

Zehir's Ular Temple

Description:

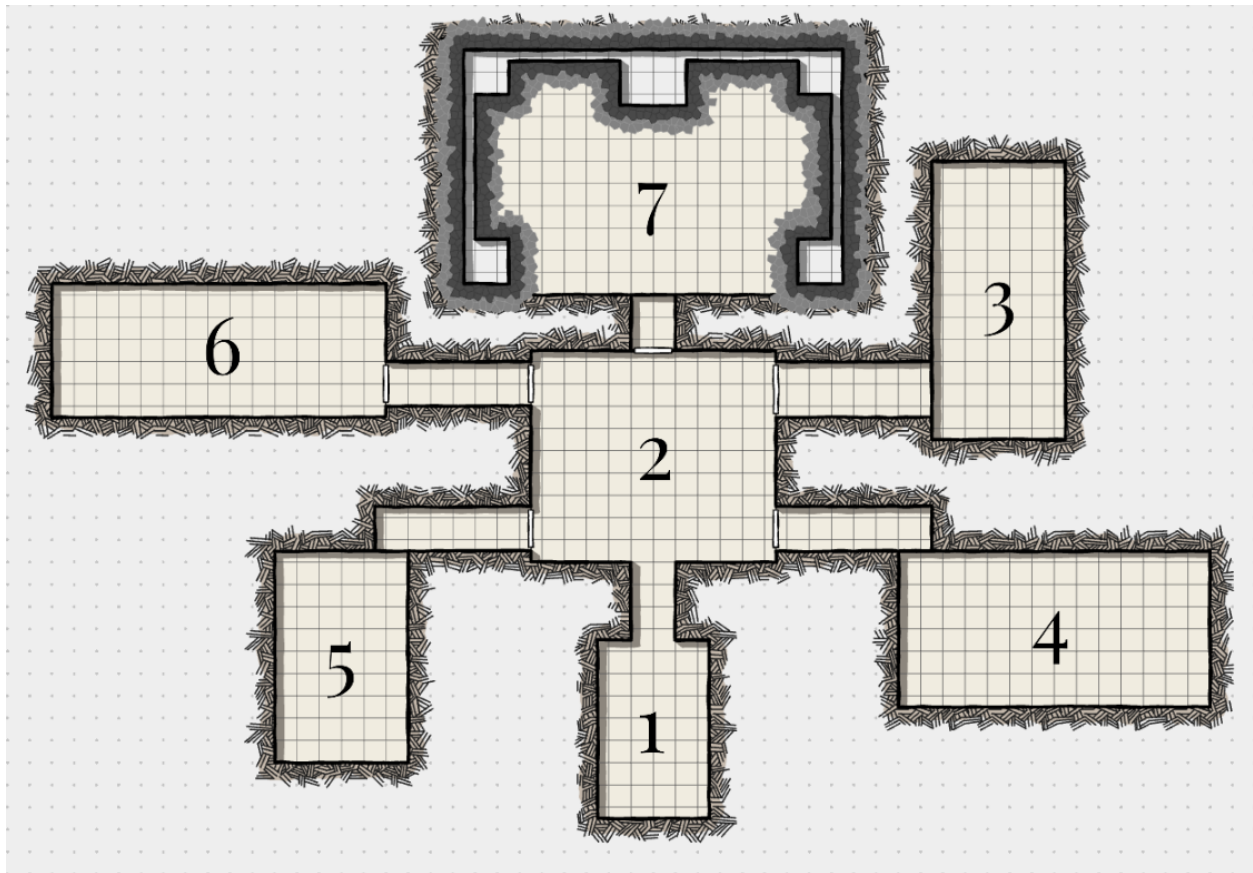
Once the statue is moved you can see a narrow spiral staircase leading downward. The stairs are on the back of the serpent, making it seem that this temple had more than meets the eye when it was made.

After heading down, the aura in this area is humid and warm making it the perfect place for a serpent to live. Small snakes are scattered about that are not aggravated by anyone going by but will attack if aggroed. The design of this place is beautifully engraved with gold-like columns and magical fire lighting the area. It smells of old leather and warm water causing an unpleasant smell to all that are not reptilian.

Background Music: <https://www.youtube.com/watch?v=597U-UaVm-c>



Map of Dungeon



- **Room 1:** Entrance
- **Room 2:** Main Lobby
- **Room 3:** Cells & Torture Chamber
- **Room 4:** Cartography
- **Room 5:** Library
- **Room 6:** Barracks
- **Room 7:** Main Worshipping Chamber

Entrance (Room 1)

Description: On the south side of the room are the entrance and exit of the underground temple. On either side are 3 columns that each have a hanging bowl of magical fire that is lighting the room. The entrance walls are covered in smooth dark stone with Egyptian-styled hieroglyphics in a single strand that continues around the room that seems to tell a story.

If the party wants to understand the hieroglyphics they can make a DC 12 Religion (*INT*) check to determine the story being told.

- *On a success*, reading these old symbols that were only seen in religious text. The story told from these walls is as such.

"There once was a plane that was solely nature nothing but trees, grassy hills, and bright blue skies where only a single being walked it. A tall beautiful woman clothed in a blue dress, long white hair, a crescent moon on her forehead, and the bottom of the dress just becoming stars. As she walks this serene land there is a single lonely snake, scared of this creature. The woman walks up slowly to it and reaches out her left hand to it. The snake slowly and cautiously approaches her until reaching her hand and seemingly becomes calm. The two creatures, now together as if there are no other living beings on this plane, are happy to have met.

The story skips time when the snake slowly grows and the world around them begins to become the land of Minaria. A small child with a wooden stick joins them where they play and enjoy the world around them. The snake is then seen to grow more humanoid features and holds fire in their hands. The last image shows the snake being fully grown with a snake's hood fully developed and a bonfire in front, showing that this happy being enjoying the power and friends she has made as she grew."

- *On a failure*, they try to understand the meaning of the story but can only seem to understand that snakes are important.

Some small snakes are just moving around trying to look for food in this room, they do not see the party as a threat. Any creatures that are considered small the snakes take some notice of but will not attack the party unless angered.

Puzzle: There are no puzzles in this room.

Traps: There are no traps in this room.

Main Lobby (Room 2)

Description: Similar to the first room in its design, the dark stone and the strand of the hieroglyphics continue into this room with four columns near each corner of the room. More magical fire illuminates the room that is all around the room. On the east and west walls, 2 hallways lead further into the temple. On the northern wall, there is a giant elaborate door that seems to be locked and needs a giant key to unlock the door. The center of the room has a small raised platform with a golden rod protruding from the top. If a party member wants to pull the rod from its stone they need to pass a DC 10 Athletics (*STR*) check.

Puzzle: There are no puzzles in this room.

Traps: The center of the room with the golden rod is a trap. Once the rod is pulled a blue mist starts to pour out of the hole it left. This summons out some spectral snakes that attempt to attack the party ([Encounter 1](#)).

Cells & Torture Chamber (Room 3)

Description: This room is a well-kept prison once you enter the room. This chamber holds six cells, three on either side, and all are empty and neatly cleaned awaiting more prisoners. At the end of the room, there is a torture stand and a table, with equipment placed on a shelf nearby.

Puzzle: There are no puzzles in this room.

Traps: There are no traps in this room.

Cartography (Room 4)

Description: This long rectangular room is covered with maps on the walls of certain areas marked on them. These marks are colored depending on the wild magic orb located there. Many tables with wrapped-up maps and papers and feathers and ink and other chairs.

On these maps, there is a **Green** X marked on the towns of Pinepass, and Emberward. There is an **Orange** X marked on Frego, and a **Red** X marked on Gelmir Grove.

Puzzle: There are no puzzles in this room.

Traps: Once this room is entered there is a group of Yuan-ti Broodguards and a Yuan-ti Mind Whisperer that immediately begin to attack the party to try and capture them. ([Encounter 2](#)).

Library (Room 5)

Description: This room has the entire walls covered by stone-carved bookshelves that are filled to the brim except for a few missing books. Those missing books seem to be laid out over a couple of desks that are in the room. This room is, similar to the rest of the temple, lit by magical flames that are in gold bowls hung up on the ceiling, and some candles that are placed on each of the desks.

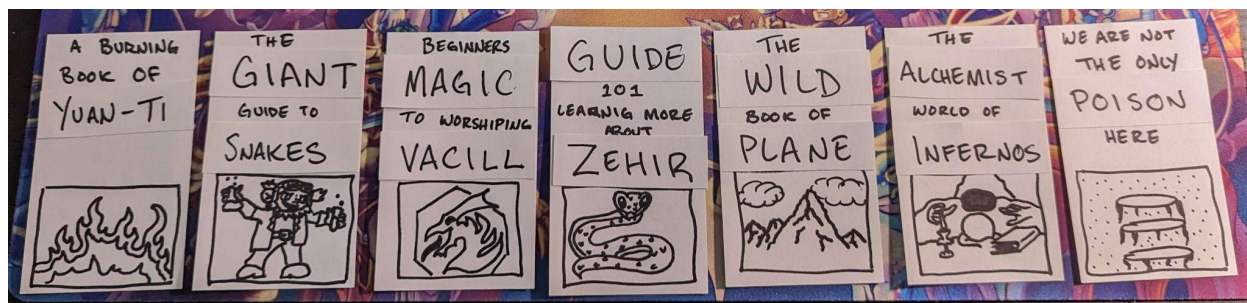
On the other end of the chamber, there is a pedestal that is holding one of the golden fangs that are needed to create the Fang Key to open the room to the giant elaborate door. Although this one is not just easily accessible, when a party member attempts to grab the key, it is an illusion and can not be acquired.

Puzzle: (Heavily Inspired by: <https://www.youtube.com/watch?v=g5gV3TPw9pg>)

The puzzle in this room is the books that are laid out on the desks. Each of the book's titles seems to not match the front cover. Each of the books has an image on the front cover and a title with words that are printed grey on the book and others that are golden and bigger than the other words. If anyone touches the golden words of the books the word begins to glow but if touched again the glow ends. If one golden word is touched and another golden word is touched then the words seem to lift off the book and swap places with one another.

The Books are set as ...

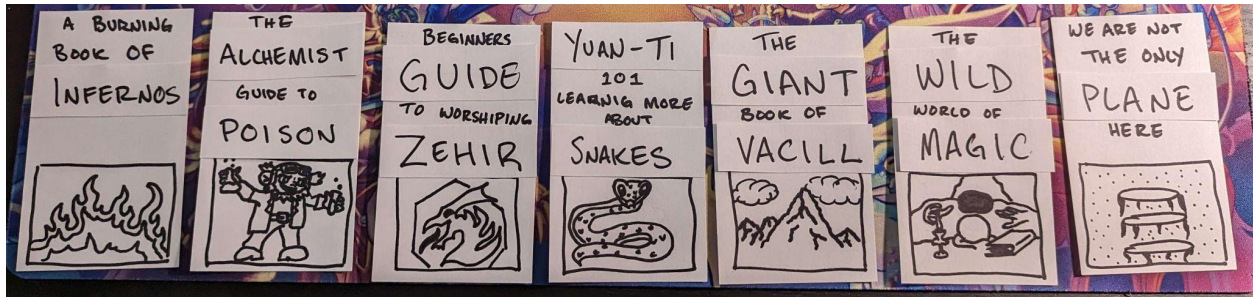
- A Burning Book of **YUAN-TI**
- The **GIANT** Guide to **SNAKES**
- Beginners **MAGIC** to Worshipping **VACILL**
- **GUIDE** 101 - Learning more about **ZEHIR**
- The **WILD** Book of **PLANE**
- The **ALCHEMIST** World of **INFERNOS**
- We are not the only **POISON** here



The correct Books are ...

- A Burning Book of **INFERNOS**
- The **ALCHEMIST** Guide to **POISON**
- Beginners **GUIDE** to Worshipping **ZEHIR**
- **YUAN-TI** 101 - Learning more about **SNAKES**

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Once the book titles are set in the correct order the key fang on the pedestal begins to become into reality and can be obtained.

Traps: There are no traps in this room.

Barracks (Room 6)

Description: The room is a sleeping and relaxing area for those here. There are a few beds laying on either side of the walls but the majority of the room is trees and large trunks for snakes to sleep in. On the far end of the room are tables and cabinets with food and water for the snakes.

Puzzle: There are no puzzles in this room.

Traps: Once this room is entered there is a group of Yuan-ti Broodguards and a Yuan-ti Nightmare Speaker that immediately begin to attack the party to try and capture them. ([Encounter 3](#)).

Main Worshiping Chamber (Room 7)

Description: This room is a large rectangular room that mirrors the style and lighting of the rooms previous. There is a small thin walkway that looks down, similar to a balcony, on the main floor below. North of the room there is a huge statue of Anathema, a multi-headed snake, this statue is a symbol of Zehir's previous form before taking on more humanoid-like features. There are two different encounters in this room one for before the fight ([Encounter 4](#)) and one after ([Encounter 5](#)).

Puzzle: There are no puzzles in this room.

Traps: There are no traps in this room.

Encounters

- **Encounter 1:** There are four Spectral Giant Constrictor Snakes that come from the hole where the golden pole once was.
<https://www.dndbeyond.com/encounters/25ea701a-bc6e-4d52-b978-ec631402f519>
Once the encounter is over the golden rod is shown to have three holes on the bottom of it and needs golden fangs to be inserted into it to make the key and open the elaborate door.
- **Encounter 2:** The room has two Yuan-ti Broodguards and a Yuan-ti Nightmare Speaker that are surrounded around a table with the map that is currently marked with the locations of the wild magic orbs.
<https://www.dndbeyond.com/encounters/b7805c0d-5ed9-4d30-8737-00421e7c06f8>
Once the encounter finishes, the golden fang can be found off the Nightmare Speakers' body.
- **Encounter 3:** The room has two Yuan-ti Broodguards and a Yuan-ti Mind Whisperer that are relaxing on the other end of the room that is talking to one another before they notice and being to attack.
<https://www.dndbeyond.com/encounters/73e748ad-958c-4b2c-8e84-15e92956872e>
Once the encounter finishes, the golden fang is on the Mind Whisperers' body.
- **Encounter 4:** In the final room, you can see Casey, currently with large beaming red eyes in full control of Zehir, worshiping the statue. He looks at the party and welcomes them to the Worship Chamber and asks if they want to worship. After some talk, he will teleport to the balcony and will summon Eke. She will look at you guys asking why the party is here, and after some time she will start saying, while she is giving her speech and is yelling she begins to have red lightning begin to crackle around her:
*"I'm sick of you! I thought my life would be better when you left! But still...I was still treated like an outcast in the family and the only one who treated me alright was Mom, but even then all she ever talked about was you. **YOU RUINED MY LIFE!!** I wish I could be in your shoes, with friends and a family that loves you. Every day not having to worry about anything. I CANT STAND IT!! One day I started praying to whatever God would hear my cries and desires, and none listened but one day I heard a response. It was an older weary voice that just said; let the snakes take you. Once I heard that I waited and then the snakes took me here. They accepted me even though I wasn't one of them. They celebrated with me. I did my dances for them and they loved it. They appreciate me and accept me for who I was. I never received any affection like that from any member of my family, so this is my family now. You have had your life with friends and family. Now I'm going to take it from you!"* Once she finishes that speech, Casey duplicates himself to be on both north corners of the room and fires two beams into the statue. Eke then begins a Hopi Snake dance and throws a shard of Athoria onto the statue making it begin to crackle and come to life. Eke then becomes surrounded by a red sphere which is impenetrable ([Globe of Invulnerability](#)). Casey uses all his bonus actions to maintain a red beam on Anathema which heals 10 hit points, at the start of Casey's turn, per Casey, and requires his concentration.
<https://www.dndbeyond.com/encounters/d334bb04-7200-4196-90bd-169481fb9172>

- **Encounter 5:** Once the battle is done, the red sphere drops, and then Eke looks at what has occurred. She then yells

"NO NO NO NO!!! This can't really be happening!! Don't I deserve this, isn't this a way that makes it right?" Once this happens, she snaps and begins exploding with red lightning and rage. She then has constant scattered red lightning around her, with glowing red eyes, and begins to have a wide grin similar to Hadaar.

"Well even if I can't get what I want I'll still take something from you!!"

She holds out a hand and then clenches her fists. Then in front of her in a levitating choke hold are Desparia, Lucille, Rean, Hydrangea, and Sue. She then uses her other hand and points at Rean who then has a red seed-like item taken from inside her, this kills her. Then her body drops, and when it hits the floor the seed scatters out and begins to chain lightning to the other creatures. They then begin to drop all equipment, see Rewards bullet point 2, from themselves as they begin to transform. As the equipment drops Athoria swings out on its own and strikes the seed eventually getting repelled and destroyed into its two shards. All creatures stuck then begin to become corrupt their bodies changing and adapting this new look, which then is safely put on the top of the balcony. Once they are moved, Eke looks at Penguin and says with a corrupted voice *"I like you, you fit my style."*

Then teleports in front of him and then attempts a DC 20 Charisma Saving throw, afterward Eke then laughs and teleports back up, begins to hold up her hand levitating the newly formed creatures, and then teleports away.

After a second or two and the party begins to collect their things two of the items begin to resonate with some party members. The small green charm on the ground from Hydrangea begins to glow green and calls out to Kelnora. Once she picks it up, Chauntea's voice begins to speak with her.

"I sense Hydrangea has become corrupted, I need my follower to save her from this corruption."

Once this has been said the green glow begins to enter into Kelnora's chest. Then the three separate shards of Athoria begin to call out to Loreli saying "You" and after some time "Save her."

Rewards

Once all the encounters have been completed they level up and get the following items.

- **In the Alcove of the Main Worshipping Chamber**

- [Zehir's Apprentice Robes](#)
- Shard of Athoria
- [The Staff of the Python](#)
- 600 + 5d20 gp

- **From Hadaar:**

- 5 Platinum, 333 Gold, 66 Silver, 64 Copper
- x2 Shards of Athoria
- x2 [Shield](#)
- x2 [Potion of Healing](#)
- x2 [Breastplate](#)
- x2 [Handaxes](#)
- [Cloak of Many Fashions](#)
- [Ring of Phantasmal Arachnid](#)
- [Air Elemental Vial](#) (From a broken Prosthetic)
- [Longbow](#)
- [Chained Whip](#)
- [Fallen Moonlight Blade](#)
- [Chauntea's Gift](#)
- [Battleaxe](#)
- [Chain Mail](#)

- **On Casey:**

- [Dagger of Venom](#)
- 15gp (Only if they kill him)