

A GUIDE TO TOMB OF ANNIHILATION

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POWER SCORE RPG



HOW TO RUN TOMB OF ANNIHILATION

In this article, I am going to try to help DMs figure out how to take all of the things in Tomb of Annihilation and actually line it up and turn it into a fun campaign.

IF YOU ARE A NEW DM

This book might feel a little bewildering when you first look at it. Some sections are a sort of "toolkit" for you to use or not use. You decide what happens when, and there is no "wrong" way to do it. The authors of this book expect you to change things and make it your own.

Please remember that you will make mistakes. We all do! Don't be too hard on yourself if things go wonky, just make little adjustments and roll with whatever is happening. No matter how long you've been running games, you'll make mistakes every single session, so it's no big deal. There's simply too many things you have to do at once to be a "perfect" DM. There is no such thing as a perfect DM! All you can do is perfect your style.

The most important thing is to make it fun. Fun for you, and for the players. You're not the enemy of the players. You're a referee. Don't fall into the trap of getting revenge on the group for ruining or circumventing one of your encounters.

The bottom line is that you can kill the characters any time you want. You can just say, "You have a heart attack and die." That's not your role, though.

Think of yourself as the director and the audience. The characters are the stars of your movie. You and the players write the script.

THE PLOT

Here's the basic story:

- The heroes want to end the death curse.
- They learn that the source of the curse is in the lost city of Omu.
- They search the jungle for the lost city.
- They find the lost city.
- They go through the Tomb of the Nine Gods. The source of the death curse, the Soulmonger, is at the bottom.

HOW TO START

One of the trickiest things in the whole book is figuring out how to involve the characters. The default option in the book is to use Syndra Silvane, a friend of the heroes. She's got the death curse and wants the adventurers to find the cure before it is too late.

The problem with this is that the players don't know this NPC at all. It's a little weird to hinge everything on some random person. You could tie her into the group's backstory, but she might not fit what the player had in mind.

Here are some ways to tie in the death curse:

Relative is Dying: A hero's father/mother has the death curse.

Kingdom in Peril: The king has the death curse, and the next in line to the throne is a real scoundrel/idiot.

Hags: A character has a link to one of the sewn sisters (the hags on page 180). Maybe one of the hags has done something terrible and the hero wants revenge.

The Atropal: You could do something with the atropal, just be careful - you don't want to spoil it! It's such a weird, shocking creature that I think you should keep it mysterious until the heroes get to area 77 in the dungeon. Maybe the character was part of an organization dedicated to keeping the atropal locked away. Then Acererak showed up and freed it/stole it, killing the guardians. The hero survived, and is determined to make things right.

The Evil Patron: What might be really cool is for a warlock who is unaware that the atropal is their patron! It is calling the warlock to it so that when it rises as a god, the warlock can serve it and explain the mortal world to it.

Item Quest: A hero might want to go to the tomb just to retrieve an item, either a story item (pg 189) or a magic item (pg 206).

Other Heroes: Also, you might want to tie a character to the Company of the Yellow Banner. They are heroes who went to Omu a while back and haven't been heard from. They died in the tomb. I wrote up the group in my guide.

WHAT IS THE DEAL WITH ARTUS CIMBER?

You might notice that Artus Cimber and his ring of winter are here, but he has no real relevance to the plot. Artus is in the jungle waiting for the city of Mezro to return from another plane - his girlfriend is there.

You can do whatever you want with Artus, just keep in mind that the ring is really, really powerful (pg 207) and might unbalance things.

PORT NYANZARU

So now, how do you start this thing? The group gets to Port Nyanzaru, and then what?

I would say you'll want to do a few things, here:

- Adventure: A combat/encounter, to spice up the exposition.
- Dinosaur Race: In my opinion, this is one of the best things in the book.
- NPC: Meeting a guide and preparing for the exposition.

Here's an example of how you could do this.

1. We're on a Boat: Does the group know each other? If not and they're arriving by boat, you could say that they all happen to be on the same boat. You could use the Brazen Pegasus, described in the "harbor ward" section on page 21.

2. Pirates! Their boat is attacked by pirates (pick from the three ships on pg 67). The pirates board and while the other passengers flee, the adventurers can do their thing, beat up the bad guys and show off their abilities.

You can have Aremag the dragon turtle (pg 42) pop up and demolish the pirates. That's his job, to defend Port Nyanzaru from pirates.

3. Arrival: The ship arrives at Port Nyanzaru, and Zindar (pg 238) lands on the ship. He learns of what happened and is impressed with the group. Maybe he gives them a document and tells them to go meet a merchant prince (whichever one you think is cool).

It might be a good idea to use Jessamine (pg 26). She has the death curse and by using her, you will reinforce that this curse is a big deal and that there isn't a lot of time.

4. Merchant Prince: When they meet the merchant prince, the prince rewards them for fending off the pirates and sees potential in them. The prince asks them to ride the prince's dinosaurs in the next dinosaur race. Win-

ing will give them a nice sum of gold to fund their expedition.

5. Meet and Pick a Guide: The group can stay at the Thundering Lizard or Kaya's House of Repose (both described in "red bazaar" on page 23). You could have them be approached by a few of the guides that you think would be fun to use. They can hire whoever they want (or none at all).

6. Dinosaur Race: The next day, they have the race.

After the race, one dinosaur goes on a rampage. The group saves Grandfather Zitembe (pg 21) from the angry beast, and he is very grateful. When he learns of what the heroes want to do, he'll use his magic to tell them the stuff on page 21. That gives them a pretty solid idea of where to go.

7. Equip and Prepare: The group can stock up on equipment ("special items" on pg 31 and 32). The guide can help them, and make sure they get insect repellent and rain catchers.

THE JUNGLE

OK! This is the most wide open part of the adventure. The heroes wander the jungle in search of Omu. The book says you should roll random encounters, but I think you will find that doing so slows the game to a crawl and leads to you running encounters you either don't like or aren't familiar with.

I suggest that you plan out travel days, generic ones that are not tied to a certain location that can be used in any part of the jungle. You should go through these 4 sections and pick out all of the things you want to use:

- **Discoveries:** pg 205
- **Diseases:** pg 40
- **Encounters:** pg 194
- **Creatures:** pg 209 Don't forget to work in the plants, like the tri-flower frond, the assassin vine, etc.

PLANNING THE JOURNEY

Let's make a bunch of travel days. These can be used when the group travels to a hex that doesn't have anything special on it.

All I'm doing is taking my favorite creatures, encounters and spreading them out. I made up a bunch of details to give it variety. Some groups are fine with having straight combats with monsters every day on an open field, but most people like it when there are all sorts of situations that can lead to cool moments.

Make sure not to make all of the encounters negative! Have good things happen, too. It's more fun that way, and the group won't feel like everything and everyone is out to get them.

Day 1

The Guide: The guide will tell the group a few things:

- Entering a goblin village is very dangerous, because legend has it that the villages can actually soar through the air like a meteor.
- The dinosaurs aren't good or evil. They are the children of Ubtao and should be respected.
- The guide has heard of ryath roots and can identify them on sight. These roots make you strong! The more you eat, the better! They're quite rare and very useful (the guide is a bit misinformed. See pg 205)

Deez Wukka Nuts: Later in the day, the group comes upon some wukka trees (pg 205). A wukka nut falls from the tree and begins emitting hazy light. The group could climb a tree to get more. A jaculi is lurking up on the branches.

Night: The group sets up camp. Establish that you will assume this is how they set up every night unless you hear differently.

Day 2

Brontosaurii: The heroes come upon a herd of brontosaurus drinking from a lake. They are harmless. A baby brontosaurus plays with the group. The heroes notice that the brontosaurus are devouring wildroot (pg 205) until there's none left.

The group continues on, passing a lot more wildroot. They come upon a huge horde of zombies with blue triangles on their heads blocking their path. The zombies are eating a brontosaurus corpse. If the group thinks of it,

they could lure the brontosaurus herd here by enticing them with the wildroot. The brontosaurus would trample all of the zombies.

Camp: Towards the end of the day, the adventurers find a hidden waterfall and lake, a perfect place to camp. There could be a cave behind the waterfall if you want. Colorful, friendly parrots are in the trees and are quite amused by the heroes. The point of this is to show the group that not everything in the jungle is out to kill them, and that Chult is a special place worth saving.

Day 3

Magic Fruit: While foraging, the group finds some fruit that has juice in it (dancing monkey fruit, pg 205). If you want, after someone begins dancing, a pterafolk or two swoop down and attack.

Empty Camp: The group finds an abandoned camp with supplies (treasure cache, pg 196). Place evidence that they were abducted/slain by pterafolk or goblins, depending how near the group is to Yellyark or Firefinger.

Night: That night, zombies wander into the camp and try to eat sleeping heroes.

Day 4

Food: Foraging isn't going so well. The only edible stuff they can find is bananas that taste like black licorice. They spot a few Al Miraj (pg 211) nearby, who are oblivious to the forager's presence. Will the group kill and eat these defenseless unicorn bunnies?

Ring of Winter: The heroes notice melting icicles on a number of trees, which is obviously very strange. They are attacked by goblins or pterafolk, and Artus Cimber and Dragonbait show up to help the group. Those icicles are from the ring of winter.

Ubtao Ruins: The group comes upon the ruins of a shrine to Ubtao. quite a few Yahcha (harmless beetles, pg 205) are here. Tracing the maze-rune on a wall reveals a secret underground chamber, a wondrous and safe place to rest!

Day 5

Treasure in a Dinosaur: The adventurers spot a few zombies lingering around a dead and decaying t. rex. Through a hole in its stomach, the group can see the inert corpse of an adventurer with gleaming armor and perhaps a magic item (a treasure

drop, pg 197). If the group decides to go get the stuff, they'll need to climb into the t.rex to get it. If a hero climbs inside it, the t.rex gets up! It's a tyrannosaurus zombie (pg 241)!

Have an Ice Day: Frost giants are searching for Artus Cimber ("frost giants" pg 200). Their winter wolf sniffs the group out. The giants ask the group if they've seen Artus Cimber. They warn the group that the ring of winter is evil and will corrupt anyone who wears it. The giants say that they want it because they alone can handle it. This is meant to make the heroes wary of Artus. Can he be trusted? Should they take the ring from him?

Day 6

Let's Bee Friends: The heroes come upon a person, who is alive, tied to a post and covered in honey. Goblins did this to him! The group must decide whether or not to free this person. The person can explain that the goblins are having trouble with zombie attacks, and that he thought it was a good time to partake in a little thievery.

In Chult, Village Invade You: Later in the day, what looks to be a huge green meteor appears in the sky. It's heading right for the group! The goblins had to catapult their village and as fate would have it, it's about to land right on top of the group.

Chwinga: Late in the day, the group comes upon a gleaming section of forest with weird shimmering rocks. A chwinga lives in a central rock (pg 216). It will spy on the group and listen to their conversation. That night, a band of zombies are on their way. The chwinga will warn the group. Once the zombie situation is dealt with, the chwinga will reward the bravest of the heroes with a supernatural charm (DMG pg 228). Maybe the charm of animal summoning or the charm of restoration (which would be really handy for a group without a healer-type).

Day 7

The Chase: It's quite rainy and windy. It is loud enough that it is hard to hear at certain times. A band of zombies pop up out of the ground (or whatever) and attack. 1 round later, Artus Cimber and Dragonbait come running. To help? No! They keep running and tell the group to forget the zombies. He's being chased by the tyrannosaurus zombie (if they killed it on day 5, then this could be a living t. rex).

That's Just Grape: It stops raining. Toward the end of the day, the group comes upon a hot spring. Nature's jacuzzi! And look, there's a plant that is full of wild grapes! It's an assassin vine (pg 213).

Day 8

Dead Guy: The group spots a dead explorer up on a precarious spot, perhaps up in a tree where a zorbo lurks? The explorer has some good loot (pg 197) and a useful journal.

Berry Good For You: The heroes spot some sinda berry bushes (pg 205). A stegosaurus shows up. It likes to eat these. If the group plays it cool, the stegosaurus will share the sinda berries with them.

Night: One of the sewn sisters (pg 180) tries to steal a lock of hair.

Day 9

Tri, Tri Again: The group comes upon a triceratops trying to fend off a bunch of zombies. If the group helps it, it will travel with the group for a day or two, and can be used as a beast of burden.

Water You Waiting For: It is incredibly dry all day. No rain at all! They do come upon clear water at the end of the day (they risk getting throat leeches! pg 40)

Night: Zombies attack. A sewn sister is in the ethereal plane, watching. If blood is spilled, she materializes and carefully collects blood from the ground.

Day 10

It's Your Time to Shrine: The heroes come upon a shrine of Ubtao guarded by a wereboar.

Night: The group is probably really wary of the hags, now. A sewn sister will actually try to attack and subdue (not kill) whoever is on watch, and then steal more hair or blood.

RUNNING THE JOURNEY

Now that we have created a bunch of cool things to happen on the journey, we need to figure out how to handle all of the weird little rules on page 38. You have to try and make sure that it doesn't slow the game down and bore everybody to death. To avoid that, you just need to be a little organized.

At the start of each day:

1. Players Pick a Hex: Use the map on page 243.
2. Navigate: One character is the navigator. They must make a survival check. The DC is either a 10 (Coast/Lake) or a 15

(jungle/mountain/river/swamp/wasteland). Fail: The party is lost. They end up in one of the 6 hexes around them.

You might want to roll their navigation checks for them in secret. If a player rolls a 5, they know that they failed. Their character don't know that! By keeping the rolls a secret, you don't have to worry about metagaming.

3. Forage: As the heroes travel, they can forage for food. They roll a survival check, DC 10 (the jungle is abundant with food). Success: The forager finds d6 + their Wisdom modifier in pounds of food. Repeat the roll for gallons of water.

4. Encounters: Run any encounters that happen throughout the day. If there aren't any, just say to them: "You make your way through the jungle without incident." Give them a chance to do anything they want on that day. Players come up with the weirdest things.

5. Travel Time: Generally, the group will travel 1 hex per day.

- Travel via Canoe: 2 hexes per day.
- Walk at a Regular Pace: 1 hex per day.
- Hustle: Roll a d4. Result of 3 or 4 means they travel 2 hexes per day. -5 to perception checks.
- Flying: Check out "tracking miles" on pg 38. A character with a fly speed of 30 can travel 4 miles per hour.

6. Camp: Each night, the group makes camp. They should set up their raincatchers. The first night they make camp, you should have them describe the set-up and if/how they keep watch. Tell them you will assume that this is how they set up camp every night unless they tell you differently. That way, there won't be any retroactive "I was sleeping in a tree" kind of stuff if the group gets ambushed at night.

7. Water: The water situation is a bit complicated. A waterskin holds 4 pints (aka half a gallon). Each character needs 2 gallons a day! So each character might want 4 waterskins, or maybe barrels full of water (which then requires a beast of burden). They can rely on the raincatchers and drink from them, but if it doesn't rain, they are in trouble.

Stuff to Know:

- Dehydration rules are on page 38.
- River water is not fit for drinking unless boiled.

- If a character doesn't drink 2 gallons of water in a day, they must make a DC 15 con save or suffer 1 lvl of exhaustion (PH pg 291). Those in medium or heavy armor make this check at disadvantage.

Check out DMG page 111 for food and water rules. Each beast of burden is going to require probably 4 pounds of food and 4 gallons of water!

USING THE LOCATIONS

The group will probably end up at a number of locations listed in chapter 2 (pg 37). You can have them wander freely or you can direct them to places you want to run.

Bottom line, they can do whatever they want, but if you point them towards the coolest places, that makes your life easier and makes the game more fun because you're not scrambling for material.

I picked the places I liked best and linked them to each other. Here's a way for the group to get from Port Nyanzaru to Omu:

1. The group is in Port Nyanzaru. An NPC tells them about the home of the "bird people", and how they are friendly and can help the group. They might even be able to fly the group to Omu! The group is given directions to their home of Kir Sabal.
2. If the group decides to try to find Kir Sabal, they travel south, possibly crossing river Tiryki, or canoeing down it.
3. Some pterafolk attack the group. An aarakocra swoops down from the sky to aid the group. He is friendly and his name is Nephyr. He'll chat for a bit then fly off, and (unbeknownst to the heroes) he is captured by the pterafolk.
4. The pterafolk from Firefinger attack the group again. Later, the heroes meet a sickly person who claims that he and his friend had been abducted by the pterafolk. He mentions that an aarakocra (Nephyr) flew down to help them, but was subdued by the pterafolk and taken away.
5. The group goes to Firefinger and frees Nephyr. Nephyr can give them exact directions to Kir Sabal.
6. Following his directions, the heroes cross Ataz Muhahaha.

7. They might spot the wreck of the Narwhal if you want to use that. They might come upon Needle's bones if you want to use that.

8. They arrive at Kir Sabal. They meet Princess Mwax-anare, and learn that the aarakocra can cast a ritual to give the heroes the power to fly! A special component is needed for the flight ritual to work. It is the black orchid (pg 79) found in the ruins of Nangalore.

9. The adventurers go to Nangalore and get the orchid.

10. The group returns to Kir Sabal and are granted the power of flight. They have a fly speed of 30, and the flight power lasts for 3 days. See "Tracking Miles" on page 38. A character with a flying speed of 30 feet can travel 4 miles per hour.

If the heroes want to push on past 8 hours, use the "forced march" rules on PH pg 181. They'll need to make a Con save or gain a level of exhaustion (PH pg 291)

The group can fly closer to Omu, but the magic will likely run out long before they get there and they'll have a number of days of wandering the jungle, which is thick with undead.

According to the book (pg 91), "The city is notoriously hard to find" and it "lies in a basin hidden in the depths of the rainforest."

11. In Omu, I don't like the yuan-ti dungeon and the grung and etc. I am going to simplify it so that the yuan-ti are in the city, as is the dinosaur and the tabaxi hunters. The hunters could tell the group about the shrines.

12. Then the group must get the 9 puzzle cubes while dealing with yuan-ti ambushes and sudden rampages.

13. Ras Nsi has the last puzzle cube.

14. The group uses the puzzle cubes to enter the Tomb of the Nine Gods, and boom that's the rest of the adventure.

That's it! Not so bad, right? You are a rare breed. Most people don't want to be a DM! A lot of the joy of DMing is in reading an encounter and wondering what the group will do. It's so hard to guess! Frequently, what they do is really clever and hilarious.

I'm going to start off by listing groups of NPCs in clumps. I'll try to put all of their info right here.

LIST OF NPC GUIDES

- (pg 33) Guides must register and serve the merchant prince Jobal.
- Those who don't are "beaten, blinded, or be-headed."
- Guides charge 5 gp per day, 30 day up front (150 gp).
- Page 244 has "handouts" that explain what each guide can offer.

(pg 33) Azaka Stormfang: Weretiger (MM pg 210)

- She hides her lycanthropy as best she can.
- Will guide group for free if they'll retrieve an item from firefinger (page 52). It's a mask of the beast (page 207).
- Afraid of heights.

(pg 34) Eku: Couatl (MM pg 43)

- Wow. She's a couatl polymorphed into the form of a Chultan woman!
- She knows where Omu is! She's looking for heroes to go there.
- Eku hates Nanny Pu'pu.

(pg 34) Faroul and Gondolo: Human and halfling scouts (MM pg 349)

- Two rich dandies who gambled away the money their parents gave them.
- Own a "flatulent triceratops" named Zongo.
- Faroul is a human who rarely uses his weapon.
- Gondolo is a halfling who considers himself to be a poet/philosopher.

(pg 35) Flask of Wine and River Mist: Tabaxi hunters (page 232)

- Siblings, members of the Zhentarim.
- Pay no fees to Jobal.
- River is female, has an eye patch, prefers jungle to civilization.
- Flask is male, quiet, defers to sister.
- The Zhentarim wants them to look for Artus Cimber.

(pg 34) Hew Hackinstone: Dwarf

- Berserker (MM pg 344)
- Hew had his arm bit off by a red dragon named Tinder.
- He wants to go kill the dragon at Wyrmsheart Mine (pg 85).

Hew Hackinstone (Chaotic neutral dwarf) AC 13 HP 67 Spd 30 +5 to hit, 7 (d8+3) slashing dmg.

- **Reckless.** Has advantage to hit, creatures have advantage to hit him.
- Advantage on saves vs. poison.
- Resistant to poison dmg.
- Darkvision 60 ft.

(pg 34) Musharib: Albino dwarf spirit warrior (page 210).

- Wants to reclaim Hrakhamar.
- Armor made from dinosaur bones.
- Skullbash: His wooden maul.

(pg 35) Qawasha and Kupalue: Druid (MM pg 346) vegepygmy (page 235)

- They communicate through unique sign language.
- Qawasha hates the undead and is a chwinga magnet.

(pg 35) Salida: Yuan-ti pureblood (page 310)

- Poses as a human guide.
- Secretly works for Ras Nsi.
- She communicates with Ras via a sending stone.
- Good liar, an insult artist.

(pg 35) Shago: Gladiator (MM pg 346)

- Son of merchant prince Zhanthi.
- Works at Fort Beluarian, in league with Flaming Fist.
- Wants to be proactive about the undead threat.
- Hopes to move up the ranks by impressing Liara Porter.

PIRATE CAPTAINS

(pg 67) Elok Jaharwon: Wereboar, captain of the Dragon Fang.

Recently threw Zilla Atazi overboard for insubordination. They don't know that she is alive and imprisoned by the yuan-ti (area 8, pg 118).

(pg 67) Laskilar: Human, captain of the Stirge

(pg 21) Ortimay: Female gnome, captain of the Brazen Pegasus.

- (info from pg 21-22) You can find this ship in the harbor ward (pg 21).
- You can book passage for 10 gp/day (for the whole group).
- Co-Captain Dark: gnome bandit captain (MM pg 344), clever and calm.
- 1st mate Greg Ruddell: male human veteran (MM pg 350), big guy with a heavy greyish beard.
- Crew: 6 sailors aka bandits (MM pg 343)

(pg 67) Zaroum Al-aryak: Human, captain of the Emerald Eye

Merchant Princes: Stuff to know:

- The 7 richest people in the city.
- Each has an equal vote in matters of the state.
- They conduct business at Goldenthron (page 20).
- Each has a monopoly on the sale of certain items in the city.

(pg 25) Ekene-Afa: Weapons, shields, traveling gear, canoes etc.

- She is a famous former gladiator (see "Grand Coliseum" on pg 22).
- A gladiator (MM pg 346).
- Her husband is Kura, a painter.
- She has two twin sons, Sohen (city guard) and Tiryk (dinosaur racer).
- She sells some magic shields and weapons (list on pg 25).
- Villa: Has weapon/shields/painting on display. Lots of caged parrots.

(pg 25) Ifan Tal'roa: Beasts

- A noble (MM pg 348).
- Sells animals (list on page 26).
- Trusts no one, has no family.
- Jealous of Wakanga and Ekene-Afa.
- Secretly informs the yuan-ti when adventurers are heading their way.
- Uses flying snakes as messengers.
- Only sells flying snakes to the Zhen-tarim.
- Villa: Relics on display. Flying snakes (MM pg 322) flying around.

(pg 26) Jessamine: Plants, poisons, assassinations.

- Assassin (MM pg 343).
- Sells all poisons in the DMG (DMG pg 257).
- Has the death curse.
- Quiet, usually casts the deciding vote.
- Has a monopoly on sanctions - legal murder.
- Villa: Lots of snake decorations/carvings.

(pg 26) Jobal: Guides and mercenaries.

- Scout (MM pg 349).
- In charge of the guides (listed on pg 33).
- Chief spy/consort is Aazon Talieri (Spy MM pg 349).
- Wants Syndra Silvane's map real bad.
- Villa: Mounted heads of beasts on display.

(pg 26) Kwayothe: Fruit, wine, perfume, tej, insect repellent.

- Priest (MM pg 348).
- Wears a ring of resistance (fire) (DMG pg 192).
- Worships Kossuth.
- Enjoys torturing people with hot coals.
- Consorts include Ixis (succubus MM pg 285) and Indar (incubus MM pg 285)
- Despises Zhanthi.

- Employs traders who sell tej and insect repellent (pg 31).
- Villa: Strong smell of perfume. Braziers always burning.

(pg 27) Wakanga O'tamu: Magic and lore

- Mage (MM pg 347).
- Friend of Syndra Silvane.
- Secret ally of the Harpers.
- Sells potions and scrolls.
- Has a journal that can lead to the shield guardian, Vorn.
- If the group gives Wakanga Vorn's amulet, he will give them a spellbook with 15 random spells in it.
- Villa: Soft music plays throughout. Flying swords (MM pg 20) and rugs of smothering (MM pg 20).

(pg 27) Zhanthi: Gems, jewelry, cloth, armor.

- Noble (MM pg 348).
- Secret member of the Ytepka Society.
- Her son is Shago, who is at Fort Beluarian. He send her reports on what is happening there.
- Knows about Liara Porter's deal with the pirates. She has Zindar looking for people to take care of it.
- Villa: Suits of gold-plated armor. Bejeweled skulls of ancestors.

COMPANY OF THE YELLOW BANNER

This is an adventuring group that went to the tomb within the last month or two. They might be useful for character backstory purposes.

They have a lantern inhabited by a spirit named the Starfallen, was a moon elf warlock that was killed 1,000 year ago by a fomorian. Her spirit has been inhabiting the lantern ever since.

The company is trying to bring her back to life. Here is what we know about this group's journey:

- They made landfall at Kitcher's Inlet
- Followed the River Olung to Lake Luo
- Searched for puzzle cubes in Omu
- Had brushes with yuan-ti
- Discovered the true tomb entrance

- Ras Nsi caught them, stripped them of their weapons, and threw them in the tomb.
- The company captured an intelligent lizard and used it as trap bait in the tomb. It survived and is hanging out on a green devil face in area 46 on pg 158.
- There was a doppelganger (Biff Longsteel) in their midst.
- They got split up fighting a four-armed gargoyle.

The Members of the Company:

Lord Brixton: Knight. Has a magic sword that lets you speak Draconic. Died when he was trapped in area 58, pg 169.

Bravus Boulderborn: Dwarf cleric of Moradin. Wears a turban and chain mail. Has a shield. Destroyed by a locust trap after stepping on a pressure plate (pg 151).

Seward: Human ranger (pg 144-145) turned into a tomb dwarf. He has a ghost lantern containing a spirit named the Starfallen.

Sephirus: Dragonborn paladin of Bahamut. People call him "Seph". He has a +1 yklwa, and an ivory backscratcher. He died in the rotating crawlways (area 32, pg 148).

Devlin Bashir: A wizard cursed to look like a half-goat. Killed by tomb dwarves (area 19, room 139). He wrote journal handout 12 on pg 254.

Biff Longsteel: Human adventurer (actually a doppelganger named Pox). May have betrayed the company. Trapped in the mirror on pg 163.

OMU ROYALTY

Few are aware of the Omu royal line.

- **Zalkore:** Lurking in Nangalore (area 8, pg 79).
- **Napaka** (granddaughter of Zalkore): in the sarcophagus on pg 165. Wore a black gown and a hornet mask.
- **Princess Mwaxanare** (granddaughter of Napaka): Hiding out at Kir Sabal (pg 69).

THE DEATH CURSE

- Was activated 20 days ago.

- Anyone who has previously been brought back from the dead begins to waste away.
- Their hit point max is reduced by 20, and decreases by 1 every midnight. Once at 0 hit points, they die.
- The soul of anyone who dies is trapped in the Soulmonger. An atropal eats the souls. Once it has enough, it will become an evil god.
- Liches can't trap souls in their phylacteries.
- The spells revivify, raise dead, resurrection, and true resurrection do not work.
- The Soulmonger does not affect pre-existing ghosts and spirits. Speak with dead and other spells like it still work normally.
- When a soul is trapped in the Soulmonger, roll a d20 each day. On a roll of 1, the soul is destroyed.
- Spells like commune and divination can determine if a soul has been destroyed yet.
- The DM decides when the atropal has enough souls to become a guide. It could be months or years.

THE PLOT

- The group is in Baldur's Gate. Their friend, Syndra Silvane, has the death curse. She asks the group to go to Chult to find the Soulmonger.
- Syndra will be dead in 79 days. That's how long the group has to get this done.
- The Soulmonger is in the Tomb of the Nine Gods, which is located in Omu.
- Ras Nsi and the yuan-ti are in Omu, trying to end the world.
- Also in Omu are the trickster gods and their shrines. Each shrine holds a puzzle box that is a key to getting into the Tomb of the Nine Gods.
- The Soulmonger is feeding souls to an atropal. Once it has enough, it will transform into an evil god.
- If the heroes destroy the Soulmonger, the death curse is ended.

- Acererak will attack the heroes. The trickster gods will aid the adventurers in their battle against him

SUMMARY AND LEVELING GUIDE

- (level 1) The heroes explore Port Nyanzaru.
- (levels 1-6) They explore the jungles of Chult.
- (levels 5-8) They find the ruins of Omu.
- (levels 7-9) In Omu, they will battle the yuan-ti.
- (level 9) Then they will make their way through the Tomb of the Nine Gods.

The book says the group will be around 11th level at the end. The tomb is very big.

Meatgrinder Mode: If you want, you can say that the Soulmonger make it so that you only pass a death save on a roll of 15+ instead of 10+.

If a Character Dies: They can't be raised. The player needs to use a new character.

What's the Deal With Artus Cimber? He is waiting for the city of Mezro to return from a demiplane (he doesn't know that it won't come back until Ras Nsi is slain). His girlfriend, Alisanda, is there. In the meantime, he's searching for the ruins of Orolunga to get advice from the naga. The frost giants are looking for Artus because they want his ring of winter. This is explained on page 74.

Who is Ubtao?

- Ubtao was a god who lived among the people of Chult.
- The constant warring between tribes eventually led to Ubtao deserting them in disgust.
- The Chultans have made peace in the 100 years since, but Ubtao has not returned.
- Dinosaurs are revered as Ubtao's sacred children.

CHAPTER 1: PORT NYANZARU

When the group arrives, Syndra Silvermane will be staying at Wakanga's place. There are two places that the group can stay at: The Thundering Lizard or Kaya's House of Repose.

Encounters: It's easy to overlook page 193, which has a bunch of fun encounters you can use in Port Nyanzaru. Make sure to check it out!

Side Quests: Here's a super-short version of all this stuff:

- Collect a Debt: Beat up a gladiator
- Create a Distraction: Escort a spy to a jungle fort and create a distraction while the spy steals information.
- Escort a Priest: Escort a priest to Camp Vengeance.
- Explore the Aldani Basin: Go see if there is a base full of wizards here.
- Find Artus Cimber: The daughter of Artus wants the group to find Artus, but there's more to this than it seems.
- Help a Dyeing Man: The group has 10 days to kill a certain dude.
- Help the Lords' Alliance: If the group can make an accurate map of the locations of two ruins, they get a sailing ship.
- Hunt Pirates: Take out 3 pirate ships and capture the captains.
- Save an Innocent Man: Help a guy survive a public fight with 2 velociraptors without being noticed by the crowd.
- Seek Wisdom at Orolunga: The group is mysteriously directed to speak to a seer who lives south of Mbala.

THE LOCATIONS IN PORT NYANZARU

The city is divided into sections, some of which are outside the city walls.

Old City: This area has 3 ruined ziggurats and people living in bamboo huts.

1. Beggars' Palace (pg 18): There are shops and bamboo tenements on the two larger ziggurats.

2. Executioner's Run (pg 18): Criminals are thrown in this dinosaur pit. Those who escape win their freedom. Crowds gather and bet on these events.

In Encounters in Port Nyanzaru, there is a scenario where a dude falls in and the group has to save him.

3. Refuse Pit (pg 20): People throw their garbage in here. There are otyughs (MM pg 248) at the bottom.

In Encounters in Port Nyanzaru, there's a scenario set here involving an otyugh that is tricking people into coming into the pit.

Merchants' Ward (pg 20): Upper class area full of shops.

4. Goldenthrone (pg 20): Guarded by 8 gladiators (MM pg 345). The Merchant Princes run Port Nyanzaru from this place. If you show up to meet with a prince, there is a 1 in 6 chance they are there. If they are, you'll have to wait d3 hours to meet them.

5. Merchant Prince's Villa (pg 20): There are details on each individual villa on pg 27. Here they are:

- Ekene-Afa: Lots of caged squawking parrots. Paintings, shields and weapon hanging on the walls.
- Ifan Talro'a: Flying snakes swoop around freely. Displays of relics obtained from ruins.
- Jessamine: Walls and pillars painted with colorful serpents, decorative serpent-themed fountains.
- Jobal: Silk draperies, mounted heads of beasts.
- Kwayothe: Reeks of perfume. There are bowls of fruit for you. Oil lamps and braziers are always lit.
- Wakanga: Lit with continual flame spells. Magic music plays throughout (easy listening?). Doors are arcane locked (PH pg 215. Flying swords (MM pg 20) and rugs of smothering (MM pg 20) abound.
- Zhanthi: Standing suit of gold-plated armor, bejeweled skulls of Zhanthi's ancestors.

6. Grand Souk (pg 20): You can buy almost anything in the PH here. No elephants. Heavy armor is rare. Check out page 31, "Buying Special

Items". Heavy armor costs 3x the normal price. If the character makes a DC 15 persuasion check, it's 2x. Armor prices are on PH pg 145.

7. Temple of Savras (pg 20): Savras is a god of wizards/fortune tellers.

Head Priest: Grandfather Zitembe (priest MM pg 348)

When the group first meets Zitembe, he is arguing with three members of the Zhentarim (assassins MM pg 343). Zitembe shoos them away. Zitembe can use his magic to locate Omu.

8. Temple of Gond (pg 21): Popular among crafters.

There is a huge fountain here that has water jets that create amazing shapes.

9. Temple of Sune (pg 21): Accessible by boat or causeway, an illusion make it look like the roof hovers in the air. When you first go there and meet the clergy, make a Cha check DC 15. Success: You're accepted. Fail: You get pity for being unattractive.

10. Jewel Market: Sells jewels and luxury items. Lots of guards (MM pg 347) and spies (MM pg 349).

Harbor Ward: You can book passage on the Brazen Pegasus for 10 gp/day (for the whole group).

11. Royal Docks (pg 22): Exclusively used by the rich and fabulous.

12. Statue (pg 22): This is Na N'buso, an "ancient king". The statue was made 5 years ago and it is meant to impress outsiders.

13. Harbormaster's Office (pg 22): Outside of this building is a bulletin board that lists the available guides (see pg 33). Zindar is a half-gold dragon who watches over the harbor. His stats are on page 239.

14. Lighthouse (pg 22): It can make colored smoke that can be seen from far away.

15. Fort Nyanzaru (pg 22): It has a chain that can block the harbor. It's got stuff:

2 ballistas: Ballista: +6 to hit, 16 (3d10) damage. It takes an action to load, an action to aim, and an action to fire.

1 noble (MM pg 348).

4 veterans (MM pg 350).

40 guards (MM pg 347).

16. Warehouse District (pg 22): Ships are towed by dinosaurs.

17. Dry Dock (pg 22): Ships get repaired here. Dinosaurs pull ships out of the water.

Market Ward: Middle class area with shops and tradesfolk.

(pages 31-32) Special Items:

- Canoe 50 gp
- Insect Repellent 1 gp for 20 doses
- Rain Catcher 1gp
- Tej (fermented honey) A mug costs 4 cp, 1 gallon cask is 2 sp.
- Ylkwa (a type of spear that does d8 dmg) 1 gp

18. Red Bazaar (pg 23): You can buy dinosaur meat (!), vegetables, fruit, tej (fermented honey), insect repellent, rain catchers, etc.

Inns:

The Thundering Lizard: 5 sp/night, raucous clientele. You might want to have someone mention that a tabaxi minstrel disappeared fairly recently. His name is Pottery Shard. He is a prisoner of the yuan-ti (pg 118).

Kaya's House of Repose: 1 gp/night, nice place, quiet.

19. Fish Market (pg 23): Prices are higher in the morning.

20. Grand Coliseum (pg 23): Statues of legendary gladiators line tops of the walls. There are events every day. There are some awesome events detailed in City on the Edge.

21. Hall of Gold (pg 23): Temple to Waukeen, goddess of trade and wealth. It is also a major bank. Run by Sibonseni, Mother of Prosperity (priest MM pg 348) she is very popular. When she travels in the streets, she's carried in a sedan chair and accompanied by drummers and dancers.

22. Public Bathhouse (pg 24): Run by priests of Sune. There is no charge, but a donation is requested. A masseuse costs 2d10 sp.

Malar's Throat: Buildings on either side of a ravine, connected by rope bridges.

24. Temple of Tymora (pg 24): This is where the people of Malar's Throat flee to when zombies attack.

Tiryiki Anchorage: Home to animal trainers, river folk and unsavory types. This is where most dinosaurs are trained.

25. Dinosaur Pens: Dinosaurs trained for street racing are stabled here.

VILLA

(pg 27) 1. Entryway: d4+1 gladiators (MM pg 346).

(pg 28) 5. Garden: Has rare plants (see pg 205).

(pg 28) 7. Sauna: fire elemental (MM pg 125)

(pg 28) 8. Bath: They hold meetings in the bath. You should probably squeeze that in if you can (bring a squeeze).

(pg 29) 10. Library: Full of mythical romance novels. Let's whip some up:

- Death Betrayed: The Raven Queen and Nerull story.
- The Brimstone Angel: Faridah and Lorcan.
- From the Moathouse With Love: Rufus and Burne (from the Village of Hommlet).
- I, Strahd: Strahd, Tatyana and Sergei.
- Abyssal Passions: Grazz't and Iggwilv.
- Crustaceans of Love: The many suitors of Blipdoolpoolp.
- Hell's Fury: The story of the love triangle between Glasya, Levistus, and Naome (Glasya's mother).
- Dark Deeds: Lolth and Corellon.
- Caged Yearning: Shemeshka the Marauder and A'kin the Friendly Fiend.
- I Love You, Me: The tale of one ettin's erotic awakening.

DC 15 Investigation Check reveals books on Chultan lore, which can be used to help direct players.

12. Master Suite: Treasure chart is on DMG page 137. You might want to roll this ahead of time to keep thing moving.

If there's jewelry, it's in a lockbox that requires a DC 15 thievery check to open.

13. Guard Room: d4+1 gladiators (MM pg 346).

(PG 29) LAWS AND PUNISHMENTS

- The court is not corrupt
- Slavery is frowned upon
- Murder is illegal, but you can purchase a "sanction" for 150 gp+ that allows you to whack someone.

(PG 29) FACTIONS

Emerald Enclave: They focus on handling the hordes of undead in the jungle.

Flaming Fist: A mercenary company from Baldur's Gate. Looking to plunder Omu. Highest ranking member is Liara Portyr (pg 227)

(pg 29) Harpers: Secret organization of heroes. Artus Cimber (pg 212) is a former member of the Harpers. He is somewhere in Chult. The Harpers are looking for him. One agent of theirs, Lomar Dral, went missing searching for Artus. Lomar is imprisoned in area 8, pg 118.

(pg 29) Lords' Alliance: Sort of lumped in with the Flaming Fist.

(pg 29) Order of the Gauntlet: Battling the undead menace. Their camp, Fort Righteous (pg), was overrun by undead. They set up Camp Vengeance, run by the inept Niles Breakbone.

(pg 29) Red Wizards of Thay: They want to steal the Soulmonger. They're at the heart of Ubtao with Xandala (pg 58).

(pg 30) Ytepka Society: Protector of the city. Working to track down and eliminate the pirates that are causing problems. They warn people by anonymously delivering an iron token bearing the likeness of a triceratops.

(pg 30) Zhentarim: Shady people. The merchant princes use them as guards and hunters. They are looking for Artus Cimber. They want to steal the Ring of Winter from him.

(PG 31) THINGS TO DO IN PORT

NYANZARU

Buying a Special Item: You can get pretty much everything in the PH. Heavy armor cost 2-3 times more than normal.

Black Market: Using the black market in Tiriyiki Anchorage or Malar's Throat requires as DC 15 Deception check. Black Market prices are d4+2 times more expensive!

- (pg 31) Canoe 50 gp Max speed of 2 mph. Stats of a rowboat (DMG pg 119).
- (pg 32) Insect Repellent 1 gp for 20 Lasts for 8 hours, 20-foot radius. Vial of salve is 1 gp, lasts for 24 hours.
- (pg 32) Rain Catcher 1 gp Tarp and frame that can catch and hold up to 8 gallons of water.
- (pg 32) Tej 2 sp for a 1 gallon cask Fermented drink made from honey. Kwayothe sells this stuff.
- (pg 32) Yklwa 1 gp A spear that does d8 damage.

(PG 32) DINOSAUR RACING

A race day has three races:

1. Race for four-legged beasts, muzzled. Ankylosaurs, triceratopses and dimetrodons.
2. Race for two-legged beasts, muzzled. Mostly hadrosauruses and deinonychuses.
3. "Unchained": All dinosaurs that run. No muzzles. These races are where you are most likely to see young allosauruses and tyrannosauruses. Dinosaurs within 50 feet can attack each other.

Betting

- Ranges from 1 cp to 500 gp
- If you're not playing out the races, roll on the chart on page 32.
- Losers who don't pay up are tracked down by d4+1 thugs or gladiators.

(pg 33) Racing

The book talks about heroes who don't race. I would guess most characters will want to take part. It seems tricky to effectively cut from the race to the heroes watching the race. The book suggests letting those players control NPC racers.

Here's how dinosaur racing works:

- This is abstract. The first racer to get 300 feet (points) wins.
- Riders can't attack or be attacked.

- No initiative rolls?! There are still rounds, though.
- Each round, every rider makes an Animal Handling check.
- Look at the chart on page 32. Each dinosaur has a different DC. If you succeed, you gain its speed (the first number) in points.
- So, for an allosaurus, you need to roll a 16. If you do, you gain 50 points. Once you have 300, you win.
- Lashing Your Dinosaur: If you "lash" or whip your dinosaur, you make your animal handling check with advantage. If you succeed, you use the second speed number. If you fail by 5 or more, the dinosaur goes berserk and is out of the race. The dinosaur must make a DC 10 Con check. If it fails, it is at half speed for the rest of the race.

CHAPTER 2: THE LAND OF CHULT

Where's Omu? Check out the map on page 39. Port Nyanzaru is up near the top. Omu is pretty much straight down near the southern coast, next to the Peaks of Flame.

Running the Journey: Here's how it works.

1. Bust out the player's hex map on page 243.
2. Let the group pick their path.
3. One character is the navigator. They must make a survival check. The DC depends on where you are.
 - Coast/Lake is a DC 10.
 - Jungle/mountain/river/swamp/wasteland is a DC 15. Fail: The party is lost. They end up in one of the 6 hexes around them.
4. Generally, the group will travel 1 hex per day.
 - Travel via Canoe: 2 hexes per day.
 - Walk at a Regular Pace: 1 hex per day.
 - Hustle: Roll a d4. Result of 3 or 4 means they travel 2 hexes per day. -5 to perception checks and roll.
5. As the heroes travel, they can forage. They make a survival check, DC 10 (the jungle is abun-

dant with food). Success: The forager finds d6 + their Wisdom modifier in pounds of food. Repeat the roll for gallons of water.

(page 38) Dehydration: The group might need some rain catchers for this to be doable.

- River water is not fit for drinking unless boiled.
- If a character doesn't drink 2 gallons of water, make a DC 15 con save or suffer 1 lvl of exhaustion (PH pg 291). Those in medium or heavy armor make this check at disadvantage.
- Check out DMG page 111 for food and water. Each beast of burden is going to require probably 4 pounds of food and 4 gallons of water!

This requires a bit of book keeping, but I think you can keep it manageable. It seems like this is meant to be a significant part of the adventure.

(PG 40) DISEASES

Mad Monkey Fever: A blue mist rolls around the jungle, covering up to 2,400 square feet. Contact with it: DC 13 Con save. Fail: After d6 hours, you get long term madness (pg 260, lasts d10x10 hours). Once the madness is gone, you save again. Fail means you get long term madness again.

Shivering Sickness: You get this from insects. It kicks in after the next long rest. DC 11 Con save (adv on the roll if you have natural armor). Fail: You regain only 1/2 normal hit points when you spend a hit die, and gain no hit points from a long rest. You also have disadvantage on skill checks and attack rolls. After the next long rest, you can repeat the save.

Throat Leeches: Sweet fancy Moses! If you swallow tainted water, make a DC 12 Con save. Fail: After d6 hours, you gain 1 lvl of exhaustion (PH pg 291). On the next long rest, save again. Fail means you gain another level of exhaustion. Success mean your exhaustion decreases by 1 level.

(PG 40) RANDOM ENCOUNTERS

On the map, a black skull and bones symbol means an encounter with undead is likely. A red skull and cross-bones mean there's even more of a chance.

Starting on page 195 is a massive list of jungle encounters. My favorites:

- The group finds an abandoned (?) camp with supplies.
- Artus Cimber shows up to help the heroes when they're in danger or the group coming up a "winterscape" created by the ring of winter (described on page 203).
- Finding "Treasure drops".
- A wild boar runs toward the group. It is being chased by deinonychuses.
- A random chart of dead explorers!!! That's on page 198. I think it would fun to find someone tied to a post covered in honey, soon to be devoured by giant insects if the group doesn't help.
- A t. rex fighting a horde of zombies or ghouls.
- Batiri goblins attacking the group's camp at night.
- One of the sewn sisters steals some hair from a PC at night.
- A statue of Ubtao that can bless heroes who can solve the maze inscribed upon it.
- Tri-flower fronds try to infiltrate the group's camp.
- The group is attacked by a zombie t. rex
- A wereboar guarding a shrine to Ubtao.
- Zorbos in wukka trees.

(PG 41) LOCATIONS IN CHULT

Aldani Basin: Named after lobsterfolk (see page 210). They hide in the lakes. When the sky is clear, you can see the Heart of Ubtao (page 58) floating from up to 50 miles away.

Ataaz Kahakla: The gorge of death! The walls are lined with coral, making a rainbow-colored seascape. There's skeletons of dinosaurs and sharks mixed in, too.

Ataaz Muhahah: A bridge where monkeys hang out. The bridge has maze designs linked to Ubtao. Sometimes the laughter of the monkeys echo and sound like haughty, gloating laughter. This makes

the monkeys go silent. There are three special things on this bridge, a shrine, a gap, and hanging vines...

(pg 42) Shrine of Ubtao: This statue has gem eyes (worthless gems). The statue is an iron golem. Touch it and you're in for a world of hurt. It will try to push you off of the bridge! It has advantage on athletics checks to do so! Iron Golem is on MM pg 170. It has +7 to athletics checks! That's a 100 foot drop, aka 10d6 damage.

- **Bridge Gap:** Jumping rules are on PH pg 182. You can jump your strength score in feet. Remember that the crumbly stone causes a DC 13 Acrobatics check or else you fall.
- **Hanging Vines:** Swinging on them is a DC 10 acro/athletics check. Making the monkeys accept you is a DC 10 animal handling. Fail and you are rumbling with d4 baboons! MM pg 318.

(pg 42) Ataaz Yklwazi: This gorge is full of sharp stones. The group might encounter:

- 4 firenewt warriors (volo's pg 142) on giant striders (volo's page 143).
- Tinder the red dragon (MM pg 98)

(pg 42) Bay of Chult: You have to pay Aremag, the dragon turtle (MM pg 119) to get by! Aremag won't say how much he wants. Roll 2d6x50 gp. That's the minimum he'll take.

He might blow steam at the group. DC 15 Str or Dex save. Fail means you fall overboard where d4 reef sharks (MM pg 336) are hanging out.

(pg 43) Camp Righteous: This camp was overrun by zombies. There's a shrine here. Goblins are hiding, watching. They want the group to deal with the shrine, and then the goblins will steal whatever the group found in there.

This is a long, trapped hallway with a ruined camp around it. Monsters:

- Goblin (MM pg 166)
- Goblin Boss (MM pg 166)
- Zombie (MM pg 316)
- Skeleton (MM pg 272)
- Allosaurus (MM pg 79)
- Axe beak (MM pg 317)
- Poisonous snake (MM pg 334)

6. House of the Man and Crocodile: There's a statue of a man carrying a crocodile on his shoulders, a reference

to a Chultan myth where a crocodile tricked a dude into carrying him around for years. Anyone carrying someone on their shoulders won't trigger any trap in here.

That's the hurdle here. I can see some players getting really frustrated with this, because the "get on my shoulders" solution is very "outside the box" and unorthodox. Just be aware of that and drop a clue if you think you have players who might sour the evening over this.

- **6a. Concealed Pit Trap:** Detecting it is a DC 13 Perception with disadvantage. There's a 50% chance each person triggers it. 2d6 falling damage.
- **6b. Blade Trap:** 50% chance that 4 blades slice you: DC 13 Dex save, 18 (4d8) dmg. You can jam the blades.
- **6c. Puzzle Floor:** The floor has tiles. The door has identical tiles. Looking closely at the door reveals a glowing tile. The door will tell you which tile to step on, one by one. Stepping on a wrong tile is a DC 13 Dex save or 22 fire damage! Yikes.
- **6d. Puzzle Door:** Oof. This one might be a problem. To get through the door in the puzzle room, you need to touch the four glowing squares... while someone is on your shoulders! If the group hasn't figured this out, this might get real frustrating for your players. Touching the wrong squares: DC 13 Con save. Fail: 9 dmg, pushed 10 feet ONTO THE TILES. Success: Half dmg, not pushed.
- **6e. Treasury:** Trapped Steps! Steps 3, 10, 17, and 23... step on one, 20 foot radius ball of lightning! DC 13 Dex save. Fail: 22 damage! Success: Half dmg.

If you grab the jug without someone on your shoulders, bricks fall for three rounds, DC 13 dex save or 10 dmg.

Alchemy Jug (DMG pg 150): You can use this thing to make 8 gallons of water per day! That's a big deal out in the jungle.

(pg 47) Camp Vengeance: The Order of the Gauntlet is here.

- Leader: Niles Breakbone. Nice guy, bad leader.
- Captain Ord Firebeard and Captain Perne Salhana are in charge of 8 veterans and 24 guards.
- Sister Cyas leads the 6 acolytes.
- Lorsa Bilwatal and Wulf Rygor lead 15 tribal warriors.

This scenario involves a sticky predicament:

If the group arrives by boat, Commander Breakbones wants the group to bring 7 sick soldiers to Port Nyanzaru.

If the group shows up on foot, he wants the group to take 4 guards and 4 tribal warriors on an undead-hunting expedition that will take two weeks.

Getting out of this predicament requires the group being able to win over Ord and Perne.

- Noble (MM pg 348)
- Veteran (MM pg 350)
- Guard (MM pg 347)
- Acolyte (MM pg 342)
- Priest (MM pg 348)
- Tribal Warrior (MM pg 350)
- Scout (MM pg 349)
- Goat (MM pg 330)

(pg 49) Dungrunglung: Grung stats are on page 223.

This is where the grung live. Getting through the maze that surrounds the settlement could take a session all on its own! You need to make 6 successful DC 15 Survival check to get through. You might want to roll up about 10 maze encounters checks in advance just so you can have it all ready.

Once inside, the group will likely become embroiled in some trickery, teaming up with Krr'ook to trick Groak. Groak wants to make sweet love to the trickster goddess, Nangnang. The group can use Nolzur's pigments to trick him into making it happen.

If things go south, here, the group will be facing 40 grungs and 16 grung elite warriors! You can always have the grung capture rather than kill, chucking the heroes in the pit in area 7.

This might make for a fun chase scene, with the group trying to get out of the maze as the grung chase them.

Maybe.. when the group first gets near Dungrunglung, they see a huge herd of zombies loitering somewhere. That way, if the group ends up being chased by a grung

horde, they could lure their grung pursuers into the zombie mob to facilitate their escape!

Stat Stuff:

- Assassin Vines (pg 213)
- Ghouls (MM pg 148)
- Yahcha Beetle (pg 205)
- Zombies (MM pg 316)
- Circlet of Blasting (DMG pg 158)
- Nolzur's Marvelous Pigments (DMG pg 183)
- Ring of Jumping (DMG pg 191)

(pg 52) Firefinger: This place is home to 10 or more pterafolk. Ascending the pinnacle involves navigating ladders and chimneys. The group will need to pass through a cave with giant spiders, a cave of stirges, a pterafolk lair and another pterafolk lair where the leader, Nrak, lurks.

You can do a lot of fun stuff as the group climbs outside, especially if a member of the group has featherfall. That's kind of a license for you to go nuts, knowing they're OK if they fall.

- Pterafolk (pg 229)
- Giant Wolf Spiders (MM pg 330)
- Stirges (MM pg 284)
- Aarakocra (MM pg 12)
- Commune with Nature (PG pg 224)
- Mask of the Beast (page 207) Lets you cast animal friendship (PH pg 212) 3x per day.

(pg 54) Fort Beluarian: This is where the Flaming Fist hangs out. Their leader, Liara, has a secret deal with the pirates. She has spies in Port Nyanzaru who find out where merchant ships are going and then tell the pirates. Liara gets a cut of the take.

The Flaming Fist expect people to buy a charter from them - a document which "allows" people to explore Chult. If a Fist patrol comes upon people exploring without a charter, they will attack them. A charter is 50 gp, and you can hire up to 6 guards to come with you. You must pay the guards each 1 gp per "tenday".

The bell at 10f. (pg 57) is rung every four hours to signal a change of shift. When used as an alarm, it rings for 30 seconds straight.

NPC List

- Liara Portyr (stats pg 227) - The evil leader.
- Gruta Halsdottir - Second in command. She does most of the day-to-day work.
- Korhie Donadrue - Chief armorer.
- Shilau K'wenya - Priest of Helm.
- Thaeven the Bald - Stablemaster.
- Jaro - A merchant who runs the store (area 8, pg 56).
- Rahl Zuberi - Chultan dinosaur trainer.
- Sigbeorn Dunebar - Head cook.

There are traders here selling stuff for 50% more than prices in the PH.

Stats

- Liara Porter (pg 227)
- Knight (MM pg 347)
- Veteran (MM pg 350)
- Guard (MM pg 347)
- Spy (MM pg 349)
- Priest (MM pg 348)
- Riding Horses (MM pg 336)
- Warhorse (MM pg 340)
- Commoner (MM pg 345)
- Hadrosaurus (page 224)
- Deinonychus (page 217)
- Tribal Warrior (MM pg 350)
- Potion of healing (DMG pg 188)
- Lesser Restoration (PH pg 255)
- Purify Food and Drink (PH pg 270)
- Bowl of Commanding Water elementals (DMG pg 156)
- Sending Stone (DMG pg 199)

(pg 58) Heart of Ubtao: This is a floating chunk of earth that is shaped like a human heart. This is the home of a villain in disguise. She appears to be an elf, but she is actually Valindra Shadowmantle, a lich and the main villain of the Neverwinter MMO, among other things. She's here to either seize control of the Soulmonger or to de-

stroy it. She probably won't try to kill the heroes and might work with them.

- Lich (MM pg 202)
- Swarm of bats (MM pg 337)
- Zombie (MM pg 316)
- Girallon Zombie (MM pg 240)
- Arcane Gate (PH pg 214)

(pg 60) Hisari: These ruins are detailed in the Ruins of Hisari on the DMs Guild.

(pg 60) Hrakhamar: This dwarven forge was taken by firenewts. Albino dwarves want the heroes to take it back. Inside is a treasury with doors that are difficult to open - you need to grab the molds for the keys and actually make the key in the forge.

This place has a 40-mile-long tunnel that connects to Wurmheart Mine.

The albino dwarves are led by Sithi Vinecutter, who is very blunt. Two of the albinos have been captured. They are in area 9 on page 63. Their names are Laz Drumthunder and Malkar Stonegrist. You might want to somehow work in the story of a firenewt being abducted by yuan-ti. This is Gormax, who is imprisoned on pg 118. Maybe some of the albino dwarves witnessed the abduction.

- Firenewt warriors (pg 219)
- Firenewt warlocks of Imix (pg 219)
- Giant striders (pg 222)
- Albino dwarf warriors (pg 210)
- Carrion crawlers (MM pg 37)
- Giant spiders (MM pg 328)
- Kobolds (MM pg 195)

(pg 64) Hvalspyd: This ship is 250 feet long and has sails made from white dragon wings. The frost giants sail this thing. They are searching for Artus Cimber and his Ring of Winter. The giants want to use the ring to plunge the world into an ice age.

On the map, they put this ship on the coast. It is to the right of Port Nyanzaru.

- Frost giants (MM pg 155)
- Winter wolves (MM pg 340)

(pg 64) Ishau: Sunken ruins teeming with sharks.

(pg 64) Jahaka Anchorage: This is where the pirates lurk. There is always:

- One ship at the dock.
- One ship protecting the area.
- One ship out plundering and seizing booty.

Finding the Cave:

- Make a DC 15 perception check
- Sail through ring of submerged rocks. DC 10 Intelligence check. Fail by 4 or less: ship springs a leak, but no serious dmg. Fail by 5 or more: hip' peed is halved until it is repaired.

6a. Bosco's Bilge: This is a really fun location. It's a tavern for the pirates run by Bosco Daggerhand and his pet deinonychus, Knuckles. Perfect spot for a bar fight!

- Flying swords (MM pg 20)
- Bandit (MM pg 343)
- Thug (MM pg 350)
- Deinonychus (pg 217)
- Reef sharks (MM pg 336)
- Leomund's tiny hut (PH pg 255)
- Knock (PH pg 254)
- Ring of animal influence (DMG pg 189)
- Potion of water breathing (DMG pg 188)

(pg 68) Kir Sabal: This is a safe place for the group. If they go to Nagalore to get a black orchid, the aarakocra can give them the power of flight!

This monastery is on a high plateau. To get there, you need to spend an hour+ ascending. Make three DC 15 checks:

- Athletics to climb.
- Acrobatics to cross gaps in walkway.
- Perception to avoid parts that won't hold your weight.

Each failure means either you take 10 damage, or gain 1 lvl of exhaustion (PH pg 291). The player chooses which.

This place is home to over 50 aarakocra. They are led by an aarakocra named Asharra, who has special stats:

Asharra: AC 12 HP 31 Spd 20 ft., fly 50 ft.

+4 to hit, 4 dmg

- Dive Attack: +3 dmg when I dive 30 feet and hit with melee

Spells: +5 to hit, DC 13

- Cantrips: Druidcraft, mending, produce flame
- 1st level: Detect magic, faerie fire, thunderwave
- 2nd level: Gust of Wind, hold person, lesser restoration
- 3rd level: Call lightning, wind wall

STR 10 DEX 14 CON 10 INT 14 WIS 17 CHA 11

History +4, Insight +5, Perception +7

Speaks Auran and Common

Princess Mwaxanare: She is the rightful ruler of Omu, and she is your classic stuck up princess type. She asks the group to retrieve the Skull Chalice of Ch'gakare from Omu for her. She will likely develop romantic feelings for one of the heroes. I'm all over this one.

The Dance of the Seven Winds: This will give the group the ability to fly (speed 30) for 3 days!

Pretty sweet.

- Aarakocra (MM pg 12)
- Princess Mwaxanare (pg 228)
- Gargoyles (MM pg 140)
- Potion of poison (DMG pg 188)

(pg 72) Kitcher's Inlet: Provides access to Port Castigliar and Mezro.

(pg 72) Lake Luo: Portions of this lake boil, sending up clouds of steam. There are no fish in here.

(pg 72) Land of Ash and Smoke: Gray, barren valley that has streams of lava. Tzindelor the red dragon lurks here.

(pg 72) Mbala: This ruined village is home to Nanny Pu'pu, a hag who poses as an old crone. She can turn dead heroes into undead adventurers.

Before doing so, she'll ask the group to take out a bunch of pterafolk that have been causing her problems.

The Ritual of Stolen Life: This takes an hour. The group will need to provide a few things:

- A gem worth at least 100 gp.
- A living humanoid that must be sacrificed.

The Undead Character:

- Is undead! Doesn't need to sleep/eat/breathe.
- Hit point max is reduced by d4 every day! They're rotting away.
- Once their HP max is 0, the gem embedded in their forehead shatters and they are a corpse once more.

You might want to reduce the HP Max loss to just one point per day. The heroes are traveling at one hex per day, and there's a lot of hexes on that map! Players might not be too thrilled running an undead version of their character that has 15 hit points and goes down with one shot in every encounter.

Nanny Pu'pu: Nanny Pu'pu wants to eat our heroes. She'll try to isolate them. Her monkeys won't help, but she's got a flesh golem buried in the earth ready to give someone a whuppin. Remember.. she's a green hag, so she can turn invisible, make herself look like other people, and even imitate sounds and voices. This makes it very possible for her to get close to an isolated PC and strike them down quietly.

- Green Hag (MM pg 177)
- Flying Monkey (pg 220)
- Flesh Golem (MM pg 169)
- Comprehend Languages (PH pg 224)
- Potion of Greater Healing (pg 187) heals 4d4+4

(pg 74) Mezro: The Flaming Fist patrols this place regularly. It is fully detailed in the Ruins of Mezro supplement on the DMs Guild.

(pg 74) Mistcliff: 1,000 foot-high cliffs that are home to aarakocra, pteranadons, and other flying monsters.

(pg 74) Nangalore: You might want to ask in advance which characters, if any, are trained in Medicine. It might come into play in area 8, pg 79.

The group can explore this exotic, ruined garden and learn that Zalkore ruled this place, and mistakenly thought that her husband Thiryu-kaya betrayed her. She

realized that he hadn't after he died. Now she does drugs to pretend he is still with her.

She also got turned into a medusa by an erinyes.

The final encounter can go many different ways. She's covered and it is not obvious she is a medusa. She talks as if her husband is there. If the group messes with his ashes or badmouths him, things get ugly quick. She might try to feed them poison food. If the group is here for the black orchid, she will trade it for valuables or an attractive slave.

Tons of encounters in this place:

- Have that plant page ready (pg 205).
- Crocodiles (MM pg 320)
- Mantrap (pg 227)
- Yellow musk zombies (pg 237)
- Yellow musk creeper (pg 237)
- Almiraj (pg 211)
- Assassin vine (pg 213)
- Chwinga (pg 216)
- Flying monkeys (pg 220)
- Jaculis (pg 225)
- Giant Spider (MM pg 328)
- Swarms of poisonous snakes (MM pg 338)
- Tri-Flower Fronds (pg 234)
- Eblis (pg 219)
- Medusa (MM pg 214)
- Folding boat! (DMG pg 170)

(pg 80) Needle's Bones: This is a muddy pool with the bones of a dead dragon in it. There is a secret compartment that holds some treasure.

- Swarm of quippers (MM pg 338)
- Wand of Fear (DMG pg 210)

(pg 80) Nsi Wastes: This area is where Ras Nsi's old ruined fortress is. The area around it is full of sickly, poisonous plants.

(pg 80) Omu: This is what all of chapter 3 will be about.

(pg 80) Orolunga: This is a ziggurat with rows of magical steps. The only way to ascend is to use the

steps, you can't fly, teleport, etc. Each set of steps has a special solution.

1. **First Steps:** Has thorns that do damage to you. Hold an orange and a purple orchid.
2. **Second Steps:** These will crumble beneath your feet unless you hold the orchids and carry a red parrot feather.
3. **Third Steps:** This is where it gets funky. There's all these poisonous snakes on the steps. You have to swallow a poisonous snake. Then you'll be able to slither up the steps!

Past the steps is Saja N'Baza's Shrine. She is a guardian naga who knows a lot:

- She knows that Mezro won't return until Ras Ni is dead.
- She knows where Omu is.
- She knows that Ras Nsi and the yuan-ti are scheming to end the world.
- She might give the group a supernatural charm (DMG pg 228). It's a bit hard to figure what charm is appropriate. I guess vitality or heroism (gain 10 temp HP, and add a d4 to attack rolls and saving throws for the next hour).

Stat Stuff:

- Guardian naga (MM pg 234)
- Chwinga (MM pg 216)
- Swarm of poisonous snakes (MM pg 338)

(pg 82) Port Castigliar: Just a stretch of beach. Undead chased people off a long time ago.

(pg 82) Refuge Bay: Safe place to land a ship. There is a sunken village in the water teeming with sharks.

(pg 82) River Olunga: Steaming hot water from Lake Luo flows down rapids. To the west lies dangerous, undead-infested territory.

(pg 82) River Soshenstar: Flows north, lots of waterfalls.

(pg 82) River Tath: River goes from Aldani Basin to Jahaka Bay.

(pg 82) River Tiryiki: Very dangerous river! Lot of waterfalls, lots of predators on the banks.

(pg 82) Shilku: A village destroyed by a volcanic eruption. Flaming Fist thinks there's treasure here. Lots of mephits, firenewts, salamanders, etc.

(pg 83) Shilku Bay: Lava pours into the bay, making the water poisonous.

(pg 83) Snapping Turtle Bay: A beautiful beach that has dangerous vegetation. There are cyclopes here that aren't necessarily hostile, and a giant snapping turtle named King Toba.

- Cyclopes (MM pg 45)
- Giant Snapping Turtle (page 222)

(pg 83) Snout of Omgar: This is the home of the turtles, described in the Turtle Package by Chris Perkins.

(pg 83) Valley of Dread: Home to lots of dinosaur and lizardfolk kingdoms.

(pg 83) Valley of Embers: Land ruined by lava and ash. Marchlands north of the lake are nearly impassable.

(pg 83) Valley of Lost Honor: This is where Wyrmeart Mine (home of Tinder, the Red Dragon) and Hrakhamar (the dwarven forge overtaken by firenewts) are.

(pg 83) Vorn: This statue is actually a shield guardian. The amulet that controls it is in the goblin village of Yellyark.

(pg 84) Wreck of the Narwhal: This ship mysteriously crashed here long ago. Now it is home to a weretiger

(pg 84) Wreck of the Star Goddess: This is a crashed Halruaan flying ship up in the trees. There are 8 ghouls underneath it, and once the group tries a rescue, 3 girallon zombies attack the wreck

The survivors are stuck in the wreck, are hungry and suffering from level 4 exhaustion (PH pg 291). That's disadvantage on ability checks, attack rolls and saves, half speed, half hit point max! They're pretty close to death.

NPCs:

- Captain Thasselandra Bravewing.
- Ra-Das - Master-of-Arms.
- Falx Haranis.
- Crew: Brax, Nhar and Veliod.

One member of the crew, Oloma Authdamar, is alive elsewhere. he is currently a prisoner of the yuan-ti (see pg 118).

Stats:

- Ghouls (MM pg 148)
- Girallon Zombies (page 240)
- Noble (MM pg 348)
- Scout (MM pg 349)
- Veteran (MM pg 350)
- Guard (MM pg 347)

(pg 85) Wyrheart Mine: The group might be tempted to ride a mine cart down the slope. If they do, ask if they use the brake or not. Once they roll by area ten, the kobolds will drop a boulder on them and it is easier for them to hit if the group is using the brake.

The rolling boulder will go from 6c onto the tracks and roll on a clockwise path down the track, past 7, 8, 9, 10 and crash into 11.

- Specters (MM pg 279)
- Kobold inventor (pg 226)
- Kobold (MM pg 195)
- Winged kobold (MM pg 195)
- Quippers (MM pg 335)
- Young Red Dragon (MM pg 98)
- Mithral breastplate (DMG pg 182)
- Potion of Greater Healing (DMG pg 187)
4d4+4

(pg 85) Yellyark: This is a very amusing place but it might be tricky to describe to the players. They have a helpful diagram on the map. Basically, if the village is in danger, they cut a vine that pulls the village into a giant sack and flings it thousands of feet away.

There's a million fun things that can come out of this, but it will be ruined if the players don't have a clear mental picture of what this is. The most confusing part of the description for me was saying that the tree is "bent down like a giant spring," so maybe omit that or alter it.

Queen Grabstab: She is wearing the amulet that controls Vorn, the shield guardian.

- Goblin boss (MM pg 166)
- Goblins (MM pg 166)
- Swarm of insects (MM pg 338)

CHAPTER 3: DWELLERS OF THE FORBIDDEN CITY

History:

- Ubtao left Chult in disgust, and the city fell into chaos.
- 9 Trickster gods took Ubtao's place.
- The tricksters built shrines that tested the mettle of their followers.
- 100 years ago, Acererak showed up and killed the trickster gods.
- Acererak forced the Omuans to build his dungeon, and then he killed them all.
- 50 years ago, yuan-ti showed up and built a temple
- Ras Nsi joined them. They wait for Den-dar to come out and end the world.

(pg 93) Factions in the City: You can use these factions in the city as you please:

- Yuan-ti (MM pg 309): They patrol the city.
- Grung (pg 223): They live on rooftops around Nangnang's shrine.
- Vegepygmies (pg 234): The tribes revere the Great Rift.
- Kobolds (MM pg 195): Acererak ordered them to maintain the shrines.
- Red Wizards of Thay (mage, MM pg 347): They are searching for the tomb.
- 3 Tabaxi hunters (pg 232): Hooded Lantern (he is preparing to die fighting the t. rex), Bag of Nails (she is inquisitive and wry), and Copper Bell (he has gone insane).

(pg 94) Puzzle Cubes: These cubes are needed to get into the Tomb of the Nine Gods.

- 3 inches to a side, weighs half a pound.
- Each has the symbol of one of the trickster gods.
- Can't be destroyed by any means.
- If taken more than a mile from Omu, they teleport back to their respective shrines.

- The group will end up with 5 of them. The Red Wizards have 2 and Ras Nsi has one.

(pg 204) There are a few random encounters set in Omu on pg 204:

- 2d4 gargoyles with nets (MM pg 140).
- 1d6 giant spiders (MM pg 328).
- The King of Feathers, a t. rex (See area 13, pg 106).
- Kobolds on their way to touch up a shrine (MM pg 195).

(pg 95) Exploring the Ruins. The group travels 200 feet every 5 minutes due to thick undergrowth 200 feet per minute if they throw caution to the wind.

(pg 95) Searching Buildings: Bunch of things the group might find:

- Assassin Vines (pg 213).
- Collapsing Floor: One random hero must make a Dex save DC 12. Fail: Fall 20 feet and roll on the table again.
- Mad Monkey Mist (pg 40): DC 13 Con save or gain long-term madness after d6 hours.
- Nest: Stirges, Swarms of poisonous snakes, giant wasps (anyone who takes dmg from them must make a DC 11 Con save or get shivering sickness, which is described on pg 40).
- Plant Discovery: These are all described on page 205.
- Treasure: 1d6 art objects worth 25 gp each.
- Vegepygmies (pg 234: Not in a fighting mood! Cover and flee if possible.

(pg 95) 1. City Entrance: 5 yuan-ti malisons will quietly follow the group. When the group takes a rest, they attack.

(pg 96) 2. Walled Compound: A lot of Red Wizards were killed here. One is trapped in rubble, and calls out for help.

3 levels of exhaustion = (PH pg 291) Half speed, dis-adv on ability checks, attack rolls, and saving throws.

- Spy (MM pg 349)
- Jackal (MM pg 331)

(pg 97) 3. Kubazan's Shrine: To get in, you need to find the key (in the mouth of the statue) and avoid or defeat the froghemoth. Inside, you need to platform jump over a spiked pit and grab the cube. When you grab the cube,

poison gas does 10 points of dmg per round for 1 minute or until you can get through the sealed exit.

- Froghemoth (pg 221)
- Glyph of Warding (PH pg 245)
- Fear (PH pg 239)

(pg 97) 4. Shagambi's Shrine: Two kamadans guard this place. Inside, the heroes need to obtain 4 spears from clay guardians and lace the spears into the hands of statues.

- Kamadan (pg 225)
- Gladiator (MM pg 346)

(pg 100) 5. Great Rift: Hey! Don't fall in. You take 70 bludgeoning from the fall and 55 fire from the lava (per round). When the group comes here, vegepygmies are about to sacrifice a grung.

- Grung (pg 223)
- Vegempygmies (pg 234)
- Vegepygmy chief (pg 235)
- Thorny (pg 233)

(pg 101) 6. Moa's Shrine: The shrine is guarded by 4 jaculi. Taking a cube causes statues to animate and launch arrows at the group. There's actually 2 fake cubes that vanish once you take them out of the shrine. The real one is in a secret room. On the way out, the pit traps activate - DC 15 Dex save to avoid. Falling in means d6 damage and landing in green slime.

Statues: AC 17 HP 30 +6 to hit, 5 (d8+1) piercing dmg.

- Immune: Non-magic weapons, poison and psychic dmg.

(pg 102) 7. Fallen Tree: If the group tries to cross the river on this tree, Bag of Nails attacks! He gives up if reduced to half his hp, and takes them to his place where he serves them (poisoned) stew.

- Jaculi (pg 225)
- Assassin (MM pg 343)
- Midnight Tears (DMG pg 258) At the stroke of midnight, make a DC 17 Con save or take 31 poison dmg, half on success!

(pg 102) 8. Unkh's Shrine: The puzzle cube is in a locked pedestal. There is a shed that has hundreds of keys to choose from, and six more are in

the shrine. Only one opens it. Using the key puts you in a world of hurt! The six keys in the shrine can combine to show what the real key looks like, which is hanging in the shed with all the other keys in it.

- Ghouls (MM pg 148)

(pg 103) 9. Adventurers' Camp: This campsite was home to a group of heroes that are now dead. The group can find a parchment (pg 250) which, to me, is kind of hard to read. It talks about how Lord Brixton thinks that the Eye of Zaltec is in the tomb, and that the shrines are the key to opening the doors to the tomb. If the group stay here for an hour or more, a red wizard and 2 mercenaries show up looking for trouble.

- Mage (MM pg 347)
- Thug (MM pg 350)

(pg 103) 10. I'jin's Shrine: First the heroes must cross a puzzle floor (you have to step on a different animal tile with each step) and then navigate a trapped maze.

- Almiraj (pg 211)

(pg 104) 11. Chwinga Wagon: The chwinga (pg 216) here loves hair and might become a buddy to a hairy PC. The group can find a tablet here that will allow them to translate Old Omuan.

Green Slime (DMG page 205): DC 10 DEX save, 5(d10) acid damage. It does 11 acid to wood or metal. It does this damage until scraped off.

(pg 105) 12. Wongo's Shrine: This one is fun. You can look through masks that help you figure out how to get the puzzle cube. You need to pour water into one of 4 cupped hands or feet. Some heroes might get turned into an animal for 24 hours!

- Zebra (riding horse) (MM pg 336)
- Su-Monster (pg 232)
- Lion (MM pg 331)
- Boar (MM pg 319)
- Vulture (MM pg 339)

(pg 106) 13. Amphitheater: This is the home to the King of Feathers, a special t. rex! Here's his stats:

King of Feathers: AC 13 HP 200 Spd 50 +10/+10 each 10 ft., 20 bludgeoning/33 piercing dmg. If tgt is medium or smaller, it is grappled (escape DC 17). Until this grapple end, the target is restrained, and the tyrannosaurus can't bite another target.

Legendary Resistance (3/Day) If it fails a saving throw, it can choose to succeed instead.

Can see invisible creatures

Can cast misty step at will.

(rchg 5-6) Summon Swarm: Exhales a Swarm of insects (MM pg 338) that disperses after 1 minute.

Stats:

- T. Rex (MM pg 80)
- Swarm of insects (MM pg 338)
- Deinonychus (pg 217)
- Helm of telepathy (DMG pg 174)

(pg 106) 14. Tomb of the Nine Gods: This is what chapter 5 and the rest of the book will be about!

(pg 106) 15. Ruined Bazaar: There's 6 traps in here. Catapults that use a kobold inventor (see pg 226) power. I would go with the green slime pots, as that seems fun. Fire makes no sense because they'd burn their own home down.

Kobold (MM pg 195)

Kobold scale sorcerer (pg 226)

Kobold inventor (pg 226)

Potion of greater healing (pg 187) 4d4+4

(pg 107) 16. Papazotl's Shrine: This one might frustrate some groups. First they have to answer a riddle, then they find that they simply can't remove the box. They'll need to find a secret room, solve a puzzle to get a clue that will help them remove the box.

- Crocodiles (MM pg 320)

(pg 108) 17. Waterfall: A character will have a vision of Acererak and during each long rest, they dream it again, with Acererak getting closer each time.

(pg 108) 18. Nangnang's Shrine: It is guarded by grungs. Once inside, there all of these (illusory treasure). You must offer a treasure to Nangnang to get the puzzle box.

(pg 109) 19. Obo'Laka's Shrine: Guarded by 4 zorbos. This one is a bit complicated. The group has to deal with some teleporting pools. If they grab the puzzle cube... they might turn to stone! This check must be made every round. They have to figure out how to shut this down (put torches in sconces) and then figure out how to transport the torches without putting out the flames.

- Zorbo (pg 241)
- Mage (MM pg 347)
- Immovable rod (DMG pg 175)

(pg 110) 20. Royal Palace: This place has a secret entrance to the yuan-ti lair.

- Yuan-ti malison (MM pg 309)

CHAPTER 4: FANE OF THE NIGHT SERPENT

Ras Nsi has taken the final puzzle cube. The group will have to go into the fane and get it.

Ras Nsi is suffering from the death curse and doesn't know the cause. Yuan-ti rivals are preparing to dispose of him.

Fenthaza:

- She wants to overthrow Ras Nsi
- She wants to find the Black Opal crown, which is in the tomb.
- She might try to get the group to create a distraction so she and her allies can kill Ras.

Infiltration: Pretending to be a yuan-ti requires a DC 15 Deception check (non-humans have disadvantage)

Alarm: If the gong in room 9 is rung, most creatures stay where they are. Here's the creatures that investigate (they are from rooms 11, 16, 17 and 18):

- Sekelok (champion variant) (pg 216)
- 5 type 1 malisons (this includes Yahru from 17) (MM pg 309)
- 4 type 2 malisons (MM pg 309)
- 2 type 3 malisons (MM pg 309)
- 3 yuan-ti broodguards (pg 238)
- 6 yuan-ti purebloods (pg 310)
- 2 gladiators (MM pg 346)

Capture: If the group is captured, they are bound and their gear is put in room 13. There is a fair chance that the gas trap in area 3, pg 116 will take out the group.

When captured, the heroes are put in the pit in room 8. After an hour, Yahru (from area 17) will question them. If the group is calm, he brings them to Fenthaza. If they are rude/defiant, he brings them to Ras Nsi.

If Ras finds out the group is trying to end the death curse, not only will he free them, he'll give them the puzzle cube!

If the Group is Brought Before Fenthaza:

Fenthaza will force the group to perform slave labor for one day (chart on page 112 how their tasks). If the group does the tasks, she'll tell them to assassinate Ras Nsi.

- They get the puzzle cube they need.
- She give them the passphrases to area 4.
- She will change the group into yuan-ti!! If they want. The transformation ritual is described on page 119.
- The group must start a slave uprising while Fenthaza goes to kill Ras.
- She will then try to kill the heroes.

Teleporters (pg 116): Remember that this only transports the person using it, not the whole group! Must be trained in arcana, if they don't have a destination in mind, they appear on a random teleporter elsewhere in the fane.

Teleporter locations:

- (pg 118) 8. Prisoner Pits
- (pg 119) 9. The Fane
- (pg 120) 10. The Harem
- (pg 121) 11. Throne Room

(pg 114) 1. Main Gate: Nahth can be bribed with 10 gp or food. Those snake pits are right by the doors! Jumping rules are on PH pgs 182 and 190.

- **Long Jump:** Move at least 10 feet before you jump. You cover a number of feet up to your Strength score. If you don't move 10 feet, you can leap only half that distance. Either way, each foot you jump costs a foot of movement.
- **High Jump:** Move at least 10 feet first, You leap 3+your STR mod in feet. From a standing position: Half that.

Monsters:

- Nahth, type 1 malison (MM pg 309)
- 4 yuan-ti broodguards (pg 238)
- Swarm of poisonous snakes (MM pg 338)

(pg 116) 2. Hall of War: The basilisks are chained to a wall. If a fight breaks out, one broodguard runs to area 9 to hit the gong, sounding the alarm. It is possible for a yuan-ti to run and hit it in a sin-

gle round, but maybe give the group a round to try to stop it from happening.

- Soakosh, yuan-ti pureblood (MM pg 310)
- 4 yuan-ti broodguard (pg 238)
- 2 basilisks (MM pg 24)
- Triceratops (MM pg 80)

(pg 116) 3. Hall of Serpents: Murals of Dendar and Ra Nsi. Hey, there's a button on the wall! Let's press it! DC 13 Con save, fail: You're unconscious! This gas lingers for one minute. Egad! This is where you roll out the captured scenario.

(pg 116) 4. Armory: If you know the passwords to get in the door and pacify the naga, you're good! If not, the door is arcane locked and the naga comes at you. There is a shield in here with the hilarious trait of amplifying everything you say ten times louder.

- Arcane lock (PH pg 215)
- Knock (PH pg 254)
- Bone naga (MM pg 233)
- 2 minotaur skeletons (MM pg 273)

(pg 117) 5. Fenthaza's Quarters: There's an urn with an air elemental in it. It serves Fenthaza. She has keys to the shackles of the prisoners in room 8.

Looking at the map, this is a tiny room. This fight will spill out into the hallway and possibly room 6, where the chanting skulls can aid the bad guys.

- Fenthaza, yuan-ti nightmare speaker (pg 239)
- 2 type two yuan-ti malisons (MM pg 309)
- Air elemental (MM pg 124)

(pg 117) 6. Sacrificial Chamber: This is very cool. The skulls chant, giving any yuan-ti resistance to non-magic weapons and advantage on saving throws vs. magic/magical effects! Not too shabby!

There's a lever in here that opens the portcullis that blocks area 8.

- 4 yuan-ti broodguards (pg 238)

(pg 118) 7. Evil Oracle: This pool is super evil:

Get in: You take 5 (d10) psychic dmg when you enter/start turn in it

Look in: Make a DC 15 Wis save. Fail: Take 5 (d10) psychic dmg and gain a random form of long-term madness (pg 260, lasts d10x10 hours).

Stats:

- 3 type three yuan-ti malisons (MM pg 309)
- Eldritch blast (PH pg 237): +5/+5 to hit (two beams), d10+3 force dmg per beam.
- Minor Illusion (PH pg 260)
- Poison Spray (PH pg 266): Rg 10 ft, Con save DC 13 d12 poison dmg.

(pg 118) 8. Prisoner Pits: There's a winch that will lift the grate off of the pits. There is a teleporter in here.

Escaping Manacles (PH pg 152): Escape is a DC 20 Dex check. Breaking them is a DC 20 Str check.

Prisoners:

- Tahvo: human boy (AC 10 HP 2) wearing a flower garland.
- Sev: Yuan-ti pureblood (MM pg 310) who had long-term madness.
- Oloma Authdamar: Scout (MM pg 349) who survived the crash of the Star Goddess (pg 84)
- Pottery Shard: Tabaxi minstrel (pg 233)
- Gorvax: Firenewt warrior (pg 219)
- Lomar Dral: Human mage (MM pg 347). A harper searching for Artus Cimper.
- Mung: batiri goblin (MM pg 166), suffering from three levels of exhaustion (PH pg 291) Half speed, disadv on ability checks, attack rolls, and saving throws..
- Kanuh Natombe: Tribal warrior (MM pg 350), malnourished. 4 levels of exhaustion (PH pg 291) That's disadvantage on ability checks, attack rolls and saves, half speed, half hit point max.
- Zilla Atazi: A pirate (bandit, MM pg 343) of the Dragonfang who was thrown overboard for insubordination.

(pg 119) 9. The Fane: Lots of things in here:

- Cauldron: Upturning it is a DC 15 Str check. Each creature in a 15-foot cone must make a DC 12 Dex save. Fail: 4 (1d8) fire dmg, half dmg on success.

- Portcullis: Blocks area 10. There's a lever to raise it.
- Balcony: Climb up there is a DC 13 Athletics check. It gives half cover vs. ranged (half cover: +2 bonus to AC and Dexterity saving throws)

Yuan-ti Ritual:

- Once every 10 days. Takes all night. Most of the yuan-ti take part.
- Sometimes, slaves are eaten. Other times, humans are transformed into yuan-ti.
- You are drugged. Then you bathe in blood of sacrificial victims.

Yuan-ti Characters:

- You gain d6 levels of exhaustion (PH pg 291). If you live, you gain indefinite madness (DMG pg 260) and rest in area 18.
- You gain Darkvision 60 ft.
- At will: Poison spray (PH pg 266), animal friendship on snakes only PH (pg 212). At lvl 3, you can cast suggestion (PH pg 279).
- Immune to poison.
- Advantage on saves vs. spells/magical effects.
- If you die, you are fed to the hydra in 21.
- The transformation can only be undone with a wish spell!

(pg 120) 10. The Harem: Home to Ras Nsi's concubines! This is where the magic happens.

Ishmakal: A doppelganger spy allied with the Red Wizards, secretly thinking of defecting to the side of the yuan-ti.

Scandal: Sekelok (from area 11) is secretly engaging in ACTIVITIES OF PASSION with a concubine named Neema. Sekelok is Ra Nsi's personal bodyguard, so if the group finds out about this, they can do some hilarious stuff with it.

- 11 yuan-ti purebloods (MM pg 310)
- 1 doppelganger (MM pg 82)
- 2 yuan-ti broodguards (pg 238)

(pg 120) 11. Throne Room: During the daytime, Ras is in here. At night, he's in area 12.

- Ras Nsi (pg 230)
- 2 type one yuan-ti malisons (MM pg 309)
- Sekelok (altered champion, pg 216)

- 3 yuan-ti broodguards (pg 238)
- 4 ghouls (MM pg 148)

Sekelok AC 18 HP 143 +9/+9/+9 12 slashing, plus another 7 if I have more than half my hp left.

- (2/Day) Indomitable: Reroll a failed save.
- (Bonus action, 1/Rest) Second Wind: Regain 20 HP
- Immune: poison
- Darkvision 60 ft.
- Adv on saves vs. spells/magical effect
- At will: Poison spray (PH pg 266), animal friendship (on snakes only) (PH pg 212).
- 3/day: Suggestion (PH pg 279) DC 13

(pg 121) 12. Ras Nsi's Lair: Ras can tell the group everything about puzzle cubes, Acererak, etc. He doesn't know about the Soulmonger.

(1/Rest) Flying Shields: As a bonus action, Ras can call forth the shields to give himself a +10 to AC! +10! Each time they block an attack that would normally hit, a shield falls to the ground and Ras loses 2 AC.

- Ras Nsi (pg 230): He's in here at night.
- Flame Tongue (DMG pg 170)
- Sending Stone (DMG pg 199)

(pg 121) 13. Storeroom: Azi Mas, an awakened constrictor snake, is lurking in the shadows. He's lonely and somewhat cowardly.

Incense: If you light it, a cloud fills a 20-foot-diameter sphere. All within it must make a DC 16 Con save or fall into a dreamlike stupor that lasts for one hour - once they've been removed from the cloud!

- Giant constrictor snake (MM pg 324)

(pg 122) 14. Venom Distillery: The door has a whole thing happening:

- It's locked. Pick It: DC 15 Dex check w/thieves tools.
- Spot The Trap: DC 20 Perception
- Disable: DC 12 Dex check.

- Poison Needle Trap: DC 16 Dex save. Fail: 5 poison dmg, blinded.. permanently! Lesser Restoration will restore your peepers.

Xopal has a Syringe: +3 to hit, 1 piercing dmg and DC 14 Con save or 10 poison dmg (half dmg on success) and poisoned whether or not the save succeeds! They're kicking it up a notch in this dungeon.

Bottle Hazard: Spells like Thunderwave will cause the bottles of poison to shatter. 15-foot-sphere of poisonous vapors, DC 15 Con save. Fail: 18 poison dmg (even if you hold your breath).

Jug: Open this jug? More Gas!! The knock-out gas fills the room! DC 13 Con save, fail: You're unconscious for an hour. This gas lingers for one minute.

- 1 yuan-ti pureblood (MM pg 310)
- 5 zombies (MM pg 316)
- 20 doses of serpent venom DC 11 Con save. Fail 10 poison dmg, half on a successful one.
- 5 doses of essence of ether (DMG pg 258) Inhaled, DC 15 Con save of be poisoned and unconscious for 8 hours. You can be awakened by dmg/being shook.
- 5 doses of torpor (DMG pg 258) Ingested, DC 15 Con save or poisoned and incapacitated for 4d6 hours.

(pg 122) 15. Snake Pit: Fall in, 5d6 dmg and snakes!

- Swarm of Poisonous Snakes (MM pg 338)

(pg 122) 16. Blood Baths: The yuan-ti bathe in blood. Slaves tend to them.

- 4 yuan-ti purebloods (MM pg 310)
- 2 type two yuan-ti malisons (MM pg 309)
- 5 commoners (MM pg 345) (names on pg 12. Here's some: Olu, Yapa, Fipyra, Mainu and Lorit)

(pg 123) 17. Sauna: Yahru is in here shedding his skin with the aid of 2 gladiators rubbing lotion on him. Two lotion men. Have fun!

Yahru, type one yuan-ti malison (MM pg 309)

2 gladiators (MM pg 346)

(pg 123) 18. Yuan-ti Nests: Impossible to sneak through without magic.

- 2 type one yuan-ti malisons (MM pg 309)
- 2 type two yuan-ti malisons (MM pg 309)
- 2 type three yuan-ti malisons (MM pg 309)

- 6 yuan-ti purebloods (MM pg 310)

(pg 123) 19. Slave Grotto: Isaar has a slave boy communicate for him. The will of the slaves has been broken by trauma and drugs. nap them out of it with a DC 17 Persuasion or Intimidation check.

- Isaar, type three yuan-ti malison (MM pg 309)
- 2d10 commoners (names on pg 12)
- 3 yuan-ti broodguards (pg 238)

(pg 124) 20. Underground River: The current is not strong, not a hazard. Ring the cowbell, summon the HYDRA, which shows up in d6 rounds.

Rowboat: (DMG pg 119) AC 11 HP 50 Spd 1.5 mph holds up to 3 passengers.

- 4 yuan-ti broodguards (pg 238)
- Hydra (MM pg 190)

(pg 124) 21. Hydra's Lair: It lurks underwater.

- Hydra (MM pg 190)

(pg 124) 22. Fungi Cavern: There's a dead yuan-ti covered in fungus. He's got a key. To grab the key without getting fungused, make a DC 12 sleight of hand. The key unlocks the door to area 14.

- Green Slime (DMG pg 105)
- Yellow Mold (DMG pg 105)

(pg 124) 23. Secret Entrance: This connects to the palace ruins (area 20b, pg 110)

CHAPTER 5: TOMB OF THE NINE GODS

(pg 125) It works like this: The traps of the tomb kill people. Their souls are stored in the soulmonger. An atropal (a god-fetus-thing) eats the souls. Once it has had enough, it will become an evil god. Acererak wants it to become a god of death that would kill everyone, so that only undead creatures would be left inhabiting the world.

Three hags created the Soulmonger, in exchange for keeping some of the souls for themselves.

Acererak is not here. He's watching "from afar". The Sewn Sisters are watching over things.

(pg 126) Tomb Inhabitants: Check out this crew: **Withers and the Tomb Dwarves:** An undead maintenance crew. Located at area 2 (pg 145).

Legendary Monsters: There are two. A beholder guarding a treasure vault in area 44 (pg 156) and an aboleth in an underground lake in area 65 (pg 174).

Skeleton Keys: Little skeletons that wander the dungeon. Seriously! Their heads are in a sort of key shape. When you have all 5, you can open the gate in area 71 (pg 178) Regular skeleton stats are on MM pg 272. You decide where they are located! There's one on each level. I'll try to find a good spot for each.

Skeleton Key AC 13 HP 13 +4/+4 to hit, 4 (1d4+2) piercing dmg Spd 30 ft., climb 30 ft.

- Vul: Bludgeoning
- Imm: Poison, exhaustion
- When reduced to 0 HP they fall apart, though the skull and bones remain intact.
- Skeleton keys do not trigger any trap placed in a room or on a door of the tomb.

The Sewn Sisters: Discussed in area 71, pg 178

Tomb Guardians: Flesh golems (MM pg 169) with AC 17. You're supposed to use them when it feels right.

Trickster God Spirits: They are detailed on pg 129.

Fabled Treasures: There are many fabulous prizes to be won! Make a DC 20 History check and learn:

- Black Opal Crown: Created by archmage Sadamor, who made a sphere of annihilation that could swallow the world. The yuan-ti think that this crown can awaken Dendar the Night Serpent.
- Eye of Zaltec: It has a sharp point and was used in sacrificial rituals. It is in area 62 (pg 172).
- Navel of the Moon: Supposedly this item let you always find your way home. This is in area 56 (pg 168).
- Skull Chalice of Ch'gakare: The skull of a king. Located in area 67 (pg 175).

(pg 128) Spell Alterations: Long story short:

- Magic Travel is Bad: Casting arcane gate, banishing smite, banishment, dimension door, teleport, teleportation circle, transport via plants, tree stride or word of recall sends you to area 57 (pg 168).
- Divine Aid Not Good: Casting augury or commune get you nothing but lies.

- Out of Order: These spells don't work in the tomb: Astral projection, clairvoyance, etherealness (you can't go through surface/doors), find traps, passwall, stone shape.
- No Dimensions: Anything dealing with an extradimensional space (like rope trick) doesn't work.
- Incommunicado: Magical communication over long distance fails.
- No Wish! A wish spell can't be used to escape the tomb!

(pg 128) Replacing Dead Characters: It says, basically, just make up a reason that the replacement hero is in there. My favorite is the idea to make the new character a clone of the old one, created by the hags.

(pg 129) Spirits of the Nine Trickster Gods: The spirit of each of the trickster gods is trapped in a magic item. When someone picks it up, they must make a DC 16 Charisma save. Fail: The trickster inhabits them. A very handy handout on page 256, the last page of the book, lays out the effects of each.

Each trickster grants a boon, such as a 23 strength. Each also grants a personality flaw, such as: "I bow before no one and expect others to do as I command."

Leaving a Host: Ways a trickster can be ejected:

- Dispel good and evil
- Another trickster god can push them out. All you do is roll a die and randomly decide which trickster wins the struggle.

(pg 130) Roleplaying the Spirits: It talks about encouraging roleplaying flaws by awarding inspiration. It seems like players in a deathtrap dungeon already have the odds stacked against them. I can see plenty of players balking at the idea of hamstringing themselves on purpose.

I think the best approach here is to provide space for them to play out their flaws. Make sure the consequences of roleplaying in good faith make things more interesting rather than more deadly.

I know that's easier said than done. I think (like the book says) in some cases, the best bet is for you to play each trickster like a voice in their head, urg-

ing the character to do something but ultimately leaving it up to the player.

Also, if you run the voices in their head, you can actually have those voices help the group find secret doors, give clues to puzzles, and steer them away from fatal mistakes.

Trickster God Rivals: Here is a quick list of the gods and their rivals, alignment animal representative, and the magic item their spirit is in.

I'jin (CN Al'Miraj, wand of wonder) vs **Obo'laka** (LN zorbo, ring of protection)

Kubazan (CG froghe moth, bracers of archery) vs. **Papazotl** (LE eblis, amulet of health)

Moa (LG jaculi, staff of the python) vs. **Wongo** (CE flying monkey, mace of terror)

Shagambi (NG kamadan, instrument of the bards) vs. **Nangnang** (NE grung, pearl of power)

Loner: **Unkh** (N flail nail, robe of scintillating colors)

In my campaign, I'm going to see if I can work out symbolic encounters between the animals in the jungle to foreshadow the rivalries.

Things to Do Before the Start: Here are some things you might want to do:

- Warn the players that water breathing won't always work when you're submerged in liquids similar to water.
- Warn the group that there are a few things in the tomb that don't have to roll to hit you.
- Pick an NPC who ends up in the body bag (pg 187)
- Maybe somehow demonstrate that force damage is effective when other things aren't.
- Be aware of which characters are wearing metal armor and using metal weapons/equipment. There are a lot of magnetic traps in the tomb, as well as traps that destroy all nonmagic metal.
- Warn the group that there are many things and items that can't be opened or destroyed by any means, which is a bit of a departure from previous adventures.
- Definitely print out, distribute or draw handouts 23 and 24 on page 255.

(PG 130) LEVEL 1: ROTTEN HALLS

- **Walls:** The walls are covered in moss and decorated with screaming skulls.
- **Underground River:** difficult terrain, 3 feet deep

1. Acererak's Warning: There are two visible tunnels. In one, you can find a useful amulet. In the other is a nasty trap. The real entrance is a third tunnel, obscured by vegetation. It is spotted with a DC 10 Perception check.

Obelisk: Handout is on page 252. This thing has a riddle that provides clues to a bunch of rooms. Mess with the obelisk.. 3 gargoyles with devil faces swoop down and attack. Break the obelisk: A nalfeshnee appears and thrashes you. It disappears after 1 minute.

- 3 gargoyles (MM pg 140)
- Nalfeshnee (MM pg 62)

(pg 131) 2. Gallery of Tricksters: This has statues of each trickster god. Bringing the corresponding puzzle cubes into this hall lights the braziers in front of the respective statues. Unkh's statue is behind a hidden door. It has an amulet that tugs you toward area 4 and is useful in area 79 (pg 187).

(pg 131) 3. False Entrance: Wow. There's double doors in here. There's alcoves for you to place the puzzle cubes. If you put them in so that the rivals face one another, a stone block seals the exit and gas that does 10 points of dmg per round fills the room for 6 rounds! Thankfully, the stone block goes back up into the ceiling after that.

What's behind the doors? More gas!!

(pg 131) 4. True Entrance: Puzzle time. You need to put the puzzle cubes into slots in a certain configuration. Each time the group gets it wrong, all within 20 feet take 18 lightning damage!

Success: The wall slides open to reveal the entrance. It shuts after one hour.

(pg 132) 4B. Second Puzzle Door: Get this.. A lever pops out of the wall and an hourglass turns over. The group has ten seconds. Pull the lever? Don't pull the lever?! One choice causes the ENTIRE FLOOR to open up and drop everybody into a pit of poison spikes.

Pit: 1d4 spikes hit each hero. They take 11 (2d10) bludgeoning dmg for the fall. Each spike does 3 (1d6) piercing and 5 (1d10) poison dmg).

(pg 133) 5. Trapped Corridor: A devil face (located at 5b at the intersection)! Its mouth is a well of utter darkness.

5A. Poison Darts: Spotting these is a DC 15 Perception check.

Each time they are triggered, 4 darts shoot out at a random target! +8 (for each dart) to hit, 2 (1d4) dmg and a DC 15 Con save. Fail: 14 (4d6) poison dmg. Success: Half dmg.

5B. Devil Face: Climb in?

- Silence (PH pgs 275-276)
- Shadow demon (MM pg 64)

5C. Floor Hatch: Lift the grate with a combined Strength of 24 or more. There's a river down there (area 17, pg 139)

(pg 133) 6. Crystal Window: Peer through it, see area 10 (pgs 135-136) See 2 bear statues holding a disc with many eyes. Also see 6 corpses, each wearing a black mask. The heroes can break the window and climb through if they want. When the group enters that room, those eyes see them and here come the undead.

(pg 134) 7. Grand Staircase: Hoo boy. This staircase lets the group go to the other levels of the dungeon! That means you are probably going to need to be familiar with this entire dungeon before the group gets to this point!

They'll see a tomb dwarf for a moment on the flight below. If they go down to level 2, there's a plaque with clues. If they go down to level 4, they'll see another plaque with clues.

- Wight (MM pg 300)

(pg 134) 8. Magical Attraction: Man! Anyone wearing metal makes a DC 10 Athletics. Fail: Get magnetically pulled into the statue and all your metal is destroyed (except for artifacts).

It says it happens when they enter the room, or start their turn in the room. So I guess that little triangular area by the hallway counts as "room".

(pg 135) 9. Magical Fountain: My favorite! A random chart! Be careful with #3, that might get weird and lead to a social faux pas. If you have players who might get carried away, maybe change this to transforming into another race or something.

(pg 135) 10. Obo'Laka's Tomb: Obaka is the zorbo trickster god. If the eyes on the disk spot you, the undead rise up. If you wear their masks, the eyes can't see you and it is much easier to open the sarcophagus.

In the sarcophagus is a ring. Whoever touches it must make a DC 16 Charisma save. Fail: You're inhabited by Obo'Laka (pg 256). This ring disintegrates once you leave the tomb.

If the group opens the secret door to the south, the gas in 11 ignites! It looks like only the person opening the door will get hit on this side. DC 15 Dex save. 22 (4d10) fire dmg, half dmg on a successful save.

(pg 137) 11. Gas Pocket: Smells rotten! Open the secret door to 10.. kaboom! DC 15 Dex save. 22 (4d10) fire dmg, half dmg on a successful save.

(pg 137) 12. Trapped Chest: This is a really great trap! Chest hanging from chains, locked. Pick the lock is a DC 22! Dex check. Fail: Your thieves' tools are destroyed. Failed by 5 or more: You are teleported into the chest and the chest drop into the water and sinks to the bottom.

Inside the Chest: The pool is only 5 feet deep, but it is muddy, so you can't really see in it. The character is restrained and after 5 rounds, begins suffocating (PH pg 183): You can hold your breath for your Con mod +1 minutes! Eventually you drop to 0 HP and dying and can't be stabilized until freed.

Chest: AC 13 HP 30 imm: poison, psychic dmg

- Remove curse (PH pg 271)

(pg 137) 13. Stone Skull: To get to room 14, you need to walk through the mouth of a huge skull with burning eyes! 2 people can go through safely, then the jaw clamps down on hero #3. +10 to hit, 22 (4d10) bludgeoning and is grappled (escape DC 19). Until the person escapes, they take 5 dmg at the start of each of their turns. Then the trap resets and the next 2 people can safely pass through, etc.

(pg 137) 14. Moa's Tomb: Yikes. The skull of a little girl. You have to lie to her and pass three DC 12 deception checks, otherwise she goes full flameskull.

Sarcophagus: This holds the bones of Moa, and a staff of the python. Whoever touches the staff must make a DC 16 Charisma save or be possessed by Moa.

There are these warrens in the wall that small creatures can squeeze in to. Lots of spiders in there! Squeezing (PH pg 192): You have disadvantage on attack rolls and Dex checks, and you move at half speed.

- Flameskull (MM pg 134)
- 6 swarms of insects (spiders) (MM pg 338)
- Staff of the python (DMG pg 204)

(pg 138) 15. Wind Tunnel: When you step in this hallway, you see a "propeller" of blades halfway down. The blades start spinning (for the first round, they're slowly gaining speed). You're going to have to jump through them!

- Catch them when they're slow: DC 20 Acrobatics check. Fail: 33 (6d10) slashing dmg.
- When they're spinning fast: DC 20 Acrobatics check. Fail: 66 (12d10) dmg! Holy...

The blades are immune to damage (except for force dmg) and they destroy all nonmagic items jammed in there.

(pg 138) 16. Wongo's Tomb: This one is fun but very, very deadly. There's a good chance frightened heroes are going to have to run through the spinning blades again!

There's three really big, empty chests. Each has a key. You have to climb in and use the key on the lock from the inside. This causes a button to appear on the sarcophagus. When pressed unlocks the chest and a trap goes off! Each chest has a different trap:

- Onyx: DC 15 Con save or take 75 (10d6+40) force dmg. A character reduced to 0 turns to dust!
- Rusty Iron: All non-magical metal turns to dust.
- Silver: DC 15 Con save. Fail: 45 (10d8) cold dmg, half dmg on a success.

The sarcophagus turns to crystal. Smash it, and a mummy wielding a mace of terror rises up! It unleashes a wave of terror: each creature in a 30 foot radius rolls a DC 15 Wis save. Fail: Frightened (disadvantage on attack rolls/ability checks, can't move closer to source) for one minute and spend your turns trying to move as far away as it can. Can't take reactions, can only dash.

The Mace of Terror contains the spirit of Wongo. DC 16 Charisma save or Wongo has possessed you.

- Mummy (MM pg 228)
- Mace of Terror (DMG pg 180)

(pg 139) 17. Underground Waterfall: Taking damage on the ledge forces a DC 14 Athletics check. Fail: fall 100 feet into area 64 (pg 173). The current might pull you into room 65, where the aboleth is. Yikes, I say.

- Mimic pg 220

(pg 139) LEVEL 2: DUNGEON OF DECEPTION

(pg 139) 18. Devil Pit: Pretty simple!

- Swarm of bats (MM pg 337)

(pg 139) 19. Gravity Ring: There's a dead body, and a weird intersection where the side-hallway ramps up and makes a circle, like a sonic the hedgehog ramp. It's magic, so you can walk all the way through the loop without falling.

Doing so puts you in a parallel dimension where there's... another tomb, identical to this one! Every day it magically refreshes. Good gawd.

There's a dead wizard here, half-goat/half-man named Devlin. He' got a spellbook and a staff.

Staff of Striking (DMG pg 203): This thing is cursed. Over the course of three days, you turn into a goat-humanoid. Tieflings are immune. Cured by remove curse or greater restoration.

Dabus? Is the goat-thing a dabus? The description sounds a bit different, but it might be cool to do it that way. Dabuses are mysterious goat-people who maintain the city of Sigil. They speak using symbols that appear above their heads.

(pg 141) 20. False Tomb: This is very cool. It goes like this:

- Open the coffin. The illusory sunlight hits the plaque inside.
- An indestructible stone block seals the exit. The heroes have one round to escape before it shuts (if they want to).
- Getting crushed by the block does 55 dmg and sends you back into the room (if you're still alive).
- Wine starts to fill the room.
- After 3 rounds, three "wine weirds" slide in and attack. They're invisible in the wine.

- Water breathing magic does not work in the wine.
- Visibility in the wine is just 5 feet.
- After 12 rounds, the wine fills the room.

I am guessing that one way to survive is to swim into a cistern. I can't tell if the cisterns empty completely, but it does say that it will magically refill in one day.

- Water weird (MM pg 299)

If you put a skull key in here, you could use it to help the group find the way out.

That thing about waterbreathing not working, that seems kind of iffy. Wine is partly water, isn't it? Maybe warn the group well in advance. Water rules:

Swimming (PH page 182): When swimming, each foot of movement costs one extra foot. So, half speed, basically. Swimming in rough water will require an athletics check.

Underwater Combat (PH pg 198): Melee has disadvantage unless it is a dagger, javelin, short sword, spear or trident. Ranged disadvantage to hit unless a crossbow, net or javelin/spear/dart etc, auto-miss if target beyond normal range.

Hold Your Breath: Since a round is 6 seconds, no character would start dying for at least 5 rounds.

Suffocation: You can hold your breath for 1+ your Con mod in minutes (minimum 30 seconds). If they are still underwater when that time ends, they drop to 0 and start dying.

(pg 141) Zombie Door: Three zombies sticking their head through holes. Ideally, you turn them, which ends up opening the door. Another option is to kill them and teleport through, or lift the door with a combined DC 33 Strength.

(pg 142) Papazotl's Tomb: Lot of words, but it's pretty simple. Touch anything, and skeletons start pouring out of the glass cauldrons. Round 1 brings 12 skeletons. Every round after that, another skeleton emerges from each of the 6 glass cauldrons. The adventurers will have to either destroy the cauldrons, or figure out that they have to bow to the chariot to end it.

Glass Cauldron: AC 15, HP 22

- Vulnerable: bludgeoning and thunder.
- Immune: poison/psychic.

Bronze Shield: AC 15 HP 10 immune to all dmg except force! Once it is removed from the wall, it starts firing

arrows: + 10 to hit, 18 (4d8) Force dmg. Lying it flat will make it unable to "see" any targets.

Amulet of Health (DMG pg 214): Touch it, make a DC 16 Charisma save. Fail: You've been papazotled. Better pizza, better flavor. Papazotl.

(pg 142) 23. Bottled Genie: She's trapped. She can't grant wishes, as far as I can see, but she will make a series of offers in exchange for letting her out:

Gems: worth a total of 4,000 gp!

Escape: A promise to take them anywhere in the multiverse (she doesn't know this will take everyone to room 57.

Aid: She'll travel with the group and aid them three times with her spells.

- Dao (MM pg 143)

(pg 143) 24. Nangnang's Tomb: A sarcophagus surrounded by a circle of salt. Inside the circle is an invisible slaad. Scuffing the salt frees the slaad. Inside the sarcophagus is an urn. Whoever touches it makes a DC 21 Wis save or they take 11 dmg per round and are affected by Otto's Irresistible Dance. There's a pearl of power, too. Touch it: Possessed by Nangnang DC 16 Cha save.

- Gray Slaad (MM pg 277)
- Otto's Irresistible Dance (PH pg 264)
- Potion of Supreme Healing (DMG pg 187)
- Potion of poison (DMG pg 188)
- Pearl of Power (DMG pg 184)

(pg 144) 25. Scrying Pool: The group can see through the eyes of a flesh golem stomping through the dungeon. You can use it to describe an area they haven't been to yet. The flesh golem pops out of the pool and attacks!

- Flesh golem (MM pg 169): AC 17 plate mail

(pg 144) 26. Spiral Staircase: The skulls are of Omuans who were forced to build the tomb.

(pg 144) 27. Forge of the Tomb Dwarves: The room where they make the tomb dwarves and tomb guardians! The group can obtain the ghost lantern containing the Starfallen.

- 5 tomb dwarves (wights, MM pg 300)
- Flesh golem (MM pg 169)

(pg 145) 28. Withers's Office: Withers will ask the group questions about the outside world. He will eventually attack them. The group can read his journal to learn more of the backstory of the tomb (handout 22, pg 254). I don't think the atropal is referred to by name.

- Wight (MM pg 300)
- 7 crawling claws (MM pg 44)
- Amulet of the black skull (pg 206)
- The grey slaad's control gem (MM pg 274)
- Manual of golems (clay) (DMG pg 180)

(PG 146) LEVEL 3 VAULT OF REFLECTION

You're going to want to have the beholder eye ray chart ready. This place has tons of purple mold that the beholder, Belchorz the Unseen, can see through. Any time a patch of mold is destroyed, an eyestalk grows out of nearby mold and fires a random eye ray (MM pg 28)

Crystal Eyes: The group will need to find 10 crystal eyes to get into room 44. Here they are

- 31A (pg 147): There are two in here, a crystal eye in each of the hidden alcoves.
- 32 (pg 148) There's a crystal eye on the corpse.
- 33 (pg 148-149) There's one in the magic font full of soup.
- 35B (pg 151) Two on the corpse of Bravus.
- 37 (pg 149) Two of them on the hands of the statue.
- 39 (pg 153) Two in the golem pit.

(pg 146) 29. Jackal Mask: Looking through this lets the group see into the past of room 35. They see a dwarf step on a pressure plate and get killed by a locust swarm.

(pg 147) 30. Iron Barrier: You can lift this metal sliding door to continue on. It will suddenly drop back down after 1 minute (10 rounds). If someone is right under it... DC 15 Dex save. Fail: 44 (8d10) dmg!

(pg 147) 31. Reflected Hall: Passing through the curtain of water causes waves to go in both directions, probably splitting the party. DC 15 Str save. Fail: 14 (4d6) dmg, swept to the end of the hall, prone.

There are two secret alcoves in here that contain 2 crystal eyes that the group needs. The water does not pass through the illusion that conceals these rooms.

(pg 148) 32. Rotating Crawlways: You crawl in... it rotates and lowers.

(pg 148) 33. Chamber of Opposition: There's a shadow in here that is a reflection of the first person to enter. Its back is to the group. It mimics the character's movement. It can drink all of the soup and then a crystal eye appears.

I think you should make sure to describe the font as being very, very shallow. I think a lot of players always assume these are pretty deep and wouldn't consider that drinking all of that is possible.

Don't forget, anyone who walks sees its face must make a DC 15 Wis save or drop to 0 hit points!! You're definitely going to want to pay attention to the controlling character. If he or she turns around, so does the duplicate, and the group is in huge trouble.

(pg 149) 34. Peephole: pg 255 This is part of the next room's deal. When you look through it, you see hieroglyph - a vulture

(pg 149) 35. I'Jin's Tomb: OK. Here's what you have to do in here:

- Press a hidden button to lower the block.
- Someone will have to step on one tile for the block to go back up, so that the dial can be used.
- Smash the medallion on the block. There's a dial under it with hieroglyphics that correspond to the room. Every time someone steps on the correct tile, the dial moves and points to the next correct tile.
- Someone outside the room can look at the dial and use the peephole to tell them the correct hieroglyphic to stand on next.
- When someone steps on a tile, anybody standing on the block might get squashed DC 7 Dex save, 55 (10d10) bludgeoning.
- Every time someone steps on the wrong tile, the statues unleash locusts a 15 foot cube of locusts centered on the tile does 44 (8d10) dmg. That cloud remains for 1 minute (10 rounds).
- When you step on a correct tile, the dial changes and points to the next correct hieroglyphic that is safe to step on.

- This is the only way to open the sarcophagus.
- The crystal eye is on the dead body in here.
- Once the final tile is stepped on, the locusts go away, the whole floor is save for 24 hours, the block lowers, and the sarcophagus can be opened.

The wand of wonder holds I'Jin's spirit. DC 16 Charisma save or possessed!

- Wand of Wonder (DMG pg 212)

(pg 151) 36. Chamber of Respite: A safe place to rest!

(pg 151) 37. Winds of Pandemonium: Platform jumping! The platforms are anywhere from 6 to 12 feet apart. Jumping rules are on PH pg 182. You can jump your strength score in feet. Remember that the crumbly stone causes a DC 13 Acrobatics check or else you fall.

Pull the Lever: Roll initiative! The statue's fists open and reveal 2 crystal eyes. Also, at the start of your turn, make a DC 20 Wis save or gain short-term madness. The winds give you disadvantage on Str checks.

There's a crawlspace here that leads to super-deadly "rolling barrel" room (area 38c, pg 152).

(pg 152) 38. Revolving Room Trap: OK. This can be a bit confusing. You can see the other two areas, but you can't really get to them from here. I guess if the group can shatter a stone wall, they can. From what I can tell, the golem won't attack. Its only job is to pull the lever when somebody goes in to 38c.

Those unfortunate enough to end up in the spin cycle of doom enter into this procedure:

- Roll Initiative.
- At the start of each of their turns, they must make a DC 15 Dex save or take 11 (2d10) bludgeoning (half on a success) at the start of their turns.
- At initiative count 10 every round, roll on the random chart to see which horrific effect they experience!

Their best bet to escape is to destroy the door (which connects to room 39). The problem is that it is immune to almost everything! AC 17 HP 50 Immune to: Fire, piercing, poison, psychic, slashing, and thunder dmg.

- Flesh golem (MM pg 169)
- Wall of Stone (PH pg 287)

(pg 153) 39. Golem Pit: There's a golem and a chest in the pit. The pit is covered with an invisible wall of force. You can turn each statue to the right. As soon as you let go, they rotate back to their original position. Turn Azuth to the right, a creature is teleported out of the pit onto the 3rd plinth. Turn Torm to the right, anyone or anything on the plinth is teleported into the pit.

The golem has a key to the chest on a necklace. Opening the chest by any other means gas fills a 15-foot cube that corrodes and destroys all non-magic metal (no save).

- Flesh golem (MM pg 169)

(pg 154) 40. Curse of the Golden Skull: Touch the skull, it follows you around and bothers you, giving you disadvantage on all ability checks. Be careful not to be too annoying with this. The game's still supposed to be fun, nobody wants to get roasted for 3 hours.

To get rid of the skull: feed it 10,000 gp in gems!

(pg 154) 41. Tomb Guardians: Two flesh golems chained together. They actually have hit points, so neither goes down until you've done enough dmg to kill both! They can't be more than 15 feet from each other, which could lead to some fun stuff.

They have a power that triggers when they hit 40 hit points. So, I'd say track their hit points individually but when one hits 0, every hit from then on damages the other one. I think it's fun to have one go berserk and the other one isn't. It might end up dragging its twin around.

Chained Flesh Golem (MM pg 169): AC 17 HP 93 (Total HP for both: 186) +7/+7 to hit, 13 bludgeoning plus 7 piercing dmg.

- Magic resistance, Magic weapons, Immune to any spell/effect that can alter their form
- Fire dmg gives them disadvantage on attack rolls and ability checks until the end of their next turn.
- Berserk: Start turn with less than 40 HP, roll a d6. On a 6, I attack the nearest creature I can see until I am destroyed or regain all HP.

(pg 154) Kubazan's Tomb: This is the frogemoth trickster god. You need to perform a ritual wearing masks.

The adventurers have to do 4 things:

1. Donate 5+ gp
2. Light a candle
3. Spill the blood of a living creature
4. Eat a bug!

If the group does something wrong, anyone wearing a frog mask turns into a frog and three wraiths attack. You might end up with a party of frogs battling wraiths. Yikes.

It says that they're polymorphed into a frog, "as though it had failed a saving throw against a polymorph spell", so I guess that means the effect lasts 1 hour.

- Bracers of archery (DMG pg 156)
- Polymorph (PH 266)
- Frog (MM pg 322)

(pg 155) 43. Veils of Fear: Make sure you are clear on who is where, so you can fairly discern who looks at the boar head. Anyone who does so must make a DC 16 WIS save or be charmed by it. Then you stick your head in there and take 22 (4d10) slashing dmg. You get to repeat the save every time you take damage. Once you make the save, you are immune for 24 hours.

Boar Head: AC 5 HP 22

(pg 156) 44. Vault of the Beholder: To get in here, you need all 10 crystal eyes. OK! Here's a "boss fight". The room is a dome.

Floor: The floor is slippery. Enter or start turn: DC 10 Dex save or fall prone. On this floor, you'll keep sliding in one direction until you hit the wall.

Magnetic Sphere: There's an orb covered in a sheet hovering 20 feet up. Remove the sheet: It's magnetic. Everyone wearing metal armor is pulled to the sphere and stuck to it. Ranged attacks with metal have disadv.

Magnetic Sphere: AC 20 HP 100 Imm: Nonmagic weapons, poison, psychic.

Invisible Enemy: The beholder is permanently invisible! Its antimagic cone will shut down the magnetic sphere, so it has to be careful what direction it's facing (it should probably face a spellcaster).

- Beholder (MM pg 28)
- Potion of diminution (DMG pg 187)
- Bead of Force (DMG pg 154)

- +1 shield shaped like a screaming devil face. That's just awesome.

(PG 157) LEVEL 4: CHAMBERS OF HORROR

(pg 157) 45. Gargoyle Guardians: This room has 10-foot-tall pedestals with gargoyles on them. If the heroes look down as they're coming down the stairs, they can see the tops of the pillars are made of different metal: Copper, silver, gold platinum. These pillars have a coin slot in the side. If the group does not put coins in the slots (1 gp for gold, 1 sp for silver, etc.) the gargoyles attack when the group tries to leave the room.

The pit drops down into area 58, pg 169.

(pg 158) 46. Lizard Den: This one looks scary, but there's no trap. There is an awakened lizard that speaks Druidic. It traveled with the company of the yellow banner, and might be a useful ally.

(pg 159) 47. Elemental Cells: Ok... this is just death incarnate. People are going to die in these things. Basically, you go in a cell and it starts to kill you, and you need to figure out what to do to make it teleport you to the next cell, which also tries to kill you. These cells have an antimagic field! No magic items, spells, nothing! The fields in each cell can be turned off, but figuring out how to do so is hard.

47A. Fire Cell: Lava starts pouring on you! Enter or start your turn: DC 20 Dex save, 22 (4d10) fire dmg, half on a success. Escape: Blow out the candle (teleports everyone to the air cell) or use water to douse the candle (teleports everyone to the water cell).

47B. Water Cell: There are snails and oysters on the walls. The room starts filling up with water at 1 foot per round. Room will be full in ten rounds. Escape: Removing an oyster or snail from the wall removes the antimagic field. Eating an oyster teleports the eater to area 47C. Eating a snail teleports the eater to the earth cell.

47C. Air Cell: You immediately begin to suffocate in here There's no air, sound, or light. You can feel around in here to find an aarakokra skeleton, an unlit candle, and wall carvings of tornadoes destroying cities. Escape: Taking a bone from the skeleton shuts off the antimagic field. The hollow

bones have breathable air in them. Inhaling the air teleports you to room 48.

47D. Earth Cell: Sand begins to fill the chamber at a rate of 6 inches per round. Once the sand reaches 12 inches (aka two rounds unless you block ceiling holes, reducing it to 1 inch per round), very bad things happen. There's a carving of a medusa in the wall. There's a button on her. You try to press it, but it doesn't budge. If you use thievery to loosen it and then press it, or you wait until there's 12 inches of sand, a trap door opens and the medusa secret door opens at the same time. DC 15 Dex save. Fail: You fall through grinders, taking 132 (24d10) force dmg! If you succeed, you're on a ledge and you can get through the secret. If the hero survives the grinders, they land on a grate and can push a button that causes the grinders to go away.

(pg 160) 48. Shagambi's Tomb: After the hellish nightmare of the elemental cells, the heroes appear in a room with what looks to be 48 terracotta statues of warriors. The floor has a lot of shattered pottery. If the group makes any loud noise, all of the warriors turn and draw their sword partly out of their sheath and stop. Any more noise and they all attack! All of them!

Stepping on a rune: You teleport to room 50 (pg 163) and you turn into either a baboon, a bat, a flying snake, or a quipper for one hour.

Coffin: Open it... music begins to play which will cause the warriors to attack unless a character can find the trigger wire and use thieves' tools to cut it with a DC Dex check. Inside is an instrument of the gods that contains the spirit of Shagambi. Touch it: DC 16 Charisma save, or you are possessed by Shagambi.

(pg 161) 49. The Maze of Death: To get in, you have to raise your right arm. Once inside, you can take the crown off the throne. Doing so causes the exit to be sealed. Also, two bodaks emerge from the sphere of annihilation. The only way to get out is to raise a right arm that has been severed by the right elbow.

The group will have to stick an arm in the sphere. I think they could cut off the arm of a slain bodak...? You should think about whether you'd allow that.

- Bodak (pg 215)
- Sphere of annihilation (DMG pg 201)
- Black opal crown (pg 189)

(pg 163) 50. Mirror of Life Trapping: It's a little dicey figuring out who looks at the mirror. As soon as you ask a player, "Do you look into the mirror?" they will say no. I mean, you wouldn't ask unless something was going to happen.

One giant mirror trapping many people. Look at your reflection: DC 15 Cha save. Fail: You're trapped. Shattering it frees everyone. Safe words:

- Say "Khomara": Activates or deactivates it, making it safe to look at.
- Saying "Blackfire" along with a cell number frees that prisoner.

Stats

- Mirror of life trapping (DMG pg 181)
- Commoner (MM pg 345)
- Invisible stalker (MM pg 192)
- Minotaur (MM pg 223)
- Troll (MM pg 291)
- Drow Mage (MM pg 129)
- Doppelganger (MM pg 82)
- Giant four-armed gargoyle (pg 221)
- Champion (pg 216)
- Stirge (MM pg 284)

(pg 163) 51. Ghastly Door: Pour a pint of fresh blood in each of the four statues to open the door.

If the group tries to lift the door open instead, it requires a total of 33 Strength. If they do so, the 6 ghosts are released and they attack.

- Ghosts (MM pg 148)

(pg 164) 52. Throne Room: Three blind, undead artists are here painting scenes of things that actually happened to the group in the tomb. The artists are harmless.

If the group harms any of the artists, a tyrannosaurus zombie explodes out of the floor and attacks.

Sit on the throne: Make a DC 16 Cha save or gain 50 temp HP and attack the nearest creature you see. Ending this curse requires dropping the character to 0 HP or casting either a greater restoration or a remove curse spell.

- Tyrannosaurus zombie (pg 241)

(pg 164) 53. Crypt of the Sun Queen: In here is Napaka's sarcophagus and a "sun" orb hanging from a chain.

Sun and Chain: AC 15 HP 22 Immune: fire, poison and psychic.

Mess with the orb or the chain: Emit heat in a 20 foot radius. Start turn: 10 (3d6) fire dmg.

Open Sarcophagus: Requires a DC 15 Athletics check.

Remove anything from the Sarcophagus: Sun fires rays at everyone within 30 feet. DC 14 Dex save. Fail: 42 (12d6) fire dmg.

Put on the necklace of fireballs: Each creature in a 20-foot radius must make a DC 15 Dex save or take 56 (166) fire dmg on a failed save, half on a success. The wearer fail the save automatically!!!

Napaka has a scepter that can destroy the juggernaut in area 62 (pg 172) and the key to area 62b.

(pg 166) 54. Rolling Doom: There's a hallway the has stairs that go down. At the bottom is a treasure chest. When the chest is opened/lifted, a huge ball of stone rolls down the stairs. If you run further, you'll probably fall into an acid pit.

Granite Ball: DC 15 Acrobatics check. Fail: 22 (4d10) dmg and prone.

Acid Pit: (roll with disadvantage if unaware of the pit) DC 15 Dex save, 66 (12d10) acid dmg. Success: Hold onto the edge.

- Vial of acid (PH pg 148)

(pg 166) 55. Unkh's Tomb: There's a sarcophagus that changes colors.

- You need to touch the maze pattern. This sends you into an extradimensional maze where you can find colored keys.
- It also brings 10 minotaur skeletons into the room.
- The extradimensional maze has a minotaur, which you might encounter.
- Once you grab a key in the maze, you return to the room with the key in hand.
- You have to put the key in the lock on the sarcophagus when the color is the same as the key.
- Putting a key in at the wrong time teleports the key back into the maze.

- When you put the key in at the right time, the sarcophagus opens and you gain a special boon connected to that key.

If you take the robe of scintillating colors, DC 16 Cha save or Unkh possesses you.

Keys and Charms

- (Black) Charm of 9 Knives: You can drop to 1 HP instead of 0 HP on nine separate occasions.
- (Blue) Charm of the Crystal Heart: For 10 days, you have immunity to piercing and slashing as well as vulnerability to bludgeoning.
- (Gold) Charm of Treasure Sense: For 3 days, you can smell gold and gems within 30 feet.
- (Green) Charm of the Swollen Hag: You can spit up a frog that obeys you 3 times.
- (Purple) Charm of the Maimed: You can grow back a lost appendage once.
- (Red) Charm of the Ghoul: You can heal 3d8+3 when you eat flesh from a humanoid that has died less than 24 hours ago. You can do this three times.

Stats

- Robe of scintillating colors (DMG pg 194)
- Minotaur (MM pg 223)
- Minotaur skeleton (MM pg 273)

(pg 168) 56. Grandfather Clock: When the group enters, the clock is at 5d10+5 minutes past the hour. There's a magic egg in the clock, blocked by a locked, invisible door. Getting it out requires the invisible key from the chest in area 54, or a knock spell, or a DC 20 thievery check.

If the clock chimes at the top of the hour, everyone within 30 feet must make a DC 17 Con save or age 10 years!

- Navel of the Moon (pg 189)

(page 168) 57. Oublette: This room is half-full of corpses and home to an otyugh, who is buried under the corpses and will attack only if one person

is in the room. There's a devil face in here with a lever in each nostril.

- **Pull the Left Lever:** Everyone must make a DC 11 Dex save or get sucked in and destroyed. A character can try to save another with a reaction that allows the victim to reroll the saving throw.
- **Pull the Right Lever:** The group (and the otyugh) is teleported all the way back to 5B (pg 133).

Return: The next time someone comes in here, the effects of the levers are reversed!

- Otyugh (MM pg 248)

(PG 168) LEVEL 5: GEARS OF HATE

(pg 167) 58. Cog of Rot: This is a harmless area unless the room is rotated. Then the vegetation becomes 3 shambling mounds. You might want to say that Lord Brixton had a backpack full of stuff that he dropped in here, and in it are Ubtao's Blessed Garments, magic clothes from Port Nyanzaru that grant some minor benefit, like.. they always make you smell good (and the wearer can choose the scent). This is to avoid potential awkwardness when area 68 makes people naked.

Shambling mound (MM pg 270)

(pg 167) 59. Cog of Acid: Another harmless room. There is evidence of a trap here, but there is no actual trap.

(pg 167) 60. Cog of Blood: The portcullis won't budge. To get in here, the group will have to rotate the room, or teleport in.

Once inside, the only way to raise the portcullis is to open each of the five wardrobes and deal with what's inside. Creatures emerge from a one-way portal and for the most part, attack the heroes.

- Acheron: 1 orc war chief (MM pg 246), 7 orcs (MM pg 246)
- Gehenna: 2 mezzoloths (MM pg 313)
- Mechanus: 1 monodrone, who does not attack. (MM pg 224)
- Nine Hells: 1 bone devil. (MM pg 71)
- Shadowfell: 4 will'o'wisps (MM pg 301)

This seems like it might be a drag if your group isn't super-into combat. Area 67 has a similar, more grueling encounter quite like this one. I am thinking of changing this into challenges that need to be overcome:

Acheron: Coirosis the rust dragon sticks his head through and demands tribute or else he will breathe on them.

Gehenna: This is a tough one. I guess we could do a hag thing. Maybe we could say that a hag comes through and warns the group about the Sewn sisters, and will give them advice in exchange for gross spell components.

Mechanus: A modron trying to figure out how to save some corrupted modrons (who are found elsewhere on this level).

Nine Hells: The group becomes a jury for an infernal trial, over whether a damned soul was wrongly damned. The group will be offered bribes by the devil's advocate to rule in his favor. The judge is a pit fiend.

Shadowfell: A sense of despair and malaise washes over the group. They'll have to overcome the bleak possibility that they are going to die in this tomb.

(pg 170) 61. Control Room: You might find this one really confusing. Just look at handout 24 on page 255, it makes everything very clear. In this room, the group can rotate the cog rooms to access other places.

- **Blue Dial:** Is used to select which configuration you want.
- **Blue Button:** Rotates the cogs to the configuration you set with the blue dial.
- **Red Button** Seals off the exit. Pushing it again does not open the exit!
- **Red Dial:** Everyone in the room has a telepathic link with the aboleth, who has two personalities: childlike/curious and evil adult.
- **Gold Lever:** Pull down: It locks into this potion! Aboleth slime pours in the room via the pipes. It fills the room at a rate of 1 inch per round. Unlocking it requires a DC 15 Dex check with thieves' tools.

(pg 172) 62. Stone Juggernaut: Bunch of stuff going on in here:

There is a secret crawlway protected by a lock. DC 21 Thievery to pick it. Fail by 5 or more: the juggernaut is released. The crawlway leads to the room where the juggernaut is. The Eye of Zaltec is

in here, unless the group did the whole statue thing below.

Broken Statue: You have to put a total of 9 gems in its hands. It will crush them all, and then give the group the Eye of Zaltec. When you take the gem, it breathes gas that fills the eastern half of the hallway (DC 15 Con save) that knocks you unconscious and the juggernaut is released!

The Scepter of Napaka: If the group got Napaka's scepter, it can reduce the juggernaut to 0 HP instantly.

- Stone juggernaut (pg 231)
- Eye of Zaltec (pg 189)

(pg 173) 63. Gas-filled Room: If cog room 58 is rotated to connect to this gas-filled room, the gas oozes into the cog and animates three shambling mounds. Start your turn in the gas: DC 13 Con save. Fail: 18 (4d8) poison dmg, half on save.

Lord Brixton's Corpse: The dead leader of the Company of the Yellow Banner is here. He has a magic sword that give you the ability to speak and understand draconic.

(pg 173) 64. Base of the Waterfall: Climb the walls: DC 15 Athletics. The current will gently take you to 65, the lake with the aboleth and glowing crabs.

(pg 174) 65. Underground Lake: This 20-foot deep lake has a few things going on:

- **Glowing Crabs:** There are glowing crabs at the bottom.
- **Tomb Dwarves:** Harmless maintenance workers hang from the ceiling, performing maintenance on the cogs.
- **G'lyh'rul:** The aboleth with two personalities: Curious child and Evil defender of Acererak's scheme.

(pg 174) 66. Door of Devouring: When approached from outside the stairwell, the mouth on the door demands food. It wants glowing crabs. If the group doesn't, it pulls a hero into it and eats it. No roll, nothing! The character is just dead!

Obtaining Crabs: The group can use some diving cages to get the crabs. The diving cages grant water breathing. One also offers advantage on attack rolls. The other grants advantage on saving throws.

(pg 175) 67. Hall of the Golden Minotaur: You can take the star-top of the lever in area 61 and use it here to make the statue rotate. A block of stone seals the exit It rotates once per round, each time setting off an effect:

1. Round 1: Anyone on the floor take 10 (3d6) fire dmg.
2. Round 2: 4 spined devils appear (MM pg 78)
3. Round 3: 3 bearded devils appear (MM pg 70)
4. Round 4: 2 barbed devils appear (MM pg 71)
5. Round 5: 1 horned devil appears (MM pg 74)
6. Round 6: 1 erinyes appears (MM pg 73)

The group can ward them off by handing over one of their souls to the erinyes. That person's soul becomes trapped in the Soulmonger.

(pg 176) 68. Hall of Decay: Walk into this hallway and all of your nonmagic stuff instantly decays/corrodes. Two things to watch out for:

Make sure you know the marching order and that it is VERY clear who is going in.

The characters will be butt-naked. Some groups will love this, others might not. That's why I stuck those magic garments in area 58.

(pg 177) 69. Mechanus Chain: The group will need to jump or fly across this area. As they step onto the balcony, corrupted modrons attack. It might be fun to say that there is some kind of switch in an open panel on them that will de-corrupt them. That way, groups who aren't so thrilled with a lot of combat have something more up their alley.

The Pentadrone flies in a decahedron device: AC 16 HP 50 Fly speed of 30, can hover immune: poison, Resistance: Nonmagic weapons, Vul: Bludgeoning/thunder.

The west balcony is 15 feet higher, meaning the group can't jump up to it - they'll need magic or something clever.

Jumping: 3 DC 10 Athletics checks. Leap to a chain, leap from one chain to another, leap from chain to opposite balcony. Fail: You get one chance to save yourself with a DC 10 Dex save. Otherwise, you fall into the vortex and are completely obliterated.

- Pentadrone (MM pg 226)

- **Quadrone** (MM pg 226)

(pg 177) Armillary Sphere: This is a gigantic depiction of the planets and moons. You can climb in a sphere and move them around, creating eclipses or a conjunction.

Once a character starts moving things, a nycaloth bursts out of the moon and attacks. It beheads you whenever it rolls a natural 20!

If a character lines up all the planets in a conjunction, roll on the chart on page 178. The worst result is that the character gets sent to another plane of the DM's choosing.

(PG 178) LEVEL 6: CRADLE OF THE DEATH GOD

(pg 178) 71. Lair of the Sewn Sisters. Remember, the sisters aren't here until the group completes the challenges. The skeleton keys cannot be used until the 5 challenges are completed. In this room are three freaky living dolls. If the group befriends the dolls, the dolls might grant them charms:

- **Strawbundle:** You can use an action to cast etherealness three times.
- **Clay No-Face:** You don't need to eat, drink or breathe for 30 days.
- **Joho:** Gives you the benefits of a helm of comprehending languages for 7 days.

Cage: Inside is a clone of one of the heroes! It knows everything the character knows. How sad would it be if the clone was based on a character that died in the tomb?

Black Marble: Don't forget, Peggy Deadbells has a black marble that is crucial to actually leaving this place (it is used in room 81, pg 189).

- **Night Hag:** (MM pg 178)
- **Commoner** (MM pg 345)
- **Helm of comprehending languages** (DMG pg 173)
- **Etherealness** (PH pg 238)

(pg 181) 72. Trial of the Triangle: To move the lever, the group will need to use magic or stand around the cylinder in a triangle formation.

(pg 181) 73. Trial of the Square: You might want to pick out three spells in advance. If the group tries to grab more than three pages, a dust mephit (with mirror image cast on it) appears. It has special powers:

It can make one creature increase in weight by 50 percent

Each creature in the room must make a DC 10 Con save or take 9 (2d8) poison dmg.

Everyone rolls a d20. Whoever gets the lowest (this includes the mephit!) takes 21 (6d6) dmg.

Once the mephit is slain, it turns into a stick of black chalk.

Lever: The lever in here is intangible! The group will need to cast etherealness (putting them on the same plane as the Sewn Sisters) or use the chalk to draw a square around the lever.

- **Dust Mephit** (MM pg 215)
- **Mirror Image** (PH pg 260)

(pg 182) Trial of the Pentagon: Mr. Threadneedle made a delicious meal for the group. Eating different food grants you different effects for 24 hours.

- **Roast Boar:** Adv on Str checks, disadvantage on attack rolls vs. Widow Groat.
- **Squash Stew:** Adv on Con saves, disadvantage on attack rolls vs. Peggy Deadbells.
- **Iced Cakes:** Gain 2d10 temp hp, disadvantage on attack rolls vs. Baggy Nanna.
- **Frothy Beer:** The character can add a d6 to a d20 roll once. If the character is inhabited by a trickster god, the god is suppressed for 24 hours.

There's a devil face hidden in the curtains. Reaching through its mouth, you can pull the lever to open a slot on the skeleton door.

Black Marble: Don't forget, Mr. Threadneedle has a black marble that is crucial to actually leaving this place (it is used in room 81, pg 189).

(pg 183) 75. Trial of the Hexagon: Light the candles, look in the mirror, say the words. A lever appears behind you, but only in the reflection. The hero will need to figure out how to reach back and pull the lever while looking into the mirror.

If the candles aren't lit: 3 wereboars spring from the mirror and attack.

- **Wereboars** (MM pg 209)

(pg 184) 76. Trial of the Octagon: The group needs to read the rhyme backwards. Doing so

opens a compartment revealing the lever they need to pull.

Reading the rhyme normally or opening the compartment in some other fashion triggers a horrid trap: Reverse gravity sends the group crashing through the ceiling (those close to the lectern can make a DC 17 Dex save to hold onto it) into a spinning fan of blades and taking 44 (8d10) slashing dmg. The reverse gravity lasts for 1 minute!!

- Reverse Gravity (PH pg 272)

(pg 184) 77. Death God's Nursery: This is the big one! Lich phylacteries, lava, all sorts of stuff.

The Soulmonger: AC 15 HP 200

- Immune to nonmagic attacks, Vul: Radiant dmg.
- If someone attacks the soulmonger or a strut, it starts attacking with a 30-foot tentacle once per round.
- Tentacle: AC 15 HP 30 Imm: poison and psychic dmg. +7 to hit, 24 (4d8+6) dmg, grapple escape DC 16.
- Destroying a Strut: AC 20 HP 100 Immune: fire, poison, psychic and nonmagic attacks.

Lava: 55 (10d10) fire dmg per round.

Fighting the Atropal: Remember, the heroes can't heal when within 30 feet of it! If it uses its legendary action to wail in the first 3-4 rounds, the group will be really messed up (exhaustion PH pg 291).

Fighting Acererak: When the atropal is slain, Acererak shows up! Heroes inhabited by a trickster gain 50 temp hp per round (!) and do +3d6 damage to him.

- If Acererak's hit points sink below 100, he teleports away in dramatic fashion.
- He can use his sphere of annihilation as a legendary action!
- A nice thing here is that the staff of the forgotten one and Acererak's stats are on the same two page spread (pgs 208-209) so you can just keep the book open to those pages and run this smoothly.
- Don't forget that the staff makes him immune to blind/charm/deaf/fright/petrified/stun.

Stats

- Atropal (pg 214)

- Acererak (pg 209)
- Staff of the Forgotten One (pg 208)
- Sphere of Annihilation (DMG pg 201)
- Talisman of the Sphere (DMG pg 207)

(pg 186) 78. Chapel of Hate: Weird room. A bunch of nothics. shackled to the walls. In the body bag is a buddy of the heroes!

- Nothic (MM pg 236)

(pg 187) 79. Hall of Finality: A room reminiscent of the entrance hallway to the Tomb of Horrors! Very cool. Four arches. Three have paths leading to them. The fourth has a skeleton pointing to one.

Skeleton Arch: Has a secret door guarded by a glyph of warding: DC 24 Dex save, 22 (5d8) cold dmg, half on success. It then triggers a wall of fire. Roll init. It goes on count 15. The wall starts creeping up the hallway at a speed of 10 feet per round. Enter or tart turn: 22 (5d8) fire dmg.

Golden Trail: Leads to an archway with a secret door in it. Opening the door triggers a glyph of warding: All in a 20-foot radius roll a DC 24 Dex save, 22 (5d8) thunder dmg, half on save. Reveals a cobwebby hallway that lead to area 80.

Purple Trail: Walk the trail, touch the wall: Wall becomes gloopy for an hour and you can walk through it to area 80.

Red Trail: Walk the trail, touch the wall: Appear in room 57 (pg 168), the corpse room.

- Glyph of Warding (PH pg 245)
- Wall of Fire (PH pg 285)

(pg 188) 80. Red Library: This one is very weird. An arcanaloth guarding books. X the Mystic has a bunch of quotes in the monster manual and is a pregen in the 1st edition adventure Dwellers of the Forbidden City.

- Arcanaloth (MM pg 313)
- Create undead (PH pg 229)
- Fabricate (PH pg 239)
- Resurrection (PH pg 272)

(pg 189) 81. Ebon Pool: Drop one of the black marbles in here and an obelisk forms. Touch it and you appear near the bigger obelisk in Omu (area 1, pg 130).