself a little too troublesome to the bishops back home, so they sent her to Moss-mill to tend to the town's spiritual needs.

(8) **THE WATCHTOWER** stands at the edge of town where the Coiled Road comes in from the jungle. It is a wooden structure rising 30' into the air over a squat stone barracks built on the foundation of some ancient building. **SERGEANT AGUILAR** (male human veteran) commands a small detachment of four **GUARDS**. In an emergency, he could probably press twenty or so townsfolk into service as militia (with commoner stats). While his immediate superior is over a hundred miles away in Bézragon, the sergeant begrudgingly takes orders from de Soto. Aguilar is a soldier and detests getting involved in such town matters.

RUMORS

While in Mossmill, the characters can learn new information about their intended destination - be it cult, lost temple, or orc stronghold. The Greenstone Inn and the Laughing Fish may be the most obvious places to seek out information, but anyone in town may provide some useful tidbits. Have the characters make Intelligence (Investigation), or Wisdom (Insight) rolls, or just roleplay to learn any or all of the following:

• SLITHERING NIGHTMARES

Everyone in town has had the dream at least once. You're somewhere in the jungle. It's dark and quiet. No birds, no bugs. Too quiet. You're running from something. Or you should be, but you can't move. You turn around to see a shining, silver rabbit floating to the sky. At the apex of the journey, a massive snake strikes out from the shadows, snatching the

rabbit in its jaws. As the serpent begins to swallow its prey you feel a knot form in your stomach. The knot becomes a writhing. Then hundreds of tiny stakes eat their way out of your guts and you wake up, screaming and drenched in sweat.

A character who succeeds on a DC 13ish Intelligence (Religion) roll will recognize that local elven myth equates the rabbit with the moon. The dreams likely have to do with the coming eclipse.



After a night or two in the jungle, the characters will begin to have similar dreams. Even elves will find the images intruding into their trance. Throughout act one, the dreams are merely disconcerting. As the eclipse draws nearer, these dreams will become a danger of their own.

• BROTHER VISSER AND HIS FOLLOWERS

Brother **OSWALT VISSER** came to the town three or four years ago, but not on any official Church business. He never even came to the chapel. He did, however, hire a few locals to escort him into the jungle to search for the lost city. To the surprise of many, he emerged from the jungle a few weeks later.

He began to preach from the Millstone about a new god, hidden in the jungle - a flying snake god of the sun... who was also dead? Most of the townsfolk are skeptical. After all, Helios is the Lord of Light. Nevertheless, several people followed him into the jungle. Every month or so, Br. Visser and/or some of his growing flock would walk into town looking to purchase supplies and gain new converts. They paid with gems and jewelry that must have come from the ruins of Salasmul.

Enticed by sight of such riches, several others have gone seeking the Lost City. None have returned.

• ORC RAIDS

Though they haven't attacked the town (yet), the past year has seen increased encounters with a tribe of orcs. Several logging expeditions have been attacked, killing a few woodsmen and taking more as slaves. Last month seven men went out and never came back.

The general consensus among the woodsmen is that the stronghold is upstream along the San Patricio.

• THE LOST CITY OF SALASMUL

Everyone in Mossmill knows where to look for the Lost City. Few of them agree on where that is. Even fewer agree on what you'd find when you got there.

The inhabitants of the city were snake people, or elves. Or snake elves? An old elf might tell the characters that the people of Salasmul were elves. Then they became... something different. They don't like to talk about it.

In short, no one has any idea where Salasmul actually is; and if they did, they'd surely keep that powerful secret to themselves.

• THE GOLDEN-EYED ELF

The character may notice that a native elf fisherman seems to be taking special interest in their presence in town, and their investigations into the cult. He has unusual, golden eyes. Should the characters try to comfort the elf he will vanish into the crowd. In actuality, she is a couatl. Her name is **IXAZULA**. Until she trusts the players, she will observe them, changing her form fluidly to do so.

Perhaps more accurately, she is the last couatl. Since the death of Kuzumat, her line of celestial beings have sought to bring their god back to the world. The yuan-ti have stolen her egg; and she knows that she will die on the night of the eclipse. This makes Ixazula the last of her kind. She will



Ixazula may become an important NPC later in the adventure. When role-playing her remember that she cannot lie. Until she trusts that the characters will help her she may not share information. If confronted with force she is likely to shift forms and rely on her high AC, damage immunity, and flying speed to escape and reconsider how an if to enlist the characters to her cause.

She knows that she will die on the night of the eclipse; and with no heir to her cause, she may take otherwise unacceptable risks.

IXAZULA (COUATL) Med. Celestial

HP 97	AC 19	Move: 30', fly 90'
Per: 15	Init: 15	Truesight 120'
Attacks: Bite+8 (1d8+5 pi) and Con DC13 vs poisoned and unconscious, Constrict+6 10ft (2d6+3 bl) and Grapple DC15		
Saves: Con +5, Wis +7, Cha +6		
Change Shape, Shielded Mind, Magic Weapons		
Spellcasting (DC14) At will: detect evil and good, detect magic, detect thoughts 3/day each: bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield 1/day each: dream, greater restoration, scrying		

follow the party into the jungle in various animal forms, offering assistance and subtle guidance in an effort to get the characters to actually resurrect Kuzumat.

The first few days that the characters journey through the jungle, an exceptionally sharp-eyed character (proficiency in Perception or just a high passive Wisdom score) might notice that an elf, a jaguar, and a monkey that they've seen all have the same golden eyes. Mention periodically that such an animal is watching their progress.

THE JUNGLE OF ĀKAHNPEK

The Coiled Road twists through the jungle in a generally east by southeasterly meander. Near to Mossmill the woodsmen have managed to widen the road enough that they can move ox-drawn lumber carts without too much difficulty. Beyond the range of that work, the road soon narrows to a glorified path, nearly overgrown in places.



“As you leave the relative safety and comfort of Mossmill behind you and venture into the dense jungle you see an ancient fragment of masonry, solid evidence that this land has not always been the fringe of your civilization. Centuries ago this was near the legendary city of Salasmul at the center of their great empire. Jungle vines have long since covered these ruins, and nearly succeeded in erasing their builders from memory.

The wet heat of the rainforest quickly drenches you all in your own sweat. The sticky-sweet odors of exotic flora growing brightly on rotting vegetation fills the air. As does the constant din of insect and animal, led by a thousand birds sing an unrehearsed, chaotic, and unceasing symphony. The light that filters through the jungle canopy is stained a greenish yellow.”

WILDERNESS TRAVEL

While the characters make their way through the jungles of Salasmul, we recommend using the optional travel rules from the Unearthed Arcana entitled “Into the Wilds,” which you can download for free from Wizards of the Coast. To summarize, it goes like this:

At the start of each day that the characters travel, they pick a destination that they could (or think they could) reach in that day. One character will act as the guide and make a Wisdom (Survival) roll against the appropriate Navigation DC to determine if the party does, indeed, reach its intended destination. That Navigation DC represents how difficult a location is to find.

DC	Destination Description
None	Clear road, trail, or well-marked path
10	Lacks a path, but is in open terrain
15	Lacks a path, and is in dense terrain
20	Hidden by mundane means
25	Hidden by magical means
30	Hidden by mundane means

NAVIGATION DCs

The characters may not have fully accurate information about a location, and chose a target destination that they cannot actually reach in a day. If the guide did particularly well on the navigation roll, consider pointing the party in the right direction; otherwise the characters become lost.

Should the characters become lost, either due to failure of the navigation roll, or by choosing an impossible destination, roll 1d6 and compare it the the table below. If the result is impossible, select a point between their start and destination that they could have reached.



1d6	Result
1-4	End 2d6 miles in a random direction from the intended destination.
5-6	After traveling in circles, end 1d6 miles in a random direction from the starting point.

BECOMING LOST LOCATIONS



You may elect to give your players a copy of the incomplete map (Included as a player handout), and have them fill in locations and mark the map as they travel. Keep in mind that the locations already on the map may not be accurate; locations on the provided DM's map may be moved around as you see fit. Owing to the imperfect cartography of a dense jungle, locations may even appear to move, should you need to make a location a little closer or further than the characters believe them to be. Keep in mind that each hex represents six linear miles (nearly 25 square miles), so it's quite possible that the characters may walk right through a hex without ever noticing its particular point of interest.

- **MOSSMILL** essentially marks the beginning of the coiled road. There is no Navigation DC.

- Two **LUMBER CAMPS** are within a day's journey. One to the south, upstream along the San Patricio Rover; the other east along the Coiled Road. The



trails are well-marked. Woodsmen at either camp will tell the characters about other landmarks within a day or two (three hexes). They will give general directions to where they think the orc stronghold is, and implore them to rescue their companions who have been taken as slaves. No Navigation DC.

- **XIBALBA GATE** is a massive cenote into which the San Patricio plunges in a spectacular waterfall. From inside the sinkhole, characters might access the underground river that flows through both Kuzumat's Grave and the Lost City. There is no navigation DC to find Xibalba Gate, but finding the way to the hidden river will be difficult, DC 20 Wis (Survival) or Int (Investigation).

- Several **KNOWN RUINS** (Tlalocmul) dot the depths of the jungle. They don't necessarily hold any treasure or particular threat; but they are landmarks, and thus have an increased likelihood of an encounter with intelligent creatures. When the party comes across any ruins, scholarly types may attempt at DC 15 Intelligence (History) roll to determine where surrounding features and ruins might be.

- **THE INITIATE'S CAMP** is in a hidden clearing. New

members of the Cult of Kuzumat live and work here until they have gained Brother Visser's trust, at which point they move to the Grave of Kuzumat. Navigation DC 15.

The Moonbear Stronghold is where the orc tribe has been living for several years. Navigation DC 15.

- **THE LOST CITY OF SALASMUL** once served as the seat of power for a great empire. Now most of it has fallen to ruin and been consumed by the jungle. The Temple of Dendar remains in tact, at the center of the once mighty city. The city is hidden by ancient magic, Navigation DC 25.

- **THE WELL OF SAYBA** is a hidden grove kept by a wizened druid. It shelters an incarnation of the World Tree. Navigation DC 30, if the characters even know to look for it.



Many locations around Salasmul were built around wells formed by one of the many sinkholes that dot the landscape. They are called cenotes, (say-NO-tay)

GENERAL FEATURES

The jungle is a living thing, friendly to neither man nor orc.

TRAVEL CONSIDERATIONS

The journey into the jungle is exhausting. The road is often muddy. Massive roots and fallen trees block easy passage. The humidity is oppressive. Assume that the characters travel four hours each the morning and four in the afternoon. If the characters decide to leave the road, the forest is difficult terrain for the purposes of overland travel. If the characters decide to travel for more than eight hours in a day, the Constitution saving throws have a +2 to their DC (12 + 1 per extra hour, each hour).



Camping in the depths of the jungle isn't particularly restful for the characters; something out there wants to eat them. Even if nothing attacks them in the night, the heat and humidity are sticky and draining, strange biting insects crawl over you or fly into your face.

You may determine that the characters cannot gain the benefits of a long rest unless they are in the safety of an allied camp, or other secure location. This makes it important to make friends out there. Certain landmarks found in explorations may also be safe spots to fully rest up.

If you decide to implement this rule, be sure to give the characters a good place to take a long rest before major encounters.

DIFFICULT TERRAIN & OBSCUREMENT

On the battle map scale, much of the area will be either light foliage, or dense foliage. Even light foliage counts as difficult terrain, requiring 2' of movement to be spent for each 1' covered; it also provides light obscurement. Dense foliage is difficult terrain requiring 3' of movement to be spent for each 1' covered; it provides heavy obscurement. Many creatures native to the jungle will ignore some of these disadvantages caused by terrain.

DRIVING RAIN

They call it a rainforest for a very good reason. It rains a lot in the jungle. Each time the characters

have an encounter in the jungle, roll 1d6.

On a result of 1, the encounter takes place in torrential rains. Ranged weapon attacks are at disadvantage, and their range is halved. Clear visibility is limited to 30'; beyond which is lightly obscured. Beyond 60' is heavily obscured.

On a result of 2, it's only raining a little hard. Clear visibility is limited to 50'; beyond which is lightly obscured. Beyond 100' is heavily obscured.

GRASPING VINES

Any time a creature that is affected by the jungle's difficult terrain ends its turn in foliage, they must succeed on a Dexterity saving throw at DC 9 for light foliage and DC 12 for dense foliage or become entangled. Entangled creatures are effectively grappled and can spend an action to make a similar DC Strength (Athletics) or Dexterity (Acrobatics) check, freeing themselves on a success. This effect is non-magical.

SNAKE PITS

Within 15 miles of the Lost City of Salasmul (about a 2 hex radius on the map), any time a non-yuan-ti creature rolls a 1 on an attack or ability check while in or adjacent to dense foliage, they step into a snake pit. A **SWARM OF POISONOUS SNAKES** (mm338) appears in their square (or hex). The swarm immediately uses its reaction to attack the creature that discovered it, as if the action had been readied. It will then act on an initiative of 20, moving towards and attacking the closest creature. If the swarm does not attack a creature on its turn it disperses back into the jungle.

ENCOUNTERS

While the characters cut their way through the jungle, they will very likely cross paths with some of the myriad creatures that inhabit it. For every two hours that the characters spend traveling roll a d20 to determine if they have a random encounter. With a roll of 18 or higher one does occur; roll 2d12 and consult the random encounter table for the jungle, or just pick one. It should work out that a day on the road sees the characters having an average of one encounter. Feel free to skip a few rolls or encounters, or simply declare that one does happen, regardless of the die result; or chose an encounter from the table, instead of rolling.

RANDOM ENCOUNTER TABLE: JUNGLE



2d12	Encounter
2	The Lunar Rabbit
3	Galeb Duhr & 1d4 mud mephits (mm139, mm216)
4	Nightbear Pathfinder & 1d4 Nightbear Warriors
5	1d3 Giant Constrictor Snakes (mm324)
6	<i>The Monkey Thief</i>
7	1d3 Flail Snails (vgm144)
8	1d2 Earth Elementals (mm124)
9	1d2+1 Basilisks (mm24)
10	<i>Celco the Archivist</i>
11	1d4+1 Saber-toothed Tigers (mm336)
12	1d2+1 Displacer Beasts (mm81)
13	Natural freshwater spring
14	1d4+2 Ochre Jellies
15	Yuan-ti Malison & 1d2+1 Basilisks
16	<i>Ruined Tower</i>
17	Shambling Mound (mm270)
18	Giant Crocodile & 1d3 Crocodiles (mm324, mm320)
19	1d2 Trolls (mm291)
20	<i>Flash Flood</i>
21	Wyvern (mm303)
22	Young Green Dragon (mm94)
23	Hydra (mm190)
24	Roll twice on this table. If plausible, the characters encounter both.



Not every encounter sketched out in table needs to begin or end with combat. Lower rolls on the encounter table are particularly likely to be helpful to a party that favors Charisma over Strength. Beasts are unlikely to fight to the death, retreating after being reduced to half their hit points. Specifics are up to you.

SPECIAL ENCOUNTERS

The special encounters below are written to add a few details to the story. Though any one of the “random” encounter above could serve to do the same. The galeb duhr and his mud mephit friends could be a relic from the era of elven dominance. If simply asked it can happily (and slowly) tell the characters about nearby features or the history of Akahnpek. Though its mischievous friends might start a fight that it feels obliged to finish. Treating the injuries of a wounded wyvern might later convince the Keeper that the characters are worthy of aid. A skeptical or angry Keeper might send the characters out to dispatch the shambling mound, or even the hydra.

• THE LUNAR RABBIT

The characters come upon a **GIANT CONSTRICTOR SNAKE** (mm324) hanging down over the path. A conspicuous bulge works its way down inside the snake’s body, kicking as it does.

If the characters attack the snake, it has disadvantage on all of its rolls, owing to the discomfort of the fight going on in its own belly. When the snake is dead, the would-be meal will wriggle out of the beast’s mouth. It is a **GIANT RABBIT**. (Use the stat block for the giant weasel mm329.) Even if the characters did nothing, the would-be meal will kick its way out, killing the snake in the process. Once free, the rabbit will hop its way to the Well of Sayba (which will be nearby). If the characters helped the rabbit, it will try and lead them to the grove. Otherwise, a character can attempt a DC 15 Wisdom (Survival) roll at disadvantage (owing to the rabbit’s ability to dart through the jungle) to follow it. See the section on the Well of Sayba for details on that location.

• THE MONKEY THIEF

As the characters cut through the jungle, a small **MONKEY** (use the baboon stat block mm318) steals something of value from one of them and leaps off into the jungle canopy. The characters must succeed on three DC 16 Wisdom (Survival) checks before failing three such checks in order to track the animal to its hideout.

After the theft, the monkey will immediately run, jump, and swing his way to his hideout. There he will deposit whatever he took in a hollow formed

at the divergence of three branches 30' up a tree. A successful DC 10 Strength (Athletics) check will allow a character to climb up. Failure by 5 or more means that the character falls, taking 2d6 bludgeoning damage. The hideout will contain whatever the monkey stole as well as:

Several coin purses containing currency from lands known and unknown, (some quite ancient) totaling 75 cp, 620 sp, 250 gp, & 11 pp, 9 rubies worth 50 gp each, 2 potions of healing (dmg187), Brooch of shielding (dmg156), Dagger (or other light weapon) of Warning (dmg213)

• CELCO THE ARCHIVIST

The characters discover a sizable ruin. During even a cursory exploration they find that they're not the first to do so. An archivist (mage mm347), named **CELCO**, and his two guards (veterans mm318), named **DURETTA AND MILIVOJ** set up a camp here several weeks ago. Celco has been diligently studying the ruins to learn everything he can about the ancient people who built them. He will offer the characters food and drink and invite them to stay with them for the night. The wizard likes his companions just fine, but they're not much for conversation. The guards will shrug at this and continue their card game.

Celco enjoys telling the characters about what he has learned, which is a slightly confused version of the story described in the Ancient History section of the Fallen Temple in Act Two. He believes Kuzumat and Dendar to be the same flying snake god. In truth, Dendar had been waiting for Kuzumat's fall to turn the elves into yuan-ti. A character who is proficient in History or Religion may make a DC 20 Intelligence check with that skill to notice that Celco isn't quite right in his interpretation. The golden winged serpent is not the same deity as the black winged serpent. They can be seen fighting against each other on one of the stellae. Celco will be delighted at such attention to detail, and offer that character one of his scrolls.

If the characters deal fairly with the group they will be resupplied with food and water, and get the chance for a good night's sleep. If they insist on fighting the archivist and his companions they may find a longsword +1 (wielded by Duretta), the wizard's spell book, and two scrolls of comprehend language, as well as provisions and 3d6 x10 gp

• RUINED TOWER



"You nearly walk right by what you at first mistook for a particularly straight tree. It is, in fact, a crumbling watchtower. Three stories of it remain. The rest lies in vine-covered piles at the foot of the ancient watchtower. As you approach, the temperature drops several degrees. At first the chill is rather comforting, then you realize how unnatural its origins must be."

The tower is roughly 20' square at the base. Though it rises 30' toward the jungle canopy, all the wooden stairs and floors have rotted away, leaving only a shell. It is home to a **WRAITH (mm302)**. Centuries ago the watchman in the tower cowered inside, rather than light the signal fires to warn his people of the approaching orcish horde. For this crime his soul is doomed to watch forever. It will attack anything that enters to tower, and chase anything that flees until he or it are dead.

On the tower's inner walls a character who succeeds on a DC 17 Intelligence (Investigation) roll can make out a carved map. With this knowledge of the surrounding area, the party's next navigation roll is made at advantage. Once the wraith has been defeated, the tower will make a good, safe place to rest.

• FLASH FLOOD

It rains. It really rains. If you decide that the characters were in camp when the flood comes, the characters' tents are washed away and their gear scattered. Whether in camp or on the trail, each character must make on a DC 14 Strength saving throw, taking 11 (2d10) bludgeoning damage and getting washed away on a failed save, or taking half as much damage and maintaining their footing on a success. Characters in tents when the flood comes make the roll at disadvantage. A character who gets washed away must repeat the saving throw each round until they regain their footing, or take another 11 (2d10) bludgeoning damage.

BUMP IN THE NIGHT

Some time in the first few nights, the Nightbear orcs will attack the characters' camp while they sleep. The raid will come a few hours before dawn.



ORC WARRIOR Med. Humanoid

HP 37	AC 15	Move: 30'
Per: 10	Init: 11	Darkvision 60'
Attacks: Multiattack x2, Battleaxe+5 (1d8+3 sl) Javelin+5 range 30'/120' (1d6+3 pi)		
Skills: Intimidation+2		
Aggressive - as a bonus, move up to 30' towards an enemy it can see		

ORC PATHFINDER Med. Humanoid

HP 32	AC 14	Move: 30'
Per: 14	Init: 12	Darkvision 60'
Attacks: Multiattack x2, Handaxe+3 (1d6+1 sl) Shortow+4 range 80'/320' (1d6+2 pi)		
Skills: Intimidation +1, Perception +4, Stealth +4		
Natural Explorer, Aggressive - as a bonus, move up to 30' towards an enemy it can see		
Spellcasting (+4 to hit, DC12)		
1st-level: (2 1st-level slots): Ensaring Strike, Hunter's Mark		

OGRILLON BRUTE Large Giant

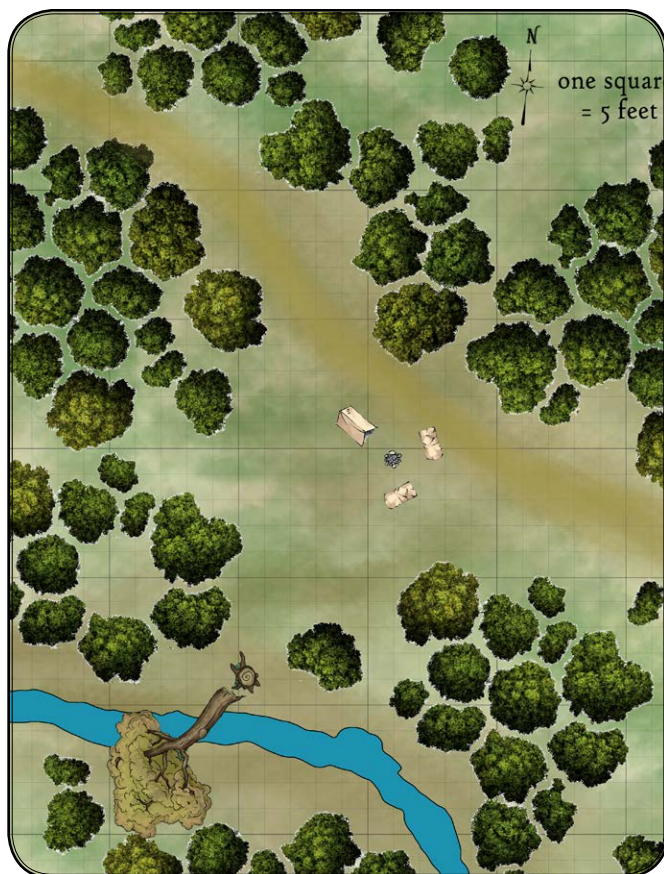
HP 51	AC 12	Move: 30'
Per: 9	Init: 10	Darkvision 60'
Attacks: Battleaxe+6 (2d8+4 sl) Javelin+6 range 30'/120' (2d6+4 pi)		

CAVE BEAR Large Beast

HP 42	AC 12	Move: 40'
Per: 13	Init: 10	Darkvision 60'
Attacks: Multiattack (2), Bite+7 (1d8+5 pi). Claws+7 (2d6+5 sl)		
Keen Smell		

DRENNA (Claw of Luthic) and her bear **VOLA** (cave bear) lead the raiding party that consists of **TWO OGRILLON BRUTES**, a Nightbear **PATHFINDER**, and three Nightbear **WARRIORS**.

Any character on watch at the time of the attack may make a Wisdom (Perception) check at advantage (some of the orcs are stealthy, most are not). Take into account any light the characters may have set in the



CLAW OF LUTHIC Med. Humanoid

HP 45	AC 14	Move: 30'
Per: 12	Init: 12	Darkvision 60'
Attacks: Multiattack (2), Claws+4 (1d8+2 sl)		
Skills: Intimidation+2, Medicine+4, Survival+4		
Aggressive - as a bonus, move up to 30' towards an enemy it can see		
Spellcasting: (+4 to hit, DC12)		
Cantrips: guidance, mending, resistance, thaumaturgy		
1st (4 slots): bane, cure wounds, guiding bolt		
2nd (3 slots): augury, warding bond		
3rd (2 slots): bestow curse, create food and water		

camp to determine the distance that the orcs might close to before being spotted, and if a character loses their advantage to dim light conditions. Even in pitch blackness, a character on watch will hear an orc that closes to 30'.

DRENNA & VOLA

The bear is a sacred animal to the Nightbear Clan. The mother bear embodies ideals of the orc goddess of motherhood, Luthic: both the tender care that the

bear gives to her young, and the raw savagery with which she will defend them. The Nightbear Clan's priestesses of Luthic have long formed a spirit bond with a cave bear as part of their initiation into Luthic's holy mysteries. Drenna and Vola share such a connection.

This bond functions as a permanent version of the warding bond spell that is effective if the priestess and her bear are within 60' of each other. Additionally, the bond grants some of the benefits of the find familiar spell. It allows the two to communicate telepathically, allows the priestess to see through the bear's eyes (and other senses), and allows the priestess to use the bear to cast her spells with a range of touch.

! Vola is big enough for Drenna to ride her. Bear cavalry.

TERRAIN

The exact location where the party gets attacked depends on where they're camped on this particular night. Consider some of the following features:

- The camp is near the road, which is a 10' wide path that isn't difficult terrain.
- The PCs could have set up tents in a wide spot in the road, or a small clearing just beyond several feet of trees and foliage.
- There is a stream near the camp where a fallen tree offers passage over.

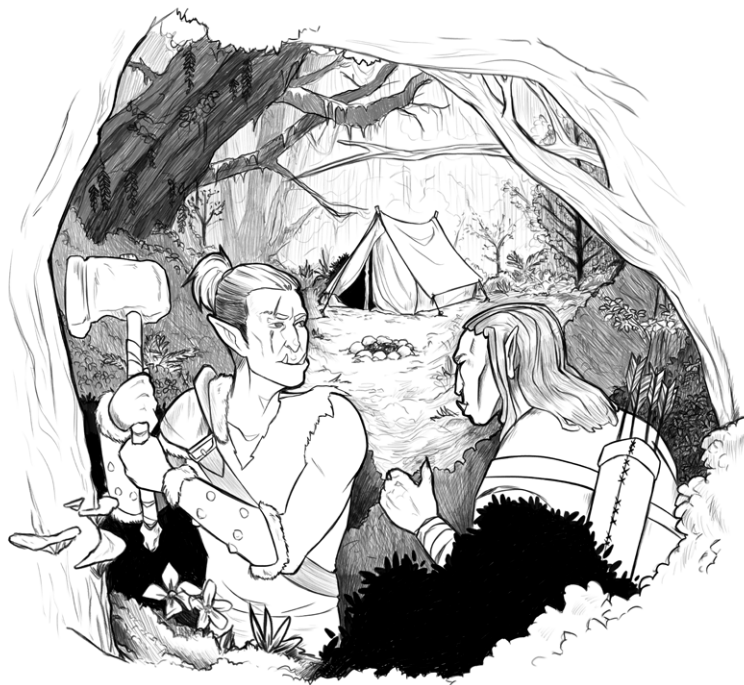
Remember the difficult terrain and obscurity as described in the General Features section for the jungle, as well as the grasping vines (or even the snake pits, if they're close enough to Salasmul... or it amuses you).



To the players, this should feel like any other random encounter. At least at first. Prepare your battle map the same way you would for any other encounter; whether that's a terrain sketch on a wet-erase mat, quick layout of physical terrain pieces, or verbal description of the area.

TACTICS

The orcs' attack will be fast and brutal. They will focus their attention on one character at a time, beginning with anyone on watch and working their



way into the camp. As soon as a character has been reduced to zero hit points, an orc will drag them out of the fight, where Drenna will stabilize their injuries. A character who surrenders will be bound without further violence. Their goal is to bring the characters before the Barren Mother to "persuade" them to fight the cult and the yuan-ti on their behalf; a dead character is of no use. Assuming that the orcs manage to capture the whole party, they will return them to the Nightbear Clan's stronghold. The pathfinders will guide them through the jungle, ignoring penalties for difficult terrain.

If some of the characters escape into the jungle, Drenna will make a judgement call whether to pursue them, or return to the stronghold with who she does have.

TURNING THE TABLES

This encounter is designed to have a good chance of defeating the characters. That said, it should be possible (if difficult) for them to triumph. If the dice, the gods, or brilliant tactics favor the characters, Drenna will order a retreat, making every effort to collect her fallen orcs and any characters that may have been felled.

It may be that the characters and the orcs fight to a standstill. Drenna would be willing to call a truce against a worthy foe and invite them to accompany her to the clan's stronghold to meet the Barren Mother.

It should also be possible for them to avoid the fight entirely. Characters who take pains to travel stealthily and conceal their campsite might elude the orc hunters. If you determine they are successful, Drenna may approach them as they travel and make the Barren Mother's offer peacefully.

CAPTURED

This section assumes that the orc hunting party got the upper hand in the ambush. Change this section or ignore it entirely depending on the outcome of the attack.



A rough hand roughly slaps you back to consciousness. An orc looms over you. A voice snaps from behind, in Orcish, ("Gently, Skrag. Barren Mother says we need them.") The warrior in front of you locks eyes and gives you an unmistakable glare before reluctantly walking away. The cave bear that you faced in the night lumbers into view, followed by the orc woman. She seems young, and much smaller in daylight; the bear is just as large. The woman's face is marked with a bear paw in ochre paints. The mark has been applied over and over, and has begun to stain her skin. The animal's face bears a white hand-print in mud and pigment, a sharp contrast to the dark brown fur.

The woman squats down and speaks in thickly accented common. "We have a long journey ahead of us. Best get going. You can walk or get carried." She gestures to the ogrillion twins. "I recommend walking."

The characters' wounds have all been bandaged and any character who was knocked unconscious has regained 1 hit point and received a dose of blackroot milk (see sidebar). A character who was injured but not knocked out will be offered a dose of the elixir, but Drenna won't force it on anyone; it's time consuming to craft and she won't waste it.

Without any further ado, Drenna and her orcs will begin moving the characters to the Nightbear Clan stronghold. Characters who wish to go the passive resistance route will be carried by an ogrillion - roughly. Depending on where the ambush happened, the journey will probably take several days. The pathfinder will allow the group to move through the jungle as if it were not difficult terrain.



HERBAL REMEDIES

• **BLACKROOT MILK.** The orcs and elves of Akahnpek use a distillation from the blackroot plant as a potent painkiller. Blackroot milk is a non-magical and provides 4 (1d8) temporary hit points as well advantage on Constitution saving throws. It also makes the subject fairly groggy, causing disadvantage on all Dexterity and Wisdom saving throws. The effects last 8 hours.

• **KA'KAU.** The orcs periodically chew on a hard, reddish brown berry. The herb gives them advantage on rolls to avoid exhaustion. Failing a Constitution check to avoid exhaustion while using ka'kau causes a creature to gain two levels of exhaustion.

While traveling, Drenna may ask the characters why they're in the jungle in the first place. Depending on the characters and the hook used to bring them here, Drenna may find that their goals align. In that case the journey to the stronghold may become more pleasant and voluntary.

You can play this travel in one of two ways. You can declare that the characters are well tied up and under constant observation by their captors. Several days pass; and the party is brought to the stronghold. Or you can allow escape checks and give the characters a chance to break free from their captors and flee into the jungle. The middle road would allow for a first attempt at freedom that might be met by a firm, orcish hand. Then quickly narrate the rest of the journey to the stronghold.

- The ropes that bind the characters are strong and well-tied. Checks to escape are DC 20ish.
- The characters are under constant scrutiny. Checks to remain unnoticed while attempting to escape are disadvantaged and at a DC 20ish.
- The orcs do not allow the characters the level of comfort required for a long rest. Though each night they will have the chance for a short rest.

NIGHTBEAR STRONGHOLD

The Nightbear Clan stronghold occupies an ancient elven ruin that predates the yuan-ti transformation. The orcs have held this location for several years and have made several fortifications and improvements of their own.

This particular ruin used to be a fortified trade hub. Like many of the ancient structures of Akahnpek, it was originally built to take advantage of a cenote as a natural water supply. Since the transformation of the elves, and subsequent rise and fall of the yuan-ti empire, much of the sinkhole has collapsed in on itself. The remaining half of the cenote wall has been re-excavated by the orcs (and their slaves). The Barren Mother keeps the whelps and fellow devotees of Luthic in the cool, underground warrens. War chief Morg Twin-Axe has converted the elven great hall into his own.

Eighty or so orcs make up the Clan. Of those, half fit the basic orc template (mm246). Another twenty are whelps. The rest are warriors, pathfinders and similar specialized orcs as might be found in Volo's Guide to Monsters. At any given time ten to twenty orcs are out hunting and raiding. This is all to say that any direct assault on the stronghold would be "risky." But if characters insist on it, who are we to stop them?



"You are brought out of the jungle and to the overgrown remnant of a fortified settlement. Carved, abstract, elven faces peer out from behind centuries of vines. Beyond the wall you can make out wooden watchtowers of obviously orcish make standing on the corpse of a great and ancient hall. As you enter through the gates you can see patches in the stonework made from wood and hide. It seems like the growth of mushrooms on a fallen tree.

Your captors bring you through the gate and down a slope into a collapsed well. After descending for thirty feet they push you into a carved opening in the pit's wall. When your eyes adjust to the dim light cast by the glowing embers of a small fire, you can make out the hunched figure of an wizzened, old orc. Her hair is white and her face is cracked with age and battle scars. She has the same bear paw on her face, though her skin is clean the mark has stained her skin over what must have been decades of regular application. A low, tired roar in the corner of the chamber alerts you to the presence of a gray cave bear. A white handprint scarcely shows contrast on its face. She croaks in orcish. (I see them, Gorga.)

She approaches you and mutters in common, 'Let me take a look at you.' Her eyes are completely white and sightless. One by one she dances her fingers over your faces, delicately despite the lacquered claws. 'Yes. I think you are ones that Luthic has whispered about. Sit down and an old hag will tell you a story.'

This is the Barren Mother. By orcish standards she is ancient. Over 50 years old. She is the clan's elder priestess and Drenna's mentor. The Barren Mother will offer the characters water and food. There's no trick, and she doesn't care if they accept or not. Her story goes like this...

THE LEGEND OF KORAG GOD-KILLER

Long, long, long ago the elves came from the land beyond the setting sun. With them they brought slaves to do their heavy lifting.

Long, long ago, Luthic saw the plight of her people and roused Groomsh to ignite their fury. The slaves revolted. They killed the elves, drank their blood, burned their cities, and took to the wilderness where strong thrived and the weak were forgotten.

Long ago, the elves found a new god. A feathered serpent, or some kind of dragon. The elves rebuilt their empire and shattered the orc clans. Again, Luthic saw the plight of her children and prodded Gruumsh come to their aid. The god manifested in the world and challenged the mightiest of his faithful warriors to single combat. Those who accepted died gloriously. Finally he came to an outcast orog called Korag, who fought his god for three days without rest. So Gruumsh gave Korag the god's own maul and instilled in his breast an unquenchable fury. Korag rallied the clans by force and raised a mighty horde. Before the elves knew what was upon them, the orcs were at the gates of the new god's temple. Korag cursed the elf-god for a coward until it came down to fight him. And fight they did. On the third day of that great battle, Korag became the Nightbear, swallowed the moon, and killed a god.

Korag became a demigod in his own right, leading the Clan he founded to years of glory as the scourge of elves.

THE BARREN MOTHER'S REQUEST

Ten years ago an orog was born to the tribe, a gift from Luthic, the mother goddess. Because the child was of the line of Korag, the Barren Mother was unable to keep his existence a secret from the warchief, Morg Twin-Axe. Morg feared being overthrown, and though he didn't have the creature killed, he did prevent him from receiving proper training in the arts of war; and then sent him out on dangerous raids at too young an age. The warchief refused to give the child a name until he'd earned one in battle.

A month ago, Morg sent the still-nameless orog out with a war party to pillage a temple hidden in the jungle, where some fool humans had set up some fool cult. They never returned. Twin-Axe seems to think that the loss of the warband is acceptable if it means the orog won't grow to challenge his place as warchief.

Since then, the tribe has been plagued by nightmares of snakes devouring them from the inside. Many of them believe these dreams to be part of a coming retribution from Gruumsh. The Barren Mother thinks something even darker is at play; and that the loss of the orog is the key to their woes.

She will grant the party their freedom if they will

find the ruined temple and bring back the orog. The Nightbear orcs don't know the exact location of the temple, but they do know that the lost warband was tracking cultists from a smaller camp to the temple. The orcs will return the party's essential gear, but keep any coin or other treasure. When the party returns with the orog, they will be given back most of the remainder of their belongings (these are still orcs; they deserve some loot).

When and if the party agrees to the Barren Mother's terms, she will perform a ritual that culminates in her dragging her claws down each character's chest leaving three black claw marks. The result is that each character is under the effect of a geas spell, requiring the party to go to the temple, find the orog, and bring it back to the stronghold. The marks will also serve as proof to any orc of the Moonbear tribe that the party is protected by Luthic.

The party will be given the chance to take a long rest before continuing. During that time they will have a reasonable run of the stronghold, being able to interact with the Nightbear orcs. Most of the orcs, especially those who revere Gruumsh over all others, will be wary of the characters. When they do venture out, Drenna will offer to join them (with Vola). She is familiar with the area, and can guide the players as they venture through the jungle. Drenna will make her own Wisdom (Survival) roll for navigation; use the better of her or the character's roll.

THE 'INITIATES' CAMP

The Initiates camp sits in a jungle clearing seven miles north of a bend in the Coiled Road. The camp is where new initiates to the Cult of Kuzumat learn the mysteries of the old god, and earn the trust of the cult leaders. Only after an initiate has proven themselves are they shown the way to the sunken temple at the Grave of Kuzumat. The cultists have made an attempt to disguise their camp from prying eyes, but the location at an old timber site is sort of an open secret.

The camp is home to 12 **INITIATES** (commoners), 2 **DEACONS** (cult fanatics mm354), and 2 **YUAN-TI PUREBLOODS** one of whom is disguised as a third deacon, the other as a thirteenth initiate.



“The path cuts around a giant, uprooted tree and into a shallow gully before breaking out of the jungle into a large clearing. At the center of the camp an enormous tree stump serves as the foundation of a sturdy, modest cabin. The construction is new and well done; the cult consists mostly of woodsmen and woodworkers, afterall. The stump was cut in the last year or two; it has just begun to get a coating of moss. Several mismatched tents are arrayed around the cabin, erected with no discernable plan.

Over a dozen cultists go about the daily chores required of life in a remote jungle: chopping wood, preparing food, patching tents and clothing.”

When anyone in the camp notices the characters, their reaction will be friendly (unless provoked), offering food and water. The initiates will not readily answer questions about the cult itself; instead, they will refer the characters to one of the deacons. The deacons will inquire about what the characters are looking for out here, and make it clear that everyone in the came is here of their own free will.

Kuzumat is (or rather was) a good god. A god of light, knowledge, and life. He was no different than Saint Carloman, Apollo, or Helios (or Lathander, or Amanauter). Through devotion and magic they will bring Kuzumat back from the realm of Xibalba and he will restore the land to glory.

They will offer the characters a drink of nectre. The beverage is sweet and slightly intoxicating. Any character who has more than a sip or two will be at disadvantage on any roll to resist mundane persuasion and automatically fail any saving throw to resist magic enchantment.

If violence does occur, 1d6+3 of the initiates will immediately flee into the jungle. The others will defend the deacons with the zeal of true believers (each initiate will have an inspiration point to spend as you see fit). They will grab axes or similar tools to use as weapons, dealing 4 (1d8) slashing or 2 (1d4) bludgeoning damage on a successful hit, depending on what they grabbed as a weapon. The deacons will defend themselves and their flock, but mostly themselves and the cabin. The yuan-ti may use the first turn of combat to make a DC 10 Charisma (Animal



Handling) check to call a **GIANT CONSTRUCTOR SNAKE** from the nearby jungle. After that they will flee to warn their masters in Salasmul.



Award 25XP for each initiate *not* killed.

CULTIST KNOWLEDGE

The rank-and-file cultists aren't evil. They're just misguided. Most of them are good (or at least neutral) people who feel that their old gods didn't follow them from across the sea. They want to bring Kuzumat back to the world so that he might restore Akahanpek to its old glory. They don't know where the Grave of Kuzumat is, or anything about the nameless orog.

The deacons (and yuan-ti) want the characters to leave peacefully, without finding out where the Grave of Kuzumat really is. They will submit to questioning and even searches that don't include the cabin (until one of them can secure the journal that might reveal the cult's location). If pressed they may "give in" and lie to the characters about how to find the rest of the cult. If followed, these directions will lead the players into a hasty ambush.

**CULT INITIATE Med. Humanoid**

HP 4	AC 10	Move: 30'
Per: 10	Init: 10	
Attacks: Club+2 (1d4 blunt)		

CULT DEACON Med. Humanoid

HP 33	AC 13	Move: 30'
Per: 13	Init: 10	Darkvision 60'
Attacks: Multiattack (2), Dagger+4 range 20'/60' (1d4+2 pi)		
Skills Deception +4, Persuasion +4, Religion +2		
Spellcasting. (+3 to hit, DC 11)		
Cantrips: light, sacred flame, thaumaturgy		
1st (4 slots): command, inflict wounds, shield of faith		
2nd (3 slots): hold person, spiritual weapon		

YUAN-TI PUREBLOOD Med. Humanoid

HP 40	AC 11	Move: 30'
Per: 13	Init: 11	Darkvision 60'
Attacks: Multiattack x2, Scimitar+3 (1d6+1 sl), shortbow+3 range 80'/320' (1d6+1 pi) and (2d6 poison)		
Skills: Deception +6, Perception +3, Stealth +3		
Immune: poison, Magic resistance		
Spellcasting (DC12)		
At will: animal friendship (snakes)		
1st (2 slots): poison spray, suggestion		

- They know exactly where the fallen temple is.
- They know that the orog will be sacrificed to resurrect Kuzumat.
- They don't know about the yuan-ti's ulterior motives.

The yuan-ti know all of the above. They also know that their queen intends to capture the newly resurrected Kuzumat and consume him, to gain a godhood of her own. This last fact will probably remain a secret to the characters for a little while longer, as the yuan-ti will try to slip away and warn their masters about the adventurers.

The characters can learn the exact location of the fallen

temple by one of at least three ways. One of the deacons can be convinced, coerced, or bullied into revealing the path (the initiates truly don't know). A character can find a journal in the cabin, describing the route to the ruin. The journal will also mention the orog. Or, if the couatl (Ixazula) becomes convinced that they will help her actually resurrect her god, she approach the characters and offer to lead them to the fallen temple. She will even help the characters avoid the ambush.

ACT TWO

As the characters delve further into the jungle and the time of the eclipse nears, the nightmares grow more vivid.



"The dream is the same as before, only now you can't wake up as the hundreds of tiny snakes gnaw their way out of your innards. In the dream to stumble about the darkening jungle, clutching your stomach and leaving a trail of snakes. You come to a stream and collapse next to it. Looking into it you see the reflection of the moon behind your own. As the moon turns black your own face becomes that of a snake. You wake with a start, touching your face to assure yourself that your features are still your own."

When taking a long rest from this point characters must make a DC 13 Wisdom saving throw. On a failed save they gain no benefit from the rest and take 10 (3d6) psychic damage upon waking. Elves and other creatures that don't require sleep, as well as characters who are under the Barren Mother's geas have advantage on this save.

THE FALLEN TEMPLE



"A stream glides past one last curve in its course before plummeting 100' into the southern edge of a massive cenote. The lip of the cenote describes a fairly regular circle roughly 200' in diameter. Wide, stone stairs cut along the northern edge of the sinkhole allow for an easy descent. Jungle foliage comes within 10' of the edge in most places. At the bottom, the top two tiers of an ancient pyramid break through the surface of a deep lake. Another tier appears to ripple just beneath the water. On the western edge, where the steps make a natural landing, a cave opening disappears into darkness."



UNHOLY LAND

As a scar from the battle that killed a god, the whole area is under the stain of a powerful hallow spell with the following effects:

- Celestials and fey creatures are barred from entering the area out to 300' from the sunken temple. This means that Ixazula cannot enter the area.
- Orcs must succeed on a DC 20 Charisma saving throw or be similarly barred. Half-orcs must succeed on DC 15 Charisma save. Characters still bearing the Barren Mother's mark feel it burn on their chests, though it has no further effect than discomfort.



If you want to pull Vola and any other orc NPCs away from the party, she may automatically fail her check. She will curse her reliance on outsiders and offer final assistance in any way she can. If one of the player characters is an orc, you might allow them to still enter the area even on a failed save, but suffer from effects similar to the poisoned condition.

- Any humanoid killed in the area will be magically dragged into the ground or to the lake over a period of two rounds. Three rounds after that they will emerge from a nearby square as a zombie.

APPROACHING THE TEMPLE


The area within a quarter mile of the sunken temple writhes with all manner of snakes that report what they see, hear, and smell back to the yuan-ti who control the cult. Succeeding on a DC 13ish Wisdom (Nature) check will alert a character to the fact that there are an unnatural number of snakes in the area, and that the various snakes seem to take special interest in the party. Approaching undetected past this many watchers is remarkably difficult. Dexterity (Stealth) checks are at a DC 24. Unless both of the yuan-ti at the Initiate's Camp were either unaware of the party's snooping, or prevented from fleeing, those stealth checks are at disadvantage. Snakes that notice the party will slither their way directly to the sunken temple to whisper their secrets in the ears of their yuan-ti masters.

A party that failed to elude serpentine detection will be welcomed by four **CULTISTS** (mm345) and a **DEACON** (cult fanatic). Though they will be

**BROTHER VISSER Med. Humanoid**

HP 52	AC 12	Move: 30'
Per: 13	Init: 11	Darkvision 60'
Attacks: Dagger+5 range 20'/60' (1d4+2 pi)		
Saves: Wis+4, Cha+6		
Skills: Deception +6, Perception +4		
Aspect of the Moon: Visser does not sleep and cannot be made to sleep		
Begiling Gaze: as a bonus, Visser can lock eyes with a creature who can see him. If he maintains eye contact, that creature has disadvantage on saves against charm by him. Visser has disadvantage on Perception while maintaining eye contact.		
Spellcasting (+6 to hit, DC14)		
Cantrips: eldritch blast, friends, infestation, poison spray, toll the dead, vicious mockery		
Warlock Spells (2 4th-level slots): bestow curse, blight, cause fear, charm person, confusion, crown of madness, dominate beast, enthrall, fear, hallucinatory terrain, hellish rebuke, hex, hold person, hypnotic pattern, suggestion, vampiric touch, witch bolt		

armed, they won't immediately attack. Instead they will invite the characters to meet Brother Visser. In fact, they will insist on it, leading the characters down the carved stairs to the landing at the bottom, where Brother Visser will emerge from the cave entrance to meet them. Failing to either come with them peacefully or leave immediately will cause them to become hostile. While they should not prove too difficult to defeat, they will raise a general alarm, bringing more cultists into the fray every few rounds.

In addition to the cultists who "greet" the party, the sunken temple is home to **TEN MORE CULTISTS, FIVE MORE DEACONS, FOUR YUAN-TI PUREBLOODS, TWO YUAN-TI MALISONS** (of whatever type you like, listed stats are for Type 3), **A YUAN-TI NIGHTMARE SPEAKER**, and **BROTHER OSWALT VISSER**. When the characters approach, the cult is engaged in preparations for some great ritual. Some cultists are setting up large, stone braziers at four points around the cenote  and on the four corners of the sunken temple. The nightmare speaker weaves lines of blood-fueled magic from the

YUAN-TI MALISON Med. Humanoid

HP 66	AC 12	Move: 30'
Per: 11	Init: 12	Darkvision 60'
Attacks: Multiattack (2 plus constrict), Bite+5 (1d4+3 pi) and (2d6 poison), Scimitar+5 (1d6+3 sl), longbow+5 range 150'/600' (1d8+2 pi) and (2d6 poison), constrict+5 (2d6+3) and grapple DC13		
Skills: Deception +5, Stea lth +4		
Immune: poison, Magic resistance		
Spellcasting (DC13)		
At will: animal friendship (snakes)		
3/day: suggestion		

YUAN-TI NIGHTMARE SPEAKER Med. Humanoid

HP 71	AC 14	Move: 30'
Per: 11	Init: 12	Darkvision 120'
Attacks: Multiattack (1 plus constrict), Scimitar+5 (1d6+3 sl), constrict+5 (2d6+3) and grapple DC14		
Death Fangs (2/Day) on a melee hit, deals 3d10 necrotic		
Invoke Nightmare (1/rest) creates illusory nightmares on one target within 60ft, save Int DC13 vs 2d10 psychic and fright. Yuan-ti must maintain concentration, target can repeat save, but takes another 2d10 psychic on each fail.		
Saving Throws Wis +3, Cha +5		
Skills: Deception +6, Perception +3, Stea lth +3		
Immune: poison, Magic resistance , Shapechanger		
Spellcasting (DC13)		
At will: animal friendship (snakes)		
3/day: suggestion		

alter to the braziers. The purpose of the braziers and blood magic are detailed in the Eclipse section.

If violence ensues with the first group of cultists, more groups will join in combat as leaders rally them to action. Each group will take two or three rounds of combat after the previous group to form and come into fighting range.

- Group 2: 5 Cultists, 1 Fanatic, 1 Pureblood
- Group 3: 3 Cultists, 2 Fanatics, 1 Malison
- Group 4: 2 Cultists, 2 Purebloods, 1 Nightmare Speaker
- Group 5: 2 Fanatics, 1 Pureblood, 1 Malison, Brother Visser

If the party allows themselves to be escorted to Brother Visser, he will meet them on the landing at the bottom of the carved stairs ☒. And should conversation there turn violent, the characters will first face group 5 plus the welcoming party. Group 4 will join combat one or two rounds later, followed by groups 3 and 2 a round or two after that.

If, instead, the characters meet with Brother Visser and don't start a fight, he will tell them the following story...

ANCIENT HISTORY

Over a thousand years ago, Kuzumat (the Feathered Serpent & He-Who-Carries-the-Sun) had raised his elven people to be wise and strong. They built fantastic cities, which contained soaring temples to his glory. They ruled the known world, and shattered the savage orc tribes that roamed the land.

At the pinnacle of the lost elves greatness, the orc god Gruumsh instilled his terrible fury into Korag, the mightiest warrior of their savage kind. Korag stirred his people to unrighteous frenzy. Within three moons, the Nightbear Clan was dominant among their rival orcs. Within six moons, the Nightbears began to draw other clans to their banner. Within a year, Korag had assembled the mightiest Hoard that orc or elf could remember. One after the other, outlying elven towns were sacked and put to the torch. The elves, complacent in their superiority, responded too slowly. Korag and his Hoard stood at the gates of Kuzumat's own temple complex. The god heard the cries of his people and came down from the sun to defend them. The battle raged for days. On the third day, the Nightbear swallowed the moon, and Korag killed a god.

Kuzumat's temple shuddered. The ground opened up and the whole temple plunged into the River of Xibalba the flowed beneath. Today the pinnacle of that pyramid juts just above the waters of the underground lake.

A GLORIOUS FUTURE

Brother Visser will go on to tell the characters of the cult's goal, the resurrection of a god.

Kuzumat can live again. When the blood of Korag's descendant flows over the altar of this ancient temple, the Feathered Serpent who Carries the Sun will return to guide his new people into new and glorious dawn. Visser will implore the characters to assist him in bringing the old god back. Shatter the orcs that plague Akahnpek once and for all. For their assistance he will even share the secret of the actual location of the Lost City of Salasmul.

Brother Visser is, of course, lying. Or at least he's leaving out a few very important details. Characters may attempt a contest of their Wisdom (Insight) versus the fallen priest's Charisma (Deception) to realize this fact.

He does want to bring back Kuzumat. But as soon as Kuzumat has been pulled from his rest in the shadow-world of Xibalba, he intends the yuan-ti queen, **TEXASAPAN** (Teh-YA-sah-pan), to bind and consume the god's essence. This will make her a new god. He is willing to share the true location of Salasmul because he is confident that the characters will be captured by his yuan-ti masters and either converted to the cause, or be turned into broodguards.

If the characters convince Visser (truthfully or otherwise) that they support his cause (the real one or the pretence) he will reveal that the orog has been taken to Salasmul to await the eclipse, when he will be brought back to the fallen temple to die for the god his ancestor killed. The orog's current location may also be acquired from a defeated cultist, who will taunt the characters with the inevitability of Teyasapan's triumph.

THE NEXT STEP

If the characters don't learn the location of Salasmul from Brother Visser (probably because they killed him), Ixazula will approach them as she leaves the area. Though she doesn't know exactly where Salasmul is, she does know how to find the Well of Sayba. The Keeper there may be convinced to assist.

THE WELL OF SAYBA

The Well of Sayba is a lost legend within a lost legend. Before the death of Kuzumat and the transformation of the yuan-ti, the Well was a sacred place



that marked the spot where the gods first touched this planet. From the prehistory of the elves, they recognized the sanctity and power of this place. The Great Sayba is an incarnation of the World Tree, also called Yggdrasil or Gaokerena.



“A massive tree grows from the edge of the cenote. Its roots reach into the depths of the well, whose waters seem to have no bottom. The trunk of the tree is at least 30’ in diameter and covered with razor-sharp thorns the size of daggers. Tremendous branches begin to spread 100’ up the trunk, carrying silvery-green leaves that glitter like stars. Millions of butterflies flit about the tree, making it appear to dance. A cool, fragrant breeze instantly refreshes you. As you gaze up at the obviously supernatural tree, an ancient elf approaches you, half whispering in a language that sounds like flowing water and blowing wind.”

Over tens of thousands of years, one **KEEPER** (use the stat block for the archdruid vgm210) after another has aged beyond even the lifespan of the elves. In their twilight days they have passed the care of

the Well to a successor and given their heart to the Sayba tree, becoming a **WOOD WOAD** (vgm198) to continue their watch into eternity. There are at least four wood woads keeping watch with the archdruid.

The current Keeper is very, very old. It has been nearly a thousand years since he has spoken to a humanoid, and he’s nearly forgotten how. The only language he still remembers is Sylvan. If, when the characters do discover the Well, they have been kind to the animal life of the jungle, the Keeper will readily offer assistance. If they have been needlessly cruel to any animals, he may exact a toll in blood before allowing them to proceed. Committing any hostile act against the Keeper, a wood woad guardian, or any other creature at the Well would be extremely foolish; they will respond to violence with merciless violence of their own.



The Keeper is old, and looking for a replacement so that he might give his heart to the Sayba and take his place as a wood woad. If one of the characters is a druid, they might become the new Keeper after the completion of the adventure.

If a character speaks Sylvan, conversing with the Keeper may be fairly easy. If not, this encounter can make for some amusing roleplay as the characters try and communicate with an ancient, powerful druid who is in the mid-to-late stages of dementia. He is friendly and even doddering, unless provoked. The Keeper can offer the characters any or all of the following:

- Bathing in the Well will grant all the benefits of a greater restoration spell, as well as removing a level of exhaustion. It may even wash away the geas imposed by the Barren Mother. The characters may or may not be aware of their new freedom.
- The Keeper may offer each character he likes a fruit from the tree. Eating the fruit will have the effect of a greater potion of healing.
- Any hit dice used while resting at the Well will provide the maximum recovery.
- The Keeper was alive when Korag God-Killer slew Kuzumat and when Merrshaulk corrupted

the yuan-ti. He can tell the characters this history if prompted, though he doesn't seem concerned about those events, or those currently transpiring.

- If asked about the Lost City of Salasmul, the Keeper can provide a guide. A fey rabbit will travel with the party to Salasmul. While it accompanies the characters, they automatically succeed Navigation rolls.

The Well of Sayba doesn't occupy a specific place on the map. The Keeper would say that the Tree is the fixed point, and the world turns and wobbles around it. The result is that the characters may find the Well anywhere in the jungle; and they may exit the grove into a completely different place. Once they leave, they will probably never find this place again; the rabbit guide won't lead them back.



If you think that the characters may be getting too late to complete their tasks before the eclipse, you can shave a few days off of their travel time by putting them closer to Salasmul as they emerge from the grove. Conversely, you can place them a day or more further from the Lost City than when they entered the Well.

THE CITY OF SALASMUL



"Just before coming to the conclusion that your guide has gotten you lost or led you directly into some kind of trap, to realize that you've been walking down what must once have been a grand boulevard. This is the Lost City of Salasmul! Crumbled buildings have been completely covered by thick, creeping vines. Slowly reaching roots pulled apart these ancient buildings stone by stone; until the rock piles are barely distinguishable from small hills. It is nearly impossible to determine what a structure might once have been. As you pass one more fallen, vine-draped tree you see a great pyramid rise at the end of the overgrown boulevard.

It reaches 100' toward the sky, breaking free from the jungle canopy. Steep steps, 20' wide, run up the center of each side. The middle of each run of steps is cut into a rounded chanel. The entire face of each level is intricately carved with snakes, humanoid faces, and other animals in the now-familiar style of the yuan-ti. Thick vines cover most of the

lower level and much of the second level; but above that the sandstone is bleached by centuries of baking sun.

The pinnacle of the pyramids is collapsed, and rubble run down the southwest corner of the ancient temple."

The Temple of Dendar at the center of Salasmul is still largely intact. The five-level step pyramid is 220' square at the base, and rises 100' to a 60' square pinnacle level. If the characters search around the pyramid before entering, they will notice that the northwest corner has broken apart and made a rubble ramp to the top. There are no obvious entrances, although there are several secret doors into each level.

GENERAL FEATURES

- **LIGHT.** Inside the temple there are few artificial sources of light. Human cultists will carry small oil lanterns, shedding 10' of bright light and 20' of additional dim light. If the characters wedge open one of the secret doors and the sun is up, it will provide bright light for 20' and dim light for another 20' on the lower two levels (which are generally beneath the jungle canopy. On the third level and above, a door that is opened to daylight will provide bright light for 40' and dim light for 40' more.

- **SECRET TRAPPED DOORS.** The yuan-ti are fond of disguising their doors. To the untrained eye, there is no way into the pyramid. Centuries of erosion have made the exterior doors a little easier to find, requiring a DC 13 Intelligence (Investigation) to locate them. Unless otherwise stated, finding interior doors requires success a similar skill check at a DC 16. Part of locating a door is figuring out what must be turned, pulled, or pressed to open it. But yuan-ti also trap their doors; finding and disarming those requires separate checks. Poisoned darts and blades are particularly common.

The doors themselves are approximately 3' wide, 6' high, and 1' thick; they weigh 2700 pounds. Forcing these massive doors takes a success on a DC 25 Strength check; if two characters work together they each roll, adding both strength modifiers together and taking the better roll.



There are a lot of secret doors in the pyramid. To avoid slowing the game to a crawl, consider a success by 5 or more on an Intelligence (Investigation) roll to reveal both the door itself, and the nature of the trap; the trap must still be disarmed with thieves' tools. Succeeding by 10 or more means that the character figured out the "proper" way to open the door, and can do so as if it were a complex door knob.

Once a character has found three hidden doors they may attempt a DC 15 Intelligence check to learn the patterns. On a success they make all future attempts to find temple's secret doors at advantage. If they fail they may try again when they find the next door, at a cumulative -1 to the DC. You may allow characters attempting to pick the locks, and find and bypass the traps to make a similar check. Once a character has found seven or more hidden doors, you may elect to forgo the search checks entirely.

- **SOUND.** Sharp sounds echo down corridors; though these echos don't effectively travel around corners. In game terms, sound doesn't go around more than one or two corners; nor does it travel through closed, stone doors. This means that a party who makes an effort to move quietly has a good chance of infiltrating the pyramid to find what they're looking for without having to fight every man, woman, and snake in the place.

APPROACHING THE PYRAMID

The area around the Pyramid of Dendar is well patrolled by purebloods and broodguards. If the party is not escorted by cultists and/or yuan-ti, and decides to linger around the ruined pyramid for any extended amount of time, they will be confronted by **1d2 YUAN-TI PUREBLOODS** and **1d4 YUAN-TI BROOD-GUARDS**. Characters with passive Perception below 12 are surprised by the encounter.

If the party has an escort, they will be led up to the second level by way of the eastern stairs. Then they'll be taken through the secret door leading to level 2, area 5 and down the stairs to level 1 area,

area 9. Once there they will be asked to await the queen. They will be locked into one of the rooms while the yuan-ti summon Teyasapan.



Neither Drenna nor Ixazula has any intention of being captured by the yuan-ti. If the party appears to go peacefully with the yuan-to, they will curse the PCs for fools or traitors and flee into the jungle.

TEYASAPAN

The city of Salasmul is ruled by the Queen Teyasapan. She is a **YUAN-TI ABOMINATION** whose cold, emotionless will is the law of the land. Like all of her caste, she has the head and lower half of a giant serpent, with a scaly humanoid torso. Depending on her posture she can be nearly 20' long or rise up to a height of 10' on her coils. She adorns herself in golden jewelry and wears an elaborate, feathered headdress.



She has been planning this sacrifice at the eclipse for years. And does not look kindly on anyone throwing off her schedule. If the party gets escorted into the temple, and she converses with them, she is smart enough to recognize them as a very real threat.

The serpent queen will attempt to win them to her side. After all, if they're working for the orcs, what good is the word of an orc. They are short-lived. Their leader will die; and the new war chief will not honor old bargains. It would be better if the characters aligned themselves with her. Teyasapan will allow the humans of Mossmill to stay where they are if the characters prove loyal.

Teyasapan wants the characters to demonstrate their loyalty by helping to defend the ritual against a possible orcish assault. She will consider any news about Ixazula as a show of good faith.

Characters that fail to agree to assist her will be stripped of their gear and turned into broodguards at the earliest convenience. Or at least that's the plan. Any attempt at violence against the queen will bring the full wrath of the temple's denizens against the party. She will try a fighting retreat while her minions handle the party.



YUAN-TI BROODGUARD Med. Humanoid

HP 45	AC 14	Move: 30'
Per: 12	Init: 12	Darkvision 60'
Attacks: Multiattack (3), Bite+4 (1d8+2 pi), Claw+4 (1d6+2 sl)		
Saving Throws Str +4, Dex +4, Wis +2		
Skills: Perception +2,		
Mental Resistance: Advantage vs charm, cannot be magically paralyzed		
Reckless: at start of turn, gain advantage on all attack, attacks against it are advantaged		

FIRST LEVEL

The first level was originally built to house the cult that served the yuan-ti. The interior walls are all carved with simple depictions of elves worshipping their yuan-ti masters. Unless otherwise witten, the ceilings throughout the first level are 8' high.

GETTING IN

Two of the secret doors entering the temple from the lower level have already fallen victim to jungle. The west door on the north facade has been pulled down by vines, allowing easy entrance. The door on the south facade has been broken open by tree roots and stuck, slightly ajar. Small or tiny creatures can fit with little difficulty. Medium creatures will have to remove any bulky gear and succeed on a DC 12 Dexterity check (failing by five or more means they get stuck). Large creatures will need to find another way in.

The eastern door on the north facade is well-worn, only requiring a success against a DC 10 Intelligence (Investigation) to locate.

The upper floors are readily accessible by the wide stairways and each level has several hidden doors.

(1) BROODGUARD ALCOVES Inside each door on the north side there is an alcove cut to provide cover with a **YUAN-TI BROODGUARD** in each alcove. If the characters enter through the collapsed door on the west, they might sneak up on the creature. Opening the east door will alert the sentry of their approach.

(2) RITUAL BATHS Centuries ago, when this temple slithered with activity, the non-yuan-ti cultists who



BLACK PUDDING Large Ooze

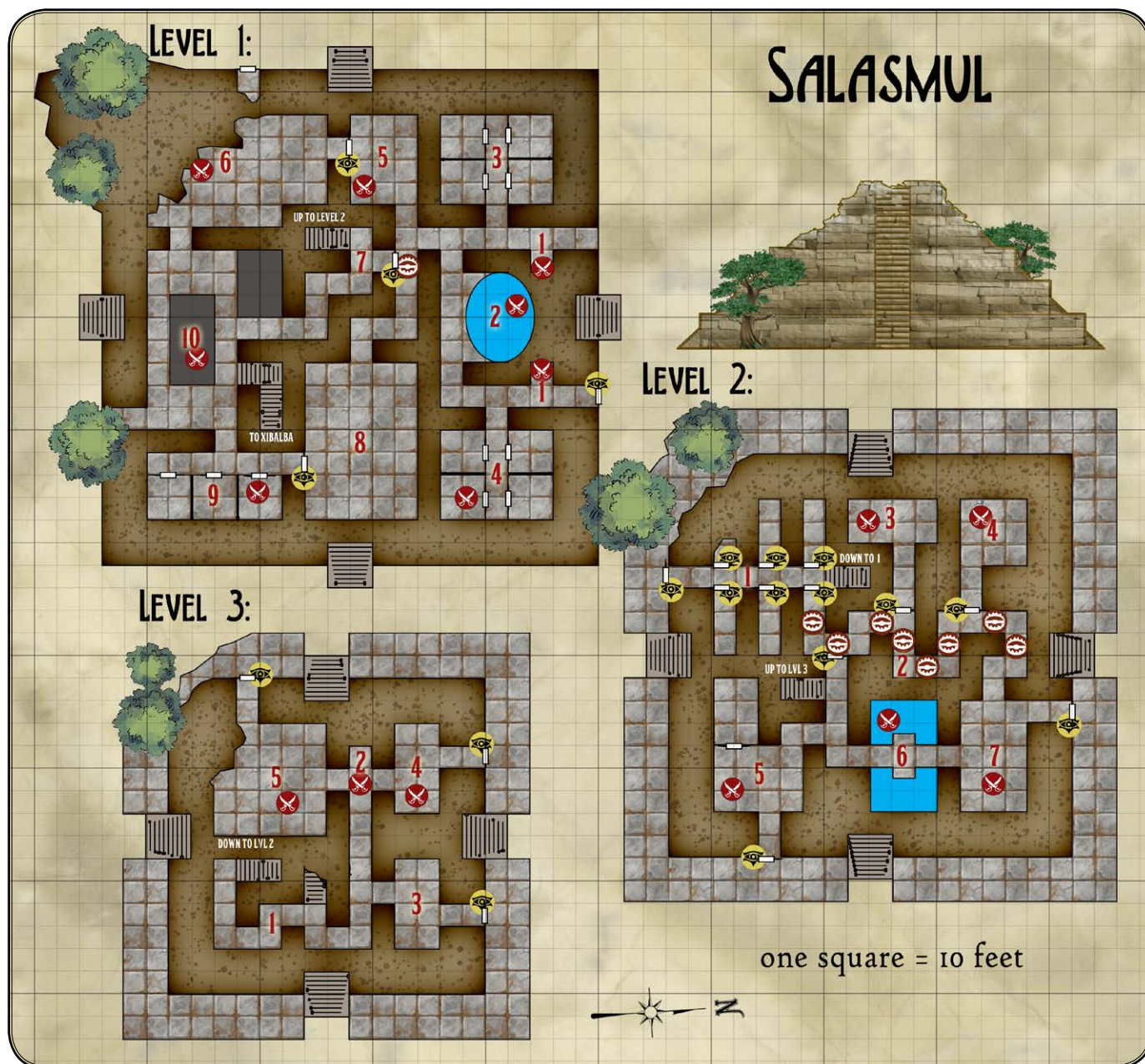
HP 85	AC 7	Move: 20', climb 20'
Per: 8	Init: 7	Blindsight 60'
Attacks: Pseudopod+5 (1d6+3 bl) and (4d8 acid) plus nonmagic armor is permanently corroded (-1 AC bonus)		
Spiderclimb, Amorphous		
Immune: acid, cold, lit, slash, blind, charm, deaf, exhausted, fright, prone		
Corrosive Form: Any creature touching or hitting pudding takes 1d8 acid, monmagical weapons permanently corrode (-1 dmg) each time they hit pudding, and are useless at -5		
Split: If pudding has 10hp after damage by lightning or slashing, it splits into two smaller puddings with half current hp.		

GIANT TARANTULA Large Beast

HP 26	AC 14	Move: 30', climb 30'
Per: 10	Init: 13	Blindsight 10' Darkvision 60'
Attacks: Bite+5 (1d8+3 pi) and DC11 con vs (2d8 poison)		
Skills Stealth+7		
Spider Climb, Web Sense, Web Walker		

worshipped here were required to wash before coming any further into the temple. Steps lead down into a 3' deep pool. The water is oily, stagnant, and dark. A character with proficiency in Nature might notice that the area around the bath is devoid of plant life and vines. A **BLACK PUDDING** has made a home in the pool. It will reach out and grab a character who tarries near the edge, preferring small prey. If defeated, the characters will find gemstones worth a total of 125gp, the only remnants of some poor soul who found the Lost City.

(3) RUINED CULTIST QUARTERS The chamber in the northwest corner of the temple was divided by wooden walls into four smaller rooms, with a hallway running down the center. Little remains of the brittle wood; and the doors have long since rusted off their hinges. The southwest corner of the room has a pile of desiccated corpses, so shriveled that it's impossible to tell what they were when alive. **TWO GIANT TARANTULAS** lurk in the rooms northern corners; they will attack anything that enters their lair.



DUST MEPHIT Small Elemental

HP 21	AC 11	Move: 30', fly 30'
Per: 12	Init: 11	Darkvision 60'
Attacks: Claw+4 (1d4+2 sl)		
Blind Breath (recharge 6) 15' cone, save con DC10 vs blind 1 min		
Skills Perception+2 Stealth+4		
Vulnerable: fire Immune: poison		
Death Burst: when killed, explodes in dust, creatures in 5' save Con DC10 vs blind for 1 min		
Innate spell (DC 10) 1/day: sleep		

A search of the room reveals nothing of value, but a DC 18 Intelligence (Investigation) roll will discover that one of the recent corpses in the pile was a human with its hands and feet bound. It seems the yuan-ti have been feeding the spiders.

(4) DUSTY CULTIST QUARTERS The chamber in the northeastern corner remains in remarkably good condition. After 10' the stone walls give way to wood. Two doors on each side of the hallway stand opposite each other. As the characters enter the area they will hear the faint sound of rattling bones. When they come abreast of the first set of doors, the southern one will blow open with a cloud of blinding dust. Two skeletons, billowing grave dust shambling menacingly towards them.

FIVE DUST MEPHITS have made this corner of the temple their home. When the door flings open, that is one of them using its blinding breath action; characters in its area have advantage on that saving throw, owing to the door partly blocking the way. The skeletons are just that, skeletons of long-dead cultists; two mephits puppet each skeleton to threaten and prank the adventurers. They're in it for the giggles, and do not expect a fight. If (when) the characters respond with any real degree of violence, the mephits will drop their puppets and try to escape, pleading for their lives (in elemental tongues) if cornered. If the characters do retreat, they will be chased only by dusty, coughing laughter.



Scattered amongst the skeletons are 26sp, 35gp, and a case with 2 level 2 spell scrolls.

(5) KITCHENS The center of this room appears to be a stone oven or grill. It hasn't been used in centuries and is filled with detritus.

If the players disturb the grill, a **SWARM OF POISONOUS SNAKES** will boil out and attack whoever roused them.

The door to area 6 is hidden, locked, and trapped. It will take a successful Intelligence (Investigation) check against a DC 18 to locate the door. Once found, succeeding on a DC 15 Dexterity (Thieves' Tools) check will open the door and bypass the trap.

(6) SLAVE PENS Rusted cages line the walls as evidence of this chambers' original purpose. Since then the southwest corner of the pyramid has collapsed in on it. Rusted implements of torture hang on one wall as a grisly reminder of how yuan-ti treat their slaves. The passage leading outside through the room's west wall is completely blocked with debris.

The door to area 5 is only at a DC 10 to find from this side. It is still locked and trapped (see description in area 5).



Succeeding on a DC 13 Wisdom (Perception) or Intelligence (Investigation) check will let a character find a dagger of venom hanging among the torture implements.

(7) CORRIDOR The hallway leading from area 5 to area 8 is thick with dust, evidence that nothing has come this way in a long, long time.



The hidden door to the stairs and snake pens (area 10) is particularly well disguised. Locating it from the northern side requires a DC 20 Intelligence (Investigation) roll. South of the secret door, the winding passage from the stairs to area 10 shows significant, recent foot traffic. The stairs lead to the temple's second level.



Immediately in front (north) of the secret door, the floor is carved with an elaborate snake pattern, though it is largely obscured by dust. If two characters (or characters weighing more than 300 pounds with gear) step on the plate at the same time, two glass vials will drop from the ceiling, one just east and the other just west of the pressure plate. Roll a d6 for each vial; on a 2 or higher the vial shatters on the ground, releasing a cloud of poison gas. Any character on or adjacent to the square where the vials dropped must succeed on a DC 14 Constitution saving throw, taking 18 (4d8) poison damage and suffering from the poisoned condition for ten minutes on a failed save, or half as much damage and do not fall victim to the poisoned condition on a success. A successful DC 20 Wisdom (Perception) check will reveal the trap, and a DC 15 Dexterity (Thieve's Tools) can disable it. Unbroken vials can be used as grenades with a 10' radius.



A character with proficiency in Perception who walks over the plate alone might notice a slight give in the floor, revealing the threat. If the trap is triggered, a character with proficiency in Acrobatics or Sleight of Hand might be allowed a Dexterity check to catch a vial before it hits.

(8) SHRINE The ceiling of the large chamber vaults up to 12'. It is empty except for a statue at the eastern end of the room. It depicts a tremendous figure with the head and lower figure of a snake, and the torso of a powerful humanoid. The snake's tail runs in stone coils back and forth along the whole wall, from which the form rises menacingly to the full height of the ceiling.

A successful DC 14 Intelligence (Religion) check will inform the characters that this figure is not, indeed a god. This is a shrine built to the worship of a king or high priest.

During daylight hours, one of the **DEACONS** and two of the **CULTISTS** who live in area 9 will be cleaning the shrine.



The statue wears multiple, golden arm bands, five all. Each is an art object worth 250 gp. The statue's eyes are large, black pearls, each worth 500 gp.



The door to area 9 is hidden, requiring a successful DC 20 Intelligence (Investigation) check to discover.

(9) CULT LEADER'S QUARTERS This area has recently been rebuilt. Well-made, wooden walls divide the eastern portion of the chamber into three rooms. Each room is closed behind a new, iron-banded door. The doors are locked (DC 12).

The center room is occasionally used by Brother Visser. It is sparsely furnished. A shelf holds six jade statuettes of ancient yuan-ti craftsmanship, and a potion of superior healing. Each statuette is worth 250 gp. It also contains Brother Visser's notes about Kuzumat and the ritual. If a character succeeds on a DC 15 Intelligence (Religion) roll they will notice that there's something odd about the ritual. Succeeding on a DC 18 Intelligence (Arcana) check will reveal that the ritual is intended to bind the reborn god.

The northern room is furnished for use by junior cult leaders. **TWO DEACONS** (cult fanatics) and **FOUR CULTISTS** live here. At night they will be sleeping. During working hours they will be working to restore the pyramid to its former glory.

(10) SNAKE PITS This area reverberates with a constant hiss and the sound of writhing snakes. The large central pit is 10' deep with sheer sides. At the bottom, **FOUR SWARMS OF POISONOUS SNAKES** writhe and pulse in the shadows. Any ranged attacks that don't immediately kill a swarm, will send them slithering into tiny openings that lead outside and elsewhere in the pyramid. If a creature falls (or gets pushed) into the pit, the snakes will immediately attack with unnatural aggression.

The smaller pit in the northwest corner of the chamber is also 10' deep. At the bottom of it lies a misshapen broodguard. It has a move of 10' per round, and only half the normal hit points. It will cower from the party, unable to escape or defend itself from ranged attacks. Succeeding a DC 18 Intelligence (arcana) check will reveal that the empty vials scattered at the bottom of the pit contained some sort of horrible brew that turned a humanoid into this... thing. A DC 13 Wisdom (Perception) check will allow a character no notice a full vial of the brew down in the pit with the malformed broodguard. If a player climbs down into the pit, the broodguard will attack, and swarms from the central pit will arrive to attack (one swarm per round) via connecting pipes.

The stairs on the north side of the chamber lead down the the **RIVER OF XIBALBA**.



SWARM OF POISONOUS SNAKES Tiny Beasts

HP 36	AC 14	Move: 30', swim 30'
Per: 10	Init: 14	Blindsight 10'
Attacks: Bite+6 (2d6 pi) and Con DC10 vs (4d6 poison)		
Swarm: moves and occupies space as many tiny creatures		
Resist: Slash, blunt, pierce		
Immune: charm, fright, paralyze, petrify, restrained, prone, stunned		

SECOND LEVEL

The second level is much cleaner than the first. The carvings that covers the walls is of a finer grade. They depict incremental transformation from the obviously lesser humanoid forms to more and more serpentine states of being. The ceilings on this level are 10' high. From inside, doors leading out to the exterior require a check at only DC 12, and are not trapped from the inside, otherwise they are the same as doors described in the pure-blood quarters.

(1) PUREBLOOD QUARTERS Coming from the lower level, the stairs seem to enter into a dead-end hallway. The southwest chamber collapsed long ago;

and its door has been pushed in to lie on top of the rubble. Each of the other chambers is home to **2 YUAN-TI PUREBLOODS** who will only be in their rooms at night. Searching a room will reveal 1d4 statuettes or pieces of jewelry worth 25 gp each.



Each room is behind a door that requires a DC 16 check to find (rolling at least 21 will reveal the trap and 26 will allow a character to simply open it). Each door's opening mechanism is trapped with a poisoned blade. Attempting to use the latch without disarming the trap (or failing by 5 or more on a check to do so) will cause a dagger to stab the characters for 4 (1d4+2) piercing damage. A character damaged by the blade must make a DC 12 Constitution saving throw, taking 4 (1d8) poison damage on a failed save or half that amount on a success.

(2) SERPENTINE HALLWAY



"The floor is inlaid with three snakes in green slate, red sandstone, and black granite. They wind their way from the top of the stairs and down through the hallway that runs to the east. Their forms overlap as they twine their way along the floor. Fine carvings on the wall depict three snakes emerging from the depths to transform humanoid figures into what are obviously yuan-ti. The elves that retained more of their form after transformation serve those who became more snake-like. The murals seem to promise god-like status to those who sacrifice enough souls to the three great snakes."



There are three secret doors that open off of the hallway. Each one is similar to the doors in the Pureblood Quarters.

(3) KITCHENS Strong smells of blood and overripe fruit flow from the chamber as soon as the characters open the door. Inside are the yuan-ti kitchens. Their diet consists of raw meat flavored with sauces made from nearly rotten jungle fruits. During the day, **TWO YUAN-TI PUREBLOODS** and **TWO CULTISTS** work in the kitchen. Unless the character have been loud, the yuan-ti and cultists are focused on their work, and will be at disadvantage to notice them. Other than urns of various spices, there is nothing of value in the kitchens.



FLOOR TRAPS

The black snake represents Dendar, whose temple this is. Every 20' or so that snake is on top of the writhing, inlaid serpents. Roll a d6 for each character who walks over one of these floor sections. On a result of 4 or higher, the character steps on Dendar, causing poison darts to fire at them from a nearby wall 10' further down the hallway. The trap will make an attack roll at +7 against anyone in that stretch of hallway, dealing 2 (1d4) piercing damage on a hit. A character damaged by a dart must make a DC 17 Constitution saving throw, taking 16 (3d10) poison damage and suffering from the poisoned condition for 1 hour on a failed save, or half as much damage and not being poisoned on a success. A creature suffering from the poisoned condition may attempt the saving throw again every 10 minutes, ending the condition on a success.

A character who succeeds on a DC 22 Wisdom (Perception) roll can spot that these sections of floor look a little different. Characters who recognize this can simply avoid stepping on those sections of the floor.

(4) HATCHERY The air in this chamber is heavy with the scent of musk. In the back corner, orderly clutches of eggs await hatching. **FOUR YUAN-TI BROODGUARDS** stand watch over the eggs, tended by a **YUAN-TI PUREBLOOD**.

(5) WORKROOM & ARMORY This chamber serves as the yuan-ti's armory and general crafting area. Work benches line the walls and fill the center of the room. The recent effort to restore the pyramid to its former glory is centered out of this room. During the daytime, a **YUAN-TI MALLISON** (Type 1) directs two **CULTISTS** in preparing weapons and armor. The weapons are macuahuitls, fine wooden clubs set with razor sharp teeth of obsidian (they have the same stats as a longsword). A wooden wall separates the workroom from the armory. That door is unlocked.

The yuan-ti and cultists will respond to sounds of fighting or alarm coming from the baths or the shrine.

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The malison wields a macuahuitl +1. Inside the armory there is a significant collection of weapons: including macuahuitls, javelins, shortbows, and arrows. Several suits of bone armor rest on stands and shelves; they are equivalent to scale mail.

There is a shortbow +2 hanging prominently on the wall.

In a magically sealed, stone chest rests **KORAG'S FURY**. Any creature attempting to open the chest must make a DC 18 Wisdom saving throw. On a failed save they take 22 (4d10) psychic damage and become frightened of the chest for one minute. On a success they may then attempt a DC 18 Strength check to remove the lid. Characters who still bear Luthic's mark from the barren mother have advantage on these checks.



KORAG'S FURY

Weapon (maul), legendary (requires attunement by a barbarian)

You gain a +3 bonus to attacks and damage rolls made with this magic weapon. While this weapon is equipped you gain advantage to Charisma (Intimidation) rolls. When you hit a creature while raging, deal an extra 1d12 thunder damage. Creatures hit by Korag's Fury must succeed on a Strength saving throw equal to your 8 + your Strength modifier + your proficiency bonus or be knocked prone. While attuned to Korag's Fury, rage lasts twice as long and cannot be voluntarily ended as long as there is an enemy in sight.



If Drenna is with the party, she will feel a pull toward the ancient hammer from up to 60' away. The orc priestess will immediately recognize the weapon for what it is, and be certain that it will aid her tribe's return to glory.

(6) RITUAL BATHS Shallow pools fall off to either side of the central passageway through this chamber. The smell of tropical flowers and incense fills the air. The baths are 3' deep. A **YUAN-TI NIGHTMARE SPEAKER** rests in the shallow water. She will respond to sounds of fighting or alarm in the workroom or the shrine.

(7) SHRINE The northern wall of this chamber is dominated by a black granite statue of Dendar, the Night Serpent. The room is under the effect of a permanent hallow spell. Celestials and fey are barred from entering. Any creature that isn't yuan-ti or a member of the cult must succeed on a DC 19 Charisma saving throw or become frightened of the statue. During the day, a **DEACON** (cult fanatic) and a **CULTIST** tend to the shrine. They will respond to sounds of fighting or alarm from the hatchery, workroom, or baths, raising an alarm of their own as they do.



Laid out before the statue are dozens of tribute items, comprising a treasure hoard. You may roll for a random loot pile or use the following: (10) 100 gp gems, (10) 250 gp art objects, Potion of greater healing, Keoghtom's ointment

THIRD LEVEL

This level is the lavish home of the yuan-ti abominations, the pinnacle of yuan-ti transformation. The doors to the exterior are identical to the exterior doors of the second level, except that their traps deal 9 (2d8) poison damage that requires a DC 15 Constitution saving throw to resist.

If the characters have been noisy as they've made their way into the pyramid, Teyasapan will have snuck around them with the orog and a codrie of her yuan-ti and escaped down the stairs that lead



YUAN-TI ABOMINATION Large Monstrosity

HP 127	AC 15	Move: 40'
Per: 15	Init: 13	Darkvision 60'
Attacks: Multiattack (3), Scimitar+7 (2d6+4 sl), Bite+7 (1d6+4) and (3d6 poison), Longbow+6 range 150'/600' (2d8+3 pi) and (3d6 poison), Constrict+7 (2d6+4) and grapple DC14		
Skills: Perception +5, Stealth +6 Immune: poison, Magic resistance, Shapechanger		
Spellcasting (DC15) At will: animal friendship (snakes) 3/day: suggestion, 1/day: fear		

from the snake pits on the first level to the River of Xibalba. She has no interest in risking her plans at becoming a god by tangling with some pesky adventurers.

(1) SERPENTINE HALLWAY The winding corridor is spotlessly clean. The carvings on the wall are beautifully detailed depictions of serpent creatures with humanoid torsos. They are obviously the objects of worship from those beneath them. The stairs leading up to the next level are filled with rubble, as the top floor of the pyramid is largely collapsed.

(2) GUARDIAN'S NICHE At the end of the hallway, two **YUAN-TI BROODGUARDS** stand vigilant watch over their masters. They will attack anything that isn't yuan-ti.

(3) OROG'S PRISON This is where Teyasapan has been imprisoning the nameless **OROG**. If the characters find this chamber before the pyramid has been alerted, they find the orog bound, drugged, and barely alive.

(4) TEYASAPAN'S CHAMBERS The room is lavishly decorated with colorful cushions, ornate carvings, fine weaving, feathered headdresses and the like. It is possible that the characters will catch **TEYASAPAN** (a yuan-ti **ABOMINATION**) in her chambers. More likely she has been given some warning about the adventurers and escaped to the River of Xibalba to complete the ritual and steal herself a godhood.



The serpent queen's chambers are decorated with gems and art. If the characters take the time to gather loot they include: 2d4 (5) 100 gp gems, 2d4 (5) 250 gp art objects, A pearl of power, A couatl egg.



If Ixazula is with the party she will immediately recognize the egg as her own, stolen from her decades ago by the yuan-ti. She tells the party that she knows her death will coincide with the eclipse. If the egg can be returned to the fallen temple in Kuzumat's Grave, the next generation of couatl will be born and aid them in bringing the god back to this world.

(5) COUNCIL CHAMBERS This chamber was the seat of government of the ancient yuan-ti. It has since fallen into some disrepair. The ceiling in the southwest corner of the room is collapsed. Tables line the walls; they are covered in charts, maps, and scrolls. The council chamber has become the home of a yuan-ti nightmare speaker by the name of **MASLAL**.



Maslal does not sleep, and will attempt to engage the characters in conversation unless attacked. He will tell the party that they've just missed Teyasapan and openly share the reason for the orog sacrifice, if they characters don't already know. Maslal believes that he would be a better god than his mistress, and would like to use the party to defeat her, so that he may be the one to ascend during the eclipse. He will act the part of the ally until his moment of betrayal.

CHASING TEYASAPAN

Assuming that the characters didn't sneak directly into Teyasapan's chambers and kill her, she probably snuck down the stairs to the underground river ahead of them, possibly days ago. This part relies heavily on the DM's discretion. It should take two days of travel down the river to get from Salasmul to Kuzumat's Grave. If the party was cutting it close on the timeline, the yuan-ti queen may have left the pyramid before the characters even arrived there.

You may set it up that the snake queen barely escaped in time with the orog and her personal guard. The characters may catch a glimpse of her around a corner as she exits through the council chambers, around the outside of the pyramid, and down to the river; all while her guards throw themselves at the adventurers to buy their queen some time.

Maybe the characters did manage to engage her in battle and slay her. In that case, Maslal is a crafty snake, and will have made every effort to escape down the river with the orog. After all, if his queen can't live to be a god, that doesn't mean that he can't.

ACT THREE

THE RIVER OF XIBALBA

Most of the rivers of Salasmul flow underground. To the ancient elves, the underworld was a very real place, and one that they regularly interacted with. Vast mausoleums were carved deeper and deeper into the walls of this nether realm. When the elves became the yuan-ti, the transformed people had a steady supply of corpses to raise as labor and security.

UNDERDOCKS

The stairs from Dendar's Temple lead down to an underground lake. A stone dock just out into the dark, still water. There are two canoes tied up at the end of the pier. If the yuan-ti knew that the characters were coming and had a few rounds to do so, the canoes will be damaged, though not beyond repair.



"The stairs winds ever downward for what must be two or three hundred feet. As they descend the rich carvings that decorated the temple give way to roughly cut stone. Finally the stairs emerge into a large cavern. The sounds of dripping water echo in the stillness."

There is no artificial light here. The still waters of the underground lake reflect only the darkness of the cave ceiling that arches 30' overhead.

Unless the characters immediately get into a serviceable boat, **TWO MUMMIES** and **FOUR SKELETONS** will shamle out of the pitch blackness to attack.

A character with woodworking tools and proficiency with them will be able to repair a boat in about an hour. The workroom on the second level has tools. Several castings of a mending spell might also do the trick, provided that another character can hold pieces of the broken boat together.



SKELETON Med. Undead

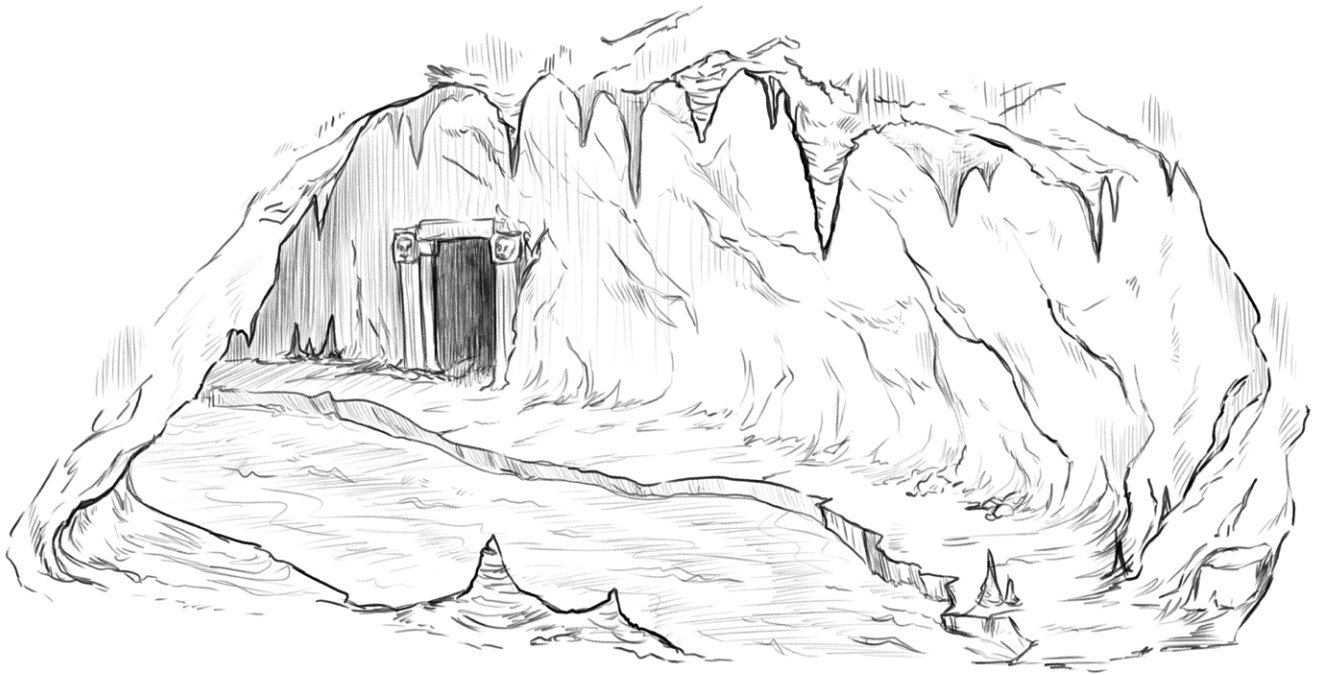
HP 13	AC 13	Move: 30'
Per: 9	Init: 12	Darkvision 60ft
Attacks: Shortsword+4 (1d6+2 pi) Short-bow+4 80/320ft (1d6+2 pi)		
Vulnerable to blunt, Immune to Poison		

MUMMY Med. Undead

HP 58	AC 11	Move: 20'
Per: 10	Init: 9	Darkvision 60ft
Attacks: Multiattack (2), Rotting fist+5 (2d6+3 bl) plus (3d6 necrotic) and Con DC12 vs curse		
Dreadful Glare: one visible target within 60', wis DC11 vs fright until end of mummy's next turn. failure by 5 or more means paralysed instead		
Save: Wis+2		
Vulnerable: fire Resist: non-magic weapons Immune: necrotic, poison, charm, exhausted, fright, paralyze, poison		

THE RIVER OF THE DEAD

For the characters traveling along and through the river, it is effectively a linear path that flows into the catacombs of Salalmul, under the Venero Fork, through the Grave of Kuzumat, under the Coiled Road, past the Initiate's Camp, through Xibalba Gate and eventually to the sea. Treat travel along the river much in the same way as travel through the jungle above. Instead of choosing a destination, the character acting as guide makes a DC 15 Wisdom (Survival) roll at advantage



because they're following a river, possibly negated by disadvantage if the guide doesn't have darkvision. Success on the roll means that the party makes good progress for the day. Failure means they got lost in a branching cavern and made little to no progress.



If you need to add or subtract a day from the Eclipse's timetable, this is a great opportunity to do so. You can change the length of the path that the river travels, or have the characters lose track of days without any contact with the sun.

GENERAL FEATURES

The River of Xibalba is pitch dark, lit only by occasional patches of glowing fungus and the rarer break of sunlight through a natural chimney. Any combat encounter that the party gets into will be in darkness. A character who falls, or gets pushed, into the frigid water will get swept downstream. You may have them make a DC 13ish Dexterity check or take 11 (2d10) bludgeoning damage.

RANDOM ENCOUNTER TABLE: UNDERDARK



2d8	Encounter
2	Friendly Mycanoids offer aid (mm230)
3	<i>Shortcut</i>
4	2d4+4 Swarms of Bats (mm337)
5	1d6+10 Skeletons (mm272)
6	<i>Swift Water</i>
7	1d4 Ochre Jelly (mm243)
8	1d4 Carrion Crawlers (mm37)
9	<i>Shafts of Light</i>
10	1d4+4 Rust Monsters (mm262)
11	1d2 Black Pudding (mm241)
12	<i>Dry Section</i>
13	1d2+1 Hook Horrors (mm189)
14	Earth Elemental (mm124)
15	<i>Cataracts</i>
16	1d2 Umber Hulk (mm292)

SPECIAL ENCOUNTERS

- **SHORTCUT** The characters find a shortcut in the caves, effectively allowing them to skip a hex of their travel distance.

- **SWIFT WATER** The river flows quickly and calmly. The characters can skip the next random encounter roll.

- **SHAFTS OF LIGHT** High above the party a few chimney's break through to light above, breaking the confusing monotony of travel in pitch dark. The party's next two navigation rolls are at a DC of 10.

- **DRY SECTION** The river disappears into a sinkhole. Fortunately there is an alternate path. To find it, a PC must succeed on a DC 15 Wis (Survival) roll. Carrying the boats through the cave is exhausting. Each character must succeed on a DC 13 Constitution saving throw or take a level of exhaustion.

- **CATARACTS** The river plunges blindly onto rocks. The character piloting the boat must make a DC 18 check of Wis (water vehicles). If that fails, everyone in the boat must make a DC 13 Dex saving throw, taking (11) 2d20 bludgeoning damage on a failed save or half that much damage on a success. The boat may also require some repair.

THE ECLIPSE

Depending on what NPCs the characters agreed to help (and potentially betray), or have already defeated, the events surrounding the lunar eclipse could go down in an a nearly endless number of permutations. But this is it. The big finish.

There are two major variables that can't be scripted from your party's delve into the jungle. The first is the state of the NPCs and their factions. The second is when the party emerges from the River of Xibalba into the Grave of Kuzumat. (If they took the river.) With that in mind, let's set the stage for the sacrifice and give the characters a chance to change the course of history.

CREATURES

Each of the outer sacrificial braziers has a contingent consisting of 1d2+1 **CULTISTS**, a **CULT FANATIC** and a **YUAN-TI PUREBLOOD**. If the characters already defeated a significant number of enemies at Kuzumat's Grave subtract a cultist and either the fanatic or the pureblood from one or all of the outer braziers.

Each of the inner sacrificial braziers is manned (snaked?) by a **YUAN-TI BROODGUARD**, a **YUAN-TI PUREBLOOD**, and a **YUAN-TI MALISON**. If they are still alive and could conceivably have gotten here since the party last encountered them, **BROTHER VISSER** and

MASLAL (nightmare speaker) will replace a malison.

At the DM's discretion, add one or more yuan-ti patrols around the lip of the cenote. A patrol consists of a **YUAN-TI PUREBLOOD** and 1d2 **YUAN-TI BROODGUARDS**. If you know that there's an orcish horde coming to save the day (see the Nightbear's Plans below), these patrols can clash with them, leaving the characters free to engage in the more important fights.

At the center of the fallen temple, **TEYASAPAN** stands over the main altar, on which lies the chained and unconscious orog.

THE YUAN-TI PLAN

According to Tesayapan's years' of work (aided by Brother Visser and his cultists) the evening is supposed to proceed smoothly. Though the characters have very likely already put more than a few wrinkles into her plan.

As soon as the sun goes down the cultists and malisons are to begin the ritual. It begins with the sacrifice of elven natives and/or cultists at the braziers set up along the ring of the cenote. At each location, as the sun goes down, a cult fanatic or yuan-ti pureblood will cut the heart out of the still (for now) living sacrifice. When that has been accomplished they will set the brazier alight, adding the heart to the fire when most of the body has been consumed. Once this part of the ritual has been completed nothing short of a gate spell will allow any creature passage into or out of the cenote.

If one of the four ritual parts can be disrupted, it will be possible to enter or exit the area by succeeding on a DC 20 Charisma saving throw. If one of the braziers can be destroyed after the completion of its part in the ritual, a creature can cross the border by succeeding on a DC 25 Charisma saving throw. Destroying or disrupting additional braziers reduces the DC by 5 each. If all four parts of the ritual can be disrupted before it is complete, the barrier will never form.

As soon as the moon begins to disappear in the planet's shadow (roughly four hours after dark), the second part of the ritual is to begin. Malisons (potentially including nightmare speakers) and Brother Visser (if he's still alive) will sacrifice high level captives in the braziers set up on the corners of the



fallen temple. These captives might include a player character who was captured (or didn't attend the final session), Drenna, Ixazula, Maslal (if he was caught offering the characters aid against his queen), and/or named townsfolk. These captive will be killed in a similar manner to those who died at sundown. This second stage of the ritual sets up the magical chains that will bind Kuzumat when he is resurrected. All the while, Teyasapan and her priests will dance and chant at the top of the sunken temple.

Disrupting or destroying one of these inner braziers will give Kuzumat a chance to break free. If the characters sever one of the spiritual chains, the reborn god will be able to break free if he can succeed on a DC 25 Charisma saving throw at disadvantage. Breaking two of the chains will allow Kuzumat to make the roll normally; while three broken chains will give him advantage. If all four of the inner bra-

ziers are disrupted or destroyed, there will be nothing binding the old god, should the final part of the ritual be completed.

When the four inner braziers are alight with the bodies of their sacrifices, and the moon has been completely obscured, Teyasanpan will complete the ritual by plunging an obsidian dagger into the nameless orog's chest. She will cut out his heart and hold it aloft. Kuzumat's soul will be wrenched from where it floats in the Astral Plane and his reborn form will coalesce around the heart, magically chained to the four inner braziers.

It will take 1d6+5 rounds for the dead god to reform on the Material Plane. In that time Teyasapan will begin to feed on his energy. At the beginning of each of her turns, she will gain 1d10 temporary hit points for each of the inner braziers that hasn't been disrupted or de-

stroyed. When Kuzumt has rematerialized, the yuan-ti queen will take her action to plunge her dagger into his chest, rip out his heart, and eat it. Once she's done that, her ascent to godhood will be assured.



Maslal may take this opportunity to literally stab his queen in the back, and eat Kuzumat's heart himself.

Once the eclipse begins, the yuan-ti will do everything they can to keep to the schedule. Teyasapan will only break off the final sacrifice if all of the inner braziers have been disrupted. She knows that bringing an unbound god back to the Material Plane will be suicidal to her and her people.

BREAKING THE CHAINS

The ritual magic that emanates from the braziers after they have received their sacrifice can be disrupted in several ways.

- The most obvious is to prevent the sacrifice from occurring at all. The yuan-ti and cultists at each site will fight to the death to prevent the characters from rescuing a captive. If a captive has been freed (or killed outside of the brazier) a cultist will “volunteer” to take their place. Unless a sacrifice is a named NPC they have the stats of a commoner.
- Destroying a brazier will end its effect on the ritual. Braziers are large, stone objects, 3' high and 10' in diameter. They have an AC of 17 and 27 (5d10) hit points. Braziers are immune to cold, fire, poison, and psychic damage; and they are resistant to piercing and slashing damage from non-magical weapons. Braziers are immune to all status effects. Attacks against outer braziers from outside the wall that they create are at disadvantage.
- The spiritual barriers and chains that emanate from the braziers can be suppressed by dispel magic or similar spells. Treat the outer braziers as 3rd-level spells and the inner ones as 5th-level. A dispel magic spell will suppress the chains from the inner braziers for 1d4 rounds, plus one round for each extra margin of success on the check. (At DC 15, a result of 17 will suppress the binding magic of an inner brazier for 14d+2 rounds. A well-timed counterspell (just at the victim's heart is added to the flames) will prevent that part of

the ritual from taking effect. Moreover, the yuan-ti may not even notice.

- Characters might have sabotaged some of the braziers during their earlier visit to the fallen temple. Obvious damage will have been hastily repaired; braziers will have their hit points reduced by 1d10 to 4d10 depending on the extent of the damage.

THE NIGHTBEARS' PLAN

With or without the characters' help, the Nightbear orcs have no intention on letting the yuan-ti spawn a new god in their land. If Drenna was with the party when they learned about Teyasapan's plan to devour the soul of a god, they will send a contingent of their own, consisting of every available warrior. Unless there has been a significant culling of the orc population, this will be 1d20+20 **ORCS**, 1d4+6 **NIGHTBEAR WARRIORS**, 1d6+4 **NIGHTBEAR PATHFINDERS**, and orc warchief **MORG TWIN-AXE**.

Many of the available orcs will not be able to pass into the area's ancient hallow effect. For the sake of the Dungeon Master's sanity, don't try to individually handle every creature involved in the massive melee. Use them as a narrative device to occupy the small army of yuan-ti and cultists who are bent on bringing a new evil into the world. At this point the orcs will fight to the death to rescue the orog who they now know to be the descendant of Korag God-Killer.

A character holding Korag's Fury will feel it pull toward the orog. If the weapon is brought within 30' of the orog it will attempt to break away from whomever has it. The character may use their reaction and make DC 20 Strength check to retain the maul. It will attempt to reach its true master any time it comes within 30' of the orog, or starts a turn there. If released, Korag's Fury will fly to the orog who will awake and attempt tear free from his bonds. When this happens, the orog becomes Gorak the Reborn. He is restrained and cannot attack until he or a character succeeds on a total of three DC 19 Strength checks. Once he is free and has Korag's Fury, he will move to and attack the nearest creature unless Drenna can get within 30' of him and use her action to direct his wrath. She will instinctively know to do this.

If the characters killed Drenna, or otherwise prevented her from learning about the yuan-ti master plan, or reporting that information to her clan, then

they will be on their own to handle the yuan-ti.

IXAZULA'S HOPE

The couatl would like the characters (and any other allies that they've rallied) to let the orog die under Teyasapan's knife, then break the chains that bind her long-dead master (see the section on Breaking the Chains). Although she cannot enter the area, she will provide any assistance she can if she believes the characters share her goal. If the characters retrieved the couatl egg from the pyramid, Ixazula will tell the party that, though she will die tonight, her offspring may be able to help. The egg can pass enter the area without difficulty. If a character can touch the egg to the stone of the fallen temple, it will immediately hatch into a full-grown couatl. Ixazula's child will gladly give her life to help bring back her god.

If the orcs are present at the battle, and suspect that the characters allowed the orog to die, they will seek the party's death just as enthusiastically as they do the yuan-ti's.

AFTERMATH

As the moon finally reemerges from the planet's shadow (or from its descent into Xibalba) the land of Akahnpek faces a new reality.

TEYASAPAN ASCENDANT

The serpent queen completed her ritual and became god. If the characters struck a deal with her, and honored their end, she will uphold her end. To the letter. Likely the deal included borders to divide her new empire from the one that sent the characters into the jungle in the first place. Either way there is a lawful-evil snake god who wants to restore her fallen empire to glory at the expense of anyone or anything that gets in her way.

But maybe the ritual didn't go quite right. Teyasapan's ascent to godhood may have only almost succeeded. She has transformed not to a god, but to a yuan-ti anathema (vgm202).

GORAK THE REBORN

The bit of Korag God-Killer's soul imbued into his maul entered the young orog, raising him to the avatar of his ancestor. Gorak the Reborn knows his name. And he knows of Morg Twin-Axe's coward-

ly treachery against him. The legendary maul falls swiftly upon the war chief, killing him with a single blow. The Nightbear tribe is now, unquestionably, under Gorak's leadership.

Drenna's council can sway the new war chief, so Mossmill might be safe for a generation. Besides, the orcs have a more immediate target. They will sweep to the north and east, scouring the land of yuan-ti and elf alike. To the orcs of the Nightbear clan, the two enemies are the same.

KUZUMAT THE SUN-SNAKE

The old god breaks free from the last of the dark magic chains that bound him. For an instant that feels like lifetime, the winged and radiant snake surveys the scene around his ancient temple. His eyes catch fire with a holy radiance that spreads down the length of his body. A body that is simultaneously 50' long and reaches to the stars. The god blinks. Sacred flames blast out in all directions, yuan-ti fall to ash and orcs flee for their lives.

In the following days light returns to the jungle. In the following weeks, word of Kuzumat's return spreads across the land. Elves and men alike begin to flock to the area to restart his priesthood. In the following months and years Akahnpek rises as a strong, independant kingdom under Kuzumat's protection.

As reward for their invaluable efforts, Kuzumats grands the characters his blessing. Players may chose the Blessing of Health or the Blessing of Understanding (dmg228). They will be eternally welcomed in Akahnpek.

If she survived, **IXAZULA'S DAUGHTER** will faithfully follow the characters so long as they behave themselves. She might even serve as a familiar to a good aligned wizard.

REWARDS AND SCALING

After all the sound and fury of the eclipse, there isn't a great deal of physical wealth to be looted from the Grave of Kuzumat, which is primarily a ritual space. However your players shouldn't be too disappointed at having survived the night, as they just earned the goodwill of whichever god they just brought to ascendancy, along with respect, fame and status with the faction they backed.

EXPERIENCE AWARDS

For your convenience in figuring out the experience granted over the course of the adventure, we have listed all of the major encounters and the total XP that should be rewarded from going through them. Your actual gameplay will probably include random encounters, and may include role-playing xp bonuses.

Some examples of goals or roleplaying awards could include:

- Freeing the orog in Salasmul, before the eclipse.
- Gathering observations on the eclipse for Kynthia Zotos.
- Hatching the couatl egg.
- Bringing Brother Visser back to the church alive to stand trial.

ENCOUNTER XP:

• **BUMP IN THE NIGHT**- the PCs are meant to lose this fight, but should be rewarded experience even if defeated. 2 Orc Warriors CR1/2, 1 Orc Pathfinder CR1, 2 Ogrillon Brutes CR2, 1 Claw of Luthic CR2, 1 Cave Bear CR2. Total 2200XP

• **INITIATES CAMP**- note that the PCs should get more experience for *not* killing cult initiates than for slaughtering them. 10 Initiates (commoners) CR0, 2 Cult Deacons (Fanatics) CR2, 2 Yuan-Ti Purebloods CR1. Total 1400XP

• **THE FALLEN TEMPLE** - 14 Cult Initiates CR0, 5 Cult Deacons CR2, 4 Yuan-Ti Purebloods CR1, 4 Yuan-ti Malisons CR3, 1 Yuan-ti Nightmare Speaker CR4, Brother Visser CR4. Total 8190XP

• **THE CITY OF SALASMUL LEVEL 1** - 2 Yuan-ti Broodguards CR2, Back Pudding CR2, 2 Giant Tarantulas (Giant Spider) CR1, 5 Dust Mephits CR1/2, 5 Swarm of Poisonous Snakes CR2, 2 Deacons CR2, 4 Cultists CR1/8. Total 6150XP

• **THE CITY OF SALASMUL LEVEL 2** - 5 Yuan-ti Purebloods CR1, 5 Cultists CR1/8, 1 Cult Deacon CR2, 4 Yuan-ti Broodguards CR2, 1 Yuan-ti Malison CR3, Yuan-ti Nightmare Speaker CR4. Total 5175XP

• **THE CITY OF SALASMUL LEVEL 3** - 2 yuan-ti Broodguards CR2, Yuan-ti Nightmare Speaker CR4, Yuan-ti Abomination CR7. Total 4900XP

• **THE UNDERDOCKS** - 4 Skeletons CR1/4, 2 Mummies CR 3. Total 1600XP

• **THE ECLIPSE** - Note that we have included the xp values of major NPCs (Brother Visser, Teyasapan and Maslal) in the previous encounter listings, so here we are only listing enemies unique to this fight. 8 Cultists cr1/8, 4 Deacons CR2, 5 Yuan-Ti Purebloods CR1, 4 Yuan-Ti Broodguards CR2, 4 Yuan-Ti Malisons CR3, Total 7600XP

SCALING

This adventure was designed for 4 characters starting at level 5, but to tailor the encounters to your player's party we have included suggestions of slightly less challenging fights for fewer or lower level PCs, and more beefy fights for 5 players or higher level characters.

• **BUMP IN THE NIGHT** To scale down, remove a nightbear warrior and an ogrillon brute. To Scale up, add a warrior and a pathfinder.

Lower Version: 1 Orc Warrior, 1 Orc Pathfinder, 1 Ogrillon Brute, 1 Claw of Luthic, 1 Cave Bear: 1650xp award

Higher Version: 3 Orc Warrior, 2 Orc Pathfinder, 2 Ogrillon Brute, 1 Claw of Luthic, 1 Cave Bear: 2500xp award

	Lvl 4	Lvl 5	Lvl 6	Lvl 7
Low Version	Deadly	Hard	Med	Med
As Written	Deadly	Deadly	Hard	Hard
High Version	Deadly	Deadly	Deadly	Hard

• **INITIATES CAMP** Scale down by removing 1 Deacon and 2 initiates, to scale up add 2 initiates and 1 Pureblood

Lower Version: 8 Initiates (commoners), 2 Cult Deacons (Fanatics), 2 Yuan-Ti Purebloods. 930XP

Higher Version: 12 Initiates (commoners), 2 Cult Deacons (Fanatics), 3 Yuan-Ti Purebloods. 930XP

	Lvl 4	Lvl 5	Lvl 6	Lvl 7
Low Version	Hard	Medium	Med	Easy
As Written	Deadly	Hard	Hard	Med
High Version	Deadly	Deadly	Hard	Hard

THE FALLEN TEMPLE Remember this is a long fight in several waves, averaging to 5 hard fights. To scale down remove a cultist from each of the waves, as well as a total of 2 of the deacons and 2 of the purebloods. To scale up change a pureblood in each of the last two groups to a malison.

Lower Version: 10 Cultists, 3 Cult Deacons, 2 Yuan-Ti Purebloods, 4 Yuan-ti Malisons, 1 Yuan-ti Nightmare Speaker, Brother Visser. 6850XP award

Higher Version: 14 Cultists, 5 Cult Deacons, 2 Yuan-Ti Purebloods, 6 Yuan-ti Malisons, 1 Yuan-ti Nightmare Speaker, Brother Visser. 9190XP award

	Lvl 4	Lvl 5	Lvl 6	Lvl 7
Low Version	Deadly	Hard	Med	Easy
As Written	Deadly	Hard	Med	Med
High Version	Deadly	Deadly	Hard	Hard

• **THE CITY OF SALASMUL LEVEL 1** - See numbers below to scale up or down

Lower Version: 2 Yuan-ti Broodguards, Back Pudding, 2 Giant Tarantulas, 3 Dust Mephits, 3 Swarm of Snakes, 1 Deacons CR2, 3 Cultists. Total 4575XP

Higher Version: 3 Yuan-ti Broodguards, Back Pudding, 2 Giant Tarantulas, 6 Dust Mephits, 5 Swarm of Snakes, 3 Deacons CR2, 5 Cultists. Total 7175XP

	Lvl 4	Lvl 5	Lvl 6	Lvl 7
Low Version	Hard	Med	Med	Easy
As Written	Deadly	Hard	Med	Med
High Version	Deadly	Deadly	Hard	Hard

• **THE CITY OF SALASMUL LEVEL 2** - See numbers below to scale up or down

Lower Version: 3 Yuan-ti Purebloods, 3 Cultists, 1 Cult Deacon, 3 Yuan-ti Broodguards, 1 Yuan-ti Malison, Yuan-ti Nightmare Speaker. Total 4275XP

Higher Version: 6 Yuan-ti Purebloods, 6 Cultists, 2 Cult Deacon, 5 Yuan-ti Broodguards, 1 Yuan-ti Malison, Yuan-ti Nightmare Speaker. Total 6300XP

	Lvl 4	Lvl 5	Lvl 6	Lvl 7
Low Version	Hard	Med	Med	Easy
As Written	Deadly	Hard	Med	Med
High Version	Deadly	Deadly	Hard	Hard

• **THE CITY OF SALASMUL LEVEL 3** - Since this level has primarily boss NPC's, just subtract or add a broodguard to scale.

Lower Version: 1 yuan-ti Broodguards, Yuan-ti Nightmare Speaker, Yuan-ti Abomination. Total 4450XP

Higher Version: 3 yuan-ti Broodguards, Yuan-ti Nightmare Speaker, Yuan-ti Abomination. Total 5350XP

	Lvl 4	Lvl 5	Lvl 6	Lvl 7
Low Version	Hard	Med	Med	Easy
As Written	Deadly	Hard	Med	Med
High Version	Deadly	Deadly	Hard	Hard

• **THE UNDERDOCKS** - scale by adding or subtracting a mummy

Low Version: 4 Skeletons, 1 Mummy 900XP award

HighVersion: 4 Skeletons, 3 Mummy 2300XP award

	Lvl 4	Lvl 5	Lvl 6	Lvl 7
Low Version	Hard	Easy	Easy	Easy
As Written	Deadly	Hard	Med	Med
High Version	Deadly	Deadly	Hard	Hard

• **THE ECLIPSE** To lower, demote the deacons at the outer braziers to regular cultists. At the inner braziers, remove a pureblood or a brood guard from two braziers. To scale up, there are already enough monsters running about. Double the hitpoints of each brazier. Unless your party has taken up the yuan-ti's cause. Then you'll need more orcs.

(NPC's not included in this list)

Lower Version: 8 Cultists, 4 Deacons, 5 Yuan-Ti Purebloods, 4 Yuan-Ti Broodguards, 4 Yuan-Ti Malisons, Total 5250XP

Higher Version: 8 Cultists, 4 Deacons, 5 Yuan-Ti Purebloods, 4 Yuan-Ti Broodguards, 4 Yuan-Ti Malisons, Total 7600XP

	Lvl 4	Lvl 5	Lvl 6	Lvl 7
Low Version	Deadly	Hard	Hard	Med
As Written	Deadly	Hard	Hard	Hard
High Version	Deadly	Deadly	Hard	Hard

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THE BALLAD OF THE BEAR AND THE SERPENT

ABOUT THIS BOOK

Deep in the forbidding Akahnpek Jungle stands the Lost City of Salasmul. Though it fell centuries ago, its yuan-ti creators still linger; and they have a plan to return to glory. Orcs make brazen raids on civilized areas. A cult grows in strength in the jungle and away from prying eyes.

In a few weeks there will be a lunar eclipse. Under that darkness, one of these factions will give rise to a new god. Your band of heroes has until then to shape the destiny of a nation.

This adventure book provides material for three to six sessions of gameplay, and will see a party of 5th-level adventures progress to 7th-level.

Welcome to the jungle!



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info@brassmanfoundry.com

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APPENDIX: BEAR & SERPENT BESTIARY

This appendix includes the full stat blocks for all the creatures that are unique to *The Bear and the Serpent*, as well as major opponents you are going to use frequently in encounters, so you don't have to keep flipping back to your monster manual.

NPCs

KYNTHIA ZOTOS

Medium Humanoid (human), neutral

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 ⁺⁰	14 ⁺²	12 ⁺¹	17 ⁺³	8 ⁻¹	14 ⁺²

Saving Throws Int +6, Wis +2

Skills Animal Handling +2, Arcana +9, History +6, Investigation +6, Religion +6, Stealth +5

Senses Passive Perception 9

Languages Common, plus any three appropriate to be able to communicate to the party

Ritual Spellcasting. Kynthia's ritual spellcasting ability is Intelligence. She can cast the following spells as a ritual, requiring ten minutes:

At will: *comprehend languages, detect magic, identify*

Spellcasting. Kynthia is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *light, gust, shocking grasp, true strike*

1st level (4 slots): *magic armor, magic missile, witch bolt*

2nd level (3 slots): *knock, locate object*

3rd level (2 slots): *counterspell, dispel magic, lightning bolt*

Portent (2 / Long Rest). After completing a long rest, Kynthia rolls two d20s. Until the next long rest, when Kynthia or a creature she can see makes an attack roll, a saving throw or an ability check, she can use the result one of these Portent roll instead. Each result can be used only once.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5' or range 20'/60', one target. Hit: 4 (1d4+2) piercing damage.

OSWALD VISSER

Medium humanoid (human), neutral evil

Armor Class 12 (leather armor)

Hit Points 52 (7d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 ⁺⁰	12 ⁺¹	15 ⁺²	14 ⁺²	12 ⁺¹	16 ⁺³

Saving Throws Wis +4, Cha +6

Skills Arcana+5, Intimidation+6, Deception+6, Perception+4

Senses Passive perception 14

Languages Common, Abyssal, Draconic

Challenge CR 4 (1,100 XP)

Innate Spellcasting. Brother Visser's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 14), requiring no material components

At will: *animal friendship* (snakes only), *speak with animals* (snakes only)

Spellcasting. Brother Visser is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *eldritch blast, friends, infestation, poison spray, toll the dead, vicious mockery*

1st-4th level (2 4rd-level slots): *bestow curse, blight, cause fear, charm person, confusion, crown of madness, dominate beast, enthrall, fear, hallucinatory terrain, hellish rebuke, hex, hold person, hypnotic pattern, suggestion, vampiric touch, witch bolt*

Aspect of the Moon. Brother Visser does not need to sleep, and cannot be forced to do so.

Beguiling Gaze. As a bonus action, Brother Visser can lock eyes with a creature who can see him. As long as he maintains eye contact, that creature has disadvantage on saving throws to resist being charmed by him. Brother Visser had disadvantage on Wisdom (Perception) checks while maintaining eye contact.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5' or range 20'/60', one target. Hit: 4 (1d4+2) piercing damage.

NIGHTBEAR ORCS

NIGHTBEAR WARRIOR

Medium Humanoid (orc), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 37 (5d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 ⁺³	12 ⁺¹	16 ⁺³	8 ⁻¹	12 ⁺¹	10 ⁺⁰

Skills Intimidation+2

Senses darkvision 60 ft., passive perception 10

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orc makes two melee or two ranged attacks.

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6+3) piercing damage.

NIGHTBEAR PATHFINDER

Medium Humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 ⁺¹	14 ⁺²	14 ⁺²	9 ⁻¹	14 ⁺²	9 ⁻¹

Skills Intimidation +1, Perception +4, Stealth +4

Senses darkvision 60 ft., passive perception 14

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Spellcasting. The orc is a 2nd-level spellcaster. It's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc knows the following ranger spells:

1st-Level (2 slots): *ensnaring strike*, *hunter's mark*

ACTIONS

Multiattack. The orc makes two melee or two ranged attacks.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Handaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) slashing damage.

OGRILLON BRUTE

Large giant, chaotic evil

Armor Class 12 (hide armor, shield)

Hit Points 51 (6d10+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 ⁺⁴	10 ⁺⁰	16 ⁺³	7 ⁻²	9 ⁻¹	10 ⁺⁰

Senses darkvision 60 ft., passive perception 9

Languages Giant, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orc makes two melee attacks or two ranged attacks.

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) slashing damage, or 15 (2d10+4) slashing damage if used with two hands..

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6+4) piercing damage.

DRENNÄ, ORC CLAW OF LUTHIC

Medium Humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 ⁺²	15 ⁺²	16 ⁺³	10 ⁺⁰	15 ⁺²	11 ⁺⁰

Skills Intimidation +2, Medicine +4, Survival +4

Senses darkvision 60 ft., passive perception 12

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

SPELLCASTING. The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *resistance*, *thaumaturgy*

1st level (4 slots): *bane*, *cure wounds*, *guiding bolt*

2nd level (3 slots): *augury*, *warding bond*

3rd level (2 slots): *bestow curse*, *create food and water*

ACTIONS

Multiattack. The ore makes two claw attacks, or four claw attacks if it has fewer than half of its hit points remaining.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

APPENDIX: BEAR AND SERPENT BESTIARY

CULTISTS OF KUZUMAT

CULT INITIATE (COMMONER)

Medium Humanoid (human), neutral evil

Armor Class 10					
Hit Points 4 (1d8)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 ⁺⁰	10 ⁺⁰	10 ⁺⁰	10 ⁺⁰	10 ⁺⁰	10 ⁺⁰
Senses passive perception 10					
Languages Common					
Challenge 0 (10 XP)					

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

DEACON (CULT FANATIC)

Medium Humanoid, neutral evil

Armor Class 13 (leather armor)					
Hit Points 33 (6d8+6)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
11 ⁺⁰	14 ⁺²	12 ⁺¹	10 ⁺⁰	13 ⁺¹	14 ⁺²
Skills Deception +4, Persuasion +4, Religion +2					
Senses passive perception 10					
Languages Common, Abyssal, Draconic					
Challenge 2 (450 XP)					

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will) : *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.
Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

CULTIST

Medium Humanoid (human), neutral evil

Armor Class 12 (leather armor)					
Hit Points 9 (2d8)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
11 ⁺⁰	12 ⁺¹	10 ⁺⁰	10 ⁺⁰	11 ⁺⁰	10 ⁺⁰
Skills Deception +2, Religion +2					
Senses passive perception 10					
Languages Common, Draconic					
Challenge 1/8 (25 XP)					

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened .

ACTIONS

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft. , one creature. Hit: 4 (1d6 + 1) slashing damage.

YUAN-TI

YUAN-TI PUREBLOOD

Medium Humanoid (Yuan-ti), neutral evil

Armor Class 11					
Hit Points 40 (9d8)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
11 ⁺⁰	12 ⁺¹	11 ⁺⁰	13 ⁺¹	12 ⁺¹	14 ⁺²
Skills Deception +6, Perception +3, Stealth +3					
Damage Immunities poison					
Condition Immunities poisoned					
Senses darkvision 60ft., passive Perception 13					
Languages Abyssal, Common, Draconic					
Challenge 1 (200 XP)					

Innate Spellcasting. The yuan-ti's spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *poison spray, suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yuan-ti makes two melee attacks.
Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.
Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft ., one target. Hit: 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.

YUAN-TI BROODGUARD

Medium Humanoid (yuan-ti), neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 ⁺²	14 ⁺²	12 ⁺²	6 ⁻²	11 ⁺⁰	4 ⁻³

Saving Throws Str +4, Dex +4, Wis +2

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive perception 10

Languages Common, Abyssal, Draconic

Challenge 2 (450 XP)

Mental Resistance. The broodguard has advantage on saving throws against being charmed, and magic can't paralyze it.

Reckless. At the start of its turn, the broodguard can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The broodguard makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

YUAN-TI MALISON

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 12

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 ⁺³	14 ⁺²	13 ⁺¹	14 ⁺²	12 ⁺¹	16 ⁺³

Saving Throws Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive perception 11

Languages Common, Abyssal, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:

Type 1: Human body with snake head

Type 2: Human head and body with snakes for arms

Type 3: Human head and upper body with a serpentine lower body instead of legs

ACTIONS FOR TYPE 1

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage

ACTIONS FOR TYPE 2

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

ACTIONS FOR TYPE 3

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

YUAN-TI ABOMINATION

Large monstrosity (shapechanger, Yuan-ti), neutral evil

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 ⁺⁴	16 ⁺³	17 ⁺³	17 ⁺³	15 ⁺²	18 ⁺⁴

Skills Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will : *animal friendship* (snakes only)

3/day: *suggestion*

1/day: *fear*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 10ft., one target Hit: 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target

Scimitar (Abomination Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Longbow (Abomination Form Only). Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.

YUAN-TI NIGHTMARE SPEAKER

Medium monstrosity (Yuan-ti), neutral evil

Armor Class 14 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 ⁺³	14 ⁺²	13 ⁺¹	14 ⁺²	12 ⁺¹	16 ⁺³

Saving Throws Wis +3, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 4 (1100 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.

Death Fangs (2/Day). The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16(3dl0) necrotic damage to the target.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Spellcasting (Yuan-ti Form Only). The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC13, +5 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:

Cantrip (at will): *chill touch*, *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *mage hand*, *message*, *poison spray*, *prestidigitation*
1st-3rd level (23rd-level slots): *arms of Hadar*, *darkness*, *fear*, *hex*, *bold person*, *hunger of Hadar*, *witch bolt*

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes one constrict attack and one scimitar attack.

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Invoke Nightmare (Recharges after Short or Long Rest). The yuan-ti taps into the nightmares of a creature it can see within 60ft of it and creates an illusory, immobile manifestation of the creature's deepest fears, visible only to that creature. The target must make a DC13 Intelligence saving throw. On a fail, the target takes 11 (2dl0) psychic damage and is frightened of the manifestation, believing it to be real. The yuan-ti must concentrate to maintain the illusion (as concentrating on a spell), which lasts for up to 1 minute and can't be harmed. The target can repeat the saving throw at the end of each of its turns, ending the illusion on a success, or taking 11 (2dl0) psychic damage on a failure.

JUNGLES OF AKAHENPEK

one hex
= 6 miles

THE DRAKEMIRE

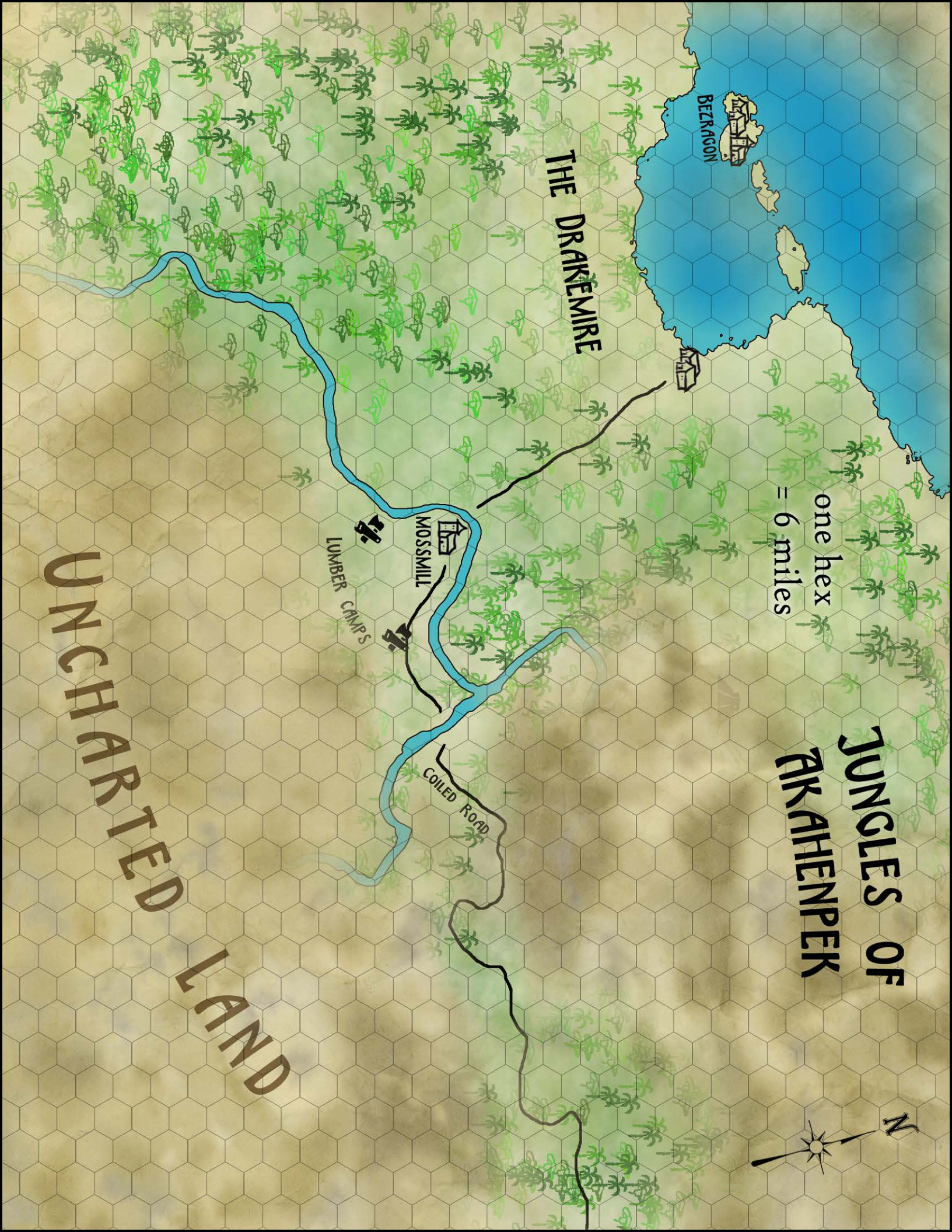
BEZRAGON

UNCHARTED LAND

COILED ROAD

MOSSMILL

LUMBER CAMPS



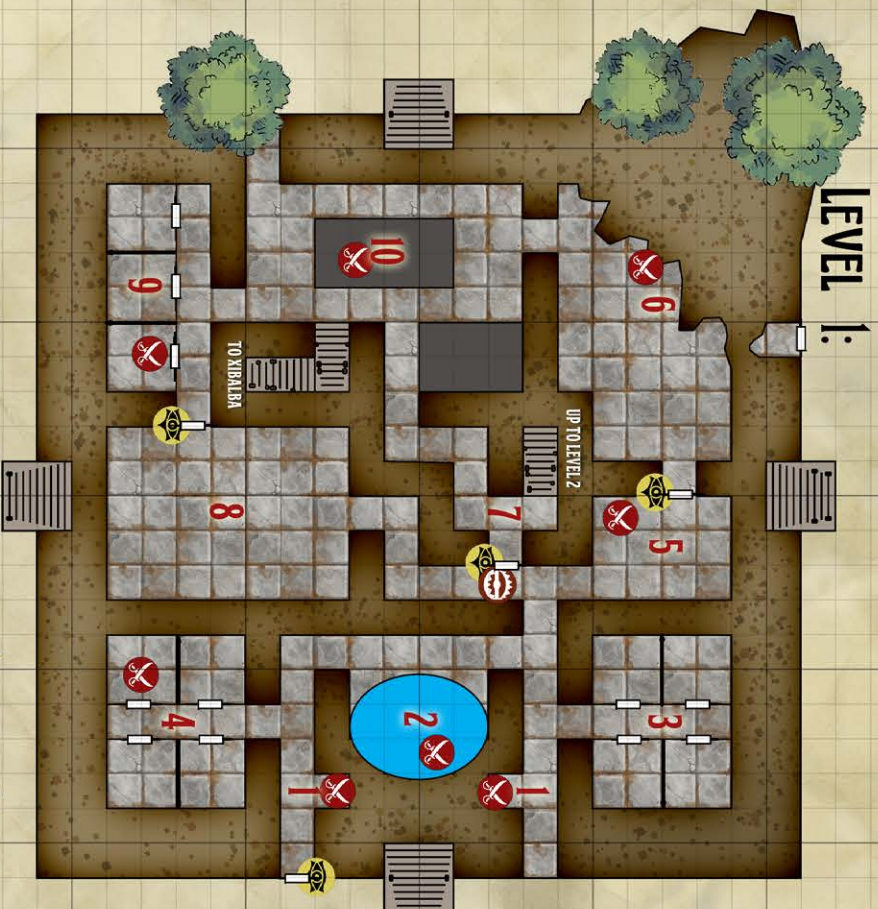
MOSSMILL

POPULATION 878

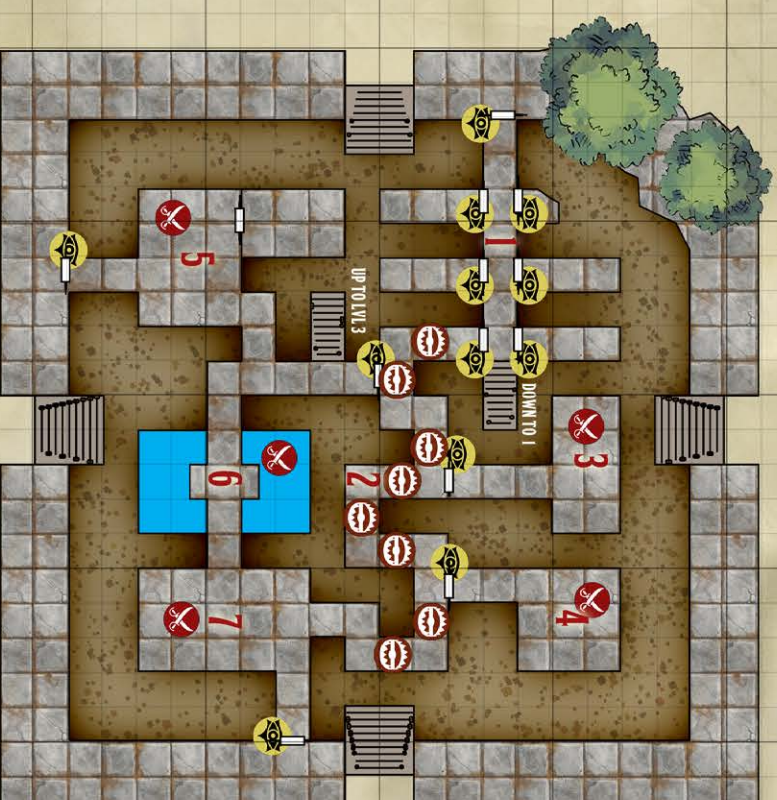
one hex = 25 feet



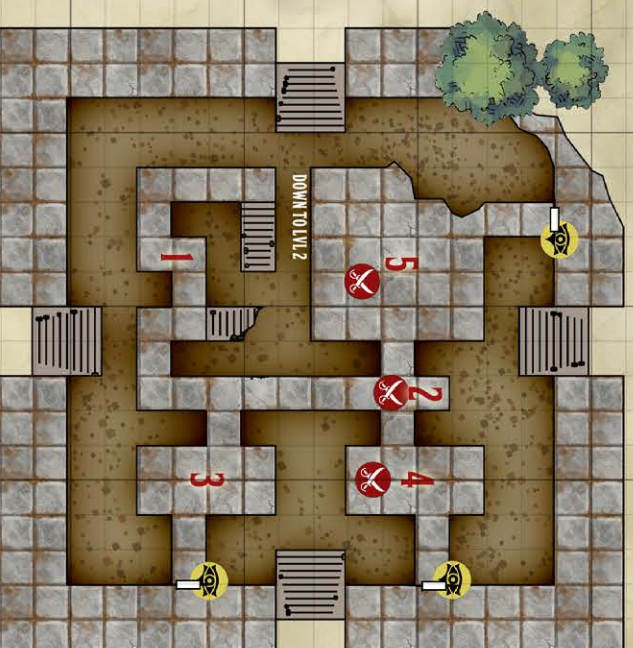
SALASMUL



LEVEL 2:



LEVEL 3:



one square = 10 feet



AMBUSH ENCOUNTER: BUMP IN THE NIGHT

! for 4 level 5 characters

Deadly - awards 5500XP

Notes: Ambush, Orcs, Camp

Details: *Bear and Serpent* (pg 14)



MAP NOTES

Trees are light foliage - difficult terrain requiring 2' of movement for each 1' traveled and providing light obscurement.

Enemies come at night, any PC on watch may make a Wisdom (Per) check at advantage (which negates dim light.)

2x ORC WARRIOR CR¹/₂ (100 XP)

HP 37 AC 15 Mv: 30'

Multiattack (2), Battleaxe+5 (3 sl), Javelin+5 (5 pi) **Agressive**

HP:

2x OGRILLON BRUTE CR2 (450 XP)

HP 51 AC 12 Mv: 30'

Battleaxe+6 (13 sl), Javelin+6 (11 pi)

HP:

1x ORC PATHFINDER CR1 (200XP)

HP 32 AC 14 Mv: 30'

Multiattack(2), Battleaxe+5 (4 sl), Javelin+5 (5 pi) **Agressive**

1st-level(2): *ensaring strike, hunter's mark*

HP:

1x CAVE BEAR CR2 (450 XP)

HP 42 AC 12 Mv: 40'

Multiattack(2), Bite+7(9 pi), Claw+7(12 sl)

HP:

1x CLAW OF LUTHIC CR2 (450XP)

HP 45 AC 14 Mv: 30'

Multiattack (2), Claws+4 (1d8+2 sl)

Cantrips: *guidance, mending, resistance, thaumaturgy*

1st(4): *bane, cure wounds, guiding bolt*

2nd (3 slots): *augury, warding bond*

3rd (2 slots): *bestow curse, create food/water*

HP:

ENCOUNTER: THE INITIATE'S CAMP

! for 4 level 5 characters

Hard - awards 1420XP

Notes: Humans, Jungle

Details: *Bear and Serpent* (pg 18)

NOTES

Trees are light foliage - difficult terrain requiring 2' of movement for

each 1' traveled and providing light obscurement.

The yuan-ti may use the first turn of combat to make a DC 10 Charisma (Animal Handling) check to call a **GIANT CONSTRUCTOR SNAKE** (mm324) from the nearby jungle.



10x CULT INITIATE CR0 (10 XP)

HP 4 AC 10 Mv: 30'

Club+2 (2 bl)

hp:

2x CULT DEACONS CR2 (450XP)

HP 33 AC 13 Mv: 30'

Multiattack (2), Dagger+4 (4 pi)

Cantrips: *light, sacred flame, thaumaturgy*

1st (4): *command, inflict wounds, shield of faith*

2nd (3): *bold person, spiritual weapon*

HP:

2x YUAN-TI PUREBLOOD CR1 (200XP)

HP 40 AC 11 Mv: 30'

Multiattack x2, Scimitar+3 (4 sl), short-bow+3 (4 pi) and (7 poison)

1st (2): *poison spray, suggestion*

HP:

ENCOUNTER: THE SUNKEN TEMPLE

! for 4 level 5 characters
4x Hard - awards 8150XP

Notes: Yuan-Ti, Ruins, waves

Details: *Bear and Snake* (pg 22)



14x CULT INITIATES CR0 (10 XP)

HP 4 AC 10 Mv: 30'

Club+2 (2 blunt)

HP:

5x CULT DEACONS CR2 (450XP)

HP 33 AC 13 Mv: 30'

Multiattack (2), Dagger+4 (4 pi)

Cantrips: *light, sacred flame, thaumaturgy*
 1st (4): *command, inflict wounds, shield of faith*
 2nd (3): *hold person, spiritual weapon*

HP:

4x YUAN-TI PUREBLOOD CR1 (200XP)

HP 40 AC 11 Mv: 30'

Multiattack x2, Scimitar+3 (4 sl), shortbow+3 (4 pi) and (7 poison)

1st (2): *poison spray, suggestion*

HP:

4x YUAN-TI MALISON CR3 (700XP)

HP 66 AC 12 Mv: 30'

Multiattack(2), Bite+5 (5pi) and (7psn), Scimitar+3(6sl), Shortbow+3 (6pi) and (7psn), Constrict+5(10 bl) and grapple

3/Day: *suggestion*

HP:

1x NIGHTMARE SPEAKER CR4 (1100XP)

HP 71 AC 14 Mv: 30'

Multiattack (2), Scimitar+5 (6sl), Constrict+5(10 bl) and grapple
 Death Fang (2/day) add (16 necr)

Nightmare: Int dc13 vs (11psy) & fright

HP:

BROTHER VISSER CR4 (1100XP)

HP 52 AC 12 Mv: 30'

Dagger+5 (4 pi), Beguiling Gaze

Cantrip: *eldritch blast, poison spray, toll the dead*
 (2 4th lv): *blight, cause fear, charm person, confusion, crown of madness, hold person, hypnotic pattern, vampiric touch, witch bolt*

HP:

ENCOUNTER: THE ECLIPSE

! for 4 level 5 characters
4x Med - awards 7600XP

Notes: Yuan-Ti, Ruins, waves

Details: *Bear and Snake* (pg 36)



8x CULTISTS CR1/8 (25 XP)

HP 9 AC 12 Mv: 30'

Scimitar+3 (4 slash)

HP:

4x CULT DEACONS CR2 (450XP)

HP 33 AC 13 Mv: 30'

Multiattack (2), Dagger+4 (4 pi)

Cantrips: *light, sacred flame, thaumaturgy*
 1st (4): *command, inflict wounds, shield of faith*
 2nd (3): *hold person, spiritual weapon*

HP:

5x YUAN-TI PUREBLOOD CR1 (200XP)

HP 40 AC 11 Mv: 30'

Multiattack x2, Scimitar+3 (4 sl), shortbow+3 (4 pi) and (7 poison)

1st (2): *poison spray, suggestion*

HP:

4x YUAN-TI MALISON CR3 (700XP)

HP 66 AC 12 Mv: 30'

Multiattack(2), Bite+5 (5pi) and (7psn), Scimitar+3(6sl), Shortbow+3 (6pi) and (7psn), Constrict+5(10 bl) and grapple

3/Day: *suggestion*

HP:

4x YUAN-TI BROODGUARD CR2 (450XP)

HP 45 AC 14 Mv: 30'

Multiattack (3), Bite+4 (7 pi), Claw+4 (5 sl)

Reckless, Mental Resistance

HP:

TEXASANPAN (ABOMINATION) CR7(2900XP)

HP 127 AC 15 Mv: 40'

Multiattack (3), Scimitar+7 (11 sl), Bite+7 (7 pi) and (10 psn), Bow+6 (12 pi) and (10 psn), Constrict+7 (11 bl) and grapple DC14

Spellcasting (DC15)

3/day: *suggestion*, 1/day: *fear*

HP: