**Omu**

**Level 7**

Shrine Advice

Kubazan - Fun fight

Shagambi - fun fight

I’Jin - Good and bad?

Moa - dumb, but tells info

Wongo - face mask puzzle is stupid

NangNag - Grung is a must!

Frost Giant loot:

3 potion of healing

Potion of Climbing

Driftglobe

7 frost giant artifacts (25gp each)

100 gp

Story Notes:

Zagmira will contact the PCs after they find the first Red Wizard’d shrine, via Mannix’s eye. She explains that her team has been collecting cubes, but the yuan-ti are aware, and have taken the one near their palace. Assaulting them directly is impossible with their numbers. She will direct them toward a nearby stash which includes 3 potions of Disguise Self, and suggest the PCs disguise themselves as Purebloods to infiltrate the underground lair, with some posing as prisoners, and retrieve the cube from Ras Nsi, and meet them by the obelisk to enter the tomb together.

**Omu Timeline**

PC’s long rested during the morning in their first day in Omu (Session 57). It is early afternoon.

**Session 58** - 30 minutes elapse? Vegepygmy ritual, walled compound, minor fight. Still early afternoon

**Session 59** - Short Rest after Shagambi’s Shrine + search buildings. 1.5 hours elapse before Kubazan’s Shrine. It’s mid-afternoon. Gilian’s flight delusion - 79 hours remaining. 77

**Session 60 -** Short Rest after Frogehmoth fight, search 2 areas. 75 hours reamining.

**Session 61** - 50 hours remaining after Long Rest before King of Feathers.

**Session 62 -** 90 hours remaining on Khaless uncontrollable tremors. About 4.5 hours since Long Rest.

**Session 63 -**

**Session 64 -**

Searching Ruins:

Searching an area takes about half an hour. Make sure to note of some or all characters are searching. Use the d100 table from p95 with the following changes:

01-20: You find nothing of interest, whatever was here was picked clean or rotted away.

21-30: While searching a building the floor suddenly crumbles and collapses underneath you (DC 14 DEX Saving throw) or fall 20 feet = 2d6 bludgeoning damage. Roll again to see what you find there.

31-40: One building is particularly vine-covered, and when you pass into a room you see several skeletons entwined with vines. At the same time, the vines reach out to try and grab you. **[2-3 Assassin Vines]**

41-50: You bust open a door and a thin, odorless blue mist spills out (DC 13 CON saving throw or get a Long Term Madness DMG 260)

51-60: Too late you realize you’ve stumbled into a nest while exploring a ruined building: (Roll 1d6)

1-2: **4 Giant Wasps**

2-3: **3 Su-Monsters**

4-5: **2 Swarms of Poisonous Snakes**

61-70: Among the ruins you find some interesting plants: (P205)

71-80: 1d6 Omuan art objects (rings, goblets, pottery). 25gp each.

81-85: You find what look like emergency medical supplies in a secret stash: 1d4 Healing Kits, 1d4 Potion of Healing, 1 Potion of Vitality.

86-90: On a conspicuous wall in a building you find a large maze. (DC 15 Investigation to solve it.) Success = a hidden treasure chest (91-100 results). Failure = everyone in the area must make a DC 15 CON saving throw for half damage on a 5d8 thunder explosion. The explosion also reveals the treasure chest.

91-100: Buried in a hidden room you find a treasure chest- Roll a d100 (use Magic Item Table B DMG144, but if result is 84+, make them roll again but they find two of whatever they get. Two is the max!

Artus Meeting:

The pale man looks to be in his 30s or 40s, with a neatly trimmed beard and nearly shoulder length hair and leather armor. A dagger with a softly glowing blue jewel in the pommel rests in a sheath on his belt. His hands are covered in thick leather gloves and he has a quiver full of arrows.

“I recognize an adventuring party when I see one. And since you’ve made it this deep in this godsforsaken jungle, I assume you’re at least halfway competent. You’ll have to forgive me if I’m not the trusting sort. This’ll only take a second.”

He nods to the dragon-man next to him. Despite his fierce lizard-like appearance, he’s less than five feet tall and has a steady calm in his eyes. He’s wearing full plate armor underneath his robes but appears completely comfortable in the heat.

He looks at each of you in turn and you feel his gaze bore right into your soul, his eyes moving rapidly as though leafing through the pages of a book. He does this with each one of you, and it’s over almost as quickly as it begins. The dinosaur-man doesn’t speak but you smell distinct scents emanating off of him, a combination of cooked meat and brimstone.

The man frowns but then lowers his bow, chuckles and slaps his companion on the back. “A diverse group of folks, then, just like any party. And they did seem to give those giants the slip. How about a proper introduction then? I am indeed Artus Cimber - Simber mind you, everyone gets that bloody wrong. This is my companion Dragonbait. Who the hell are you folks?”

What’s your deal?

Well I’m an adventurer like you folks, or at least I was. I was entrusted with something, something very powerful on one of my adventures. Something that makes me public enemy number one with certain folks.

Whats the dragon dude’s deal?

Found him on another adventure. Pretty sure he’s not from our world, and he can’t speak any language but he sure as hell understands us. You probably guessed but he communicates with these scents. I call him Dragonbait and we’ve saved each other countless times. He’s one of the few folks I trust out here.

What are you doing here in Chult?

Looking for someone. My wife, Alisandre. She’s, well, in layman’s terms she’s a divinely appointed protector of the city of Mezro. Problem is Mezro’s completely disappeared, as did the damn god. The city’s just not there anymore. I sought answers at the oracle in Orolunga, who gave me a bunch of cryptic visions about a lost city of gods and snakes, but one image definitely stood out - Ras Nsi. I tangled with him before, he was also a divine guardian of Mezro until he was cast out for being too extreme. Genocide against an enemy tribe. Every guardian is given a gift, and his was over the dead. He used an army to lay siege to the city but was eventually defeated. That’s why Chult’s lousy with undead, you see. Though I’ve noticed there’s a lot more dead around than usual. If Ras Nsi has something to do with this, I aim to find out.

The Ring?

He grows noticeably more serious and a bit agitated. “Yeah I’ve got it. It can do some impressive stuff but it’s also evil as hell and constantly trying to get me to push its power further. Carrying this thing and protecting it from those who would abuse it has been my burden. I try not to leave Chult these days as it provides its own natural barrier and deterrent.

Omu?

I’d heard of the lost city but never been there. The oracle’s directions were vague at best, and I consider myself a damn expert in this jungle but I only recently found it. Was scouting the outer edges when I heard all the commotion between the frost giants and whatever the hell that metal monster was. You folks sure draw a crowd.

Xandala

I don’t know anyone by that name but, I uh, have lived quite a long time and I wasn’t exactly married the whole time…..

If they contact Xandala -

“[quieter voice] That’s great news, I knew I hired the right person. I’m a bit pinned down at the moment. Meet me in the city but be careful. Damn snake people are everywhere. I’ll contact you again when I can.”

**Entrance to Omu**

The jungle parts to reveal a dead city enclosed by sheer cliffs. Ruined buildings and stone boulevards rise like ghosts from the floor of the misty basin. Colorful birds glide overhead.

A waterfall pours into the basin, creating a swollen river that floods much of the city before draining into a deep rift filled with molten lava. A ruined palace lies a few hundred feet from the edge of the steaming abyss.

A grand stone mural stands on the bottom of the cracked and vine-covered stone stairs, which descend 100 feet into the basin. The mural depicts a map of the city, though you notice recent alterations, including a campfire symbol, a blue river to depict massive flooding, and the entire lower corner being painted over to show a lava-filled rift.

Of note on the map are several symbols depicting native Chultan creatures and wildlife.

[Give Player Map of Omu handout]

Artus doesn’t know much about the city, but recognizes the animal symbols as Chultan creatures, and the buildings most likely are shrines.

**1) Guardhouse**

A ruined guardhouse stands near the entrance to the city. A lopsided iron portcullis hangs over the gateway. Much of the building has collapsed into rubble. Vines cling to the walls and high grasses sprout between the flagstones amid long-dead campfires. One wall is covered with graffiti, some words painted, others etched.

“All hail the King of Feathers!” (below that a different color has written Lair - Amphitheater, and below that a different scrawl says AVOID).

“Ras Nsi is {scratched out]

“Beware the frog monster!”

“The puzzle cubes are the key.”

“Palace of Snakes!”

“Kubazan = Bravery. Shagambi = Wisdom. Moa = ?

From cracks in the guardhouse you can see another ruined building, and catch glimpses of frost giants.

**Session 57**

The city basin is densely packed with ruined villas and overgrown courtyards. Thick, broad-leaved vines engulf most of the limestone structures, while ferns and thorny bushes choke the streets.

**Yuan-ti Attack**

If Gillian uses the hut:

Two Yuan-ti will be inside as polymorphed snakes. In a surprise round they will attempt to use Suggestion on Gillian to lower the shield while the other attacks. If they can’t get Suggestion off within a round or two, they will polymorph back and escape. If they’re successful, the other yuan-ti will attack.

If no hut, then the Yuan-ti will sneak up on the camp. Only whoever is on guard duty can use the passive perception vs their stealth (14 or roll)

**2) Walled Compound**

Smoke drifts lazily from a walled compound. The gate lies in splinters, and scorch marks deface the buildings. The area is crawling with walking corpses shuffling around. You hear a faint voice call out, “P-please, h-help me!”

If the party tries to talk to the trapped person, he will cough and just repeat, softer, “pplease!”

Skill Challenge?

Situation: Free a man trapped underneath rubble, while a horde of zombies mill around him.

5 successes before 3 failures.

**Athletics (DC 20):** Attempt to free the trapped man from the rubble. Can only attempt after a successful Stealth check.

Failure = PC loses 1 hit die.

**Stealth (DC 15)** Slip through the zombie horde unnoticed.

Failure = Everyone takes 4 damage and the DC increases by one level.

**Investigation (DC 10)** Examine the pile of rubble and determine the best way to quickly get someone out.

Success = Advantage on the next Athletics check during this skill challenge.

**Perception (DC 15)**: Determine where exactly the trapped man is located in the rubble

Success = Advantage on the next Athletics check during this skill challenge.

**Performance (DC 10):** Distract the zombie horde to a different area

Success = Advantage on Stealth check

Total Success - You successfully pull the man free and escape with no zombie the wiser.

Partial Success - You’re able to free the man but a few of the closest zombies notice you and attack!

Failure - The zombie horde notices you and attacks!

You see a middle-aged, tanned, balding man dressed in simple robes and a neatly trimmed beard. He appears exhausted and weakened as he blinks at you. “W-water, please.” “Oh, thank you. If the dead hadn’t gotten me the thirst would have. My name is Orvex, Orvex Orca-oh crap!”

His attitude shifts from relief to instant fear as his eyes find Khaless. He flinches away from her. “Oh gods, please don’t kill me!”

Khaless you recognize this man. HIs name is Orvex Ocrammas, and he works, or at least worked for the Red Wizards. You always found this interesting because most of the people around the wizards are slaves, but Orvex worked as a scholar and historian. You remember that he was never mean or cruel, he just never acknowledged your presence, though clearly he was aware of you and what you were capable of.

What happened here?

We used this walled villa as a base of operations when we arrived in Omu. We were only set up for a few days when the damn yuan-ti ambushed us with a large force. Smart bastards waited until after we returned from finding the entrance to the tomb, and after Mistress Zagmira lead a team to start exploring the shrines. The battle destroyed this entire area, wizards aren’t exactly subtle fighters, and killed most of the guards. I was buried under some rubble. Managed to survive for a few days on rain water.

What are you doing here?

Same reason you’re here I imagine, if you’ve made it this far. The soulmonger. Nobody’s happy that souls are being drained from across the world. We’ve been able to track it to this location, underground. I was brought because I’ve studied Chultan history. Some bad stuff went down here. And we have reason to believe that a great evil has taken up residence in the depths below.

Whats’ up with this city? Or the shrines?

Omu has a dark history. Once the crown jewel of Chult, but the greed and hubris of the city and its rulers brought down the wrath of Ubtao himself. He abandoned the city, before he eventually abandoned all of Chult.. Clerics lost their spells, slaves rebelled, nobles fled, and disease and war ran amok. It became known as the Forbidden City.

Legends say that nine primal spirits arose from the jungle, appearing as native Chultan creatures. They promised great power in return for their worship and devotion, and the desperate Omuans agreed. But their new gods were divisive and cruel. They enjoyed playing tricks on the clergy, and dividing worshippers into factions. They tested the citizens with elaborate and painful shrines, but still the people endured for decades.

Now here’s where things get really interesting. The ruination you see now seem to have first started around a century ago. Something great and terrible befell this entire city slaughtering the last of the Omuans, and now its drawing souls in from around the world.

Yuan-ti?

Information on Chult is sketchy, and there’s even less about the forbidden city. Apparently its’ a gods damn nest of snakes now. We’re not sure what the Yuan-ti are doing here but clearly there’s enough of them to pose a major threat to our operations. They must have something to do with this soulmonger business, though it’s a bizarre turn for them. We were wholly unprepared to deal with them, and paid a terrible price.

Entrance to the Tomb?

We found what we were looking for. In the northern part of the city rests a 15-ft tall obelisk of pure obsidian, radiating with powerful magic, with an inscription by the arch-lich Acererak himself! Nearby was a gigantic stone door with tiny slots, and a hallway of statues denoting the trickster gods. Zagmira deduced that the shrines are they keys to entering. She took a personal detachment to begin exploring the shrines while ordered the rest of us to return to the base camp and form more expedition teams for the shrines. The yuan-ti hit us that night.

King of Feathers?

[his eyes grow wide] Yes, and it’s no mere dinosaur. We found that out the hard way when the wizards used Invisibility spells to mask our northern trek when it approached, only for it to sense us and attack and kill several of our party. Somehow the monstrous creature possessed magical abilities, including teleporation and an unsettling command over the local wildlife. I and some other wizards were theorizing that perhaps it was a former Omuan priest who was cursed, or maybe a normal dinosaur who had stumbled into some sort of arcane energy.

P-please, take me with you! I can translate Old Omuan

**Session 60**

**3) Kubazan’s Shrine**

Exterior:

A rectangular pool of murky water stretches before this vine-draped shrine. Rope bridges that once spanned the water float on the surface, tangled with other debris. The shards of a toppled monolith form stepping stones to the middle of the pool, where a statue of a stone frog rises above the water.

[Perception 14+] It’s difficult to examine the mury green water but you think you see the occasional pair of eye stalks breaking the surface.

As Gillian hits the water you see a large tentacle reach up and [roll attack] ensnare her. A green bulbous form rises out of the water, a trio of eyestalks on the top of a gaping maw, four impossibly long tentacles reaching out from its body.

Surprise round!

The doors are shaped like a frog with an open mouth. Written above the door in Old Omuan: “Kubazan urges us to tread without fear and to give back as much as we take.”

The key disappears inside the keyhole.

Interior:

Steps descent to a ledge overlooking a pit of sharpened stakes. Above the spikes a tangle of thick vines hangs from the ceiling. Through the ropey vines you spot An alcove on the far wall with a small pedestal.. Wooden beams radiate from the walls, with five foot gaps between them. Carved frog heads extrude from the walls above the beams.

The pit is 30 feet deep. Anyone who fails a check takes 3d6 bludgeoning damage, then rolls a d4. Result is how many d6 of spike damage they also take!

A PC can jump from beam to beam across the outer edge. It’s a DC 10 Acrobatics check to jump from beam to beam, which means it requires 6 skill checks to make it across!

There’s not enough room for a running start for a Long Jump. If a PC insists, they can perform a DC 15 Athletics check at a disadvantage.

When reaching the back alcove:

A relief carved into the back of the alcove shows a monstrous frog with tentacles fighting a crane. As soon as your feet touch the alcove, you hear a click and a small cube rises from inside the pedestal.

Mage Hand can be used to lift the puzzle cube, but that will activate the poison trap.

As you pick up the cube the entrance door slams closed and you hear a distinct click. The frog heads on the wall open their mouths and a noxious green gas spews forth.

Put everyone into initiative order? At the start of each turn, a person must make a DC 12 CON save, failure = 3d6 poison damage. DC 20 Dex check (thieve’s tools) to open the door from the inside, at a disadvantage, or STR checks to open the door, Investigation to study the door?

**Session 59**

**4) Shagambi’s Shrine**

Exterior:

A ruined shrine stands at the heart of this walled compound. Tall monoliths flank the entrance decorated with images of a jaguar with six snakes sprouting from its shoulders. A stone door is set into the shrine beyond.

If the PCs stop before proceeding, Mannix will hear the hissing of snakes and growls from just ahead on either side. If not, the Kamadans attack the PCs with a Stealth 17 surprise round.

The Kamadans fight to the death, but the PCs will discover their nest, containing a baby.

An inscription written on the monoliths reads (Old omuan): “Shagambi teaches us to fight evil with honor.” and depicts a kamadan overseeing chultan warriors as they train with spears.

Interior:

Stairs descend into a fifteen-foot-high, moss-covered room. Four statues of Omuan warriors stand in alcoves to either side. Each statue looks like it was meant to hold a spear but its weapon is missing. On the far side of the chamber, a stone pedestal stands conspicuously bare. A relief on the wall behind it show s a monstroug jaguar with six snakes protruding from its shoulders, fighting off a squat, frog-like humanoid armed with a spear.

The relief tells the story of how Nagnag stole Shagambi’s spear.

The pit is 20-feet deep, and the bars are spaced 2-feet apart.

Puzzle cube handout!

**5) Great Rift**

From a distance:

Several hundred feet away you spot a procession of diminutive, plant like creatures marching across the bridge to a tiny island amidst the lava rift. The appear to be carrying a frog-like creature, bound to a large pole.

If left undisturbed, the vegepygmies will engage in an elaborate ritual, which ends with them hurling the grung into the lava, along with several pygmies.

Artus can explain that the vegepymies are primitive, but not cruel like the grung. They can’t speak though and are considered humanoid plants.

Artus can also explain that the grung has markings that look like royalty.

If the PCS interrupt, the vegepygmies will attack, though they won’t fight to the death.

Orvex can speak Grung. If they haven’t met him yet, then Artus might be able to suss out the gist of what he’s saying. The grung will grovel at the PCs and point them northeast with symbols for water and temple.

**10) I’Jin’s Shrine**

Giraffe, zebra, warthog, eagle, dargonfly, monkey, tiger

**11) Tortle camp**

While searching the buildings, a staff comes flying out from around a corner, stopping inches from George’s face. From out of the shadows steps a wrinkled tortle. He hobbles a bit and you see that in place of one leg he has a crude contraption with metal gears. He wears impossibly thick eye glasses, but his brow shoots up when he gets a good look at you. “My, my, my. A Tortle Warrior made it all the way to the Forbidden City.”

George you instantly recognize a great hero and warrior from your people, one of the original Ninja Tortles, Giotto.

What’s your story?

I was one of the great warriors of our people, along with three others. Saving folks, righting wrongs around Chult. Ah the good old days. I once built a machine, you know, an honorary fifth member of our party. The Valiant Observant Reactionary Nurse. Alas time is the one thing we couldn’t beat. A Tortle Warrior does not lie in bed waiting for death to come, no, they must seek death in glorious battle. So we all parted ways, and I found myself here, in this cursed place.

Red Wizards? Yuan-ti?

The snake-folk are everywhere. I kill them when I must, but they care not for honorable battle. No, the true final fight lies with the King of this place. The King of Feathers.

King of Feathers?

I’m not sure if it was once one of Ubtao’s Children, or perhaps a man of Omu, but it’s not a normal beast. The amphitheater, while maybe a source of entertainment once upon a time, had been used for arcane rituals and sacrifices with the coming of the trickster gods, the primal spirits for whom the Omuans built their shrines. The amphitheater is saturated in magical energy. It’s no ordinary beast.

The Leg?

**13) Amphitheater**

A ruined amphitheater looms over the surrounding buildings. Vines cling to its crumbling steps. An eerie silence hangs over the area as you approach. No birds cry, no insects chirp. Beyond the stage on the floor you see a trio of clawed dinosaurs digging through a dead animal carcass.

Mannix your detect magic is going haywire!

You hear the cheering of an ethereal crowd, and then see the stands filled with people, yelling and screaming and cheering, shimmering like ghosts.

Casting a spell or using a spell-like magical item:

1: You retreat into your mind and are paralyzed. It lasts until you are attacked.

2: You are madden to the point of rage by the crowd. You must spend your next turn using your actions to randomly attack the nearest allies or enemies.

3: You are fearful of the cheering crowd. Until the end of your next turn, you have the FRIGHTENED Condition.

4: You are emboldened by the crowd. Until the end of your next turn, you can roll a d4 and add the result to an attack roll or saving throw.

KoF Arrival:

The crowd suddenly falls deathly silent as a mighty roar surges up from all around you. In a flash a mighty tyrannosaurus stands before you, large yellow and orange feathers jutting from its back. The crowd goes wild.

After:

The audience grows silent then begins cheering and shouting in triumphant. You see a number of ethereal objects thrown from the stands down onto the stage floor, gold, jewelry, items of clothing, that disappear when they hit the ground. One object remains, however, and becomes solid before your eyes, a necklace with colorful beads, that radiates with magical energy.

George: Your quest scrolls begins vibrating with energy, you unfurl it to find a mark slash through the words “King of Feathers.” The scroll itself begins to warp and twist, softening in your hands, becoming a colorful but sturdy bandana.

Bandana of Truesight (Upon wearing this bandana, your eyes lose their pupils and appear pure white. You gain Truesight out to a range of 15 ft x (WIS modifier). Trusight = see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane. While wearing the Bandana of Truesight, you have the Blinded condition beyond your Truesight range. If you remove the bandana, you are blinded until you take a Short Rest.

Treasure:

Necklace of Prayer Beads (DMG 182): 2 Beads of Blessing (Bless), 2 Beads of Curing (Cure Wounds 2nd level OR Lesser Restoration), 1 Bead of Favor (Greater Restoration). Use Bonus Action to use a bead. Requires attunement by a Druid, Cleric, or Paladin. Each bead can be used once per day.

A search of the area beneath the stage reveals an electrum platter inscribed with images of Chuyltan feasting rituals (25gp), an Omuan death mask made of painted gold (250gp).

## Session 62

Show Necklace of Prayer Beads.

Mannix at some point during the fight a message arrived on your sending stone.

You hear Xandala’s voice but there are lots of sounds, including explosions and screams in the background, making it difficult to hear. [panicked whispering] “Mannix, I’m pinned down. Been trying to avoid the yuan-ti patrols in the city. Can’t [you hear an explosion of splintering wood]. Shit, shit they’re inside. Summerwise, go, go! [you hear the sounds of hissing and a fiery explosion, then nothing].

**12) Wongo’s Shrine**

Carvings of monkeys hanging by their tails decorate two cracked obelisks that stand before a shrine enclosed by broken walls. Five archways open into the shrine. Just inside you can see the dead bodies of several creatures that look like lomb-limbed primates, along with at least two dead human bodies.

Give the PCs a moment to figure out what’s going on, then:

Mannix you feel a piercing pain in your head, like a sudden terrible migraine as your magic eye thrums to life. A beam of light shoots out from your eye onto the ground and quickly draws the image of a tall, robed figure with a shaved head. Half of her face is that of a wizened old woman, while the other half is young and beautiful. [show handout]

Khaless you feel a chilll go up and down your body as you look upon the ruined face of your former mistress, Zagmira. A tingling begins to form in the back of your mind, and you feel your muscles relaxing a bit. You can see Orvex visibly stiffen and his eyes grow wide.

The projected image sweeps its eyes upon all of you, her face a careful mask of emotions. “It is time we finally spoke. Thanks to Mr. Mannix’s eye, courtesy of my compatriot Valindra Shadowmantle, we’ve been tracking your exploits for some time. Taking down pirates, dragons, giants. Very impressive, though you do so with my stolen property.” She scowls at Khaless.

“Normally it would be in my best interest to destroy or subjugate any competitors. But you’ve made it this far, and our goals at least temporarily align. We both need to get inside the Tomb of the Nine Gods. We both have some of the Puzzle Cubes from the shrines.

My team and I have been, looting the shrines in the south, killing any yuan-ti or pint-size plant creatures we came across. But we have a problem. When we reached the shrine near the Palace, we found traces of the Yuan-ti, but no cube. My spies and magic have confirmed that they’ve taken at least one cube into their lair, which lies beneath the Royal Palace.

“The Yuan-ti temple is a fortress, and as you’ve seen, I’ve lost many of my expeditionary force. I see Orvex survived, I’m pleased he’s been able to serve you, and thus, serve me.

You all have a knack for this kind of thing. Here is what I deem necessary - gather the last of the cubes, infiltrate Ras Nsi’s lair, and retrieve the cube he stole. He may be trying to acquire more even now. We’ll meet at the Obelisk, pool our cubes, and enter the Tomb together.” She tilts her head and smiles slightly, which has a disturbing effect on her half-face. “Any questions?”

“Assaulting the yuan-ti fortress is suicide, however, I have someone on the inside. A spy who’s been feeding me information. They’ve said the best way to get in is by posing as Purebloods returning with captives, and they’re willing to meet you outside of the gates. Those of you who aren’t anything close to human will have to play the role of the prisoners.” She smiles wickedly.

If Mannix tries to shut his eye or turn off the effect: “The image flickers a bit but the pain in your head increases to an unbearable degree, forcing you to stop. You see the woman hold on up one finger and waggle it back and forth at you in a mocking tone. ”We’re done when I say we’re done.”

Spy?

“A doppleganger name Ishmakal. Terribly useful creatures. Not entirely trustworthy for obvious reasons. They killed a pureblood and assumed its form, and has been learning about the inner workings of the temple.”

Shrines?

“We have the retreived the shrines from this one, as well as Unkh and Moa. Obo’laka’s was missing. We haven’t ventured into the flooded areas yet, so you’ll need to check Papaztol and NangNang.

Purebloods?

“The lowest rank of Yuan-ti. They can pass for human and often serve as spies. Some physical deformity marks their snake-blood, like scales or a forked tongue.”

Khaless?

“An unleashed dog, no matter how powerful, is dangerous. Sometimes that danger can be useful. I’ve seen what she can do, and what she has become. Perhaps we can discuss a finder’s fee when we meet. She needs to return to the fold.”

**14) Obelisk/Tomb Entrance**

(ToA 130)

**15) Ruined Bazaar**

As you search the area, Mannix and Khaless you see the hidden markers that signify a safe zone for thieves, specifically that of the black market. The markings aren’t very recent but clearly not part of the normal ancient ruins. They appear to point towards the bizarre.

You follow the markings around crumbling street corners and into a derelict market hall. Frayed cloth awnings hang in tatters above a broad alley lined with stalls. Mannix you spot several hidden traps and alarms, the kind set by experienced rogues and thieves. You can avoid them easily.

The signs point to a small building behind a stall. Slipping past a tripwire and avoiding a hidden pit you find the markings on a staircase leading down. You descend into a smoke-filled room that smells of sweet tobacco. Some old couches and chairs line the walls, while the end holds an intimidating iron gate with an opening at arm level just big enough to slip objects through. On the other side is a middle-aged tabaxi with speckled ginger fur, wearing a torn blue cloak. She eyes you warily and makes a few hand gestures, which you recognize in thieves cant as being a universal greeting.

She nods. “Don’t get many of the Right People in these parts. Omu a bad place. We barter yes?” She gestures and you see several objects on the other side of the gate.

The merchant, Copper Bell, avoids the Yuan-ti and the Red Wizards. Neither force has found her location. No she doesn’t get many visitors. There are a few tabaxi around that are part of her little family. She does know about Giotto and liked him.

Can haggle for 20% off purchase price (or raised sell price) with a successful DC 14 Persuasion check for each item. She has the following:

200 gp

100gp Dust of Disappearance (she’s not sure what it does, only that it’s Bag of Magic Dust)

200 gp Lockpick’s Dagger (+1 to damage/attack rolls, once per day cast the Knock spell by tapping it on the lock, w/o audible knocking sound).

500 gp Rope of Entanglement (DMG 197). Hold one end and speak command word, the other end darts to entangle a creature within 20 feet. Target must succeed on a DC 15 DEX save or be restrained (Victim can use an action to make a DC 15 STR or DEX check to escape).

30 gp Potion of Climbing

50 gp Potion of Healing (3 available)

100gp Potion of Greater Healing (2 available)

60gp Shredder grenade (2 available) - fling a primed device 30 feet. DC 14 DEX saving throw for all creatures in a 15ft radius, to save for half damage on 4d6 piercing. Ground becomes difficult terrain, anyone knocked prone takes 2d6 piercing.

PCs can not long rest here, but they may short rest if they wish. Possible for store to replenish goods in case PCs return on their way to Tomb.

**16) Papazotl’s Shrine**

The water is murky and dirty, stretching between knee high and shoulder height (for human-sized). As you approach the shrine you can clearly see several crocodiles lazing in the water around the walls, one of them looks monstrously huge. Two columns flank the entrance, carved with images of a long-legged bird with a needle-like beak. At the building’s front, slimy steps ascend to an entry arch.

Can easily use Therin’s wild shape and speak with animals to bypass the crocodiles.

Moss clings to the stonework throughout this hall. The mosaic floor depicts a tall bird using its long, pointy beak to pin a monstrous frog-like creature with tentacles sprouting from its shoulders. Set into the far wall is a set of heavy stone doors.

DC 20 STR check to open doors, or lose a hit die.

An empty pedestal stands in the middle of this chamber. Six statues face it from alcoves on the walls. They depict bare-chested humans with the heads of different animals. From left to right, the heads resemble those of a lizard, a jaguar, a lobster, a toucan, a bat, and a frog.

Find inscription on the base, etched in Common. [Handout].

The party needs to cast a shadow and see a crawlway hidden behind the bat statue (illusory wall). They find a strange grid etched into the far wall of the cell.

The solution is to enter all the letters (minus spaces) into the grid, and use the highlighted letters. The answer is COVER EYES. If the PCs cover the statue eyes, the pedestal rotates and the cube emerges (maybe give it to them if they all cover their eyes instead? Seems more intuitive.)

## Session 63

**Yuan-ti Ambush**

You travel through the murky, waist-high water as it threads through flooded buildings. The deafening sounds of the crashing waterfall starts to recede, taken over by insects buzzing and frogs croaking.

Behind you Artus suddenly gives a startled gasp. You turn to see his body rapidly dragged underwater. Dragonbait pulled his sword and looks around, wild-eyed, giving off the scent of [fear]. Orvex cries out “Ah, something brushed my leg, and the grung begins chittering rapidly as you see several long serpentine shapes in the water beside you.

Roll for initiative!

Keep the Type 1 Malison intiative hidden. They act on the first round, firing their bows. They have ¾ cover while in the buildings. The bottom two are behind a wall on the floor, while the east 2 are in the second floor.

When the PCs begin to turn the tide and breach the buildings, the Yuan-ti cant attempt to flee.

Though the immediate danger has passed, you now hear the sounds of a battle coming from the shrine up ahead.

**Nangnang’s Shrine**

The shrine is a warzone. Monoliths adorned with prancing, frog-like figures rise from the swamp, and bushes and trees grow from the roof. The shrine is crawling with grung who appear to be fending off an attack by a force of Yuan-ti. A robed, tattoed man with snakes for arms chants in a strange language as beams of force erupt from his snake-heads, slamming into walls and grung, while other snake-folk launch forward with blades and bow. Several grung bodies already lie floating in the water.

Your captive grung begins shrilly pulling at his bonds, a desperate look in his eyes.

If the PCs wait-

Though the grung have the numbers, they’re clearly no match for the yuan-ti. The snake-folk cut them down, pausing to trade a few blows with the stronger yellow-skinned grung. You see a fatter grung with a colorful feathery headdress riding a giant frog calling out commands as he races toward the shrine doors, another pair of grung shutting the doors behind him.

The snake-armed man begins blasting at the door, and the ancient stone starts to crumble.

[Remove all outside grung]

If the PCs still wait -

The doors are blown apart and several Yuan-ti charge inside, leaving a pair posted at the entrance looking out, their snake-heads scanning the area.

If the PCs enter the fight and attack the yuan-ti, the grung will retreat back into the shrine, unless they utilize their grung captive. The grung, Imbok, will rally the others to help defend.

If the party engages the Yuan-ti while they’re still outside the shrine, the pit master will retreat once things turn south. If they fight inside the shrine to where there’s no proper escape, the pit master can fight to the death.

Once inside, the yuan-ti threatens the chief to try and find the treasure needed to open the doors - an old spearhead. The chieftain gave it to Imbok as a sign of honor. Imbok wears it as a simple necklace, but is unaware of its significance to opening the doors. Only the Chief knows. If the PCs dally outside, the Yuan-ti will murder all the grung and begin scouing the shrine for the spearhead.