**Orolunga**

Replace the ziggurat with the Viper’s Nest dungeon from JVC Parry.

Changes from Viper’s Nest:

Probably change the viper head traps into poison dmg rather than a damn petrify

3 - Replace Bearded Devils with Yuan-ti Pureblood and broodguards

4 - Remove the basilisks

6 - change description, change barbed devil to 4x gargoyles

10 - Add Salida, but she’s not petrified. She pretends she was captured by the Yuan-ti.

13 - remove 1 or both basilisk depending on how PCs are doing…

14 -Remove Crystal ball

15 - Replace the Hydra with a Wyvern

19 - replace Medusa with a Yuan-ti malison (Yahru from ToA 123). Replace bearded devils with enslaved humanoids (gladiators? guards?), keep the snakes. Add a basilisk? Add the captured Guardian Naja - Saja!

**Story Background:**

Ras Nsi is unhappy with Acerark’s death curse, and is beginning to have doubts. He sent a contingent of Yuan-Ti forces to Orolunga to seek the wisdom of the Naja Saja, violently if necessary.

The Yuan-ti suffered some losses on the journey and inside the temple. The ancient Yuan-ti defenses do not attack them, but other residents, namely the wyvern, definitely do.

**Snake heads:**

By each stone doorway is the head of a snake, carved out of stone by very lifelike. Inside is a lever that needs to be firmly grasped to open the door. All doorways except the bedroom doors have the snake heads. The upstairs temple doors both have a pair that must be activated together.

If the snake head detects a non-Yuan-ti’s arm, it will clamp shut upon touching the lever. DC 13 DEX saving throw or take 2d6 damage. The door still opens, however.

DC 15 Investigation to determine that the jaws are hinged for movement. DC 15 Arcana (or Detect Magic) to determine there's a magical trigger.

**Approach: [Show handout!]**

As you brush aside a thick canopy of jungle, a massive brick and stone ziggurat stands before you. The jungle encroaches right up to and onto this ancient, crumbling structure. Stairs stretch up to the top of the treeline, about 50 feet, to an open archway entrance to the inner temple. Above that you see a gaping hole has been punched into the second floor, about 30 feet up, overrun by crumbling bricks and jungle vines. The ziggurat may have been surrounded by a city long ago, but the jungle is so dense that it would take hours of searching to find buried foundations and tumbled stones.

Azaka sucks in a breath and shakes her head. “That is an evil place. Nothing good in there.” She plants her feet firmly and doesn’t appear to budge from the treeline.

Someone can make a DC 15 CHA check to persuade her to join them inside. Vorn will enter but he can’t climb, and he won’t be able to enter any of the doors.

If she doesn’t go inside, she could certainly come to the PCs’ aid if things go badly.

UPDATE: PCs left Azaka, Vorn, and an Animal Friendship’d Stego outside.

## Lower Level

**Entrance Lobby:**

The ancient crumbling temple appears just as decayed on the inside as the outside, aside from a large snake statue that glares imposingly at the entryway from a raised platform. Daylight trickles in behind you but the inside is otherwise dark. Stone bricks lie loose and shattered on the floor, while vines and plants indicate nature’s gradual reclamation.

Stairs lead up and around to a raised area behind the statue where a large stone door awaits. To the east you see a hallway that disappears around a corner.

As you enter the temple you hear a distinct hissing sound, as if an alarm has triggered. The stone serpents eyes glow red as it lurches and flings itself at you!

The snake has resistance to nonmagical bludgeoning, piercing, and slashing damage.

They should find Journal Entry #2 lying in the entryway.

**Dining Hall:**

You see long stone tables that makes this looks like a mess hall or feasting hall. Debris has recently been cleared away from one table and several rations and meals are spread out. Cowering in the corner is a frightened woman whose face you recognize as one of the missing Port Nyanzaru guides, Salida.

“Are..are they dead? Who are you?

“My name is Salida. I’m a guide out of Port Nyanzaru. I was hired by a group to travel to Orolunga. It was a dangerous trip but they paid well. We made it to the other side of the river when we were attacked by a large flying beast. It had the barbed tail of a scorpion. It killed several of us while we fled out into the jungle. I was alone in the jungle for several days before the yuan-ti found me. They offered me food and water in exchange for...information.”

Information?

“They asked about Port Nyanzaru, and something about a death curse. I hadn’t heard anything about that though. I have been in the jungle for weeks. They also asked about Orolunga and the oracle, but I only knew where it was, not what lie inside the temple. I never would have come here had I known a monster lived here!”

You weren’t bound or caged?

“I guess they didn’t see me as much of a threat when they found me.”

Insight: (Purebloods have a +6 Deception, could treat as a 16)

>16: She appears genuine in her speech and body language, noting that she does look weakened and frightened.

16: Although she her speech and body language appear genuine, you have the slightest feeling that she might be holding something back.

If they confront her on telling the truth:

“A-alright. I-gave them up. We weren’t attacked by that beast. Not at first anyway. I was our foraging by the river and the yuan-ti caught me. I turned them over in exchange for my life.” She covers her hands in her face. “Ubtao forgive me.”

**Storage:**

This room appears to be used for storing food and equipment, which has long since rotted away and rusted. Crates lie smashed apart on the floor while glass is strewn about crushed bookshelves. Give me an Investigation check!

>10: You find nothing but rubble and broken crap.

10-14: You very carefully sift through the broken rubble. You suspect that if the yuan-ti did go in here, they took one look and forgot about it. But you find one potion of greater healing that survived,

15+: As well as a pair of Obsidian gems that look like they were mistaken for rubble.

**Guarded Hallway:**

A dark hallway extends to either side of you, leading to another stone door with a snake head on your left and stairs leading up on your right. The middle of the hallway is flanked by four pillars, each of carries a monstrous stone figure with claws, wings, and teeth.

As you stepped into the room, you hear the exact same hissing sound as when you walked into the first entrance, like an alarm. All four statues turn towards you.

**Ritual Room:**

Long dried blood stains nearly every surface of this musty room. Stone tables hold rusty chains on one end of the room, while the other leads up to a small blood-stained altar.

The air around you grows heavy as you see flickering images. Two figures splayed on tables, their chests carved open. An imposing figure with the lower half of snake and a large ceremonial headdress carefully removes organs and places them in containers. The images flicker again and you see the bodies being wrapped up in oiled linens as yellow incense billows all around the room. Another flicker and you see the priest gesture toward a pair of other figures, who place objects into each coffin near the altar as the priest chants. You spot several jars, and jewelry, including a thick gold neck band [Necklace of Adaptation], and a full length blue cloak with gold trim [Cloak of Protection]. Another flicker and the coffins are carefully sealed as the priest makes their final chants before the images fade away.

Opening a coffin requires a DC 10 STR check, but nothing happens if you fail.

You open the coffin and as soon as the opening is exposed a thick yellow gas billows out and begins to fill the room. At the same time you hear a scratchy voice from inside the coffin speak in an ancient language, but it doesn’t sound friendly as a bandaged arm reaches outward. Initiative!

On the mummy’s turn, it will speak and the other coffin will open for the second mummy. Both will act together on round 1.

Stinking Cloud - DC 12 CON saving throw at the start of your turn, or spend your action throwing up.

Treasure:

Coffin 1: Necklace of Adaptation,

Coffin 2: Cloak of Protection

## UPPER LEVEL

**Holy Hallway:**

You ascend the stairs and emerge onto a ruined landing. To your left a small set of stairs lead up to a pair of large stone doors decorated with serpent imagery. Unlike the other doors these are much larger and feature snake heads on either side.

Down the hallway you spot rows and rows of books on shelves, but in the middle of the hallway the floor has partially collapsed, leaving a giant gaping hole in the middle.

DC 13 Acrobatics to shimmy along the ledge.

DC 13 Athletics check to jump across. (assuming less than 20 STR score)

**Library:**

Before you is a ruined library. Chunks of the ceiling have fallen down and crushed part of the shelves and many of the books have succumbed to the rough passage of time. To the south you see daylight streaming in from a massive crumbling hole.

**Treasure**: You sift through the bookshelves but books crumble in your hands. You do spot a book with a weathered, eroded leather cover that seems to have withstood any damage. Inside you find writings of arcane spells, but none of you can understand them.

**Wyvern Nest:**

You feel fresh air wafting in and a stunning view from the high vantage point of the ziggurat down onto the stairs that lead up here. However your attention is primarily drawn to the large sleeping dragon-like creature. It appears to have crafted this ruined room into a nest and you notice piles of partially eaten corpses strewn about, along with a solid mountain of glittering coins and jewels.

When PCs try to sneak closer, the fresh corpses on the ground will stir and zombies and skeletons will rise up, which also awakens the wyvern!

UPDATE for Session 30!

You see the beast’s nest but no beast in sight. A mountain of coins lie in a pile in a central area. Bodies, some of them half-eaten, are littered around the room.

Any kind of Nature or Survival check will reveal that the beast was recenty here (duh they already saw it sleeping).

When the PCs approach the coin pile,

You hear a moaning sound as several of the bodies in various states of decomposition begin to rise up.

Round 2: (roll Initiative secretly).

A shrieking cry pierces the air outside as the beast comes swooping in to defend its nest.

**Treasure:**

250 copper pieces

5000 silver pieces

900 gold pieces

50 platinum

2 x Potions of Greater Healing (intact in a sack)

Wand of Magic Missiles (wand with magical blue flame at the tip).

3 x Chrysoprase (translucent green gems) (50 gp)

**Bedrooms:**

Long Rest cutscene:

In the middle of the day you’re walking through the jungle when a steady fog rolls in. Flashes of light blink around you and you feel nauseated, as though the ground beneath you is roiling like a ship at sea. A cold sweat shivers through your body as you hear the voices of a trio of old women. You stumble forward and brush past a leefy fern, finding a window into an eerie laboratory. A vast cauldron dominates the room, billowing with green smoke.

Three shriveled old women stand around an iron cage, though you can’t see what’s inside. You can’t see their faces and your heart feels with dread and fear any time you look at them.

Widow Groat = old woman, scratchy voice

Peggy Deadbells = witch voice

Baggy Nanna = creepy animal voices

One turns to the others, gold coins glittering where her eyes should be: “It’s almost ready sisters. The most important ingredients await.”

Another clumps over to the pot and a pegleg, yellow smoke billowing out of her mouth as she incants. With each ingredient she pulls something from her robes and drops it gingerly into the cauldron:

“The unceasing hunting of a private investigator.”

“The hardened discipline of an enslaved killer.”

“The unshakable confidence of a privileged noble.”

“The righteous fury of a young warrior.”

“The inner predator of a bestial man.”

With the last ingredient the cauldron bubbles furiously as the three hags chant in an otherworldly voice. The third one, with a squirming bag sewn over hear head, dips a bucket into the cauldron and carries is over to the cage. The contents are upended, and you strain to try and see what’s inside, but the green fog and the hags themselves obscure the view.

You hear a metallic growling, however, and a new fear settles in your chest.

All at once the chatting stops. “It is done!” says the first hag. “The ultimate predator. It will not sleep. It will not eat. It will not stop. It will only hunt those who aim to stop our work. Powered by their very essence.” She turns to the cage as you instinctively begin to back away. “Quickly now, my pet.” She opens the cage as you instinctively jerk backwards from the window. You fall on the jungle floor and look up at the night sky, though you’re pretty sure it was mid-day just a few moments ago.

**Oracle Chamber:**

If PCs listen at the door, they can definitely hear muffled voices on the other side.

Opening the double doors requires pulling both snake head levers at the same time.

The doors open into a ceremonial temple chamber. Unlike the rest of the ziggurat, this room appears untouched by the ravages of time, as if by magic. Two large 10-ft pits plunge down on the east and west sides of the room, home to hissing, writhing masses of snakes. The middle of the room rises up to an extended platform where a nest-like depression houses a large snake-like creature with a human face. The creature looks badly injured and is currently writhing and straining against iron chains wrapped around its body, including a metal plate covering its mouth, and held fast by a pair of yuan-ti broodguards. You note that there are a few dead yuan-ti bodies scattered around the room.

A humanoid figure with the head of a snake stands triumphantly on the raised platform, holding a glowing orb. Projecting outward from the orb is the shimmering top half of an imposing figure wrapped in dirty, bloody bandages.

You seem to have stumbled in on mid-conversation as the snake-headed man is saying “my lord Ras Nsi. The naga has refused us, as you predicted. It balks at our alliance. Claims the archlich will bring ruin to all living things.”

The bandaged figure on the projection tilts his head slightly, his words distorted by the projection, but you note they sound sickly. “You have done well Yahru. Bring the oracle to me. We shall bend it to our will. We-” His head jerks to look at you all as the door opens. “You seem to have visitors. Do not let them speak to the oracle.”

Yahru jerks his head and glares at you all, and with one smooth motion smashes the orb onto the ground, dispelling the projected image. “A little sooner than I expected,” he nods toward one of the purebloods, who looks slightly injured. “If you’ve come for the oracle you’re too late. She is our property now. I will give you a choice, just this once. Drop your weapons and walk away, and keep your lives.” The human faced snake wrapped in chains looks to you all with a pleading look in her eyes.

Yahru can exchange a bit of dialogue, but if the PCs refuse to back off, he will signal the attack.

Question?

He hisses at you. “You will find no answers here. Throw down your weapons and leave this place.

Yahru will fight to the death, killing himself by jumping into the snake pit if necessary.

If the oracle is freed from her bonds (DC 15 STR check? Contested with broodguard?) she can use spells. Which spells depend on how the fight is going.

If things are going badly for PCs, she can free herself and aid them.

Treasure:

Yahru has a small curved blade engraved with serpentine images - Dagger of Venom

Between all the Yuan-ti they have 2d6 poisoned arrow tips that can be applied to either arrows or bolts. They add 2d6 poison damage on a hit and count as magical for purposes of overcoming resistance.

The Yuan-ti can have some gold and silver on them.

**The Oracle:**

“Thank you for your assistance Calder Mannix, Gillain Floudnerson, Khaless Torurden, Therin Bistlebeard, and Georgiano. I’m Saja N’Baza, the oracle of Orolunga. I foresaw the arrival of the yuan-ti as well as your group, but did not know which would prevail. I’m glad it was you. I’m sure you have questions.”

**Who/what are you?**

She smiles warmly. “I’m the oracle. A guardian naga. An immortal creature tied to their post. Once a slave of the yuan-ti who dwelled here. Now only I remain. Well, I and a messy, violent beast who rudely moved in several months ago.” the naga sighs. “Still, it keeps away most meddlesome tomb raiders.”

**What did the Yuan-ti want?**

“Their master, RAS NSI grows worried. He promised his people that the Night Serpent will devour the world. He has allied himself with the archlich in return for power. But the death curse is killing him. The once immortal warlord has tasted death many times before. His body is wasting away and he’s beginning to doubt his alliance. I would demand Ras Nsi’s head above all else, but, it seems we all have a much bigger problem with the DEATH CURSE.

**Ras Nsi**

**“**A former immortal champion of Ubtao, granted the powers to raise the dead. He was a staunch defender of the city of Mezro, until he wrecked a terrible vengeance on its enemies, commiting a horrible genocide. The council exiled him, and he responded by raising an undead army. He was ultimately defeated, and later stripped of his powers when Ubtao abandoned us all. He turned to the yuan-ti during a period of strife, killing their leader and undergoing a ritual to transform himself. He plots an even darker revenge on the world that has wronged him.

**Death Curse, Soul Monger?**

She nods seriously. “A recurring vision haunts my every waking moment. Rivers of souls flowing to Chult, to the Forbidden City. Deep underground an evil thing stirs. Feeding on the souls, growing stronger. I have tried but my visions can’t penetrate any further. But I can tell you of the FORBIDDEN CITY.”

“The Forbidden City. Omu. Once the crown jewel of Chult. Now little more than a ruin, like Orolunga. The people there grew fat off their greed and wealth, and turned their backs on Ubtao. The angered god abandoned them all, as he did all who dwelt in Chult. The people turned to dark rituals, as primal spirits rose up, demanding worship. It was a place of blood and violence. Such a place drew the attention of one of the darkest beings in the universe. The ARCHLICH ACERERAK.”

“Acererak came to Omu a century ago. He slew the false gods and forced the depraved Omuans to build a vast underground tomb, then sealed them all inside. For what purpose I do not know. It lie dormant for some time, content on toying and killing anyone foolish enough to enter. But now I see the rivers of souls flowing. There is no doubt it’s the source of the death curse.

She turns to each of you. “You are the best hope of saving us. You must go to Omu

**Artus Cimber?**

“He came to see me not long ago. He and his silent traveling companion, of a race not from this world. He asked about Mezro, the once grand city that was destroyed during the Spellplague. Or was it?” She smiles, then grows sad. “He is searching for someone - his lost wife, an immortal champion of Ubtao and defender of Mezro. He does not know the danger he is in. I saw your paths cross in a vision. I pointed him South. You will not follow him, but you will meet him later nonetheless. Will he be an ally or an enemy?”

**Pirates?**

“The information you received from the Halruaan captain will prove correct. You will follow the leads to Jahaka Bay. But it will be with a ship of your own.”

**Gillian’s brother?**

“I see much tragedy and sadness surrounding you, noble fishwoman. You will find answers, but you will not like them.”

**Zagmira?**

“The one you seek is in Chult. They have not come for you, but will eagerly take you back. Your paths will cross.”

**Heart of Ubtao?**

“A powerful force resides there, one that blocks my visions entirely. Tread carefully.”

Rescuing the Naga results in her bestowing a Charm on each PC (DMG 228), provided they agree to go to Omu and stop the Death Curse.

Each charm has 3 uses. She only has one of each charm to bestow. They don’t require concentration, but do count as magical for the purposes of dispel magic and antimagic fields.

She asks them the following options:

Do you desire vitality? (Charm of Vitality - Aura of Vitality)

Do you desire friendship? (Charm of Animal Conjuring)

Do you desire alteration? (Charm of Alter Self)

Do you desire answers? (Charm of Divination)

Do you desire power? (Charm of Power - Elemental Weapon)

Do you desire hope? (Charm of Hope - Beacon of Hope)

Do you desire Freedom (Charm of Freedom - Freedom of Movement)

Do you desire understanding? (Charm of Communication - Tongues)

Do you desire alacrity? (Charm of Haste)

Do you desire Protection? (Charm of Protection - Protection from Energy)

Do you desire a home? (Charm of Housing - Leomund’s Tiny Hut)

Do you desire vision(Charm of Clairvoyance)

Do you desire death? (Charm of Death - Animate Dead)

Which do you desire?

Vitality

Companions

Alteration

Answers - Mannix

Power - George

Hope

Freedom - Khaless

Understanding - Gillian

Alacrity

Protection

Home

Vision

Death - Therin

## Exiting:

You emerge out into the open air and descend the staircase to find your companions in the aftermath of a warzone. The ground around you is charred and blackened, and you see various chunks of seared dinosaur flesh strewn about. An oddly familiar metallic chicken paces around nervously. You spot Azaka appearing to be shifting into her weretiger form, but frozen in place. Next to her carefully weaving her hands in pace stands Xandala. She’s breathing heavily and her flowing blonde hair clings to her sweaty face. Her pseudodragon flies over to you all and you feel a sense of welcoming, companionship, and relief. Xandala turns and nods at you all.

“Got your message Mr. Mannix. Good thing I showed up when I did. You wouldn’t believe the monsters there were waiting out here for you.”

**Those are our friends!**

“A were-tiger and a shield guardian? And those dinosaurs are vicious brutes, I can tell you that. This whole godforsaken jungle is constantly trying to kill you. The sooner we find my father the better. Did you speak with the oracle?

**Let them go!**

She looks dubiously at the frozen form of Azaka, who’s snarling into space. “I’d rather not. In any case it’ll wear off when I’m gone. I travel faster on my own. Tell me, what did you learn about my father?”

**Where have you been?**

“Searching the jungle. I can travel much faster on my own. Still, Chult is large, impossibly dense, and literally everything here is trying to kill you. Made my way to that giant plateau but had to steer away. Those flying reptile things are nasty.”

Xandala will leave once she gets any information on Artus, telling Mannix to keep in touch via the stone in case he finds him first. She’ll also toss a sack of gold at him, 20 gp, as advance payment.

Both Azaka and Vorn’s spell effects will wear off shortly after. Azaka’s wereshape can short circuit and she can revert back to human form (unless we want a brief weretiger fight!). She explains that a pterodactyl can swooping in out of nowhere, quickly morphing into an elven woman who unleashed a fireball in the middle of them, polymorphed Vorn, and paralyzed Azaka.

Salida and Azaka will recognize each other and be openly resentful of each other. Salida is resentful toward everyone since she’s a damn yuan-ti, while Azaka just thinks she’s an asshole.

However, with two guides and the party being more experienced, they’ll be able to travel through the jungle at a much quicker pace.